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A system for estimating crowd density based on Wi-Fi probe request frames

Department of Information Engineering and Computer Science

Supervisors

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About this Project

External internship at U-Hopper:

→ Big Data Analytics

→ Business Intelligence

→ IoT solutions

→ Artificial Intelligence solutions

U·HOPPER

Problem Statement

Badly handled demand in company that provides services to physical customers can lead to overcrowding and inefficiency of the services

→ Inefficient and badly organized service leads to **higher costs**

→ It is important to **detecting and monitoring crowds** to reduce the risk of COVID-19 spreading during this global pandemic period

State of the Art

→ Analysis of different methods for estimating crowd density

→ Many fields of application and several implementations

Infrared sensors, LSE, treadle switch-based systems, **Video methods**, Audio methods, **Wi-Fi**, **Bluetooth**, BLE, LTE, Radar, RFID approaches

Why Wi-Fi Solution?

→ High diffusion of Wi-Fi devices

→ Low-cost implementation

→ Real-time data transmission

→ Customer privacy ensured

(GDPR compliance)

Standard 802.11 → Management

frames → Probe request frames

Research Statement

Is it possible to continuously **estimate the density of the crowd**

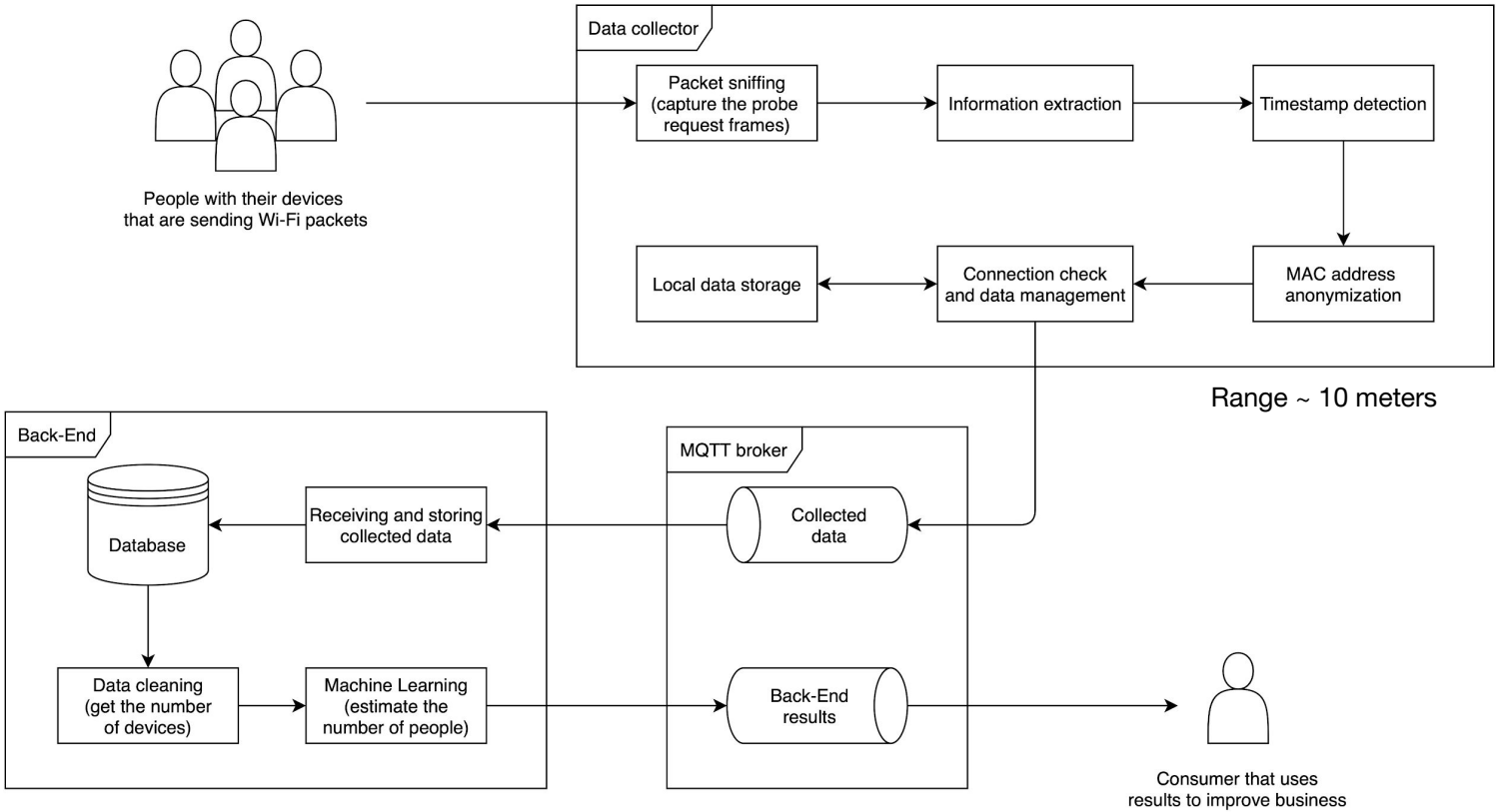
in a place of interest based on the Wi-Fi probe request frames?

Achievements

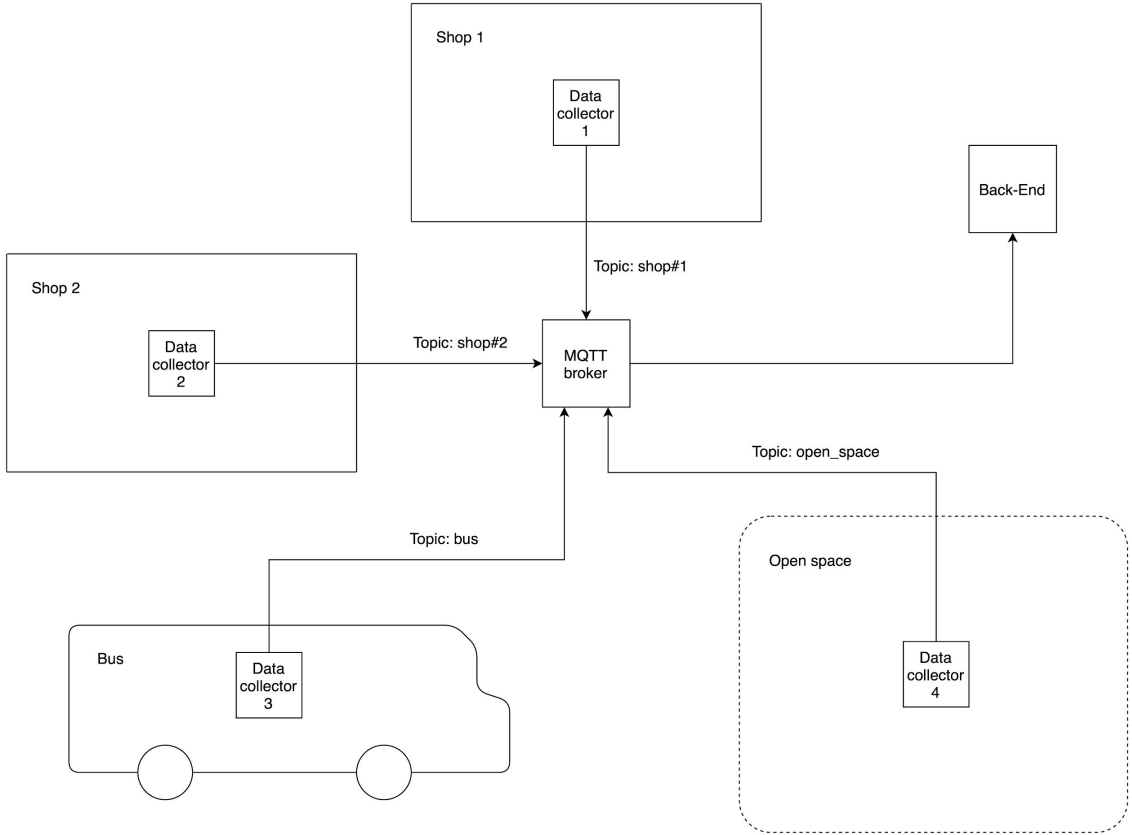
Designed and implemented a system for this problem that could work in several contexts

Tested the system in a Cafe and collected **4 weeks of data** and **manually-annotated ground truth** (the actual number of people)

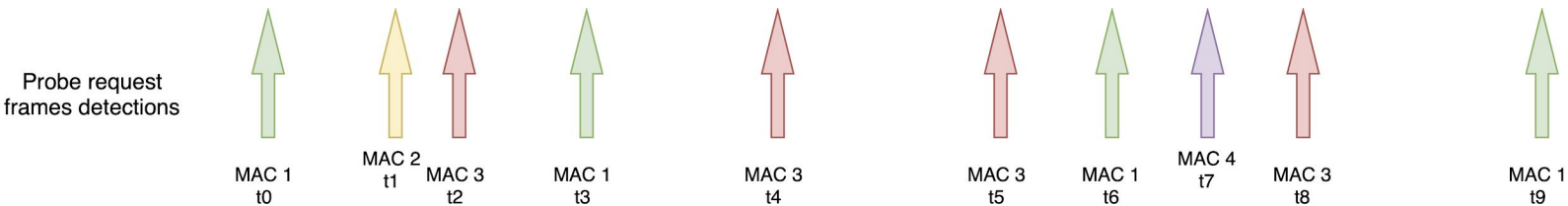
System Architecture



Scalable Architecture



Presence of Devices



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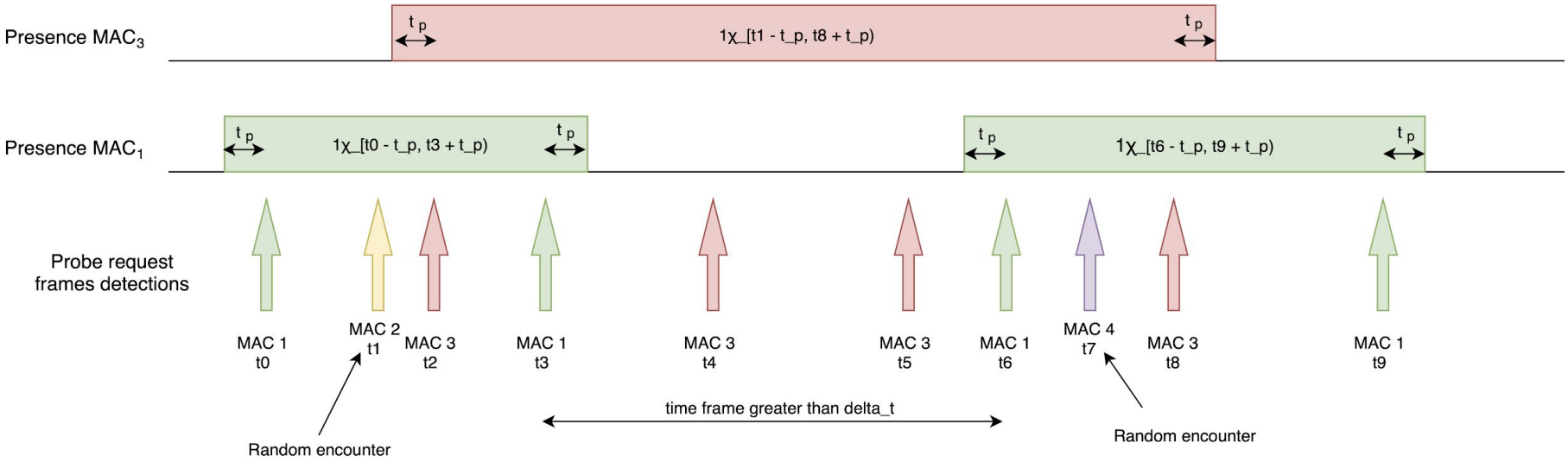

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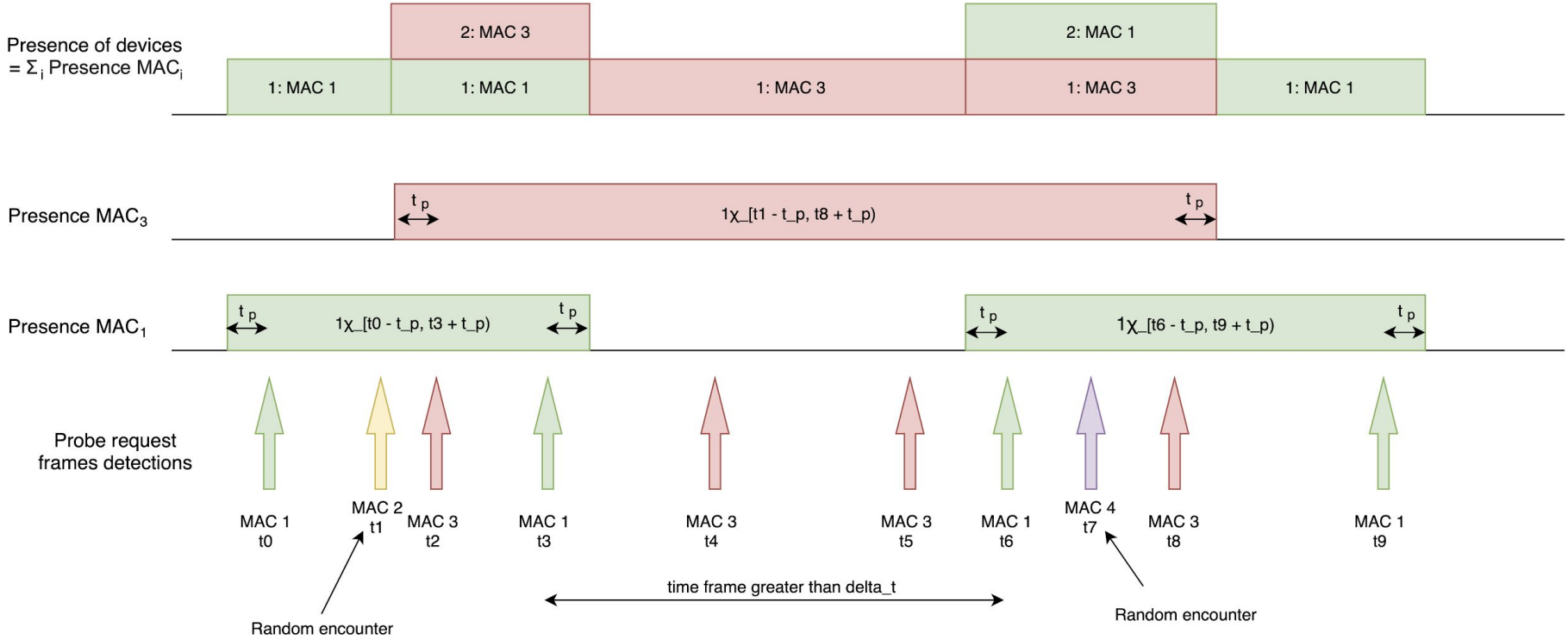


Feasibility Test at Home

3 days of data collection

65928 probe request frames

12 home devices detected

2 main range of RSSI:

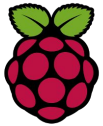
→ -35 ÷ -69 dBm in the kitchen

→ -71 ÷ -91 dBm not in the kitchen

Feasibility of the method for

detecting devices in the area

System Validation



RaspberryPi in a Cafe where I annotate manually the ground truth

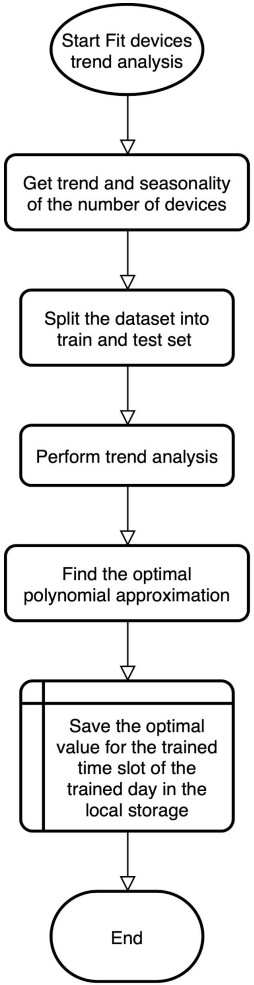
broker MQTT of U-Hopper cloud infrastructure

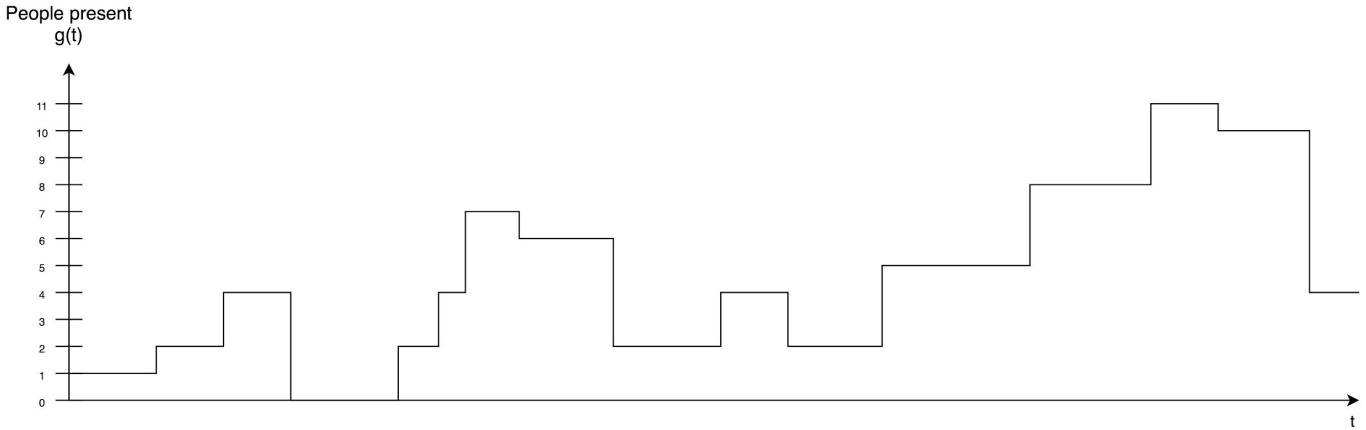
receiver and 

on U-Hopper cloud infrastructure

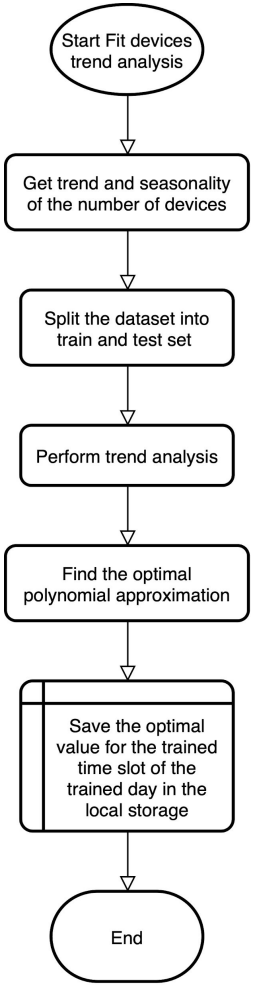
Analyzer and Estimator on my pc to use on the data + annotated ground truth to test accuracy and reliability of the proposed system

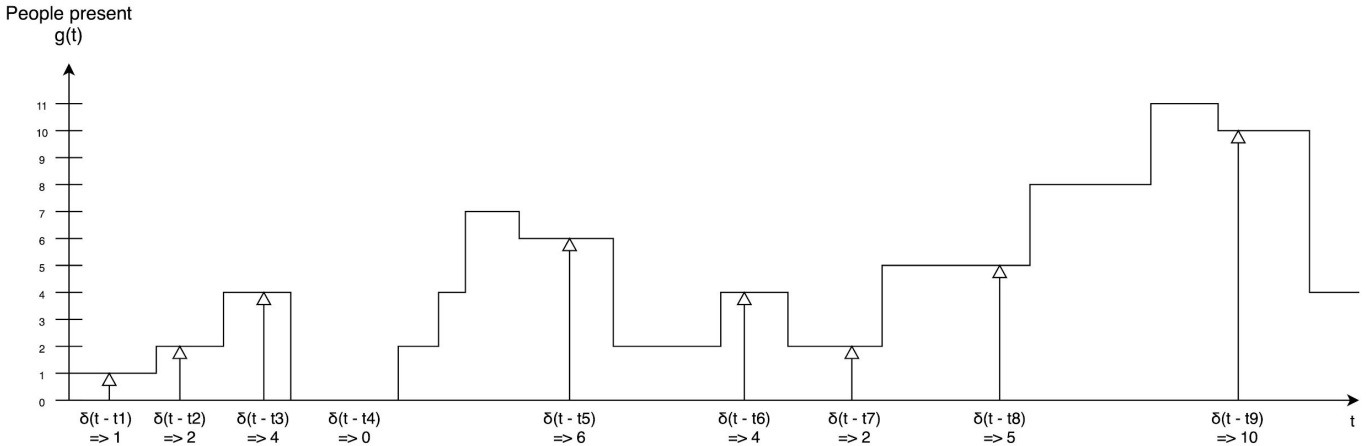
Ground Truth Annotation



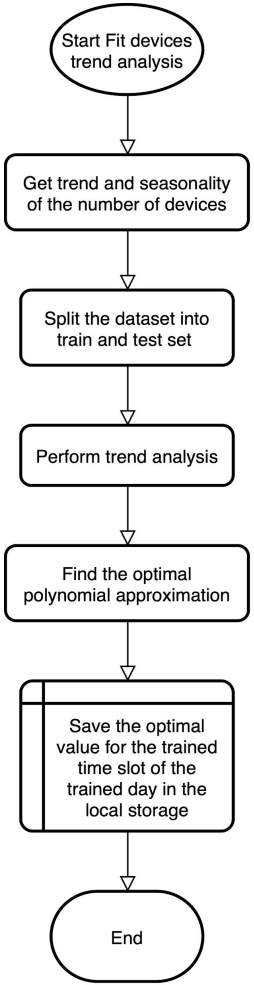


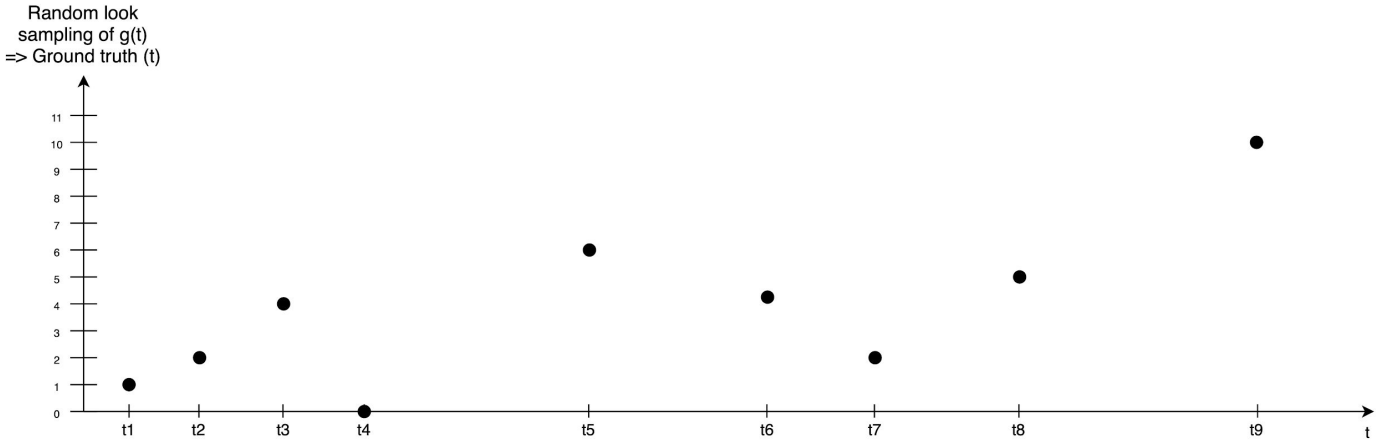
Ground Truth Annotation





Ground Truth Annotation





Test Results at Cafe

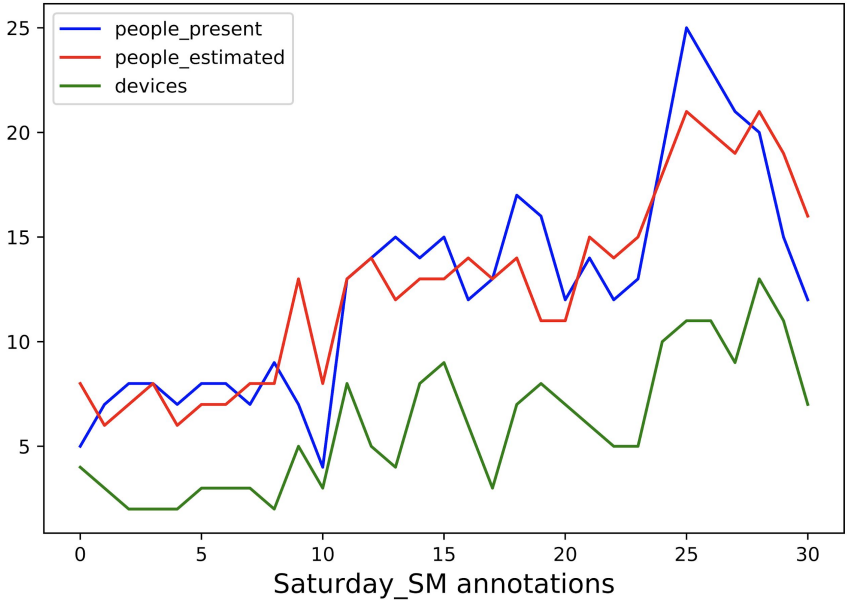
4 weeks of data collection (24 days)

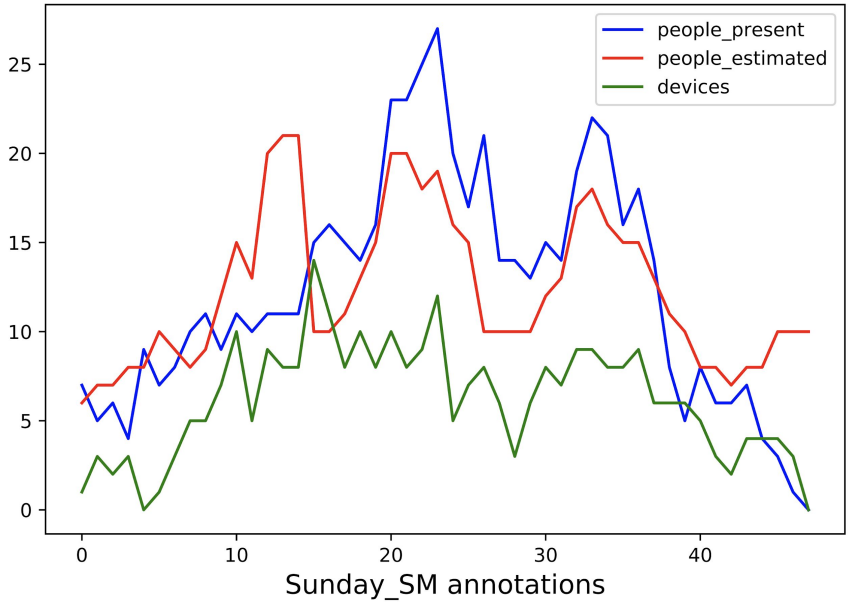
1270 manual annotation of ground truth

861979 probe request frames (~ 560 MB of data)

38771 unique MAC addresses detected

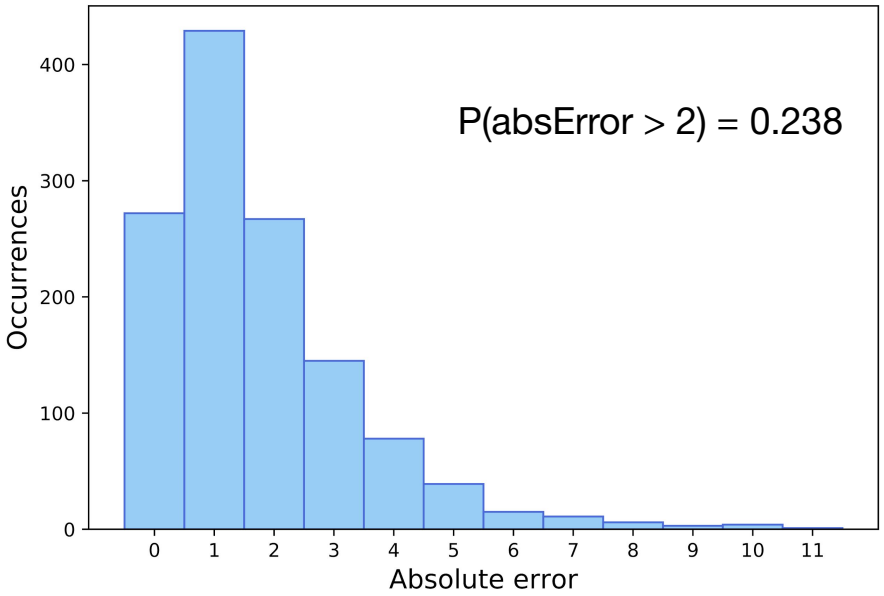
Test Results at Cafe



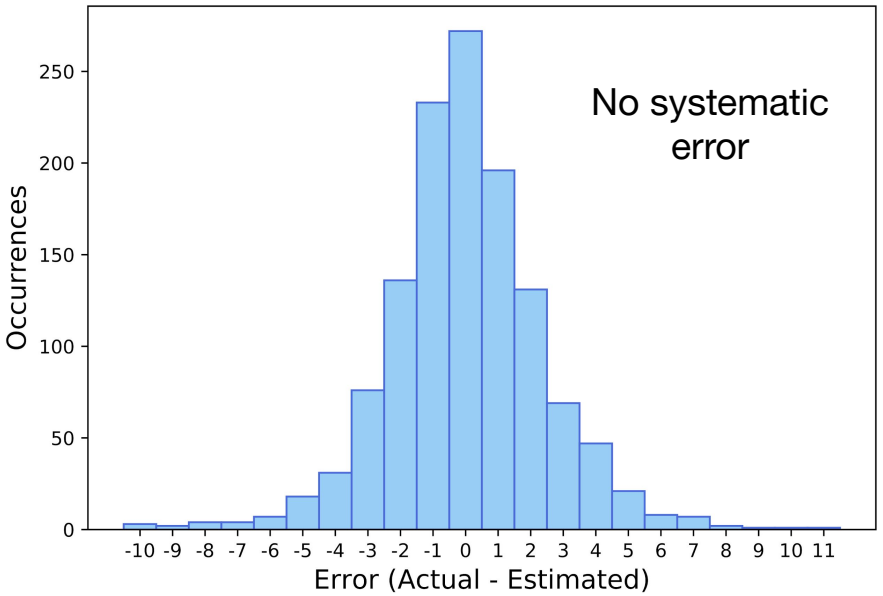


Error Distribution

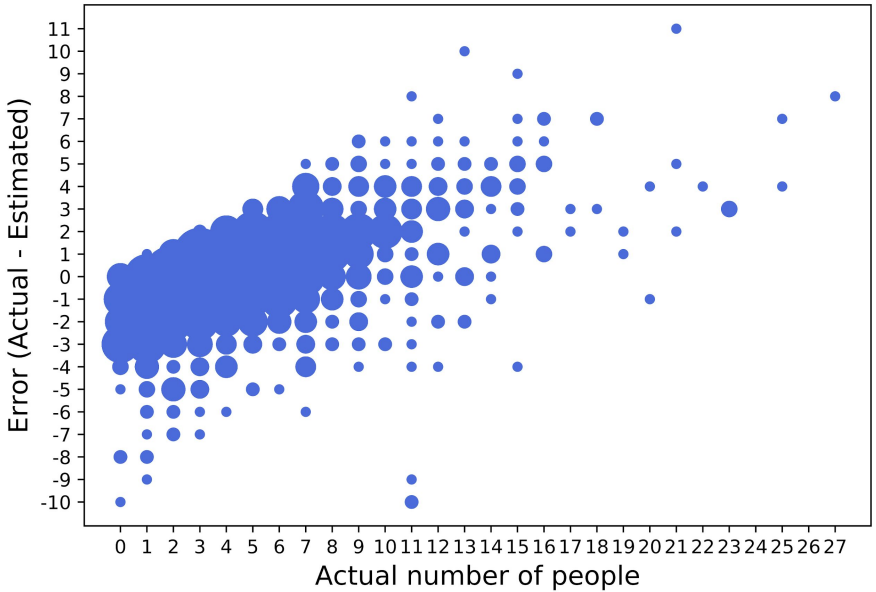
Mean Absolute Error = 1.731

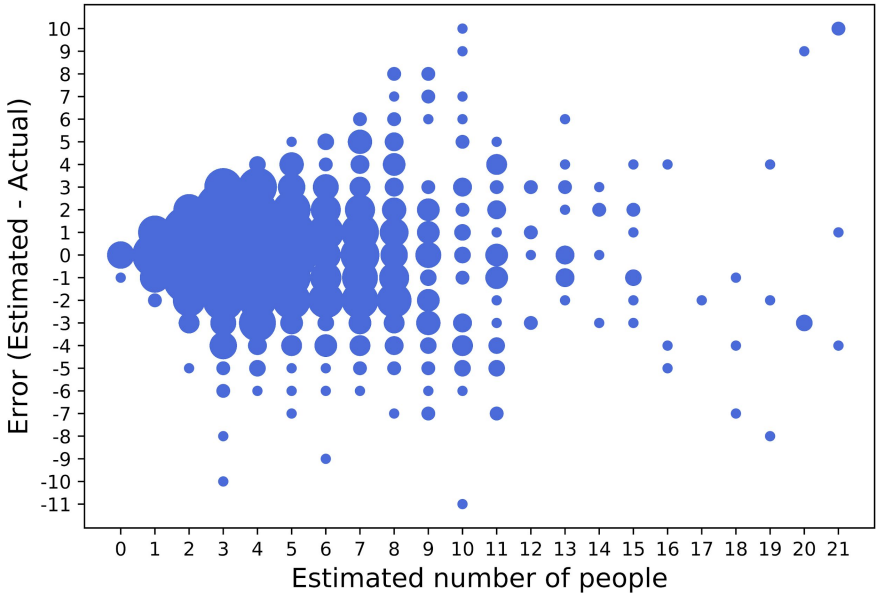


Mean Squared Error = 5.710



Scatter Plot of the Error





Summary

→ **It is possible** to continuously estimate the density of the crowd in a place of interest based on the Wi-Fi probe request frames

→ **Designed and implemented** a reliable system to do that

→ Tested the system in a Cafe and collected 4 weeks of data and manually-annotated ground truth with an **overall MAE of 1.731**

Future Works

→ Real-time execution

→ Test of the system in different contexts

→ Extension to multiple data collectors

→ Improvement of the Machine Learning model

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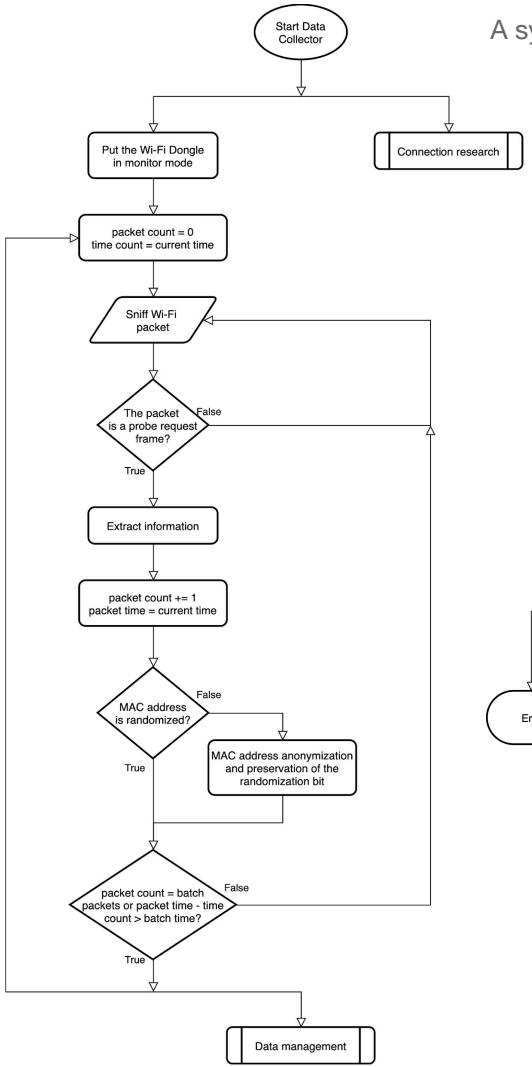
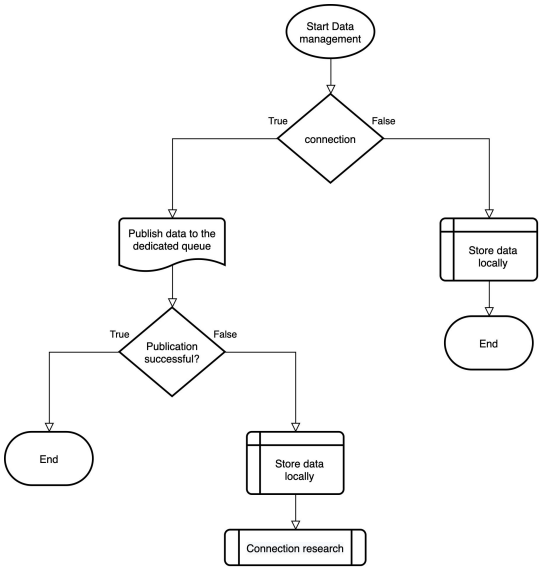
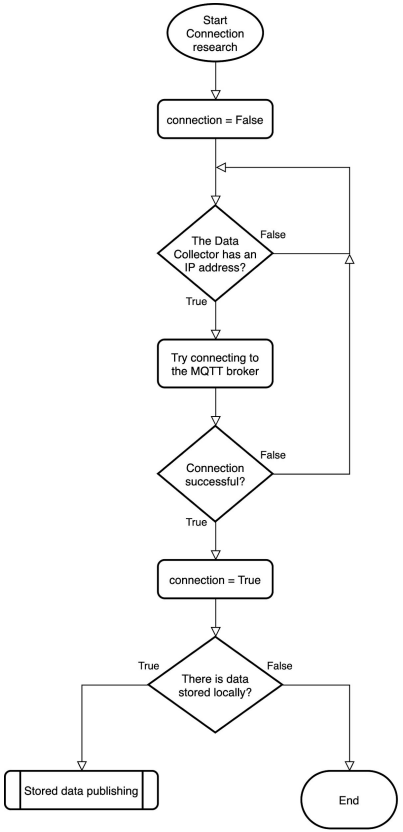
Thank you for your attention

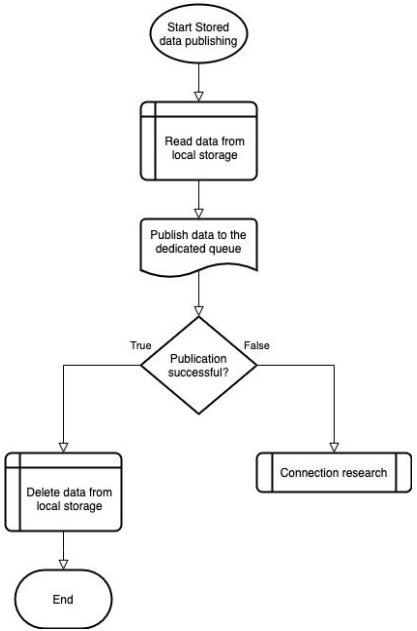
Samuel Bortolin

Data Collector Logic









Back-End Logic