

Localization, Beacon Placement and Mapping  
for  
Range-Based Indoor Localization Systems

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# Applications

Mobile interaction



Safety in disasters



Augmented reality/Virtual reality



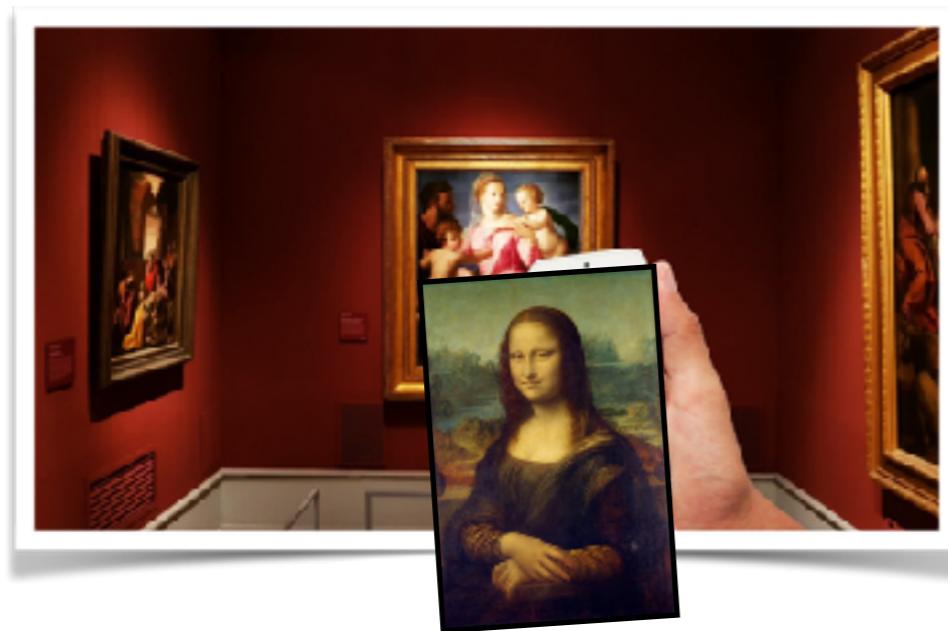
Factory automation



Smart buildings



# Key requirement: Localization



# Localization today

## From museums..

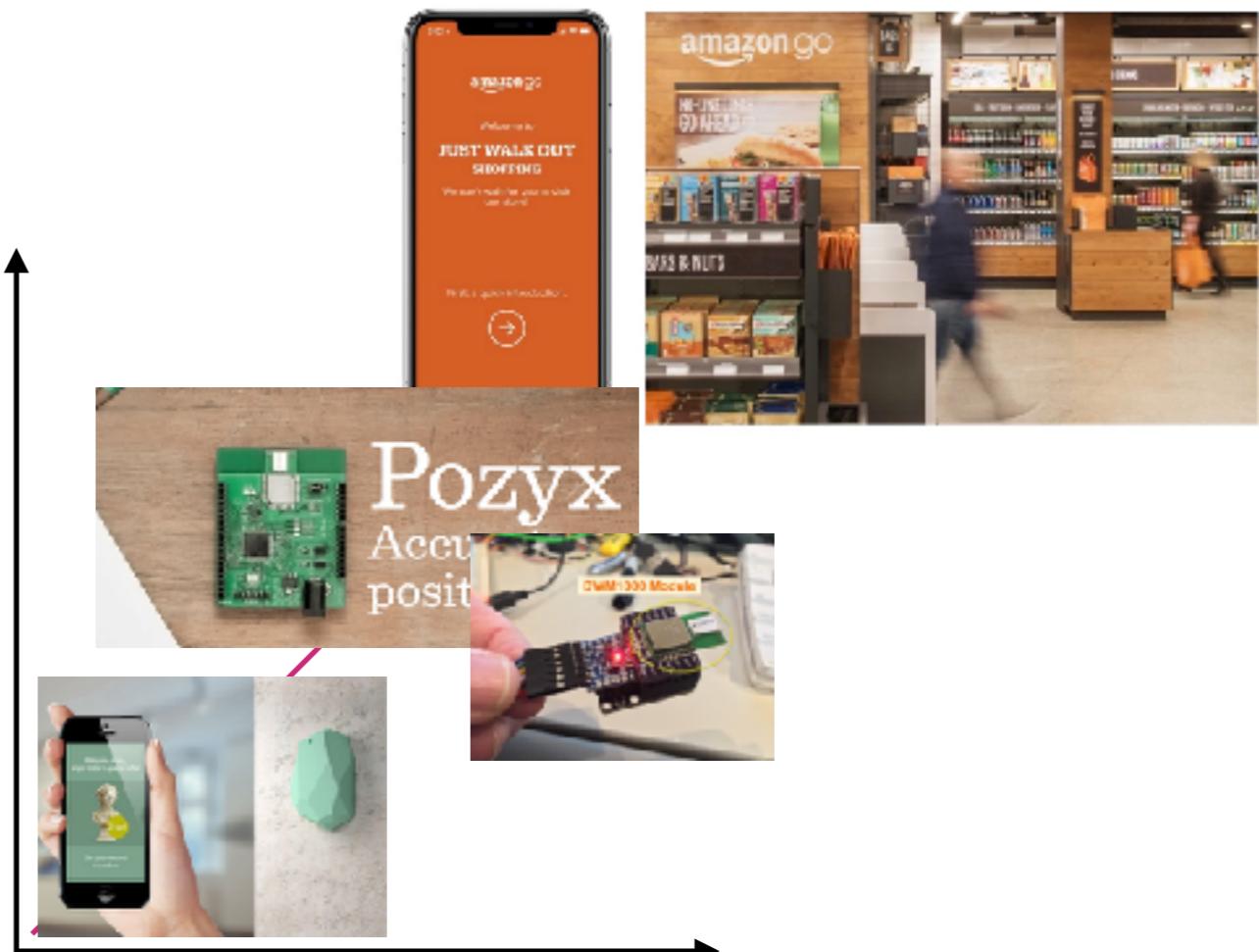
“technical costs of purchasing the technology and installing the technology..”

“When we move around exhibits, we have to call the companies again to **calibrate the museum again..**”

“The users require a certain type of phone for this to work..”

Performance

Cost

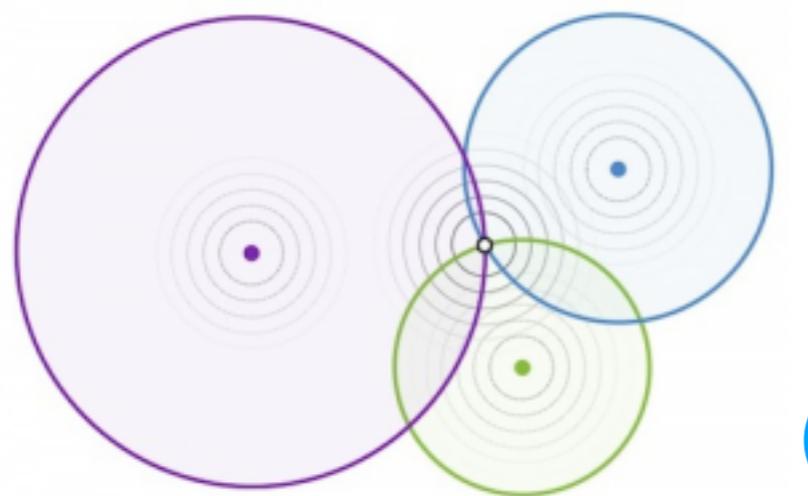


## From firefighters..

“the most reliable way to find our way out of the building is to **trace back the fire hose**”

“**Go in pairs** to lower the chance of getting lost..”

# Localization system components

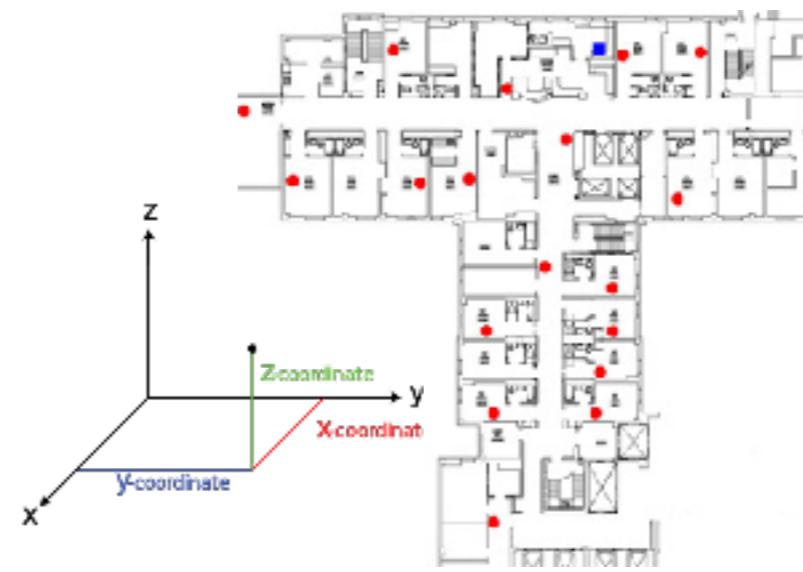
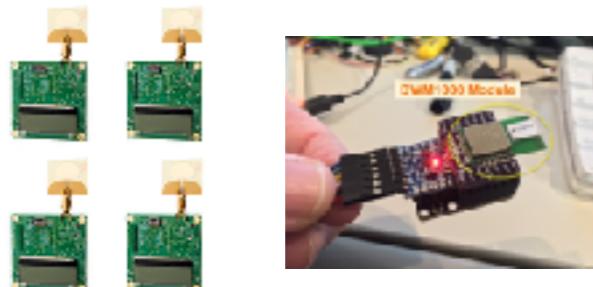


Estimation

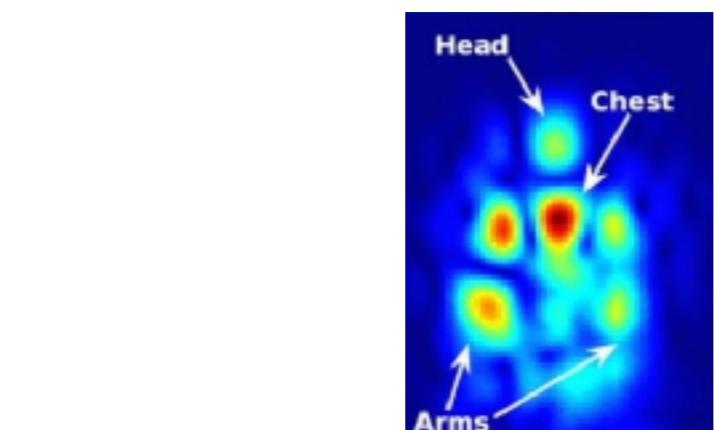
Sensors

Deployment

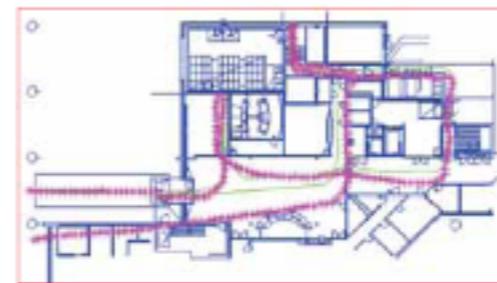
## Ultra-Wideband



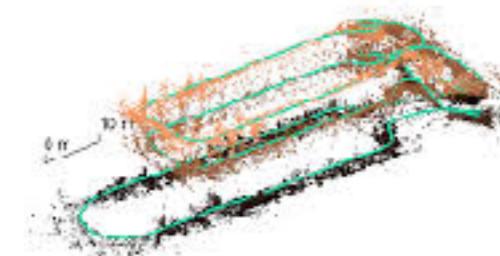
# A lot of cool work in different areas of localization



Deep learning-based methods



Map matching



Visual inertial tracking

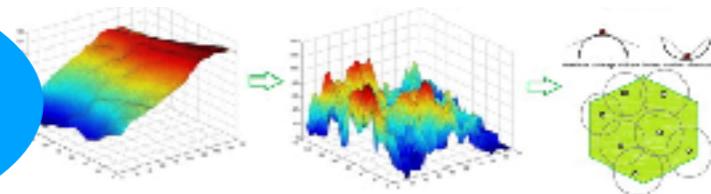
Estimation



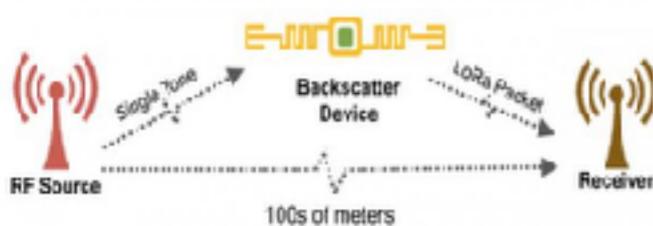
Lidar

Sensors

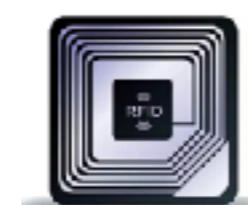
Optimal sensor placement



Deployment



Backscatter

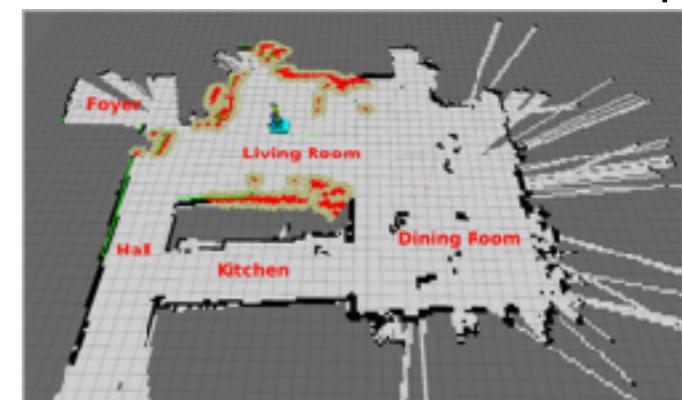


Wireless

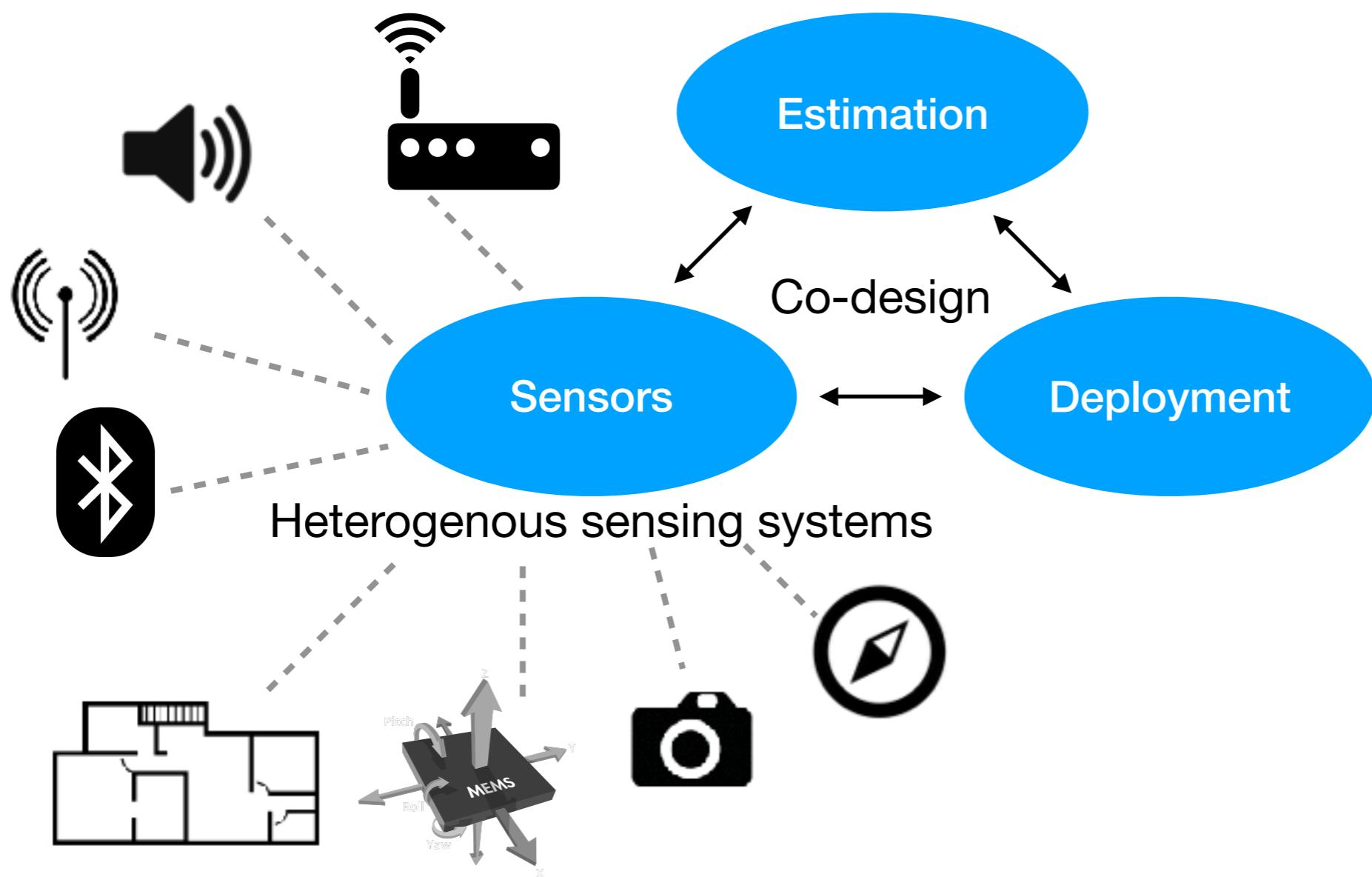


Depth sensors

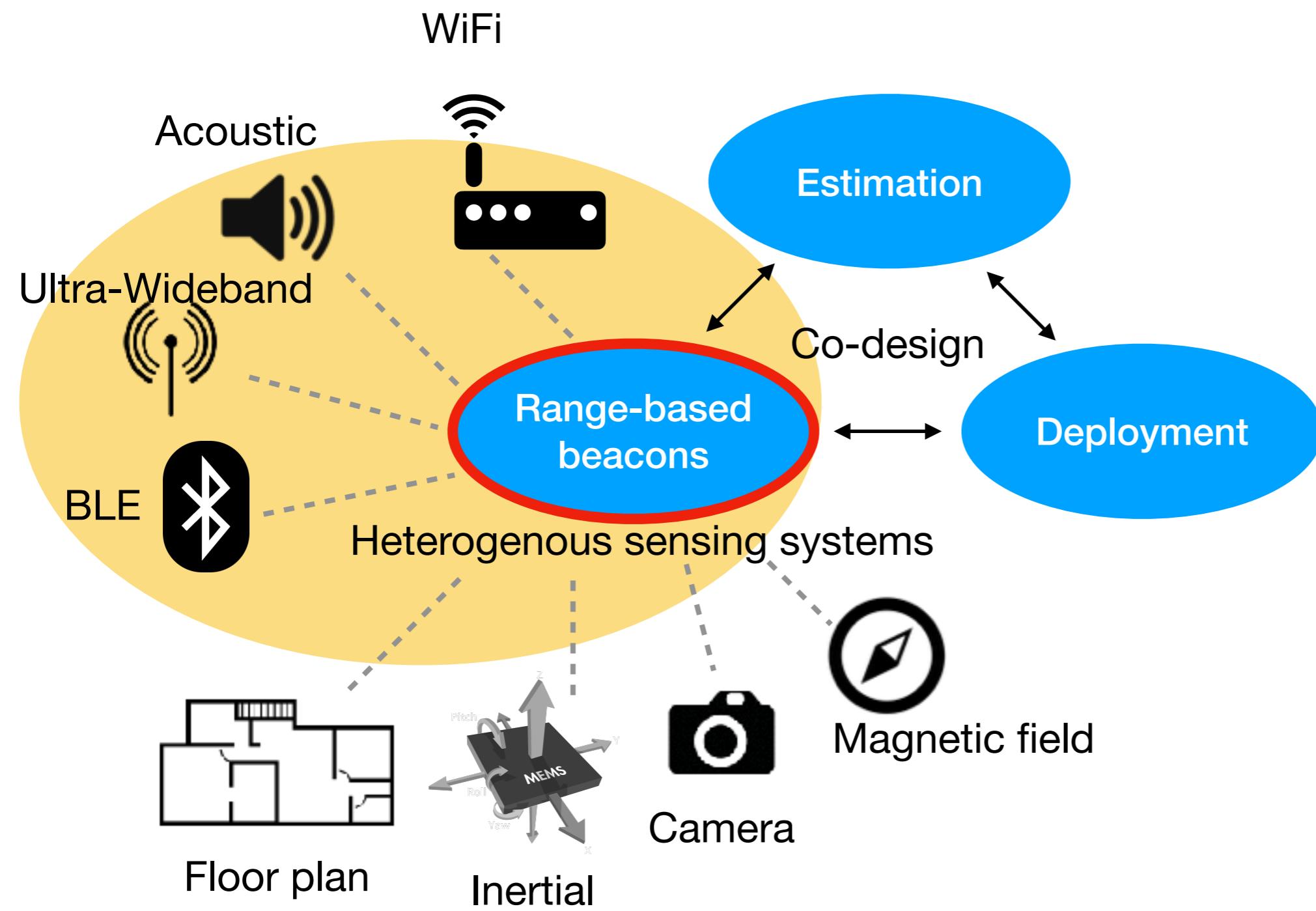
Simultaneous localization and mapping



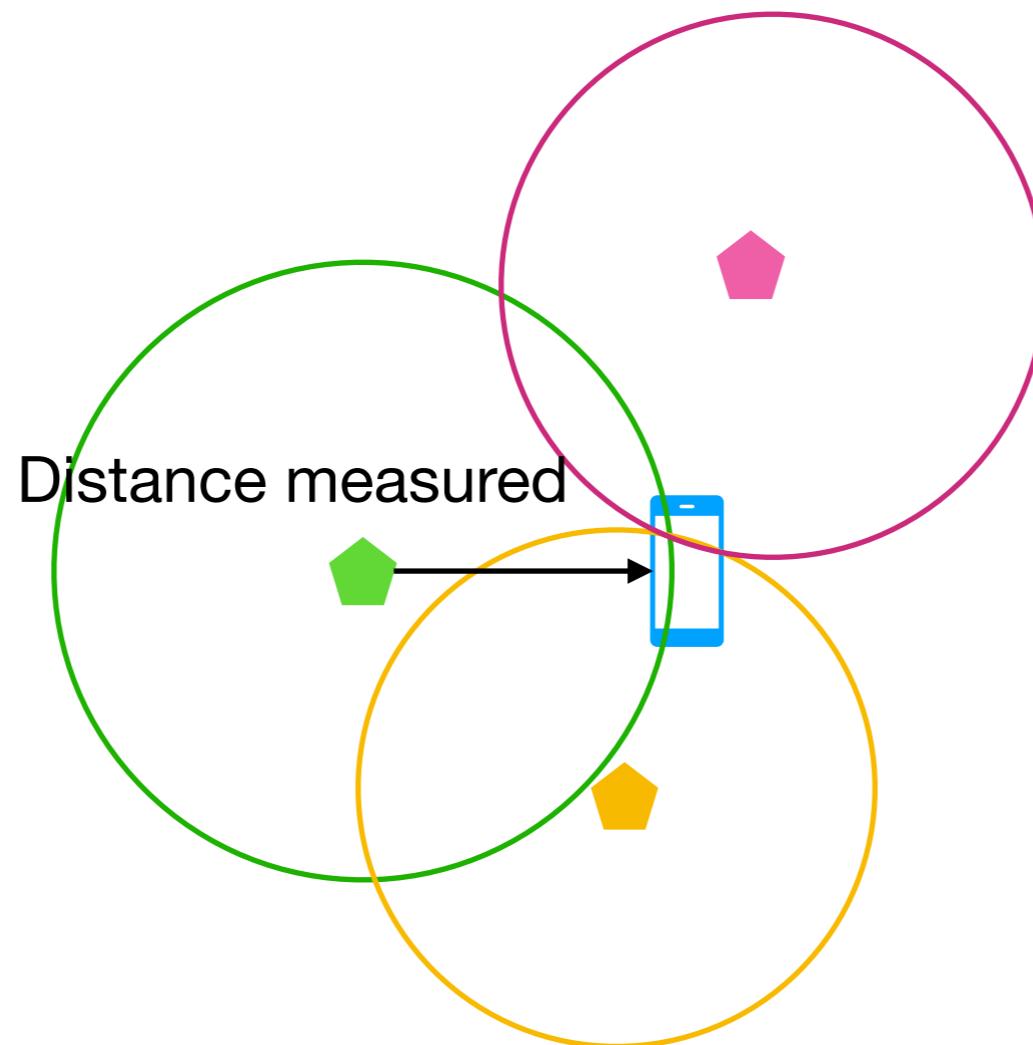
# Our approach



# This dissertation



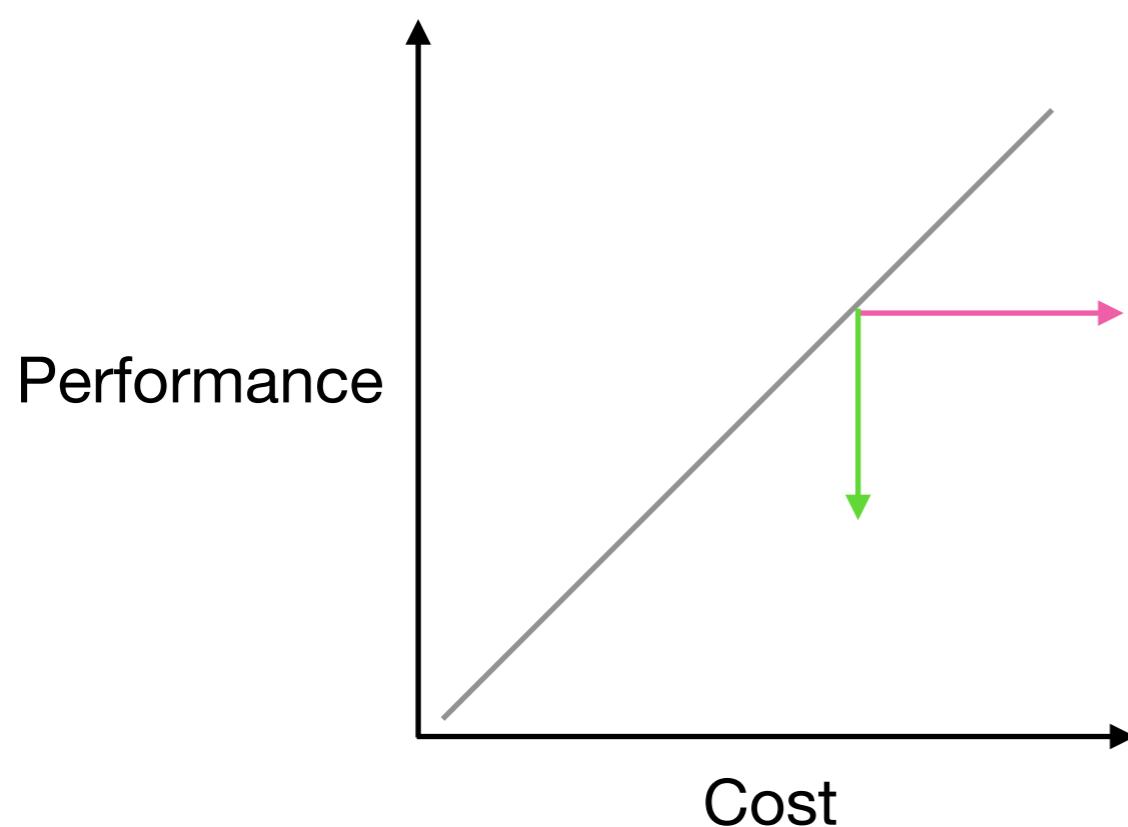
# Range-based localization systems



## Promise:

- Capable of accurate positioning (10-30cm)
- Instant time-to-first fix (don't need to walk around before getting a location)
- Emerging standards in commodity devices: WiFi 802.11mc, Bluetooth Low Energy 5, Ultra-Wideband

# Range-based localization challenges in the real-world



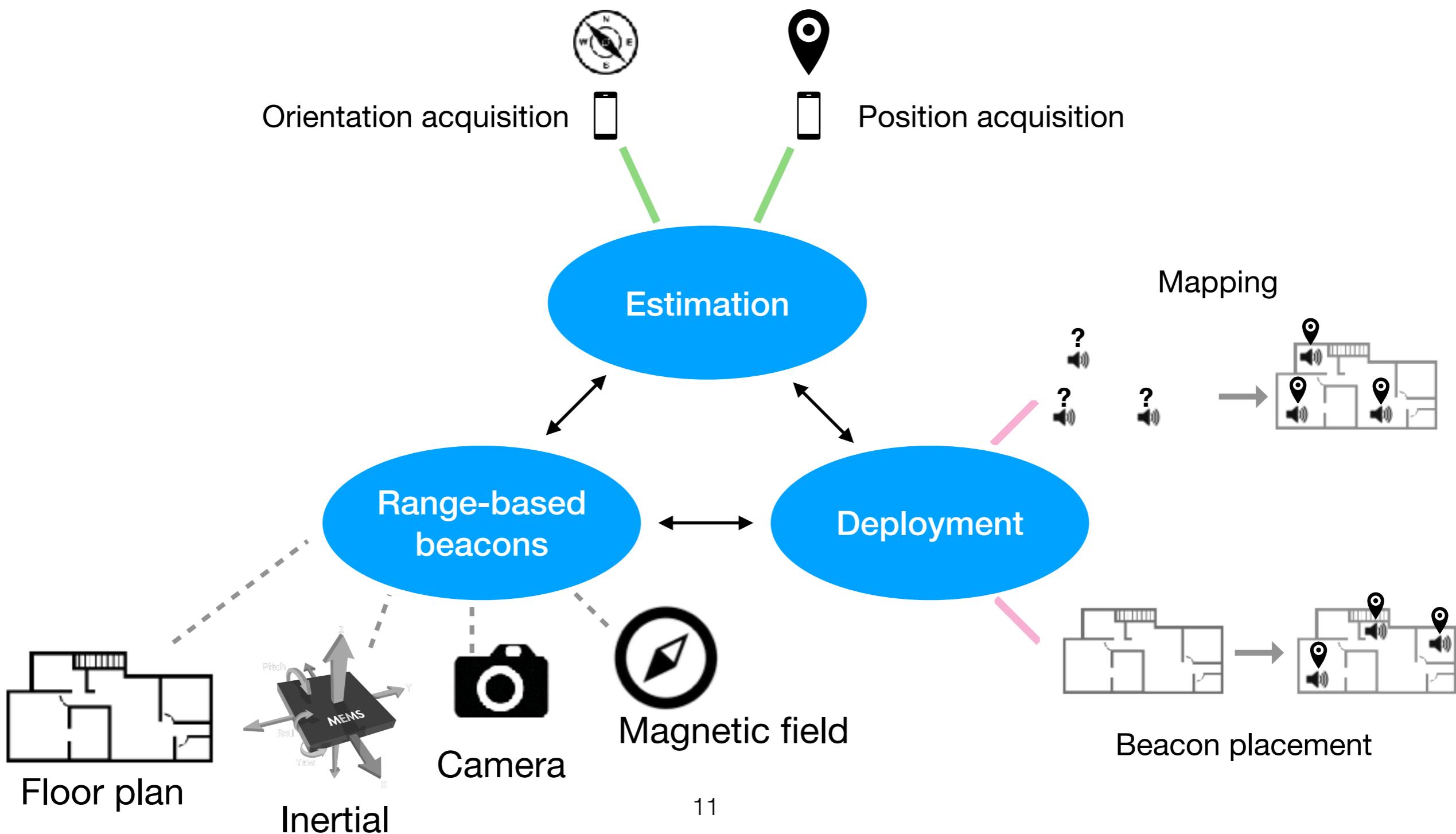
## Deployment

- Beacon placement
  - ▶ Expertise required to place beacons
  - ▶ Typically too many beacons are placed
- Mapping
  - ▶ Requires expensive instrumentation
  - ▶ Re-mapping and re-calibrating increases cost

## Estimation

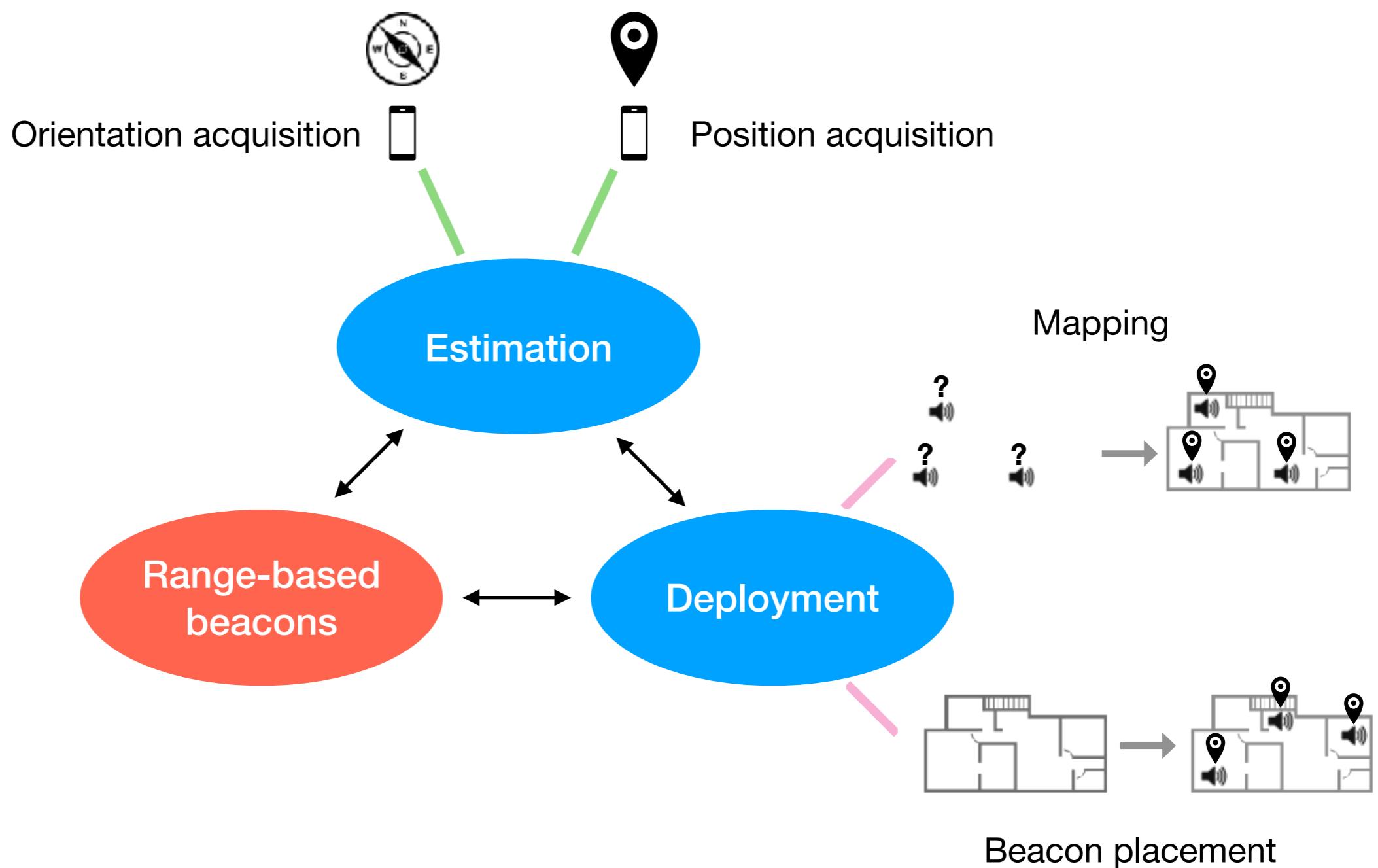
- Location acquisition
  - ▶ Inaccurate when there are too few LOS measurements
  - ▶ Inaccurate when there are NLOS measurements
- Orientation acquisition
  - ▶ Takes time to estimate and requires users to walk around

# Overview of this dissertation



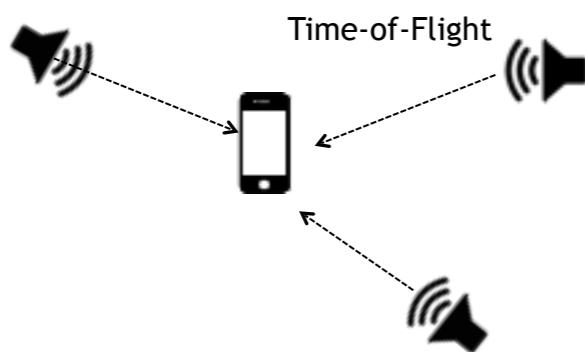
This dissertation proposes a methodology for fusing additional sources of information to improve range-based indoor localization systems by reducing the infrastructure required while maintaining high performance in terms of accuracy and time-to-acquire the location and orientation.

# Overview

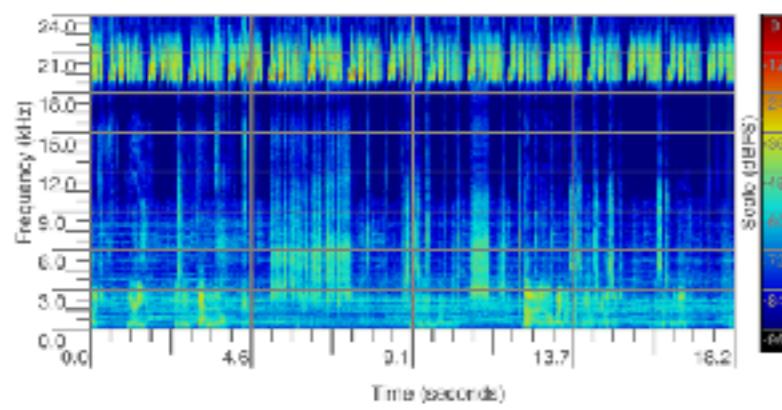


# Acoustic ranging

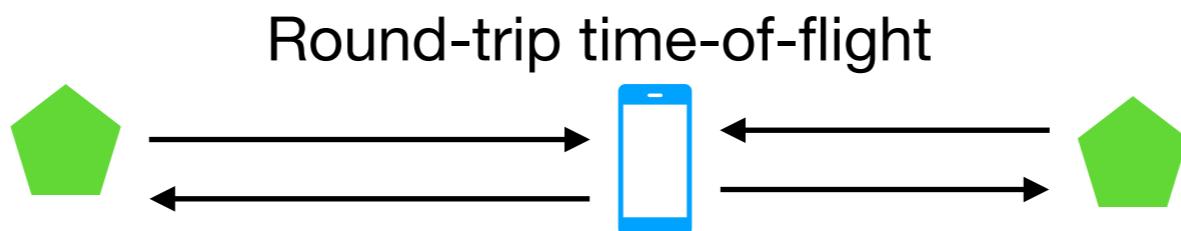
## Acoustic Location Processing System (ALPS)



- Near-ultrasound (18-20kHz) communication
- Decodable using existing mobile hardware
- Highly-scalable / Privacy Preserving
- 15cm ranging accuracy



# Ultra-Wideband (UWB) ranging



- 500Mz-1GHz bandwidth
- 30cm ranging accuracy
- Chipsets readily available
- Does not need time-synchronization across nodes



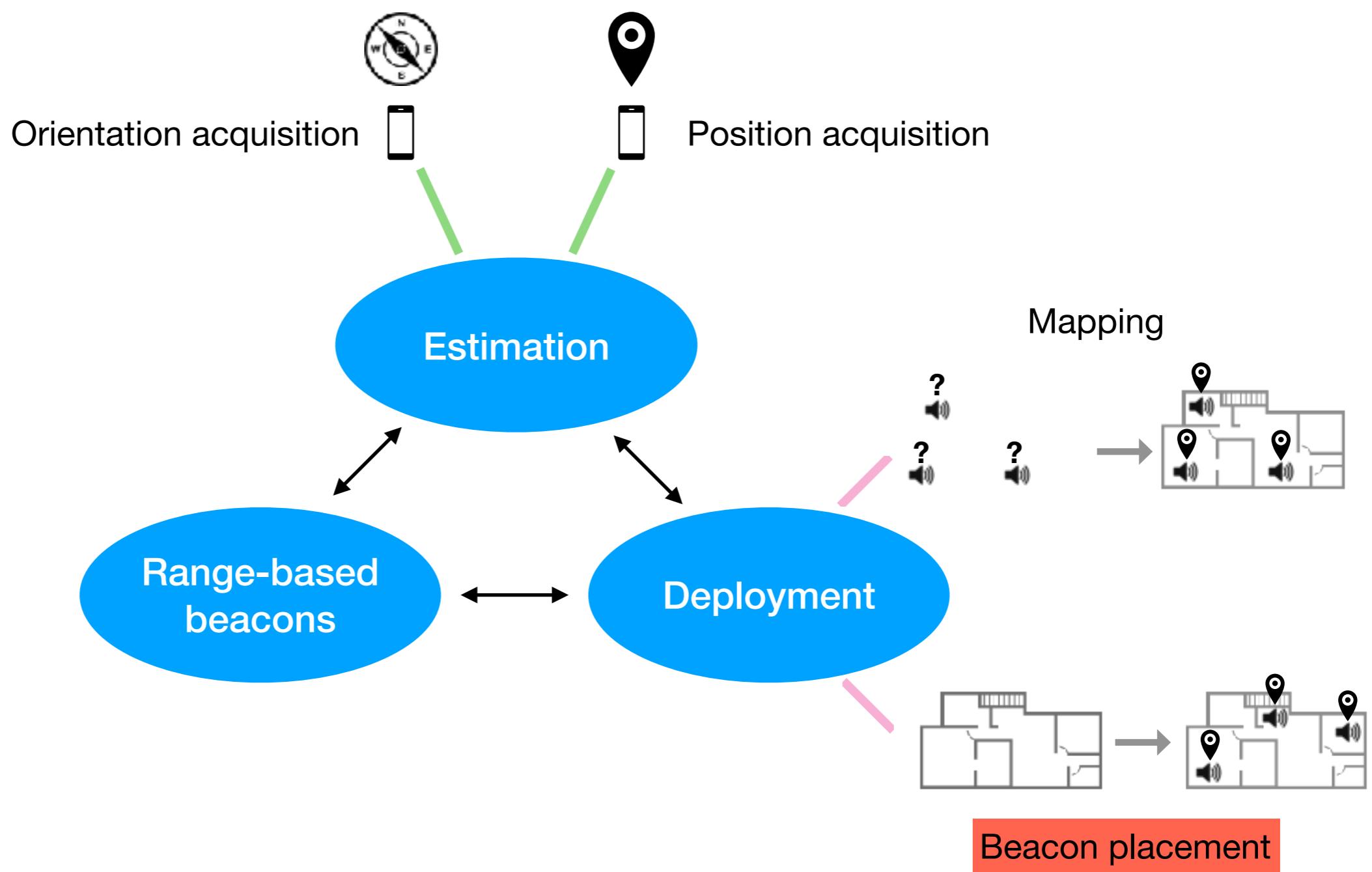
Tag



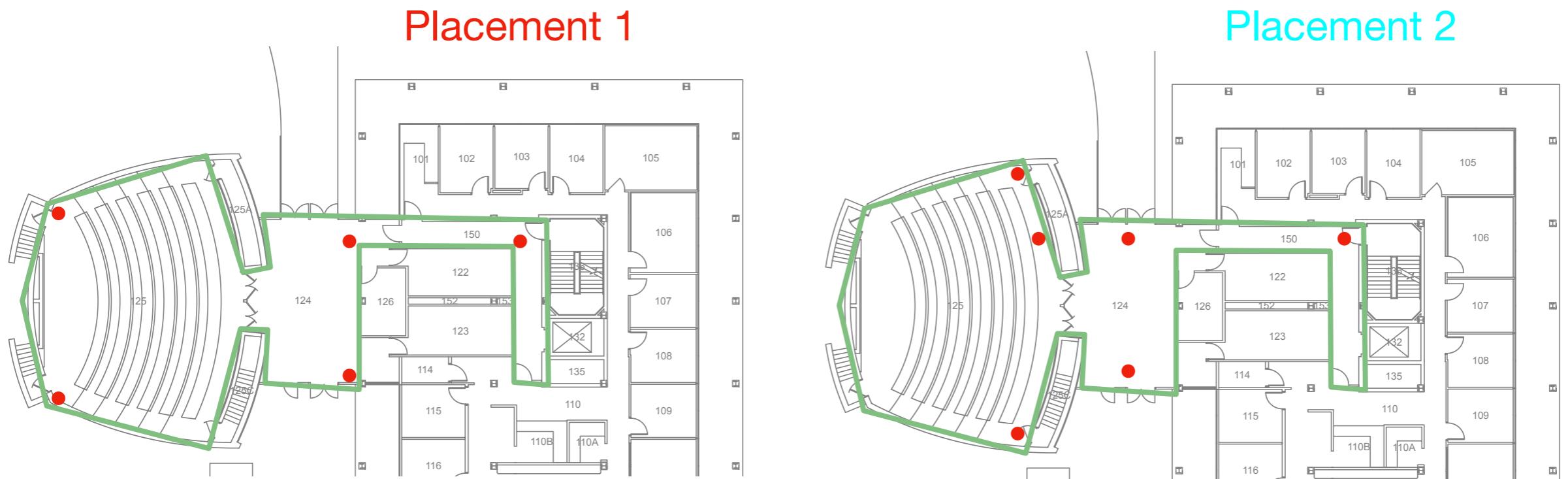
Beacon



# Overview



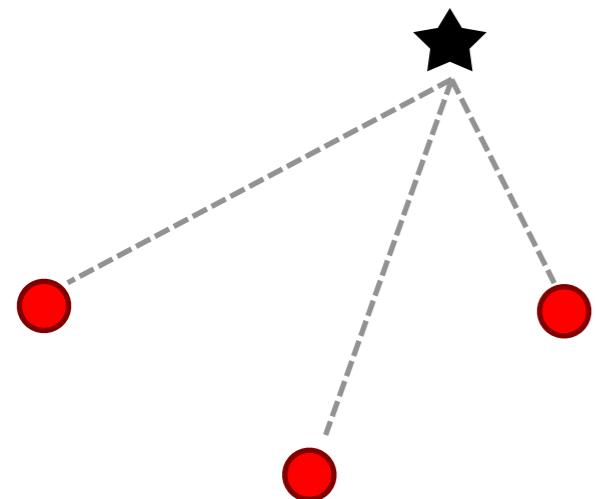
# Which placement is better?



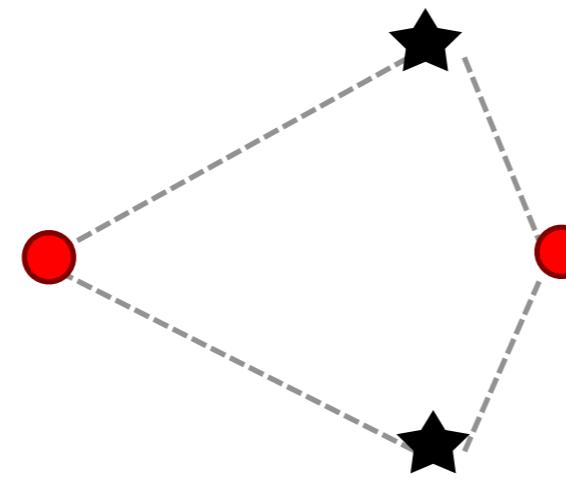
- How to minimize the number of beacons?
- How to systematically compare two placements?

# Localizing with two beacons

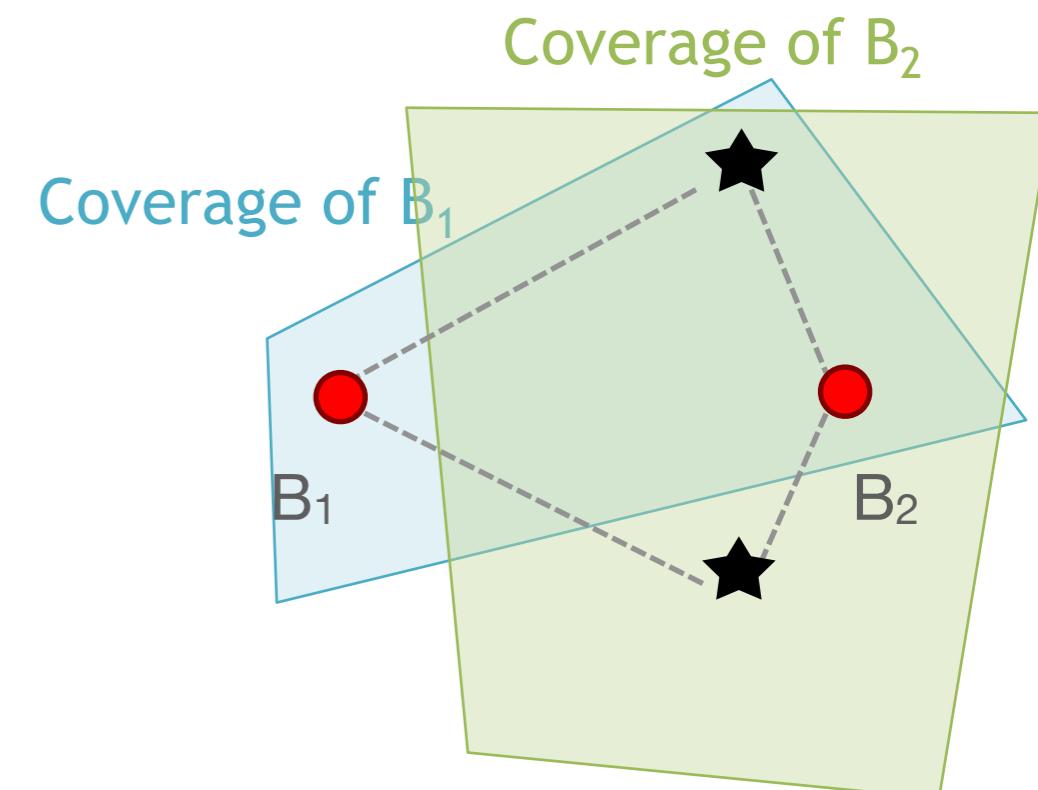
Uniquely localizable



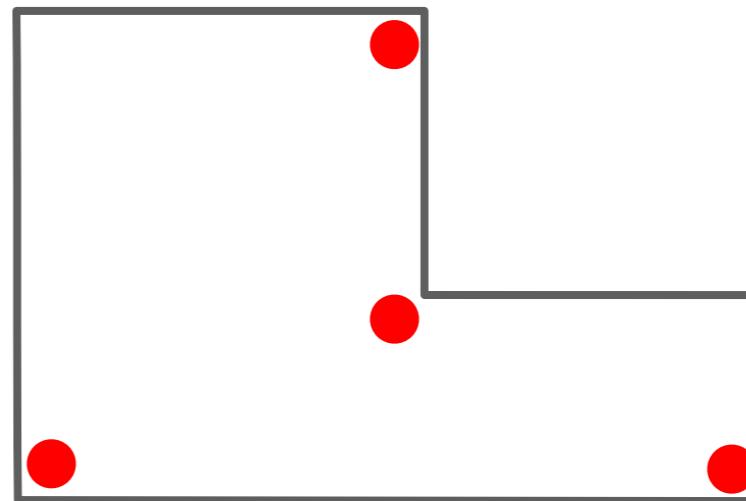
Not uniquely localizable



Uniquely localizable

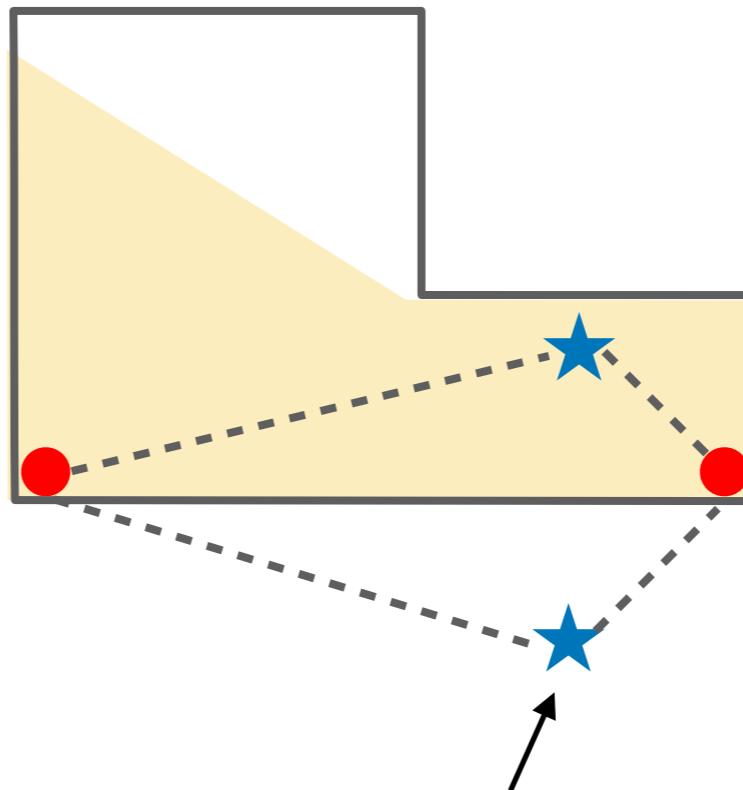


# Typical placement



Require at least 4 beacons for all regions to be visible to at least 3 beacons

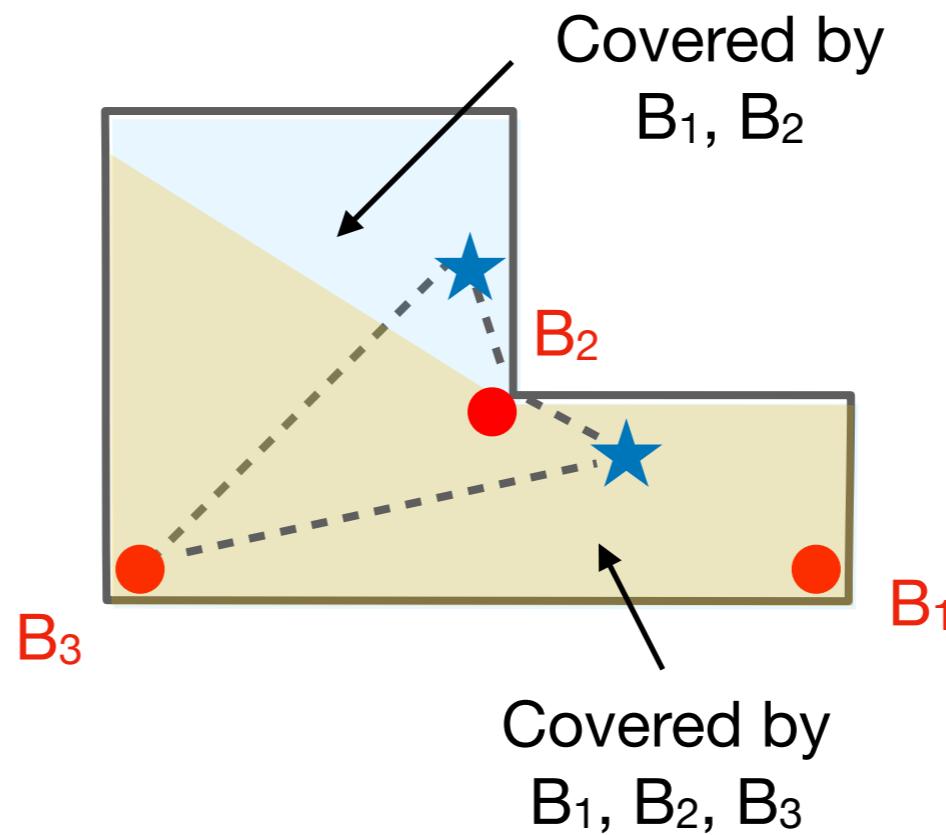
# Localizing with two beacons



Can eliminate this as it is out of coverage of both beacons

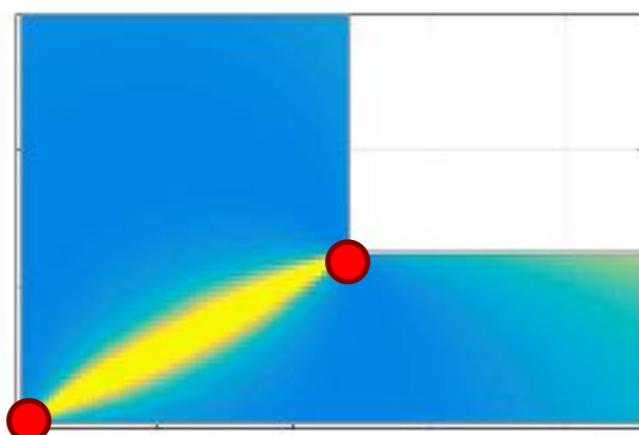
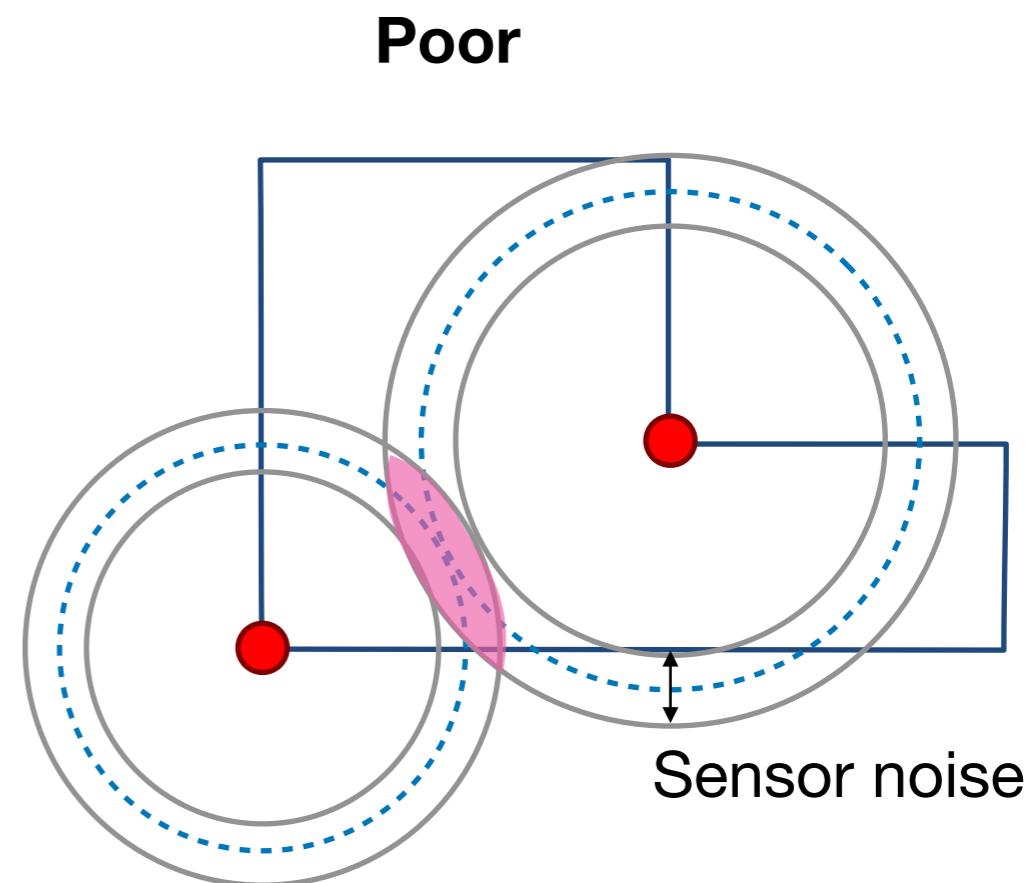
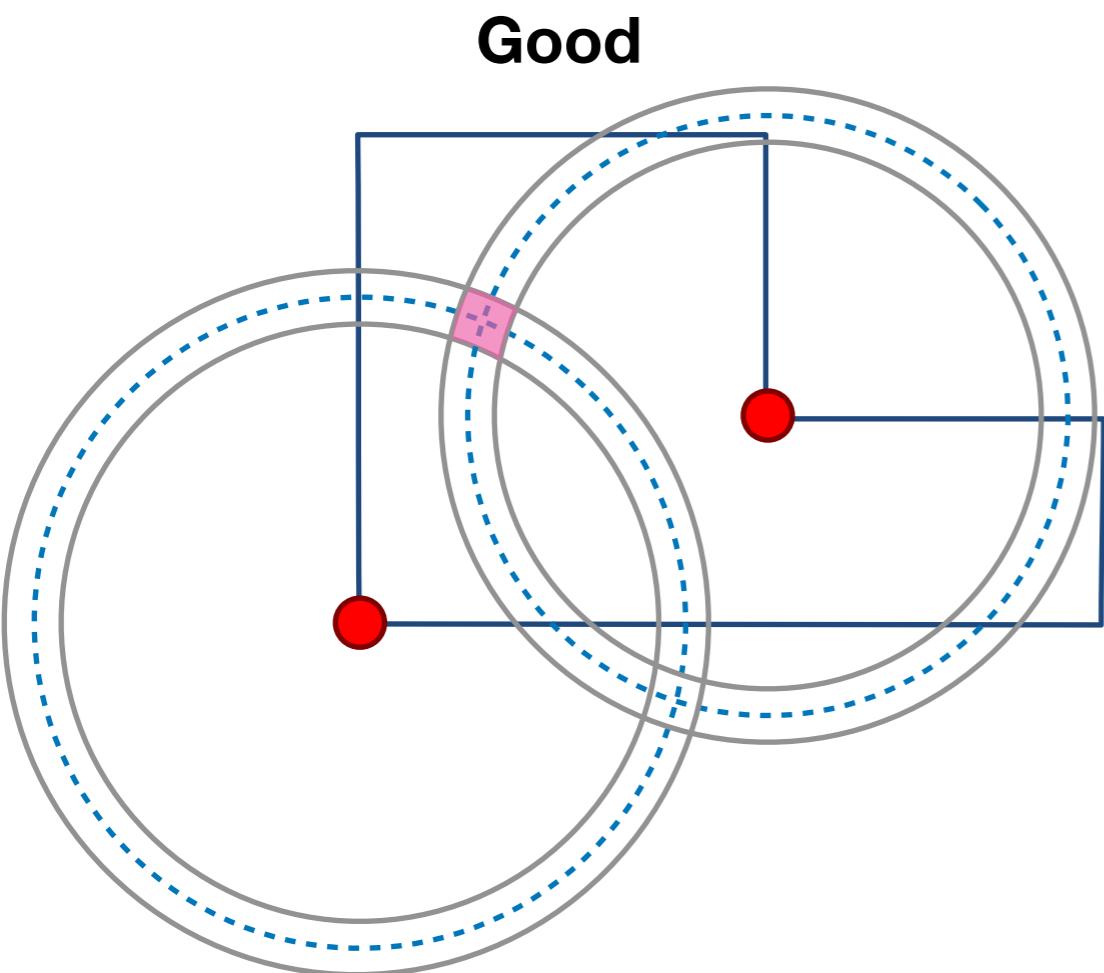
# Localizing with two beacons

We can resolve this ambiguity based on whether measurement from  $B_1$  was received



**Idea:** By leveraging floor plan geometry, we can uniquely localize using reduced number of beacons

# Geometry of beacons impacts accuracy



High error

Low error

Geometric dilution of precision

# Impact of geometry is quantified by Geometric Dilution of Precision (GDOP)

## GDOP

$$GDOP(X_i, C_B(X_i)) = \sqrt{\frac{N_b}{\sum_{k=1}^{N_b-1} \sum_{j=k+1}^{N_b} A_{kj}}}$$

$$A_{kj} = |\sin(\theta_k - \theta_j)|$$

Angle subtended between beacon  $j$  and  $X_k$

## CRLB

$$\sigma^2(X_i, C_B(X_i)) = \frac{\sum_{k=1}^{N_b} \sigma_{r,i}^{-2}}{\sum_{k=1}^{N_b-1} \sum_{j=k+1}^{N_b} \sigma_{r,k}^{-2} \sigma_{r,j}^{-2} A_{kj}^2}$$

Cramer-Rao Lower Bound on variance in position estimate

Variance in range measurement of beacon  $i$

## CRLB-GDOP relation

Assuming ranging noise constant (with beacon, with distance):

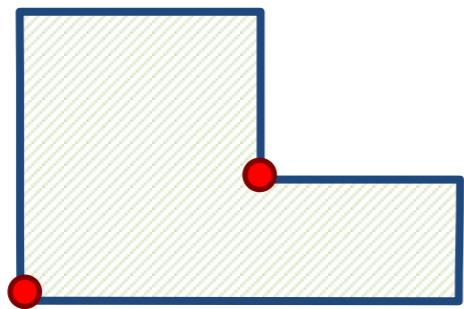
$$\sigma(X_i, C_B(X_i)) = \sigma_r \times \sqrt{\frac{N_b}{\sum_{k=1}^{N_b-1} \sum_{j=k+1}^{N_b} A_{kj}}}$$

$$\sigma(X_i, C_B(X_i)) = \sigma_r \times GDOP(X_i, C_B(X_i))$$

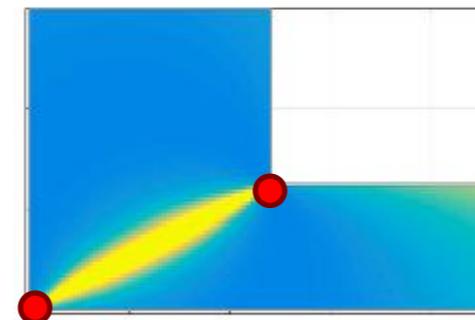
Variance in location estimate (with the best possible estimator) is proportional to GDOP

Defined a new metric that combines the ideas of unique localizability and GDOP

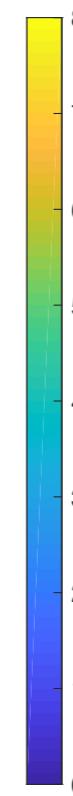
Configuration



GDOP

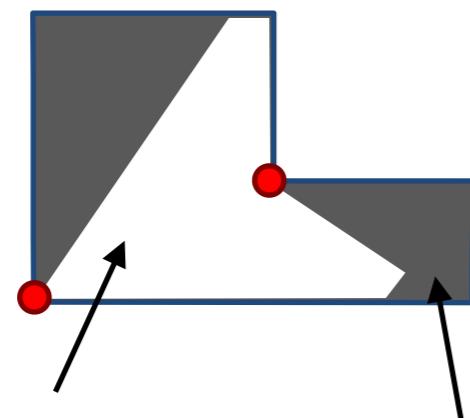


GDOP scale



High error

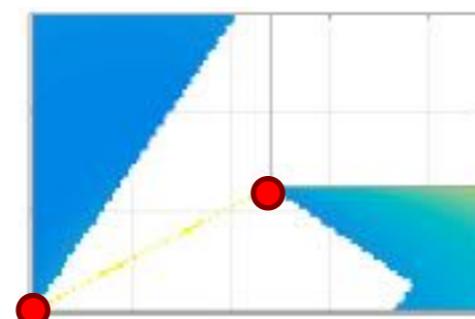
Unique Localizability Function



Not uniquely localizable

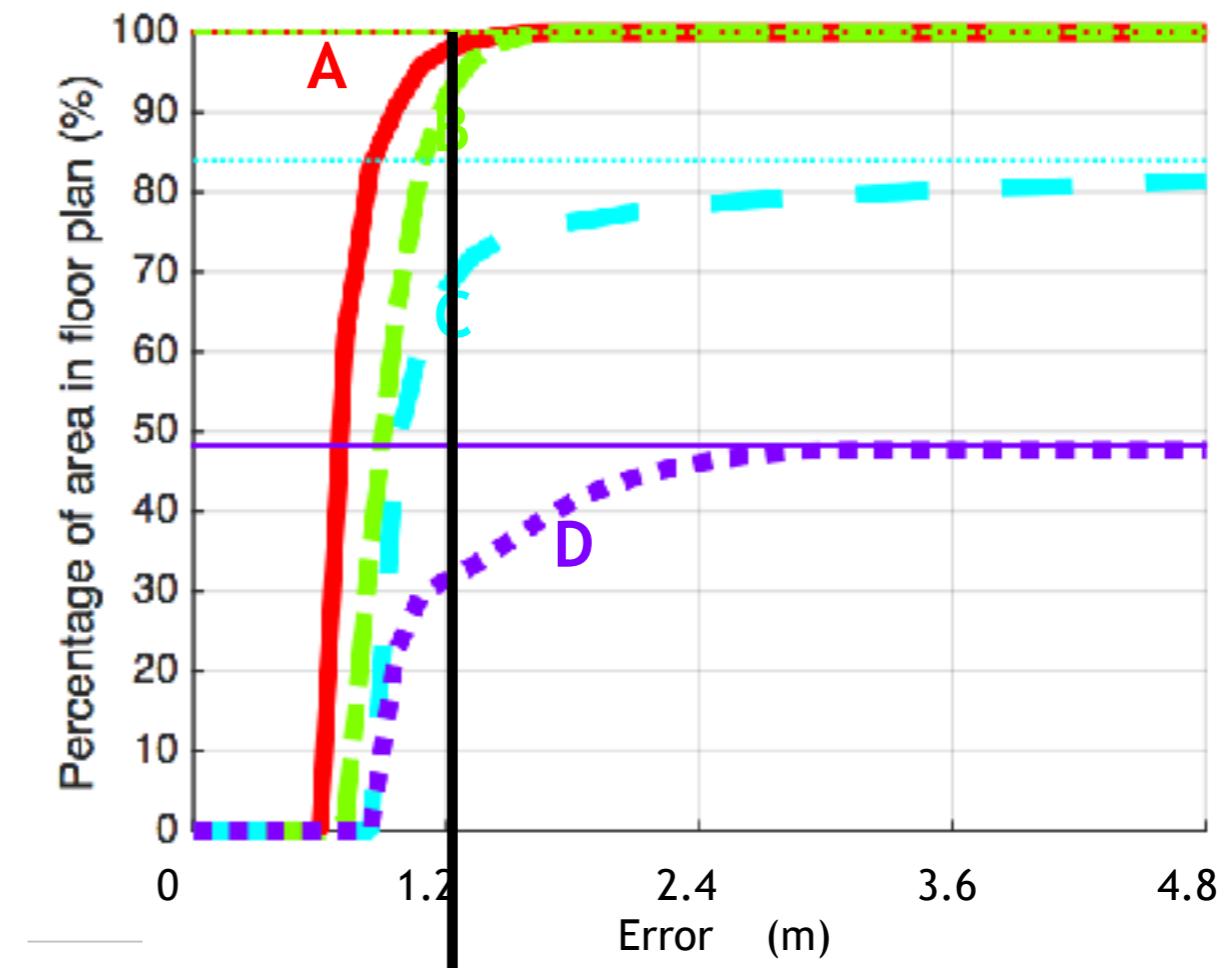
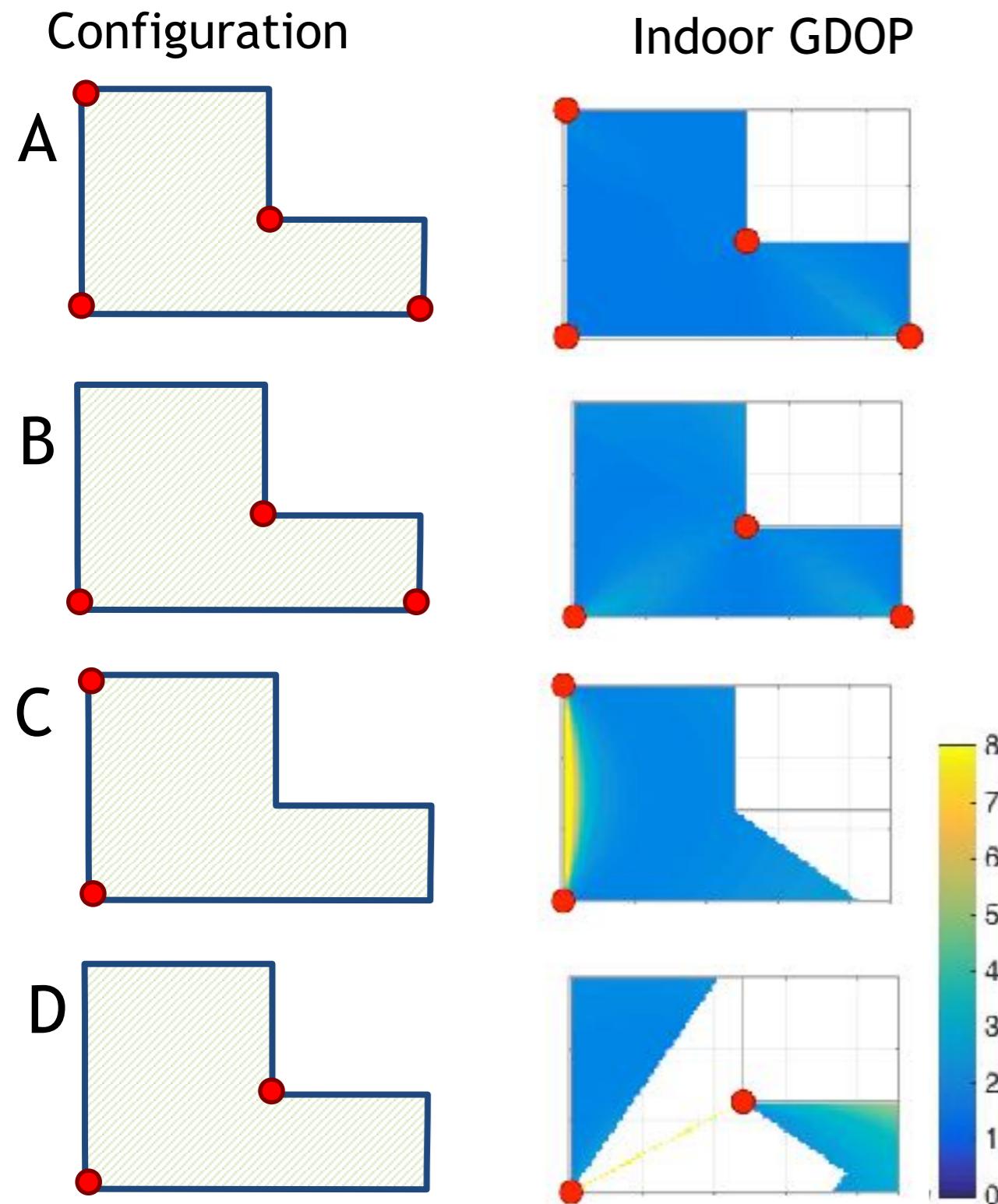
Uniquely localizable

Indoor GDOP



Low error

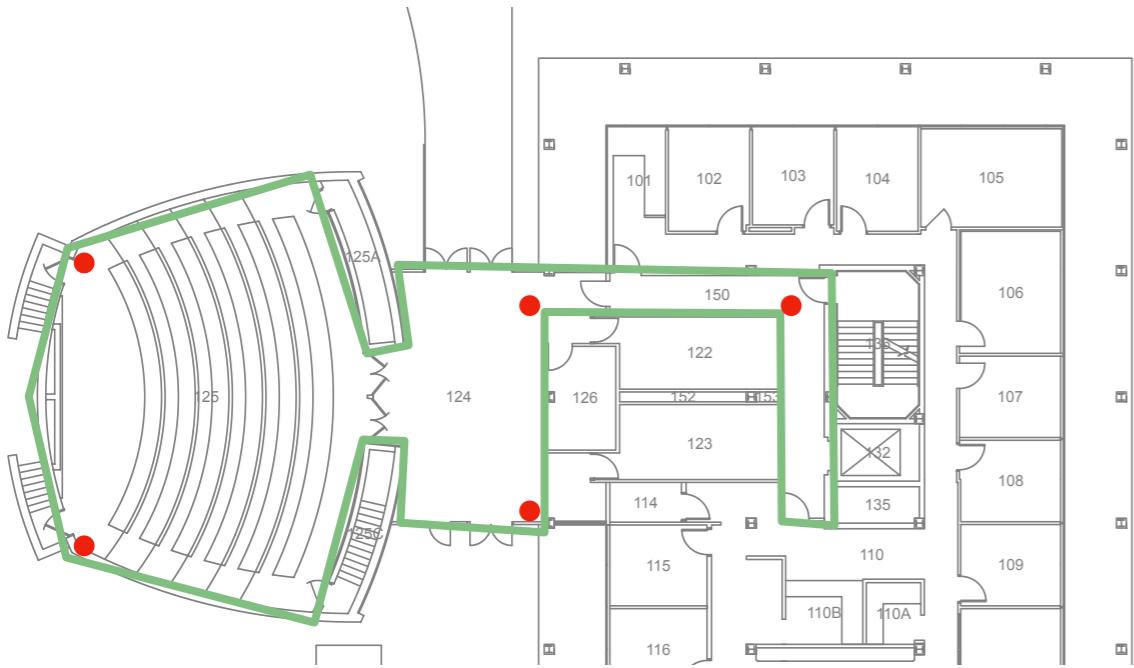
# Quantified the quality of a beacon placement



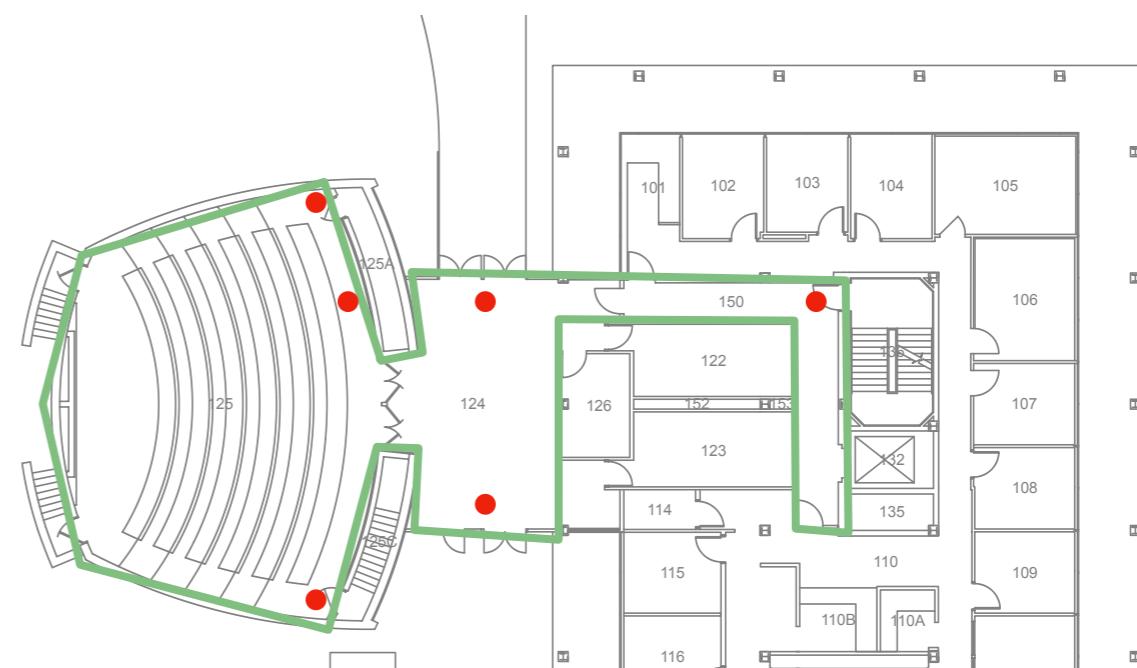
For error < 1.2m,  
typical approach 4 beacons;  
2 may be enough

# We can now compare placements

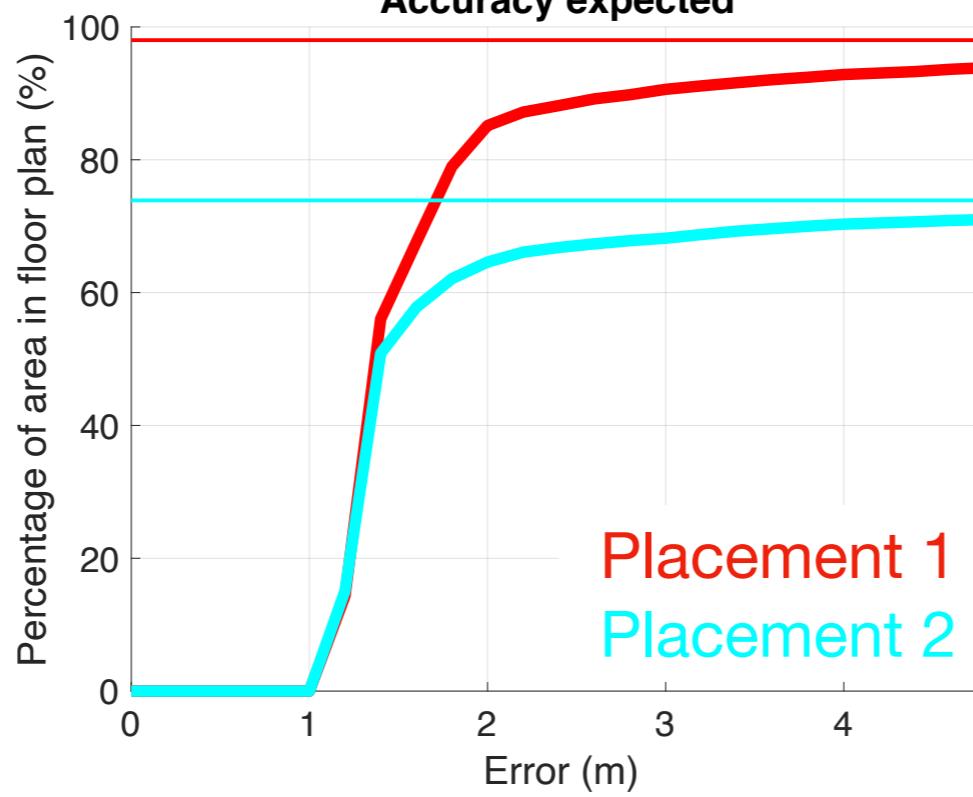
Placement 1



Placement 2

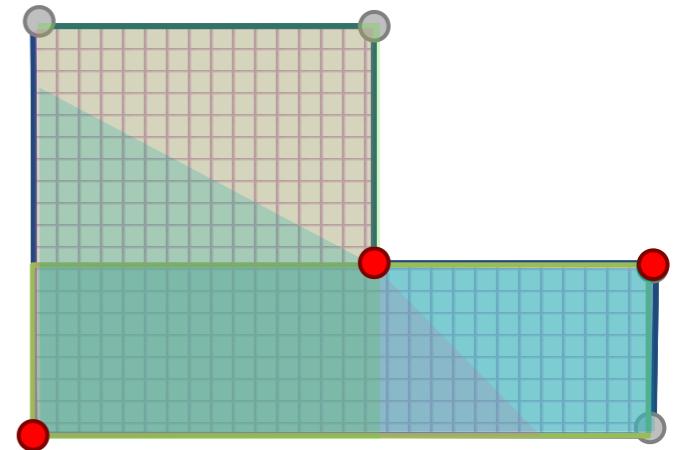


Accuracy expected

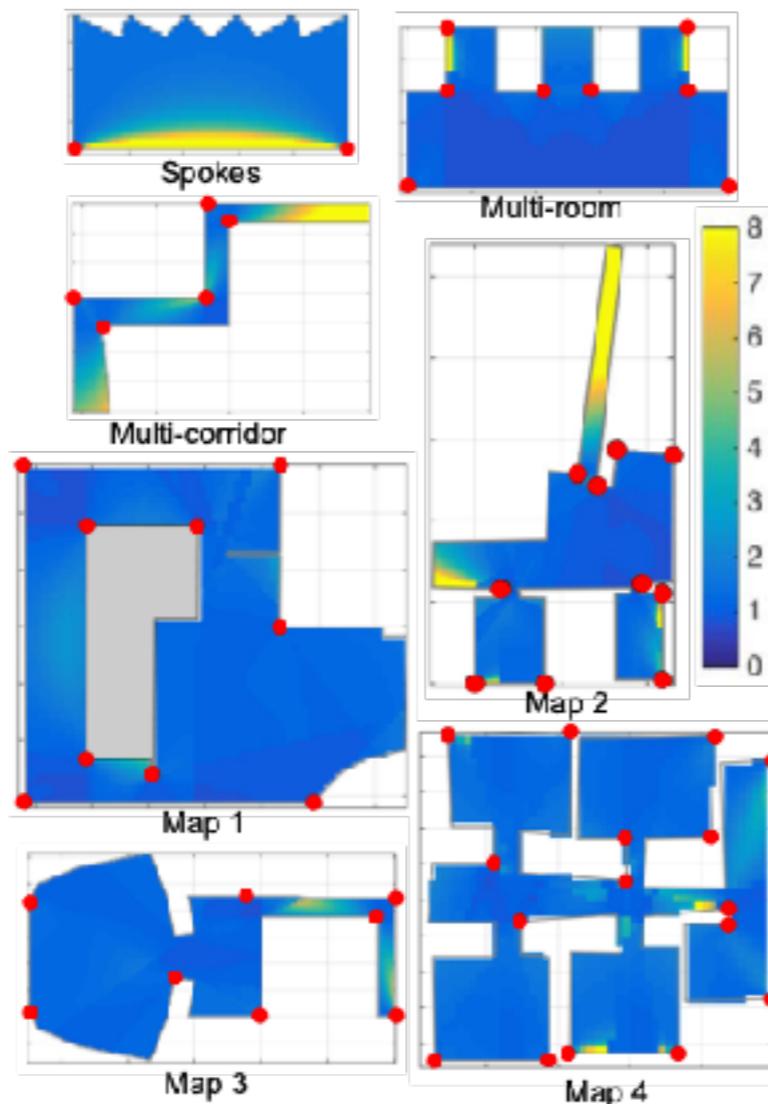


# Beacon placement algorithm

- **Given**
  - Floor plan  $X = \{x_i | 1 \leq i \leq N_X\}$
  - Candidate beacon locations  $B = \{b_i | 1 \leq i \leq N_B, b_i \in X, N_B \leq N_X\}$   
 $B \subseteq X$
  - Beacon coverage models  $C_B(b) \subseteq X$
  - Design constraints
    - Number of beacons
    - Minimum number of beacons that satisfy accuracy requirement
- **Find**
  - Beacon configurations of smallest size that satisfies the constraint  
 $P = \{p_i, | 1 \leq i \leq N_P, N_P \leq N_B\}$   
 $P \subseteq B$
- **Algorithm**
  - Compute the coverage map of beacons  
 $C_X(x) \subseteq B$
  - Partition the floor plans into disjoint regions (zones) each covered by unique beacon set
    - $Z = Z_1 \cup Z_2 \cup \dots \cup Z_{N_Z}$
    - $\forall Z_i, Z_j, i \neq j, Z_i \cap Z_j = \emptyset$
    - $Z_i = \{x_i \in X | C_X(x_i) - C_X(x_j), x_j \in X\}$
    - $C_Z(Z_i) = C_X(x_i), x_i \in Z_i$
  - Repeat until design constraint met
    - For largest unlocalized zone
    - Select the candidate beacon that maximizes the improvement in quality of beacon configuration (defined by coverage or accuracy)



# Results of automated beacon placement

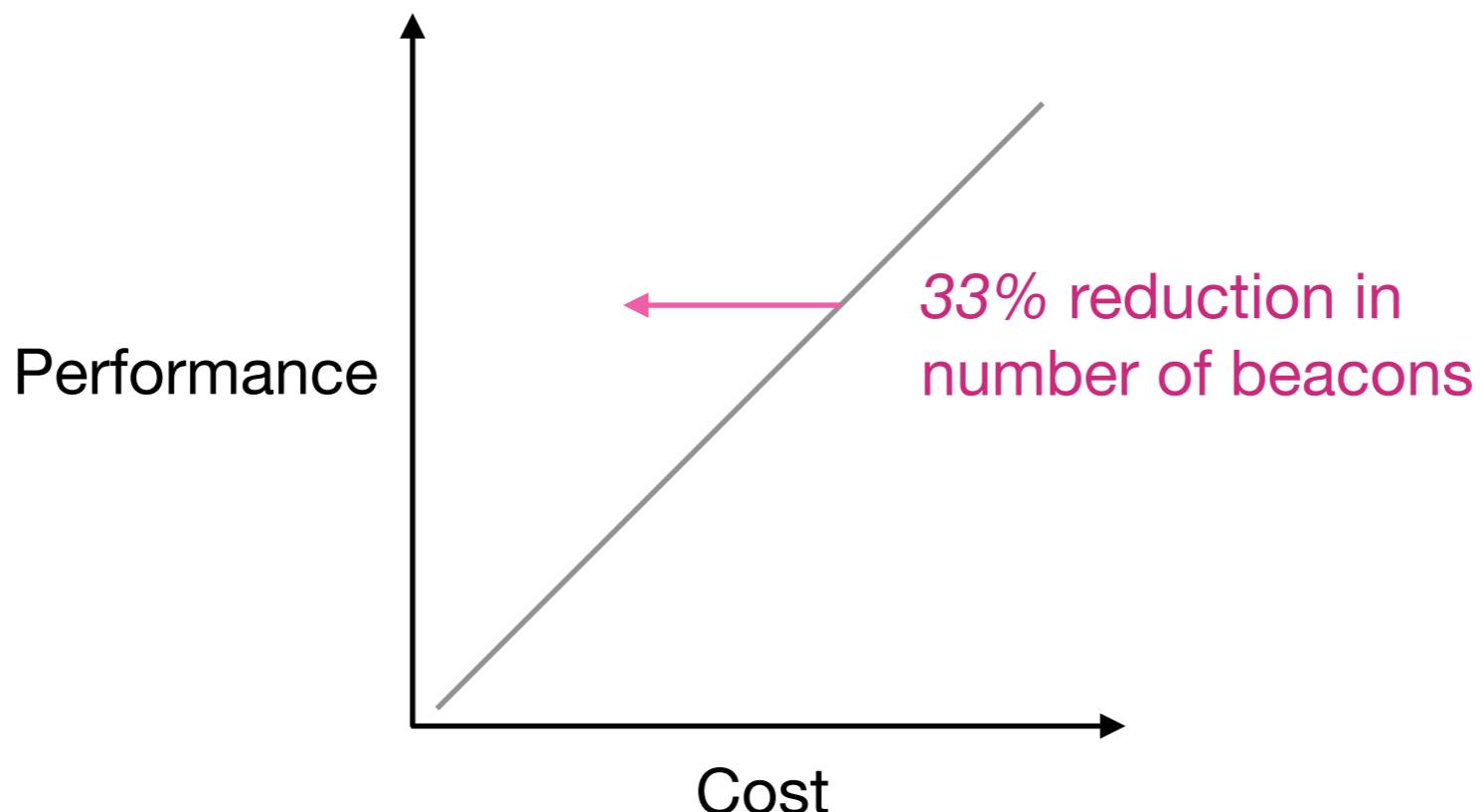


On average 33% reduction in number of beacons as compared to typical placements, while maintaining the same localization coverage.

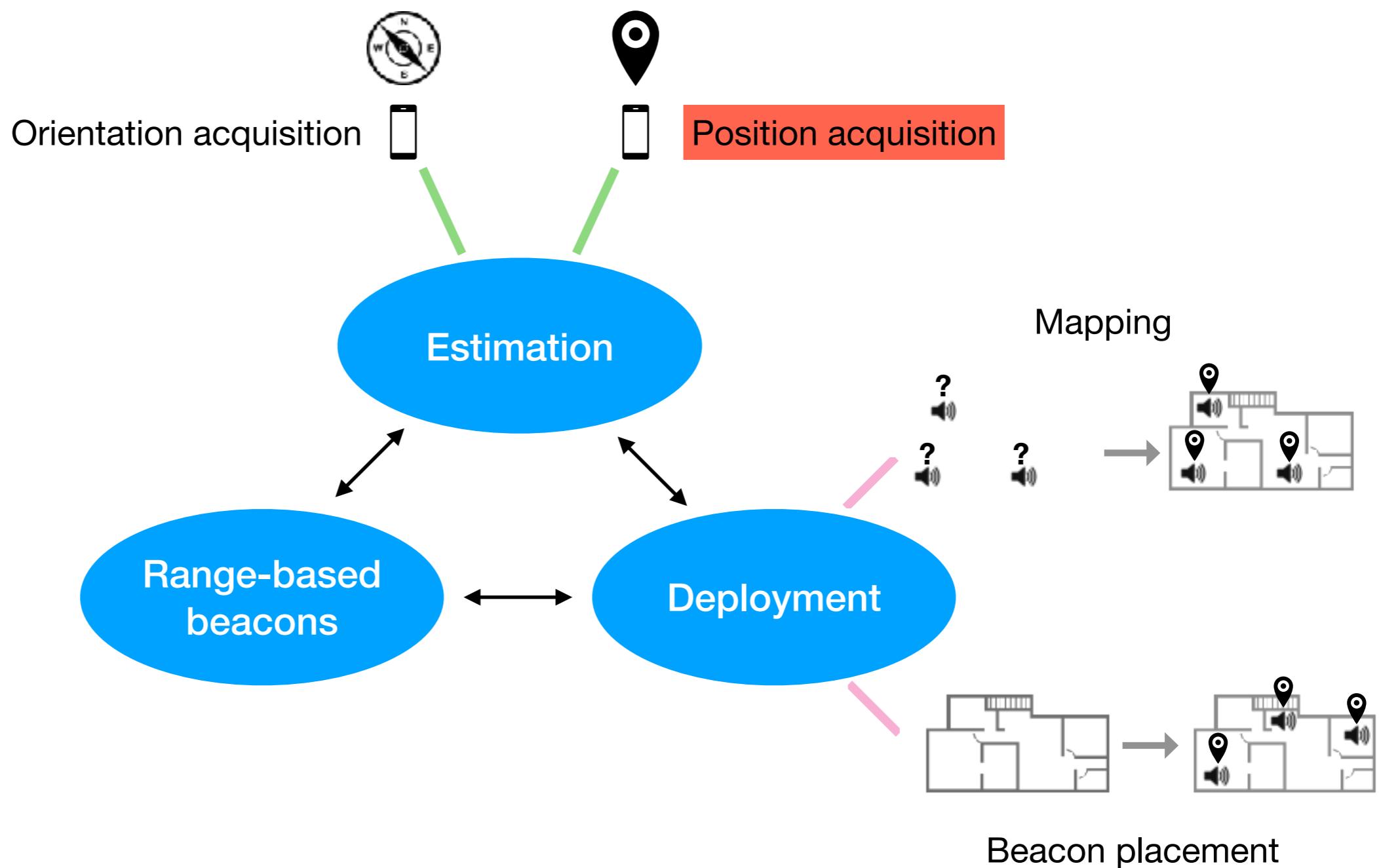
Niranjini Rajagopal, Sindhura Chayapathy, Bruno Sinopoli, and Anthony Rowe. Beacon placement for range-based indoor localization. In *Indoor Positioning and Indoor Navigation (IPIN), 2016 International Conference on*, pages 1–8. IEEE, 2016.

# Beacon placement contributions

1. Systematic methodology for integrating the floor plan geometry
2. Defined *Unique Localization* with range-based beacons
3. Defined metrics to quantify *quality of a beacon configuration*
4. Designed placement algorithms, available in open-source toolchain

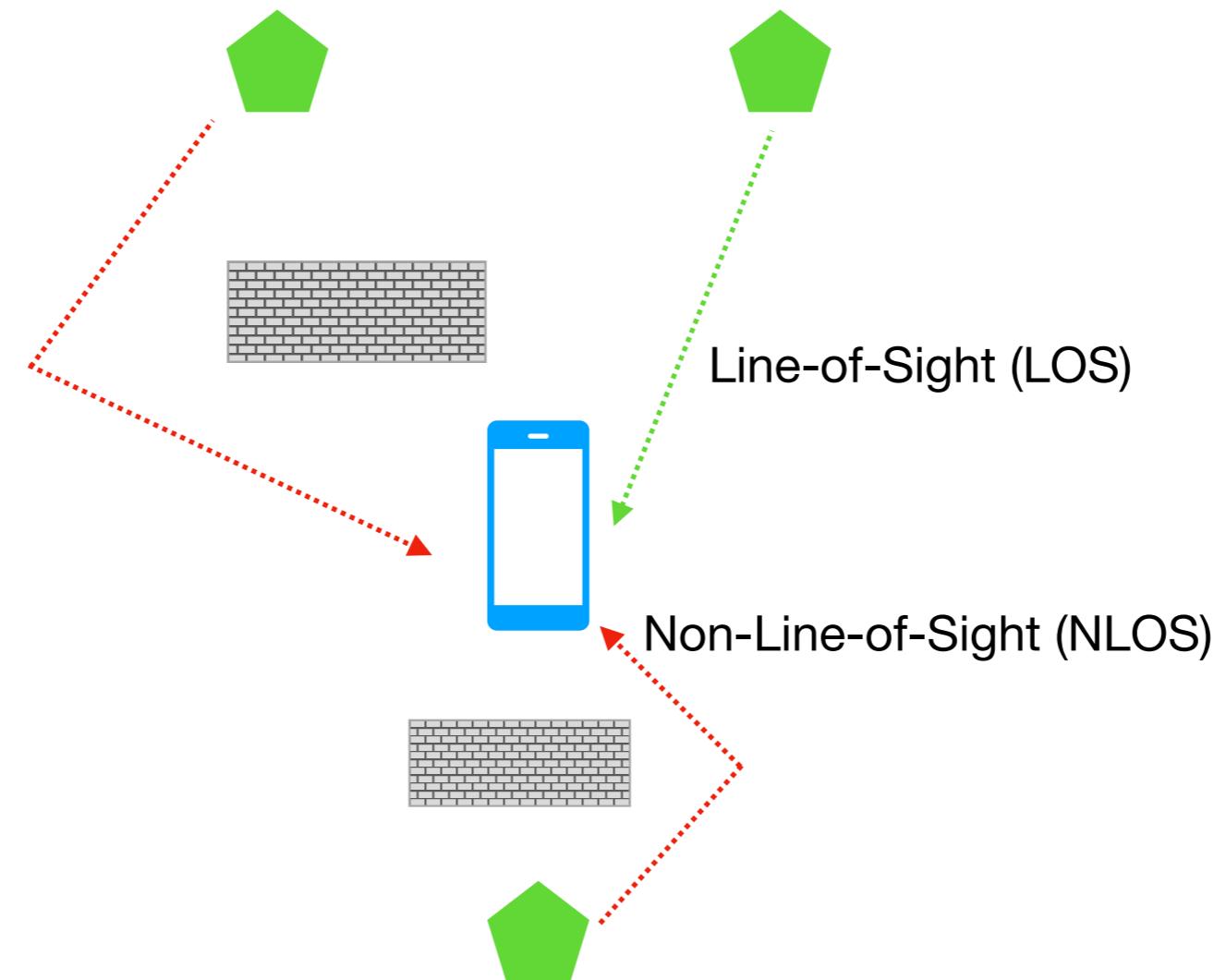


# Overview

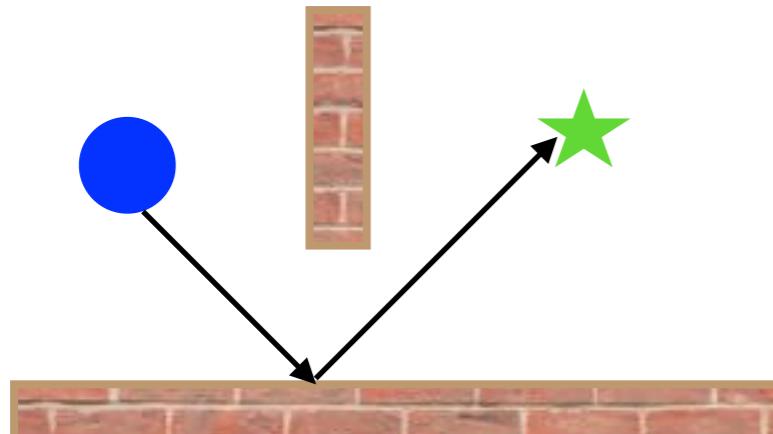


# Location acquisition challenge

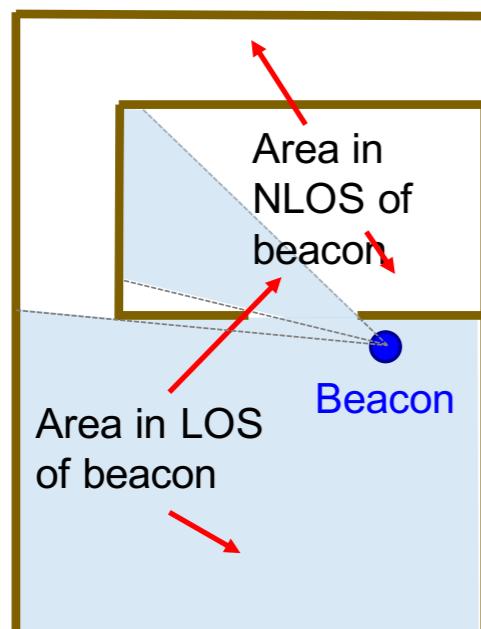
Non line-of-sight signals



# Beacon coverage model



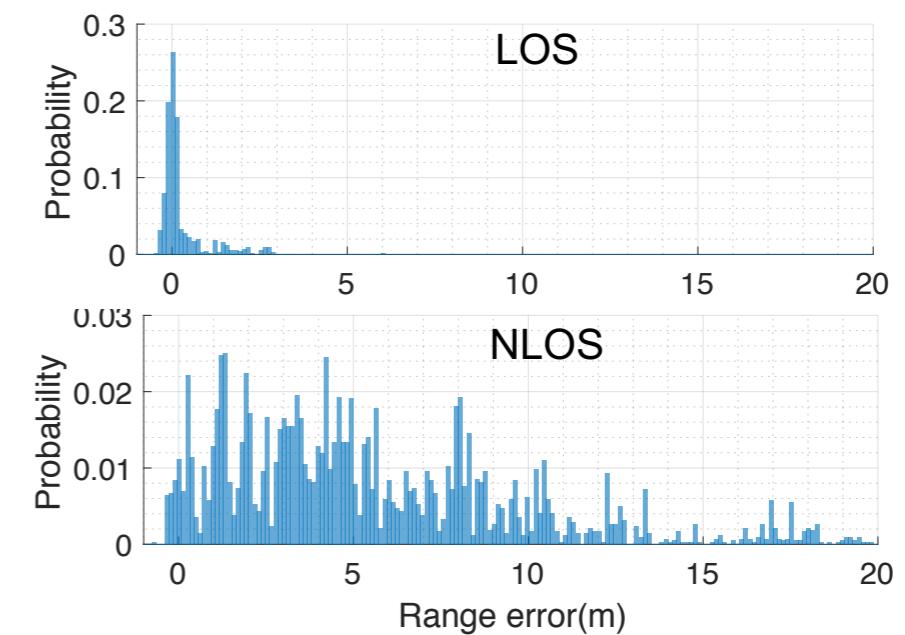
NLOS caused by reflections



Beacon coverage model

## Model:

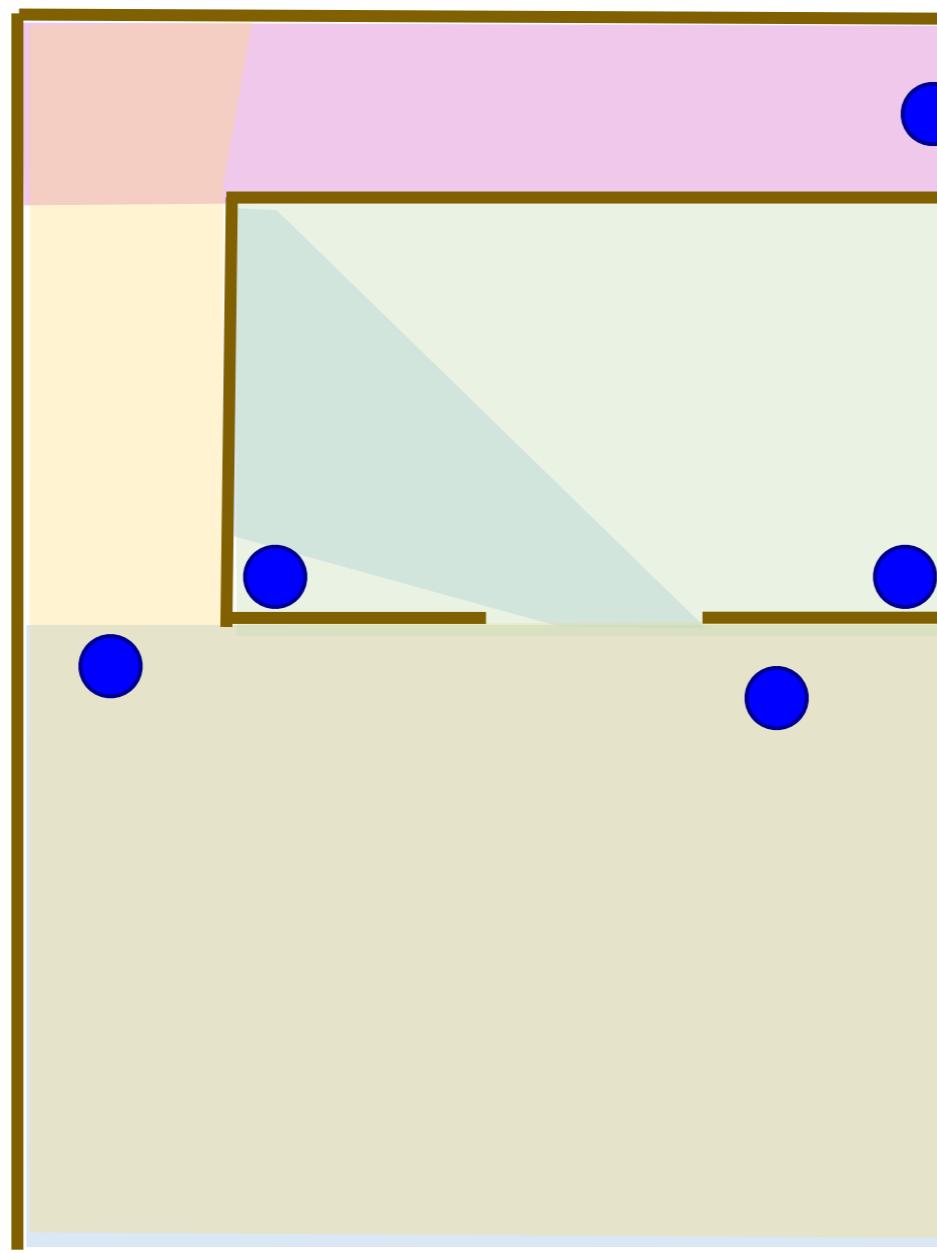
- Ray-tracing coverage model
- LOS range error  $\sim 0$
  - NLOS range error  $> 0$



Experimental verification of model

# Extending to multiple beacons

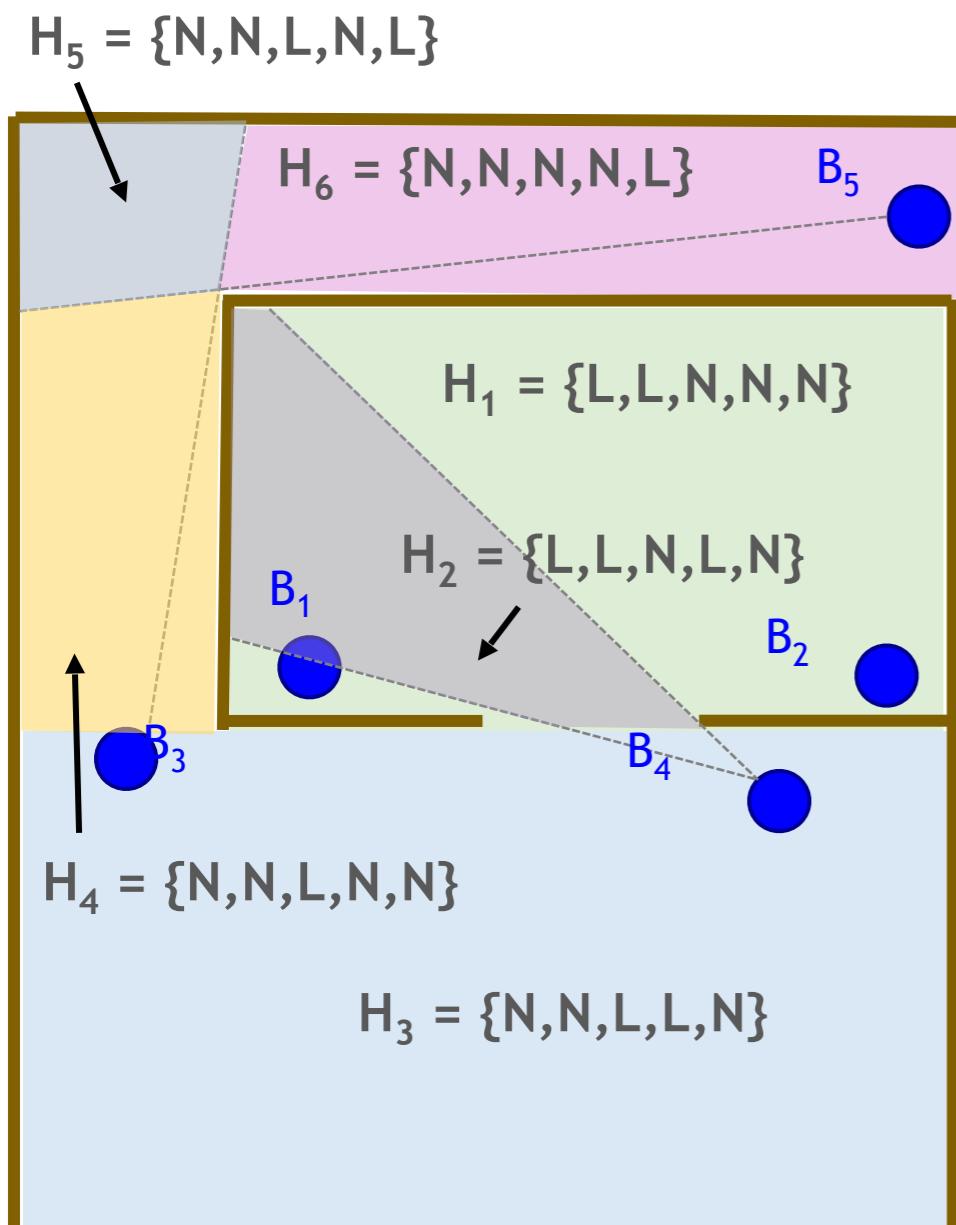
The floor plan is partitioned into disjoint regions, each of which is consistent with a single hypothesis of LOS and NLOS beacons



Key Idea: Leverage geometry

- Absence of signals and incorrect NLOS signals is useful information, when considered jointly across beacons

# Floor-plan aware location-solver



A hypothesis  $H_i$  assumes the set of LOS beacons  $H_i(B^L)$  and NLOS beacons  $H_i(B^N)$ .

We evaluate consistency of each hypothesis with the NLOS model and beacon coverage model

Checking for consistency of hypothesis:

- $C_1$ : Consistency with beacon coverage  

$$H_i(B^L) \cap B_r \subseteq B^L(X_i)$$

$$H_i(B^N) \cap B_r \subseteq B^N(X_i)$$
- $C_2$ : Consistency with NLOS error model  

$$\forall k: B_k \in H_i(B^N) \cap B_r, [R_k - \|B_k - X_i\|] > 0$$

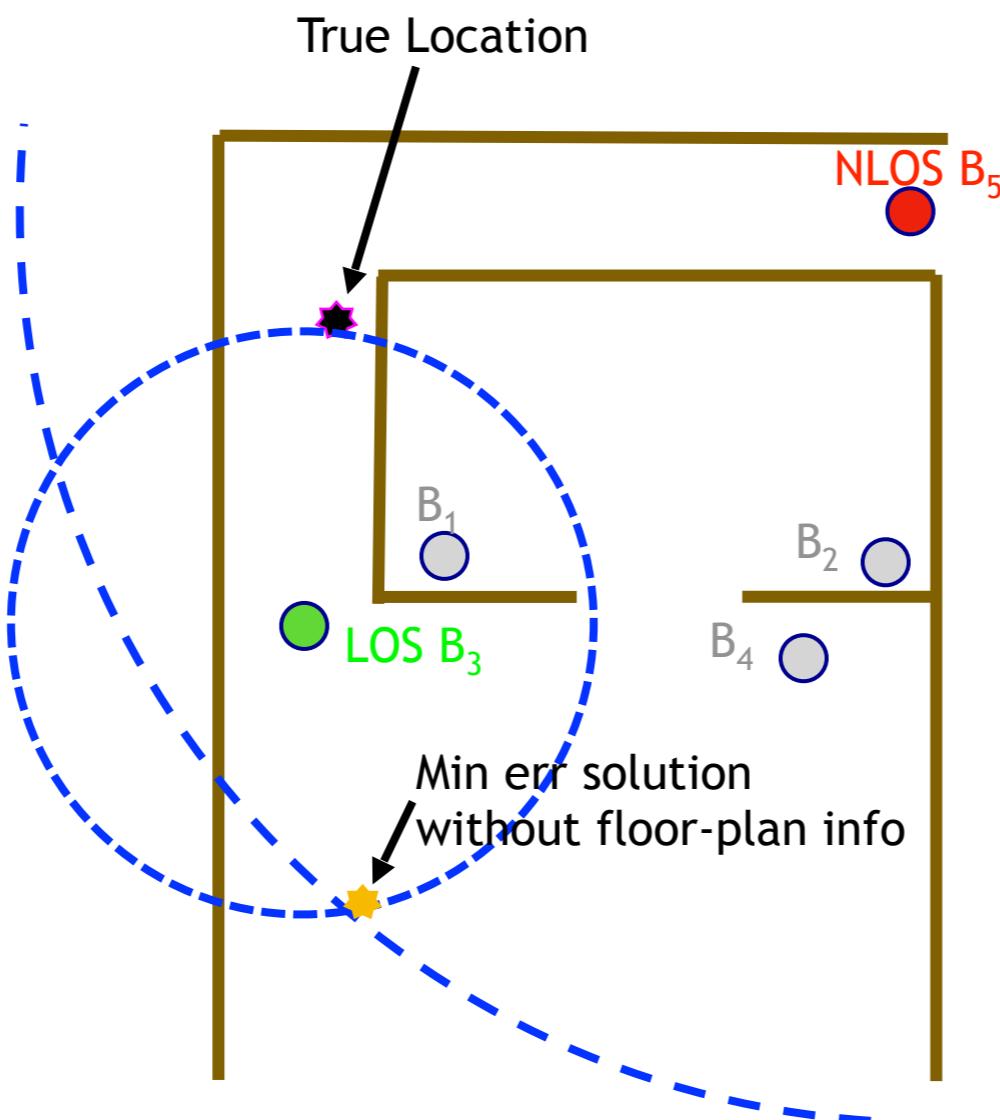
Comparing consistent hypothesis:

$$residue_{LOS}(X_i) = \frac{1}{N} \sum_k (R_k - \|B_k - X_i\|)$$

$$\forall k : B_k \in H_i(B^L) \cap B_r$$

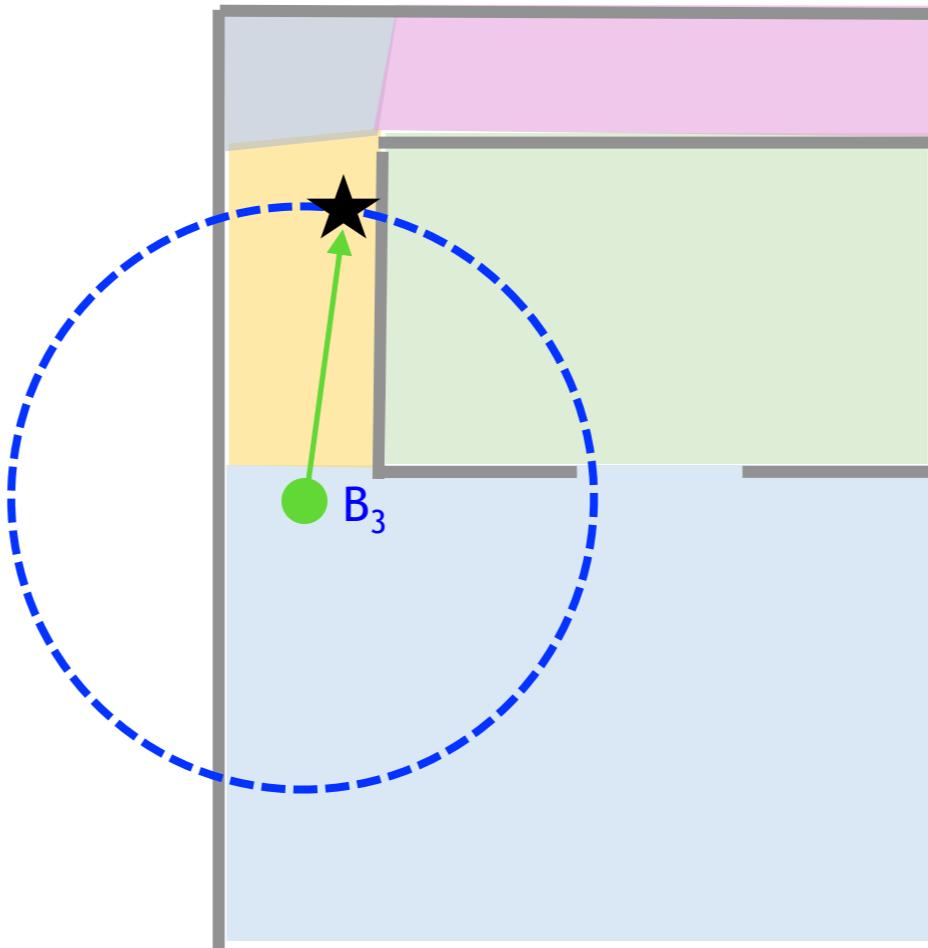
$$L(X) = \exp^{-residue_{LOS}^2(X)} \times \#missing_{LOS}(X)^{p(missing_{LOS})}$$

# Floor-plan aware location solver



# Floor-plan aware location solver

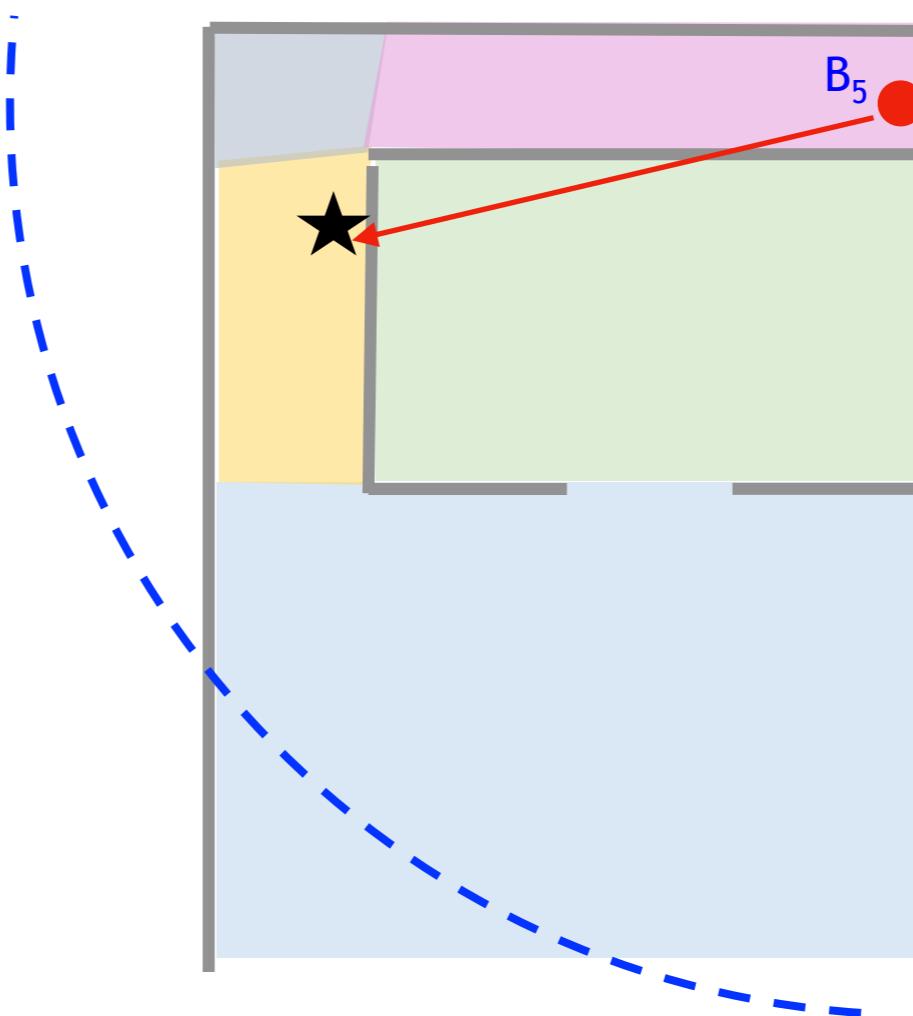
★ and ●  $B_3$  are in LOS and range error  $\sim 0$ ,  
consistent with LOS model



- $C_1$ : Consistency with beacon coverage  
 $H_i(B^L) \cap B_r \subseteq B^L(X_i)$   
 $H_i(B^N) \cap B_r \subseteq B^N(X_i)$
- $C_2$ : Consistency with NLOS error model  
 $\forall k: B_k \in H_i(B^N) \cap B_r, [R_k - \|B_k - X_i\| > 0]$

# Floor-plan aware location solver

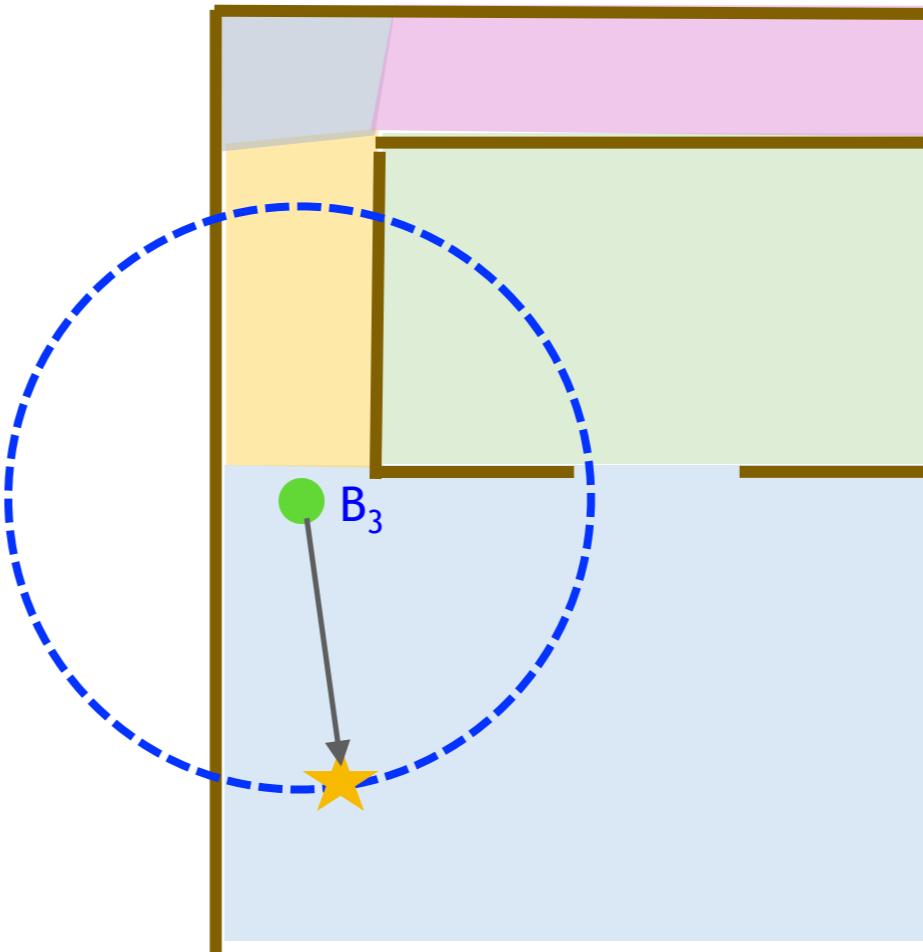
★ and ●  $B_5$  are in NLOS and range error > 0,  
consistent with NLOS model



- $C_1$ : Consistency with beacon coverage  
 $H_i(B^L) \cap B_r \subseteq B^L(X_i)$   
 $H_i(B^N) \cap B_r \subseteq B^N(X_i)$
- $C_2$ : Consistency with NLOS error model  
 $\forall k: B_k \in H_i(B^N) \cap B_r, [R_k - \|B_k - X_i\| > 0]$

# Floor-plan aware location solver

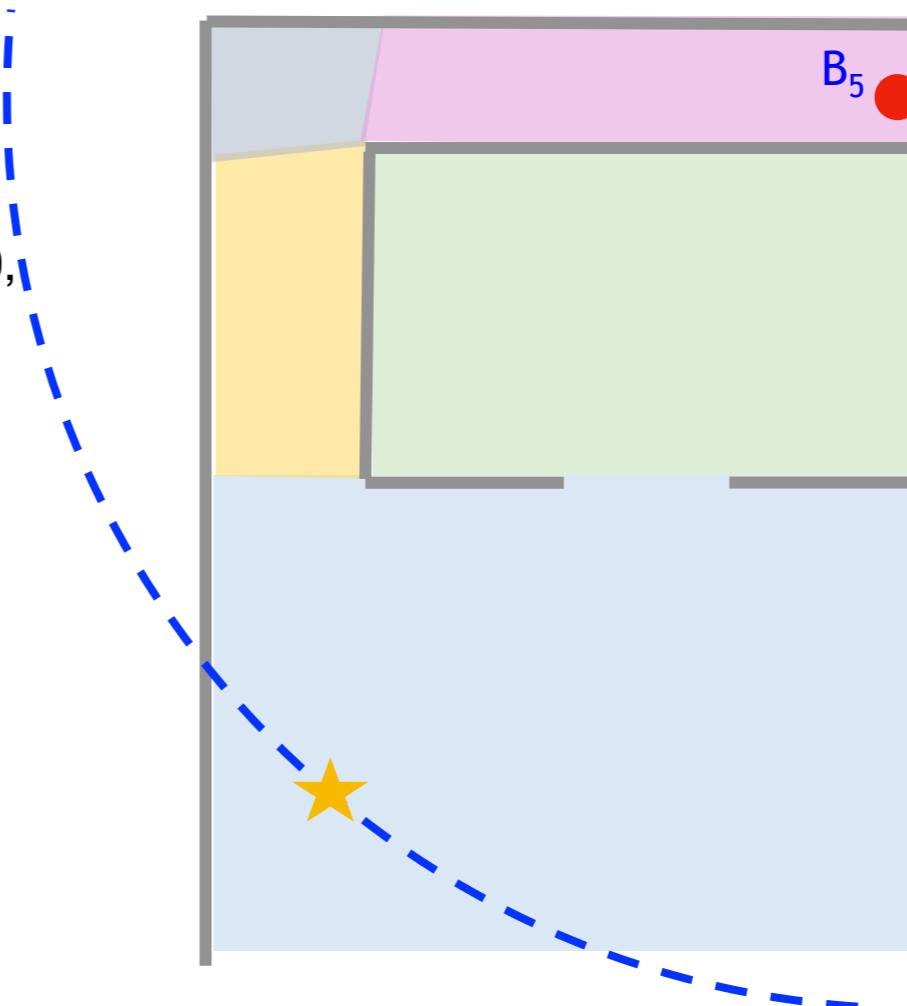
★ and ●  $B_3$  are in LOS and range error  $\sim 0$ ,  
consistent with LOS model



- $C_1$ : Consistency with beacon coverage  
$$H_i(B^L) \cap B_r \subseteq B^L(X_i)$$
$$H_i(B^N) \cap B_r \subseteq B^N(X_i)$$
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$$\forall k: B_k \in H_i(B^N) \cap B_r, [R_k - \|B_k - X_i\| > 0]$$

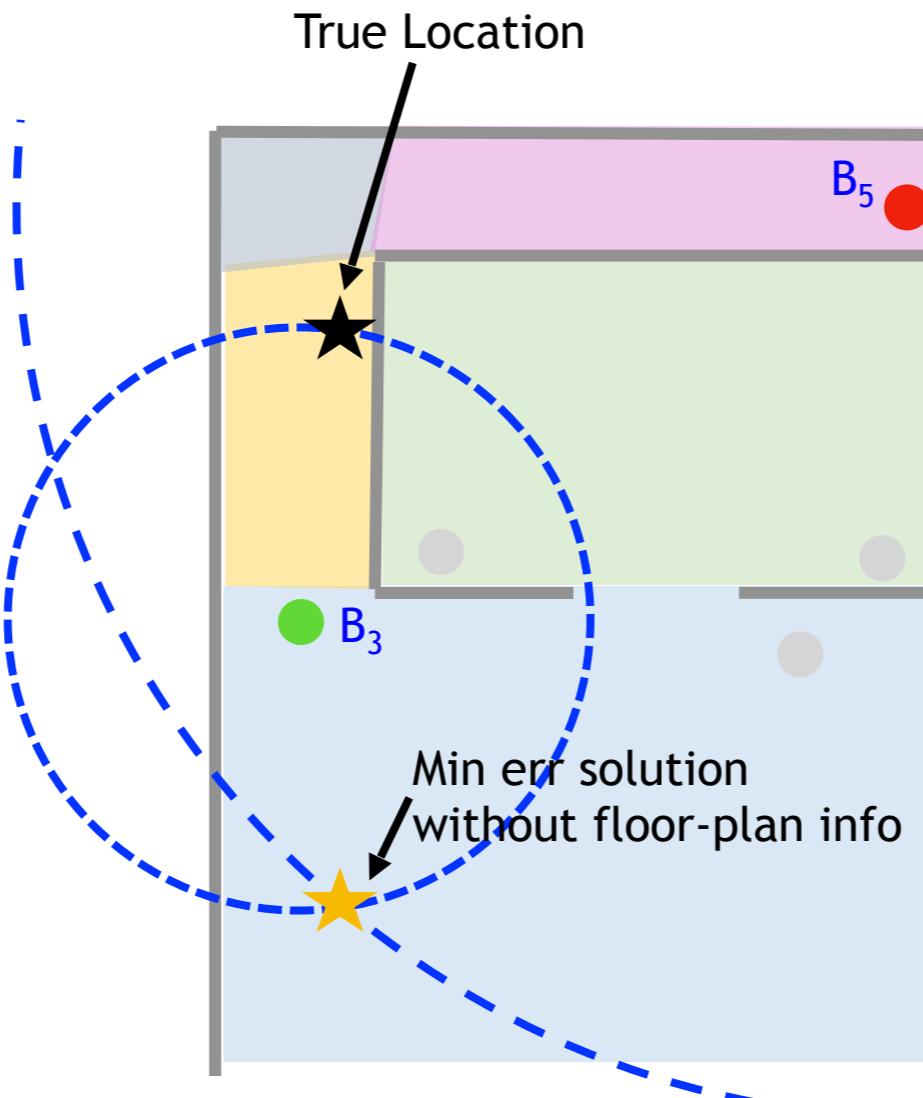
# Floor-plan aware location solver

★ and ●  $B_5$  are in NLOS and range error  $\sim 0$ ,  
inconsistent with NLOS model



- $C_1$ : Consistency with beacon coverage  
 $H_i(B^L) \cap B_r \subseteq B^L(X_i)$   
 $H_i(B^N) \cap B_r \subseteq B^N(X_i)$
- $C_2$ : Consistency with NLOS error model  
 $\forall k: B_k \in H_i(B^N) \cap B_r, [R_k - \|B_k - X_i\| > 0]$

# Floor-plan aware location solver



Location  $\star$  is more likely than  $\star$  since

$\star$  and  $\bullet B_3$  are in LOS and range error  $\sim 0$ ,  
consistent with LOS model

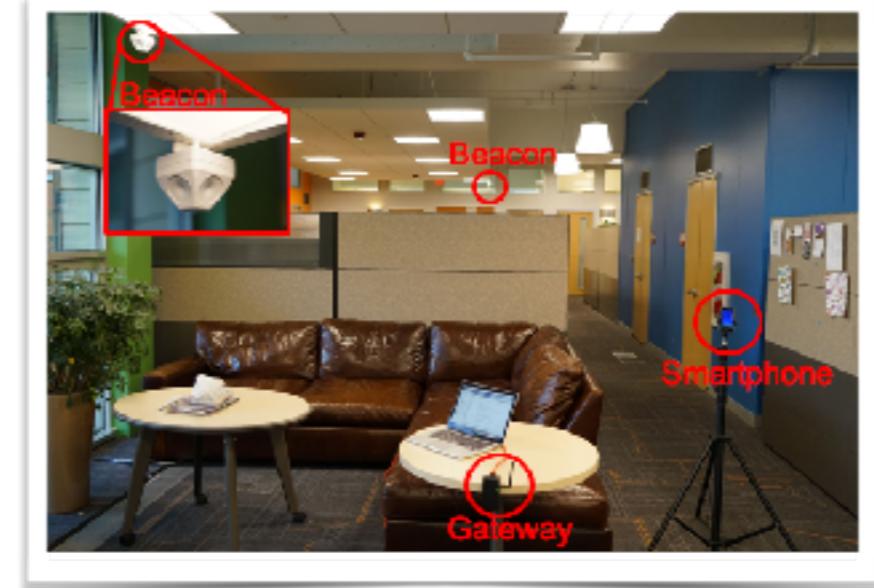
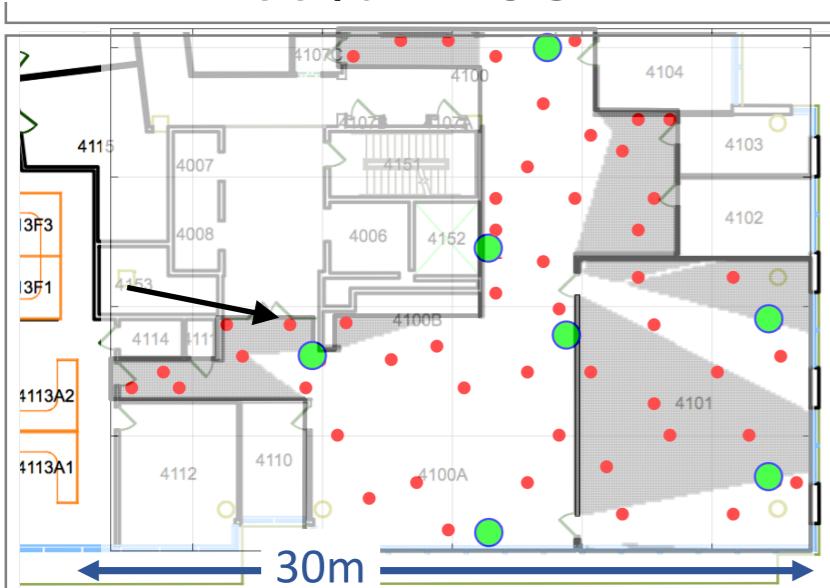
$\star$  and  $\bullet B_5$  are in NLOS and range error  $> 0$ ,  
consistent with NLOS model

$\star$  and  $\bullet B_3$  are in LOS and range error  $\sim 0$ ,  
consistent with LOS model

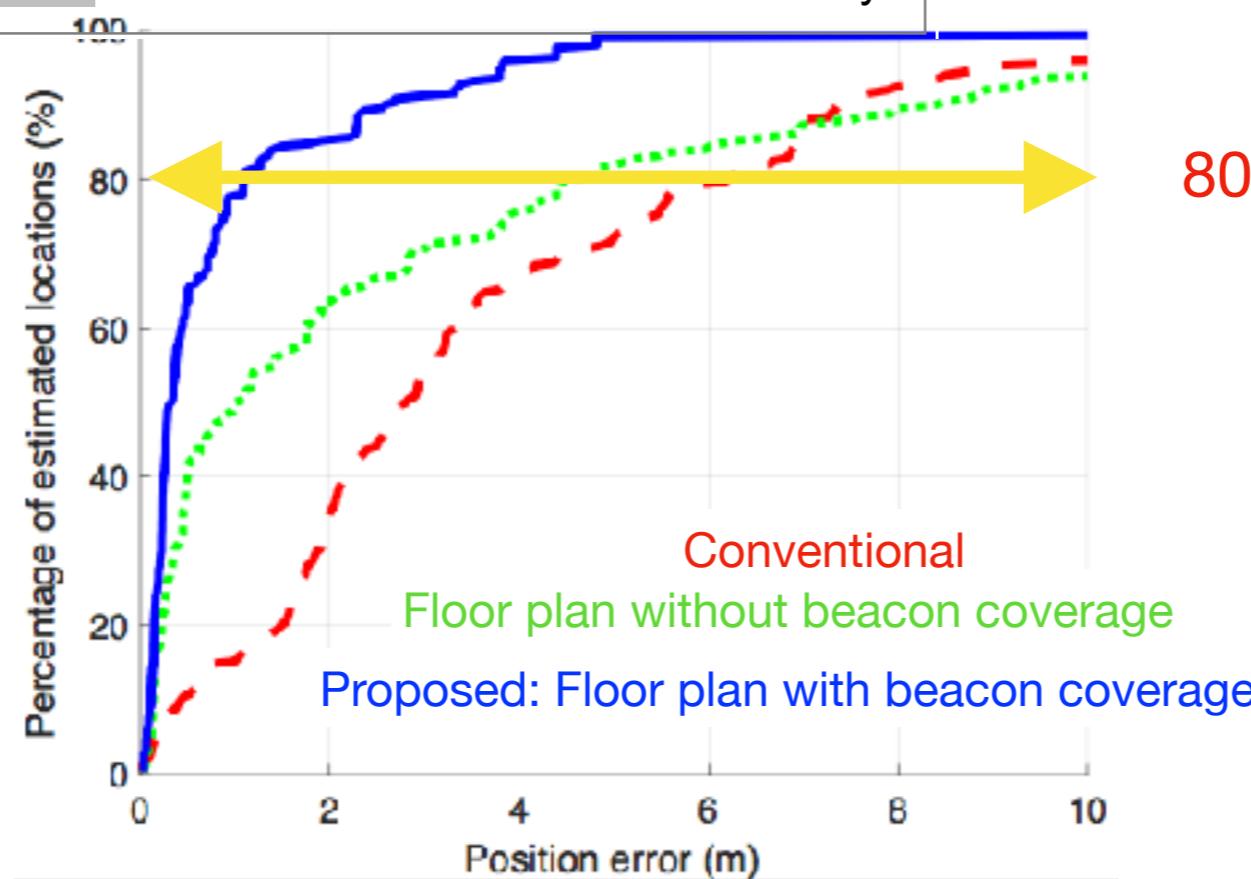
$\star$  and  $\bullet B_5$  are in NLOS and range error  $\sim 0$ ,  
inconsistent with NLOS model

# Localization performance

**33% NLOS!**



● Beacon   ● Test point   ■ Area covered with low beacon density



80% error improved from  
6m to 1m

# Analysis of solver robustness

The true location  $X_T$  and hypothesis  $H_T$  are consistent by definition. Hence

$$\forall k : B_k \in H_T(B^L) \cap B_r, [R_k - \|B_k - X_T\| = 0]$$

$$\forall k : B_k \in H_T(B^N) \cap B_r, [R_k - \|B_k - X_T\| > 0]$$

In order for an incorrect location  $X_F$  and hypothesis  $H_F$  to be consistent:

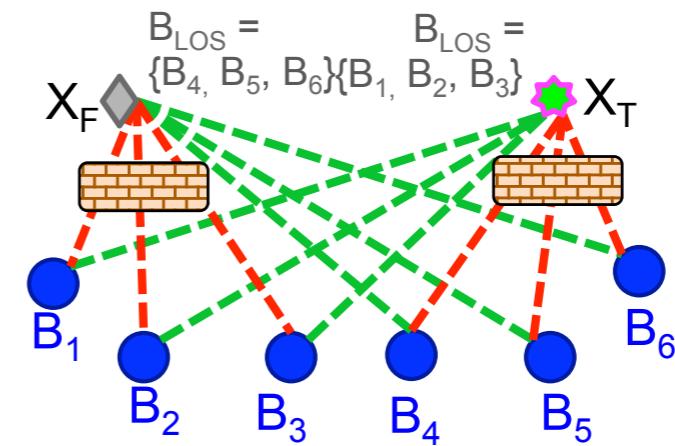
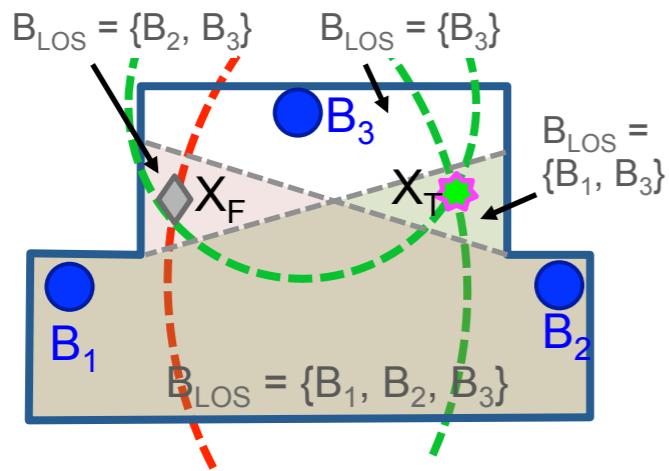
$$\forall k : B_k \in H_F(B^L) \cap B_r, [R_k - \|B_k - X_F\| = 0]$$

$$\forall k : B_k \in H_F(B^N) \cap B_r, [R_k - \|B_k - X_F\| > 0]$$

Every beacon in range imposes one of the four constraints:

<b>According to <math>H_T</math>, <math>B_k \in</math></b>	<b>According to <math>H_F</math>, <math>B_k \in</math></b>	<b>Constraint</b>
$H_T(B^L)$	$H_F(B^L)$	$\ B_k - X_T\  = \ B_k - X_F\ $
$H_T(B^L)$	$H_F(B^N)$	$\ B_k - X_T\  > \ B_k - X_F\ $
$H_T(B^N)$	$H_F(B^L)$	$\ B_k - X_T\  < \ B_k - X_F\ $
$H_T(B^N)$	$H_F(B^N)$	$\ B_k - X_F\  > R_k, \ B_k - X_T\  > R_k$
$H_T(B^N)$	$H_F(B^N)$	$\ B_k - X_F\  > R_k, \ B_k - X_T\  > R_k$

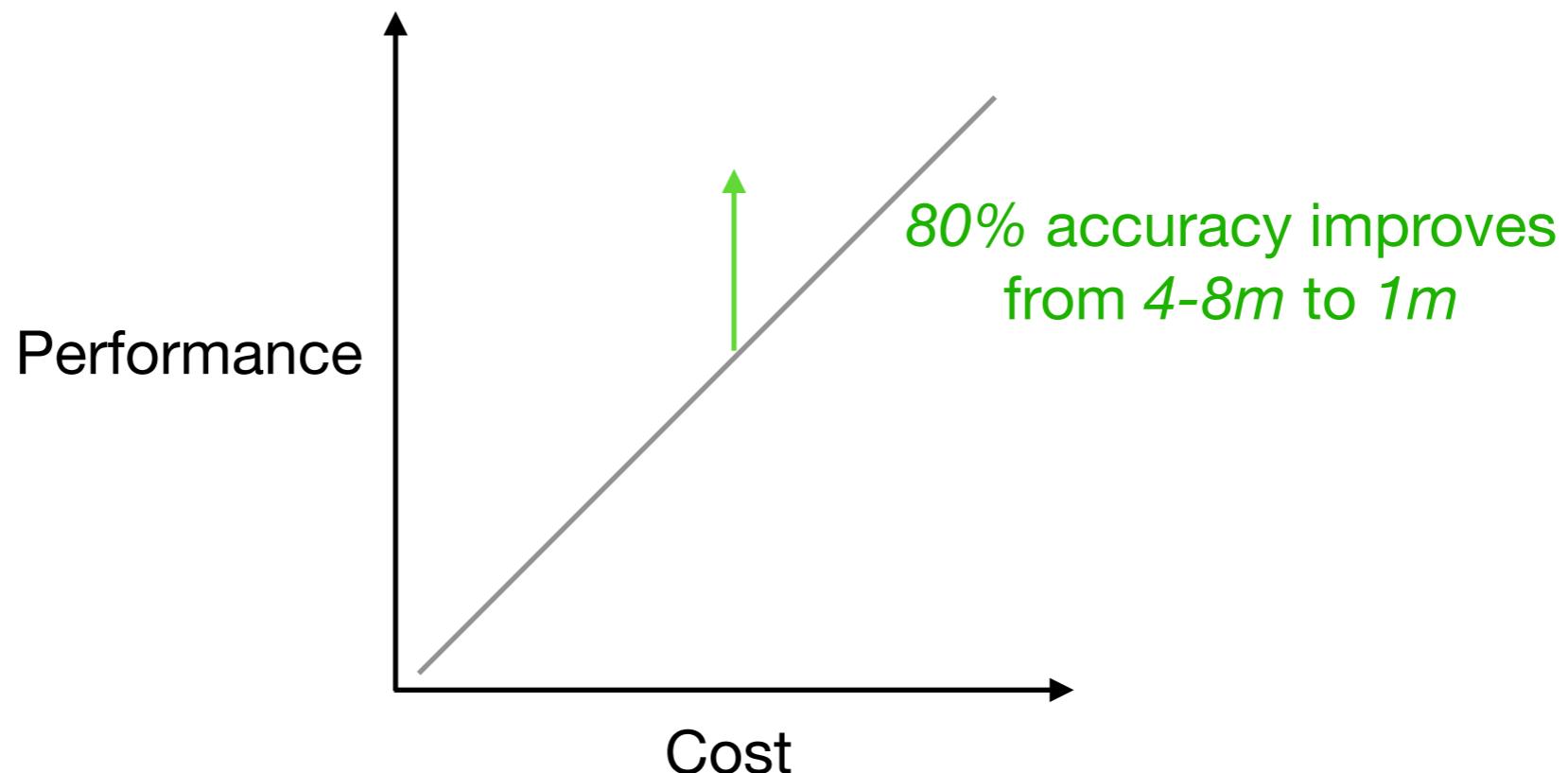
# Analysis of solver robustness



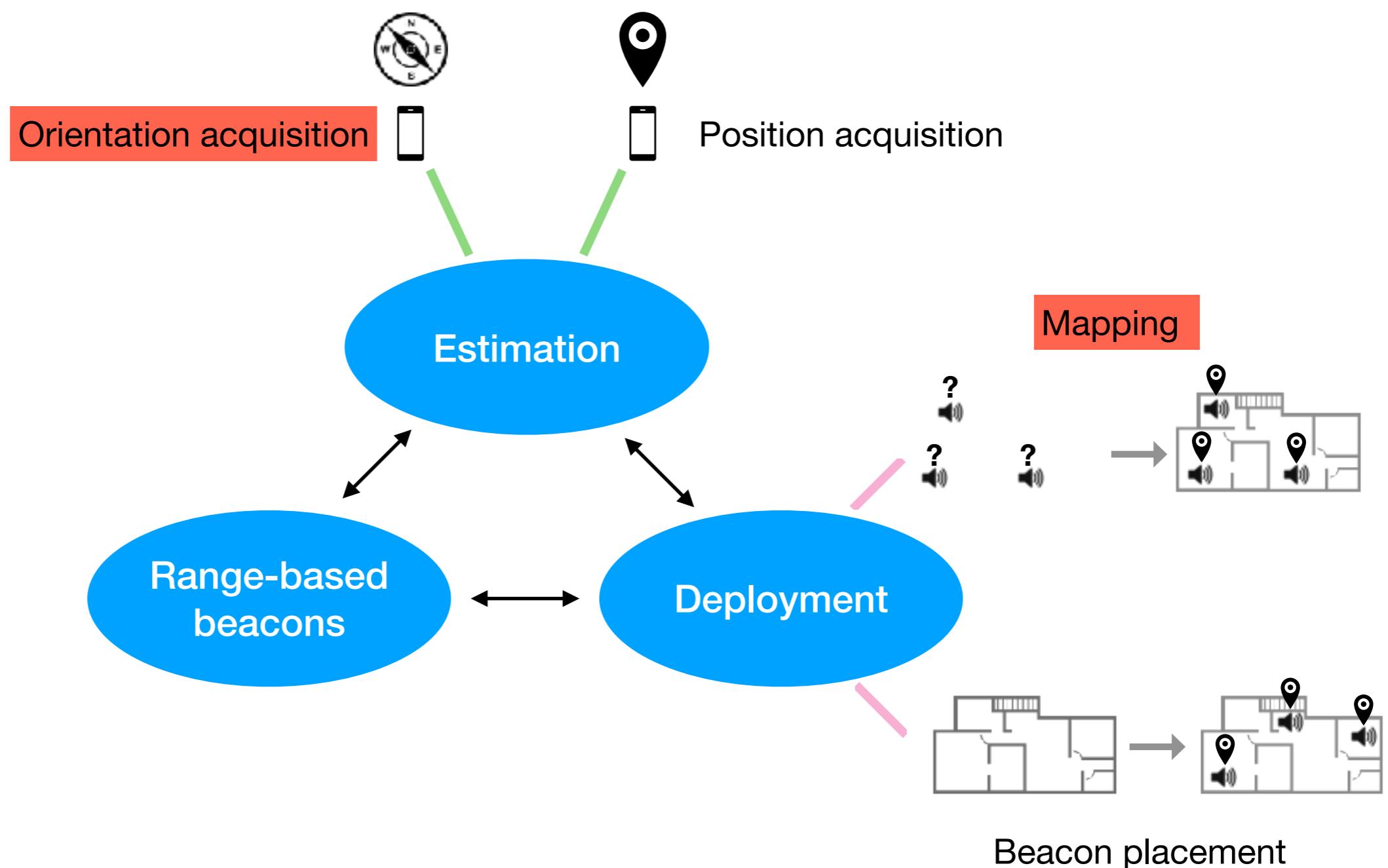
If all the expected LOS ranges are received,  
then the solver is robust to any amount of NLOS,  
except for certain geometries that rarely occur in practice.

# Location acquisition contribution

- Systematic methodology to integrate floor plan geometry and beacon coverage models —> robust location solver.
- Solver detects NLOS signals with 92% accuracy.



# Overview



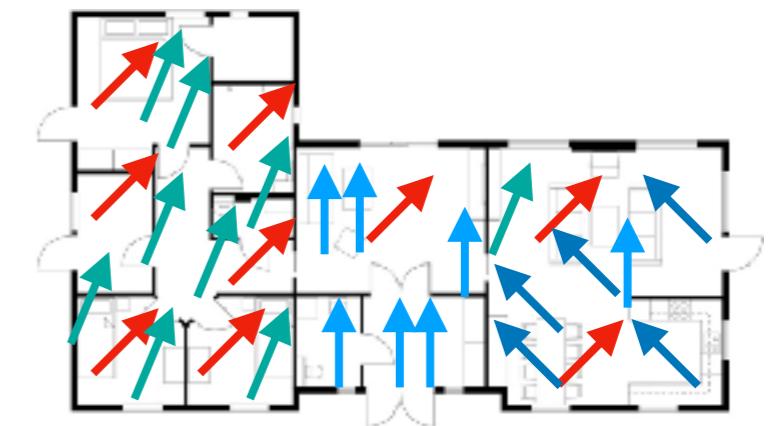
# Maps for range-based localization systems



Beacon locations



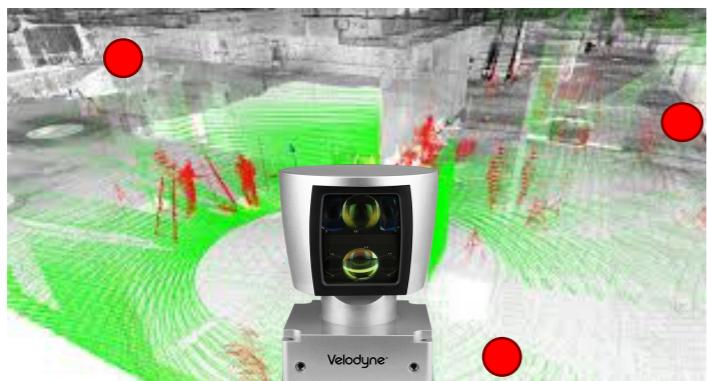
Floor plans



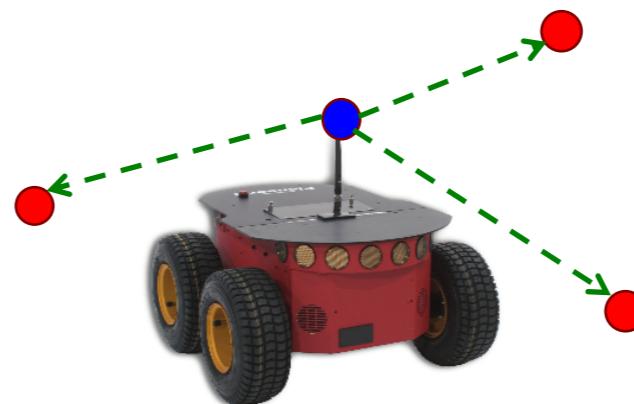
Spatially varying vectored signals

# Mapping approaches

## Typical



LIDAR



Robots



Experts + instruments

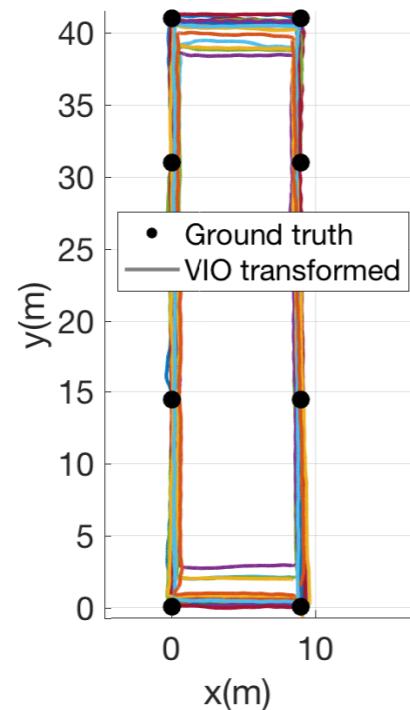
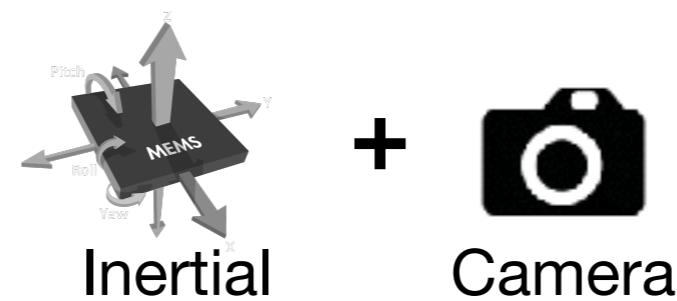
## Proposed



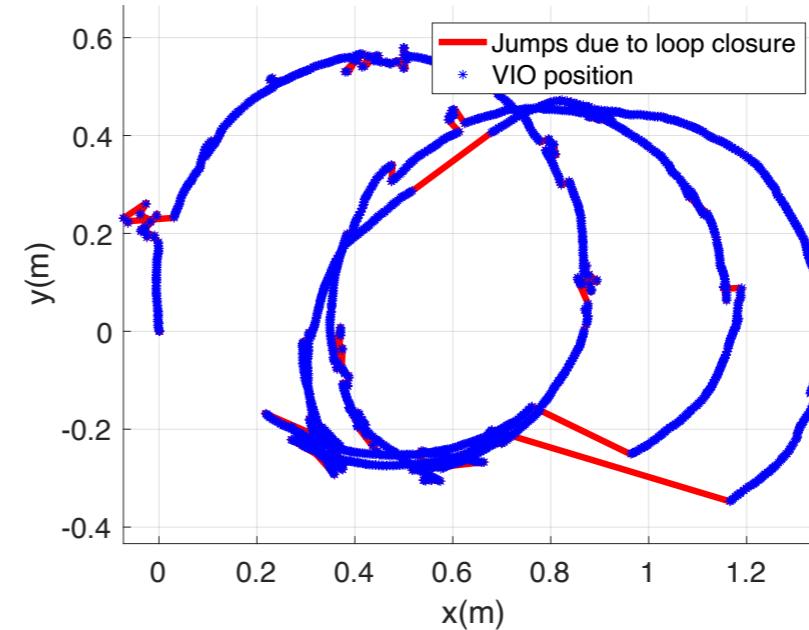
Pedestrians walking with phones

- Low-cost
- Low-effort
- Adapts over time
- Accurate

# Accurate tracking with Visual Inertial Odometry (VIO)

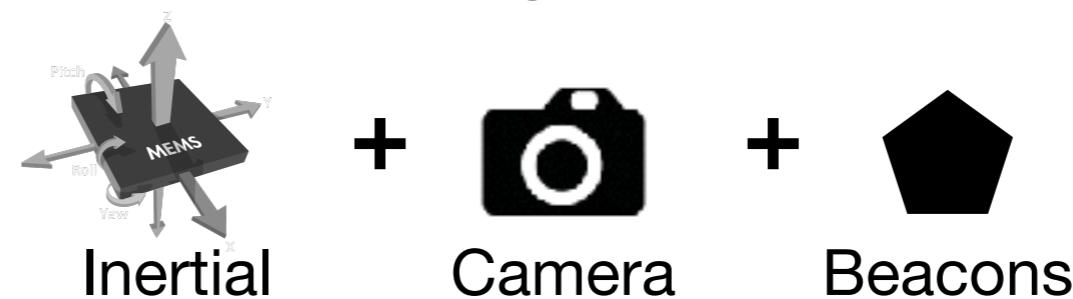


Accurate tracking

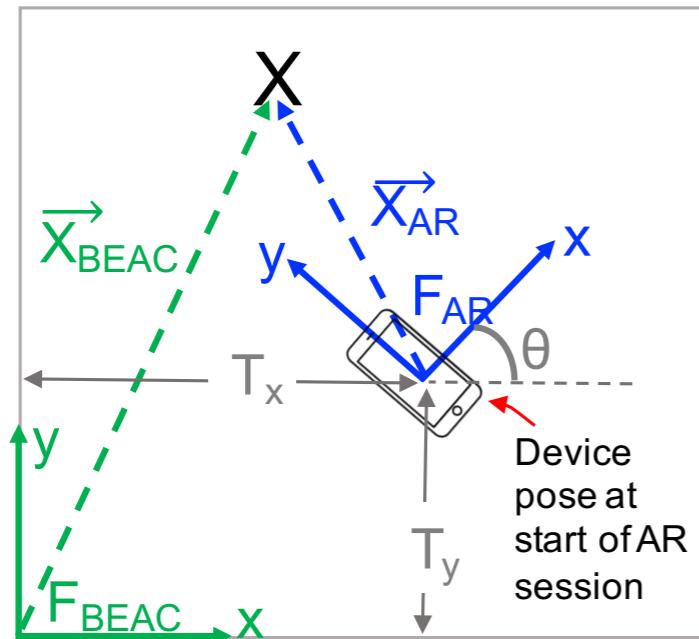


Suffers when visual features are poor

# Fuse beacon ranges and VIO for accurate tracking



## Problem formulation



$$X_{BEAC} = R(\theta_{AR \rightarrow BEAC}) \cdot X_{AR} + T_{AR \rightarrow BEAC}$$

$$R(\theta) = \begin{bmatrix} \cos(\theta) & -\sin(\theta) & 0 \\ \sin(\theta) & \cos(\theta) & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$T_{AR \rightarrow BEAC} = [T_x, T_y, T_z]^T$$

## State estimation using a Particle Filter

- Estimate 5 states: Four transformation variables and scale of VIO
- VIO updates states
- Range measurements update the weight

# Fusion of VIO and acoustic ranges



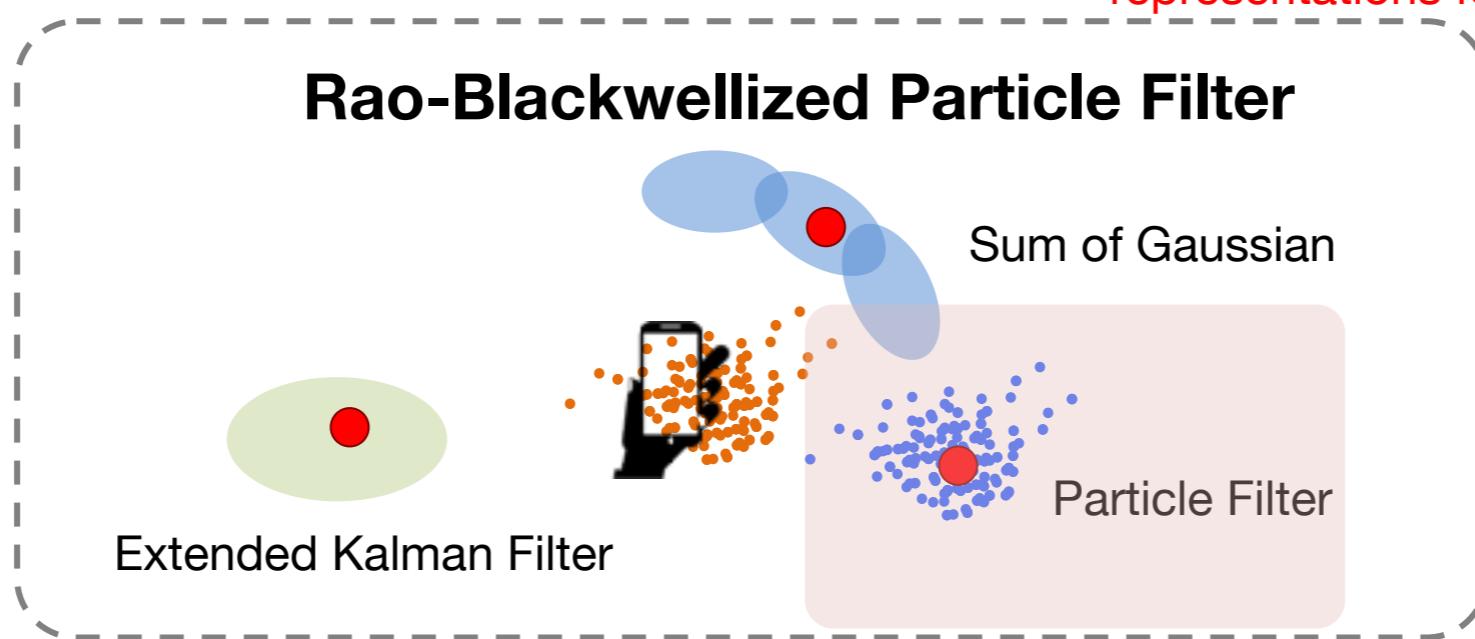
With accurate real-time tracking, we can now support mapping.

# Beacon mapping

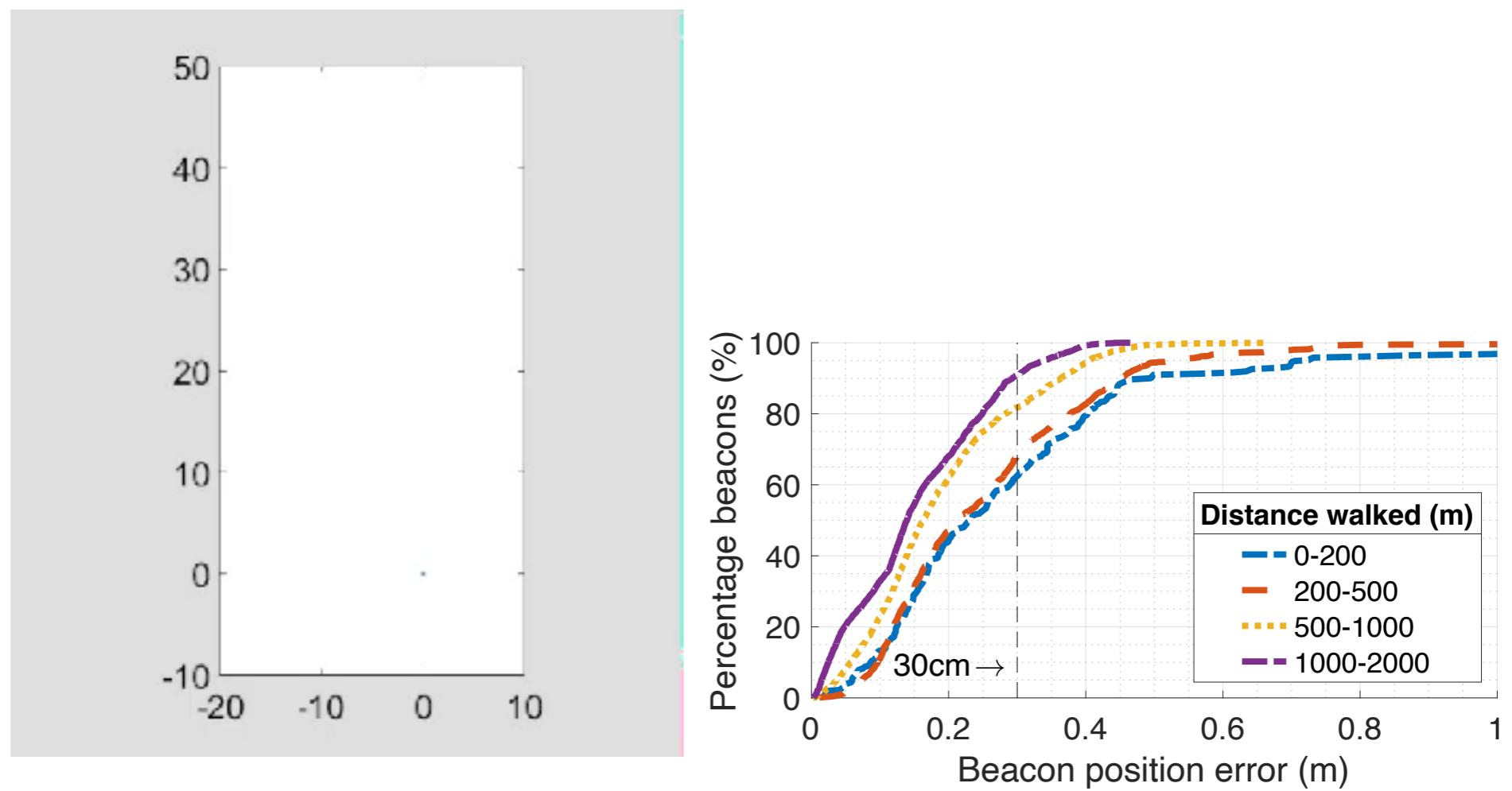
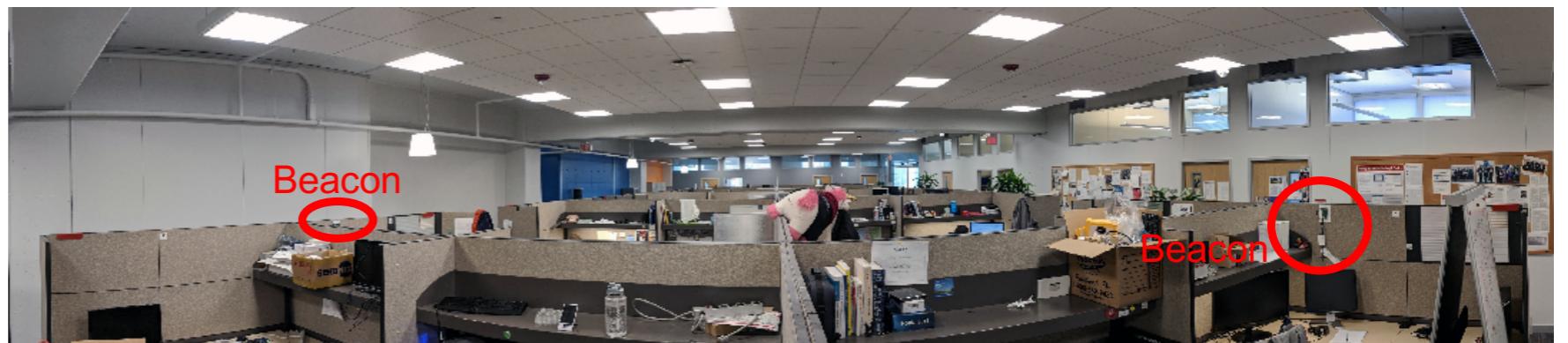
## Rao-Blackwellization

$$\text{Mobile device} \xrightarrow{\text{Beacons}} P(X, B_1, \dots, B_N / U, Z) \xrightarrow{\text{VIO}} \text{Beacon ranges}$$

Can use different probabilistic representations for beacons

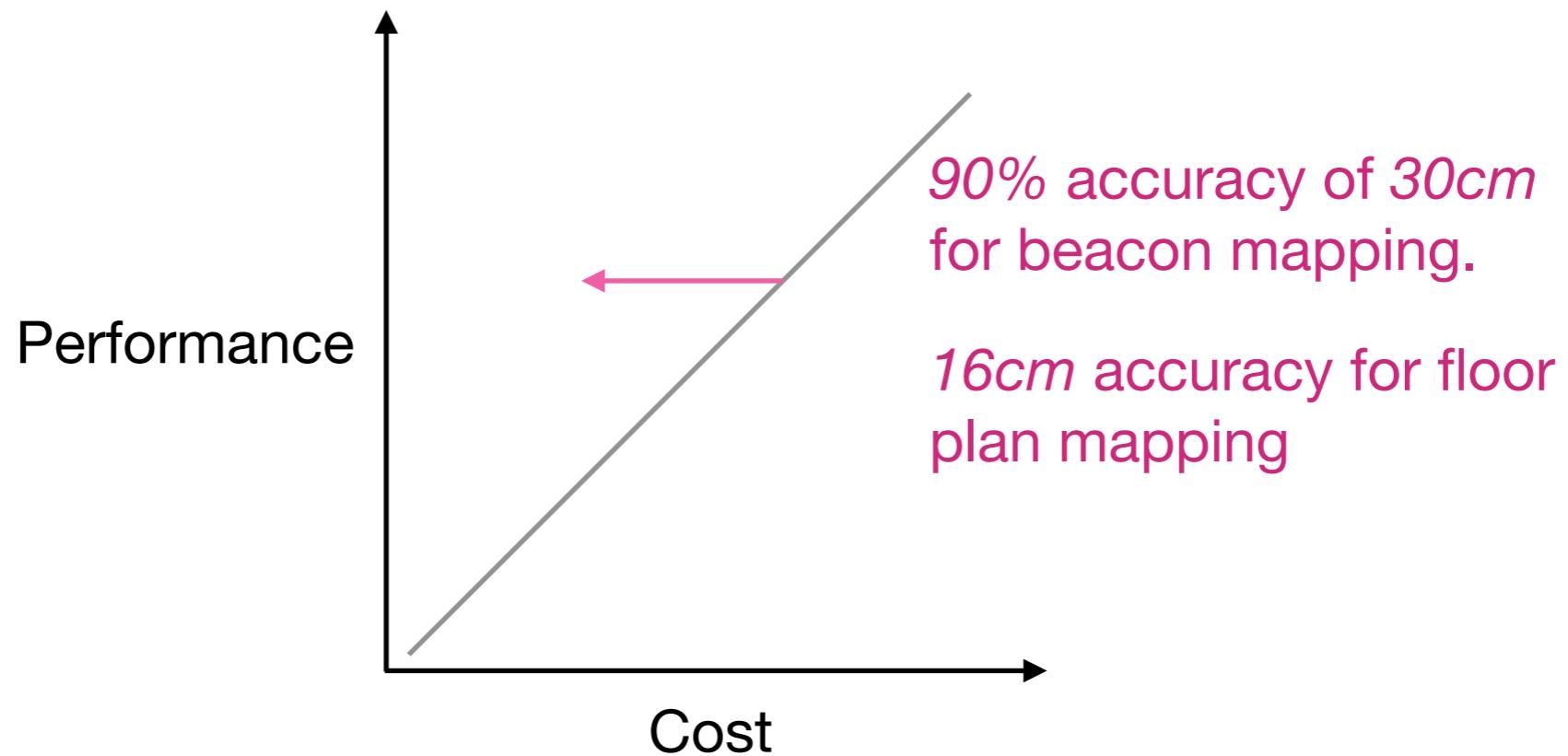


# Beacon mapping evaluation



# Contributions to mapping

- Crowdsourced pedestrian-aided mapping process that simply requires users to walk around with phones that can be held in any orientation.



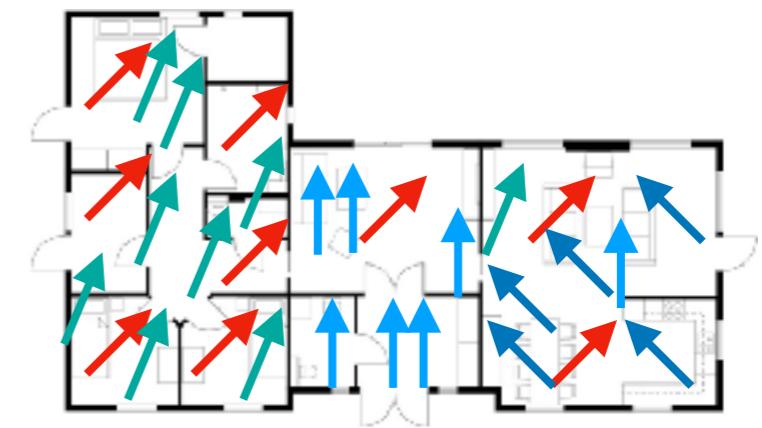
# Maps for range-based localization systems



Beacon locations

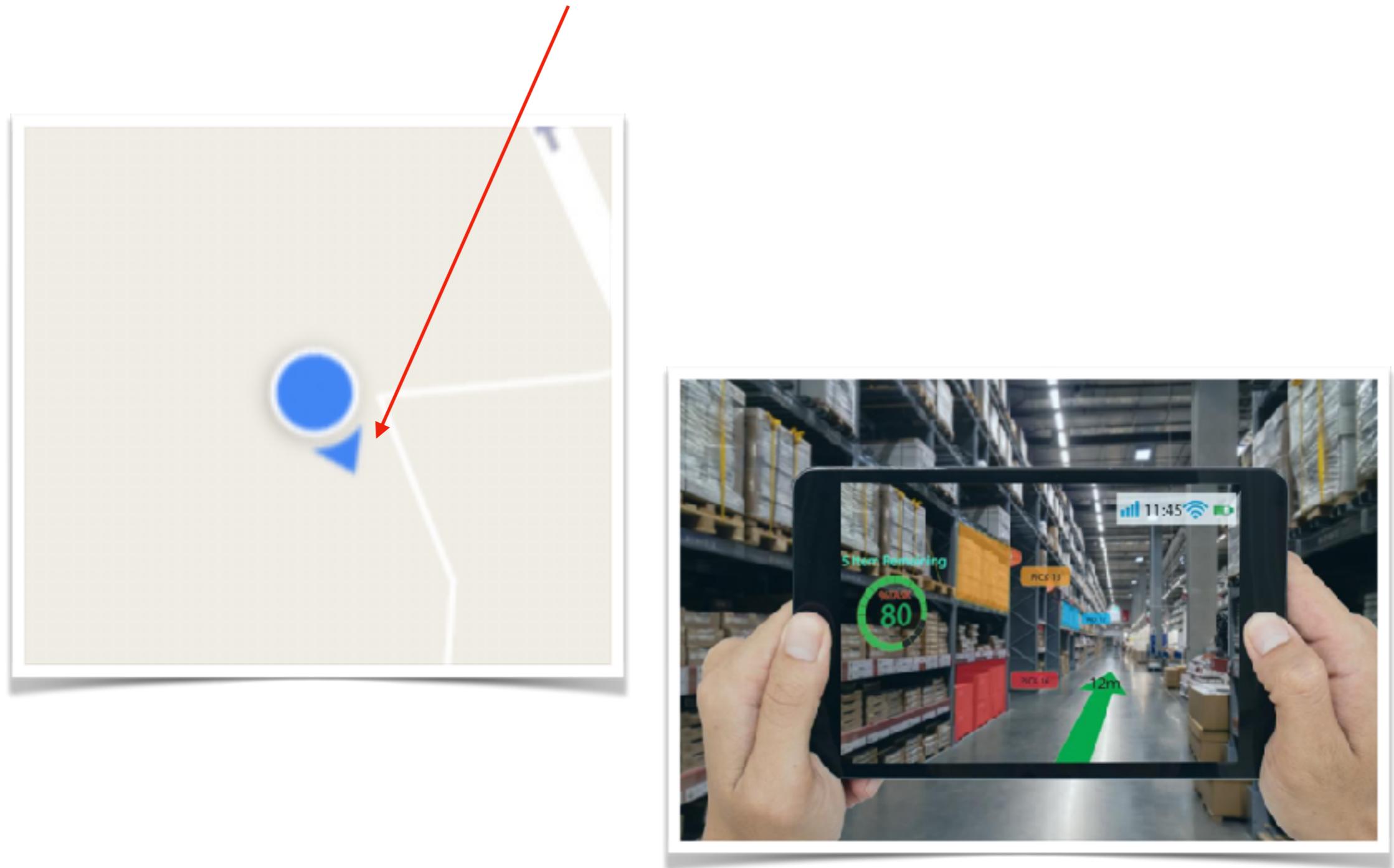


Floor plans



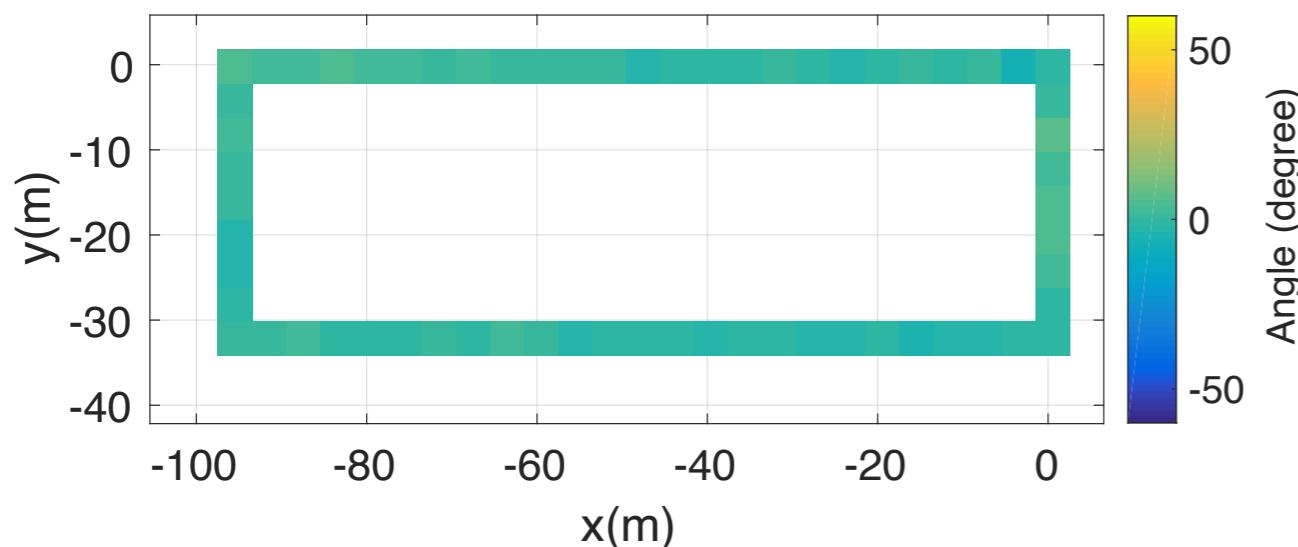
Spatially varying vectored signals

# Rapid orientation acquisition

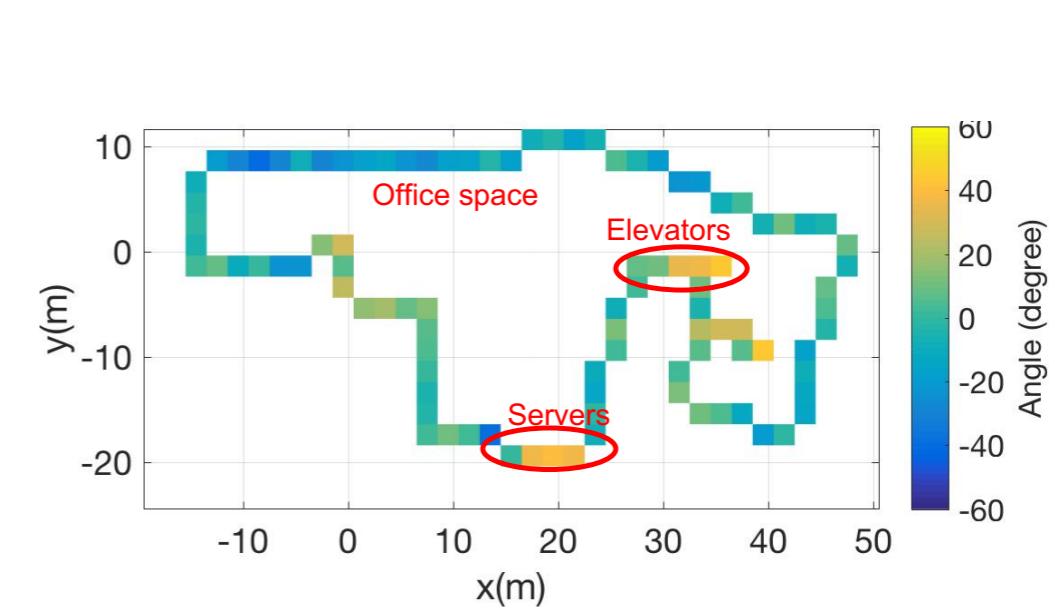


# Compass is unreliable indoors

Outdoors



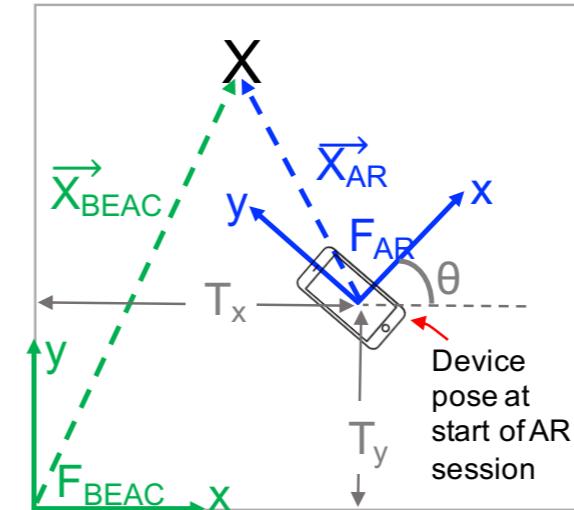
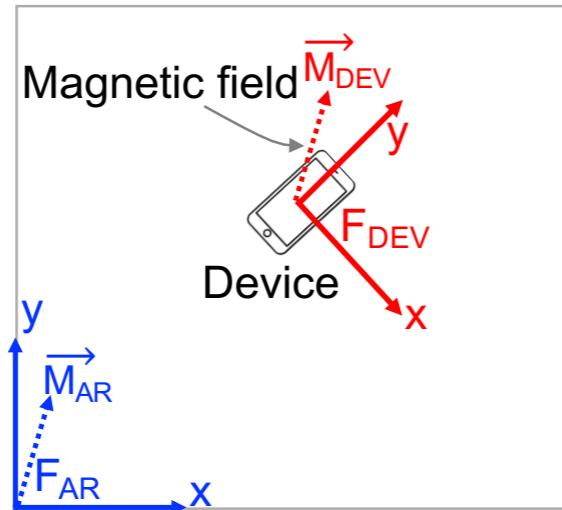
Indoors



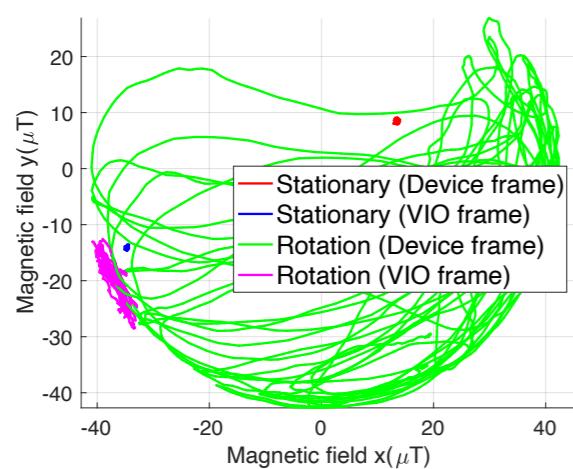
If we can map the magnetic field, then we can use it for acquiring orientation.

# Magnetic field mapping process

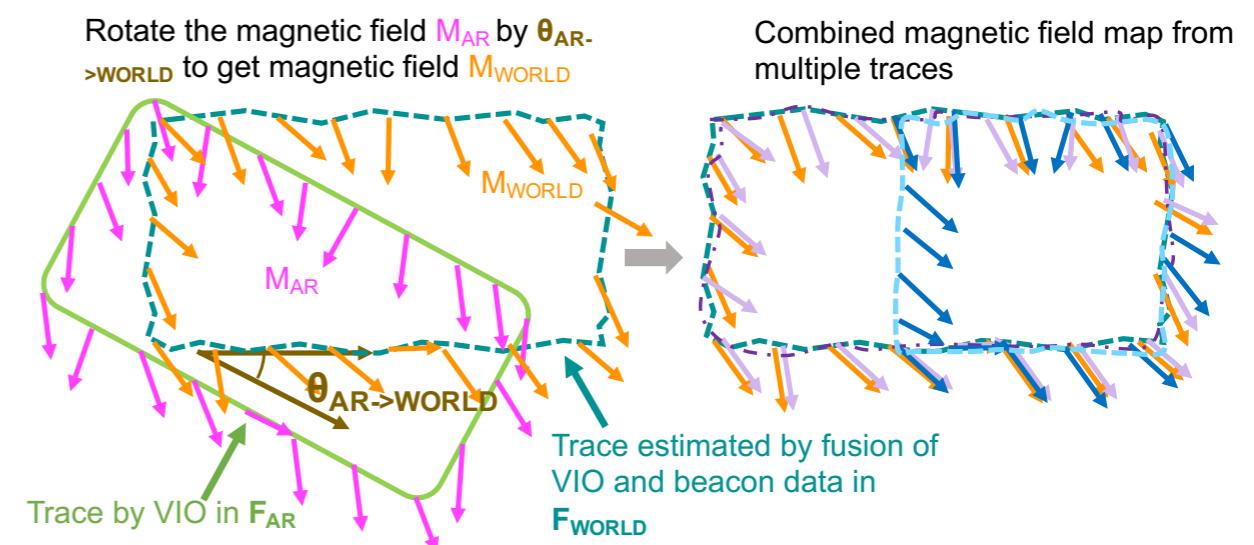
Accurate 6DoF tracking with VIO makes it possible to map vectored signals



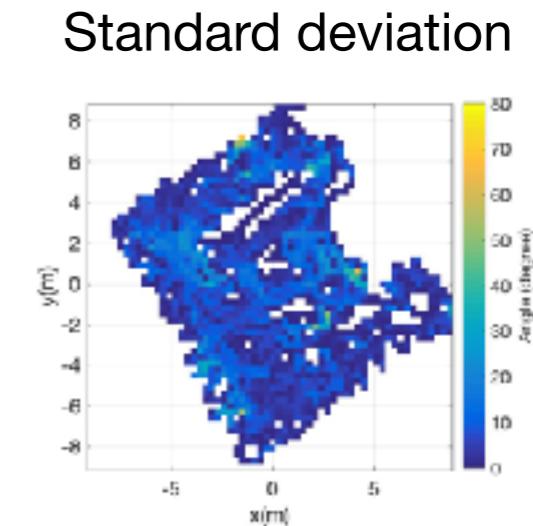
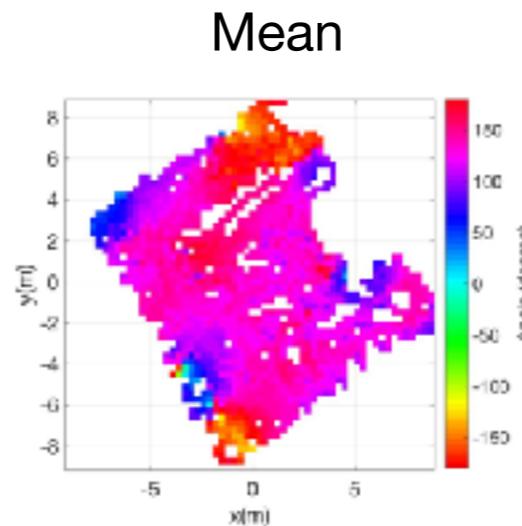
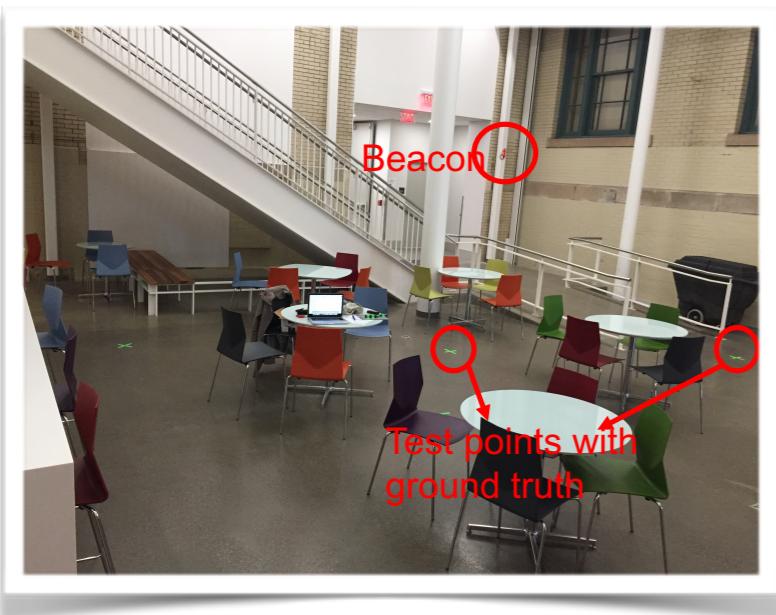
First, we convert the magnetic vector from device frame to VIO frame



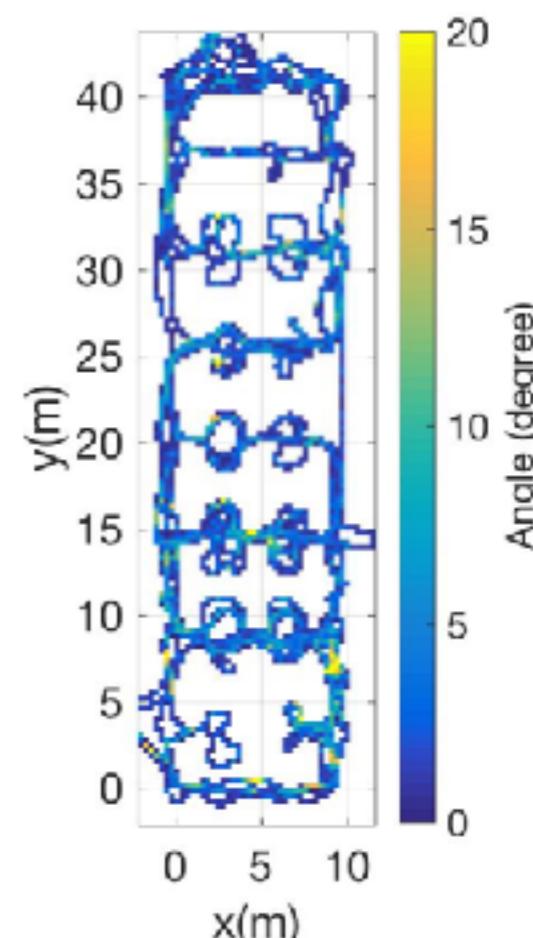
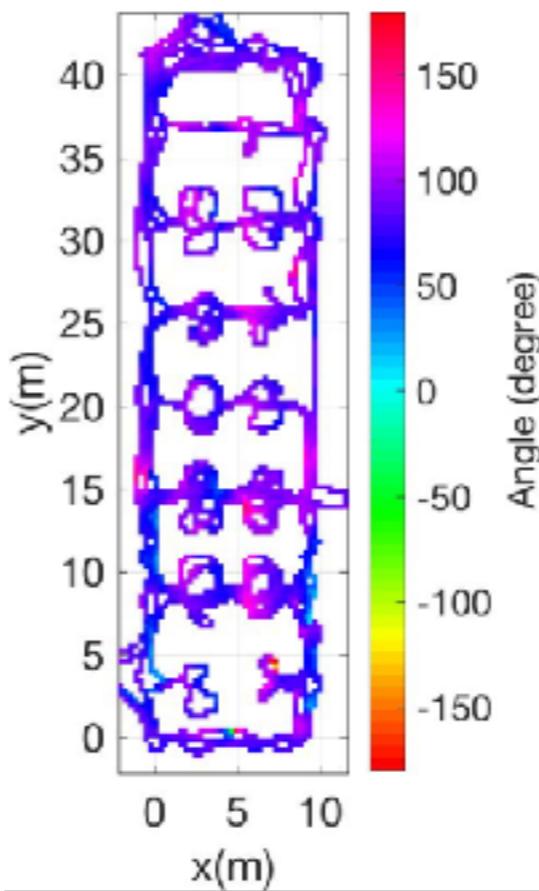
Next, we convert the magnetic vector from VIO frame to beacon frame



# Indoor magnetic field maps

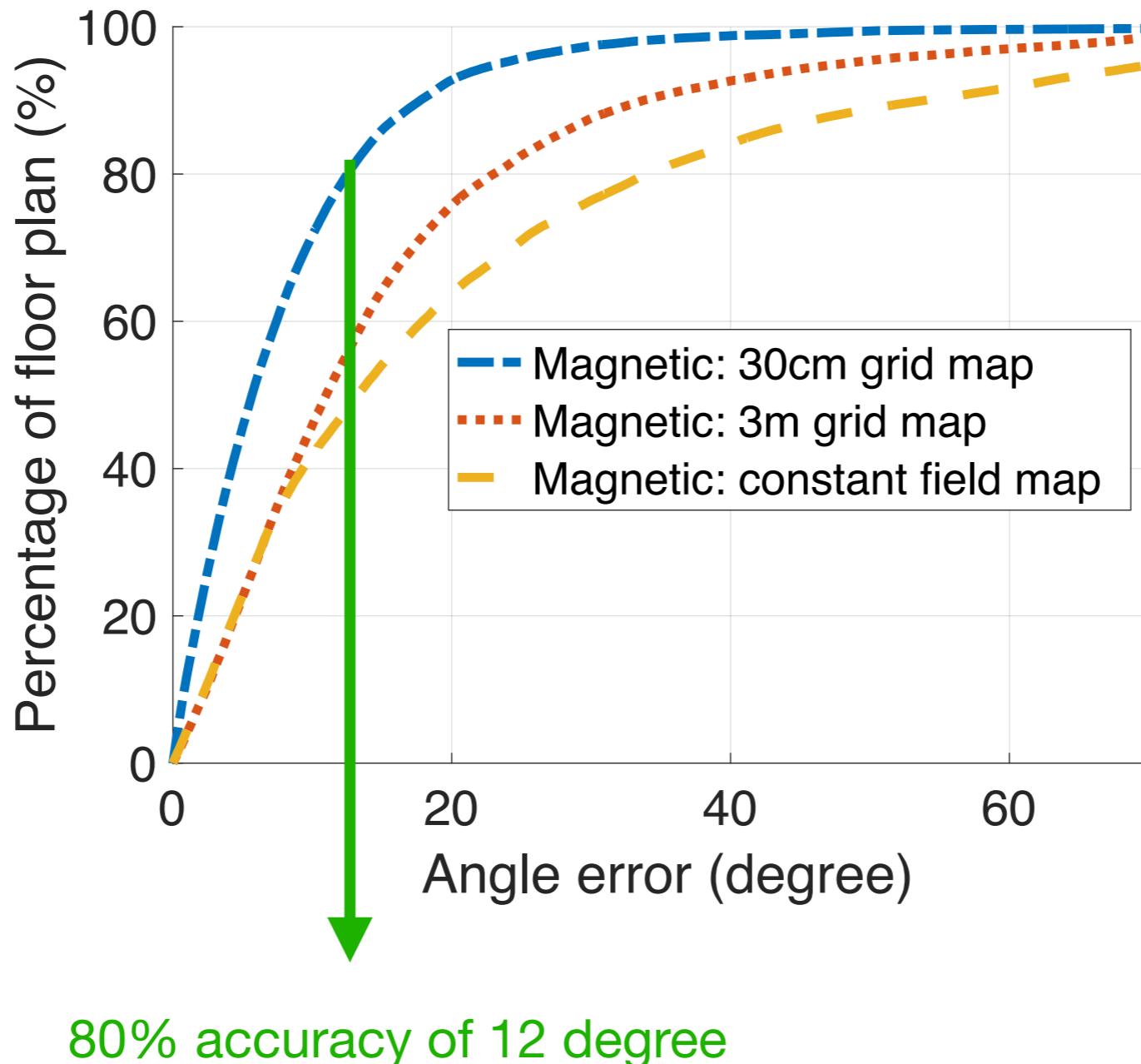


Cafe in Scott Hall, CMU



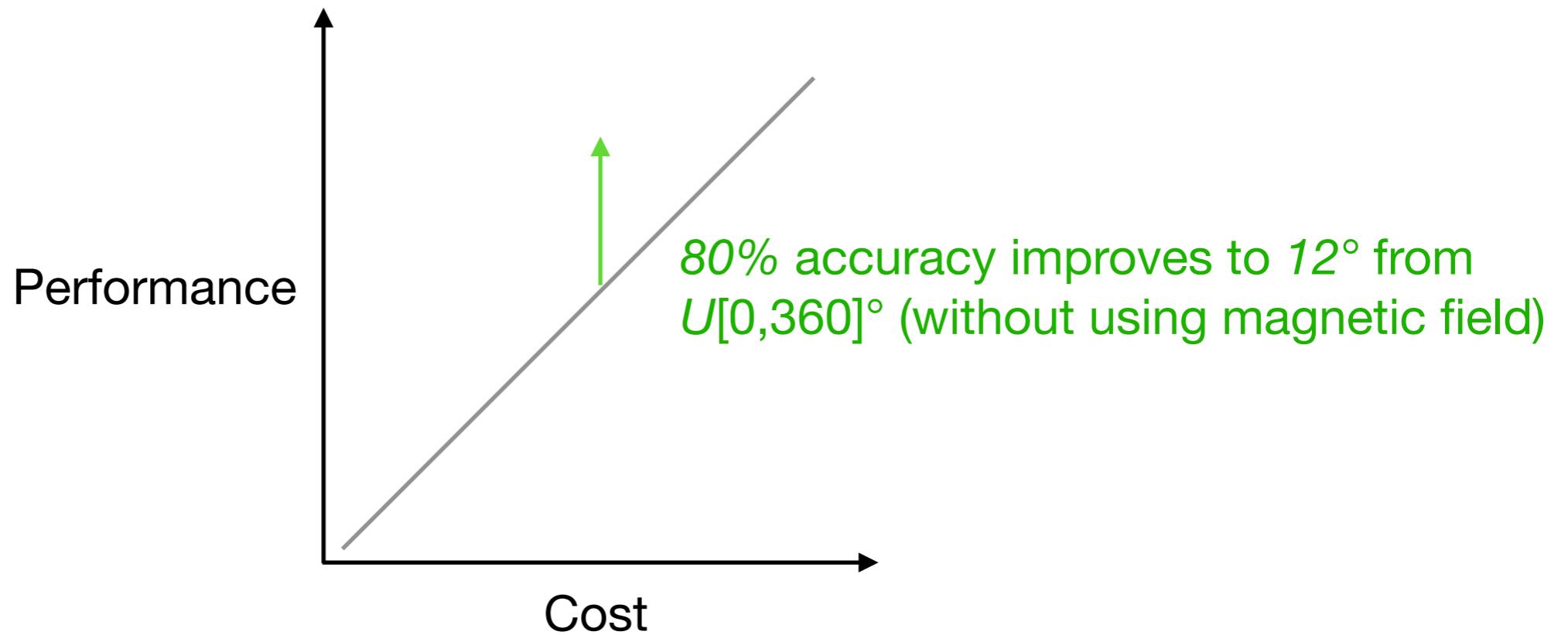
Office space in CIC, CMU

# Rapid orientation acquisition performance

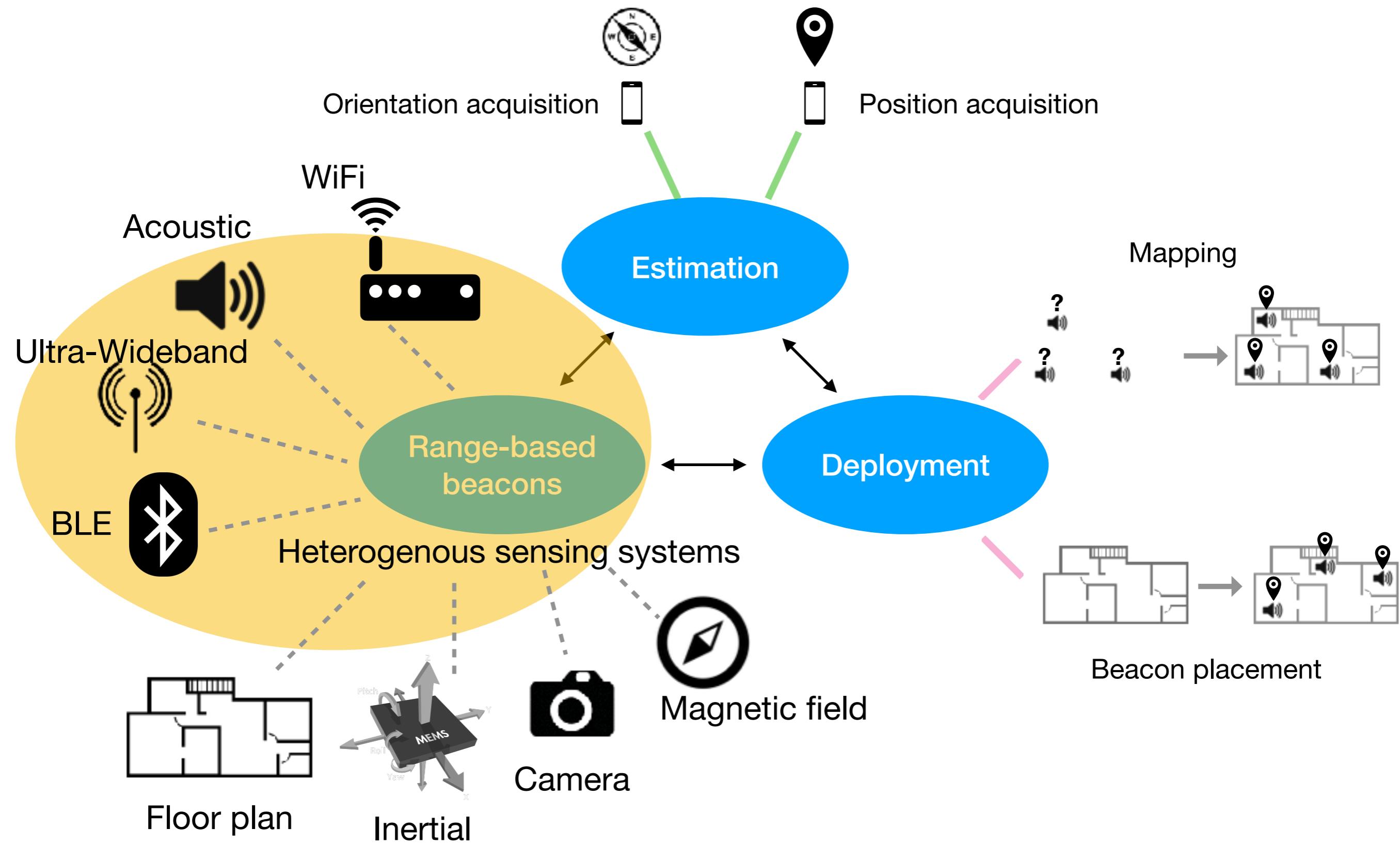


# Orientation acquisition contributions

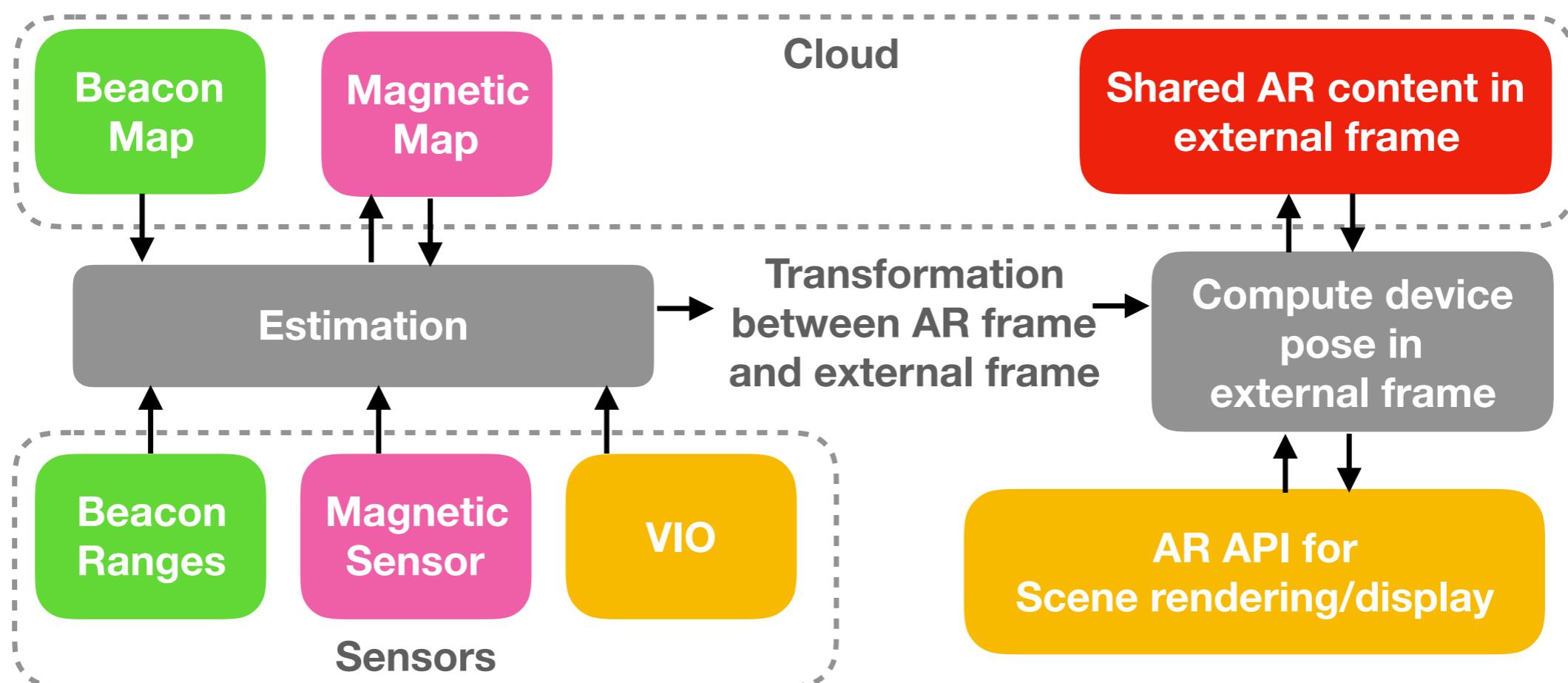
- A method to for rapid orientation acquisition by fusing beacon ranges, VIO and the magnetic field sensor data.
- A method to created vectored maps of magnetic field indoors, using pedestrian-held devices.



# Overview



# Rapid and accurate orientation and location acquisition



We can now support  
persistent multi-user Augmented Reality applications

# Application: Firefighter safety

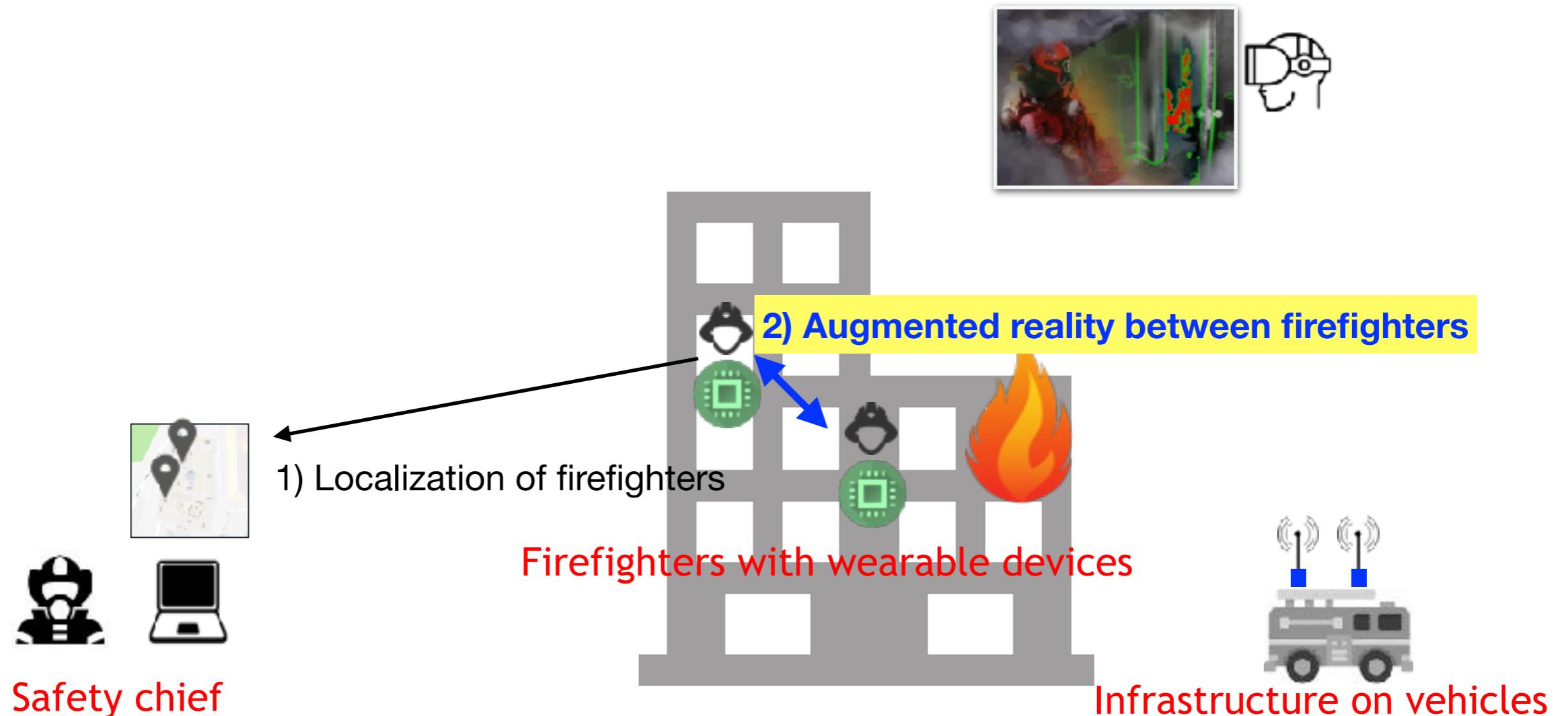


# Mobile Phone Localization with UWB and Visual Inertial Odometry

February 1st, 2019

<https://youtu.be/8TOGCbijKSI>

# Application: Firefighter safety

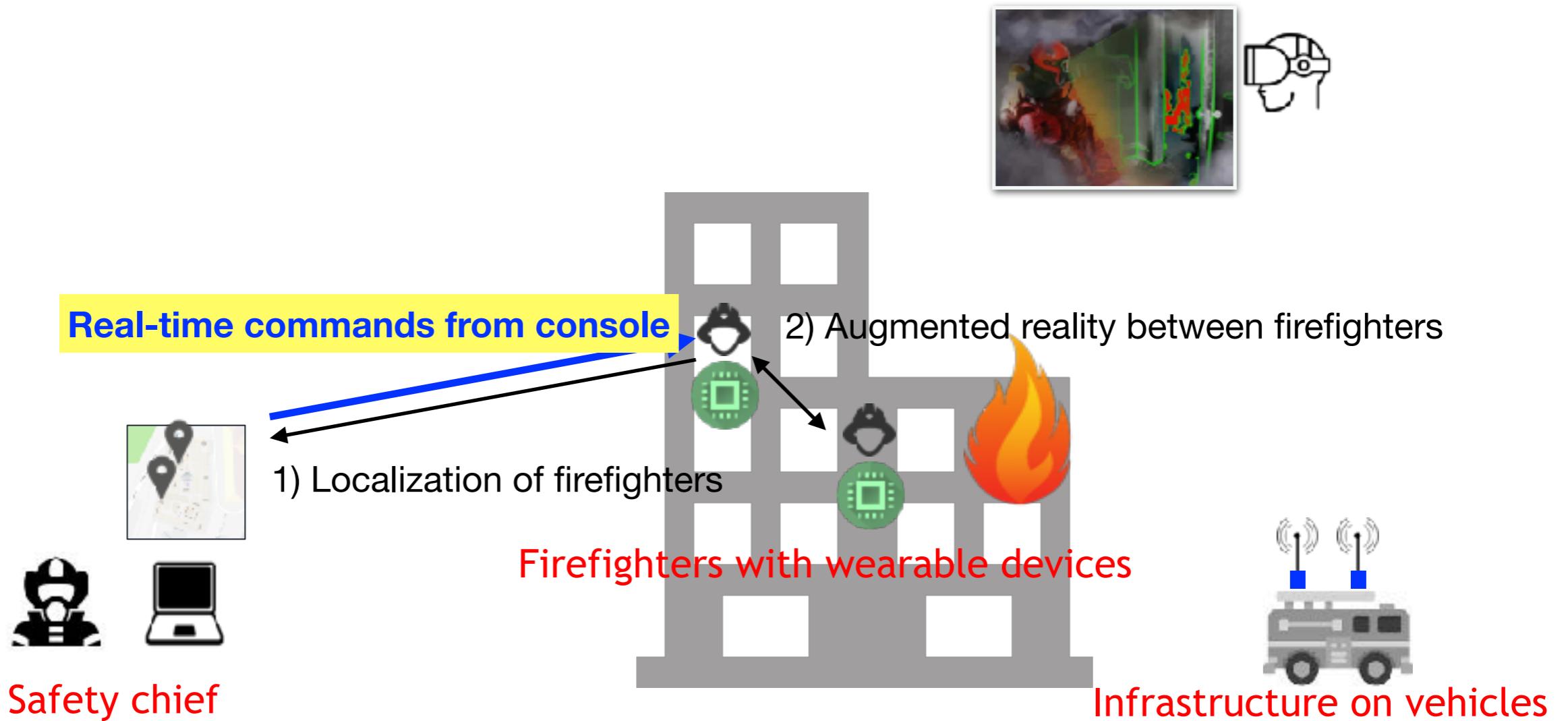


# AR Tracking of UWB Tag

February 1st, 2019

<https://youtu.be/1-28gaorJxA>

# Application: Firefighter safety



# Dropping AR Markers from a Command Console

February 1st, 2019

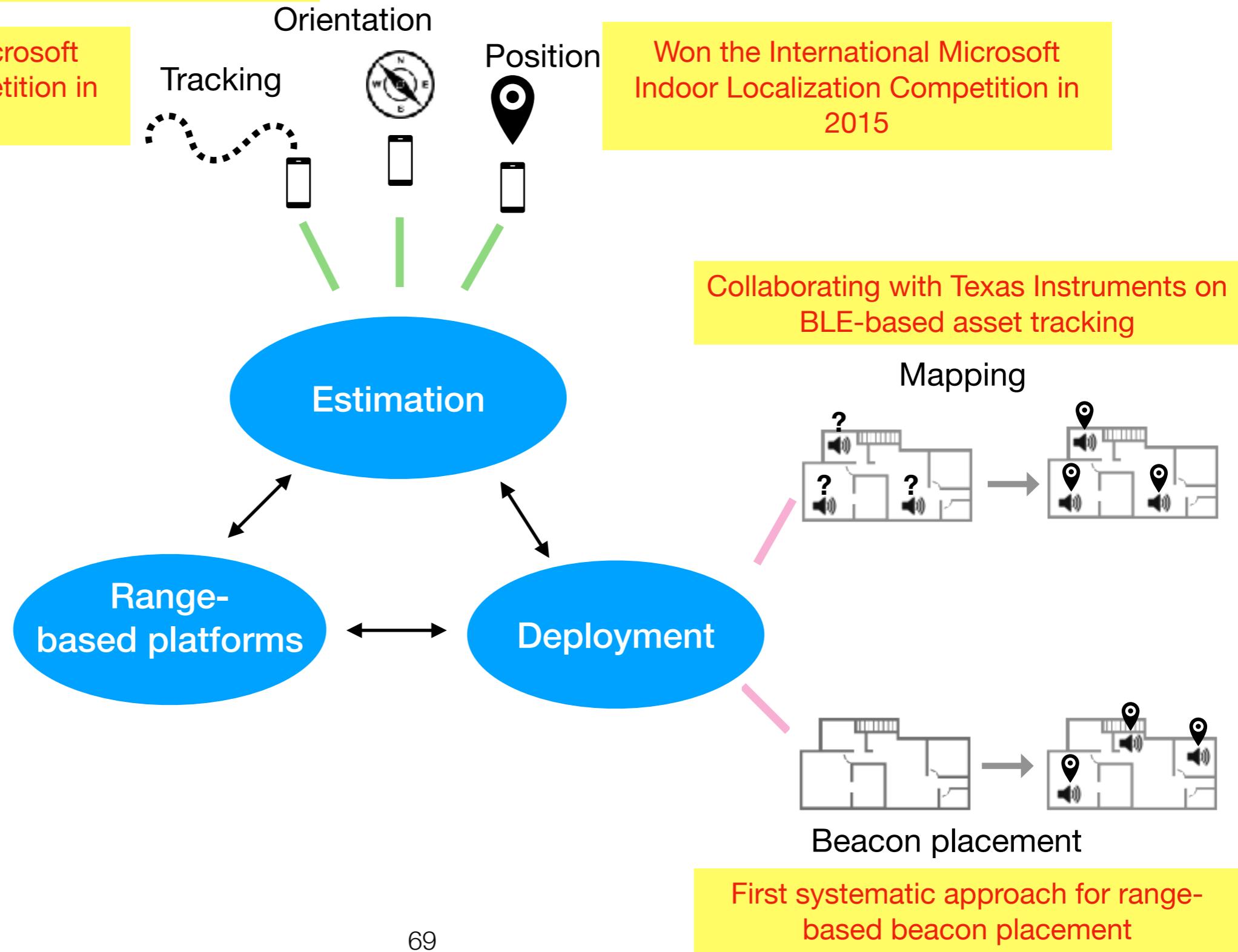
<https://youtu.be/iO3Vg641jKk>

# Impact

Mobile augmented reality won best demo at IPSN 2018

Won the International Microsoft Indoor Localization Competition in 2018

Won the International Microsoft Indoor Localization Competition in 2015



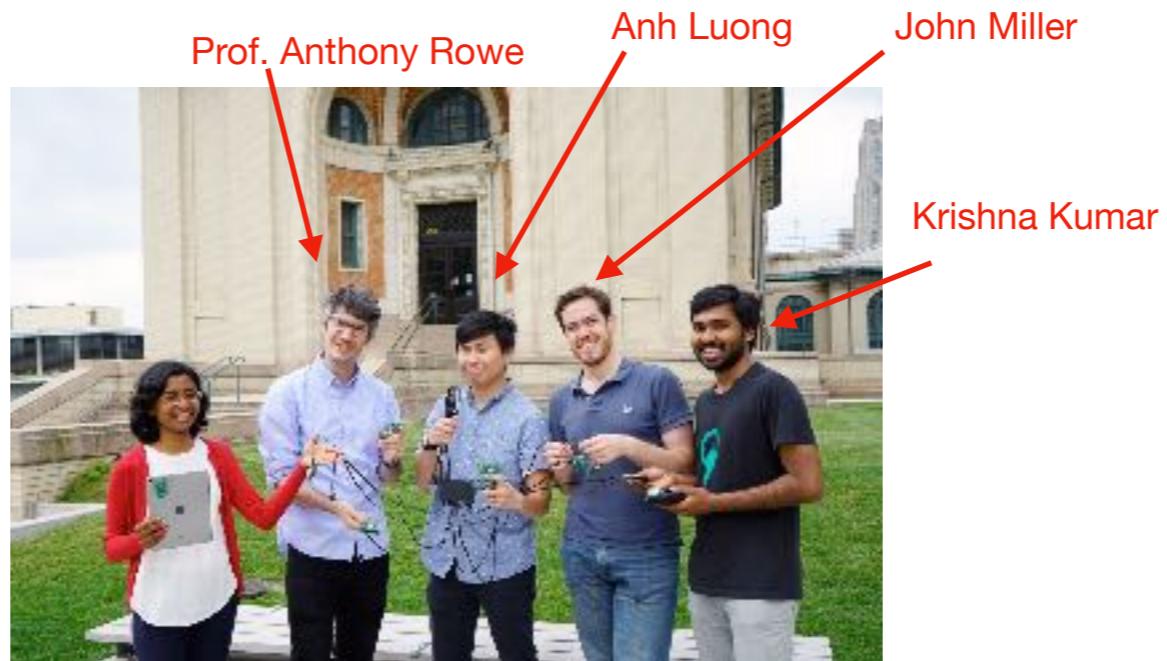
# Publications

- Niranjini Rajagopal, John Miller, Krishna Kumar Reghu Kumar, Anh Luong, and Anthony Rowe, **Improving Augmented Reality Relocalization Using Beacons and Magnetic Field Maps**, (To appear in) The 10th International Conference on Indoor Positioning and Indoor Navigation, **IPIN 2019**
- Niranjini Rajagopal, Patrick Lazik, Nuno Pereira, Sindhura Chayapathy, Bruno Sinopoli and Anthony Rowe, **Enhancing Indoor Smartphone Location Acquisition using Floor Plans** , The 17th International Conference on Information Processing in Sensor Networks, **IPSN 2018**
- Niranjini Rajagopal, Sindhura Chayapathy, Bruno Sinopoli, Anthony Rowe, **Beacon Placement for Range-Based Indoor Localization**, The 7th International Conference on Indoor Positioning and Indoor Navigation, **IPIN 2016**
- Patrick Lazik, Niranjini Rajagopal, Oliver Shih, Bruno Sinopoli, Anthony Rowe, **ALPS: A Bluetooth and Ultrasound Platform for Mapping and Localization**, The 13th ACM Conference on Embedded Networked Sensing Systems, November, **SenSys 2015**
- Patrick Lazik, Niranjini Rajagopal, Bruno Sinopoli, Anthony Rowe, **Ultrasonic Time Synchronization and Ranging on Smartphones**, 21st IEEE Real-Time and Embedded Technology and Applications Symposium, Seattle, Washington, April 13th, **RTAS 2015**

# Future directions

- Device discovery, time-synchronization and multiple access in an ecosystem with heterogeneous devices with unknown identities.
- Secure range-based localization systems that are robust to distance reduction and enlargement attacks at all layers of the localization stack.
- Tools for human-in-the-loop mapping with real-time feedback on the system performance.
- Low-level integration of sensors that is application-driven and accounts for power and computational resources.

# Collaborators



Nuno Pereira



Sindhura Chayapathy



Patrick Lazik



Prof. Bruno Sinopoli

Thank you