

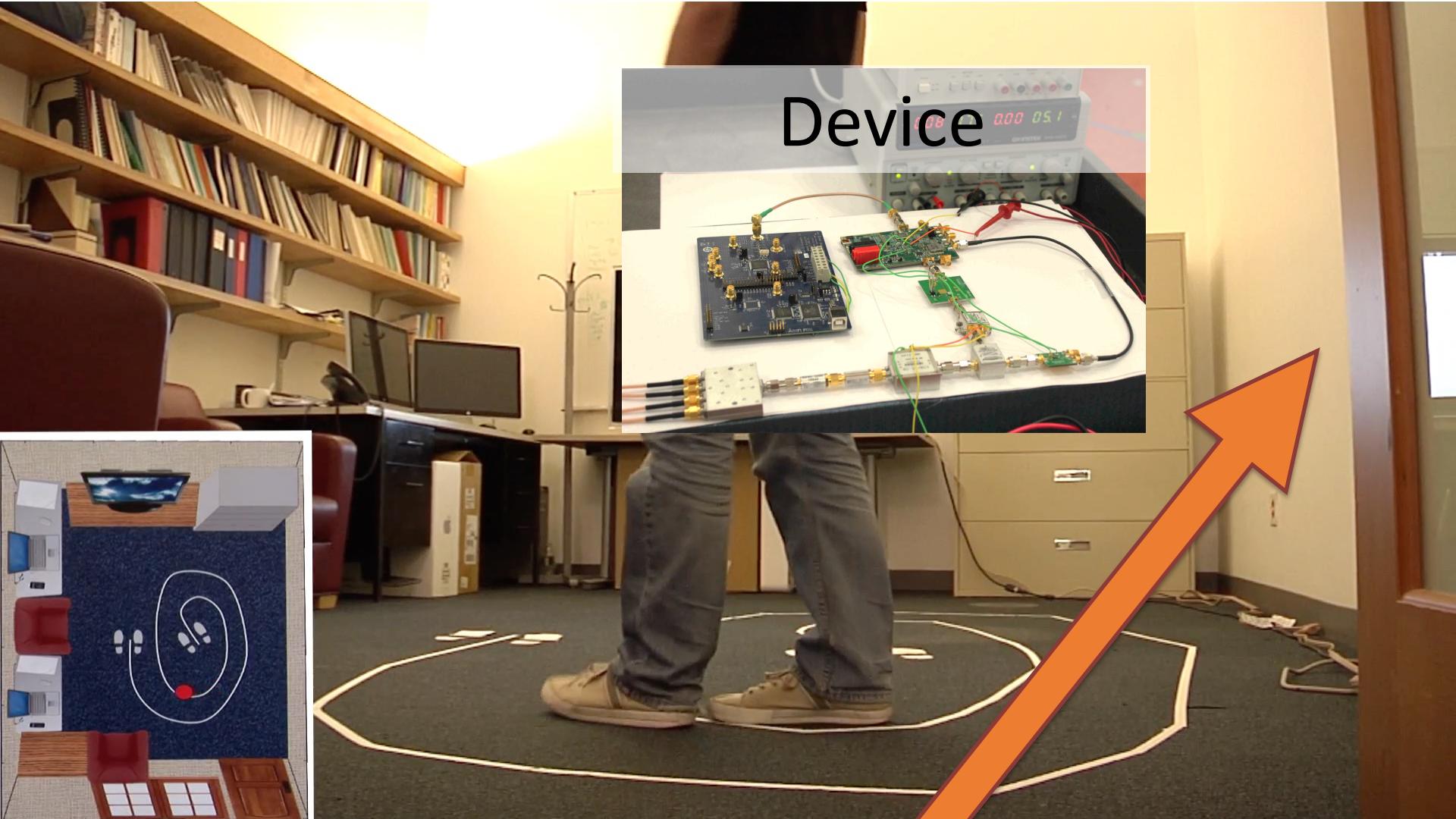
# Welcome!

## CIS 7000: Special Topics on Mobile and IoT Sensing

Mingmin Zhao

Lecture 4

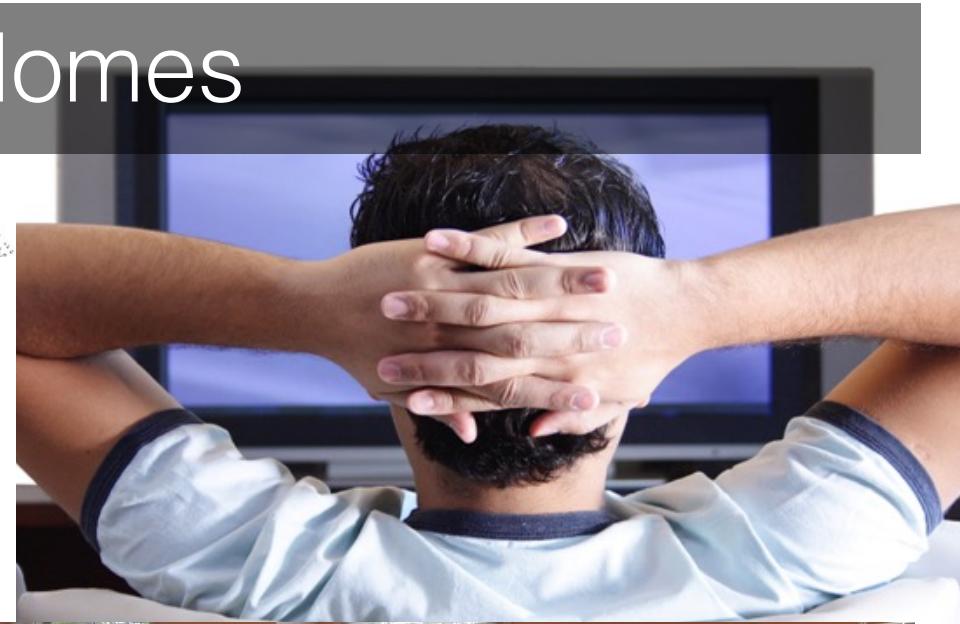




Device in another room

# Applications

Smart Homes



Energy Saving



Gaming & Virtual Reality

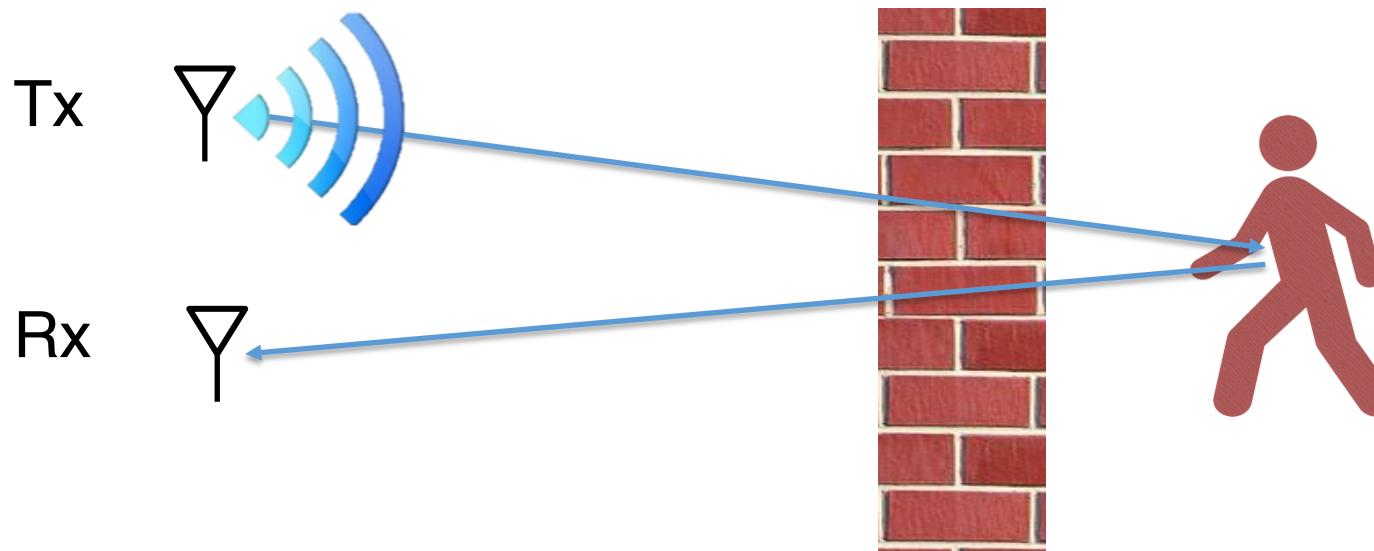


# Objectives of this Lecture

Learn the fundamentals, applications, and implications of  
**wireless sensing**

1. What are the basic principles of wireless sensing?
2. How can we obtain centimeter-scale localization from wireless reflections?
3. What are the possibilities of sensing beyond localization?
4. What are the industry opportunities and societal implications of wireless sensing (today and in the near/far future)?

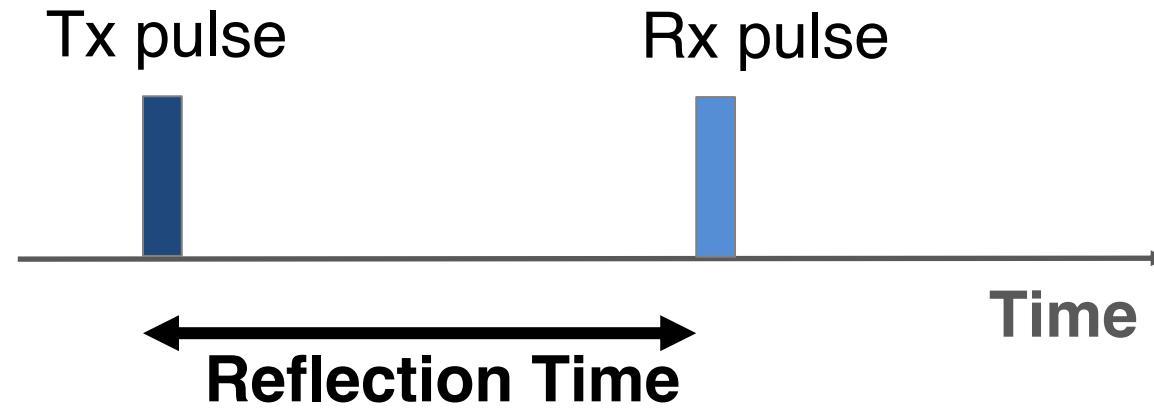
# Measuring Distances



Distance = **Reflection time** x speed of light

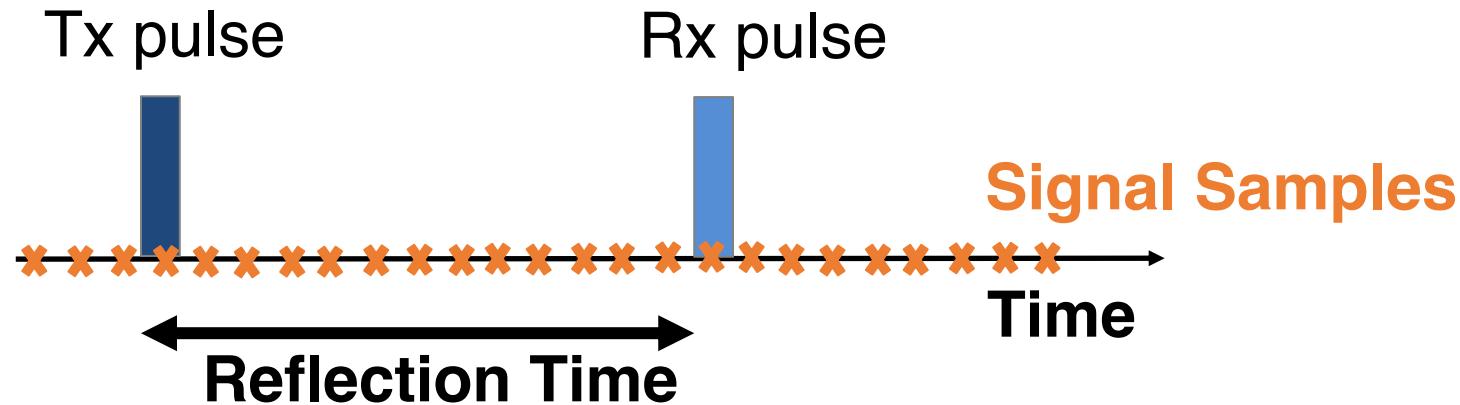
# Measuring Reflection Time

Option1: Transmit short pulse and listen for echo



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Capturing the pulse needs sub-nanosecond sampling

Why?

and why was this not a problem for Cricket?

# Capturing the pulse needs sub-nanosecond sampling

## Why?

Multi-GHz samplers are expensive, have high noise, and create large I/O problem

Distance = time x speed

“smallest distance resolution”      “smallest time”

$$10\text{cm} = \Delta t \times (3 \times 10^8)$$

$$\Delta t = 0.3\text{ns}$$

0.3ns period => how many samples per second?

$$\text{SamplingRate} = \frac{1}{\Delta t}$$

3GSps! >> MSps for WiFi, LTE...

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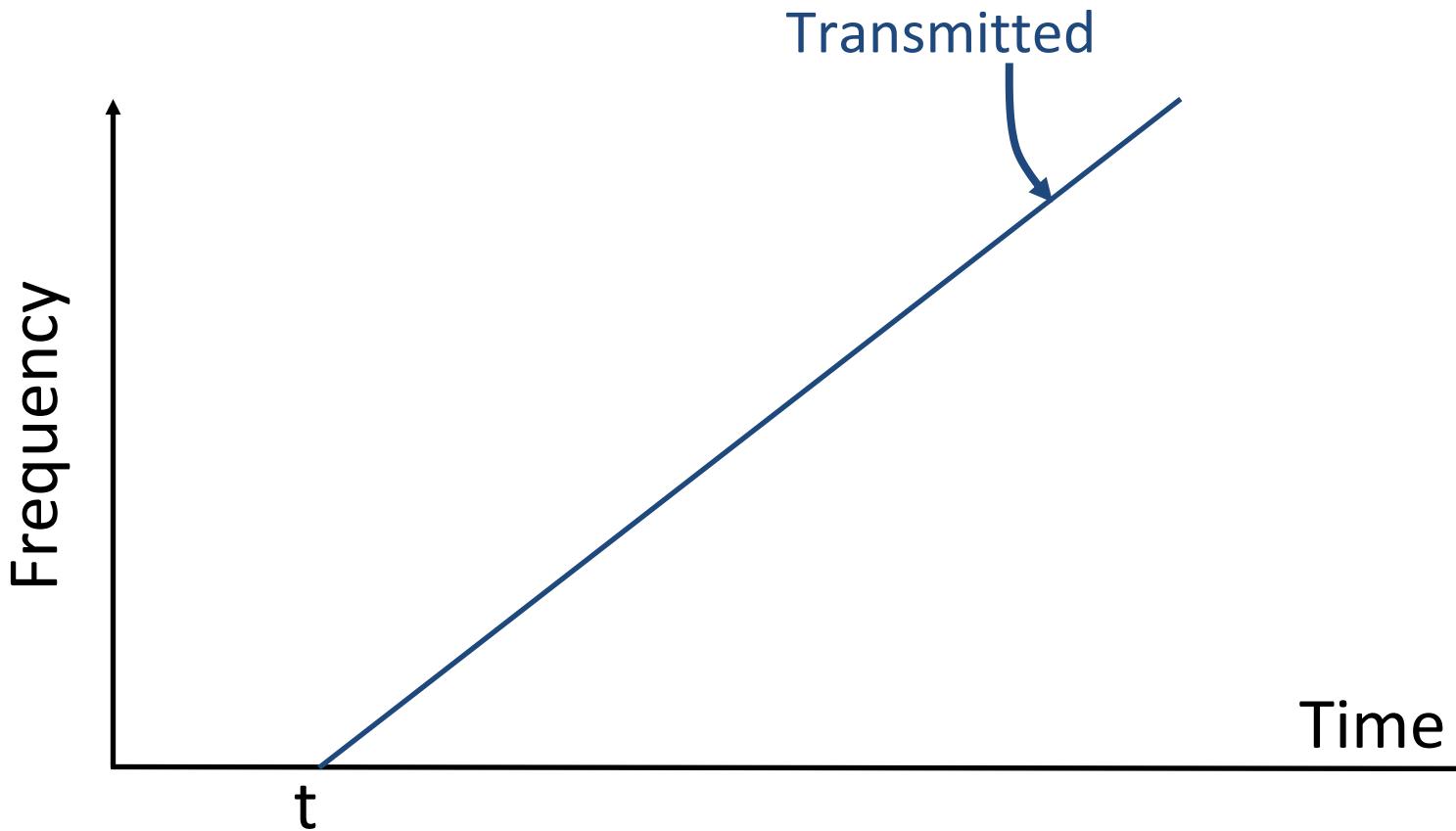
Why was this not a problem for Cricket?

because speed of ultrasound

$$10\text{cm} = \Delta t \times 345$$

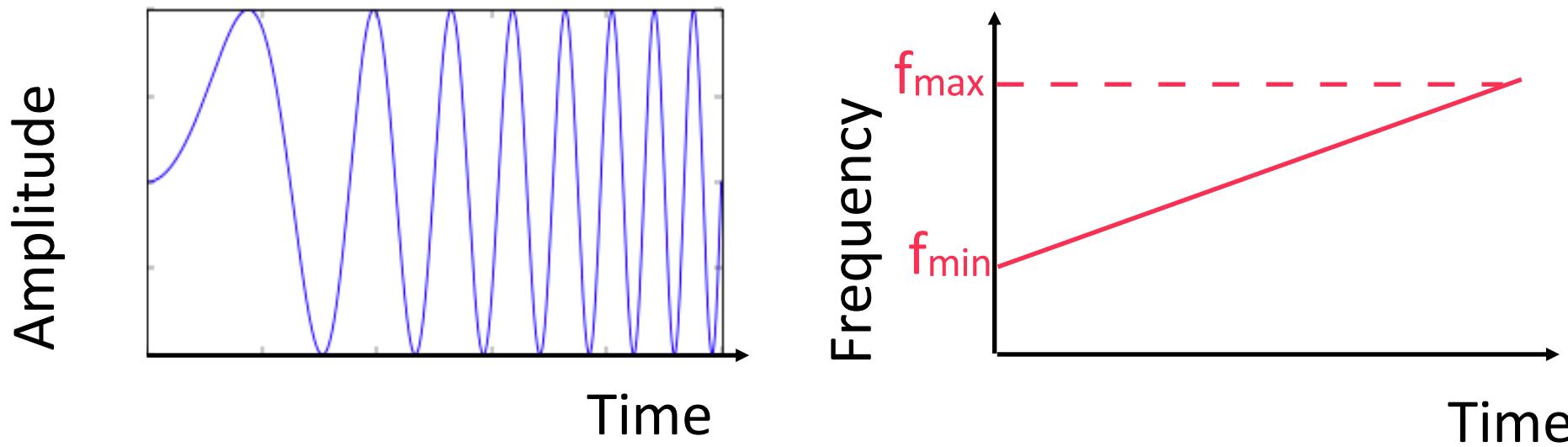
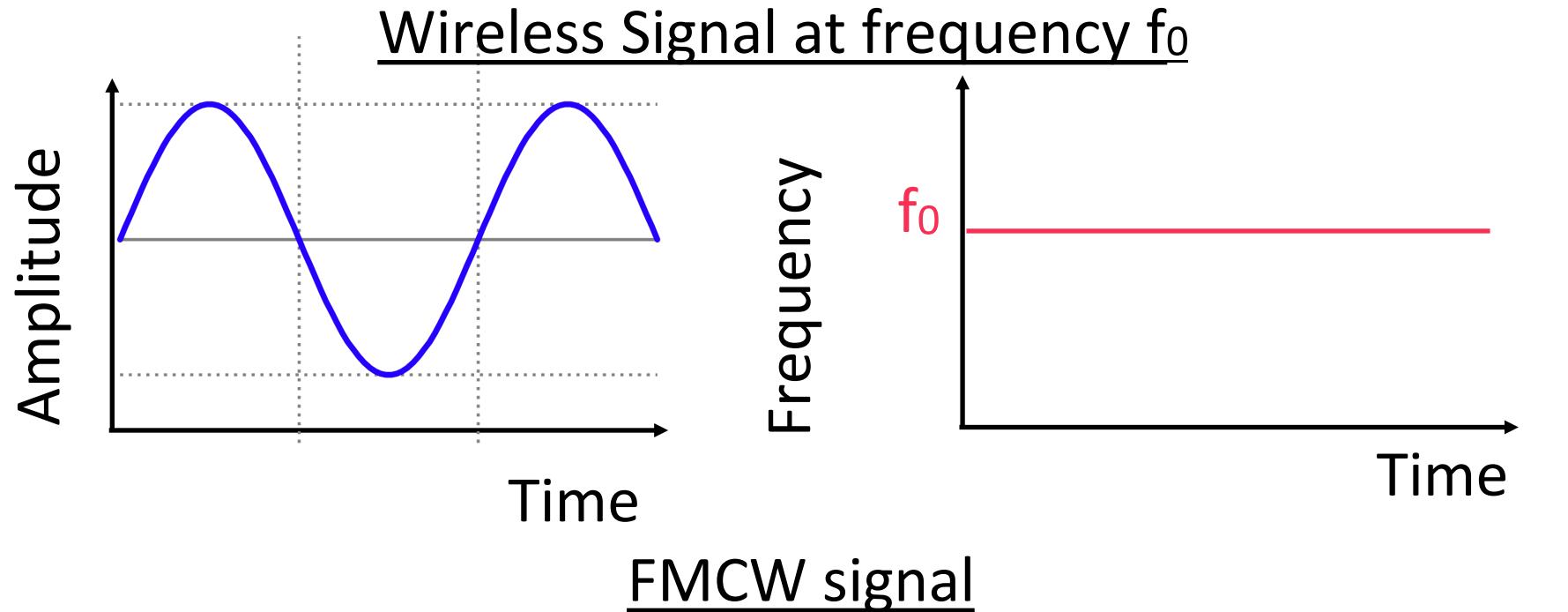
$$\text{SamplingRate} = \frac{1}{\Delta t} \approx 3\text{ kbps}$$

# FMCW: Measure time by measuring frequency

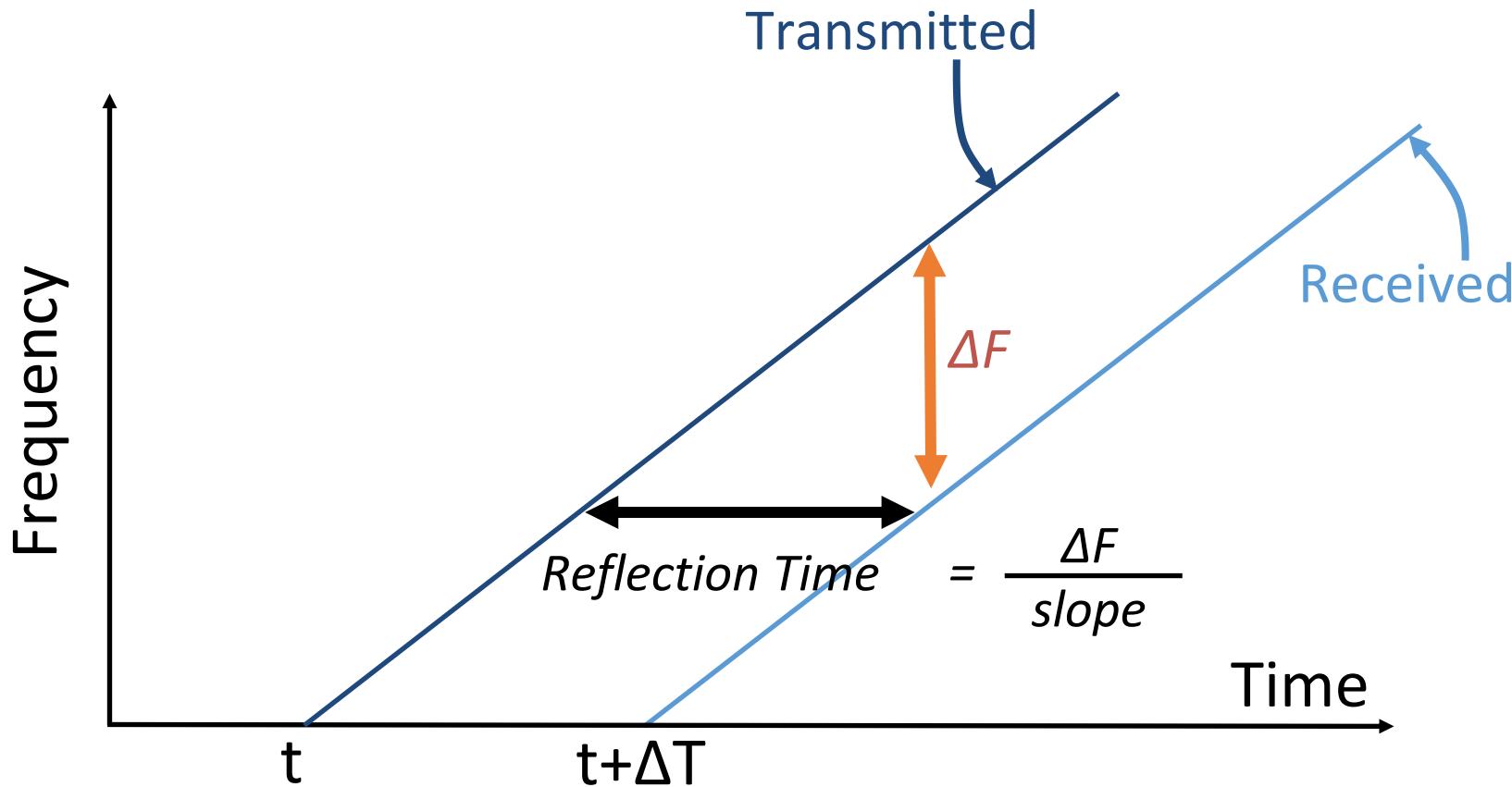


**How does it look in time domain?  
(and in comparison to single frequency)**

# More intuitive understanding of FMCW



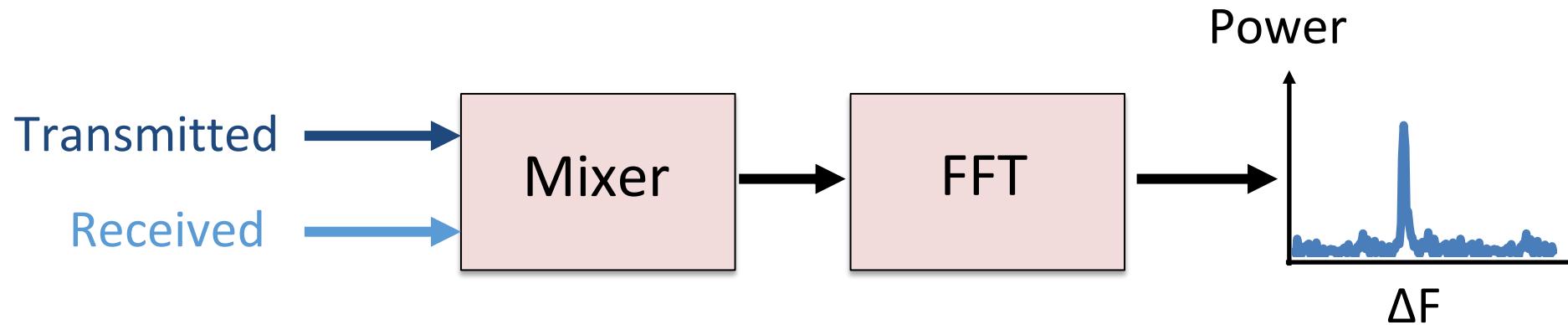
# FMCW: Measure time by measuring frequency



How do we measure  $\Delta F$ ?

# Measuring $\Delta F$

- Subtracting frequencies is easy (e.g., removing carrier in WiFi)
- Done using a mixer (low-power; cheap)

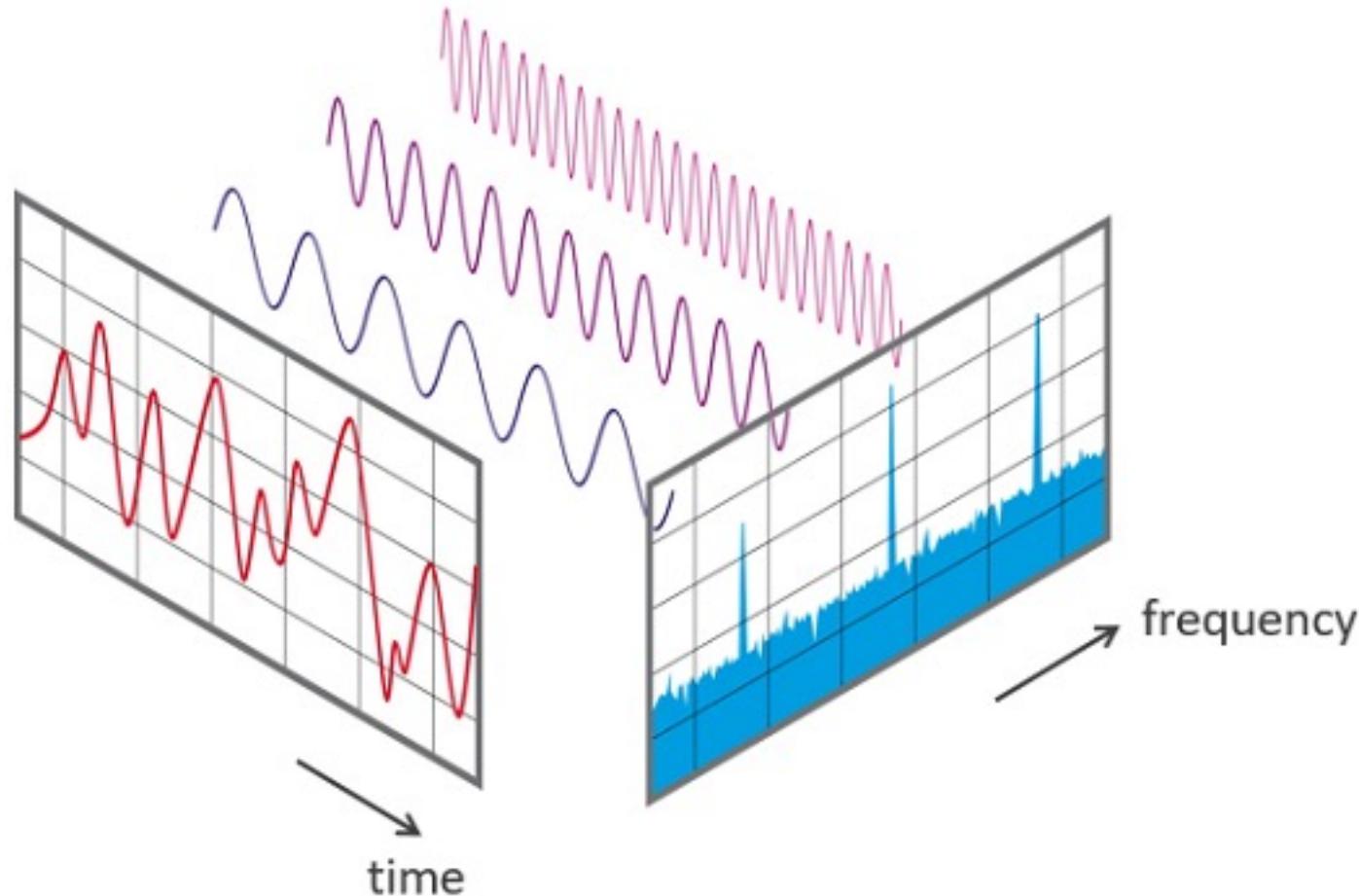


Signal whose frequency is  $\Delta F$

let's talk about FFTs a bit

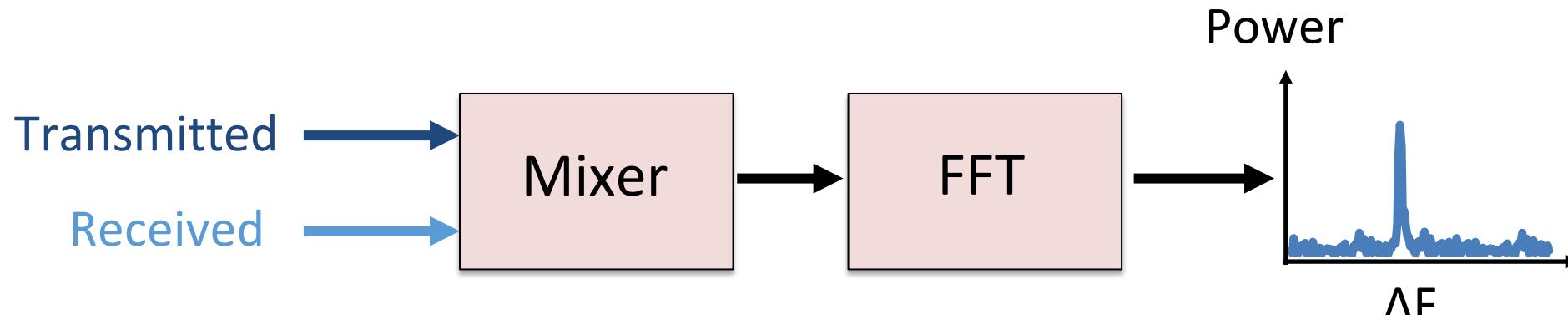
# Basics of Fourier Transform

# Basics of Fourier Transform



# Measuring $\Delta F$

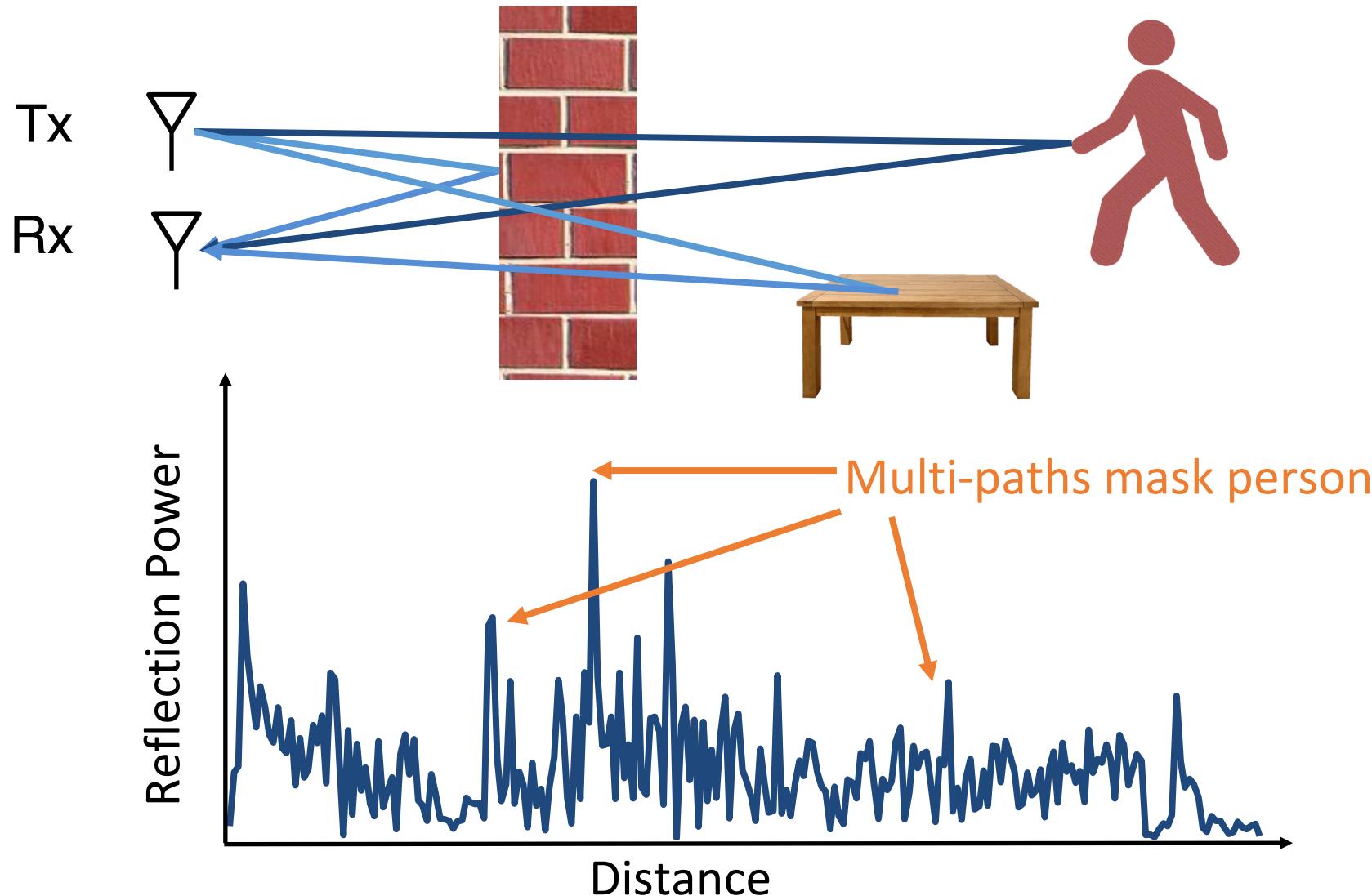
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Signal whose frequency is  $\Delta F$

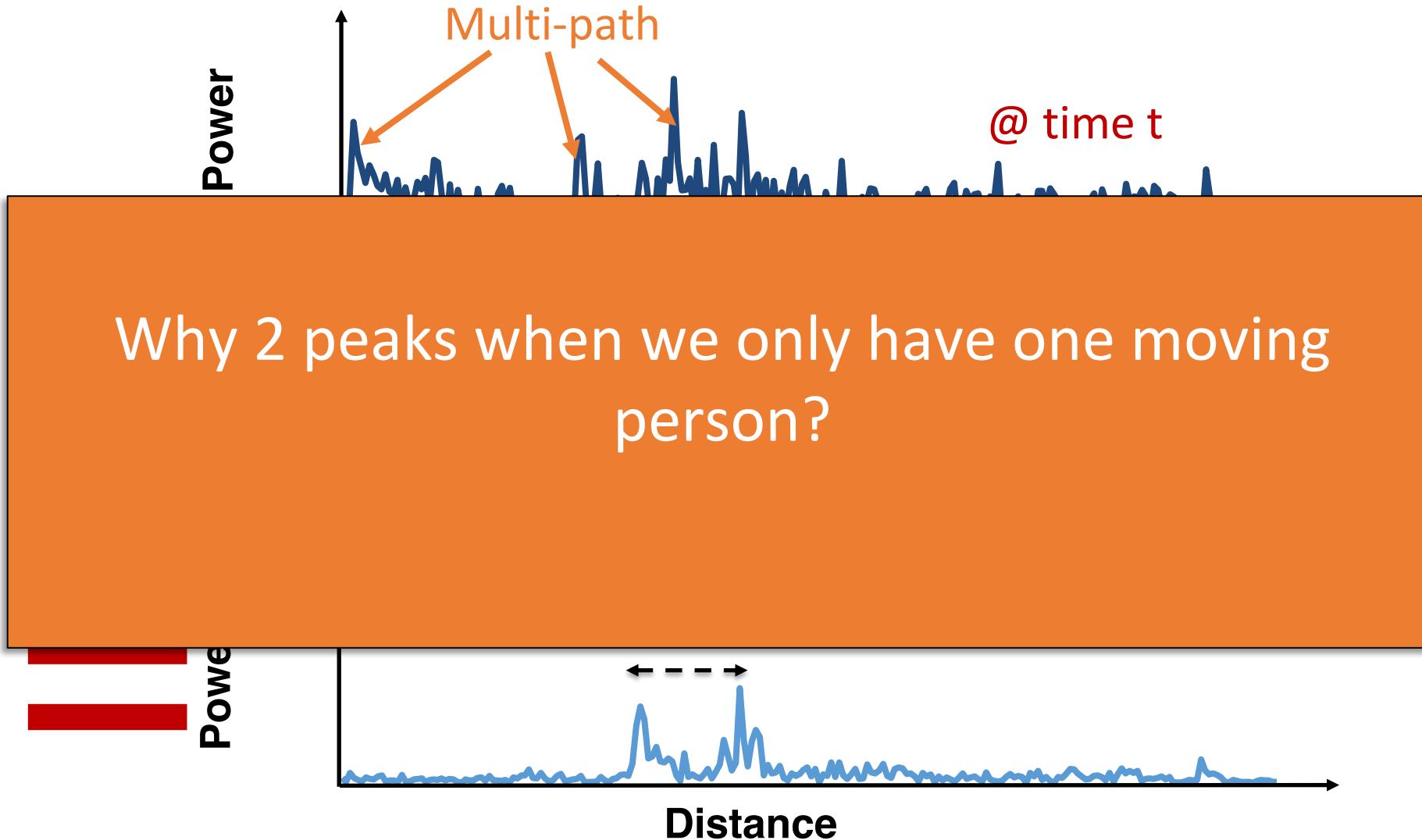
$\Delta F \rightarrow$ Reflection Time  $\rightarrow$  Distance

# Challenge: Multipath → Many Reflections

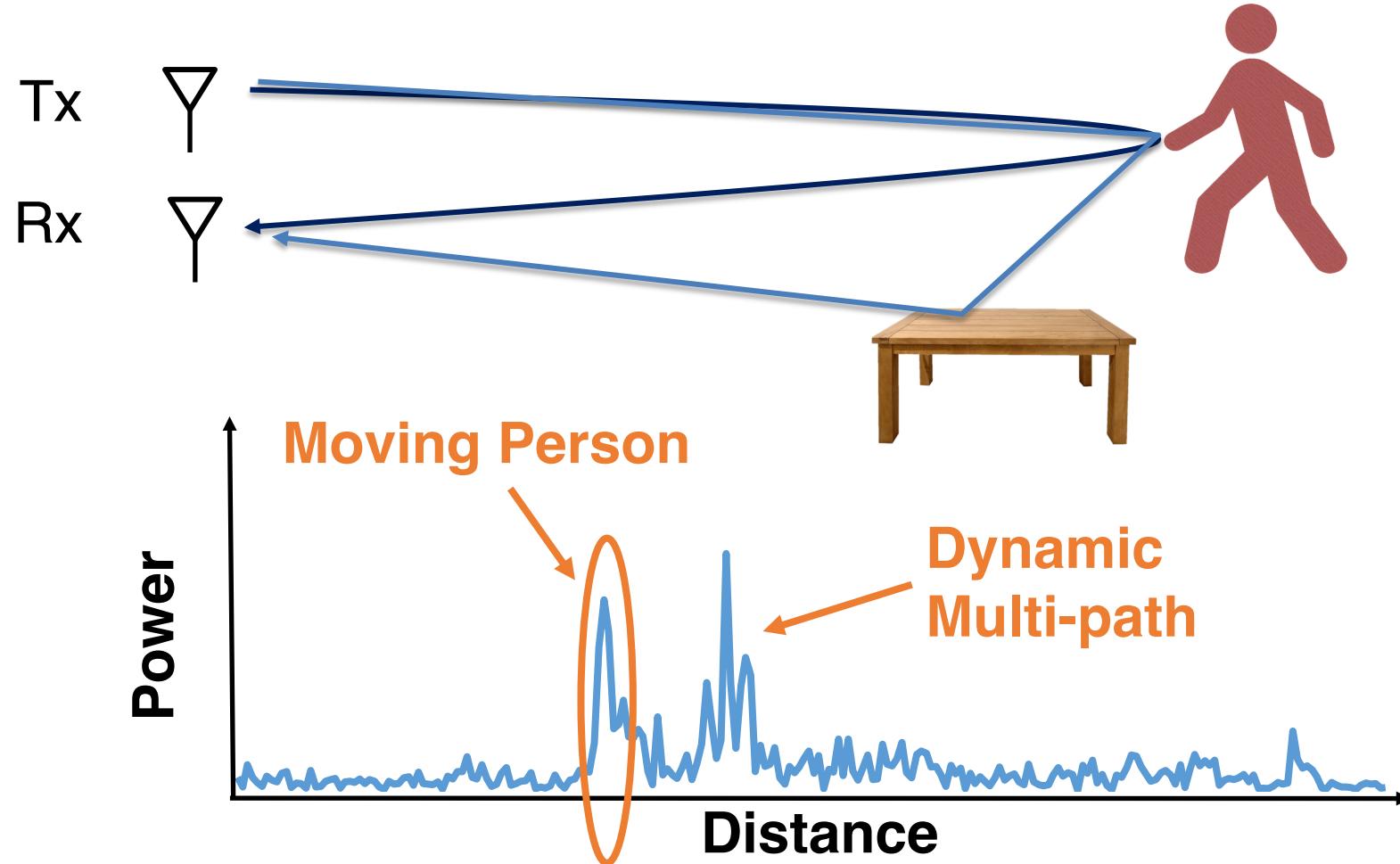


Static objects don't move

→ Eliminate by subtracting consecutive measurements

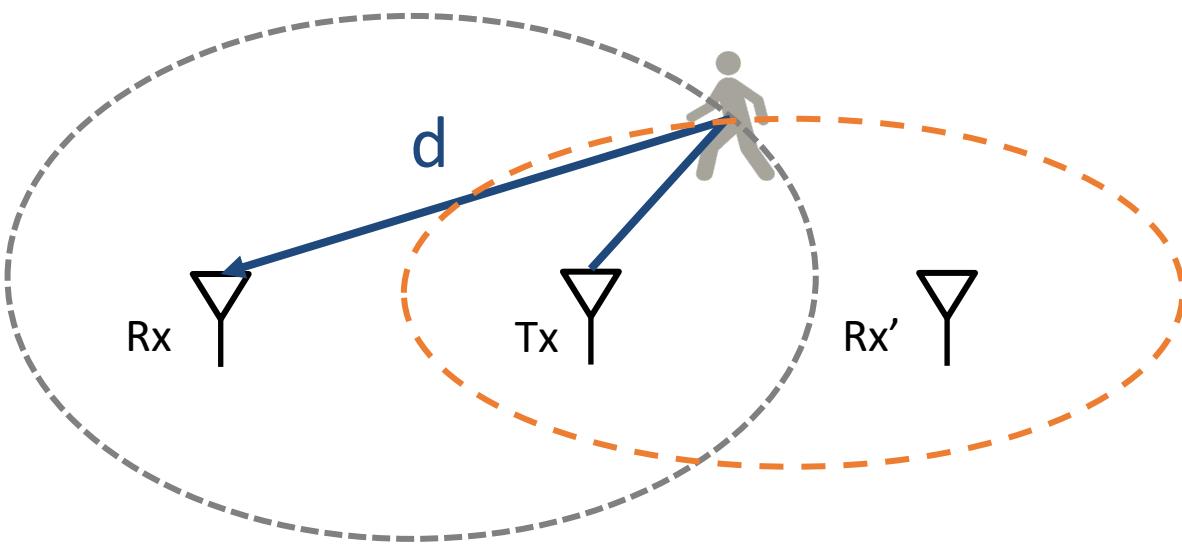


The direct reflection arrives before dynamic multipath!



# Mapping Distance to Location

Person can be anywhere on an ellipse whose foci are  $(Tx, Rx)$

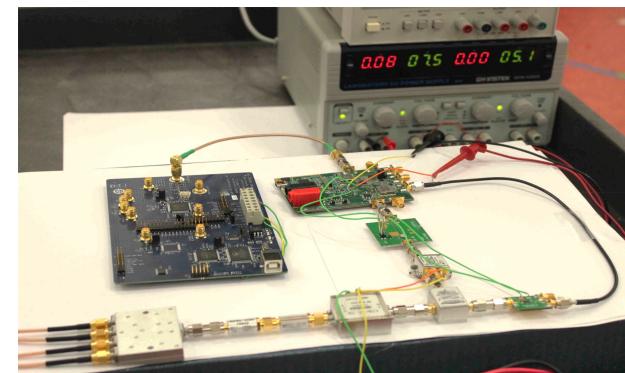


By adding another antenna and intersecting the ellipses, we can localize the person

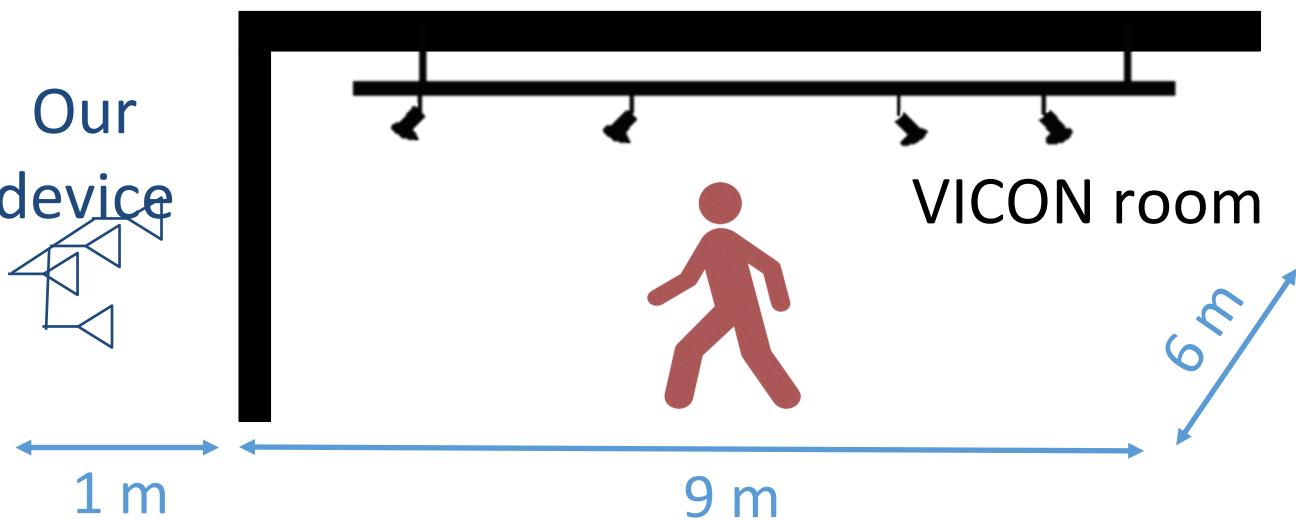
# From Location to tracking (over time)

# Implementation

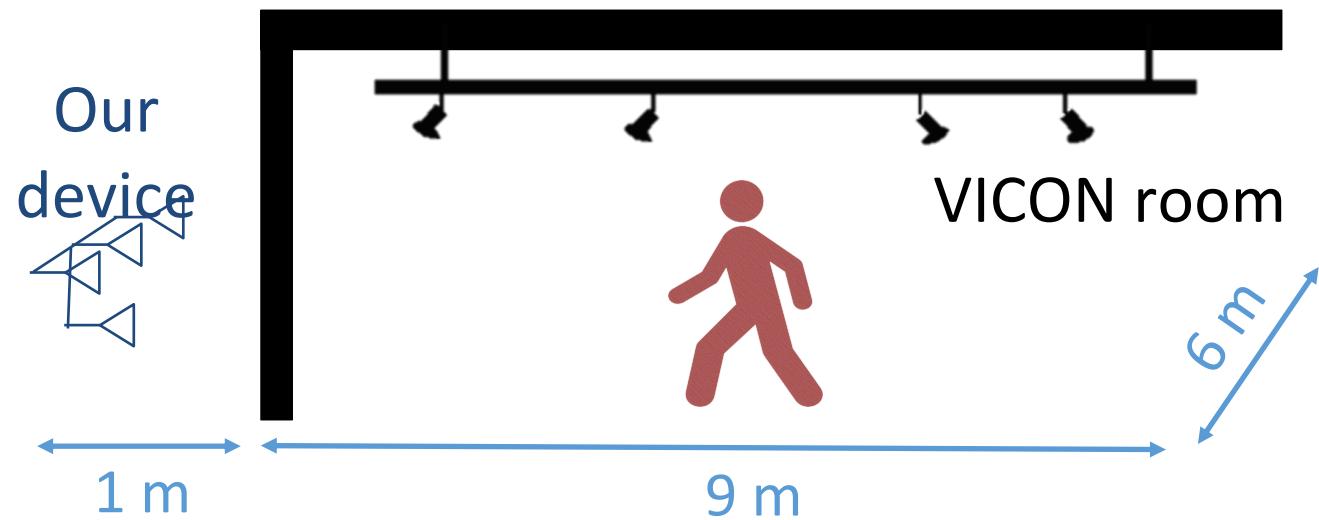
- Built FMCW front-end
  - Connected to USRP software radio
- Band: 5.5-7.2 GHz
- Transmit  $70 \mu\text{W}$ 
  - 1000x lower power than WiFi Access Point



- Ground Truth:  

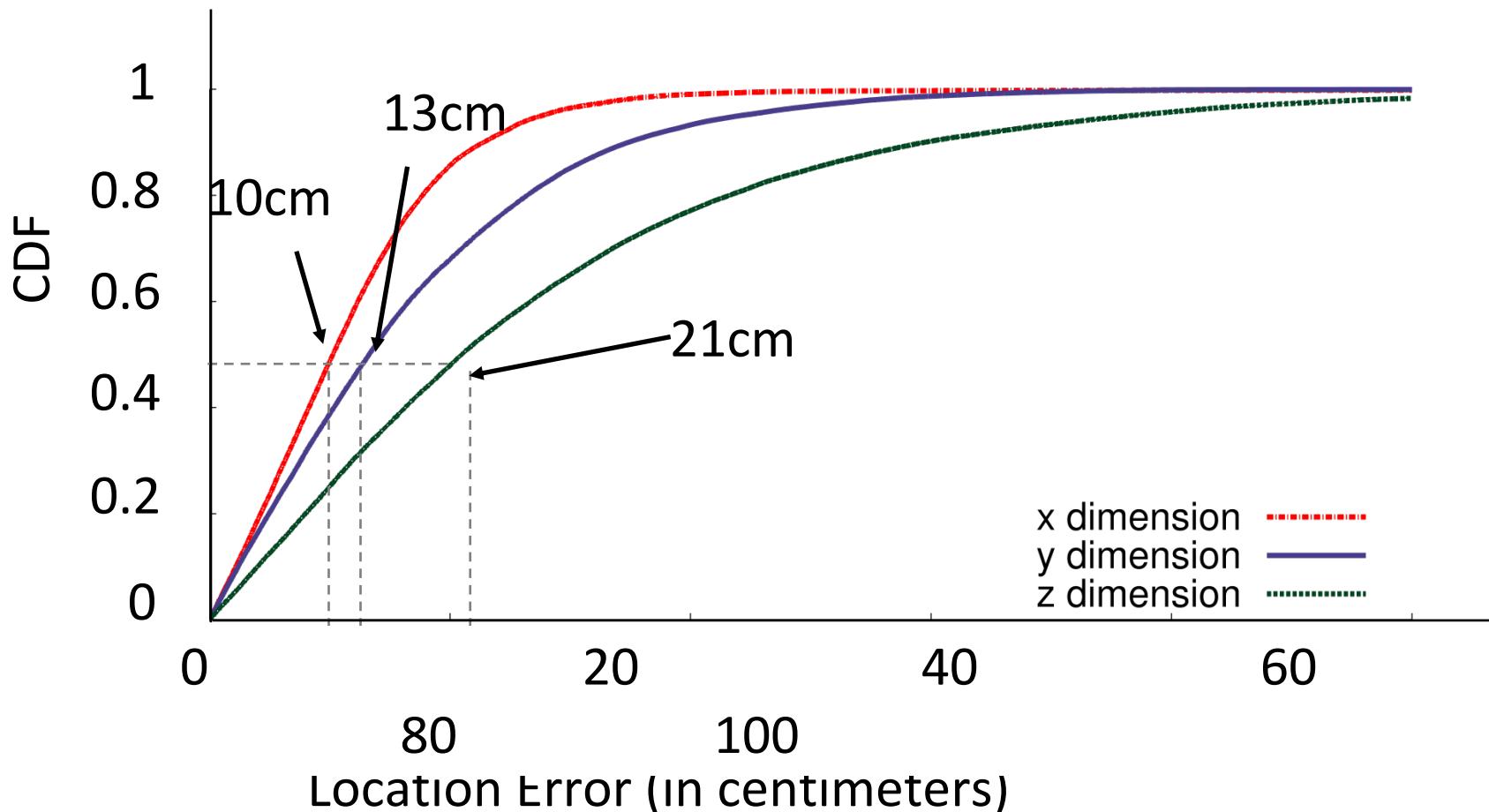
# Ground Truth via VICON



- VICON uses an array of infrared cameras on the ceiling and operates in line-of sight
  - It achieves sub-cm-scale accuracy
  - Our device is placed outside the room

# Through-Wall Localization Accuracy

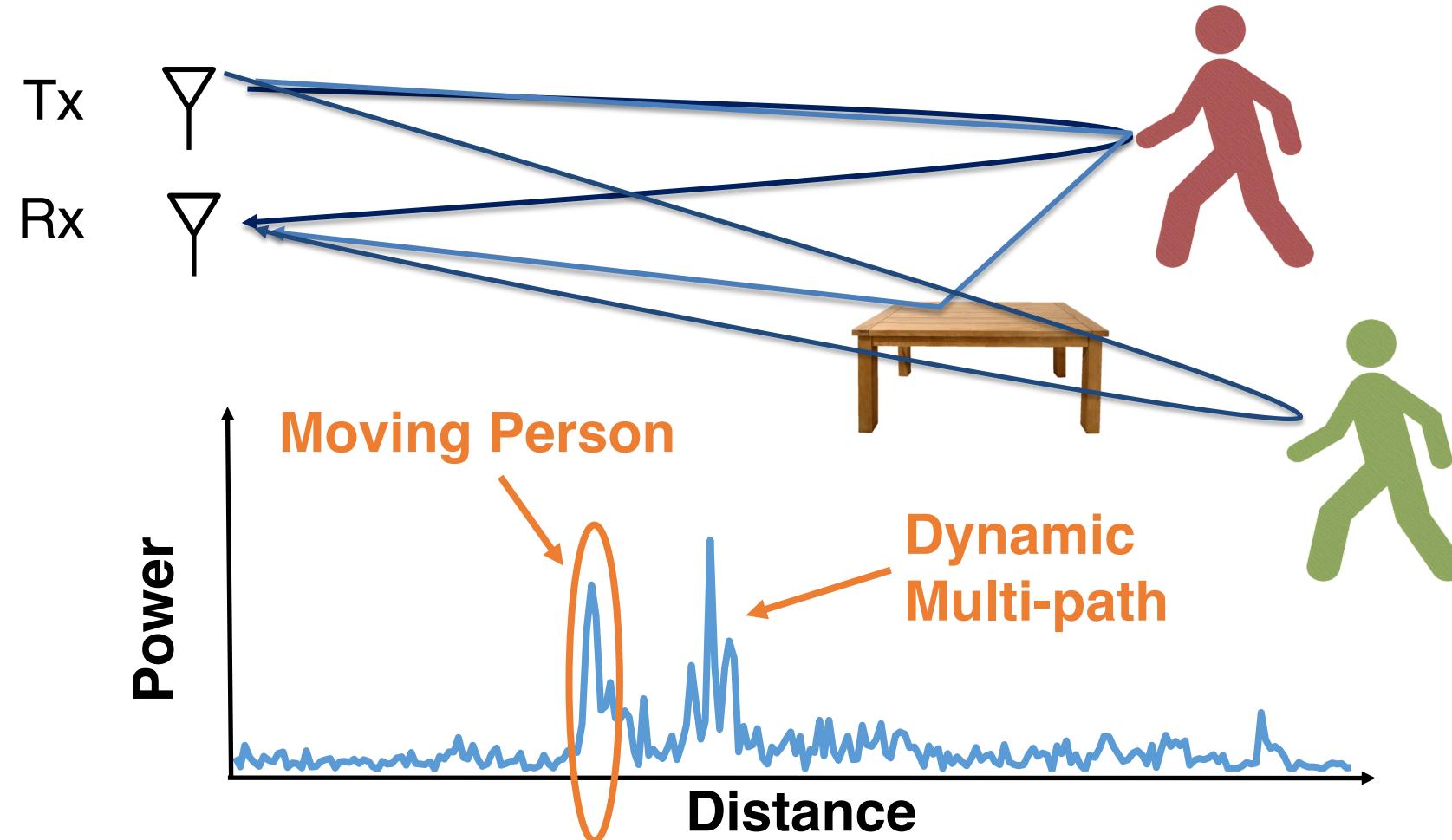
100 experiments:  $\frac{1}{2}$  million location measurements



What are some challenges for  
WiTrack?

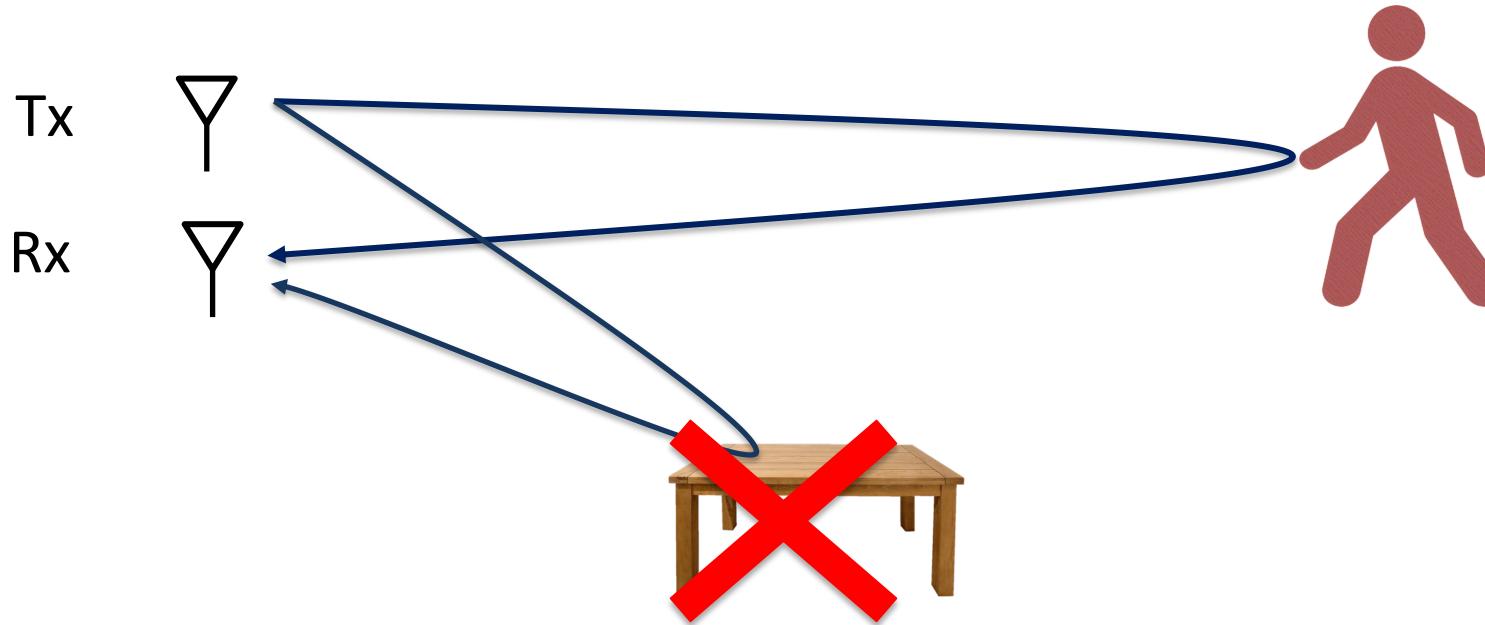
How would you overcome these  
challenges?

Fails for multiple people in the environment, and we need a more comprehensive solution



How can we localize static users?

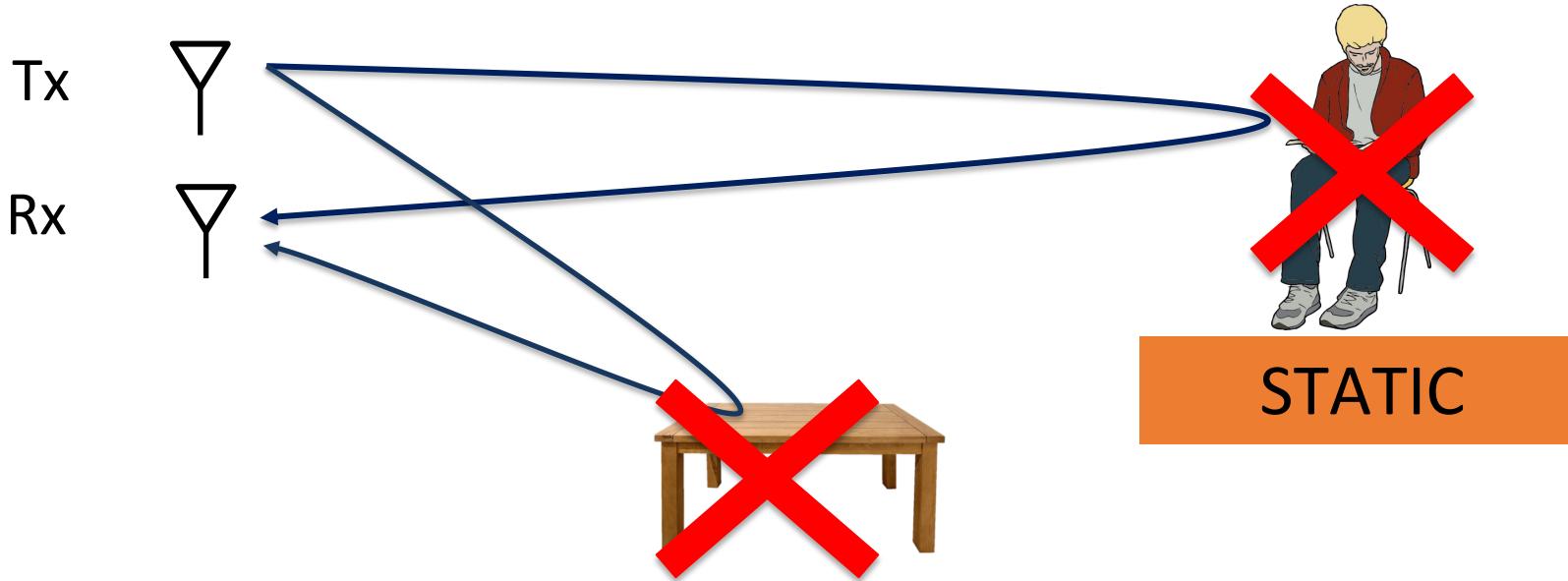
# Dealing with multi-path when there is one moving user



We eliminated direct table reflections by subtracting consecutive measurements

Needs User to Move

# Dealing with multi-path when there is one moving user



We eliminated direct table reflections by subtracting consecutive measurements

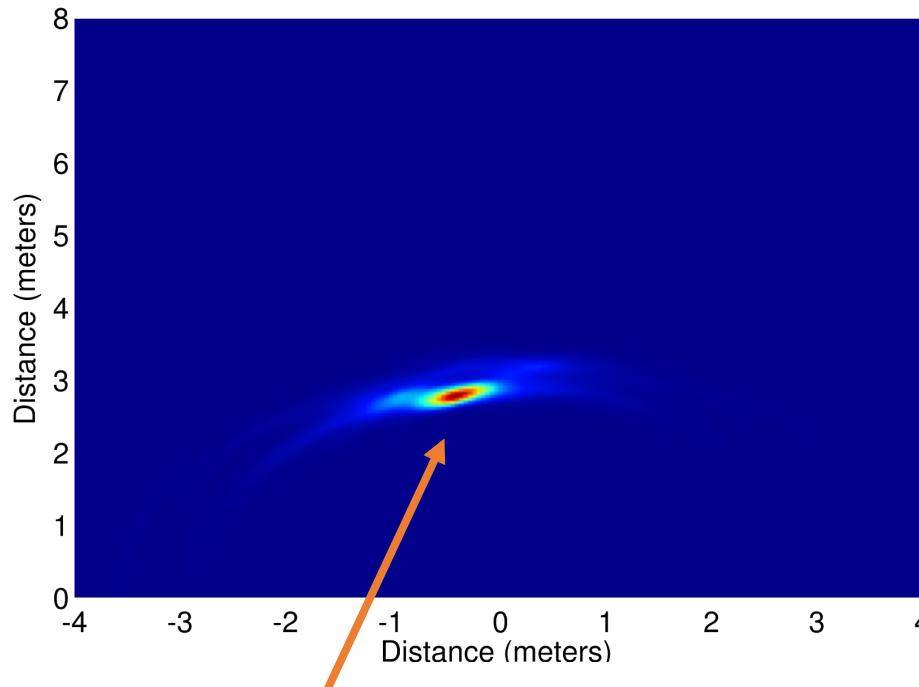
Needs User to Move

# Exploit breathing motion for localize static users

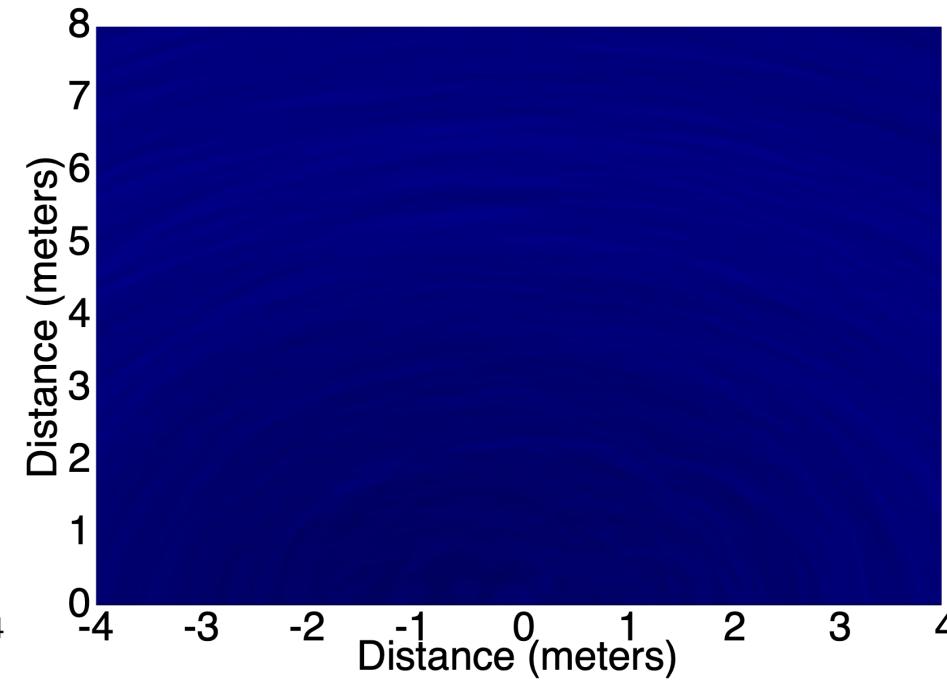
- Breathing and walking happen at different time scales
  - A user that is pacing moves at 1m/s
  - When you breathe, chest moves by few mm/s
- Cannot use the same subtraction window to eliminate multi-path

# 30ms subtraction window

User walking @ 1m/s



User Still (Breathing)

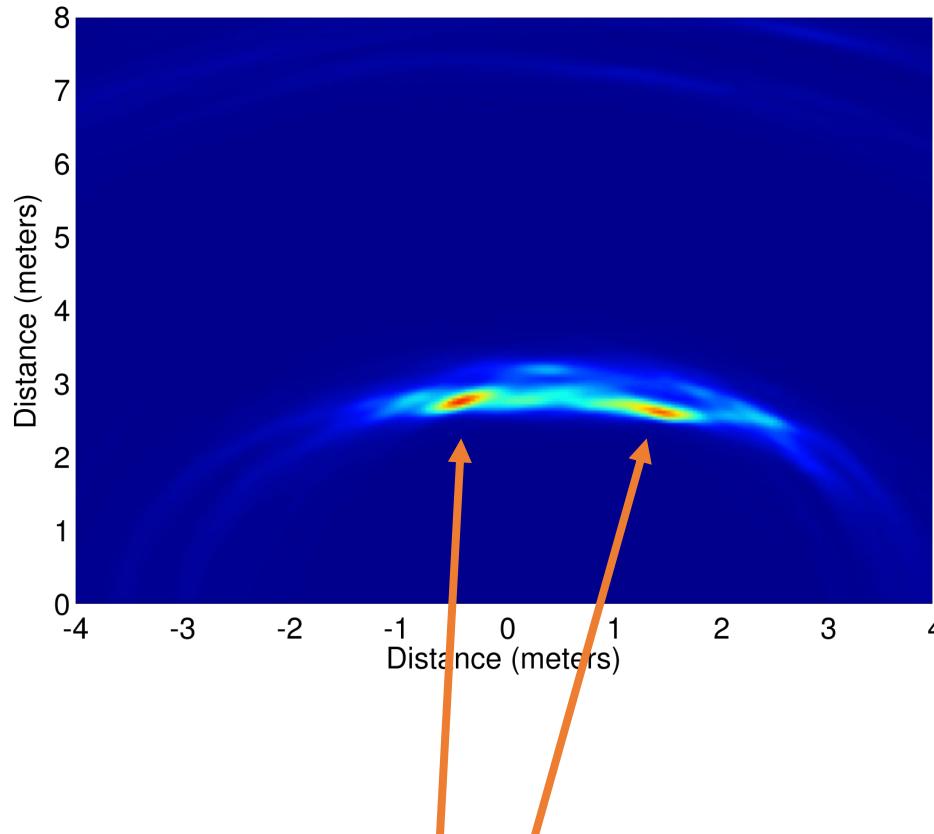


Cannot localize

Localize the  
person

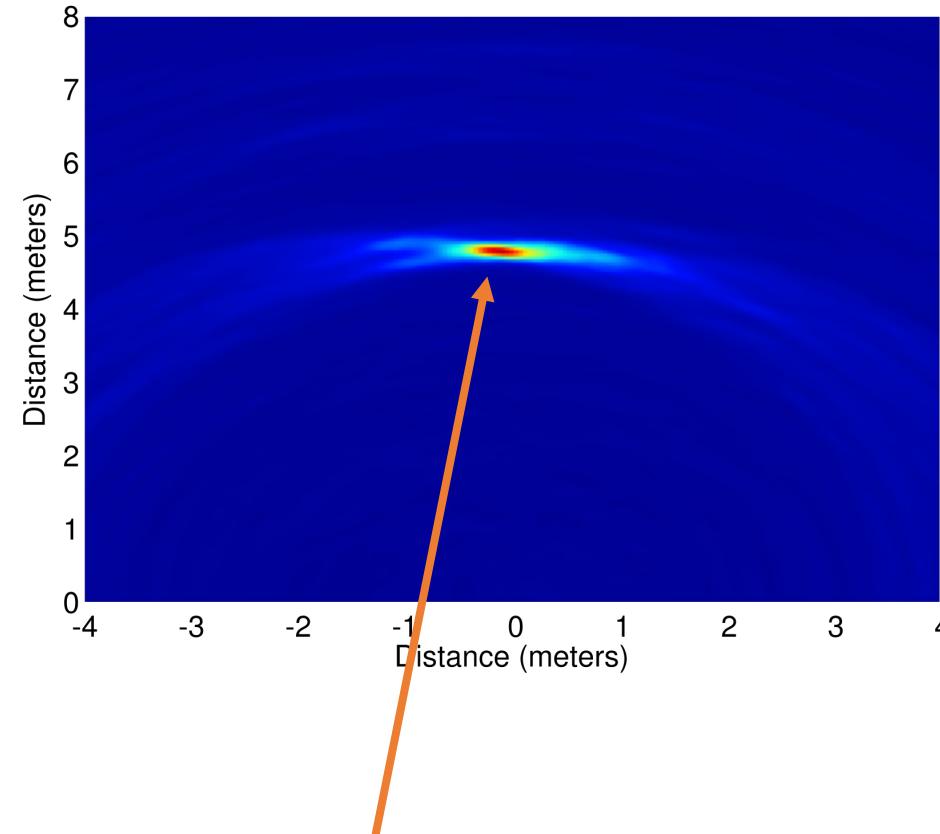
# 3s subtraction window

User walking

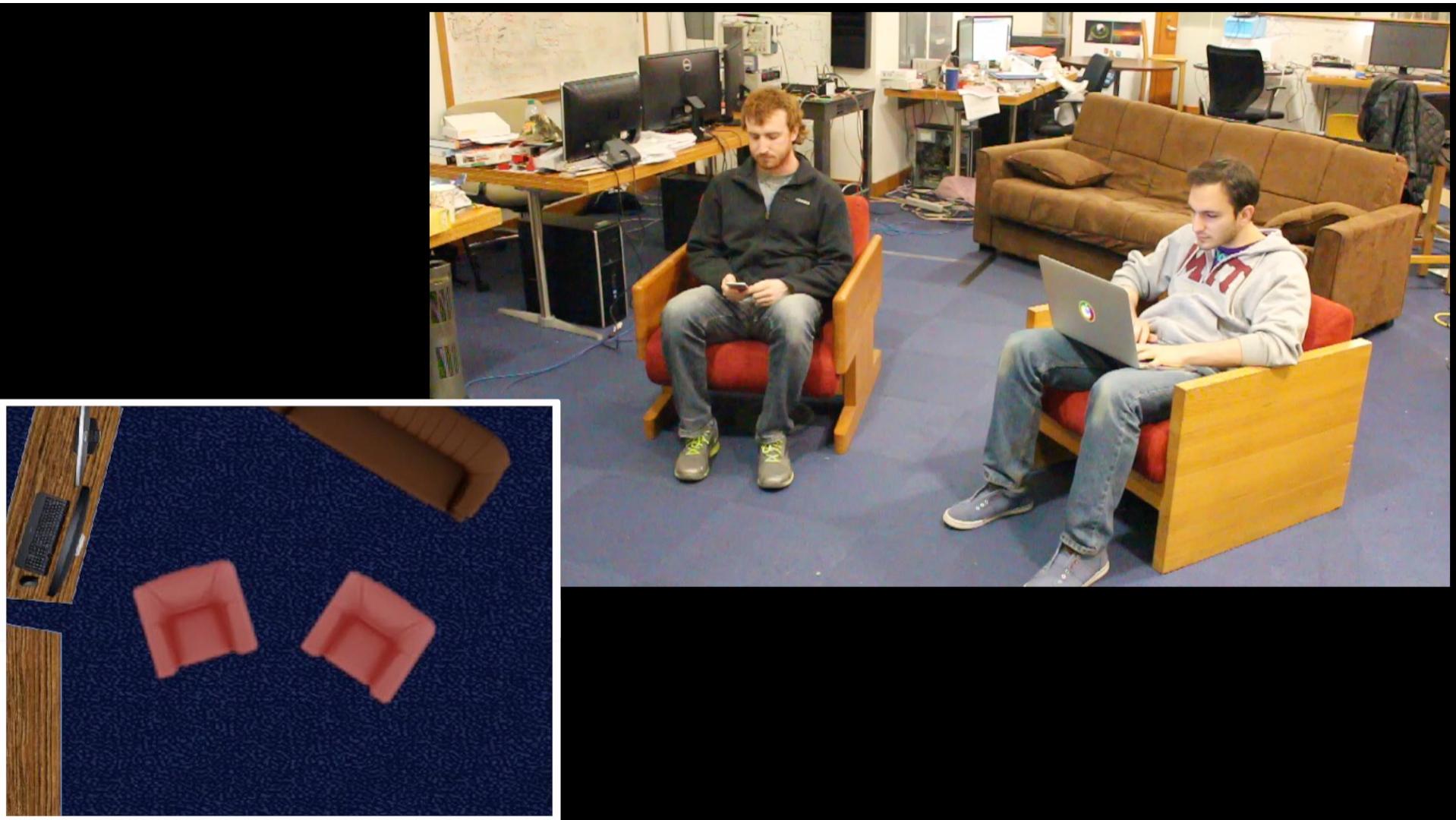


Person appears in two  
locations

User Still (Breathing)



Localize the  
person



# Where is Wireless Sensing today?

## 1. Research-wise:

- Sensitivity: close to ECG in measuring micro-cardiac events (2020)
- Reconstruction: can recover 3D human skeleton + meshes (2020)
- Can monitor new affective metrics: stress levels (2021)
- Technologies: WiFi, millimeter wave, etc.

## 2. Real-world Uses:

- Multiple startups in the space
- Medical use in monitoring 1,000s of patients with Alzheimer's, Parkinson's, COVID-19, Multiple Sclerosis, etc.
- Influenced the design of sensors like Google Soli and others

## 3. Standards:

- Upcoming WiFi standard (802.11bf)
- Planning for 6G

How can you use this technology in the metaverse?

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**TODO:**

- 1- Lab 0 checkoff this week
- 2- Lab 1 due on Valentine's day
- 3- PSet 1 due Feb 28

**Start thinking about  
your projects**

# Next class

- Wed Sep 13
- Device-free Localization
  - Required: WiTrack
- Lab 0 due by the end of Sep 17 (11:59 PM)