

6.808: Mobile and Sensor Computing  
aka IoT Systems

<http://6808.github.io>

## Lecture 4: Seeing Through Walls & Device-Free Localization

### Course Staff

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### Announcements

1- Lab 0 checkoff this week (in OH)

2- Lab 1 out; due Feb 14

3- PSet 1 out; due Feb 28

# Today in IoT

“Metaverse is the successor to the mobile internet”

- Zuckerberg

Humans and technology Feb 8

## The metaverse is a new word for an old idea

To understand what we are—and should be—building, we need to look beyond Snow Crash.



THE WALL STREET JOURNAL  
THE FUTURE OF EVERYTHING | WORK

## Why the Metaverse Will Change the Way You Work

*Virtual meetings that feel real, new ways to build and teach, plus jobs you haven't heard of—soon it won't be science fiction*

Feb 7, 2022

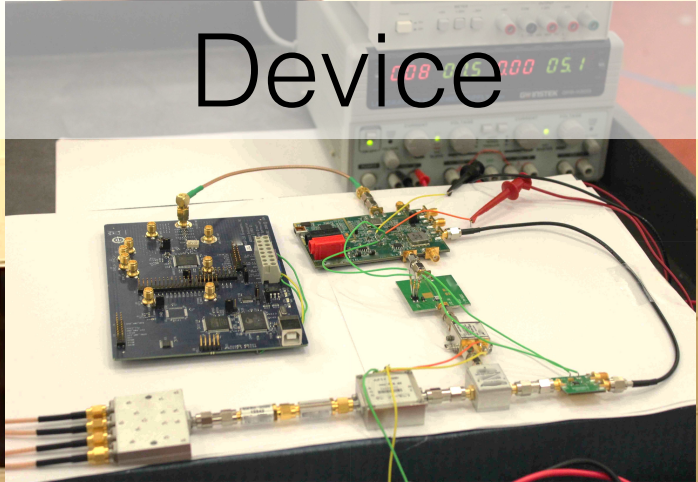
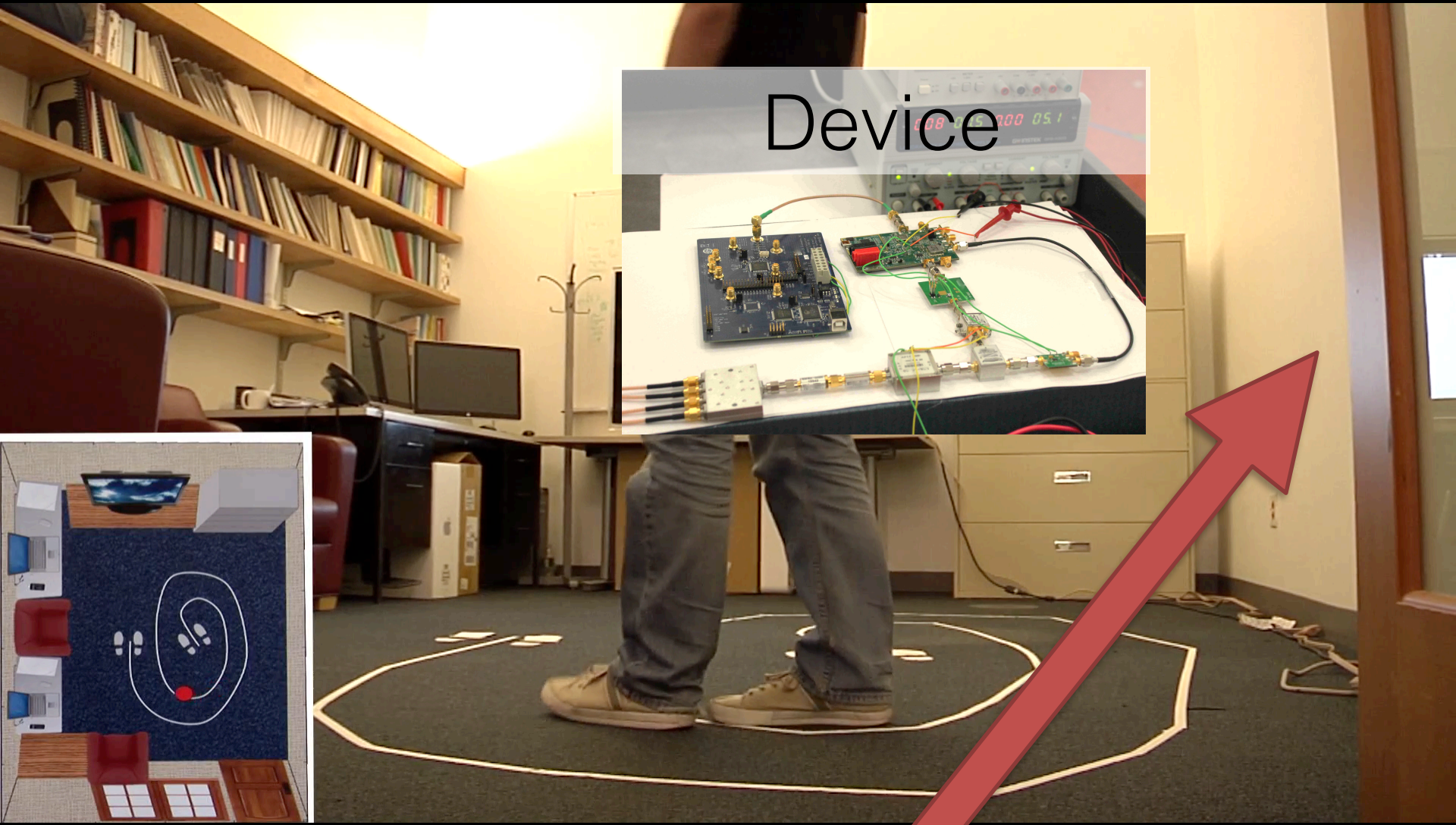
01. This group of tech firms just signed up to a safer metaverse

Jan 20

02. The metaverse is the venue for body dysmorphia online

Nov 16





Device



Device in another room

# Applications

## Smart Homes



## Energy Saving



## Gaming & Virtual Reality

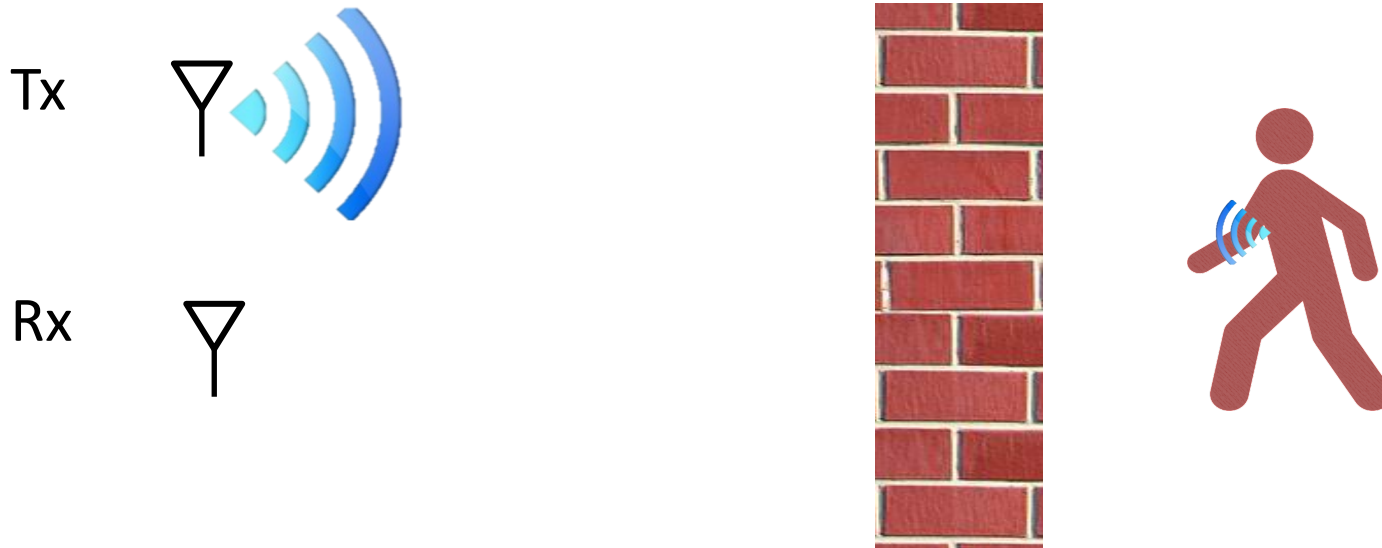


# Objectives of this Lecture

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)?

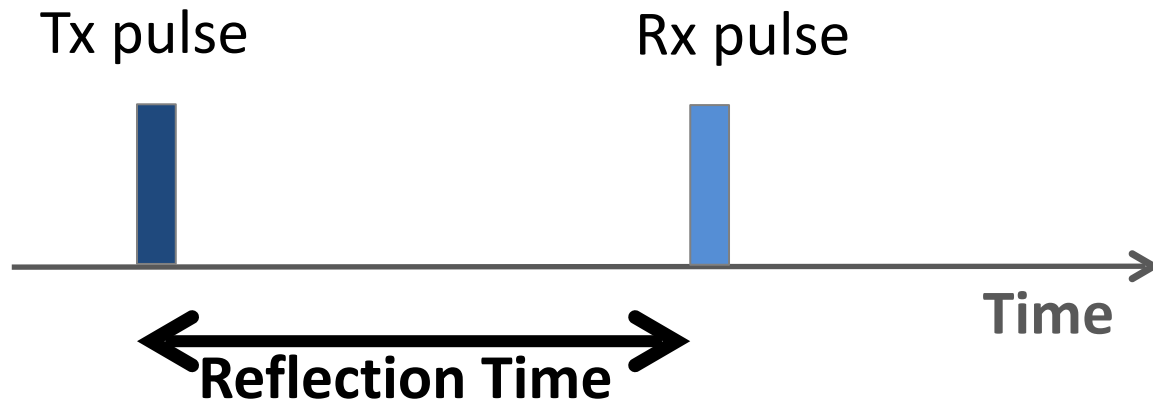
# Measuring Distances



Distance = Reflection time x speed of light

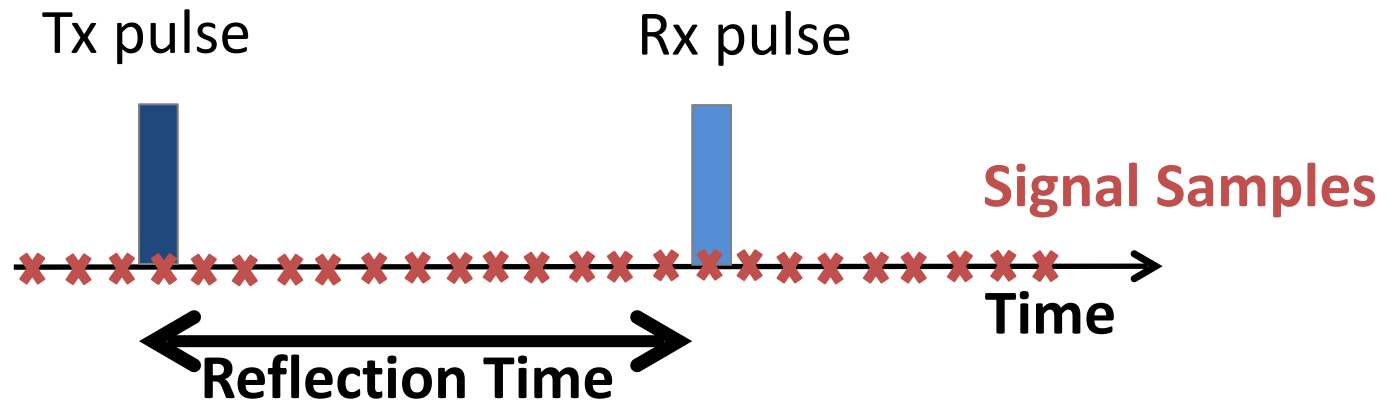
# Measuring Reflection Time

Option1: Transmit short pulse and listen for echo



# Measuring Reflection Time

Option1: Transmit short pulse and listen for echo



**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

Why was this not a problem for Cricket?

Distance = time x speed

“smallest  
distance  
resolution”

“smallest  
time”

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

$$\Delta t = 0.3ns$$

0.3ns period => how many samples per second?

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

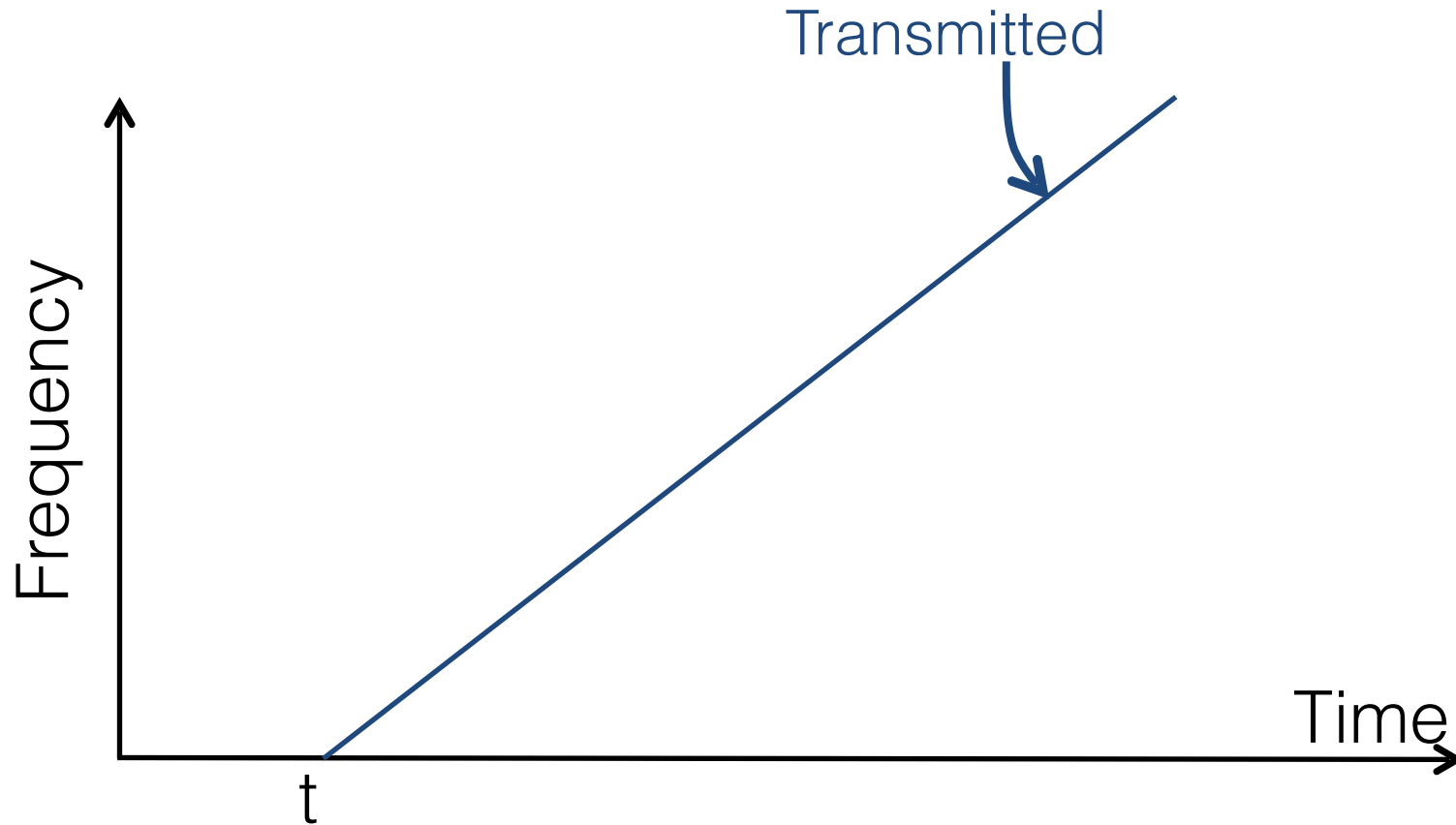
3GSps! >> MSps for WiFi, LTE...

because speed of ultrasound

$$10cm = \Delta t \times 345$$

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

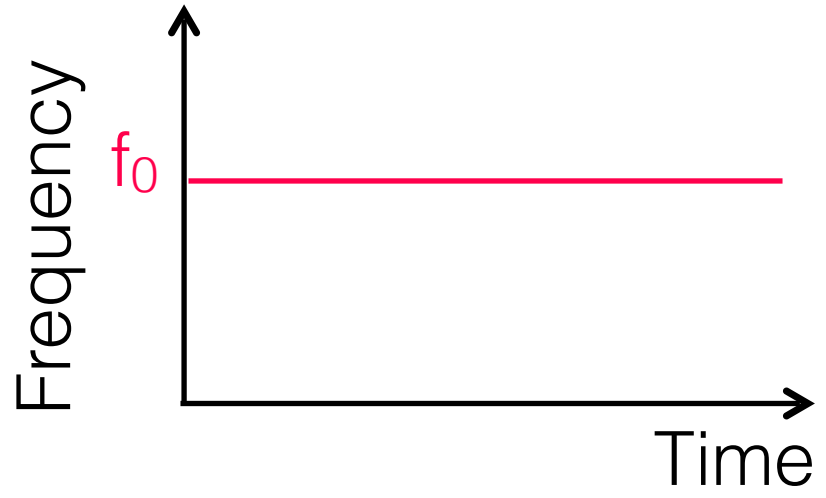
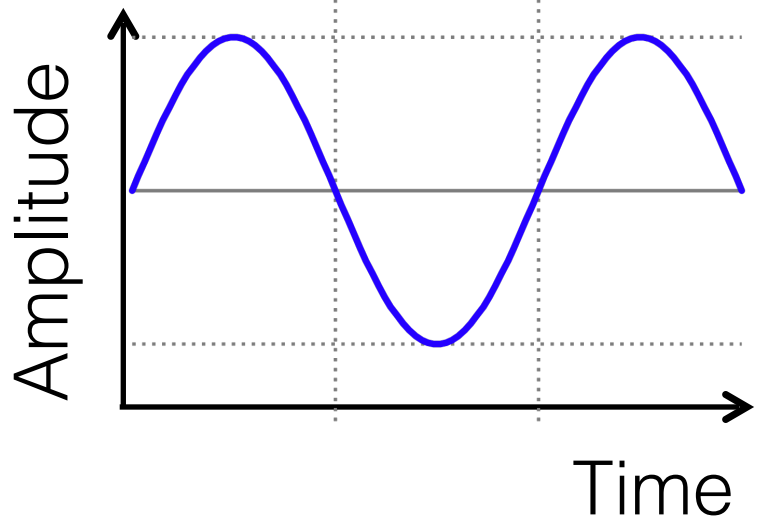
# FMCW: Measure time by measuring frequency



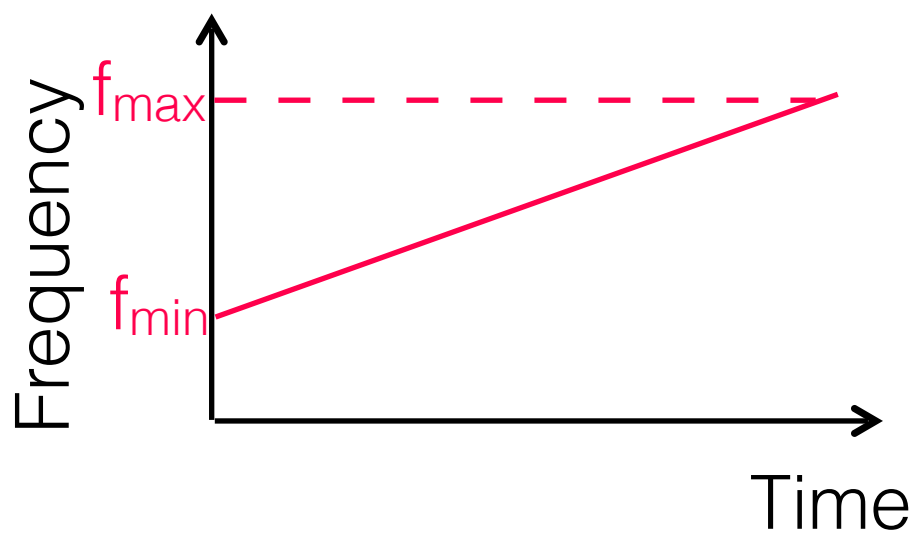
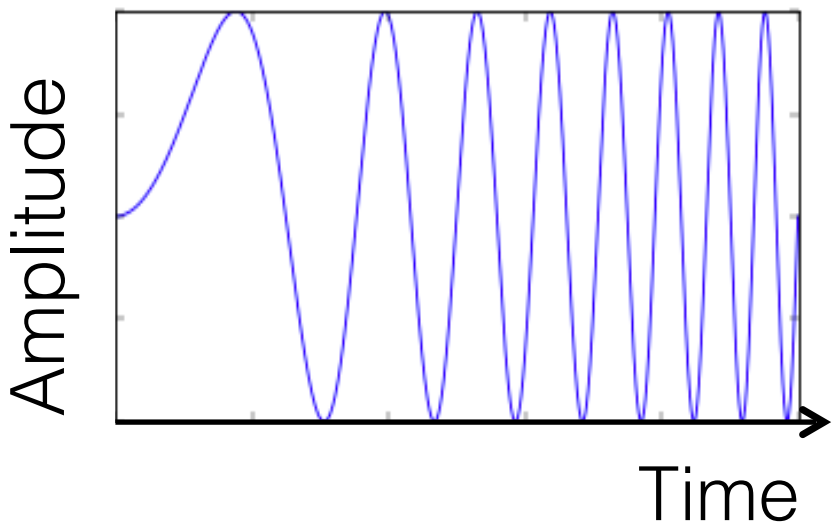
**How does it look in time domain?  
(and in comparison to single frequency)**

# More intuitive understanding of FMCW

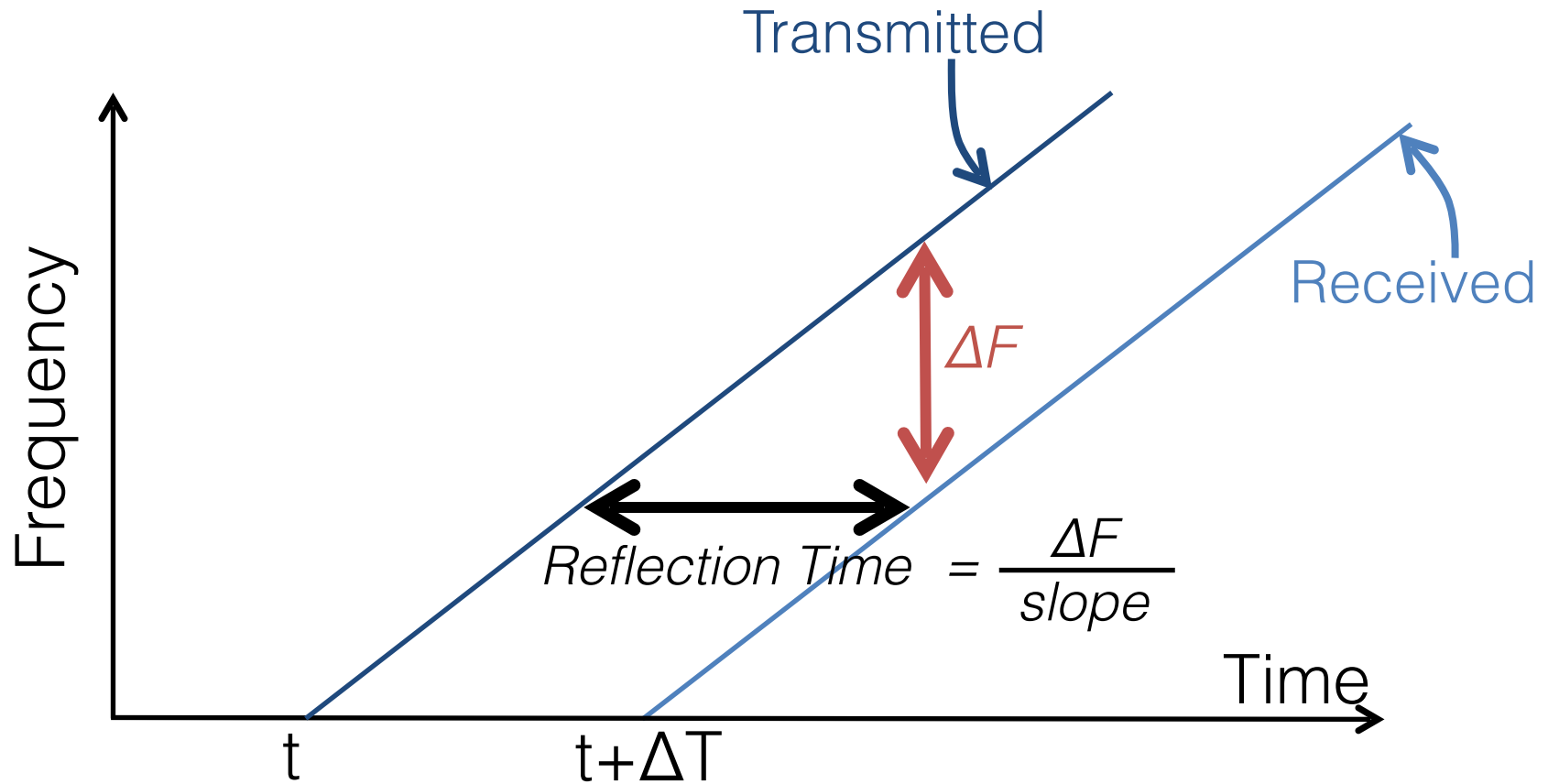
Wireless Signal at frequency  $f_0$



FMCW signal



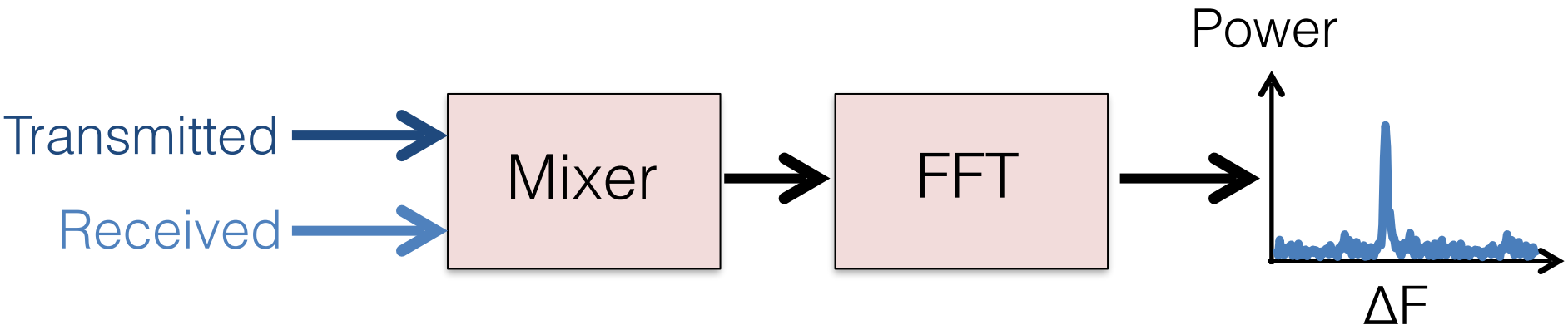
# FMCW: Measure time by measuring frequency



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)

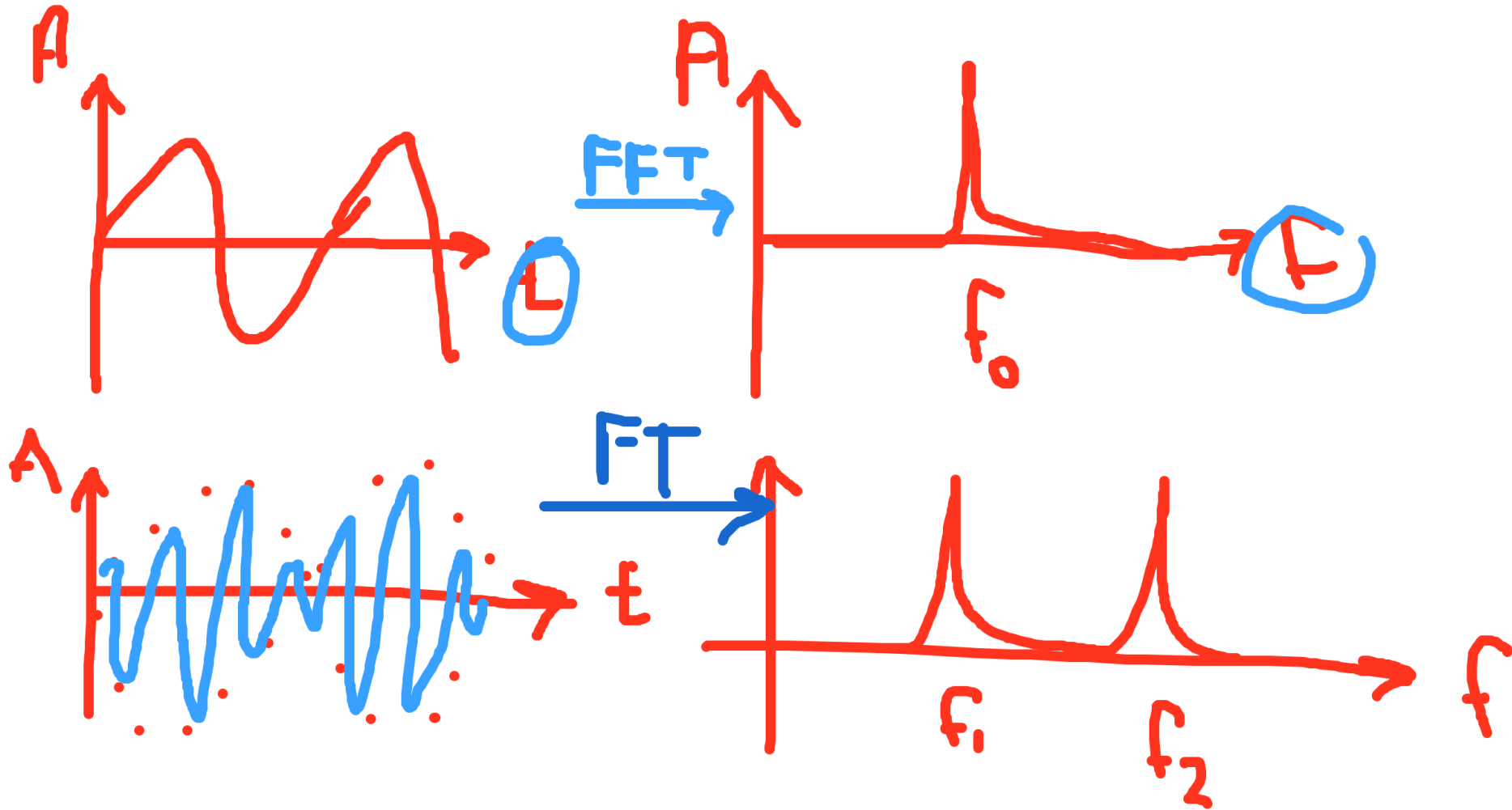


Signal whose frequency is  $\Delta F$

let's talk about FFTs a bit

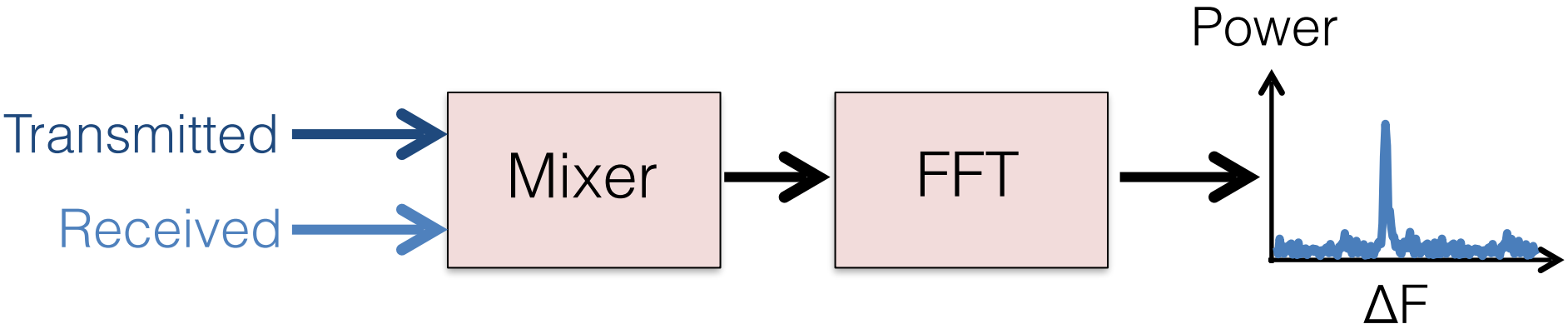
# Basics of Fourier Transform

# Basics of Fourier Transform



# Measuring $\Delta F$

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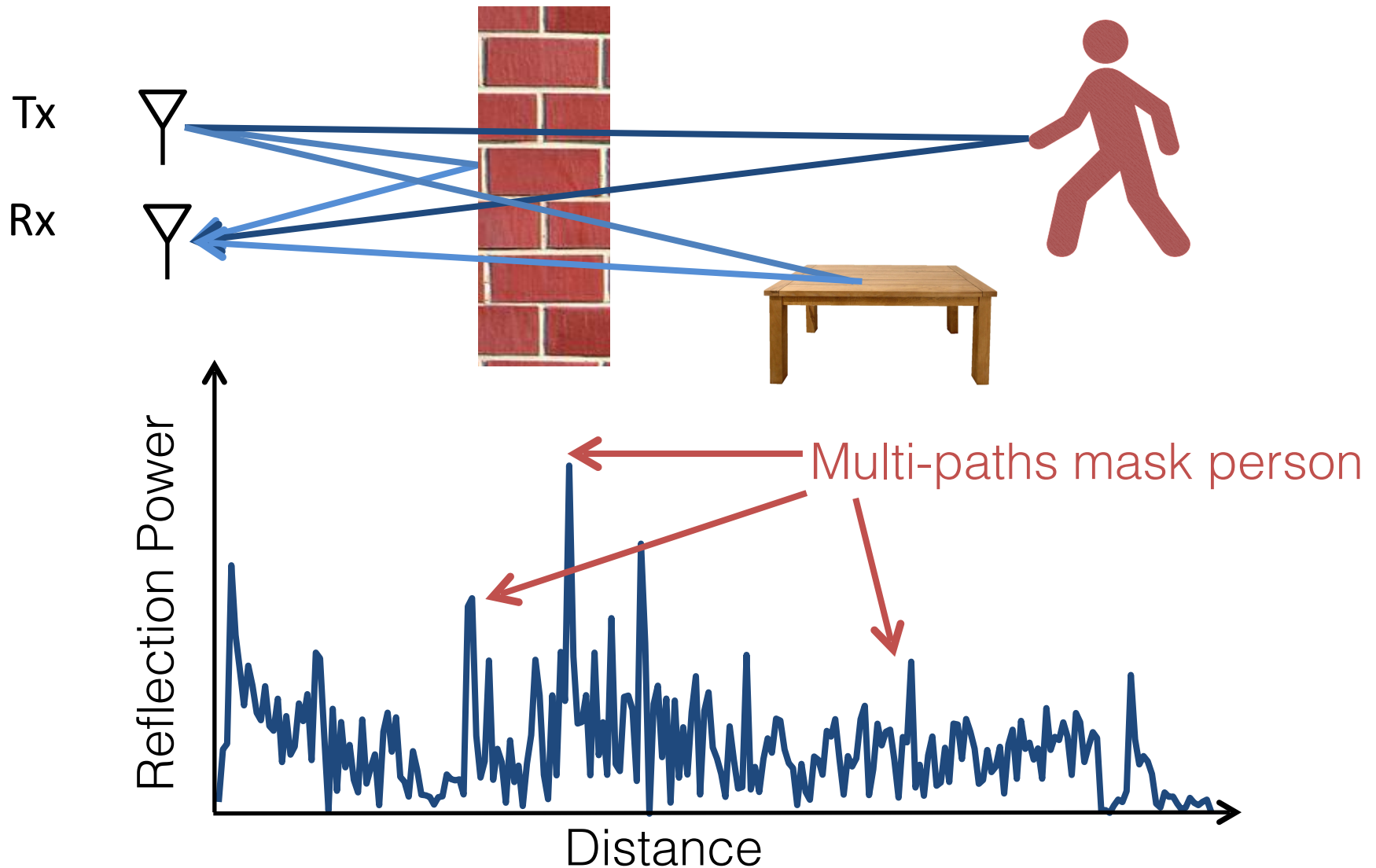


Signal whose frequency is  $\Delta F$

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

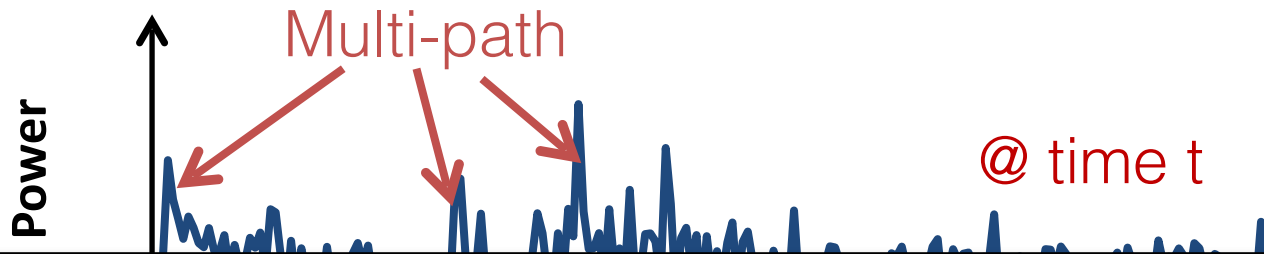


# Challenge: Multipath → Many Reflections

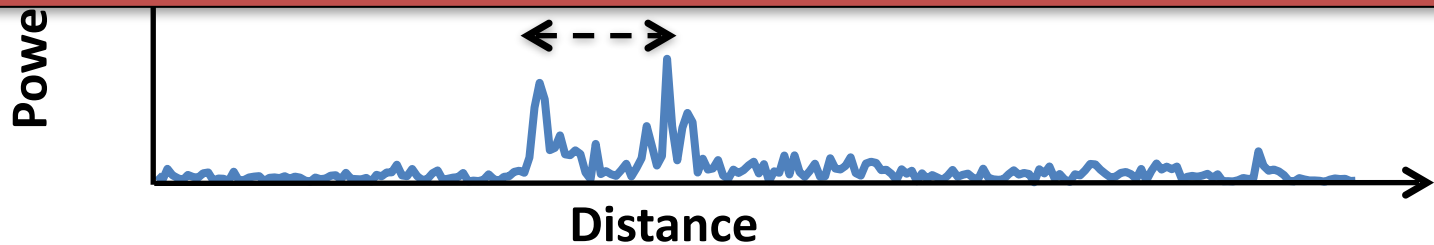


Static objects don't move

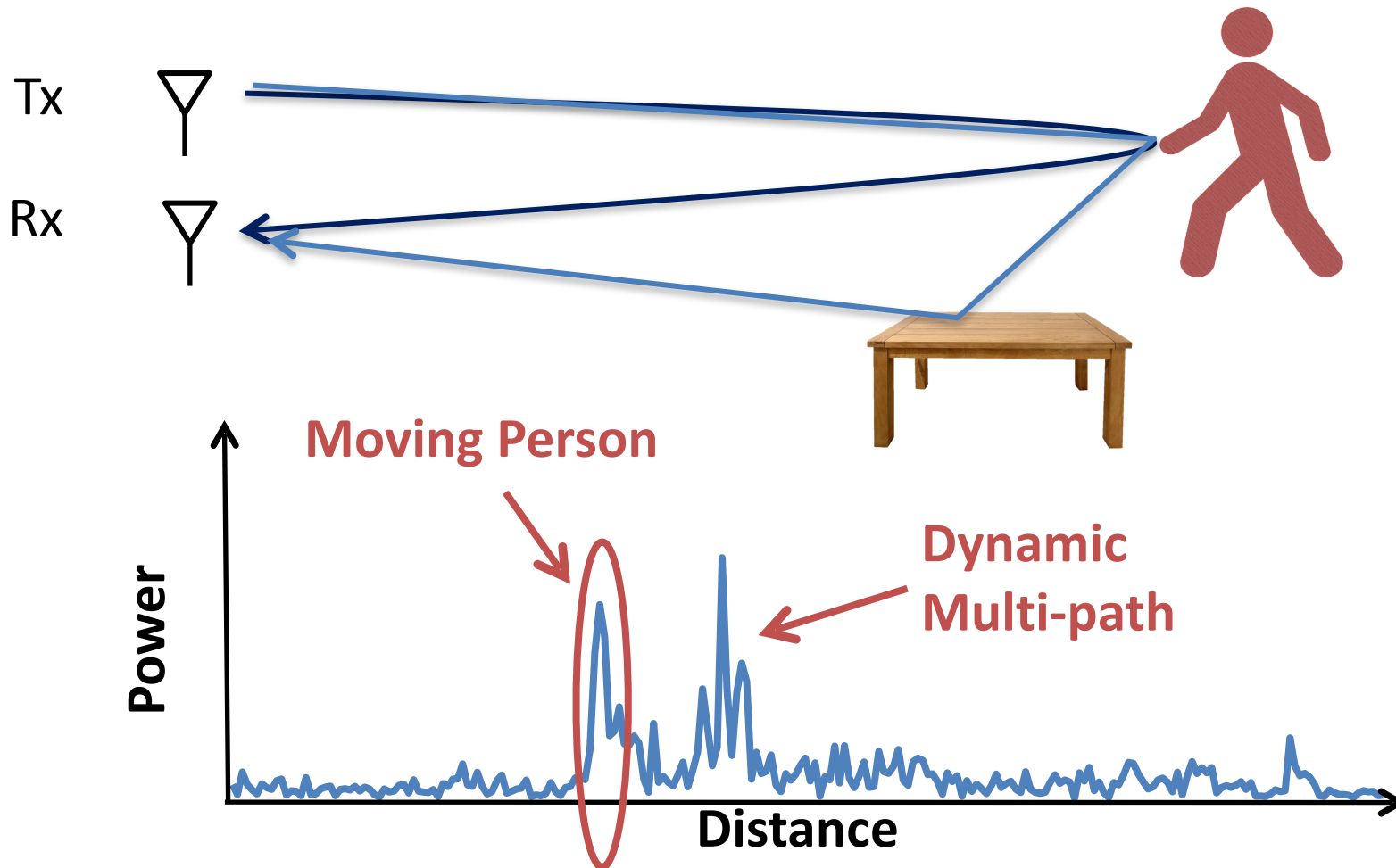
→ Eliminate by subtracting consecutive measurements



Why 2 peaks when we only have one moving person?

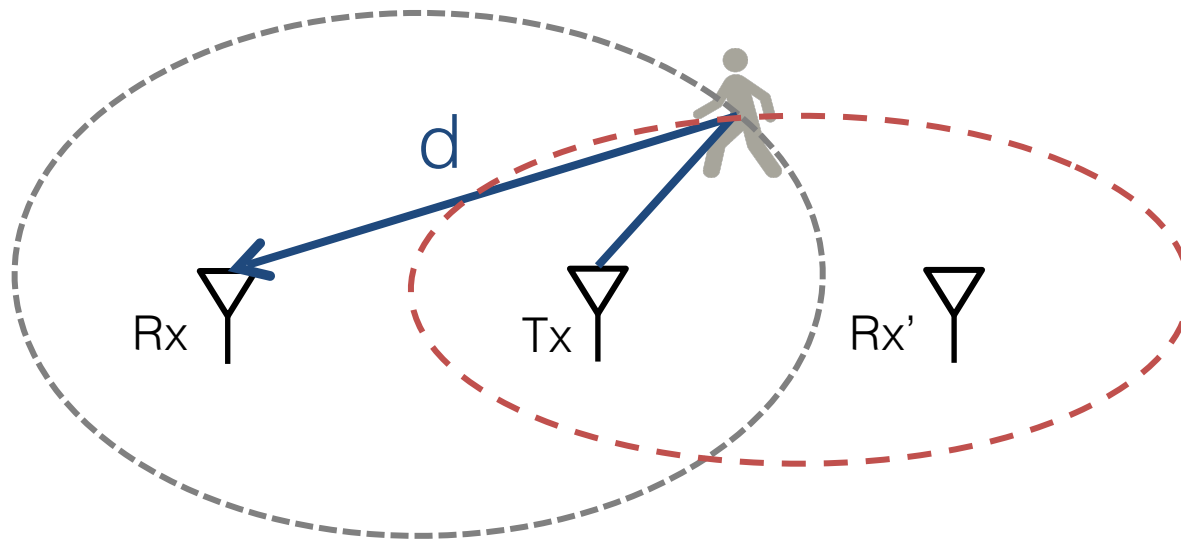


The direct reflection arrives before dynamic multipath!



# Mapping Distance to Location

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



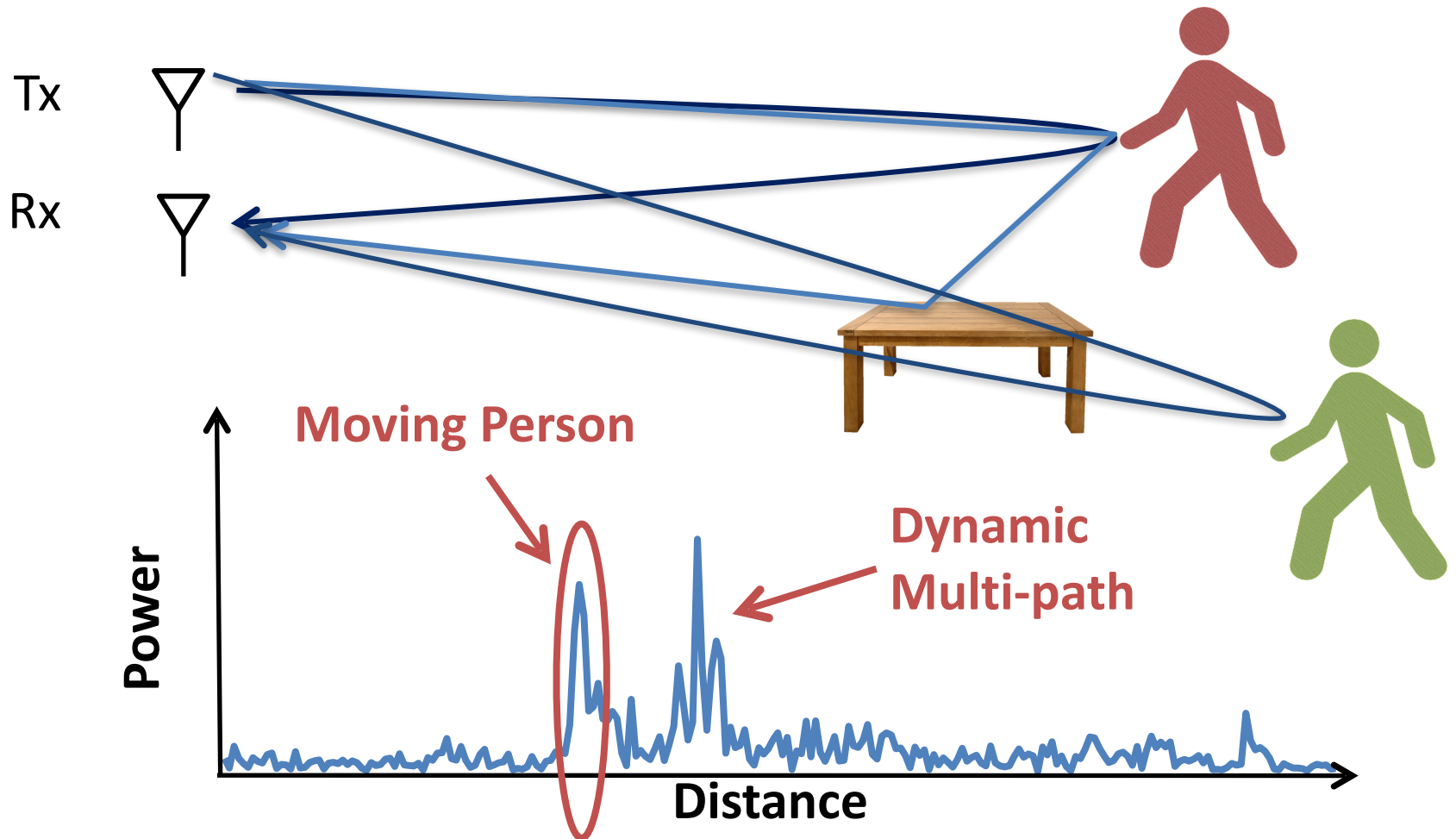
By adding another antenna and intersecting the ellipses, we can localize the person

From Location to tracking (over time)

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 deal with multi-path reflections when there are multiple persons in the environment?

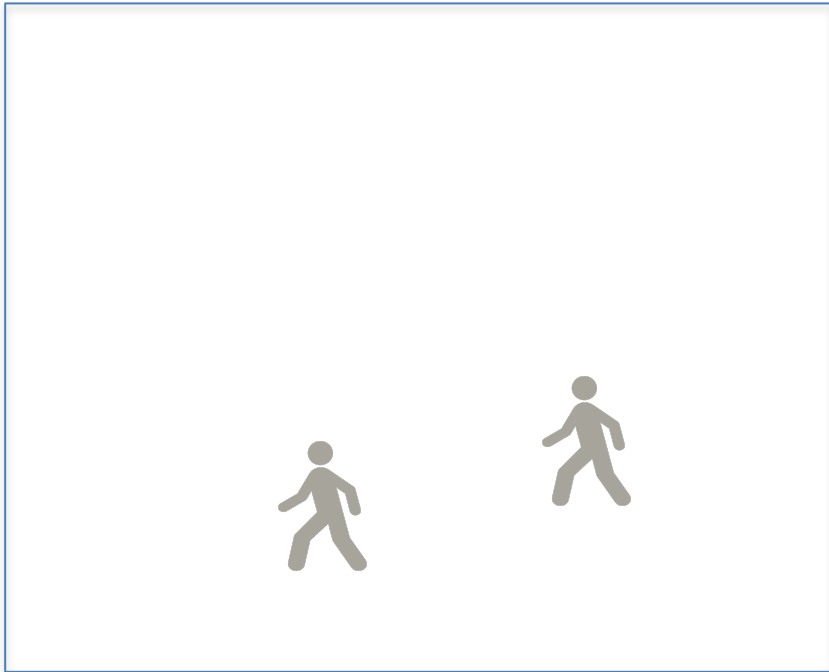


Idea: Person is consistent across different vantage points while multi-path is different from different vantage points

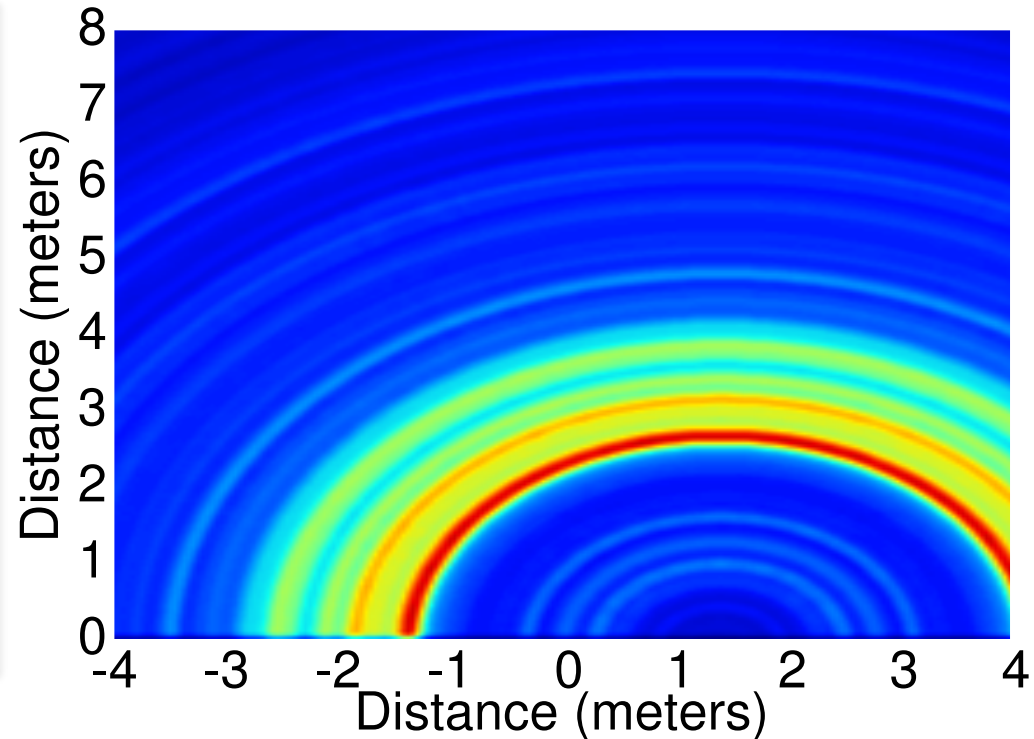
# Combining across Multiple Vantage Points

Experiment: Two users walking

Setup



Single Vantage Point



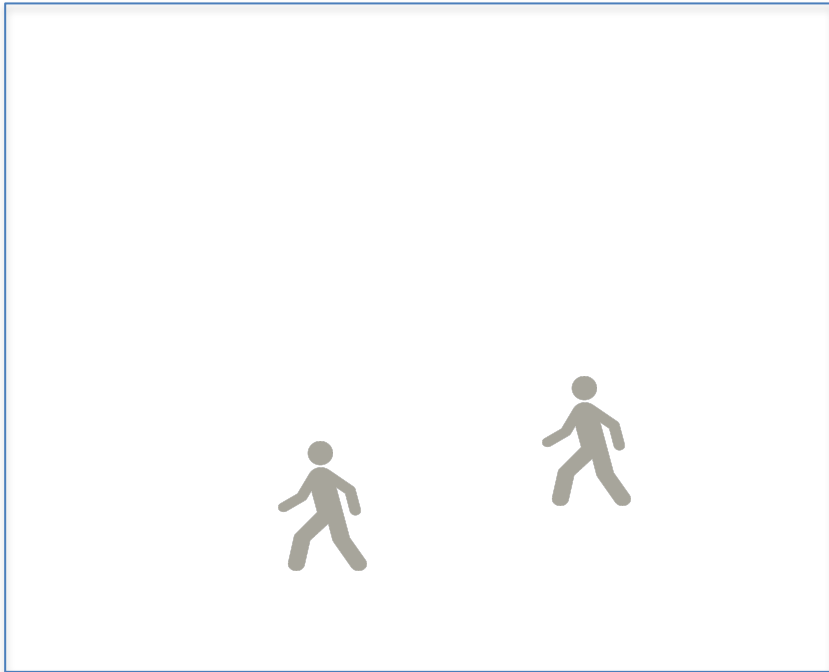
Mathematically: each round-trip distance can be mapped to an ellipse whose foci are the transmitter and the receiver

# Mapping 1D to 2D heatmap

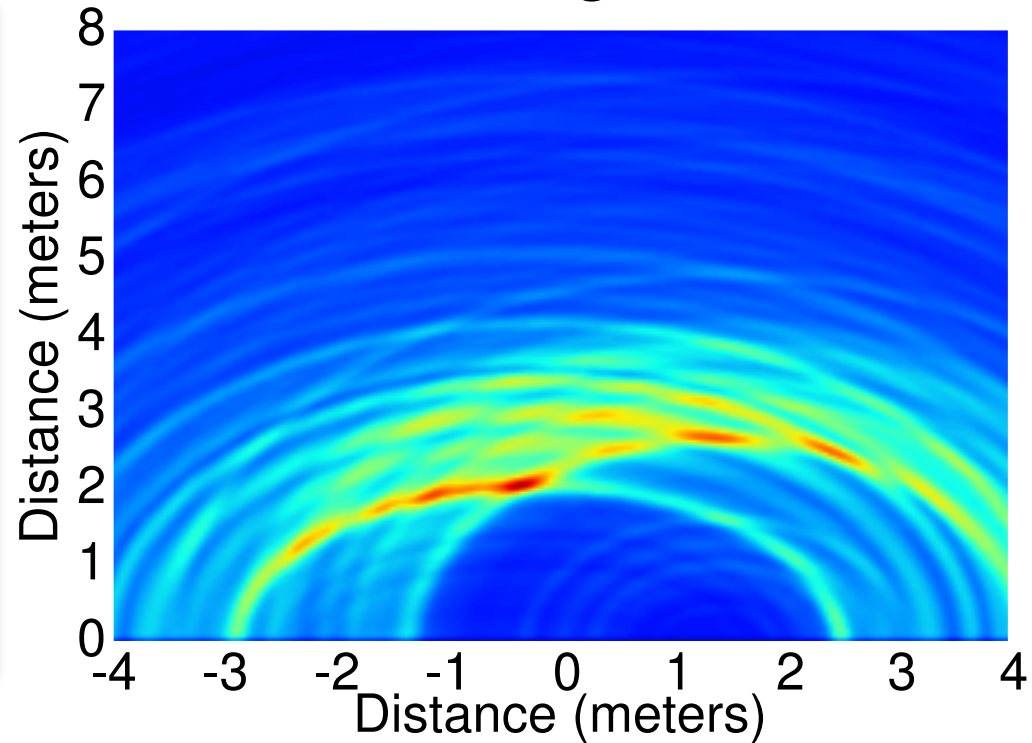
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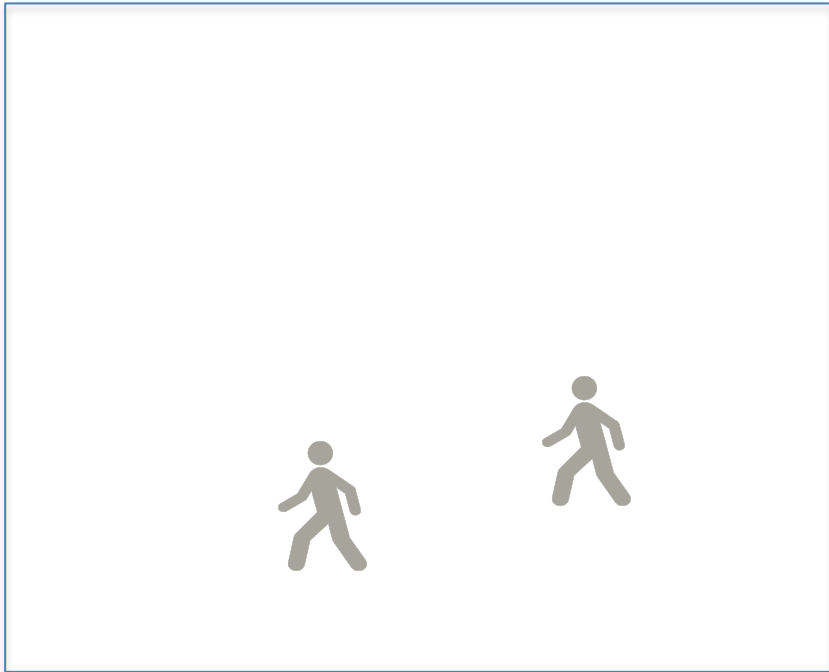
Two Vantage Points



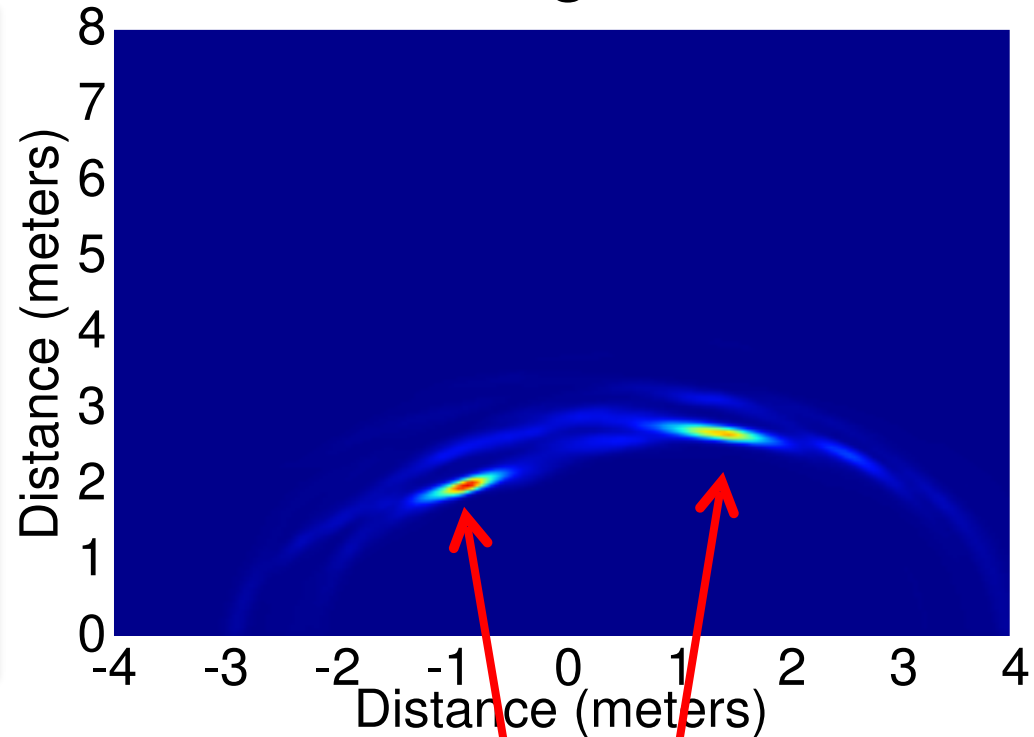
# Combining across Multiple Vantage Points

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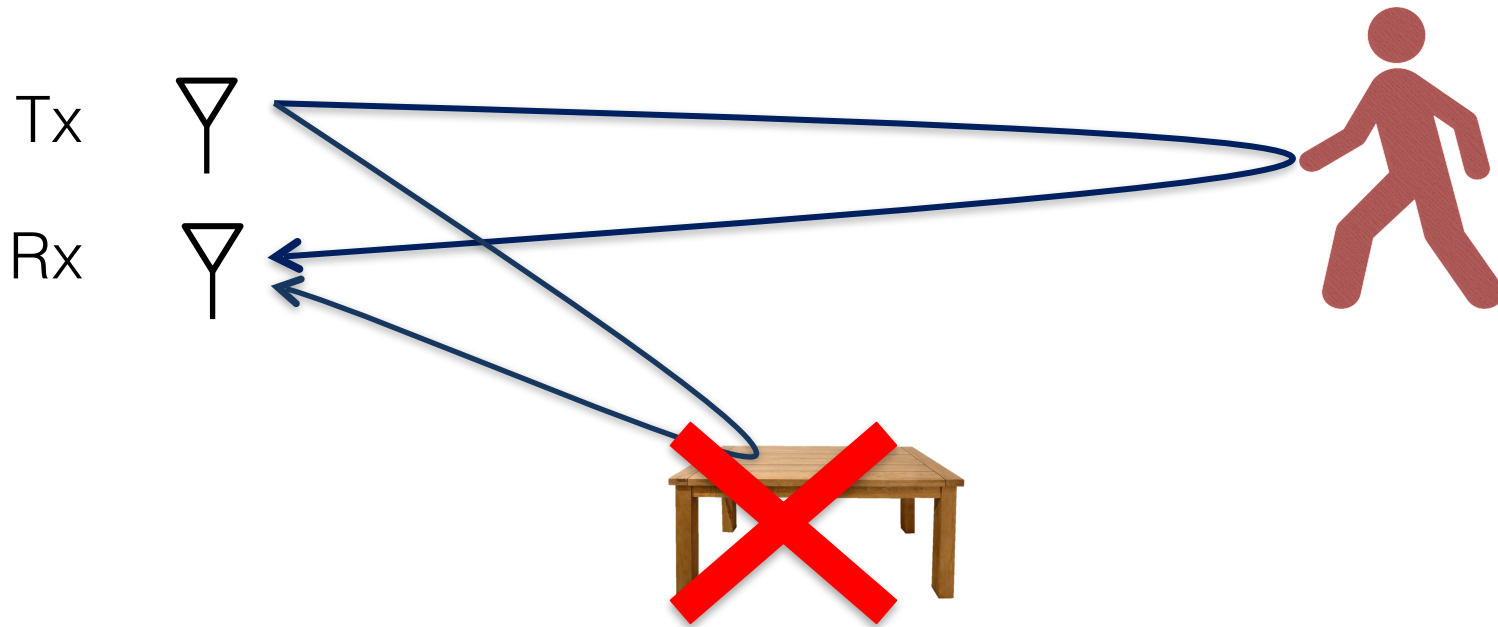
16 Vantage Points



Localize the two users

How can we localize static users?

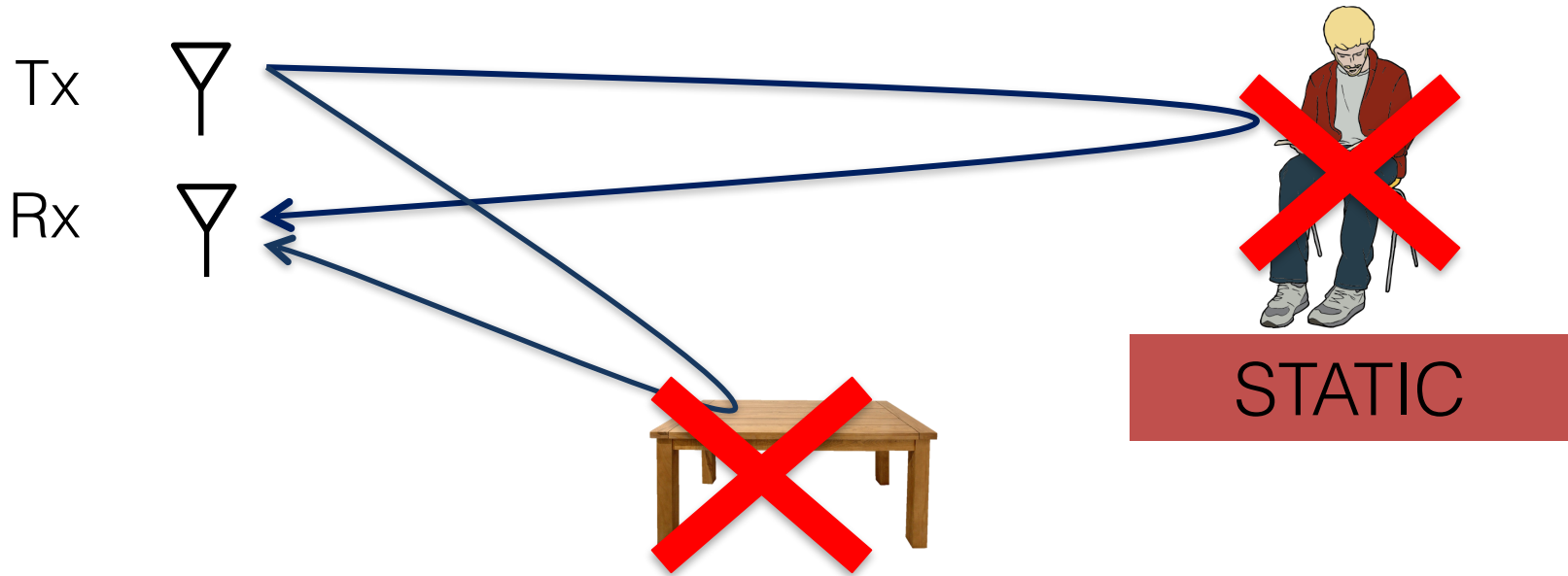
# Dealing with multi-path when there is one moving user



We eliminated direct table reflections by subtracting consecutive measurements

Needs User to Move

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



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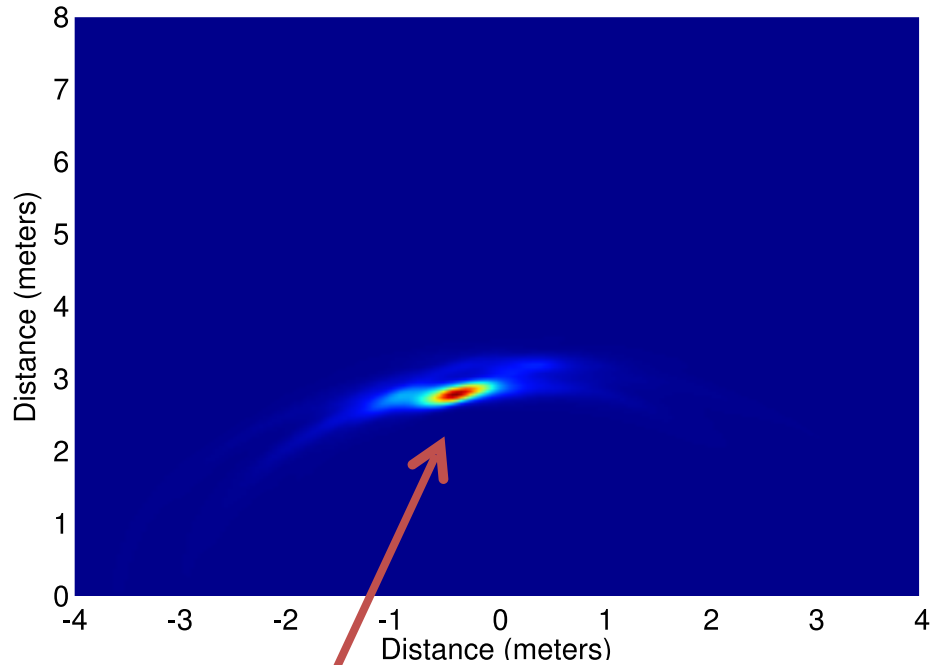


# Exploit breathing motion for localize static users

- 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

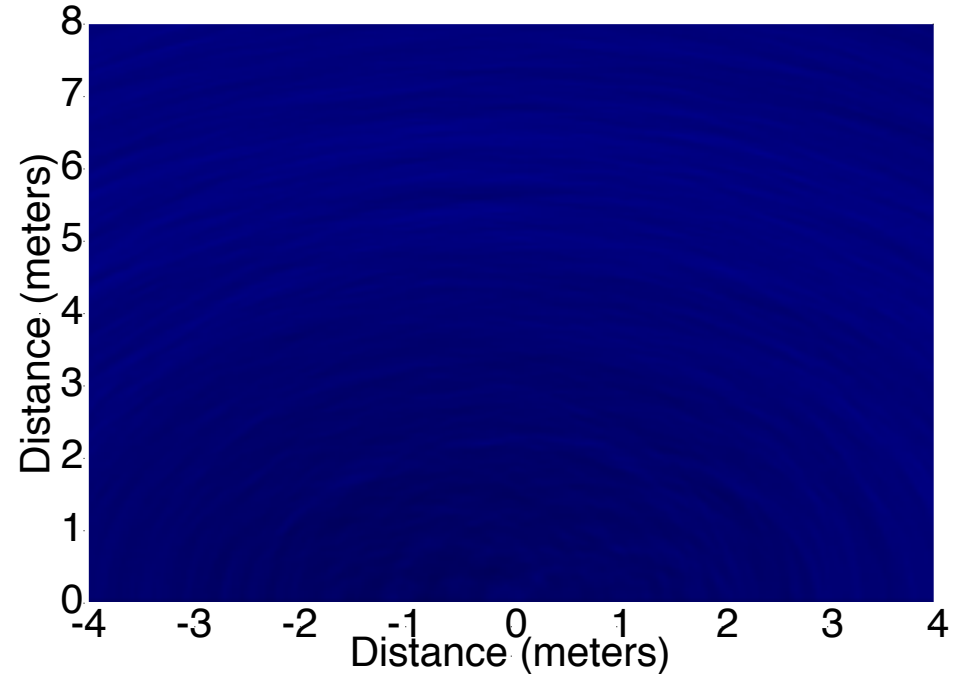
# 30ms subtraction window

User walking @ 1m/s



Localize the  
person

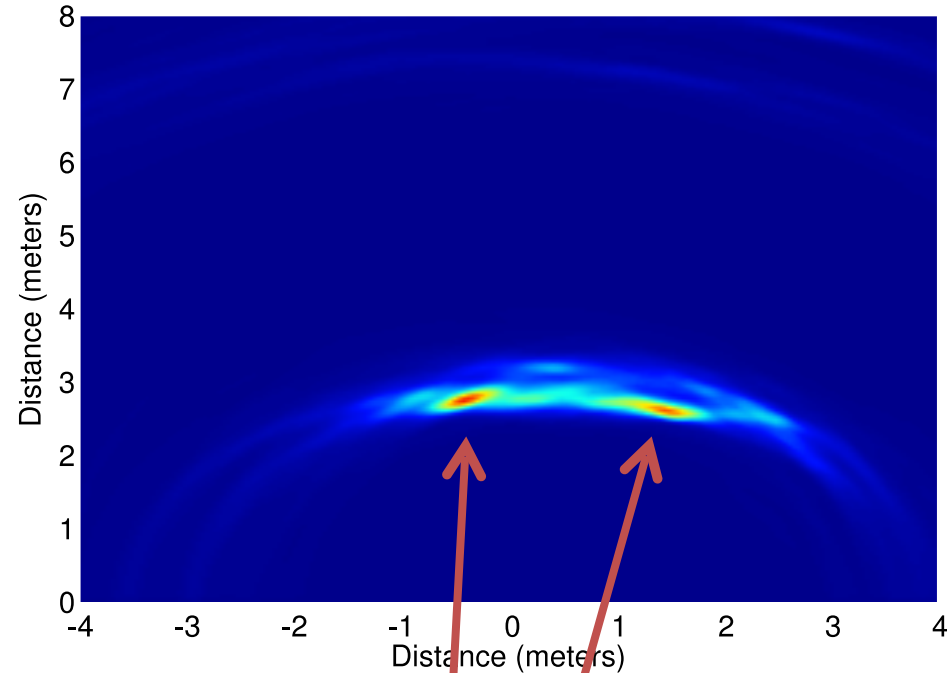
User Still (Breathing)



Cannot localize

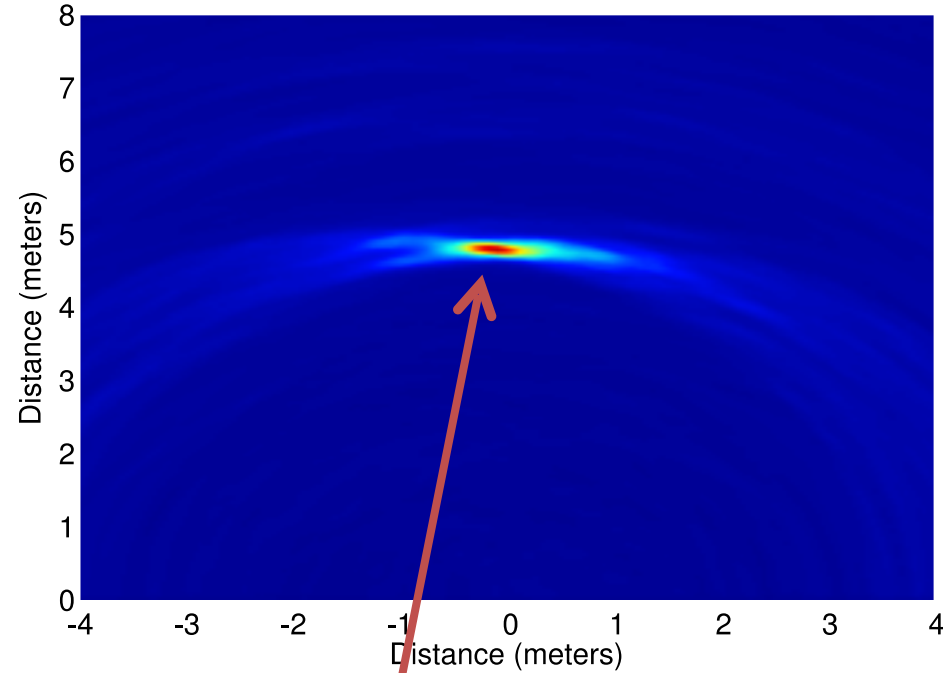
# 3s subtraction window

User walking

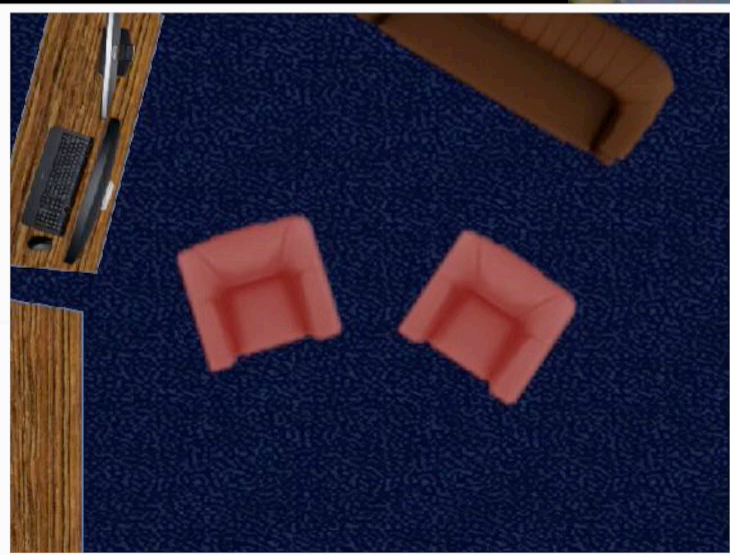


Person appears in two locations

User Still (Breathing)

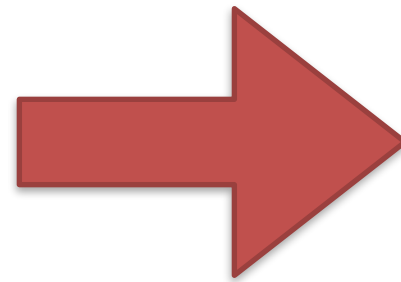
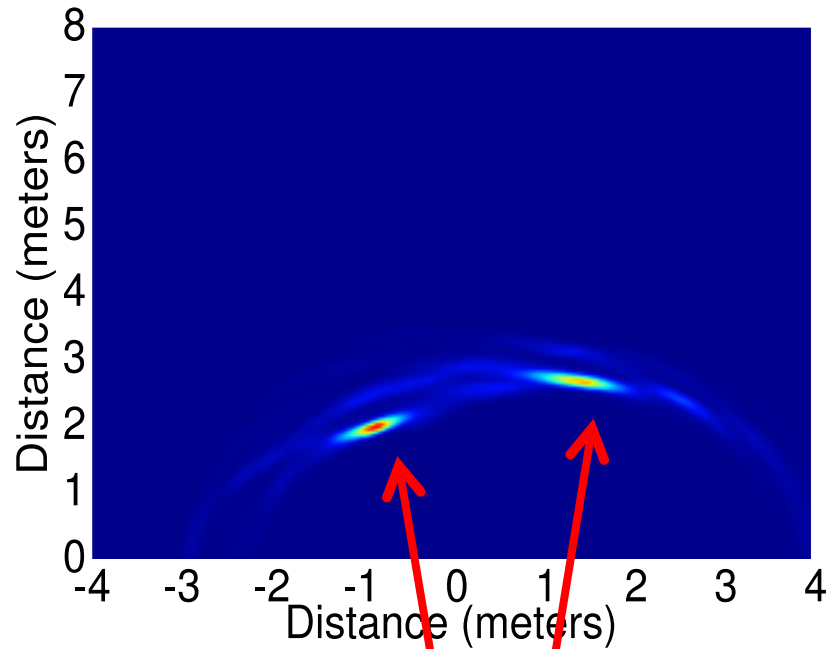


Localize the person

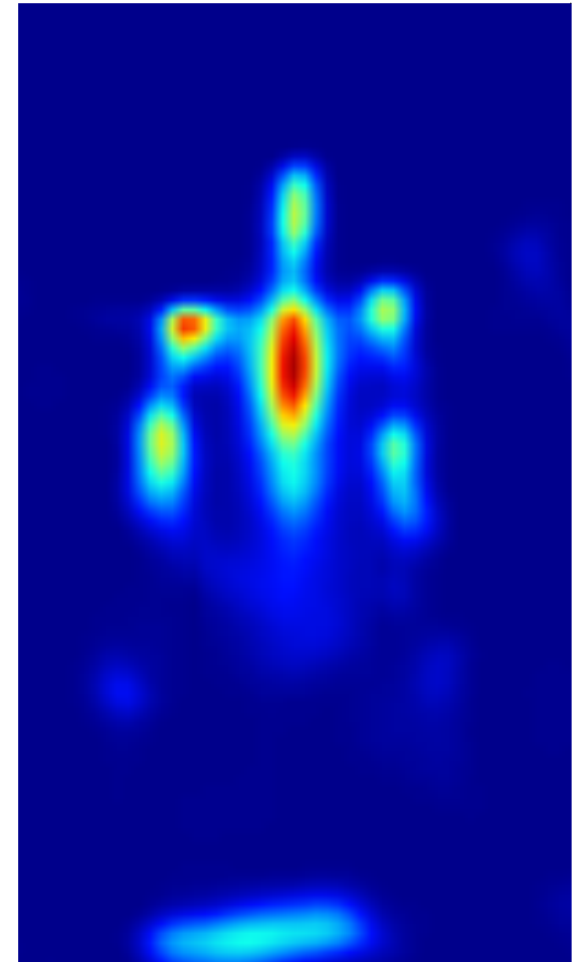


Want a silhouette

People are points



Localize the two users





Who is behind the wall?

How is the person standing?

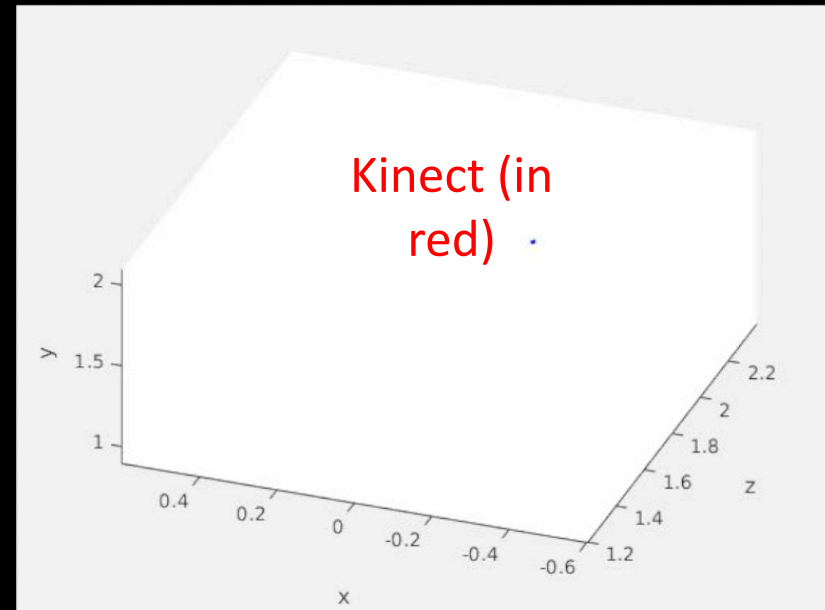


# Writing in the air

Device



Our Tracking Result



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

1. What are the basic principles of wireless sensing? ✓
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4. What are the industry opportunities and societal implications of wireless sensing (today and in the near+far future)? ✓

1- Lab 0 checkoff this week

**TODO:** 2- Lab 1 due on Valentine's day

3- PSet 1 due Feb 28

**Start thinking about  
your projects**