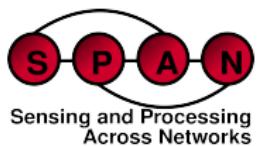


Radio Tomographic Localization in Wireless Sensor Networks

Yang Zhao



April 26, 2012

Outline

- 1 Introduction
- 2 Shadowing-Based RTI
- 3 Variance-Based RTI
- 4 Histogram Distance-Based RTI
- 5 Conclusion

Outline

- 1 Introduction
- 2 Shadowing-Based RTI
- 3 Variance-Based RTI
- 4 Histogram Distance-Based RTI
- 5 Conclusion

Device Free Localization (DFL) Applications



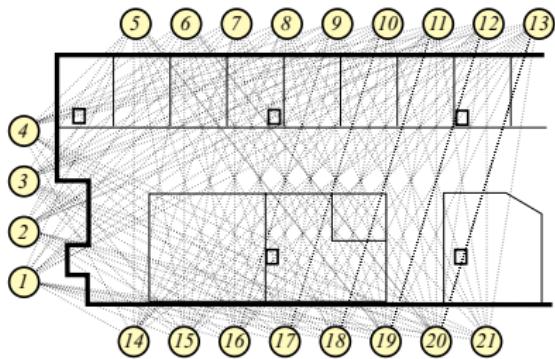
- RFID technique, locates people's tags ^a
- How about people, objects **not tagged?**
- Applications: emergency response, smart homes, context-aware computing, etc.

^a Y. Zhao, N. Patwari, P. Agrawal, and M. Rabbat, "Directed by Directionality: Benefiting from the Gain Pattern of Active RFID Badges," *IEEE Transactions on Mobile Computing*, May 2011.

DFL: Technologies

- Video cameras. Don't work in dark, through smoke or walls. Privacy concerns.
- IR Motion detectors. Limited by walls. High false alarms.
- Ultra wideband (UWB) radar. High cost.
- Received signal strength (RSS) in a wireless network

RSS-DFL: Measure many spatially distinct links

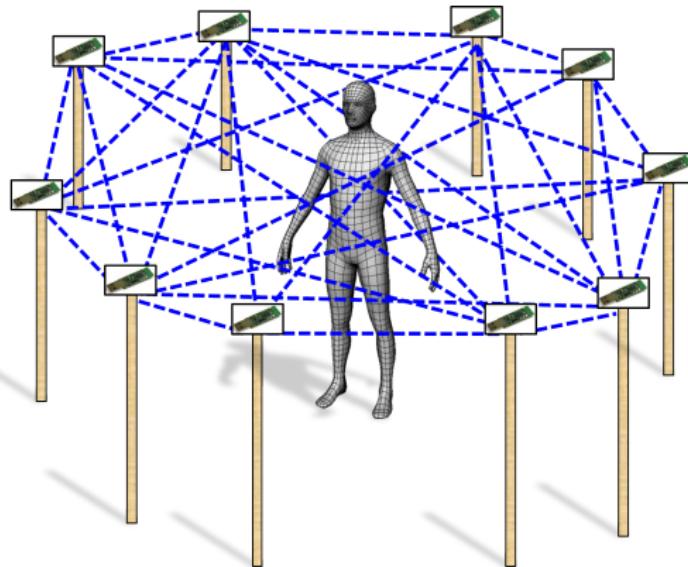


- Mesh network of N transceivers $\rightarrow \mathcal{O}(N^2)$ RSS measurements
- Link RSS changes due to people in environment near link
- One person / object affects multiple links

Radio Tomographic Imaging (RTI)

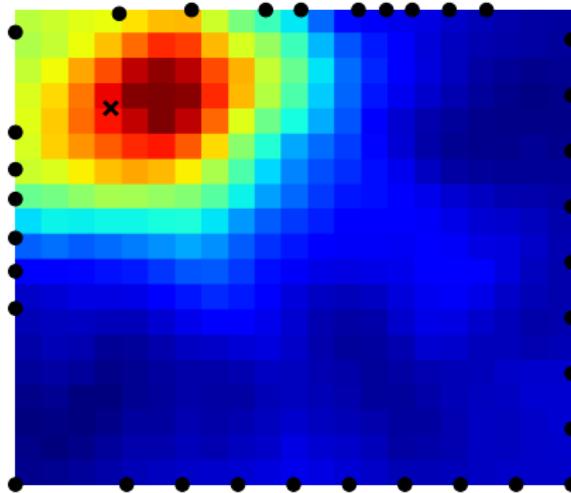
Model-based DFL,
no training needed

- Attenuation
- Reflection
- Scattering



RTI Image Example

- Divide the network area into many pixels
- Pixel value represents the probability of human presence/motion



Outline

1 Introduction

2 Shadowing-Based RTI

3 Variance-Based RTI

4 Histogram Distance-Based RTI

5 Conclusion

Shadowing-Based RTI

- First model-based RSS-DFL method
- Use shadowing caused by human body to locate people
- From experiments of wireless channel modeling in a network

Channel Modeling

Generic model for received power:

$$P_a = \bar{P}(d_a) + X_a$$

- P_a : measured received power on link a : at node r_a transmitted by node t_a (dBm),
- $\bar{P}(d_a)$: model for large-scale fading: Ensemble mean dBm received power at distance d_a .
- X_a : shadowing, small-scale fading loss, measurement error

Question: Are $\{X_a\}_a$ independent?

Experiments for Channel Modeling



- Fifteen indoor and six outdoor measurement campaigns
- Results: close links have correlated X_a ¹
- Observations: Two shadowing fields: 1) Static, 2) Dynamic

¹ P. Agrawal and N. Patwari, "Correlated Link Shadow Fading in Multi-hop Wireless Networks," *IEEE Transactions on Wireless Commun.*, August 2009.

Discrete-space Shadowing Field Model

- Model: Relates shadowing measurements with discretized dynamic shadowing field
- Consider simultaneously all M pair-wise links:

$$\mathbf{y} = W\mathbf{p} + \mathbf{n}$$

- $\mathbf{y} = [y_1, \dots, y_M]^T$ = measured shadowing losses;
- $\mathbf{p} = [p_1, \dots, p_N]^T$ = discretized dynamic shadowing field;
- $W = [[w_{i,j}]]_{i,j}$ = weights;
- \mathbf{n} = noise.

Dynamic Shadowing Field Estimation

Estimate dynamic shadowing field from measurements

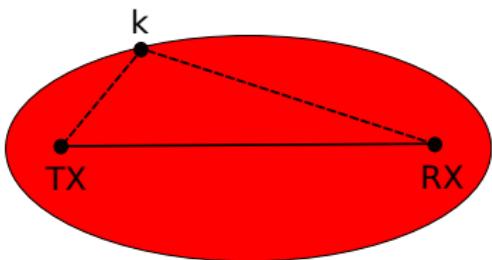
- Assume known W , measure \mathbf{y} , estimate \mathbf{p}

Problems

- 1 Linear model isn't true physics; best W is unknown;
- 2 **Ill-posed!** Pixels \gg links;
- 3 **Low SNR:** RSS varies without human motion in area.

Initial Spatial Model

- No validated spatial model exists for W
- Our initial model: Pixels k in ellipse (w/ foci at TX and RX) have $W_{l,k} = 1$, zero otherwise.²



² N. Patwari and P. Agrawal, "Effects of Correlated Shadowing: Connectivity, Localization, and RF Tomography",

IEEE/ACM IPSN, April 2008.

Linear Model Leads to Real-time Image Estimation

- Real-time requirement: look for linear algorithm

$$\hat{\mathbf{p}} = \Pi \mathbf{y}$$

- Projection Π needs only be calculated once
- Complexity: Order of # Links \times # pixels

III-Posed Problem: Regularized Algorithms

- 1 Tikanov Regularized inverse: minimize penalized squared error ³

$$f(\mathbf{p}) = \|\mathbf{W}\mathbf{p} - \mathbf{y}\|^2 + \alpha\|\mathbf{Q}\mathbf{p}\|^2$$

when \mathbf{Q} is the derivative:

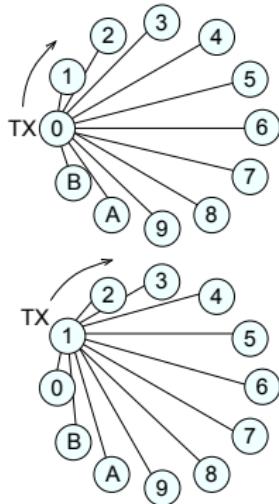
$$\Pi_{Tik} = \left[\mathbf{W}^T \mathbf{W} + \alpha(D_X^T D_X + D_Y^T D_Y) \right]^{-1} \mathbf{W}^T$$

- 2 Assume correlated \mathbf{p} and use regularized least squares.

$$\Pi_{RLS} = \left(\mathbf{W}^T \mathbf{W} + \alpha C_{\mathbf{p}}^{-1} \right)^{-1} \mathbf{W}^T$$

³J. Wilson and N. Patwari, "Radio Tomographic Imaging with Wireless Networks", *IEEE Transactions on Mobile Computing*, May 2010.

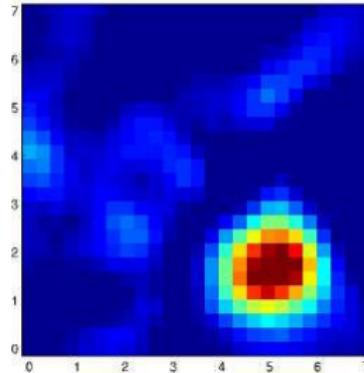
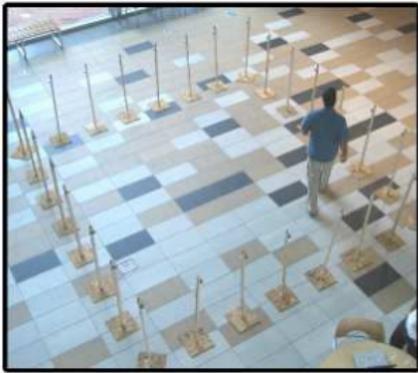
Real-Time Implementation: Testbed



- Crossbow Telosb, 2.4 GHz, IEEE 802.15.4
- Spin: Token passing MAC; when one transmits, others measure RSS
- Open source:
<http://span.ece.utah.edu/spin>
- Packet data: latest measured RSS values
- Laptop-connected mote overhears all traffic

Video

- Video clip: span.ece.utah.edu/radio-tomographic-imaging

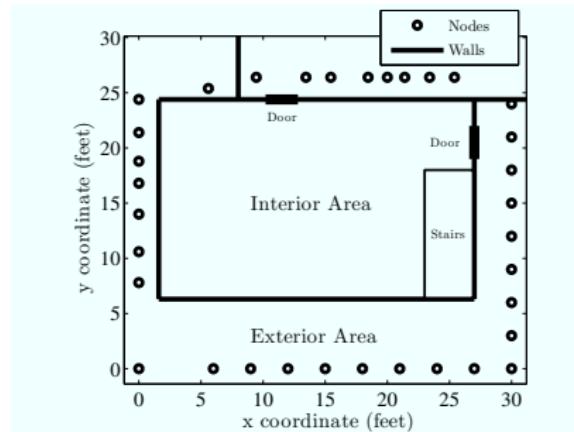


Outline

- 1 Introduction
- 2 Shadowing-Based RTI
- 3 Variance-Based RTI
- 4 Histogram Distance-Based RTI
- 5 Conclusion

Through-wall Deployment Tests

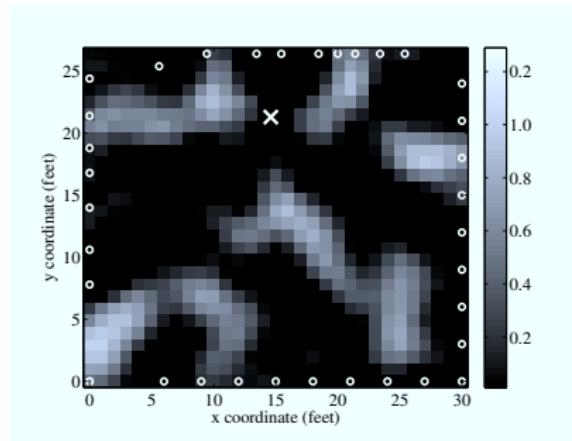
- Tested system with 34 nodes, outside of external walls of area of house⁴



⁴J. Wilson and N. Patwari, "See Through Walls: Motion Tracking Using Variance-Based Radio Tomography

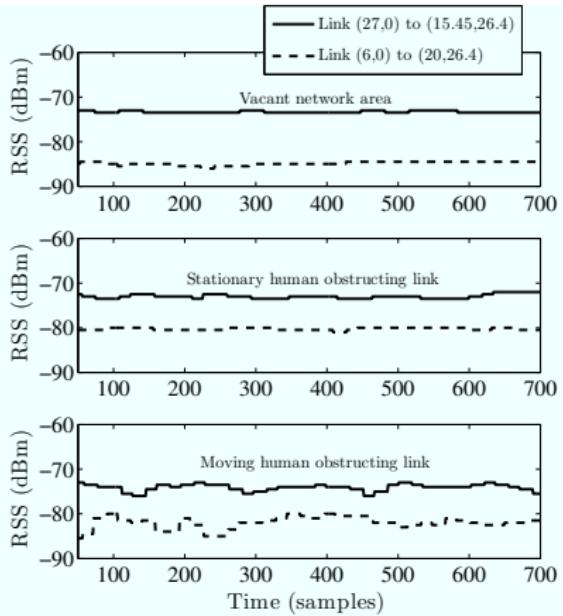
Networks", IEEE Transactions on Mobile Computing, 2011.

Problem



- Shadowing-based RTI does not indicate actual human location (X)

Problem: What Happened?



- SNR is too low due to multipath effect
- Blocking person increases RSS (- - - -)
- But, moving person increases RSS variance (both links)

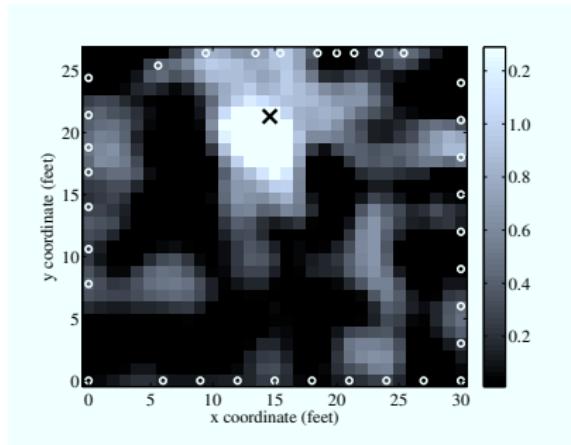
Idea: Use Variance to Image Motion

- Model: Assume variance is linear combination of motion occurring in each pixel:

$$\mathbf{s} = W\mathbf{m} + \mathbf{n}$$

- $\mathbf{s} = [s_1, \dots, s_M]^T$ = windowed sample variance
- $\mathbf{m} = [m_1, \dots, m_N]^T$ = motion $\in [0, 1]$
- $W = [[w_{i,j}]]_{i,j}$ = variance added to link i caused by motion in voxel j

Variance-based Radio Tomographic Imaging



- Apply regularized inversion to estimate \mathbf{m} .
- VRTI image indicates actual image human location (X)

VRTI Video



- <http://span.ece.utah.edu/radio-tomographic-imaging>
(avg. error = 0.63 m)

Problem of VRTI: Noise from Intrinsic Motion



Figure: Identical experiments show very different VRTI performance on a (Left) still vs. (Right) windy day.

RSS variations due to intrinsic motion

- Intrinsic motion: motion of objects that are intrinsic parts of an environment, e.g., fans, moving machines, wind.

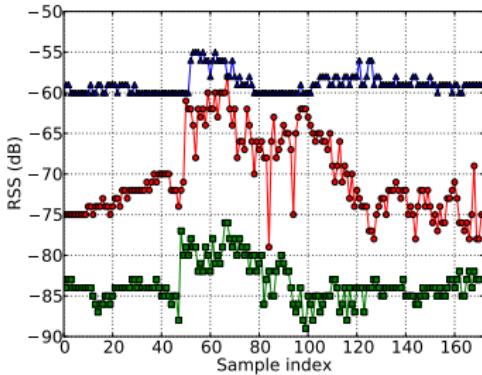


Figure: RSS during calibration in windy day experiment.

- Extrinsic motion: motion of people and other objects that enter and leave an environment

Subspace Variance-based Radio Tomography (SubVRT)

Major steps in SubVRT

- Principal component analysis (PCA): capture the major feature of intrinsic motion
- Subspace decomposition: remove/reduce the effect of intrinsic motion

PCA on calibration measurements

- Calibration measurements \mathbf{s}_c only contain the effect from intrinsic motion
- Estimate the covariance matrix $C_{\mathbf{s}_c}$ of \mathbf{s}_c
- Perform SVD on $C_{\mathbf{s}_c}$:

$$C_{\mathbf{s}_c} = U \Lambda U^T$$
- Capture intrinsic motion by the first k eigenvectors

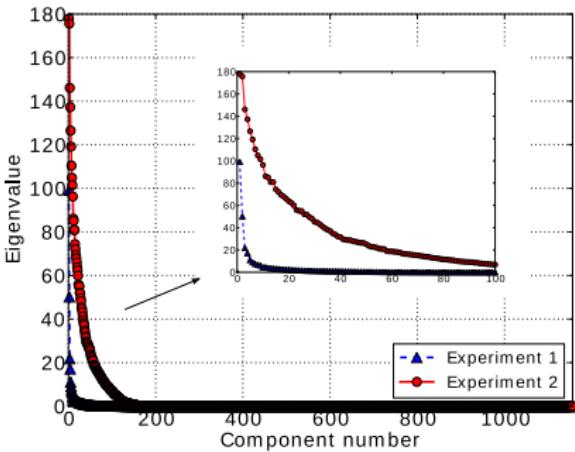


Figure: Scree plot.

Subspace decomposition

- Divide all eigenvectors into two sets: $\hat{U} = [\mathbf{u}_1, \mathbf{u}_2, \dots, \mathbf{u}_k]$ and $\tilde{U} = [\mathbf{u}_{k+1}, \mathbf{u}_{k+2}, \dots, \mathbf{u}_L]$.
- One subspace is spanned by \hat{U} – the intrinsic subspace, the other is spanned by \tilde{U} – the extrinsic subspace
- Project \mathbf{s} on intrinsic and extrinsic subspaces to obtain intrinsic signal component $\hat{\mathbf{s}}$ and extrinsic signal component $\tilde{\mathbf{s}}$:

$$\hat{\mathbf{s}} = \Pi_I \mathbf{s} = \hat{U} \hat{U}^T \mathbf{s}$$

$$\tilde{\mathbf{s}} = \Pi_E \mathbf{s} = (I - \hat{U} \hat{U}^T) \mathbf{s}$$

SubVRT formulation

VRTI

Using real-time measurement vector \mathbf{s}_r , the Tikhonov regularized solution is:

$$\hat{\mathbf{m}} = \Pi_1 \mathbf{s}_r \quad \text{where } \Pi_1 = (W^T W + \alpha Q^T Q)^{-1} W^T$$

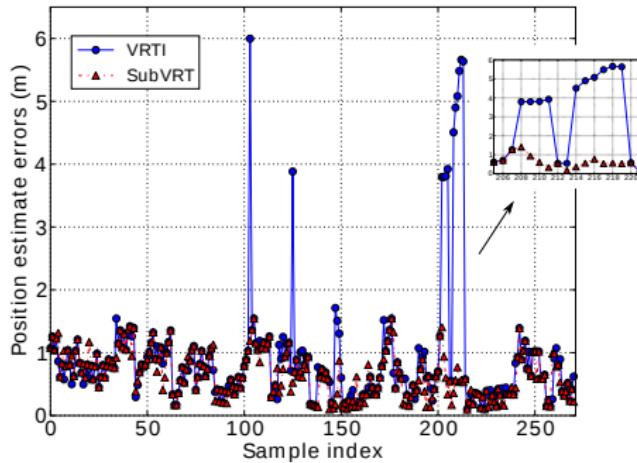
SubVRT

Using decomposed extrinsic signal component $\tilde{\mathbf{s}}_r = \Pi_E \mathbf{s}_r$:

$$\hat{\mathbf{m}} = \Pi_2 \mathbf{s}_r \quad \text{where } \Pi_2 = (W^T W + \alpha Q^T Q)^{-1} W^T \Pi_E$$

Improvement

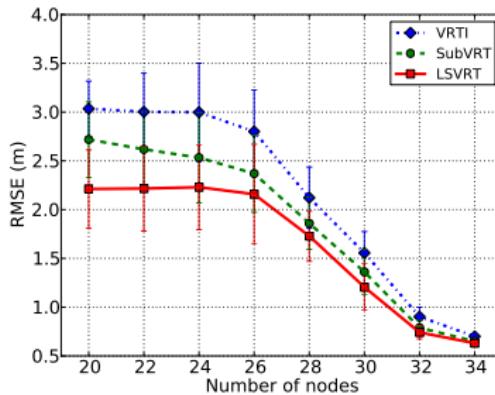
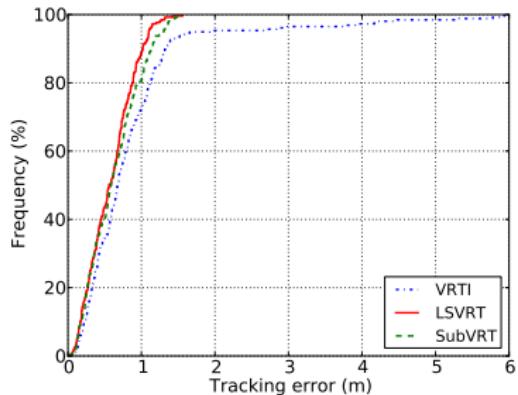
- In windy experiment, location error reduced by > 40% ⁵
- Video comparison



⁵Y. Zhao and N. Patwari, "Noise reduction for variance-based device-free localization and tracking", *IEEE SECON 2011*.

Alternative solution: Least squares method

- Instead of performing PCA on the covariance matrix of the calibration measurements, use the covariance matrix directly in the RTI formulation⁶



⁶Y. Zhao and N. Patwari, "Robust Estimators for Variance-Based Device Free Localization and Tracking", IEEE

Transactions on Signal Processing, (submitted).

Outline

- 1 Introduction
- 2 Shadowing-Based RTI
- 3 Variance-Based RTI
- 4 Histogram Distance-Based RTI
- 5 Conclusion

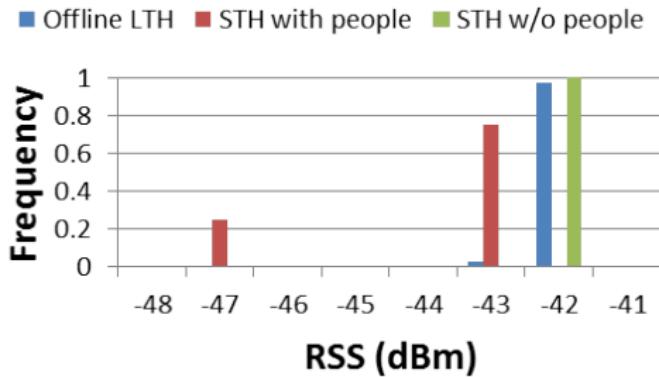
From Observations of RSS Histograms

Two types of RSS histogram:

- Short-term histogram (STH): RSS histogram of a link in a short-time window (a few RSS samples)
- Long-term histogram (LTH): RSS histogram during a long term period (hundreds of RSS samples)

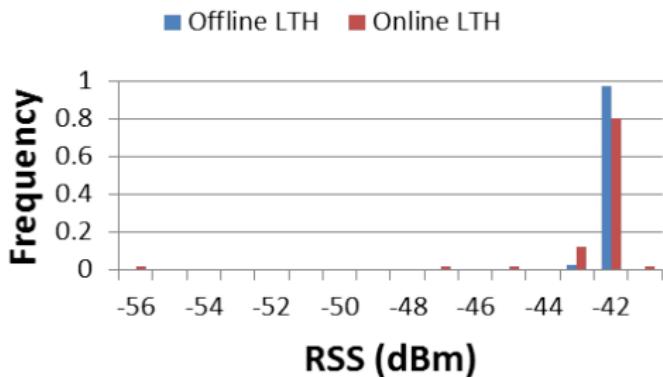
Observation 1

- Short-term histogram (STH) with people present near the link is significantly different from long-term histogram (LTH).



Observation 2

- High similarity between offline LTH and online LTH



New Testbed



- TI CC2531, 2.4 GHz, IEEE 802.15.4
- Spin protocol (C version)
- RSS sampling rate of 3 ms per sample

Histogram Distance-Based RTI

- Able to locate stationary and moving people, no training or empty-room calibration needed (paper in preparation)

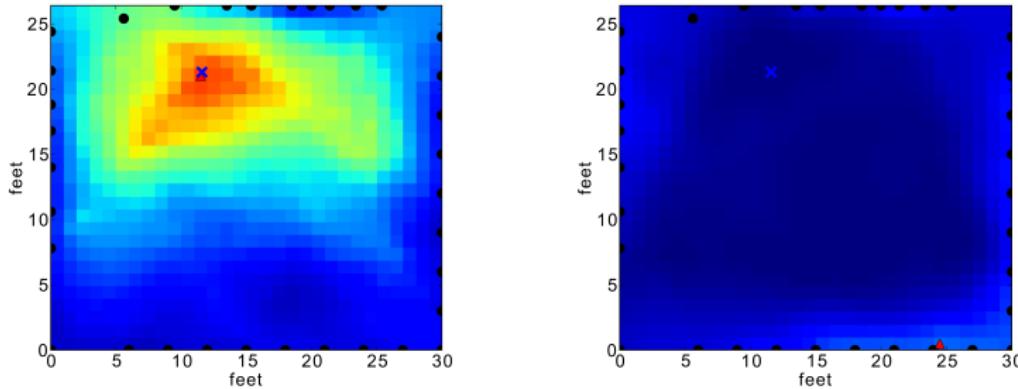


Figure: Histogram distance-based RTI (Left) can locate a stationary person while variance-based RTI (Right) cannot.

Outline

- 1 Introduction
- 2 Shadowing-Based RTI
- 3 Variance-Based RTI
- 4 Histogram Distance-Based RTI
- 5 Conclusion

Summary

Features	SRTI	VRTI	SubVRT	HD-RTI
Training?	No	No	No	No
Through-wall?	No	Yes	Yes	Yes
Online calibration?	No	NA	No	Yes
Stationary people?	Yes	No	No	Yes

Table: Comparison of Different RTI methods.

Current and Future Work: Large-scale Reliable Systems

- Deploy across 1400 sq. meter in building
- DFL in low-link density
- Multi-channel DFL
- Better Bayesian solutions

Questions and Comments

More info on <http://span.ece.utah.edu/>

