

WIRELESS SYSTEMS FOR ROBOTICS AND IOT APPLICATIONS

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WS@UB

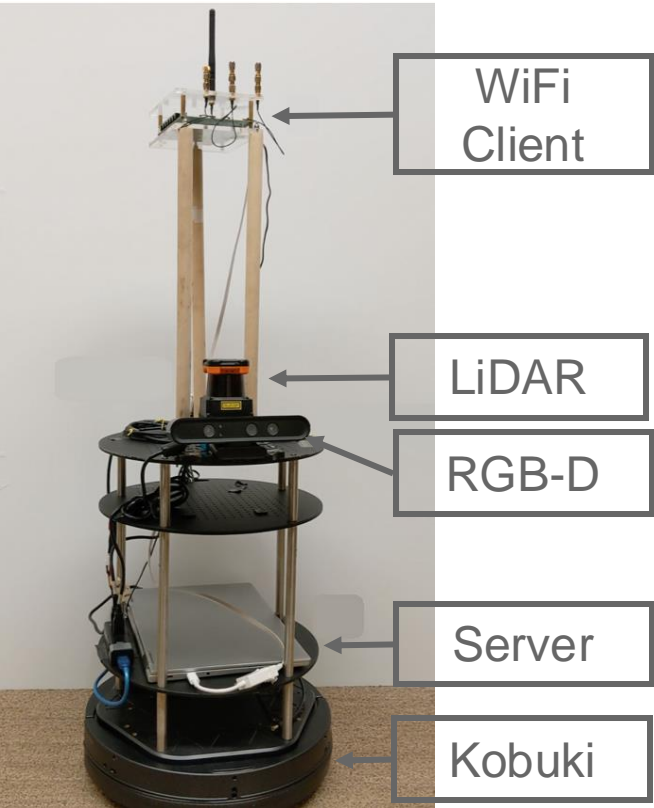
Assistant Professor, CSE, UB

 University at Buffalo
Department of Computer Science
and Engineering
School of Engineering and Applied Sciences

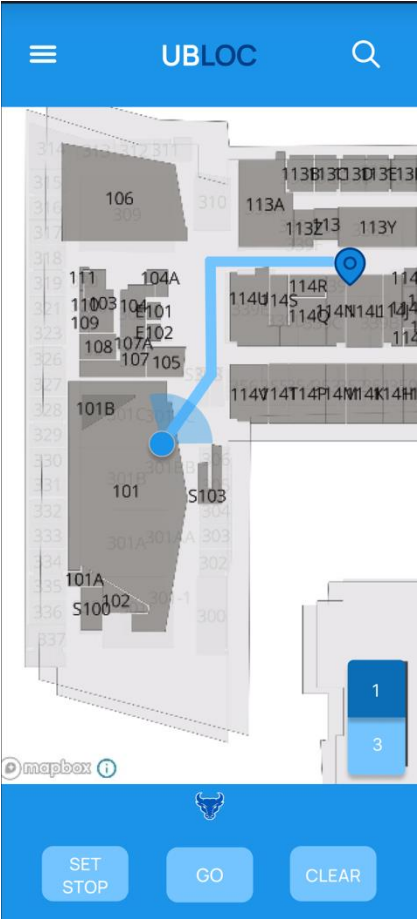


Wireless Systems @ UB

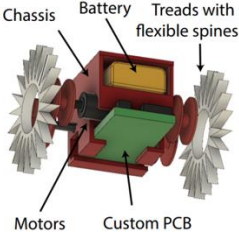
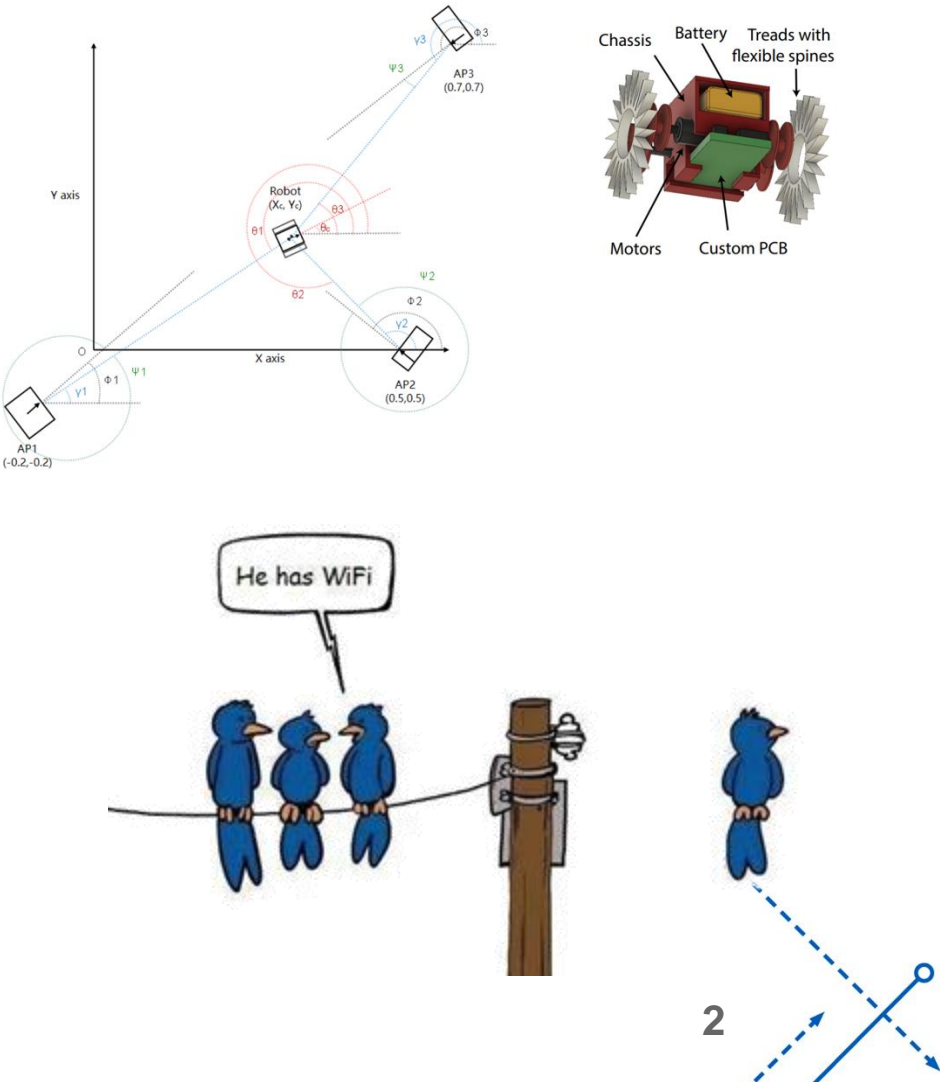
MapFind



WLApp



WiConByte



RF-Sensing for Robotics



Visual Sensors

- High Resolution
- Long Range
- Easily blocked by Obstacles



Acoustic Sensors

- High Resolution
- Short Range
- Robust to a few Obstacles

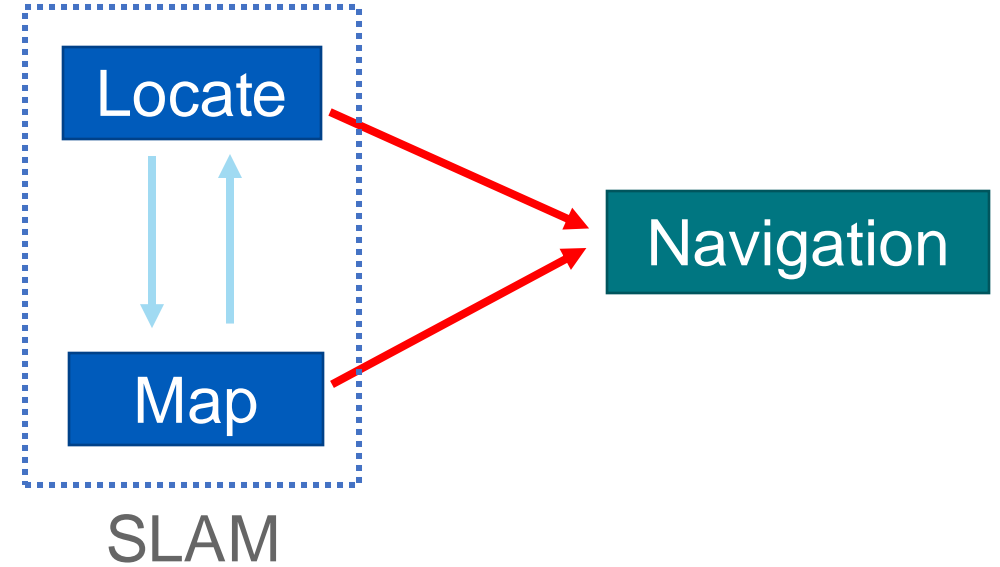
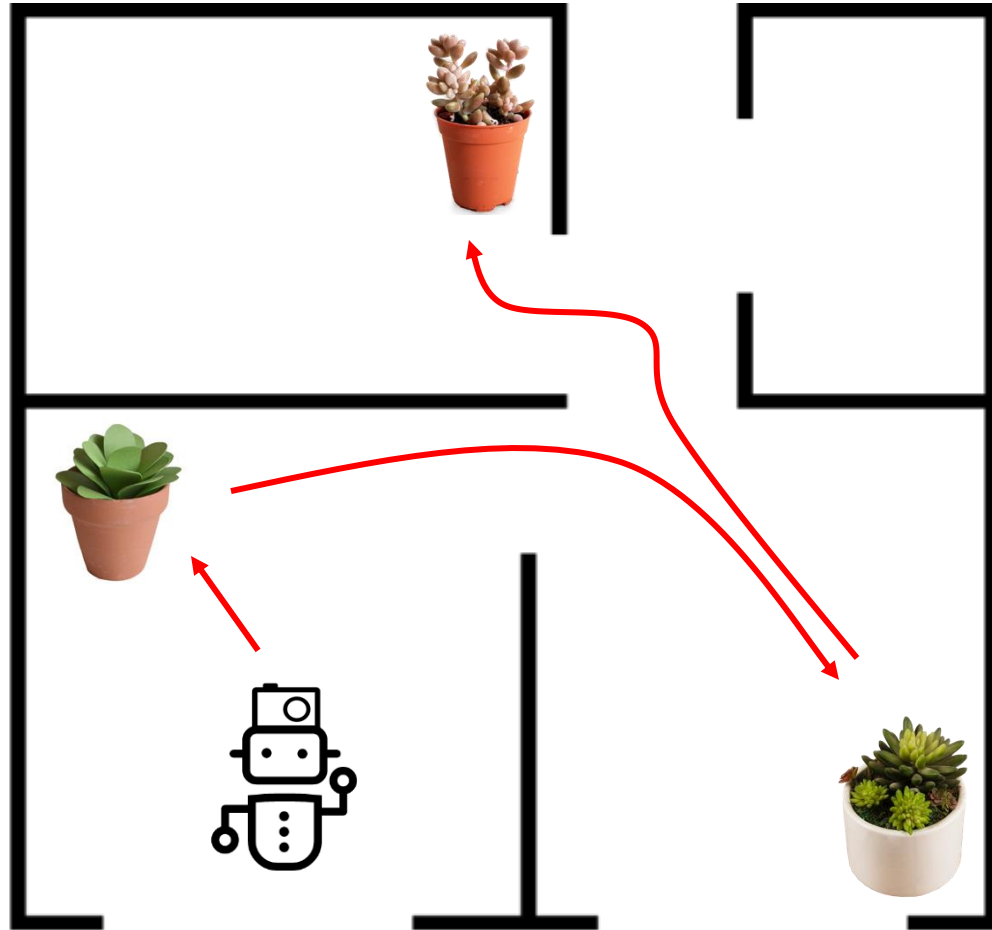


Wireless Sensors

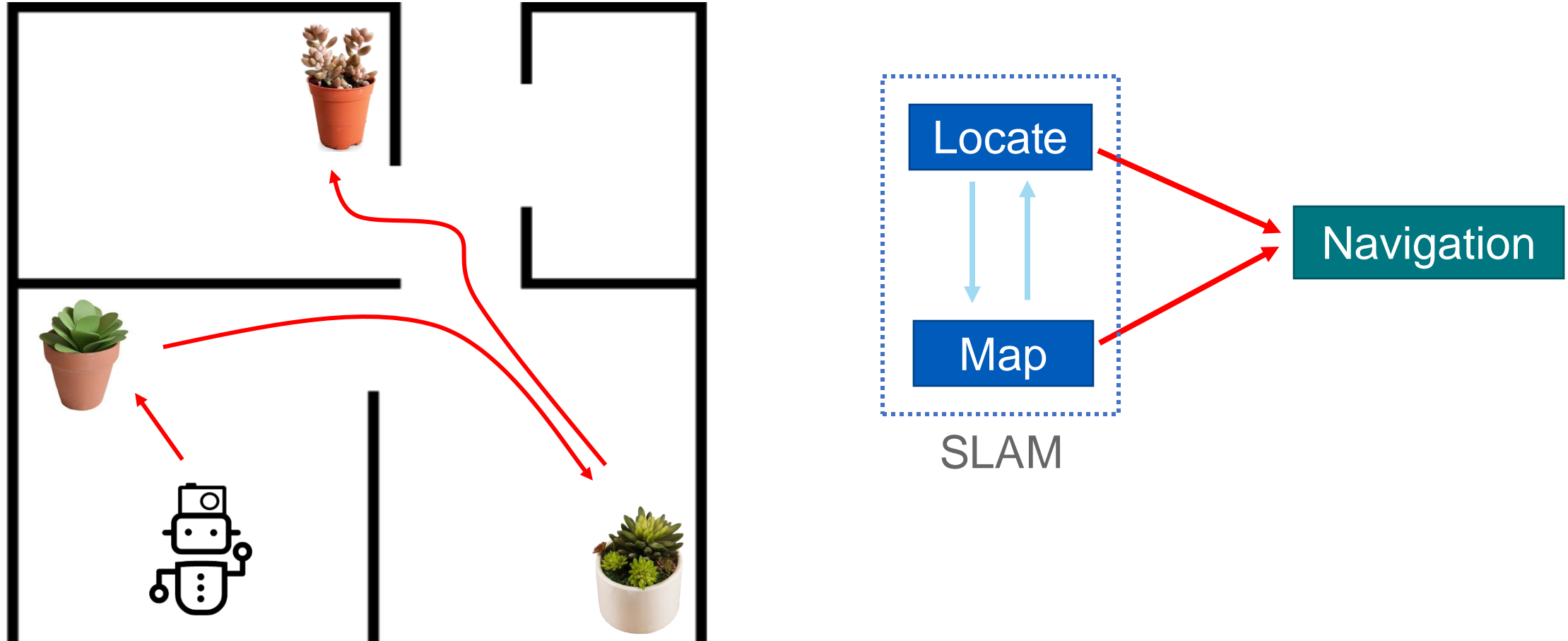
- Poorer Resolution
- Long Range
- Robust to Obstacles

Multi-Modal Sensing

Task: **Autonomously** water all the plants in an **unknown** environment

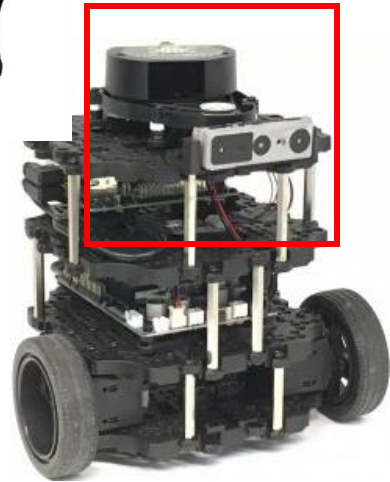


Task: **Autonomously** water all the plants in an **unknown** environment



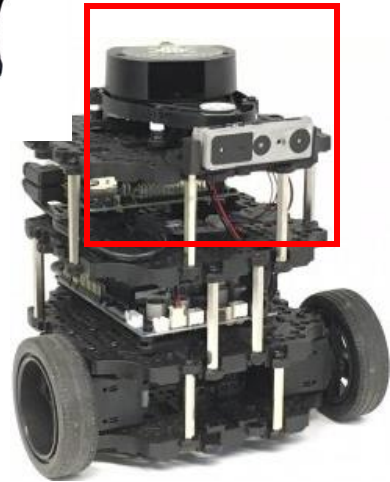
How does the robot localize itself in the environment

Robots use visual landmarks for SLAM and navigation

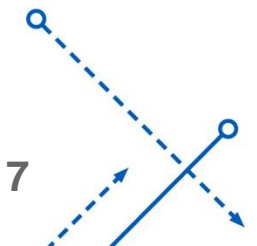


Images: <https://onwardstate.com/2019/10/24/exploring-the-depths-of-the-mueller-althouse-tunnel/>;
<http://cogrob.ensta-paris.fr/loopclosure.html>

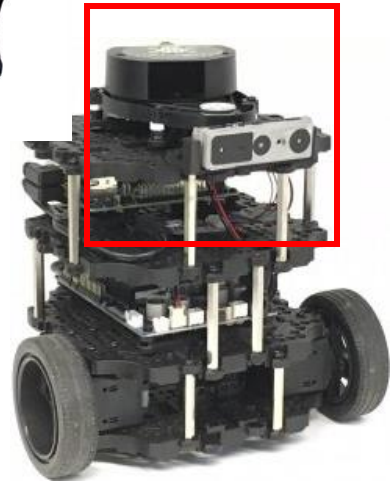
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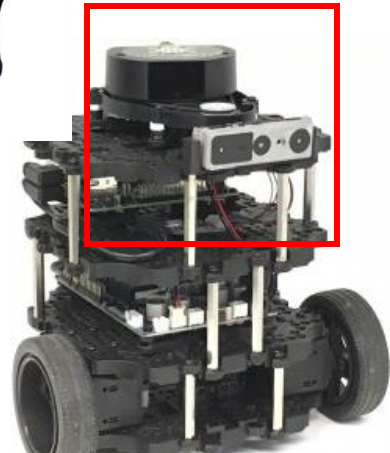
Robots use visual landmarks for SLAM and navigation



No strong visual landmarks to correct for robot drift

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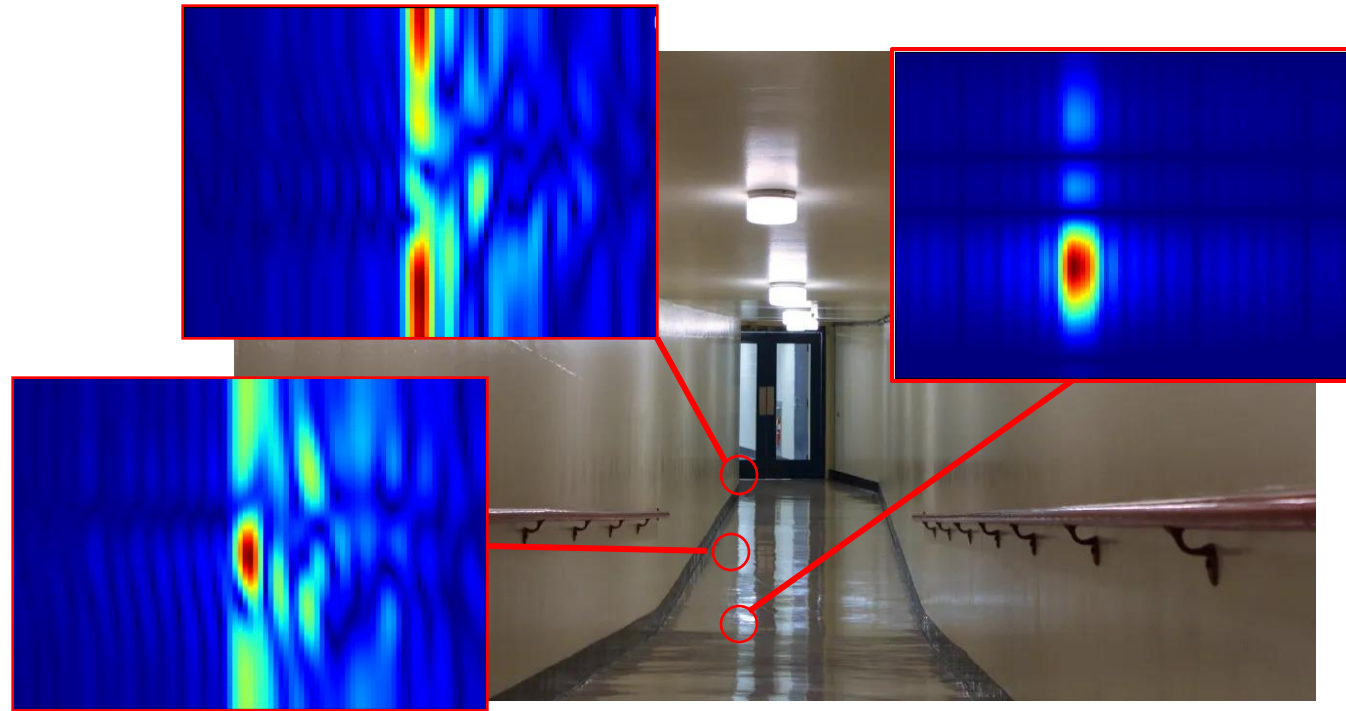
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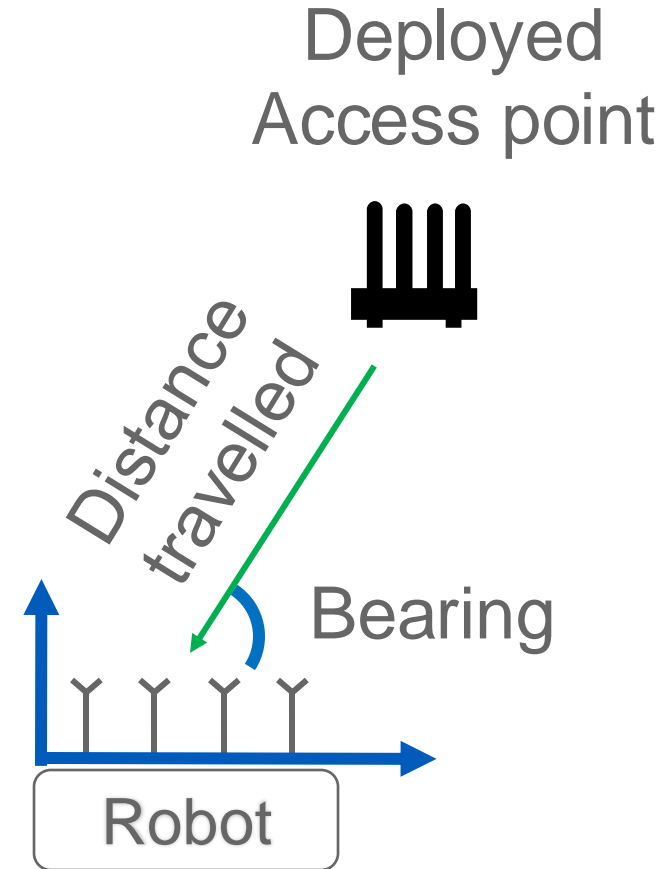
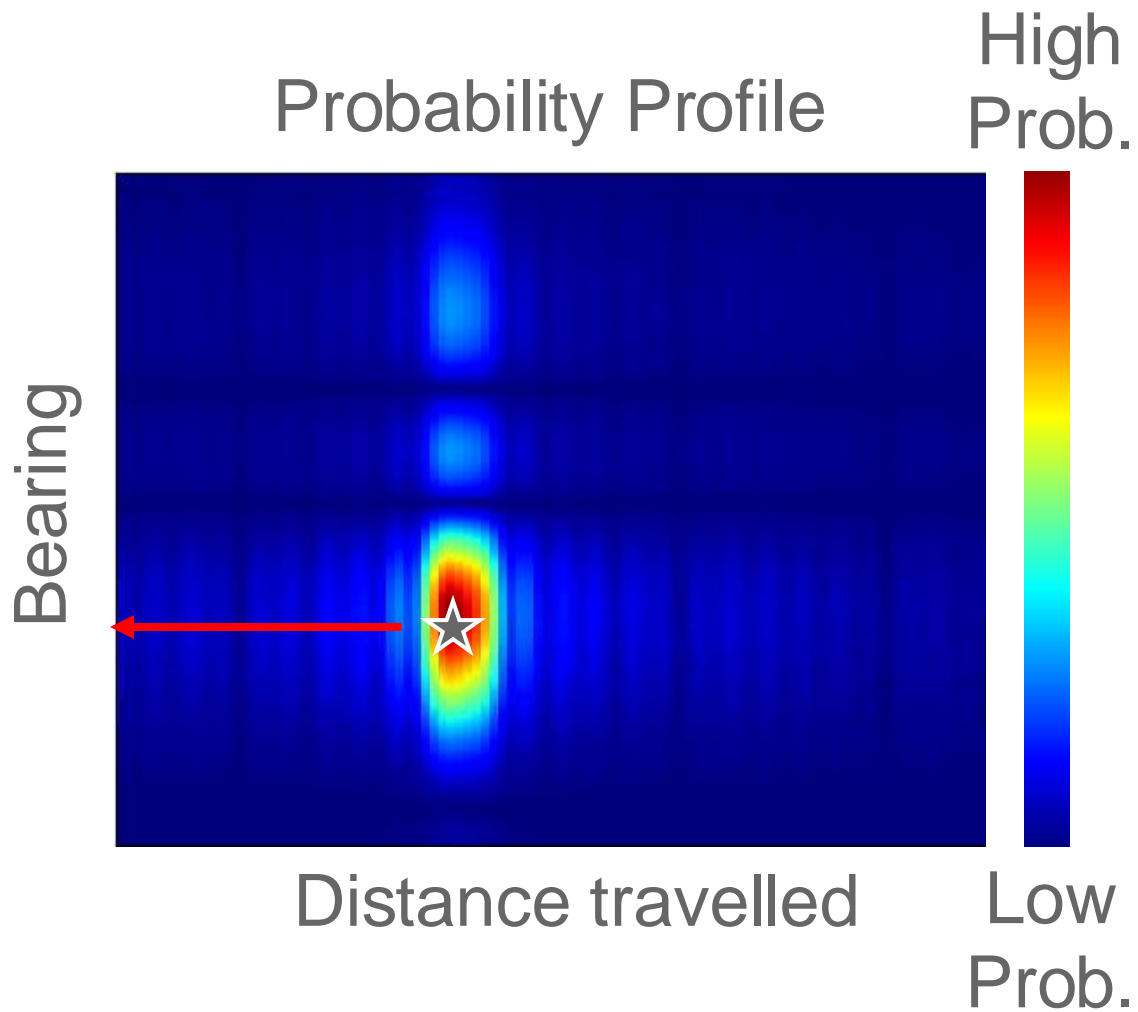
Need a sensor providing **diverse landmarks in monotonous environment**

“WiFi-images” provide identifiable landmarks in the environment



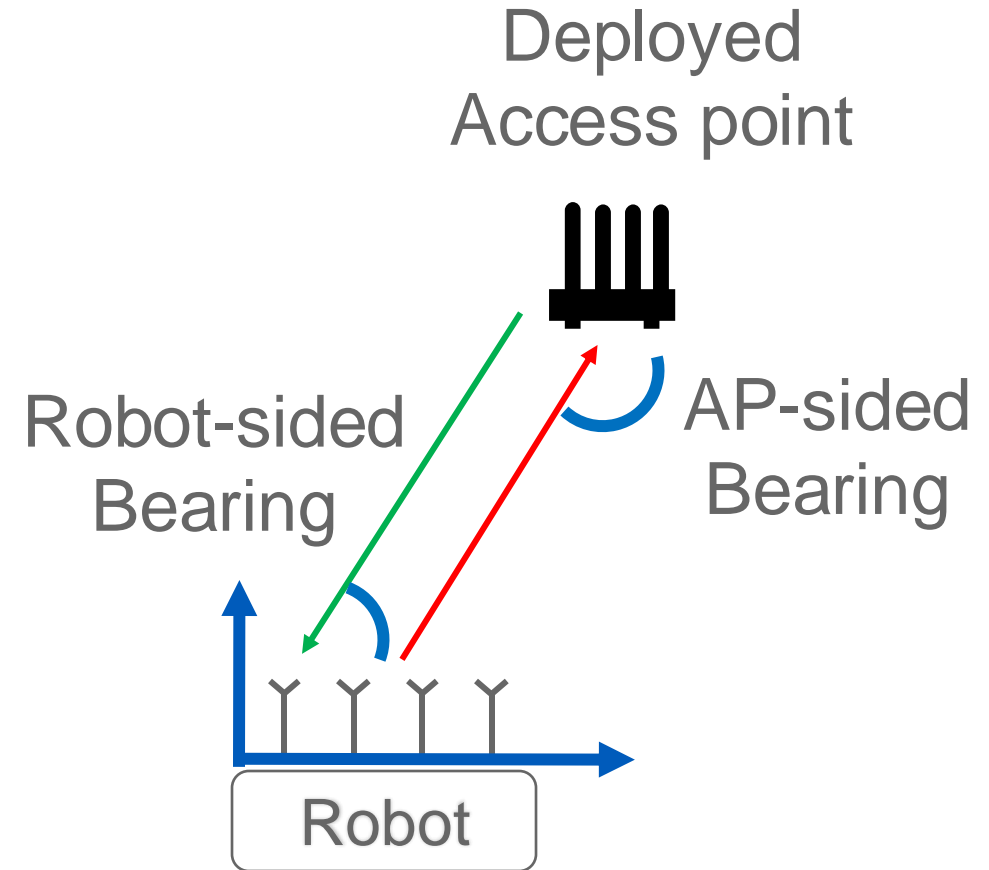
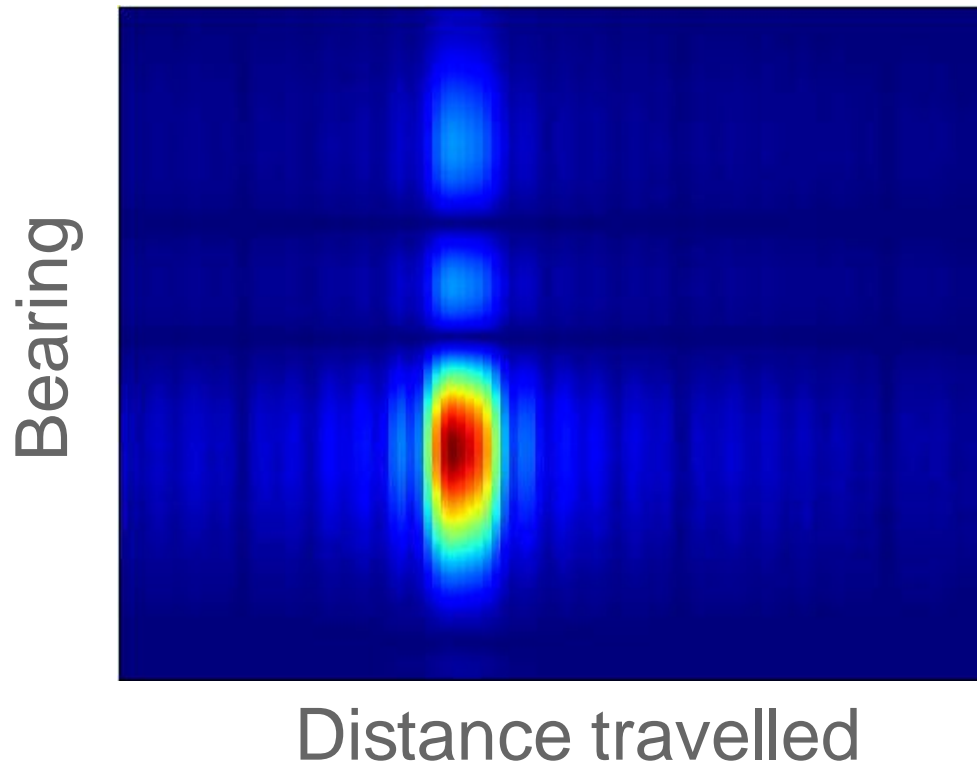
“WiFi-images” provide diversity even in monotonous environments

WiFi images are probability profiles encoding the angle of arrival of the signal



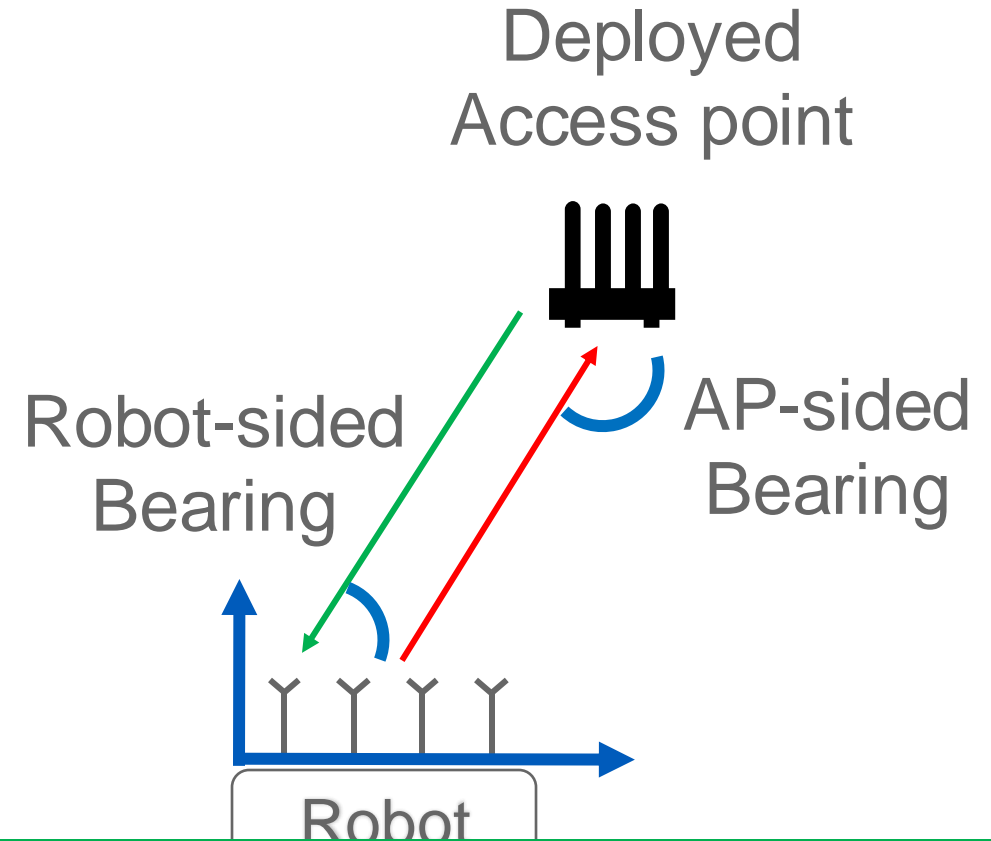
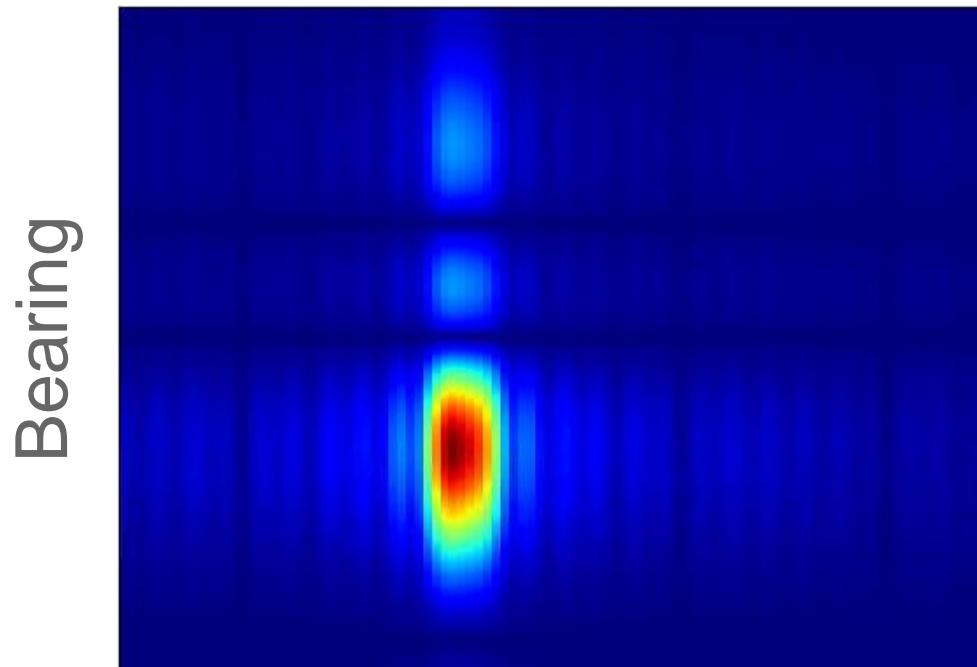
Via two-way packet exchange, bearings are measured on both ends

Probability Profile



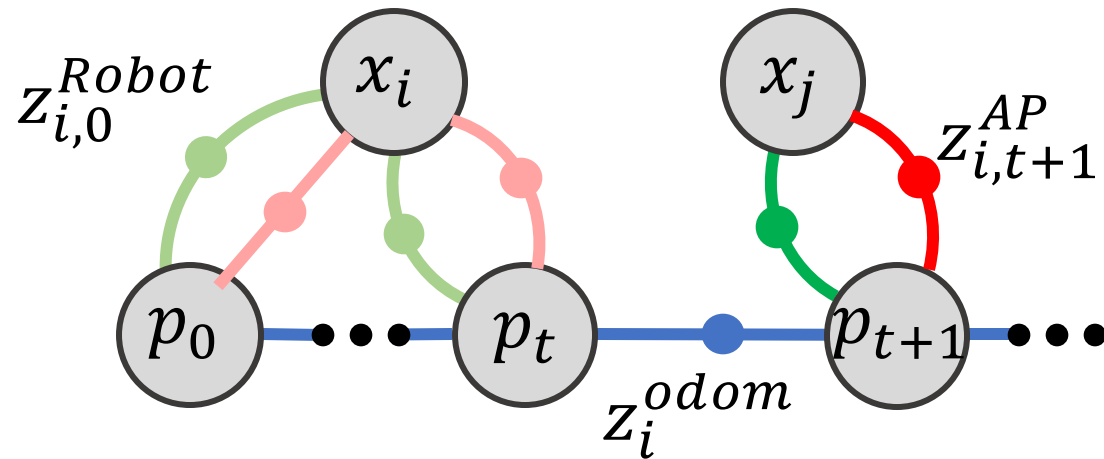
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Probability Profile

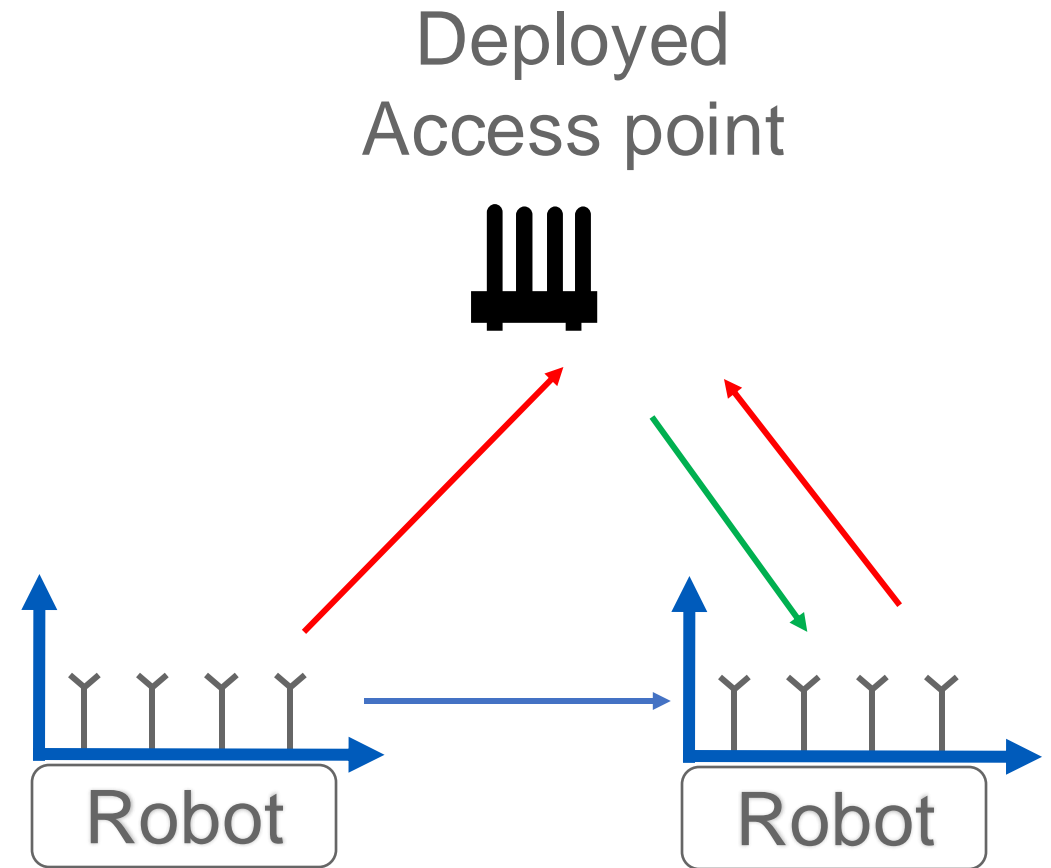


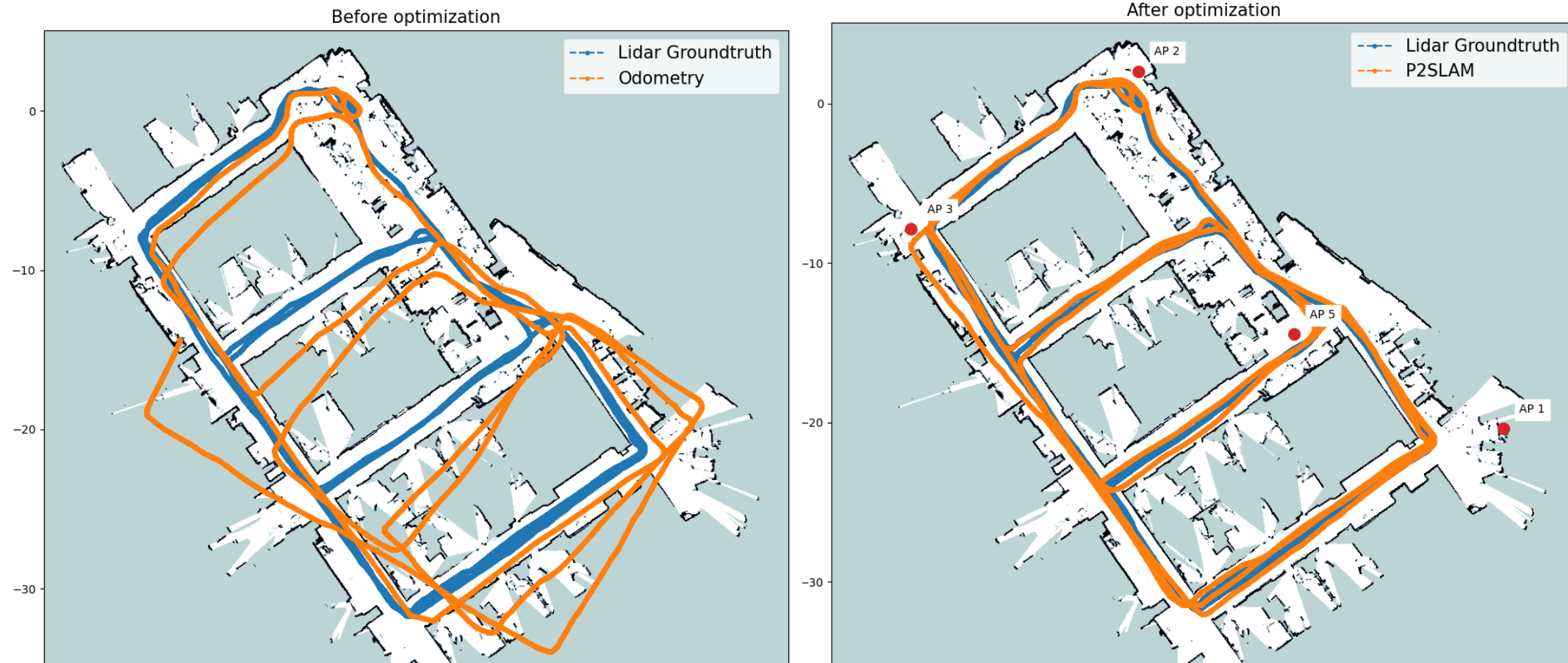
P2SLAM takes advantage of two-way bearings from ping and pong packets

Integrating two-sided bearing measurements within GTSAM's backend



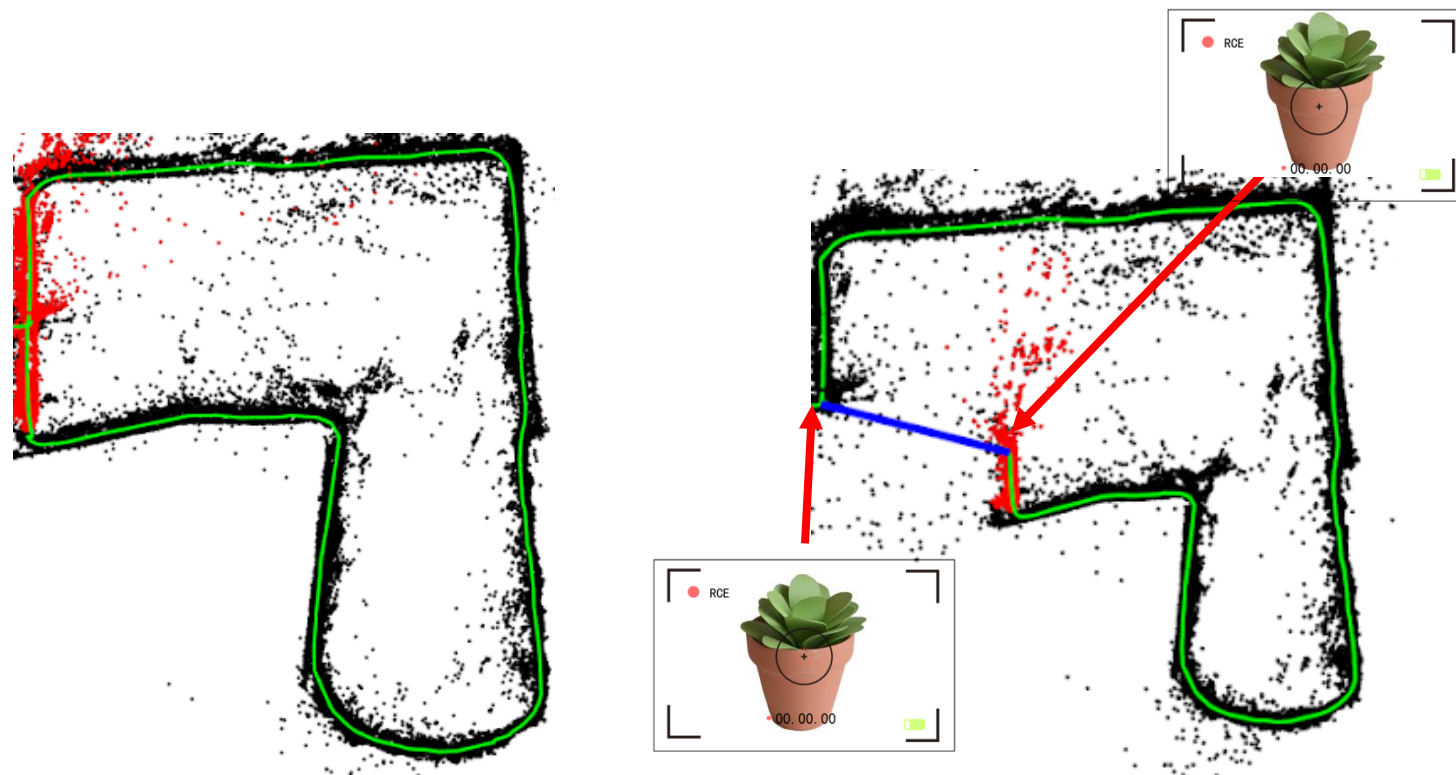
p_t = Robot Positions and orientations at time t
 x_i = Access point position and orientation





On-par with the state-of-the-art Visual SLAM

Building consistent maps is memory and compute intensive



Image

Mur-Artal, R., Montiel, J. M. M., & Tardos, J. D. (2015). ORB-SLAM: a versatile and accurate monocular SLAM system. *IEEE Transactions on Robotics*, 31(5), 1147-1163
www.adequatetravel.com/blog/wp-content/uploads/2018/12/Colosseum-The-Most-Visited-Building-in-Rome.jpg

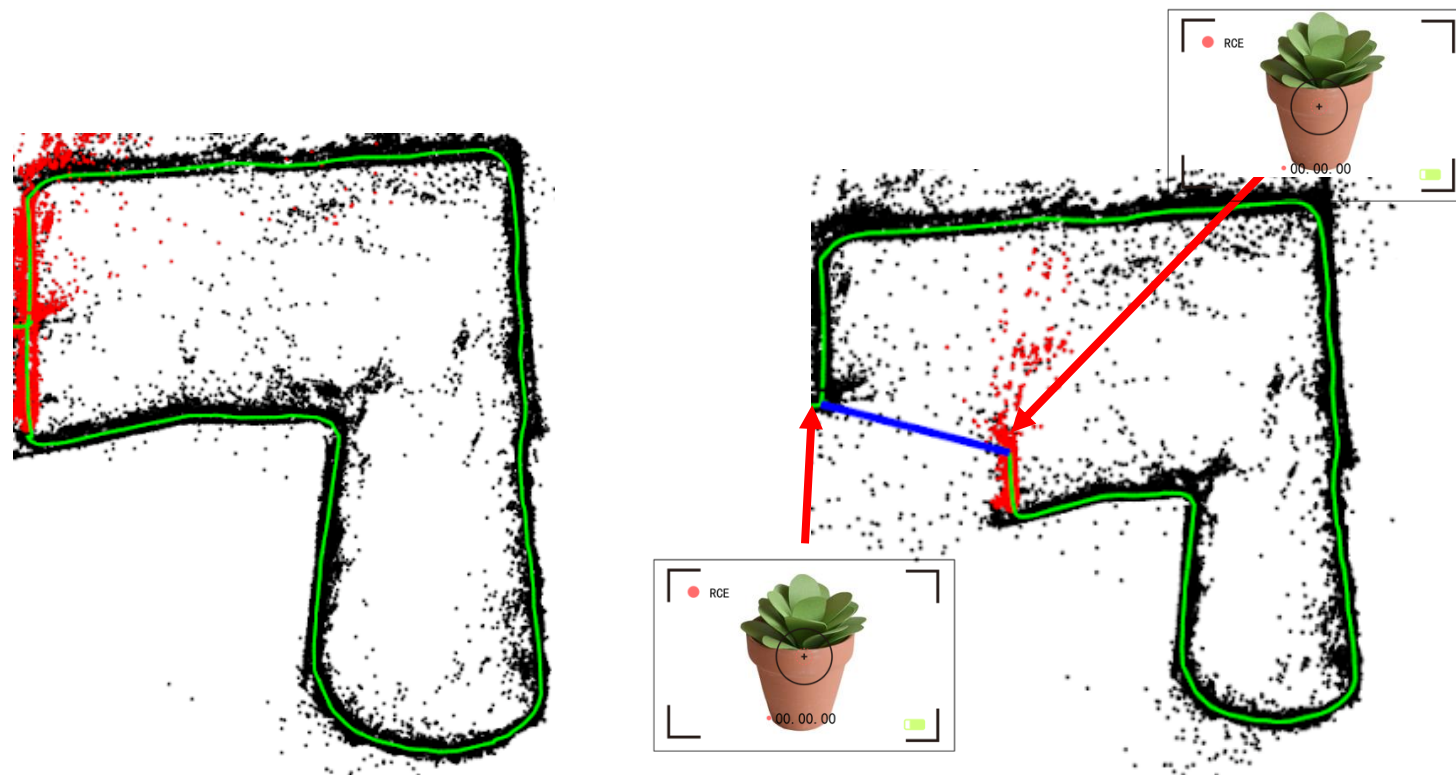
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Building consistent maps is memory and compute intensive



To **find** this loop closure match, **all** the previous observed landmarks need to be compared

Applying loop closures need **large** corrections to the trajectory and map

Image

Mur-Artal, R., Montiel, J. M. M., & Tardos, J. D. (2015). ORB-SLAM: a versatile and accurate monocular SLAM system. *IEEE Transactions on Robotics*, 31(5), 1147-1163
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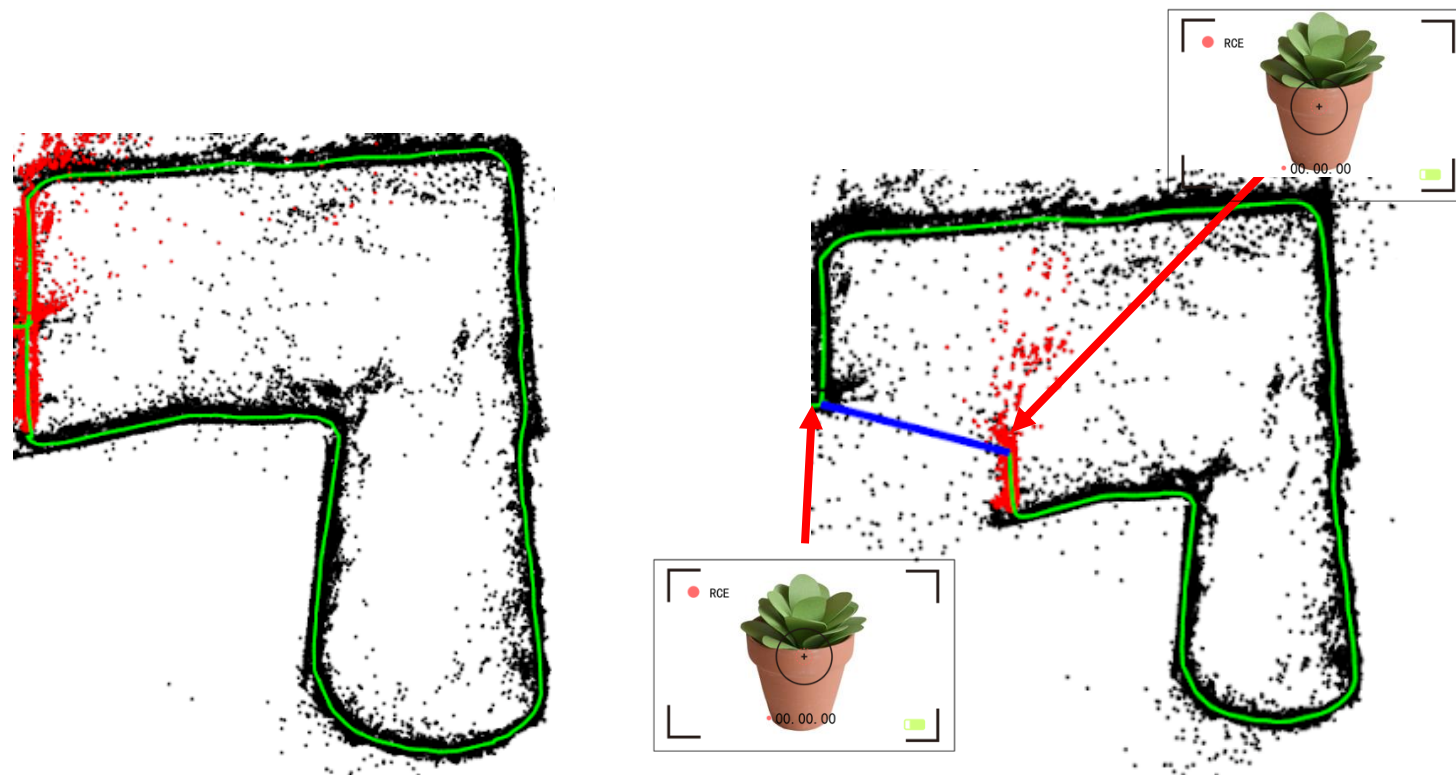
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Building **consistent** maps is memory and compute intensive



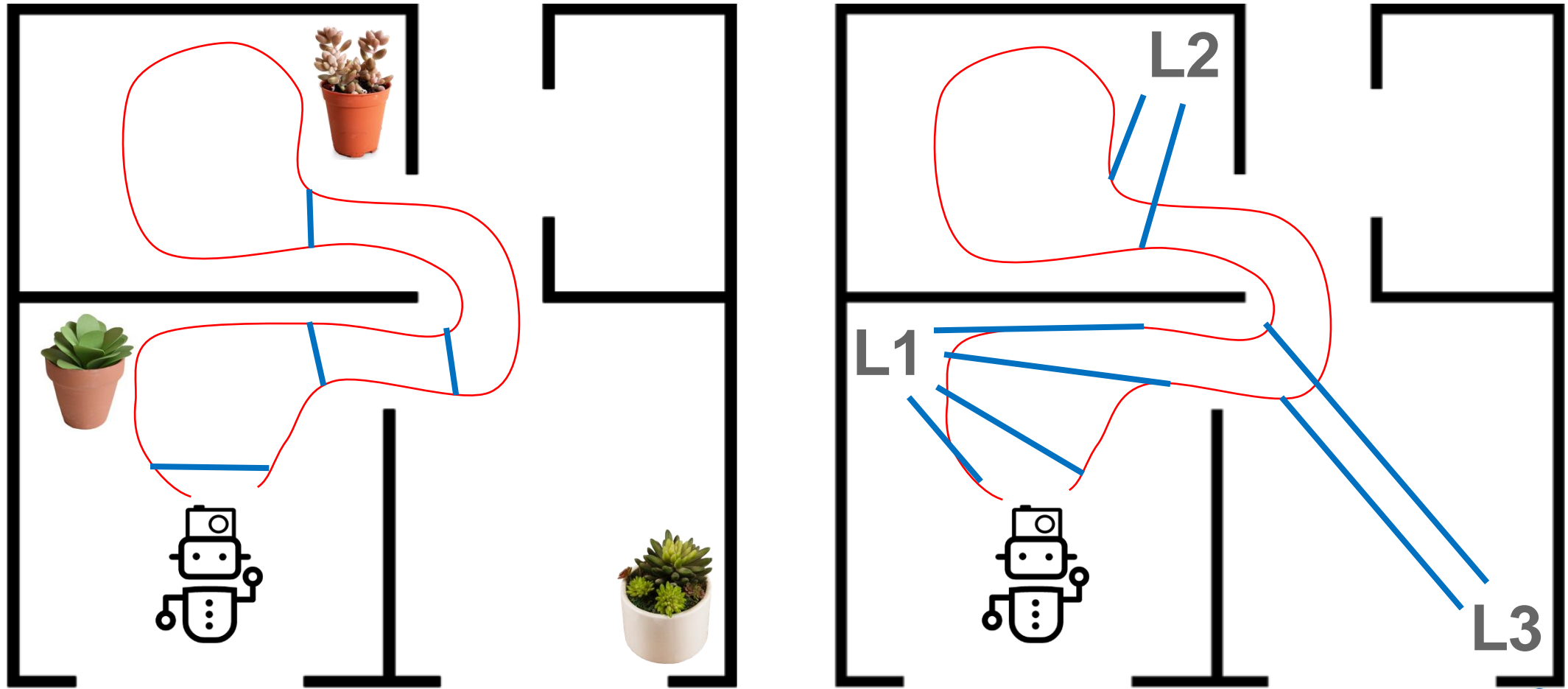
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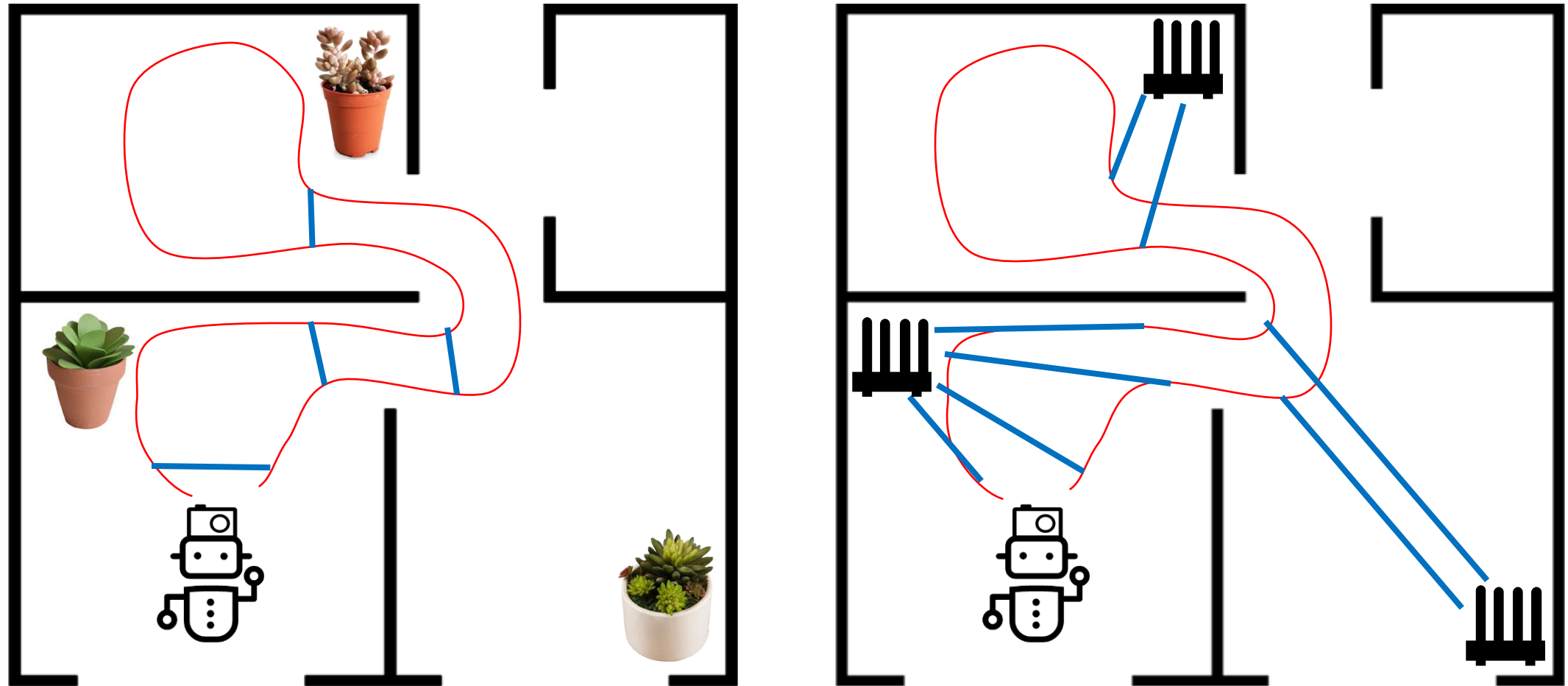
Loop closures are a necessary evil in a visual SLAM system



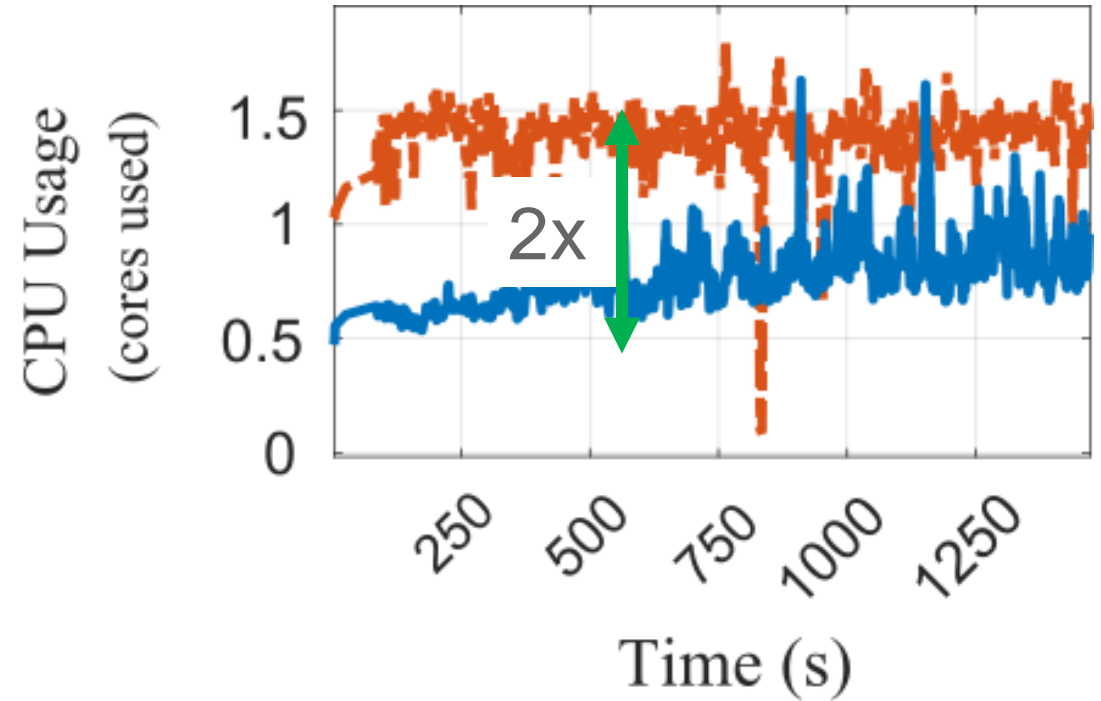
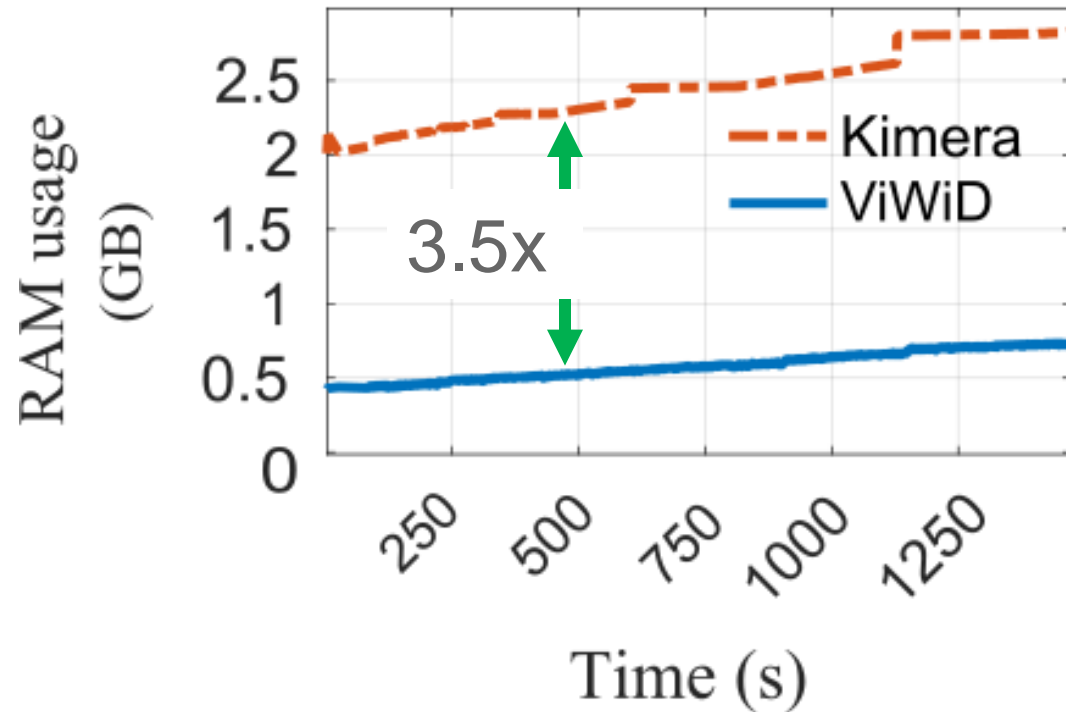
Loop closures detections avoided if landmarks can uniquely identify themselves



Loop closures detections avoided if landmarks can uniquely identify themselves

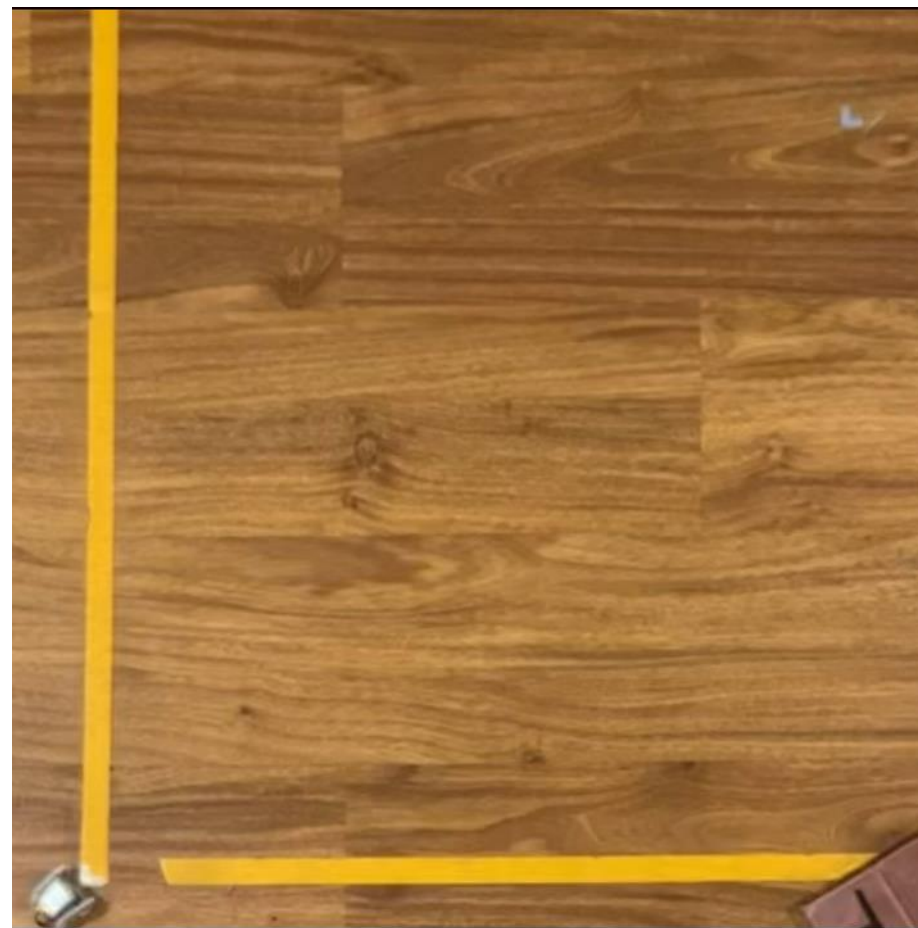
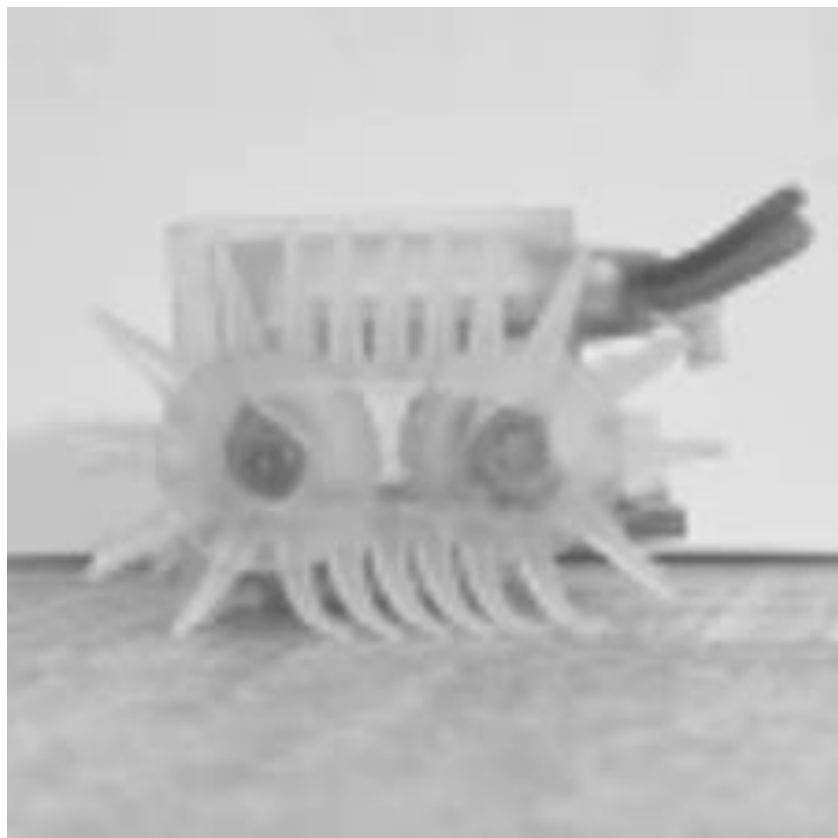


ViWiD – Wi-Fi integrated into Visual SLAM



Wi-Fi makes SLAM efficient

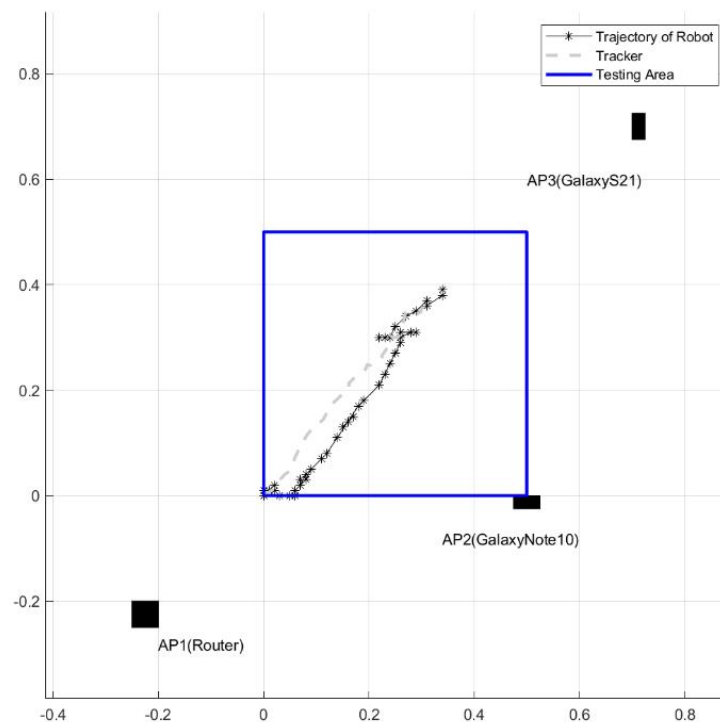
Wi-Fi based Navigation for Tiny Robots



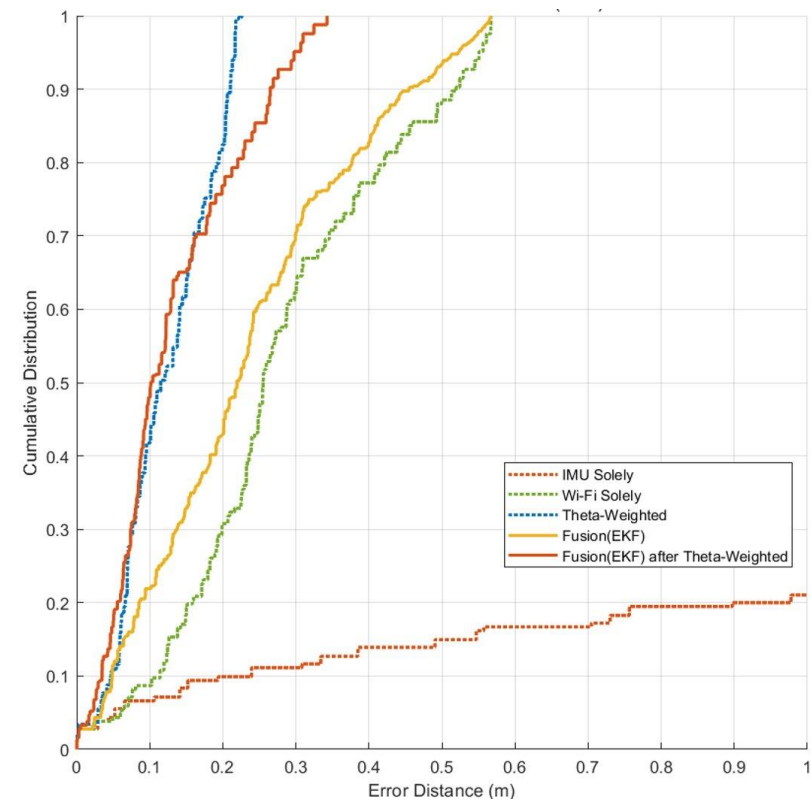
Wi-Fi based Navigation for Tiny Robots



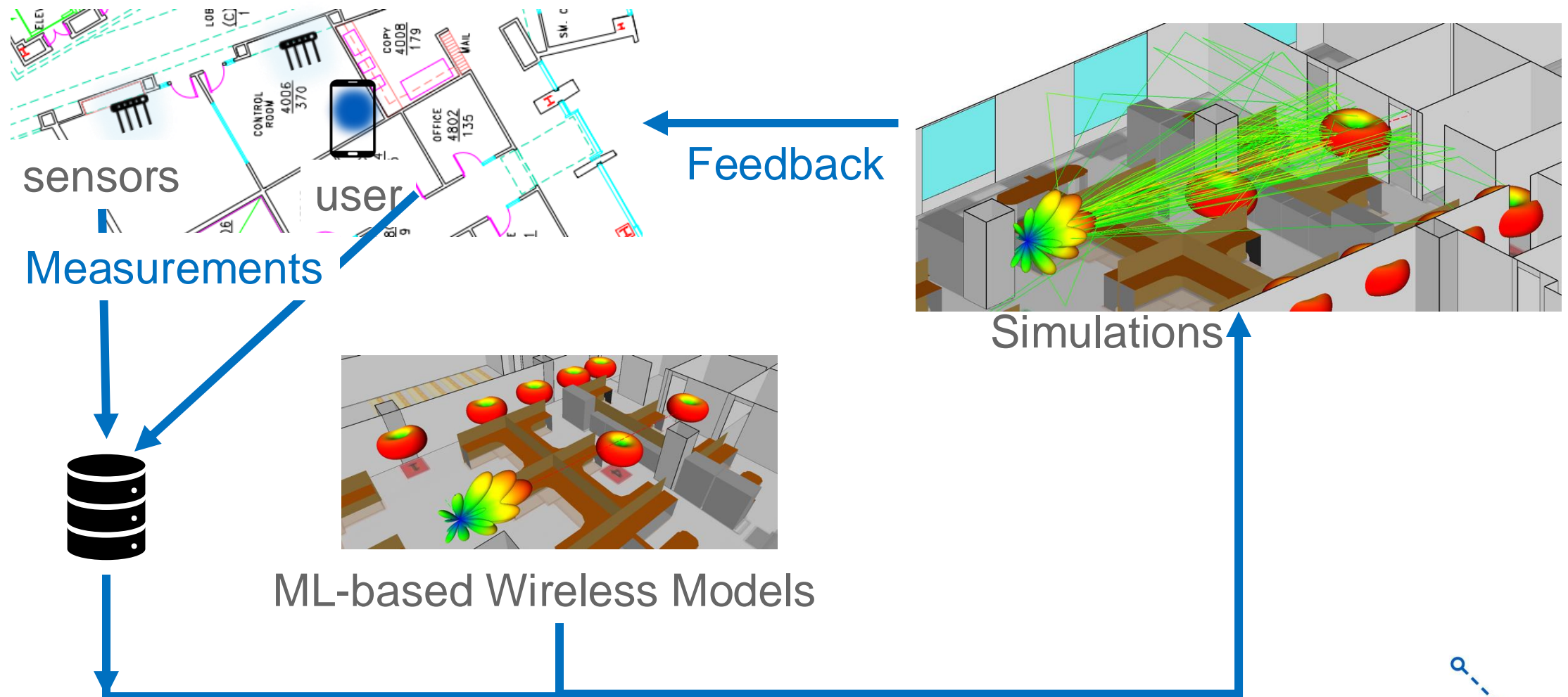
(a) Real Trajectory



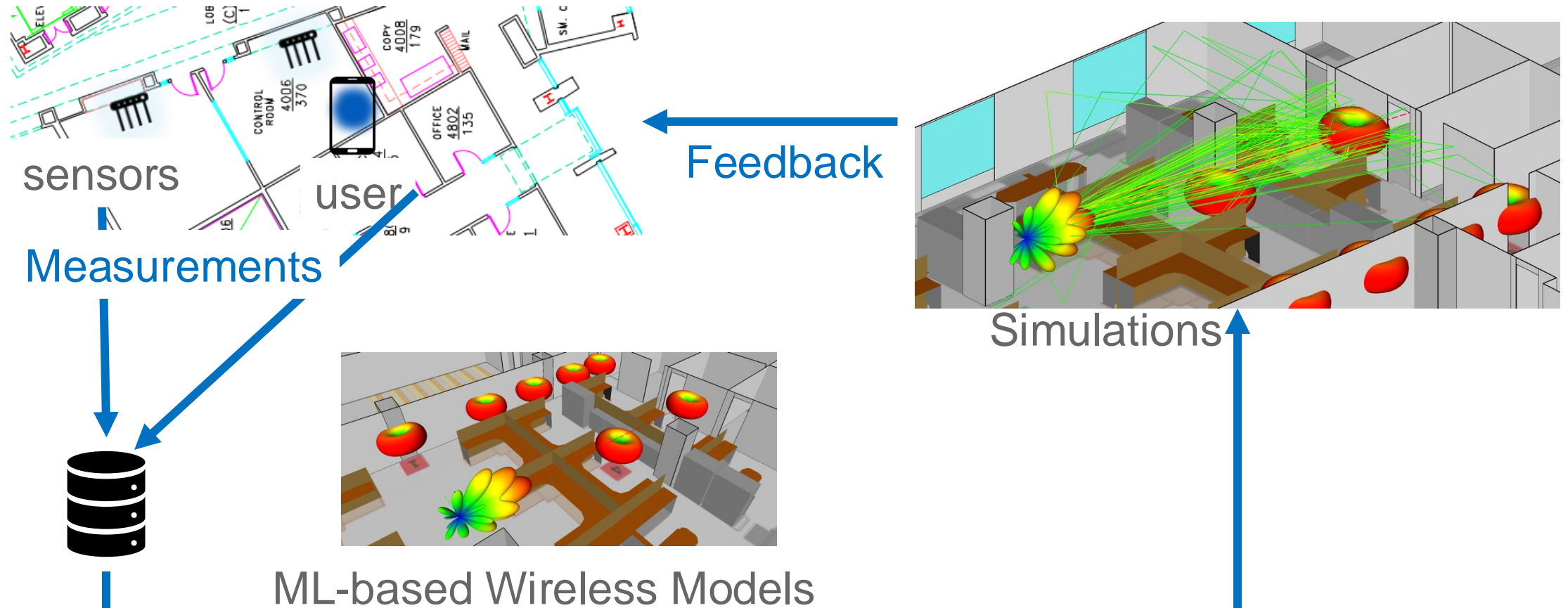
(b) Localization result



Physics based ML Simulators for Wireless Sensors



Physics based ML Simulators for Wireless Sensors



Needs real-time map updates and Environment Updates

Real-time and Autonomous Map updates for Dynamic Environments

Dynamic environments like a vast construction sites need updated maps in real-time.

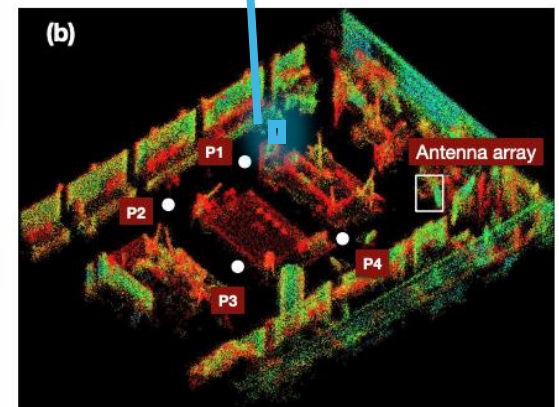
How can we *automate* these in *real-time* mapping updates using everyday Wi-Fi signals?



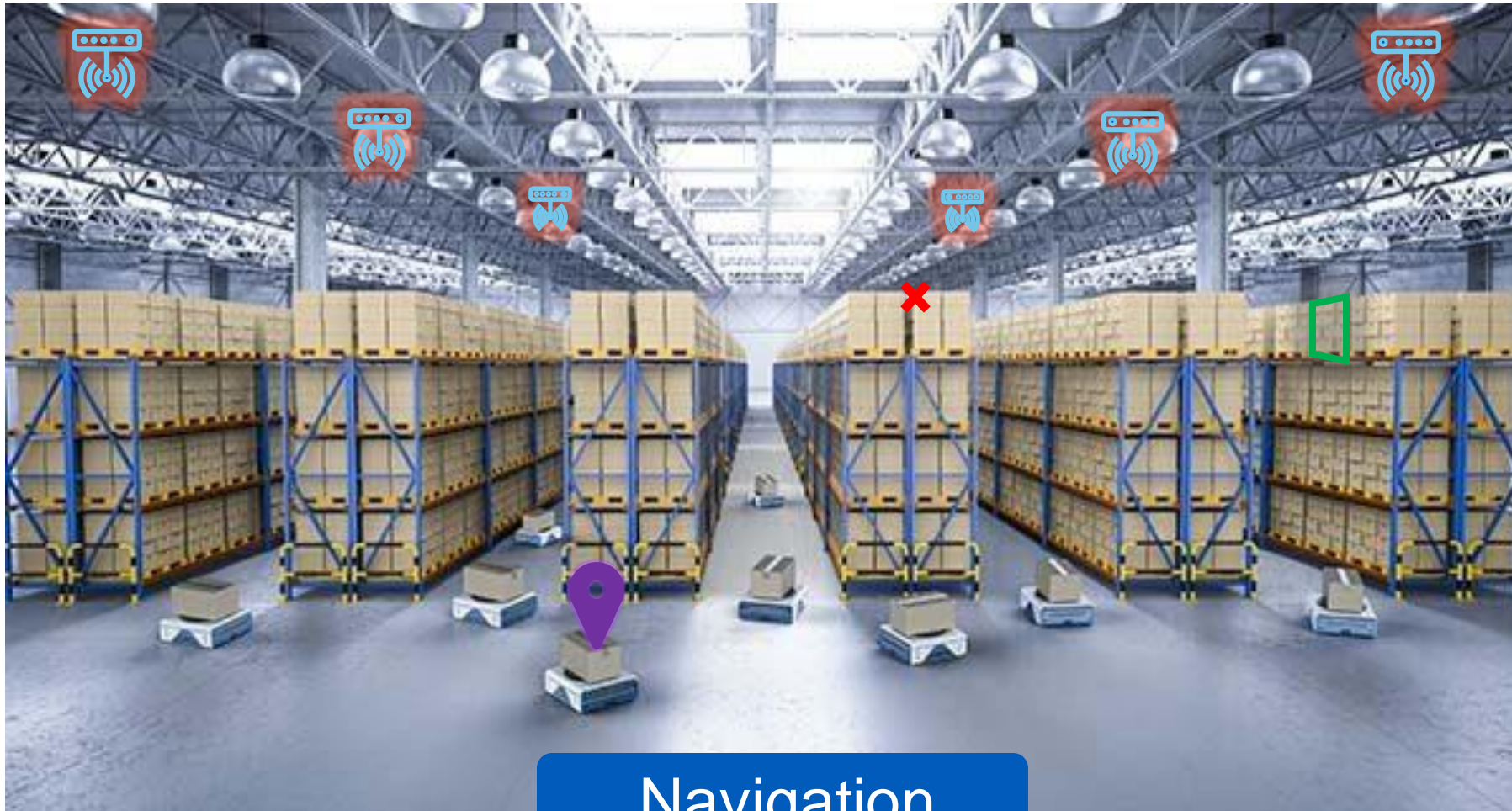
Using mmWave Radars for Perception



RGB/CMY: color
D: depth
 ϵ_r : relative permittivity
 Γ_r : reflection co-efficient



RF-Sensing for Localization and Navigation



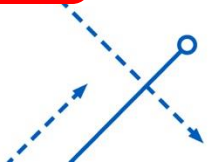
Navigation

Accurate and Reliable Location Deterrents



Navigation

Multipath and Non Line of Sight



Two Decades of RF based localization

MonoLoco
MobiSys'18

Chronos
NSDI'16

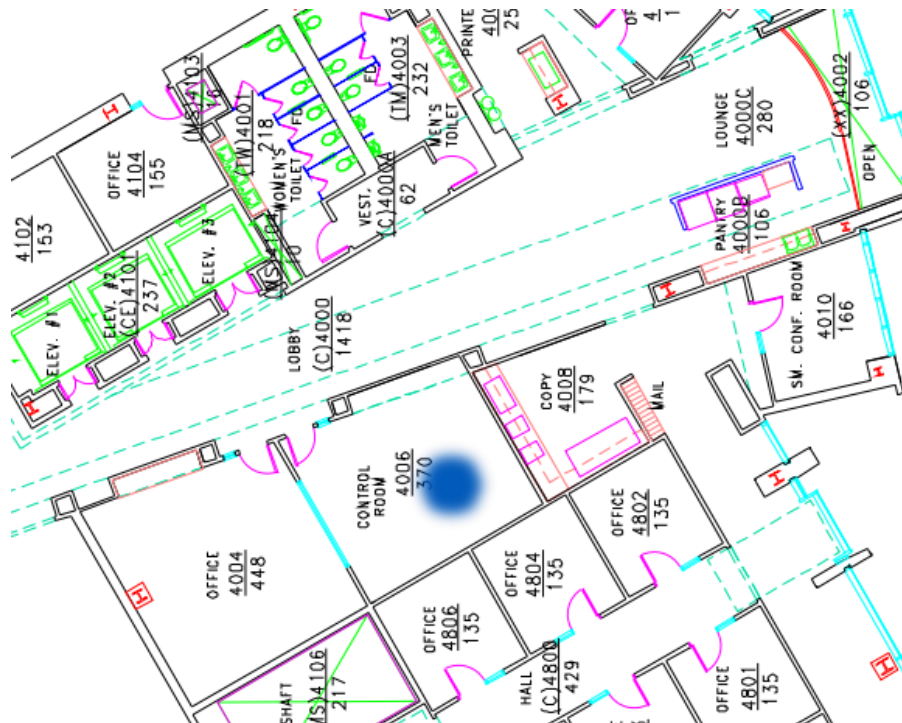
ToneTrack
Mobicom'15

SpotFi
Sigcomm'15

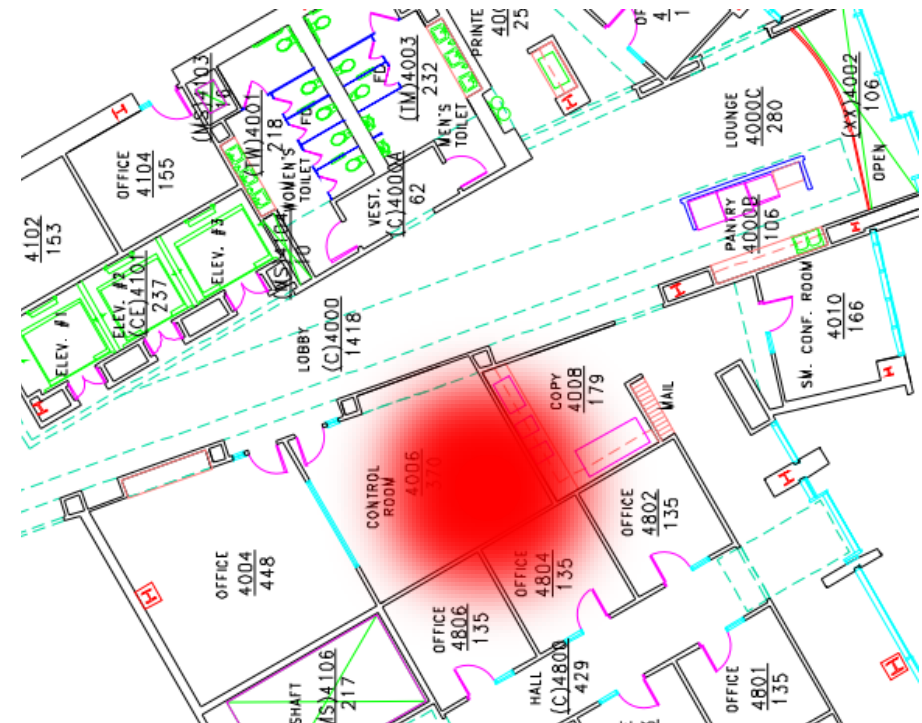
ArrayTrack
NSDI'13

EZ
Mobicom'10

RADAR
Infocom'00

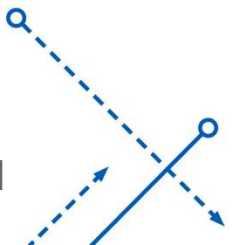
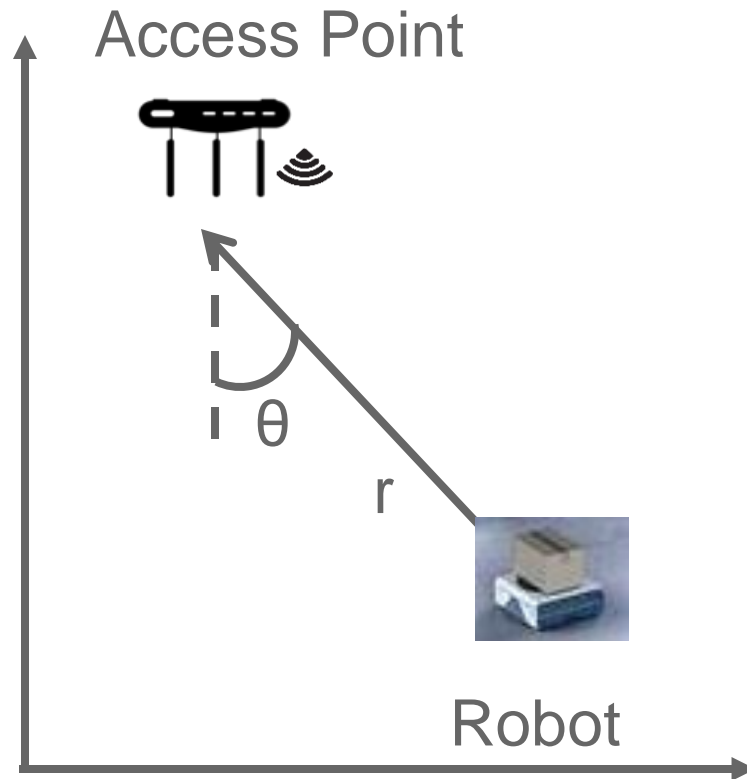


Median: few decimeters

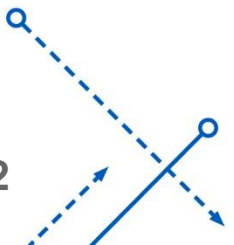
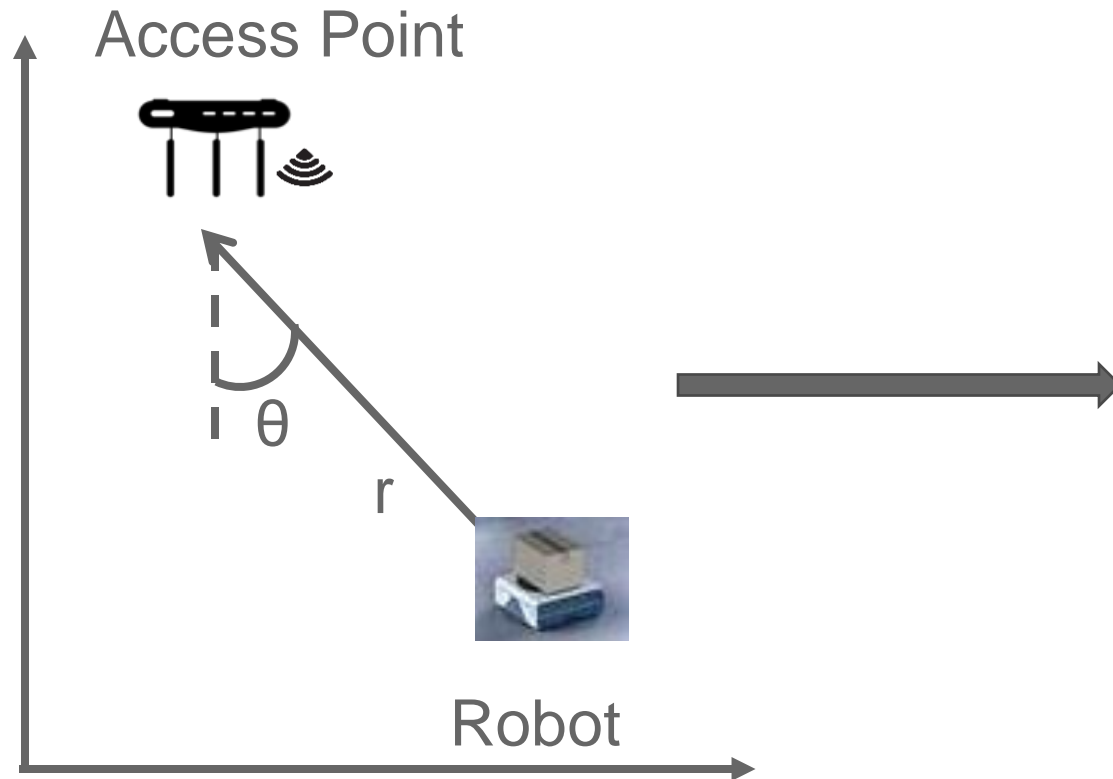


>10% of cases: few meters

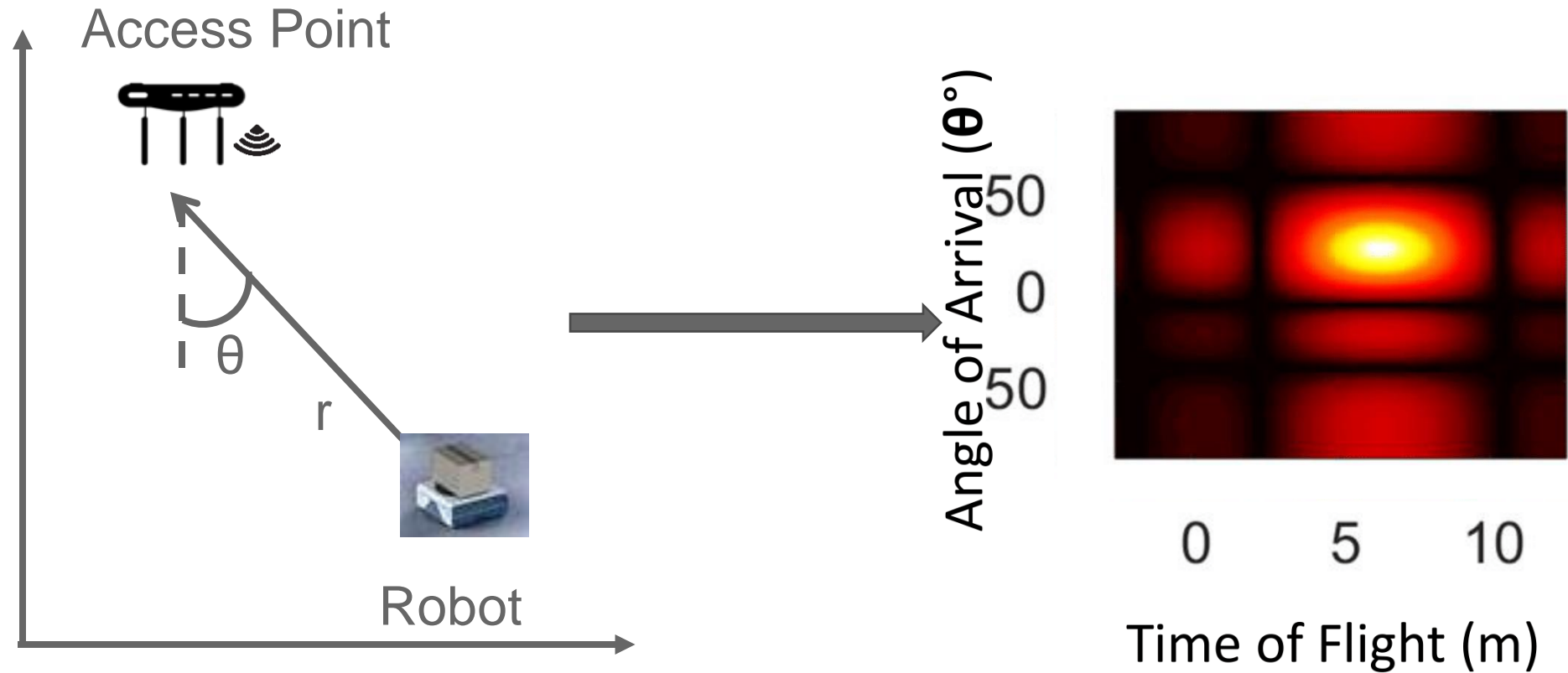
Input Representation: AoA-ToF images



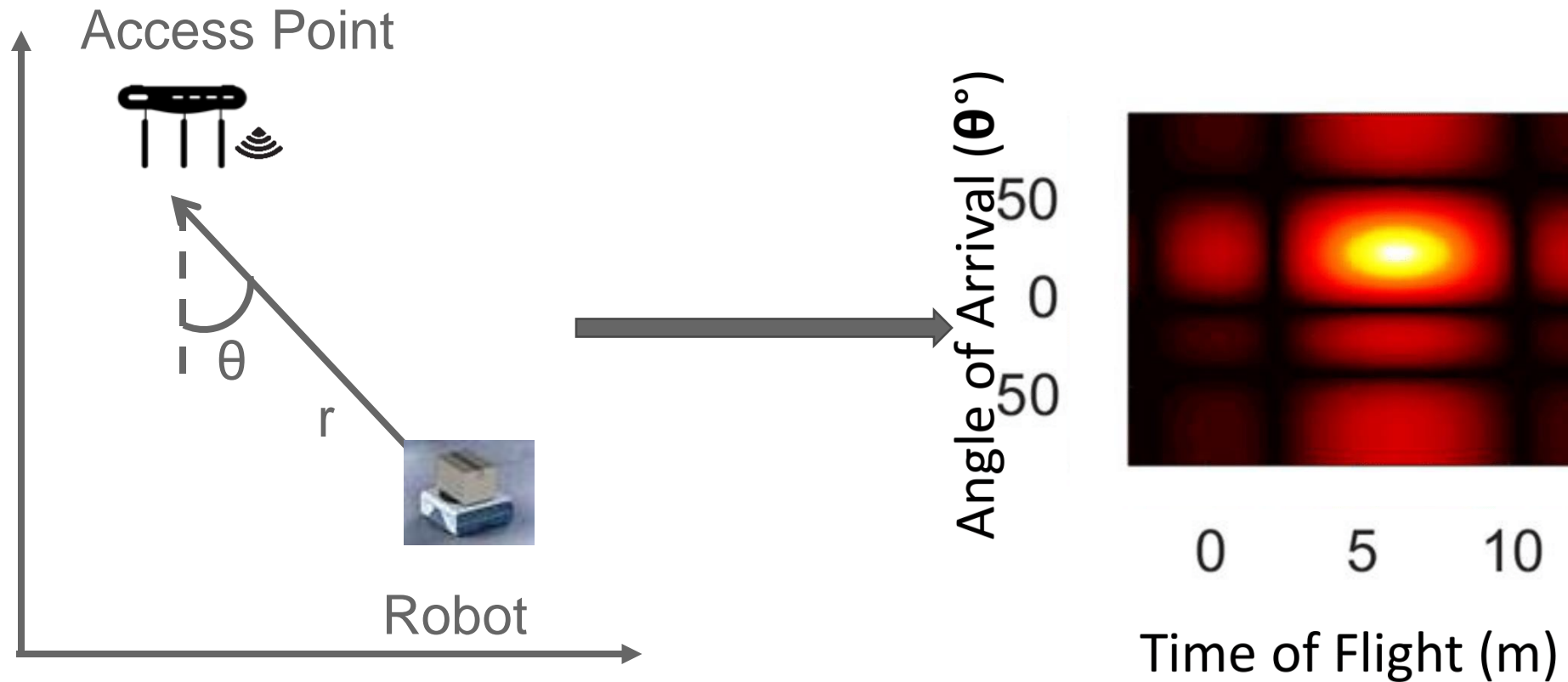
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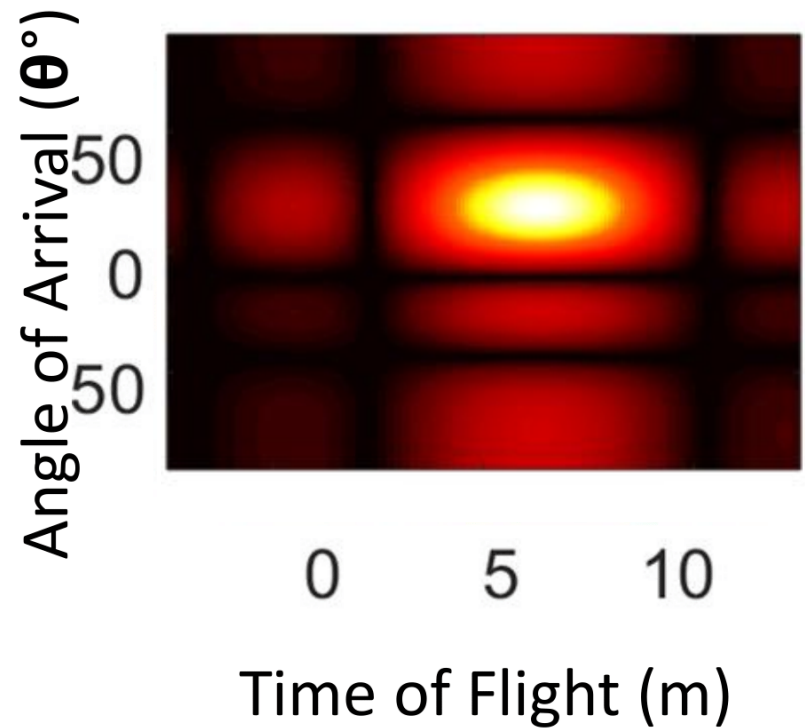
Input Representation: AoA-ToF images



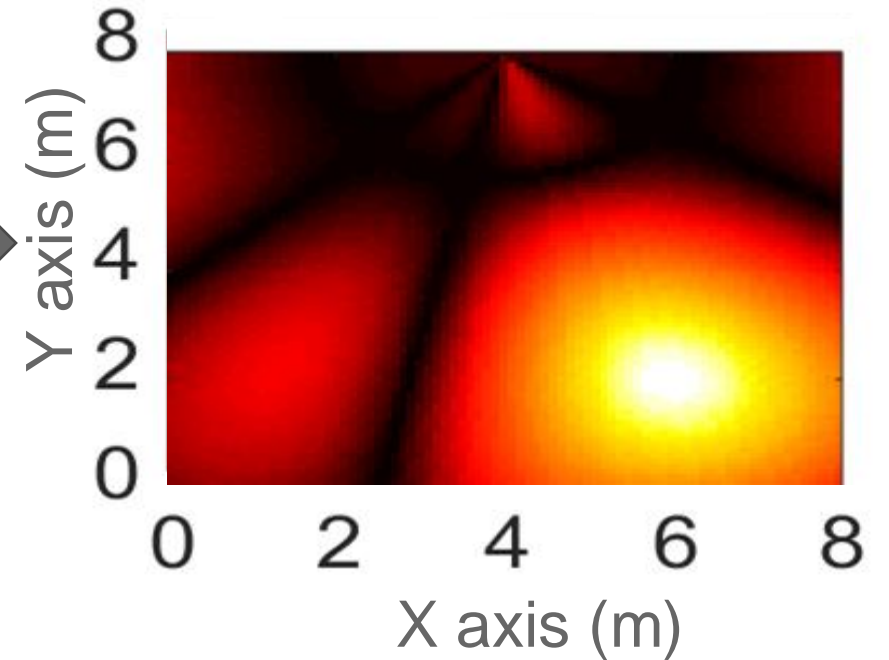
Does not have context of Space and AP locations

Input Representation: XY images

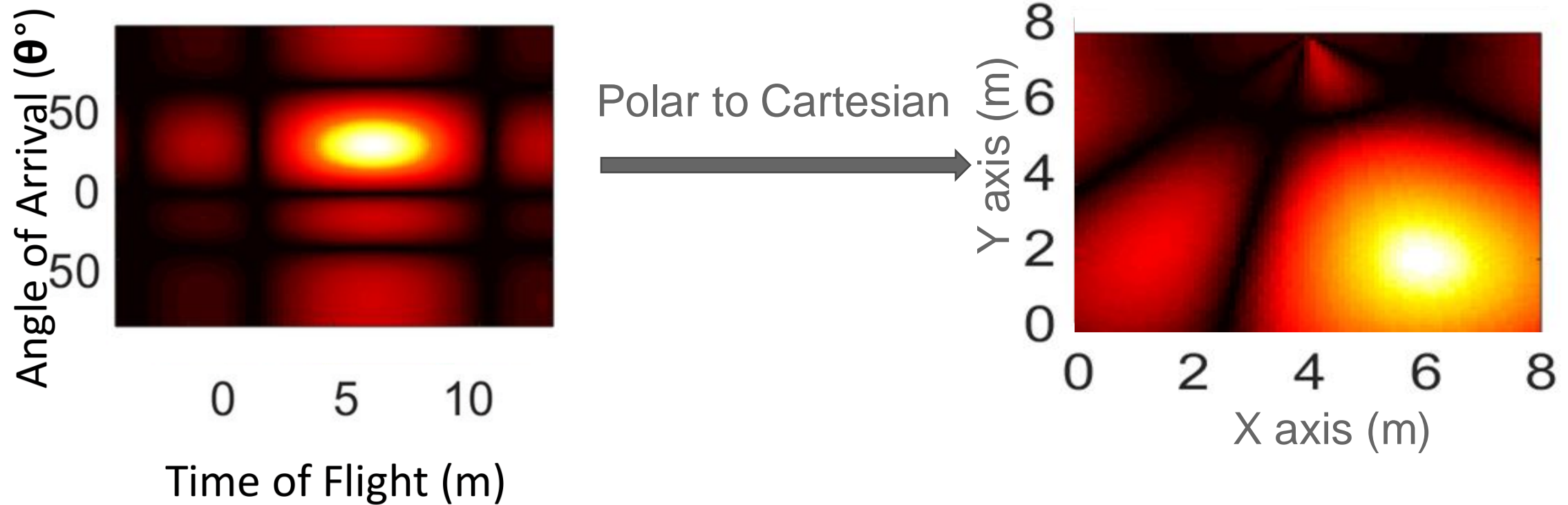
Input Representation: XY images



Polar to Cartesian

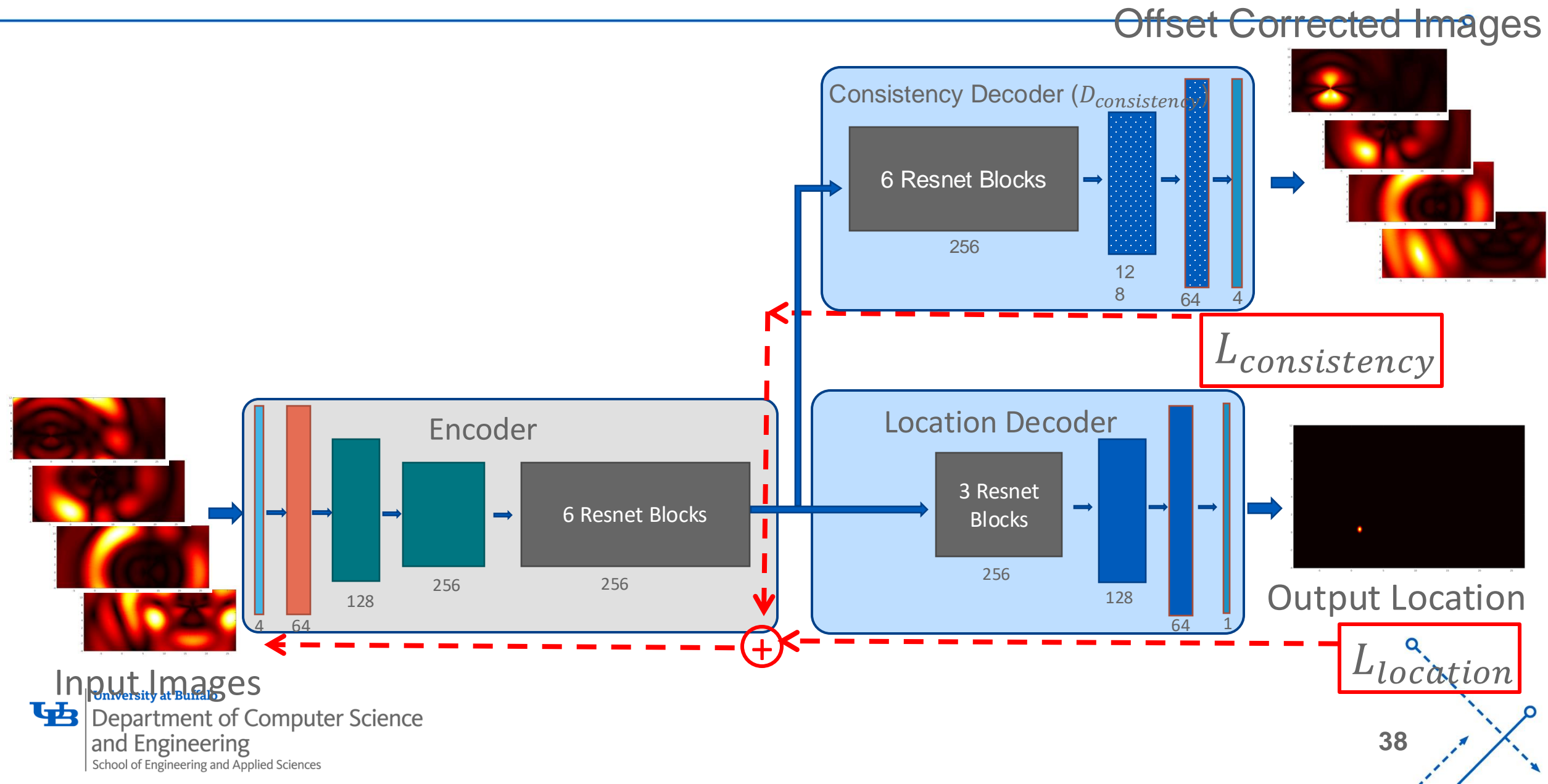


Input Representation: XY images



Context embedded Input Representation

DLoc: Network Architecture



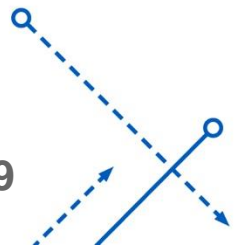
Data Collection: MapFind



University at Buffalo

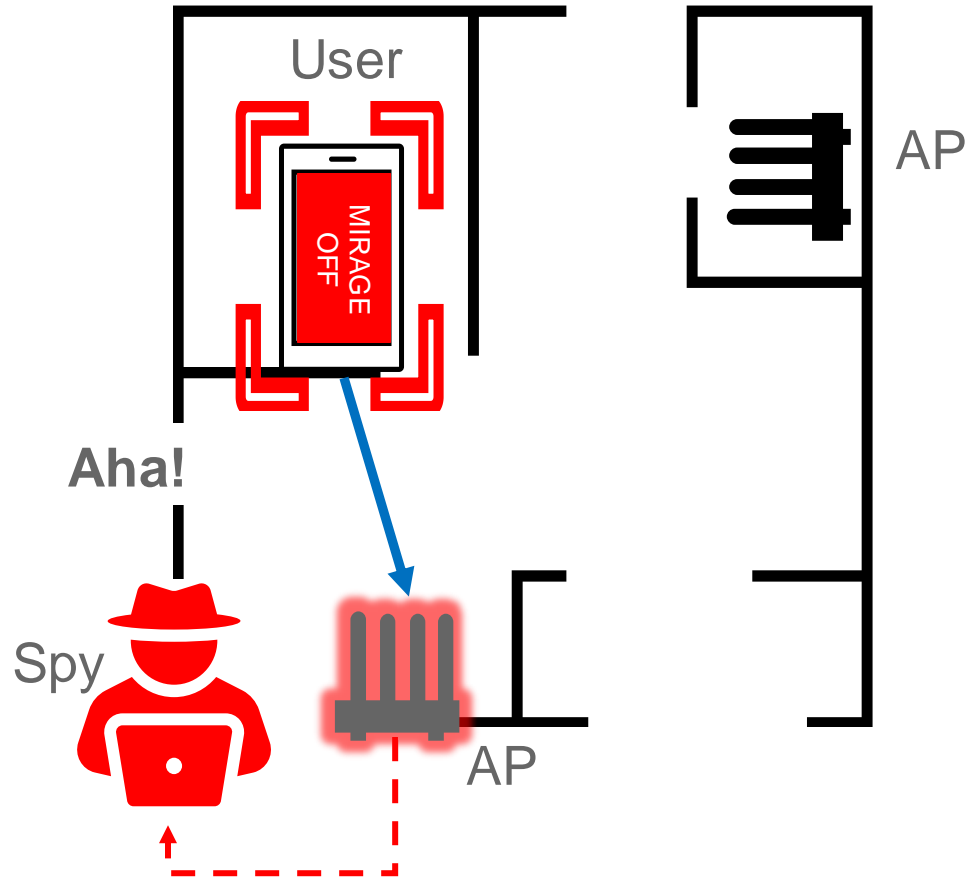
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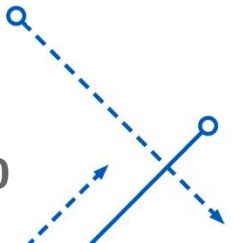
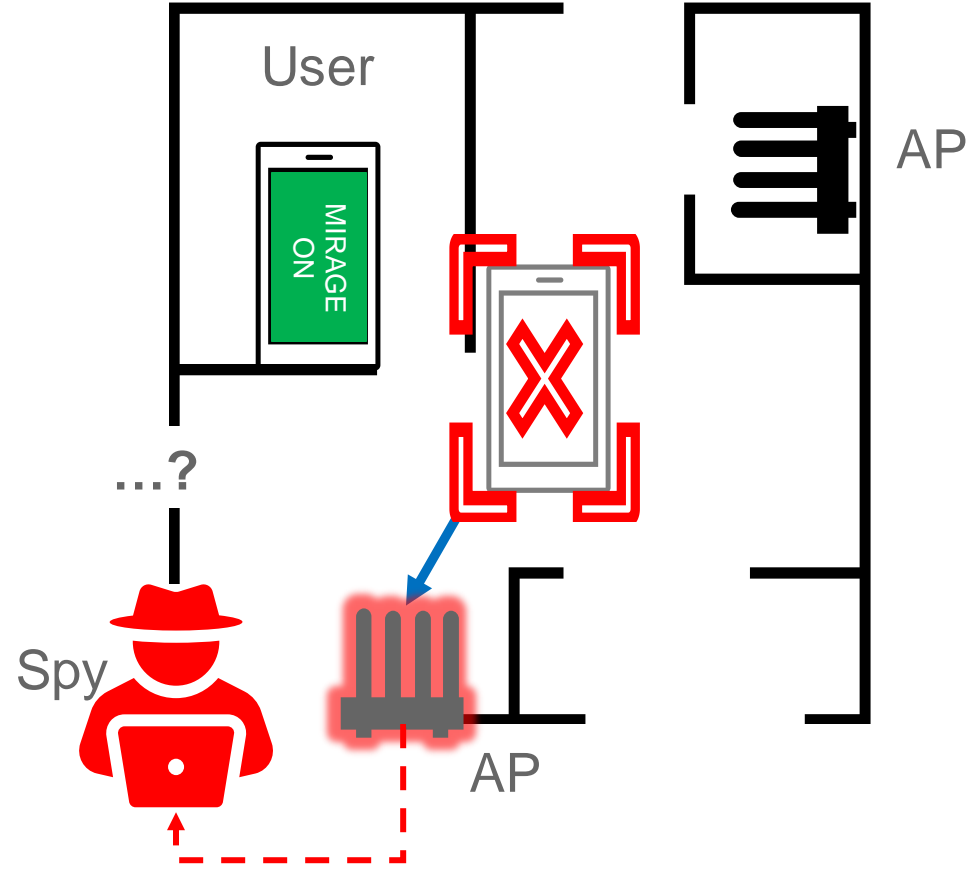


MIRAGE – Enabling Location Privacy

MIRAGE Disabled

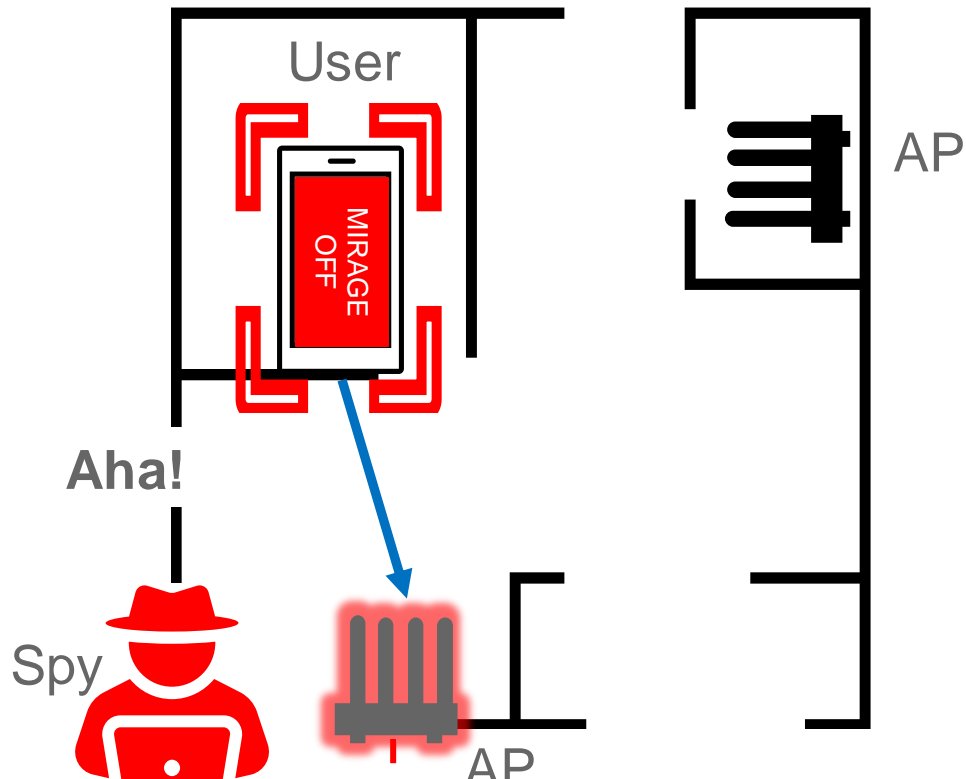


MIRAGE Enabled

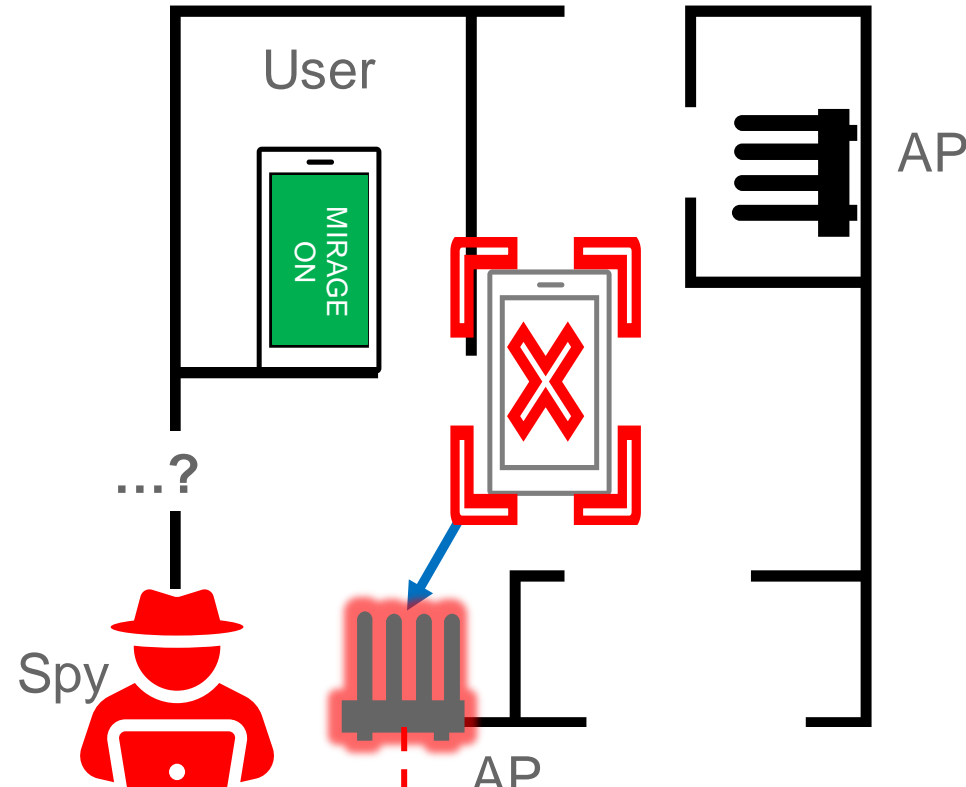


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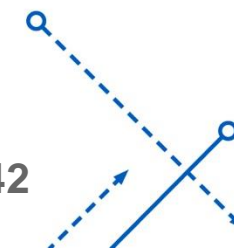
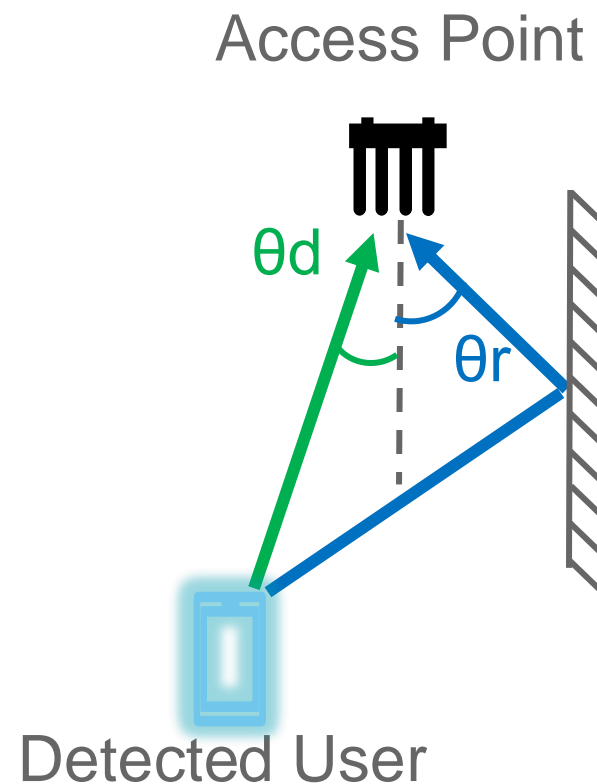
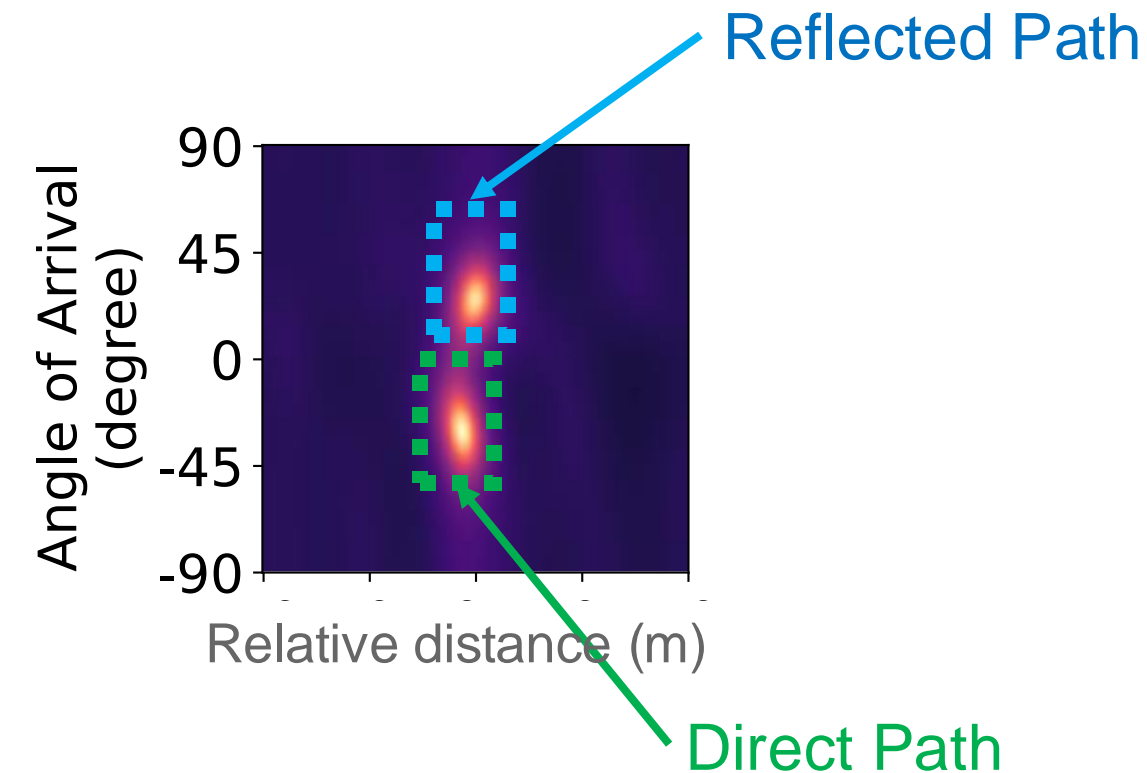


MIRAGE Enabled

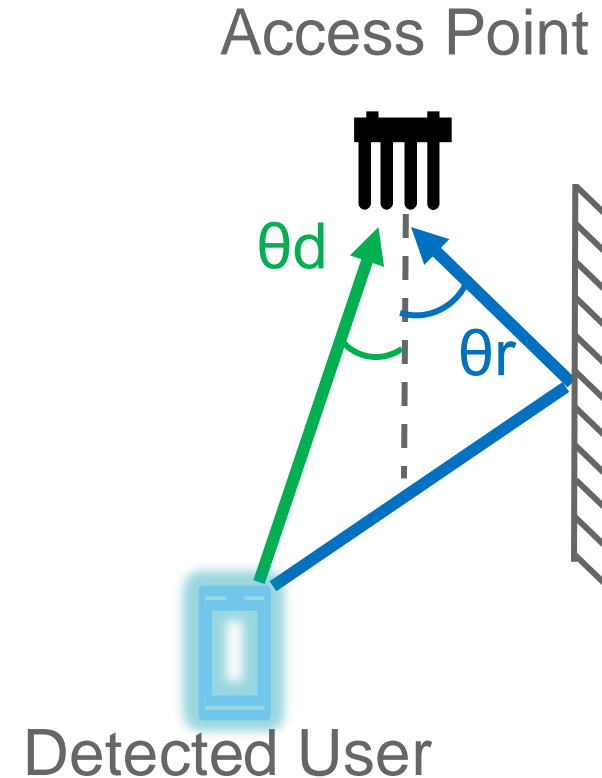
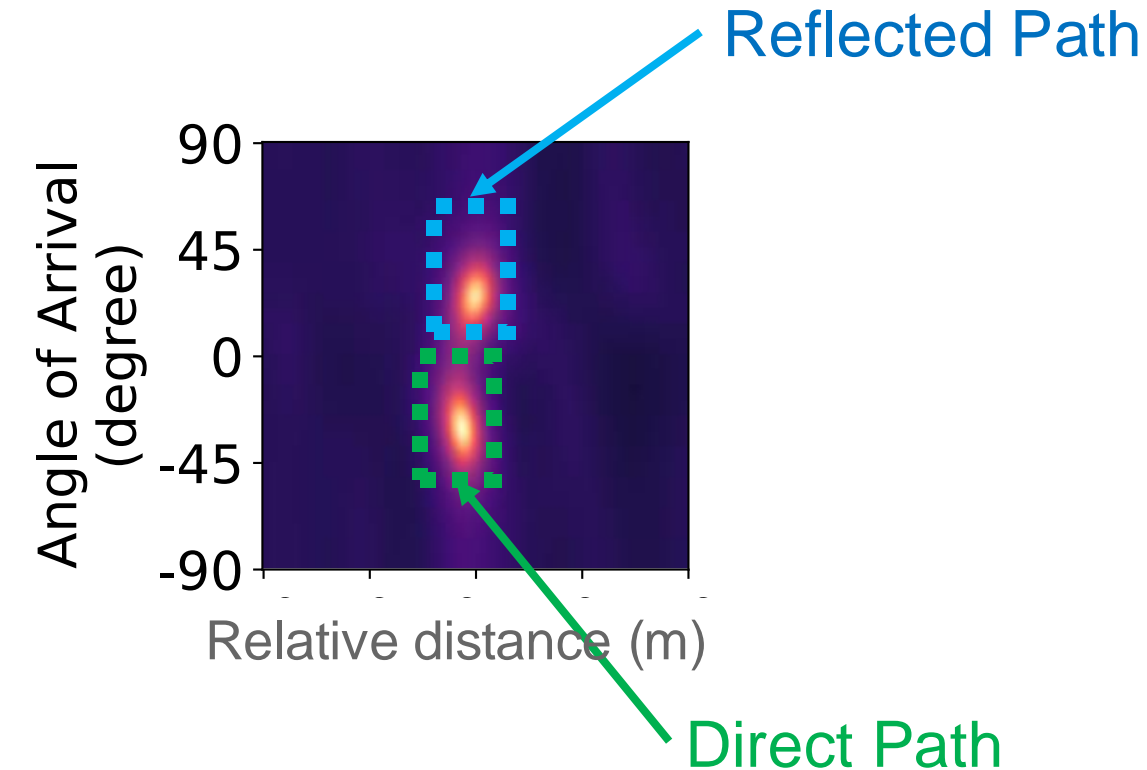


Direct Path – No more least travelled path

Direct Path – Least Traveled Path

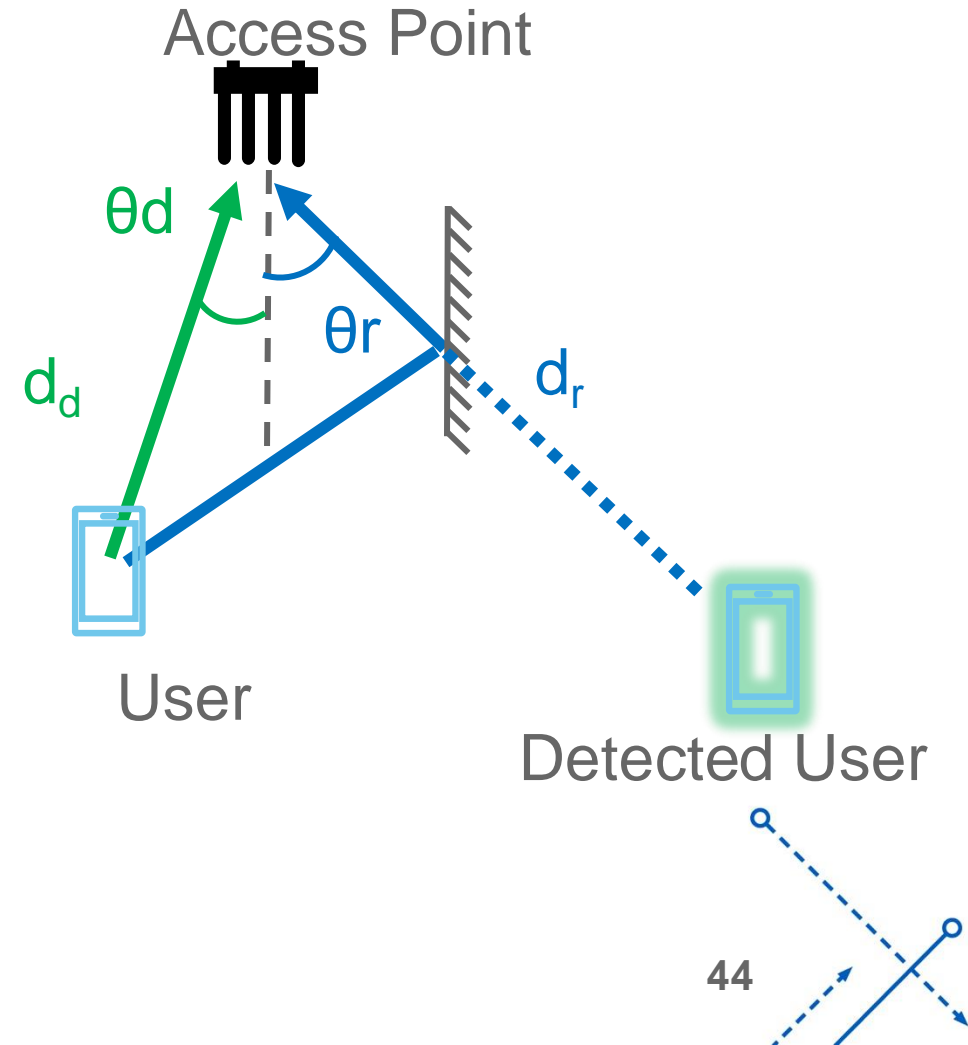
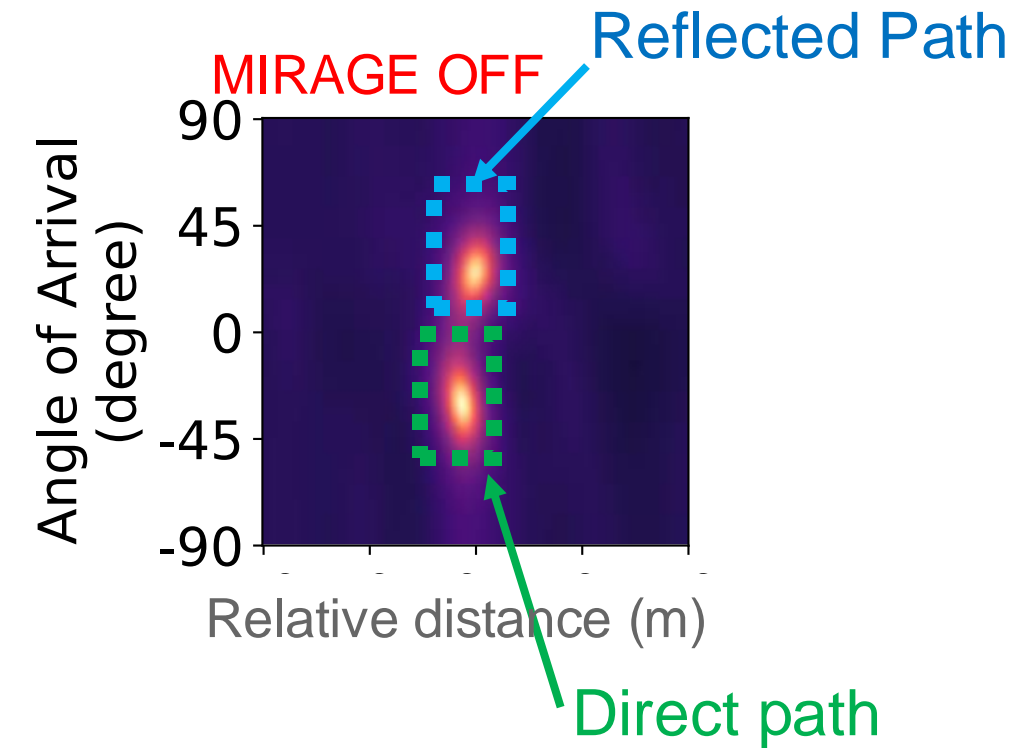


Direct Path – Least Traveled Path

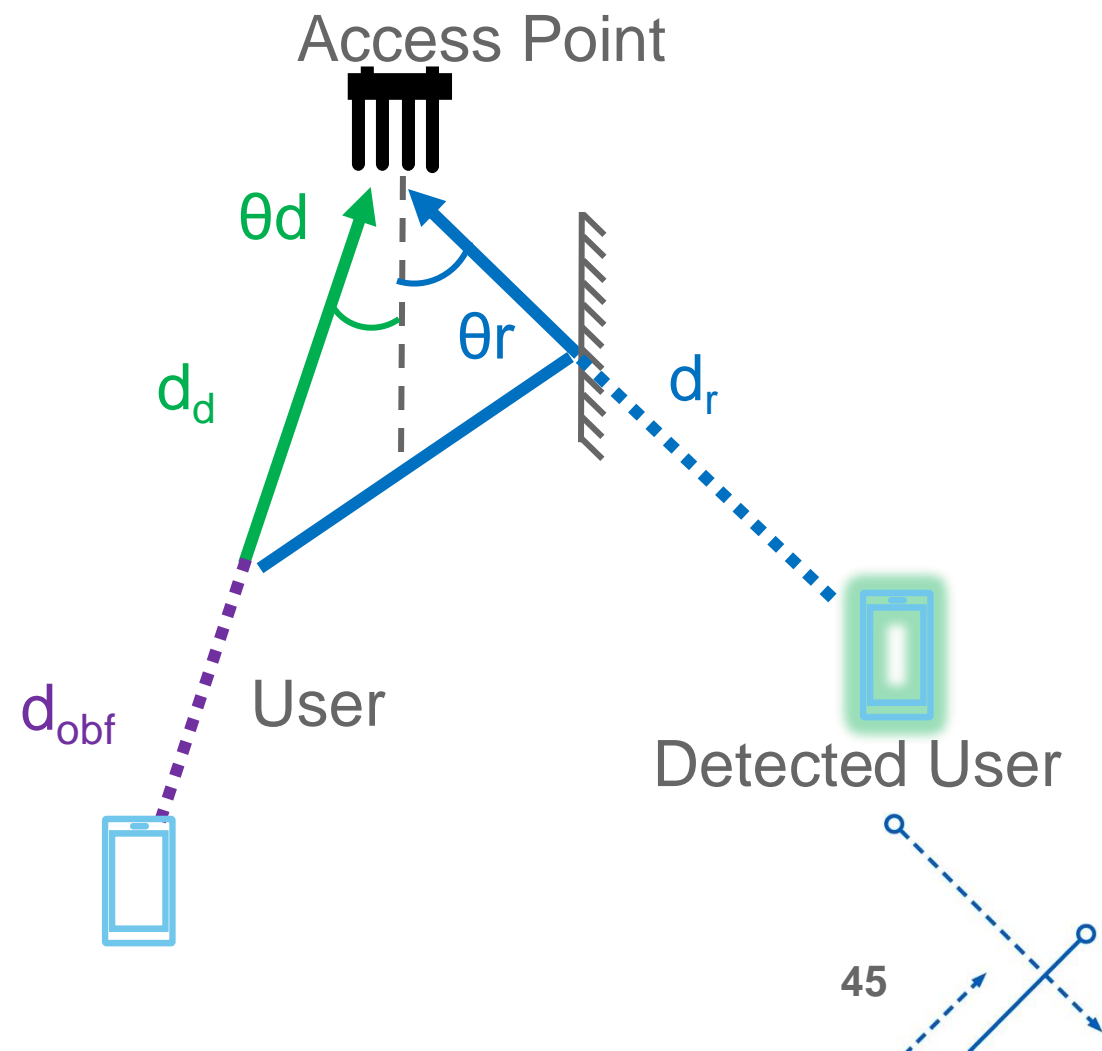
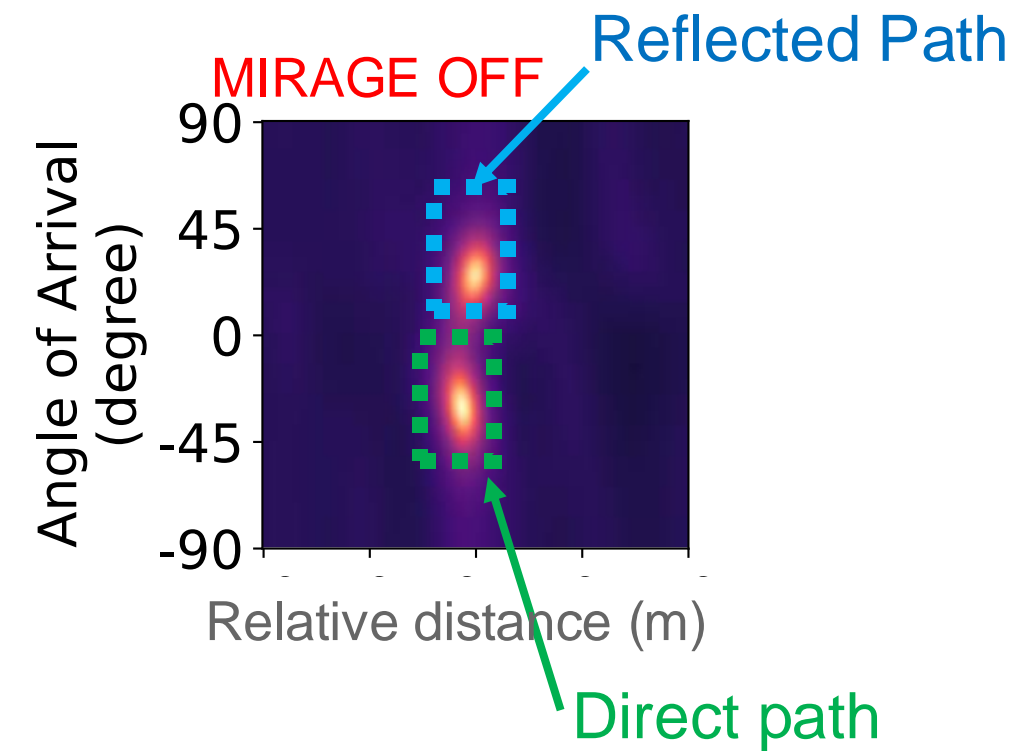


How can we ensure Attacker does not know Direct Path?

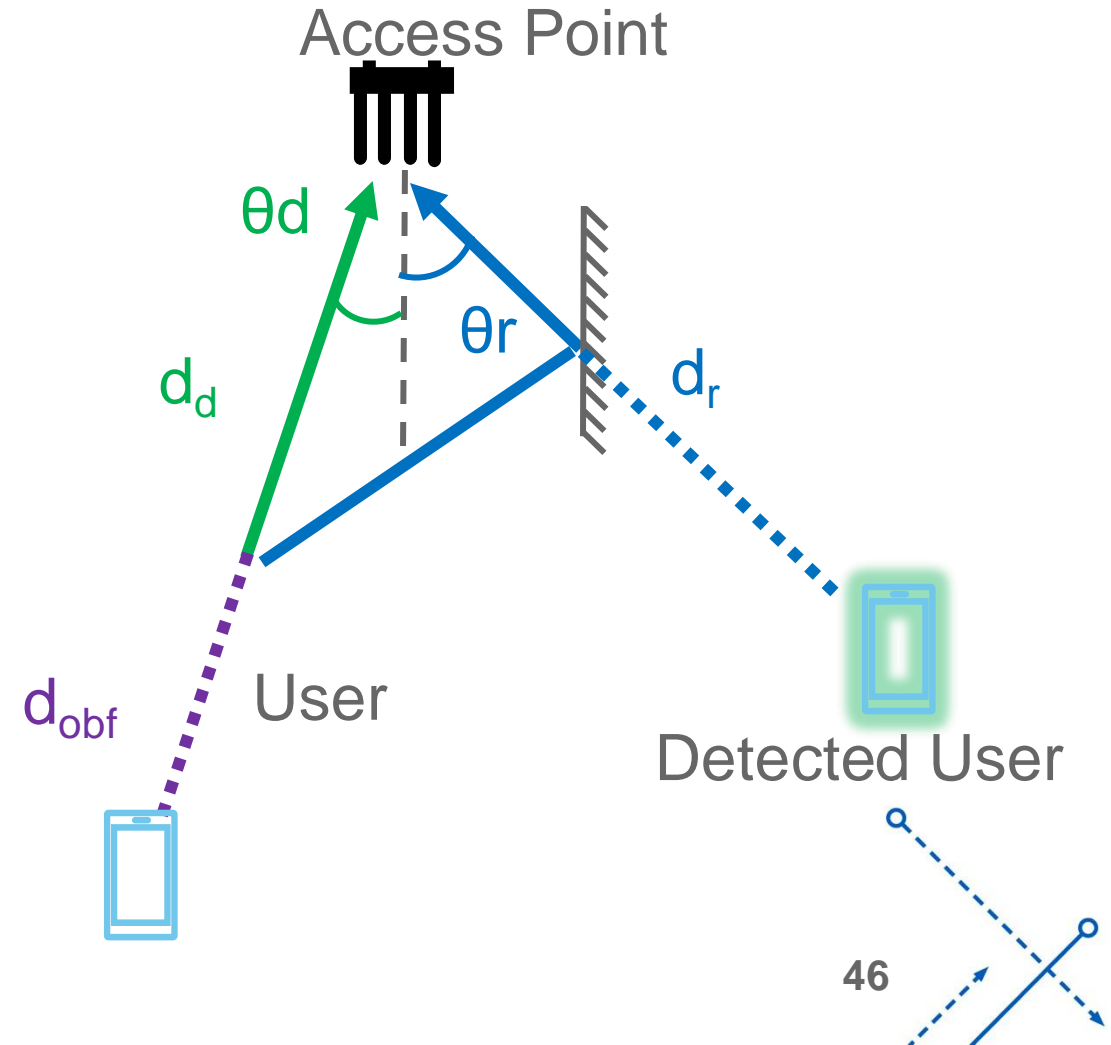
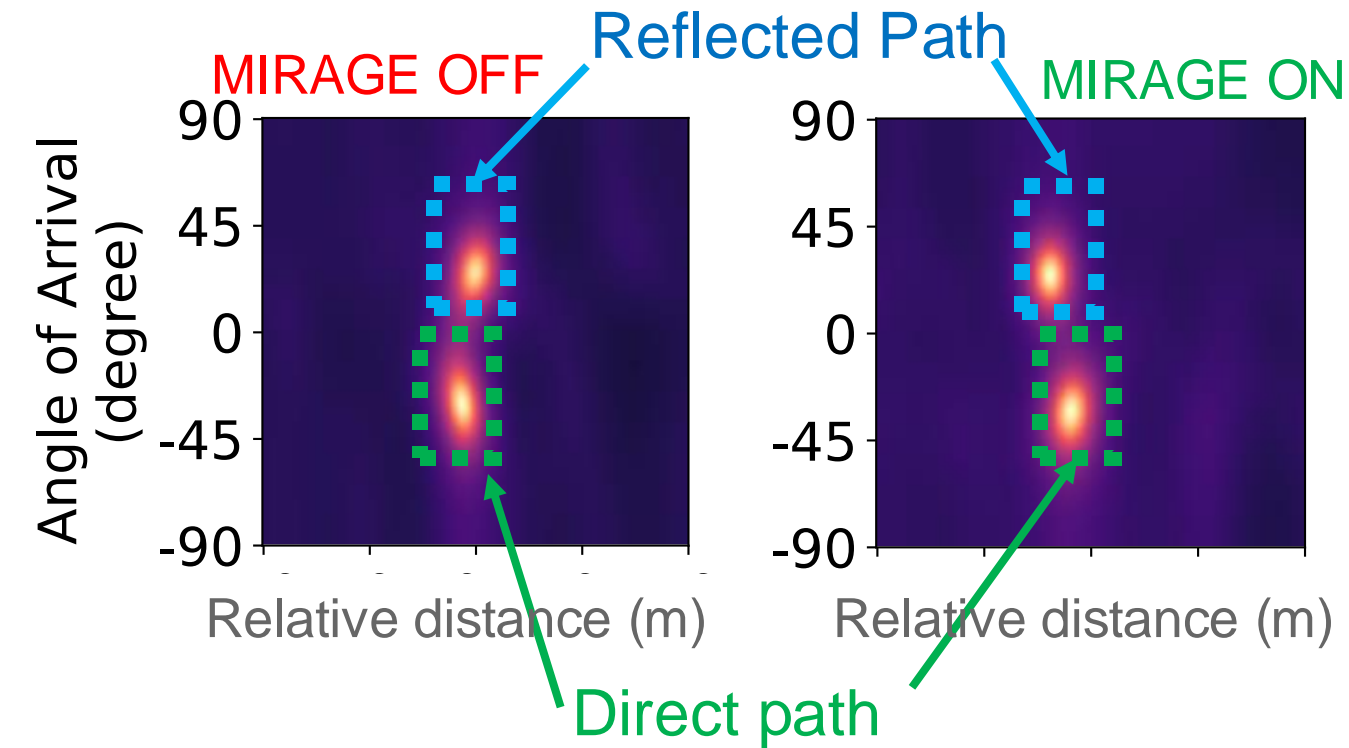
Obfuscate the Direct Path



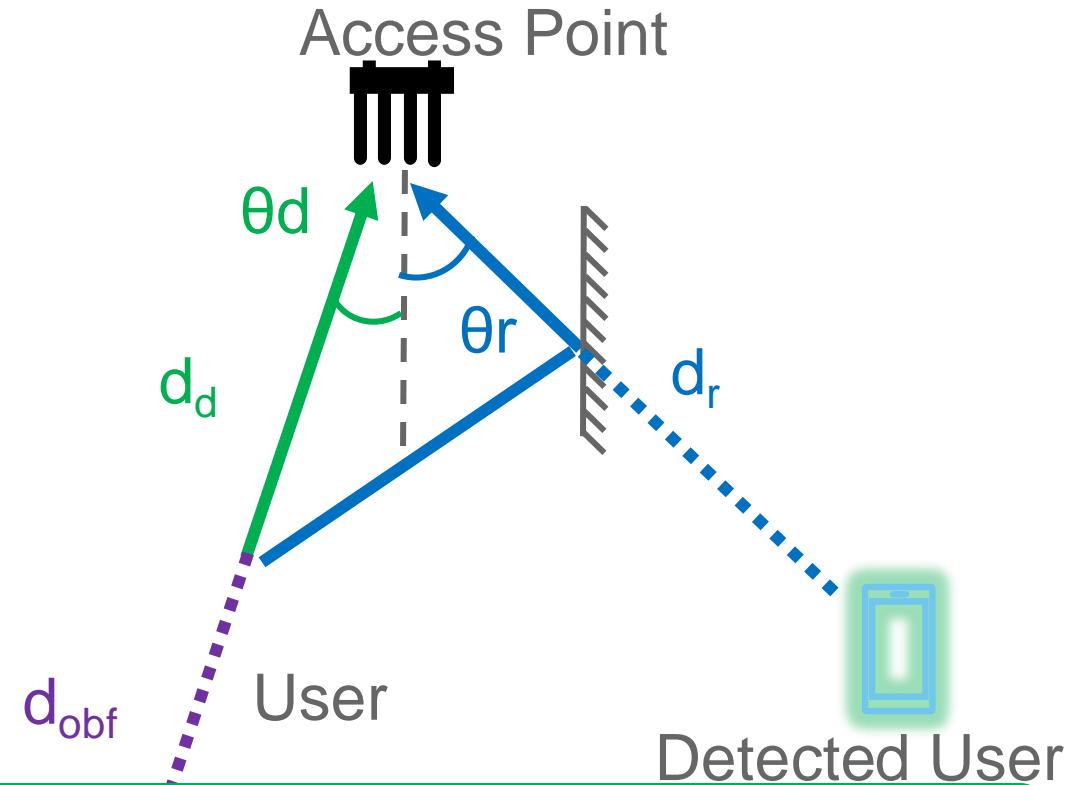
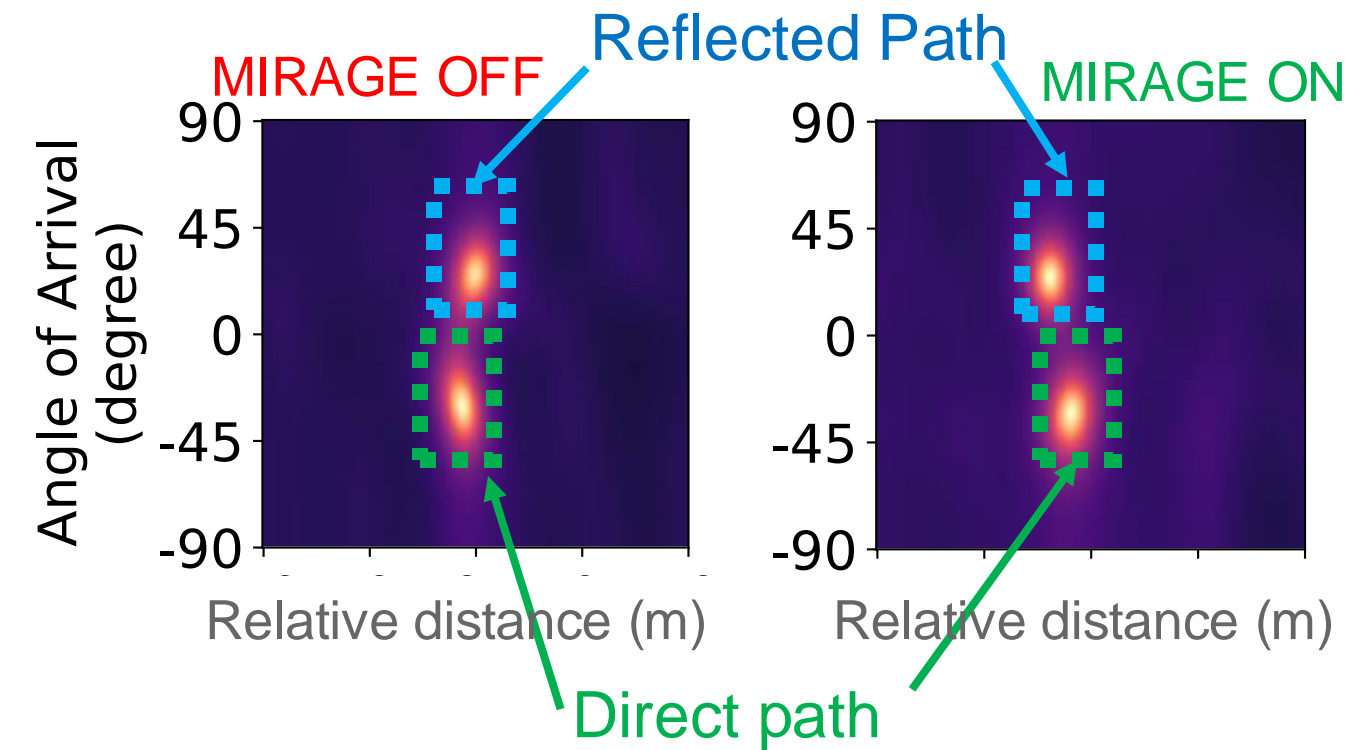
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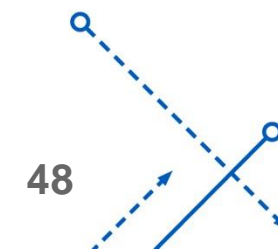
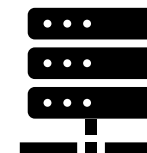
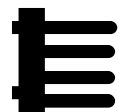


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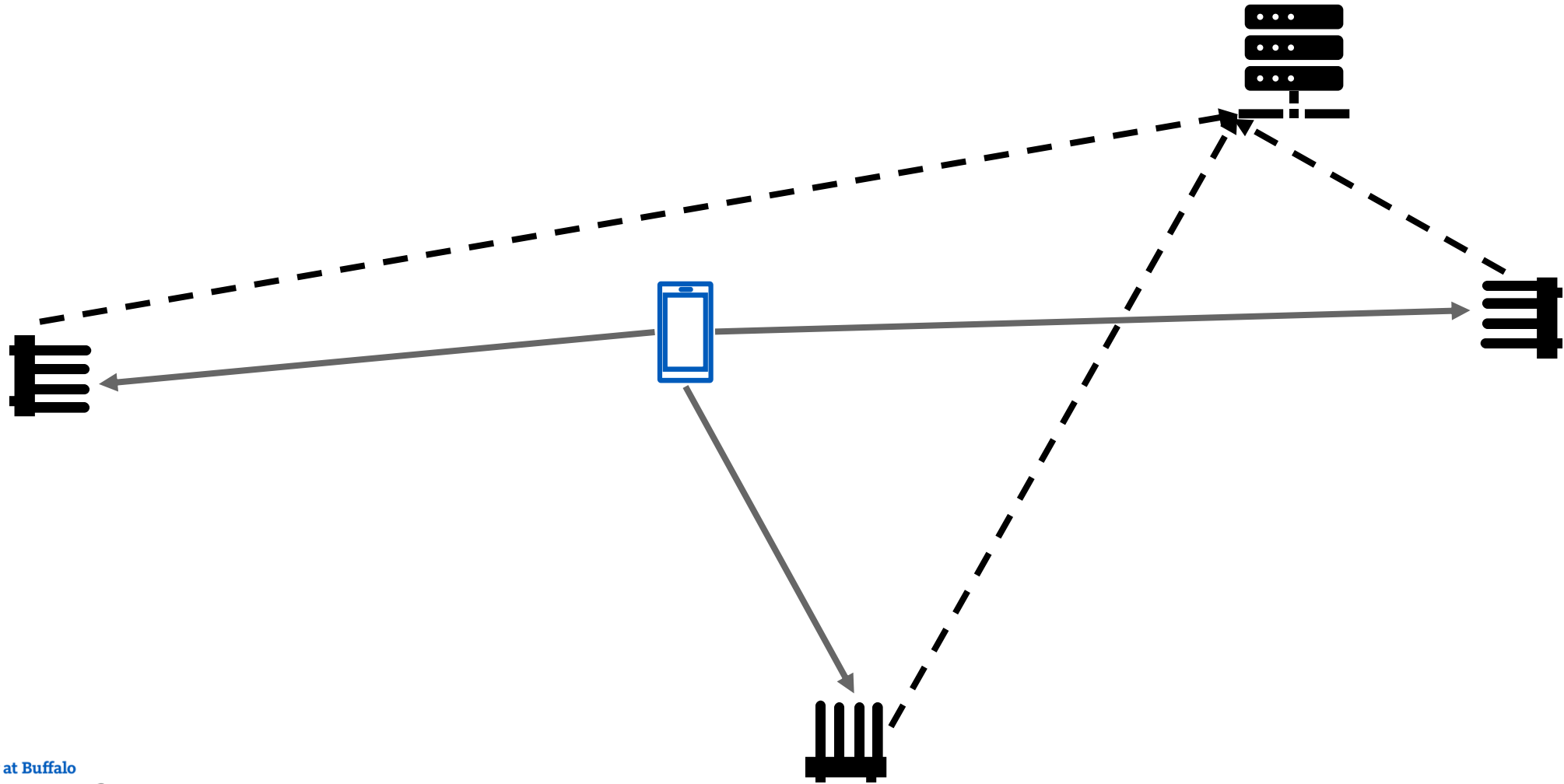


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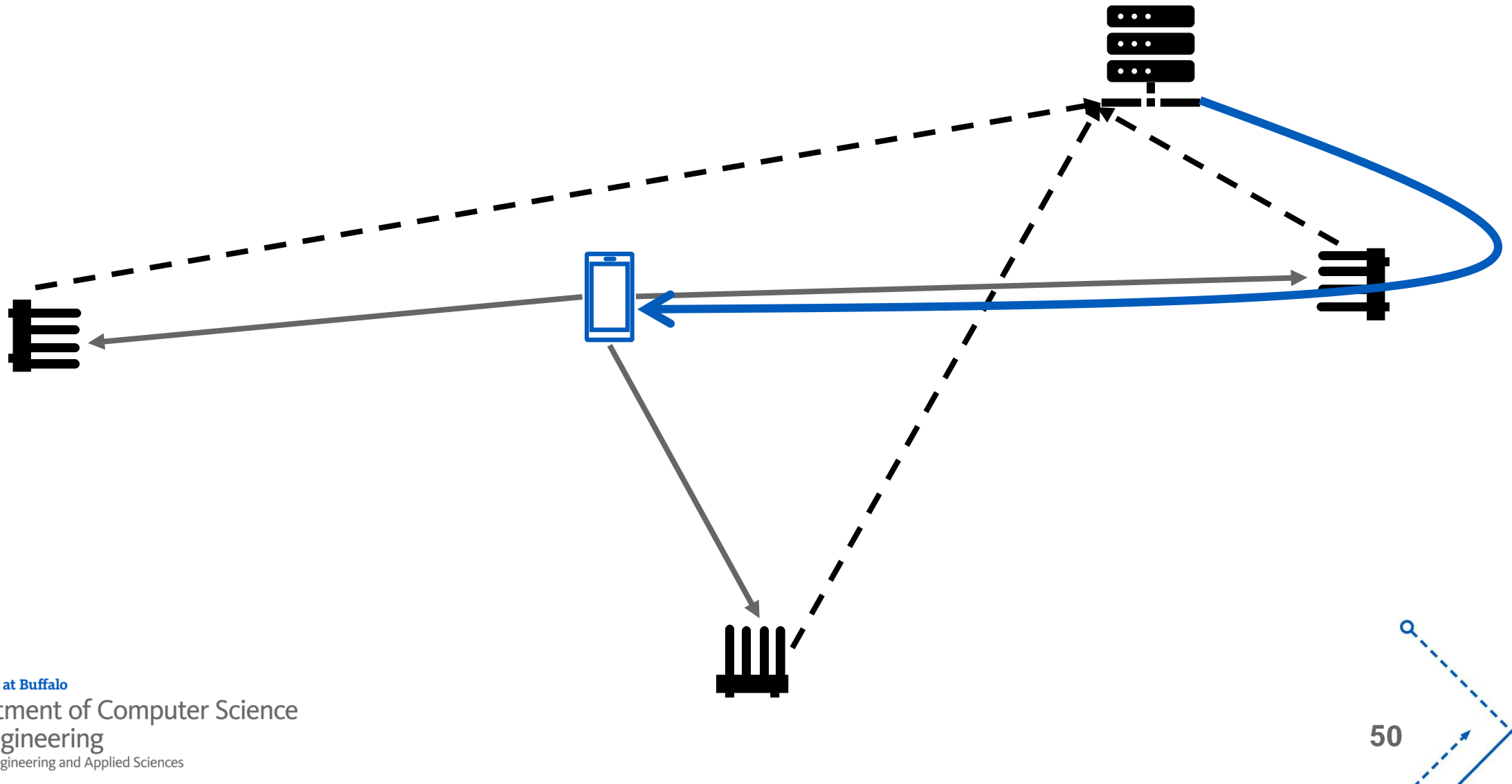
Deployable Localization and Navigation



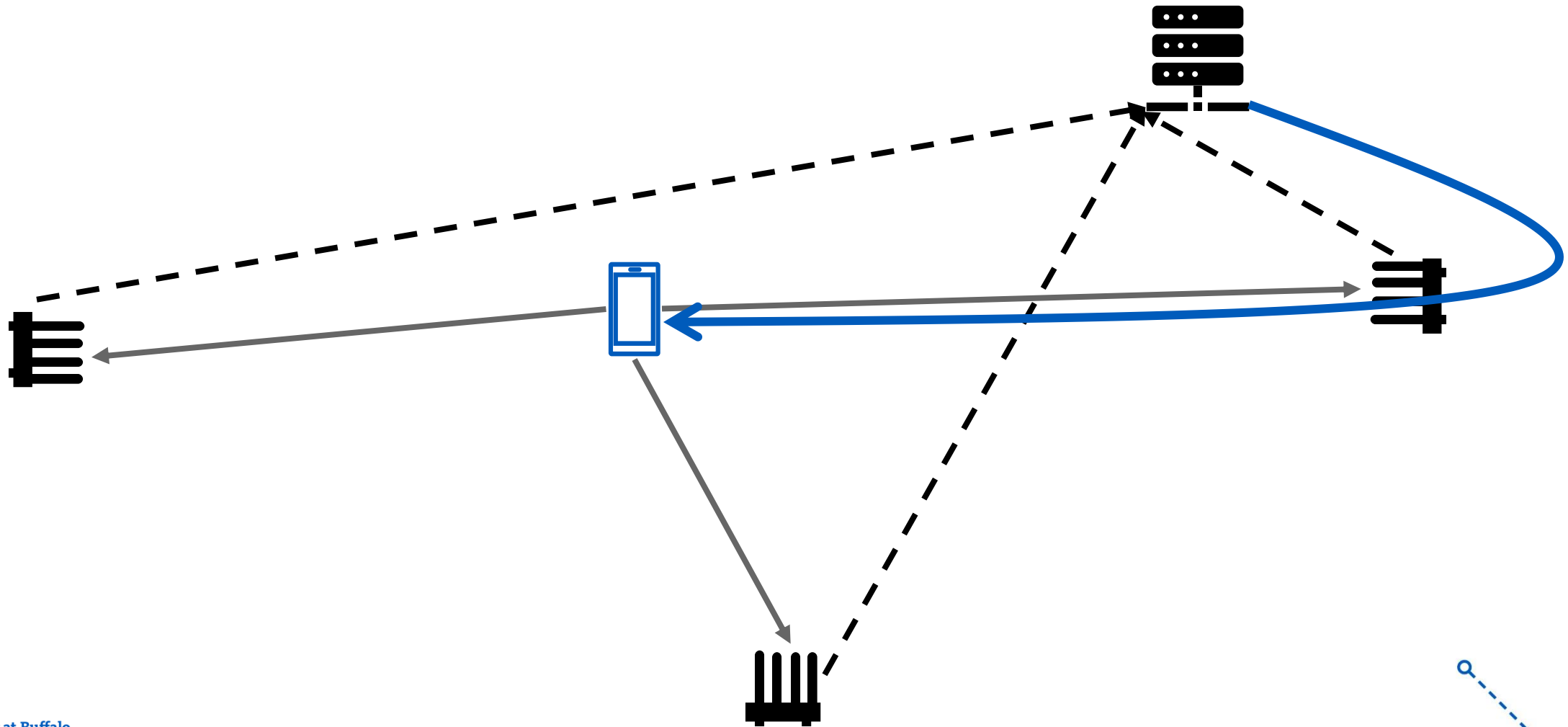
Deployable Localization and Navigation



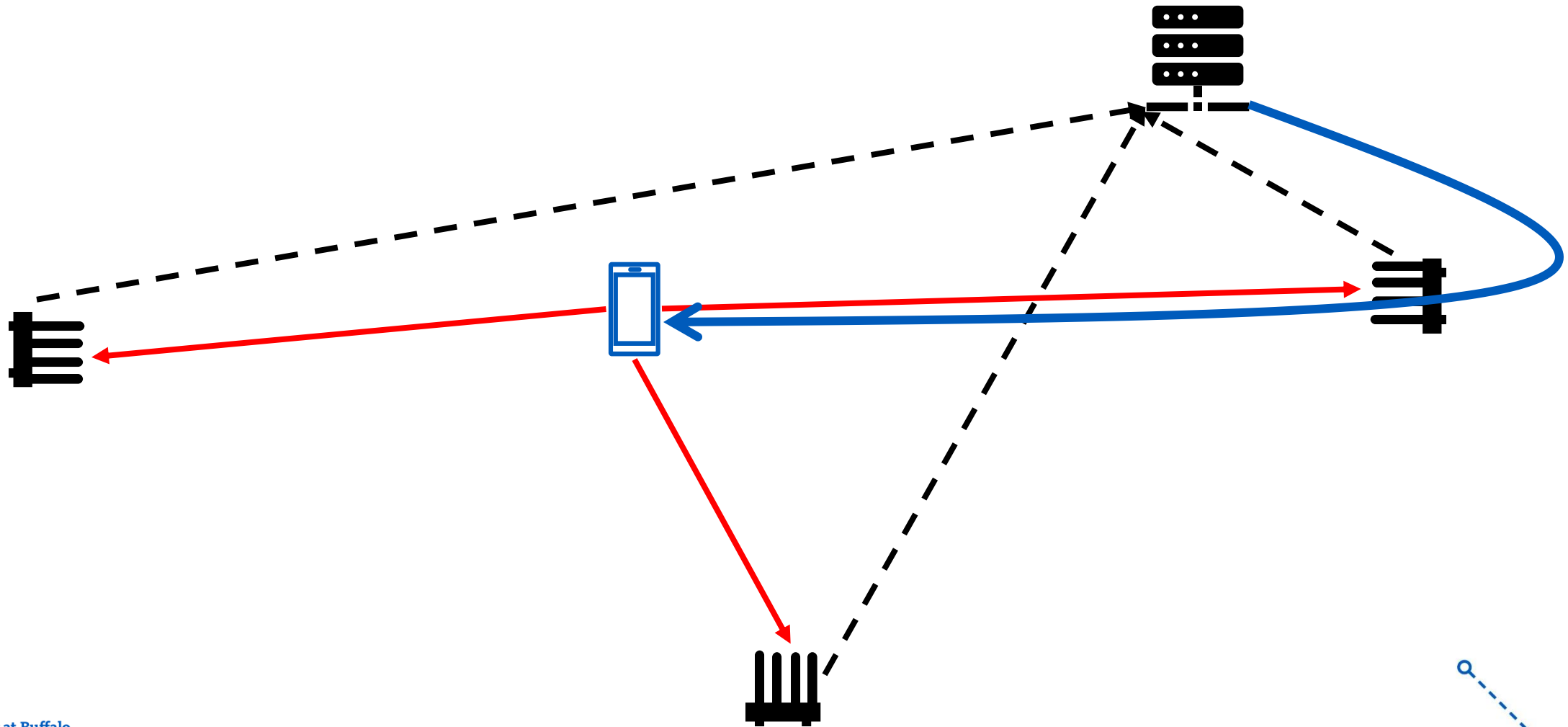
Deployable Localization and Navigation



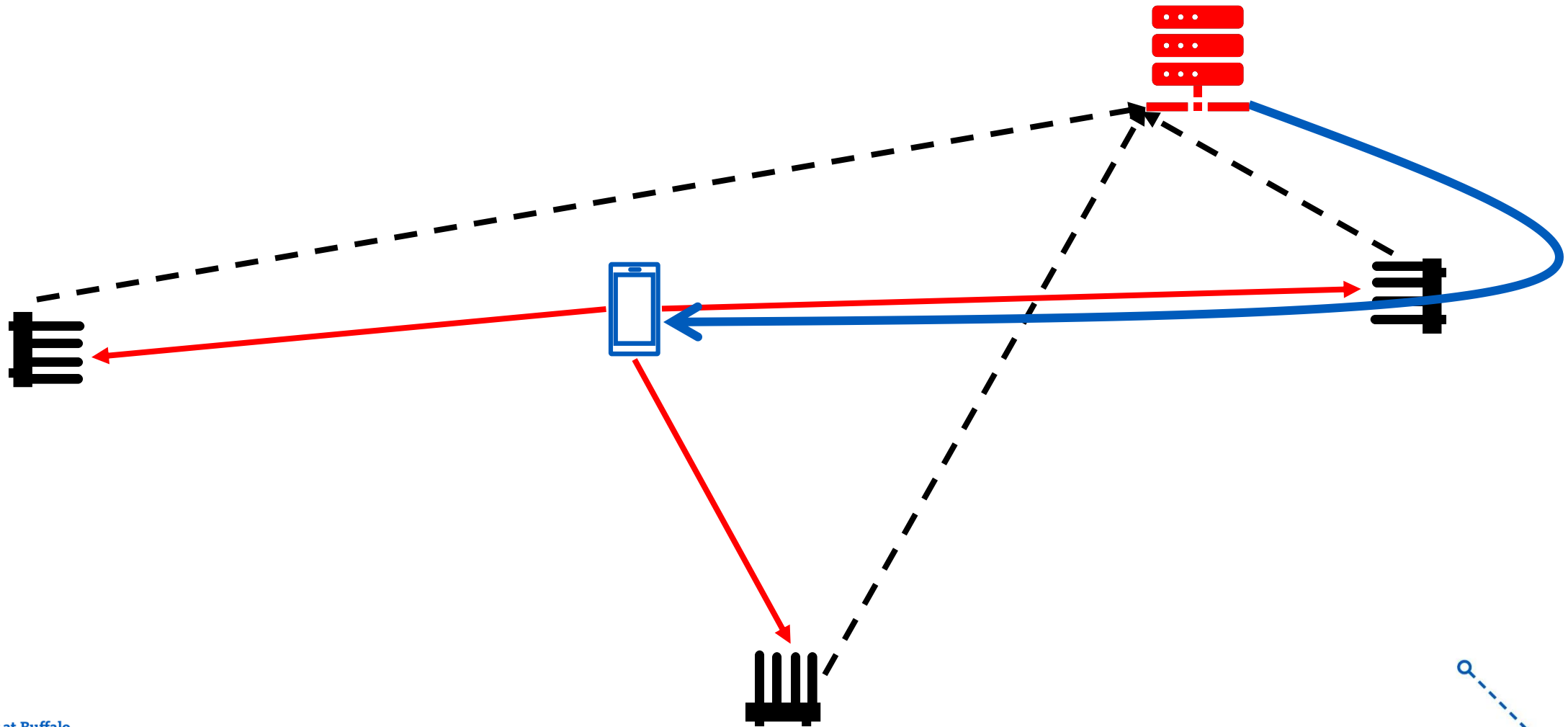
Privacy of User's Location



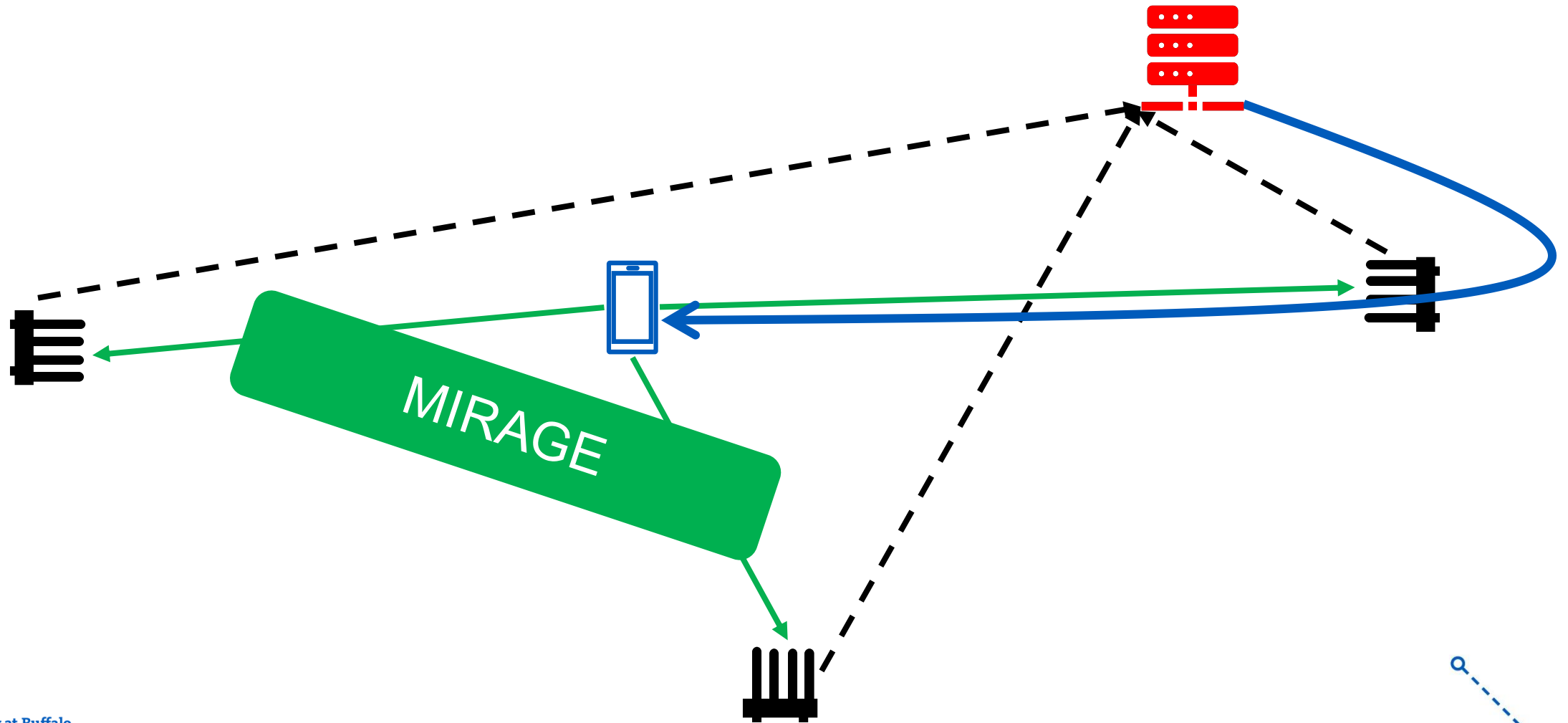
Privacy of User's Location



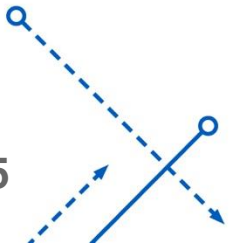
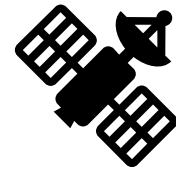
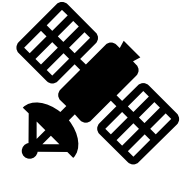
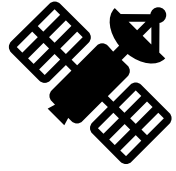
Privacy of User's Location



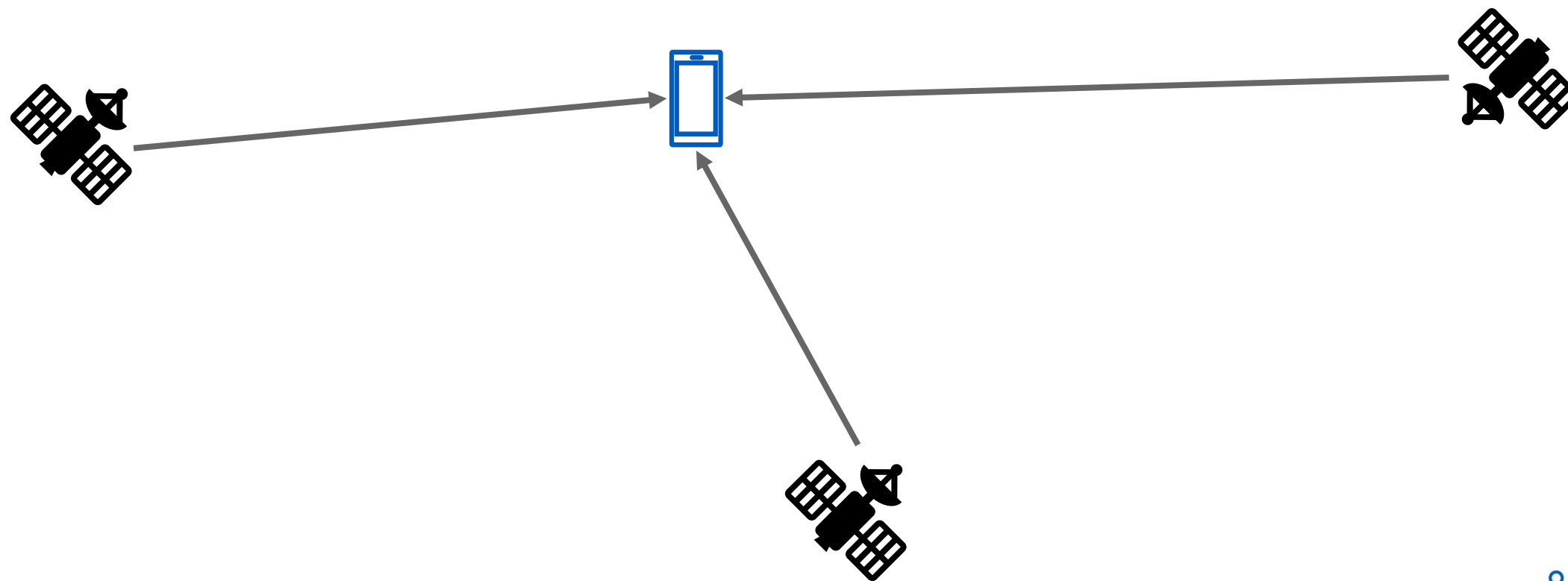
Privacy of User's Location



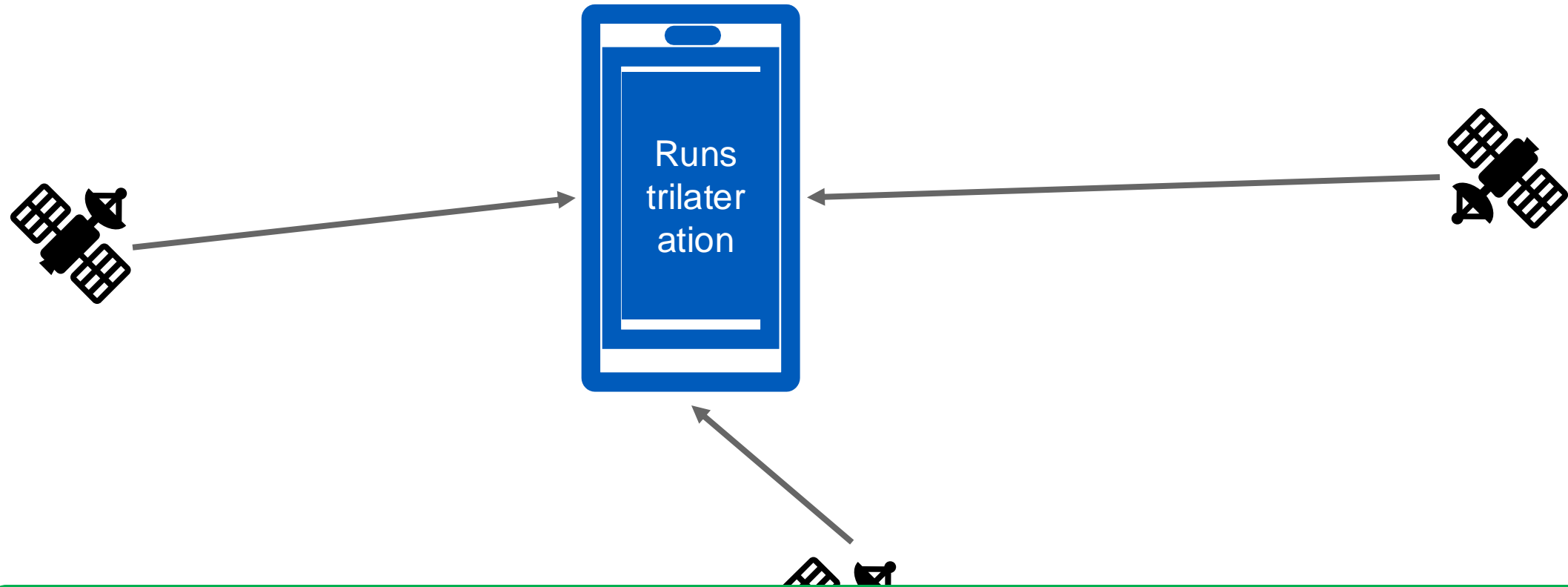
How does GPS do it?



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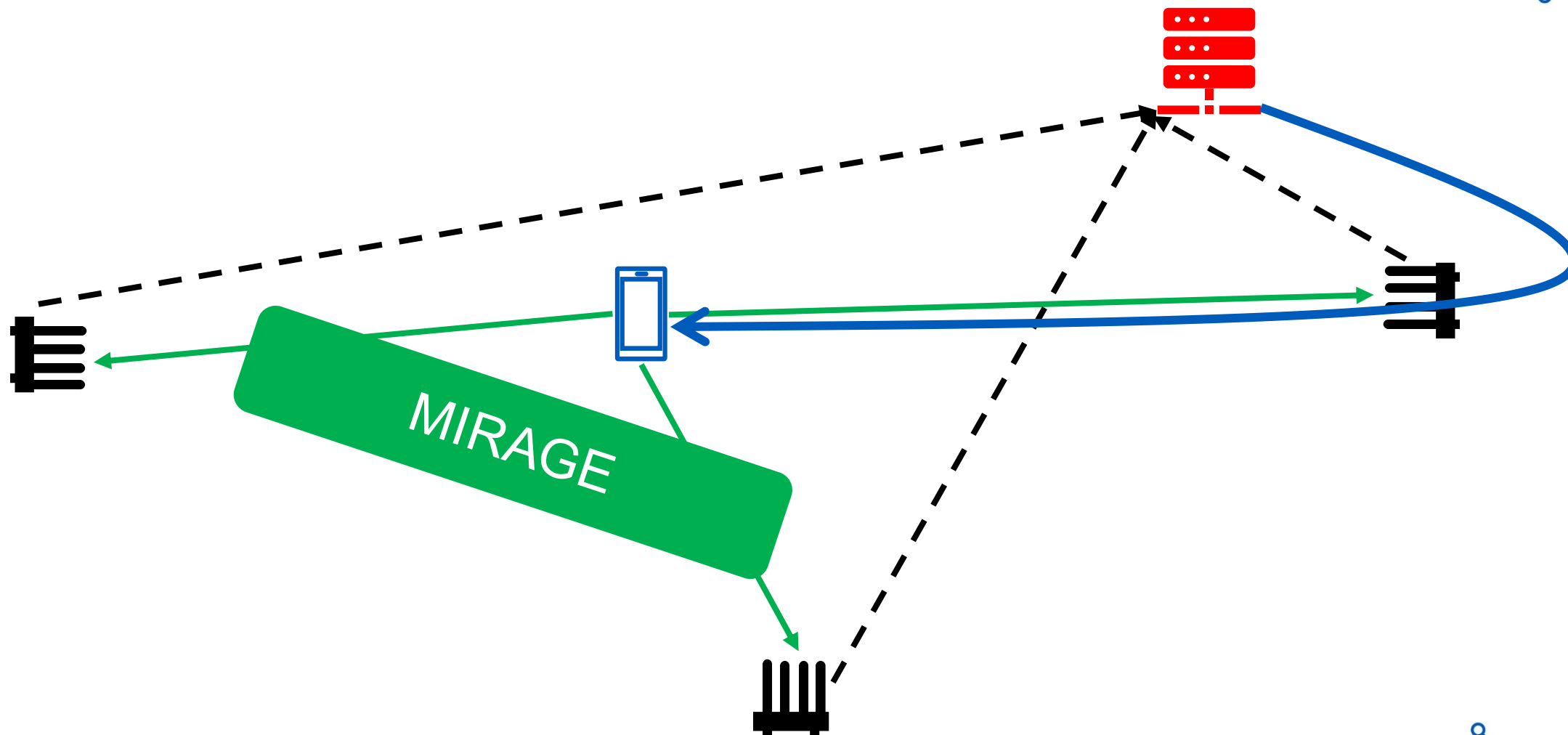


How does GPS do it?

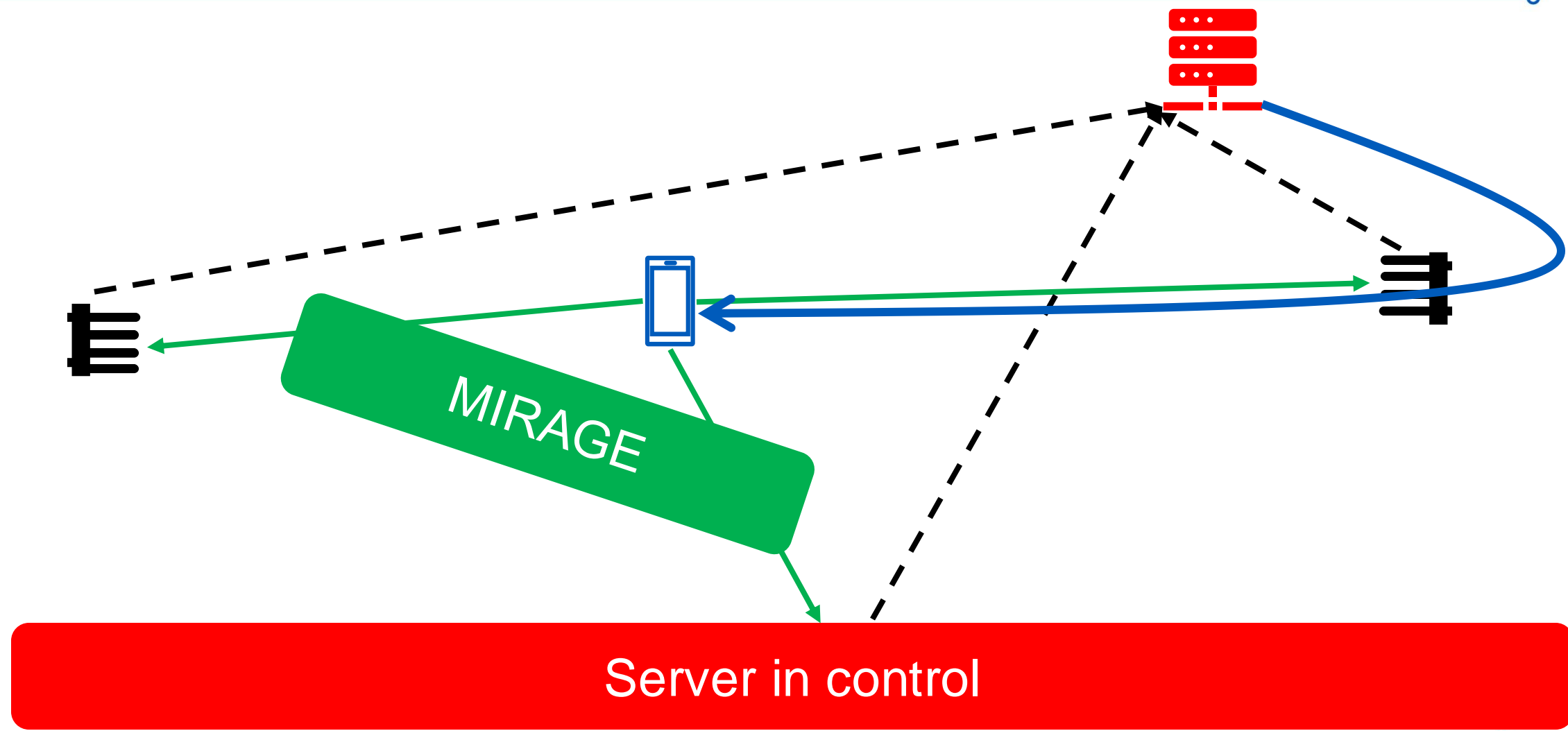


Phone estimates its own Location – User in Control

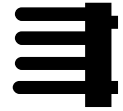
Compromised Server



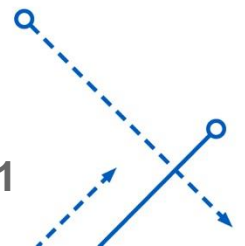
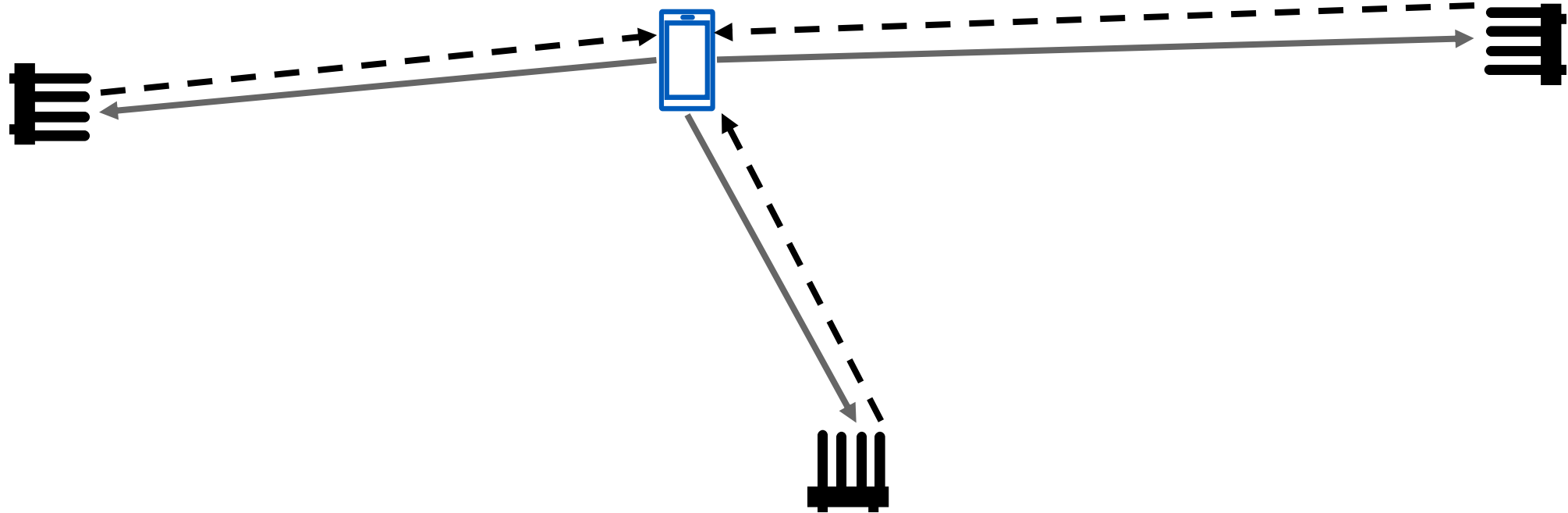
Compromised Server



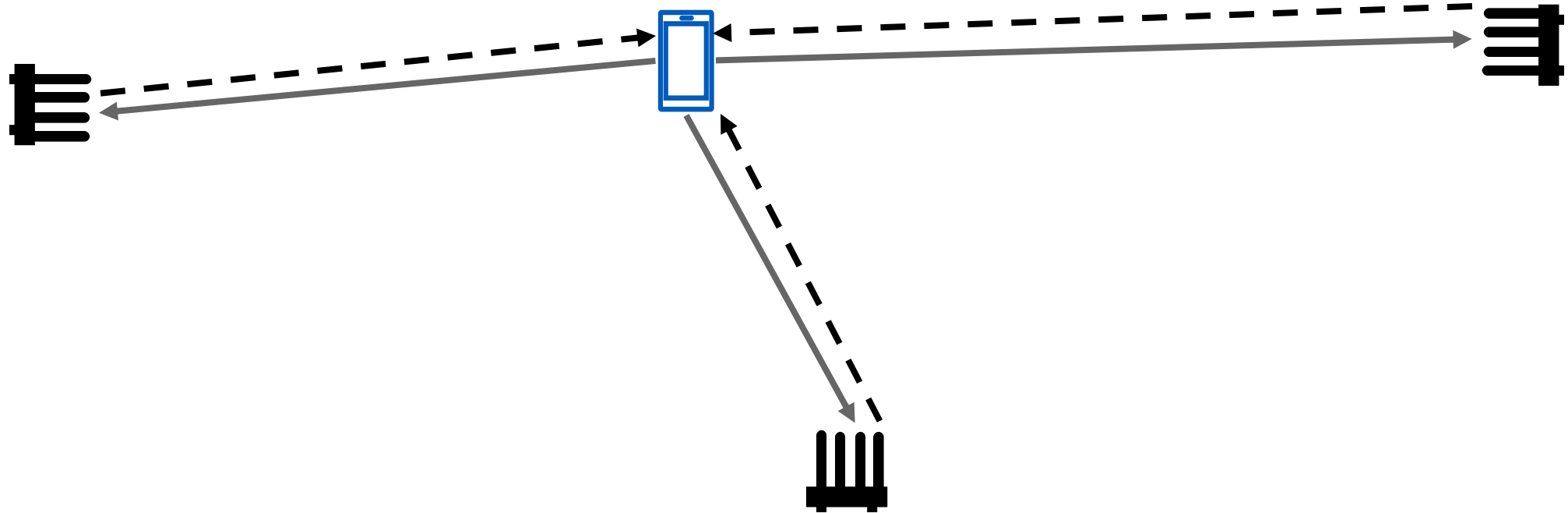
Federated DLoc



Federated DLoc

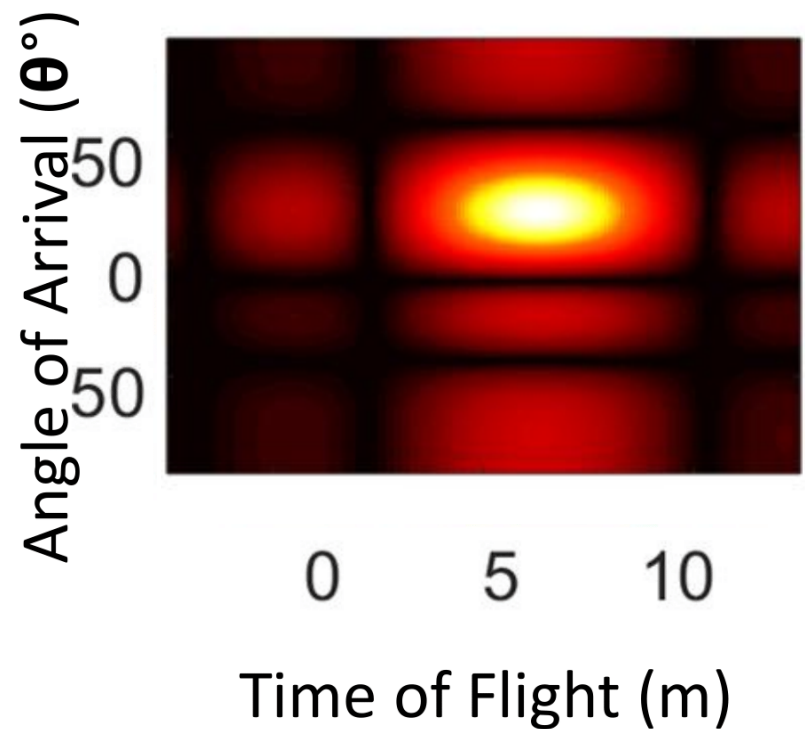


Federated DLoc

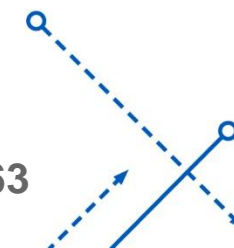
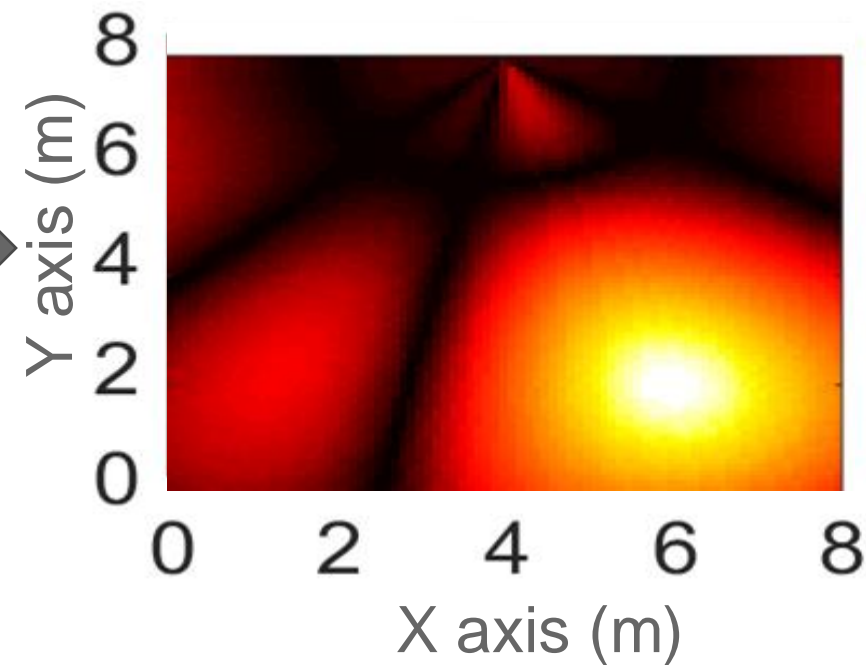


Phone estimates its own Location – User in Control

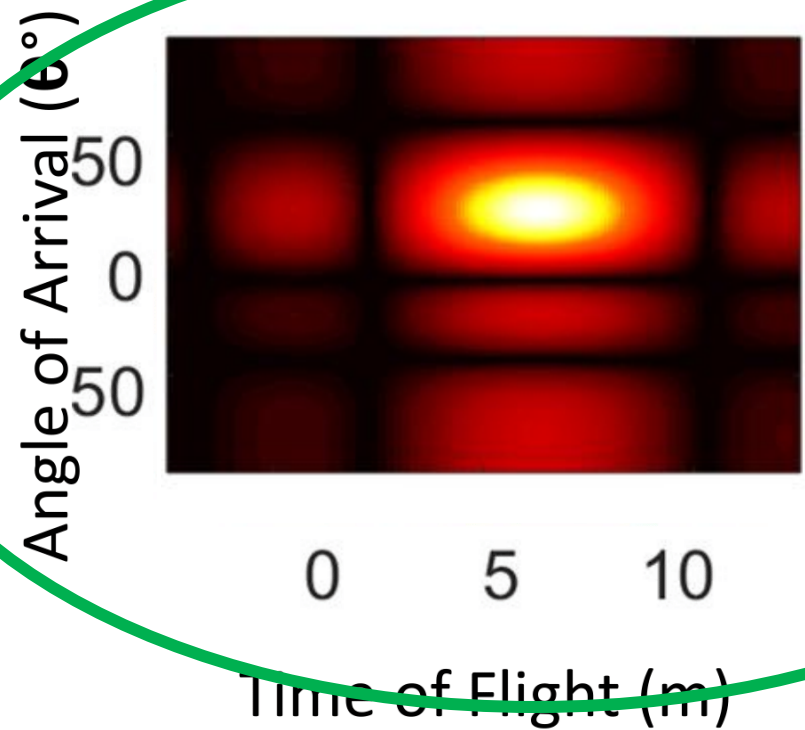
Input Representation – AoA-ToF: easy to scale



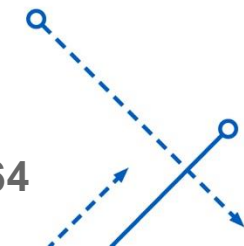
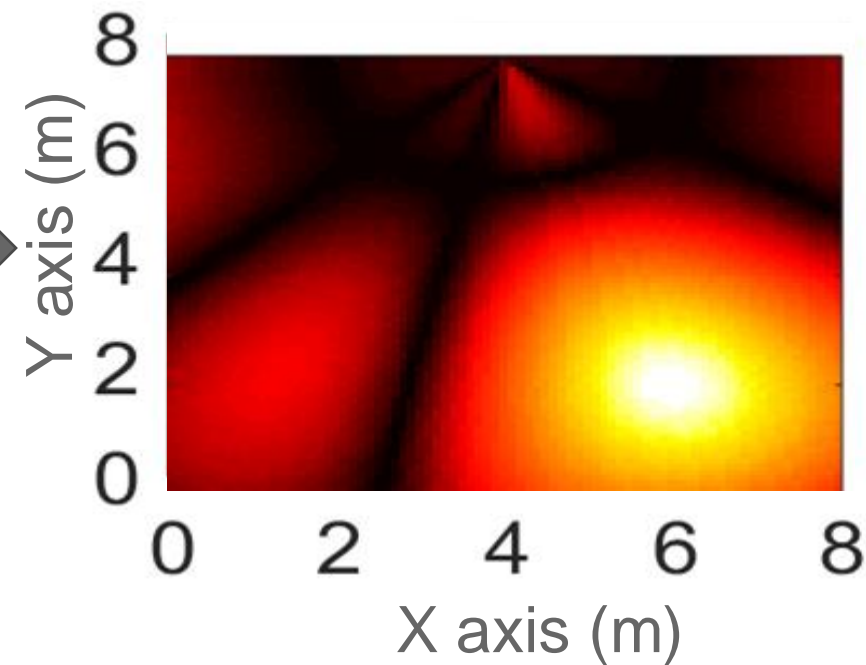
Polar to Cartesian



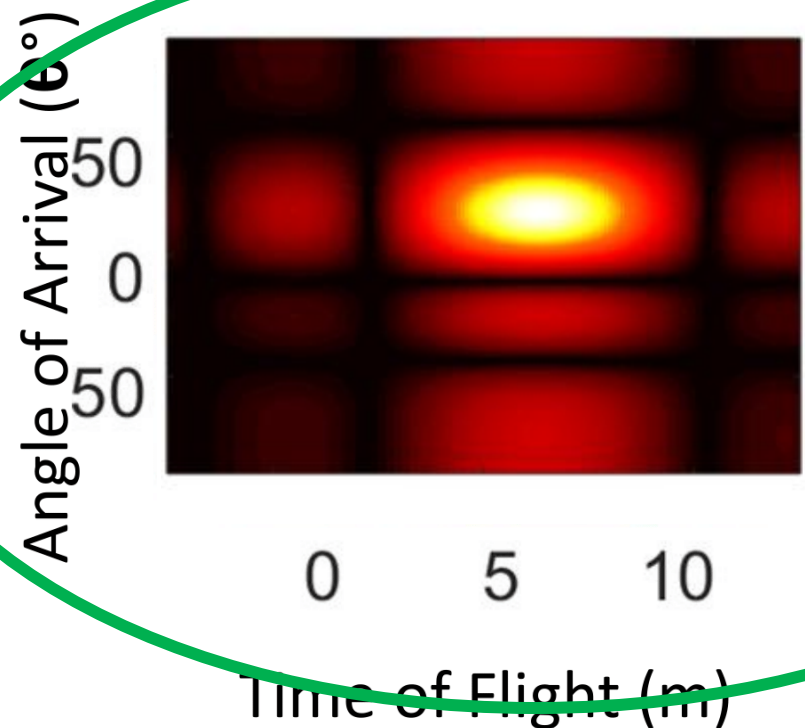
Input Representation – AoA-ToF: easy to scale



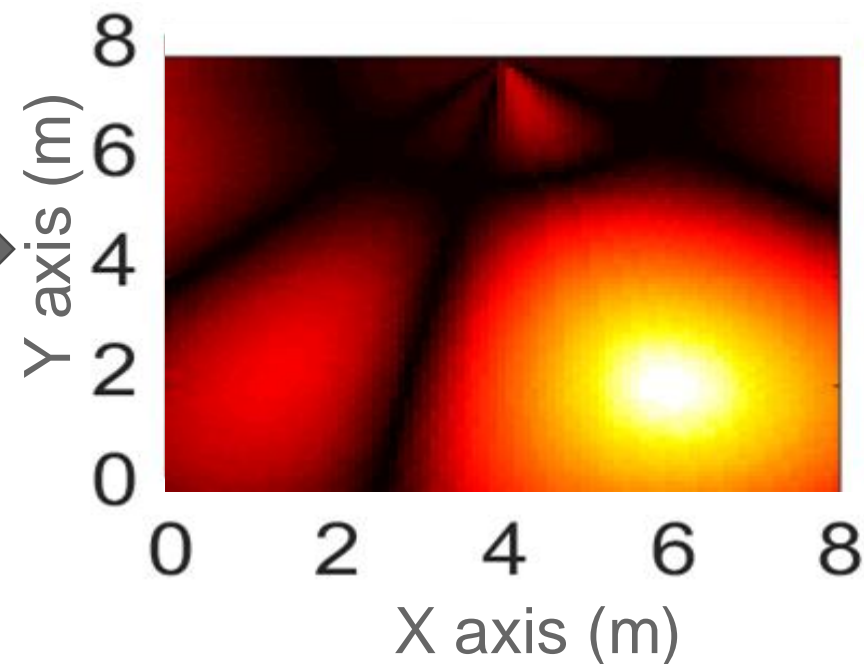
Polar to Cartesian



Input Representation – AoA-ToF: easy to scale

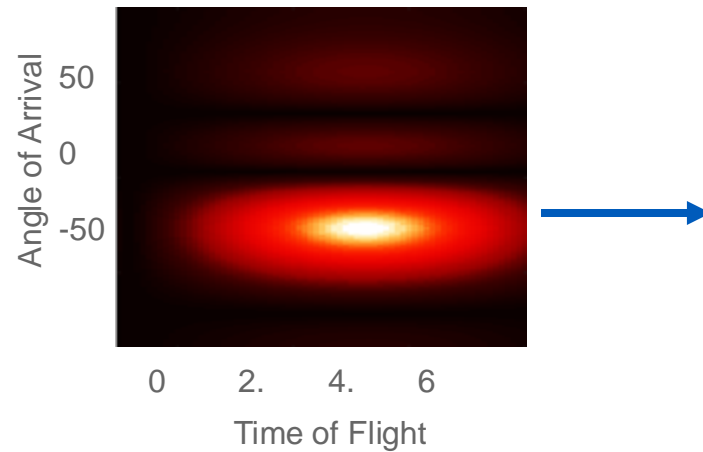


Polar to Cartesian



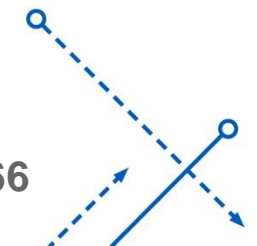
How to bring in AP's location context?

Offline Training – Predicting AoA for each AP

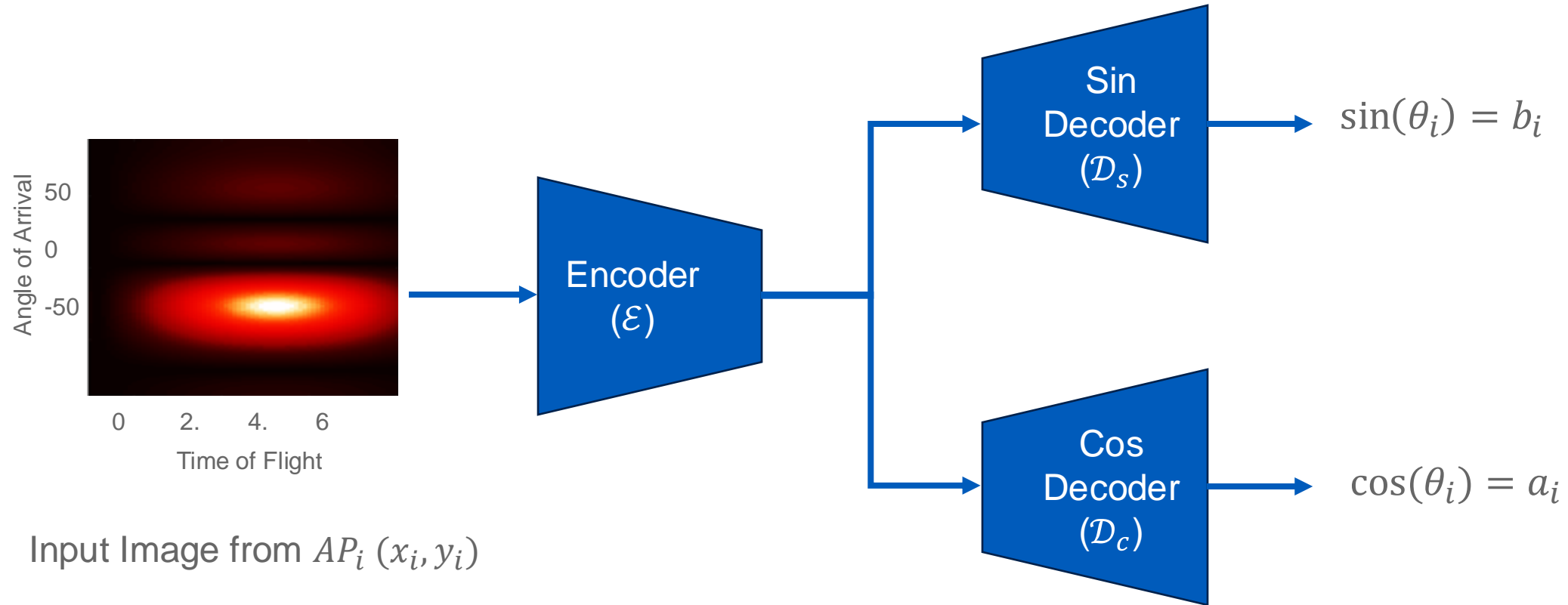


Input Image from $AP_i (x_i, y_i)$

$$\mathcal{L} = \sum_{i=1}^{N_{ap}} \mathcal{L}_{abs,i} + \mathcal{L}_{loc}$$

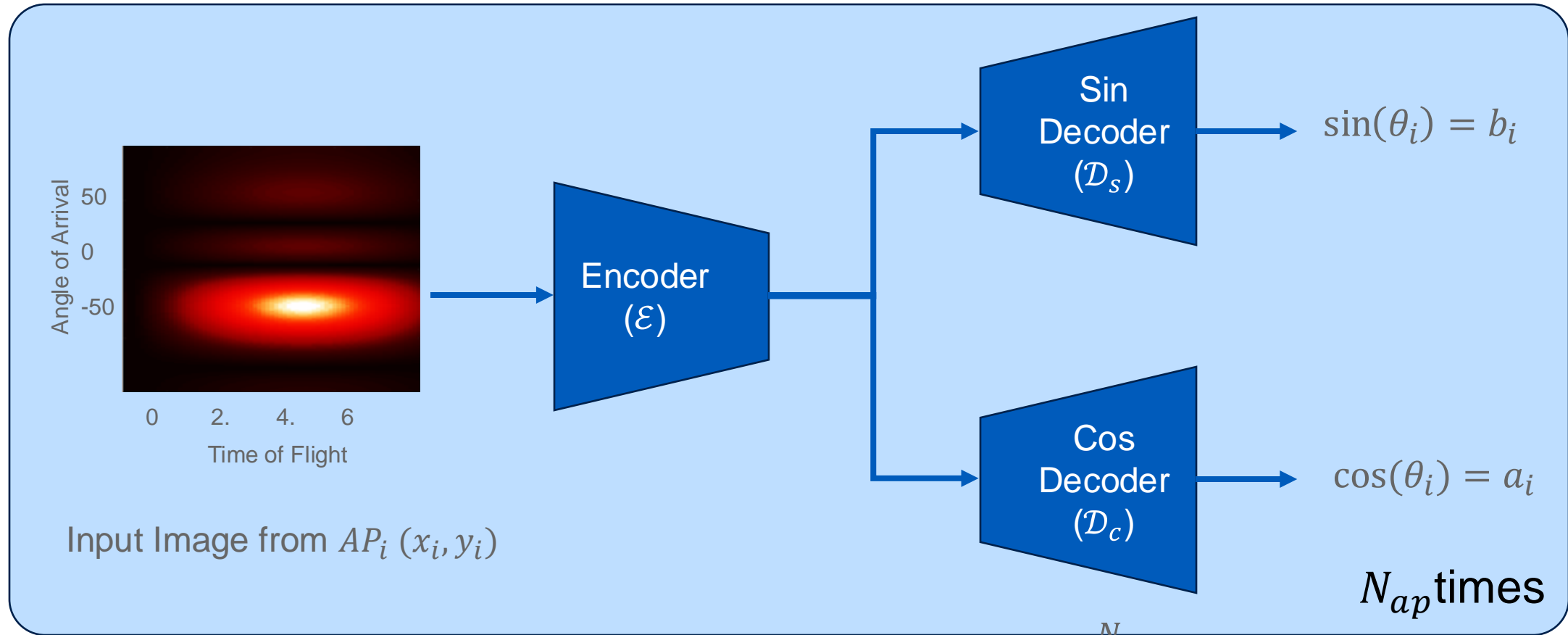


Offline Training – Predicting AoA for each AP



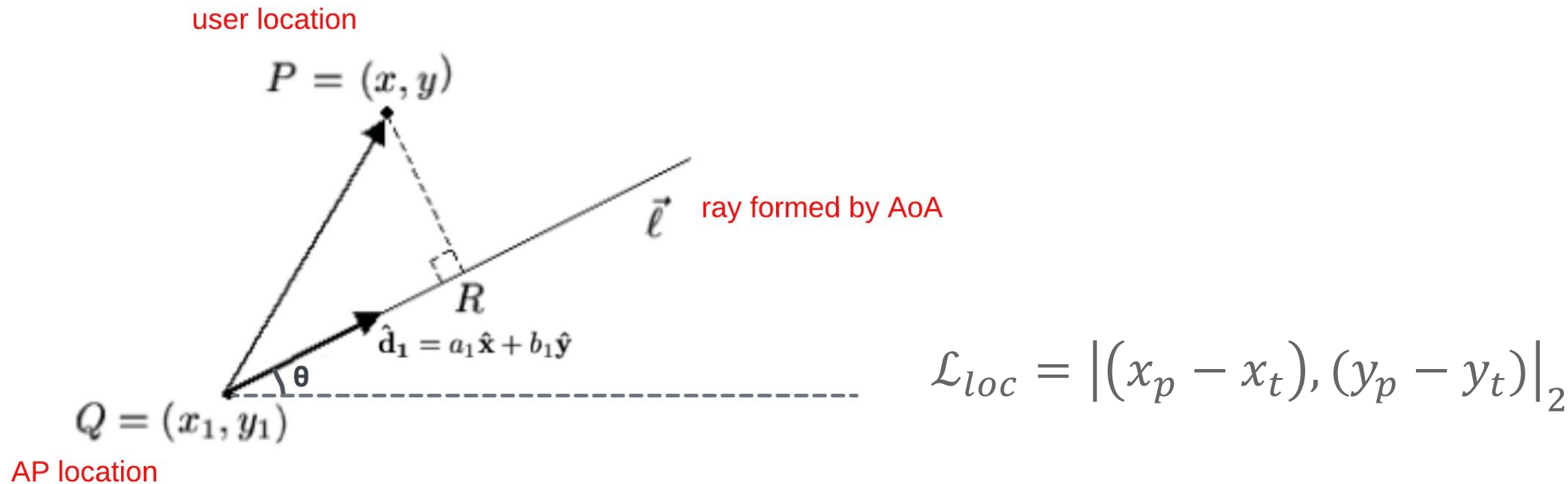
$$\mathcal{L} = \sum_{i=1}^{N_{ap}} \mathcal{L}_{abs,i} + \mathcal{L}_{loc}$$

Offline Training – Predicting AoA for each AP



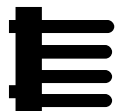
$$\mathcal{L} = \sum_{i=1}^{N_{ap}} \mathcal{L}_{abs,i} + \mathcal{L}_{loc}$$

Minimize the distance from the line

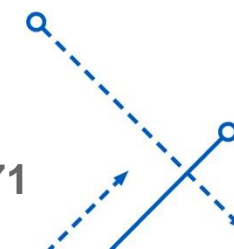
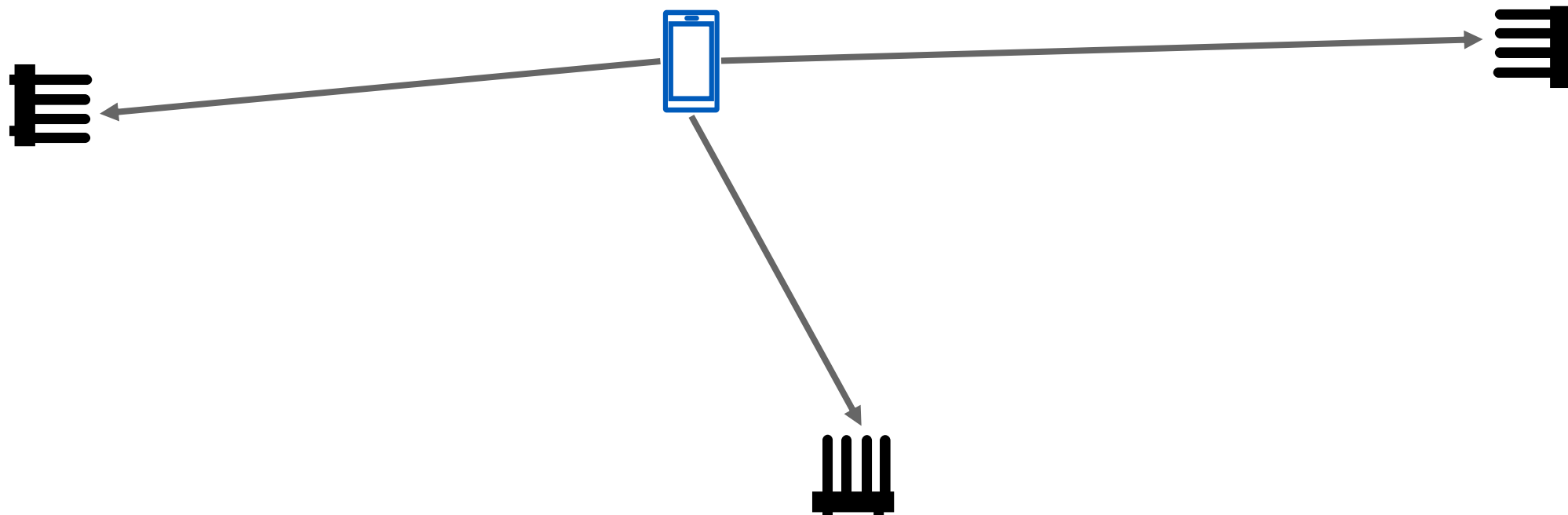


$$[x_p, y_p] = \min \sum_{i=1}^{N_{ap}} [(x - x_i)^2 + (y - y_i)^2 - a_i(x - x_i)^2 - b_i(y - y_i)^2]$$

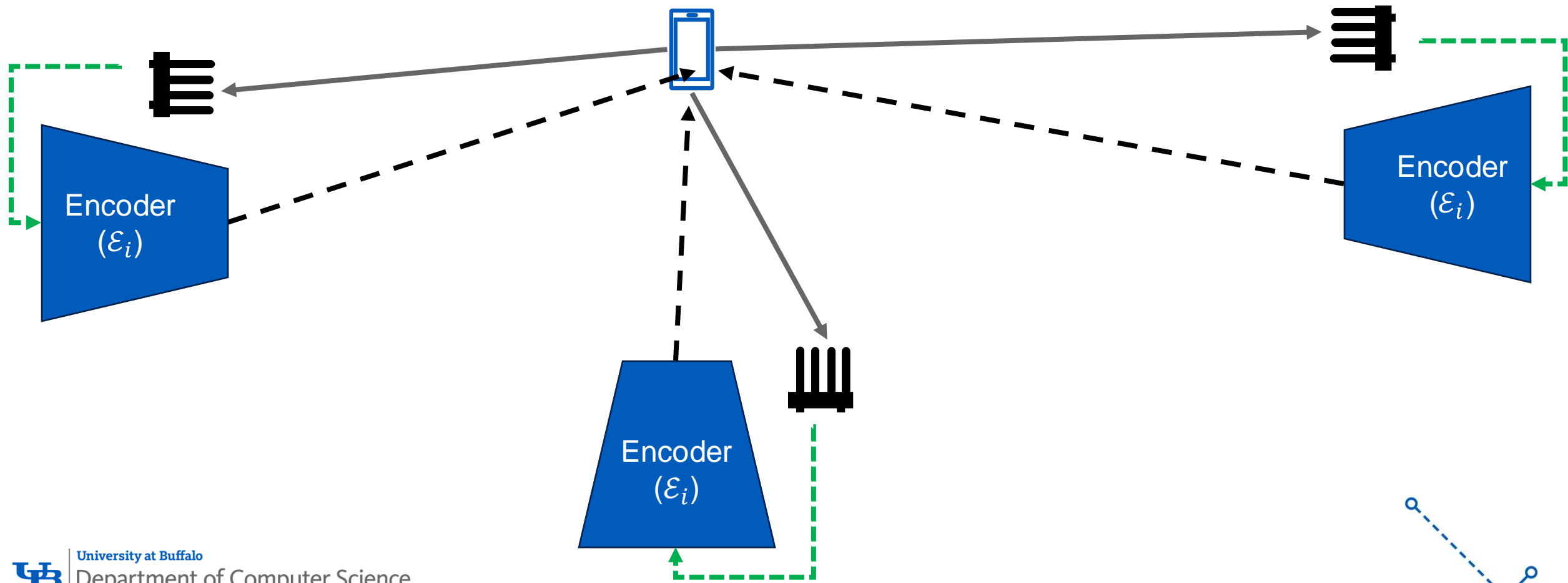
Deployment



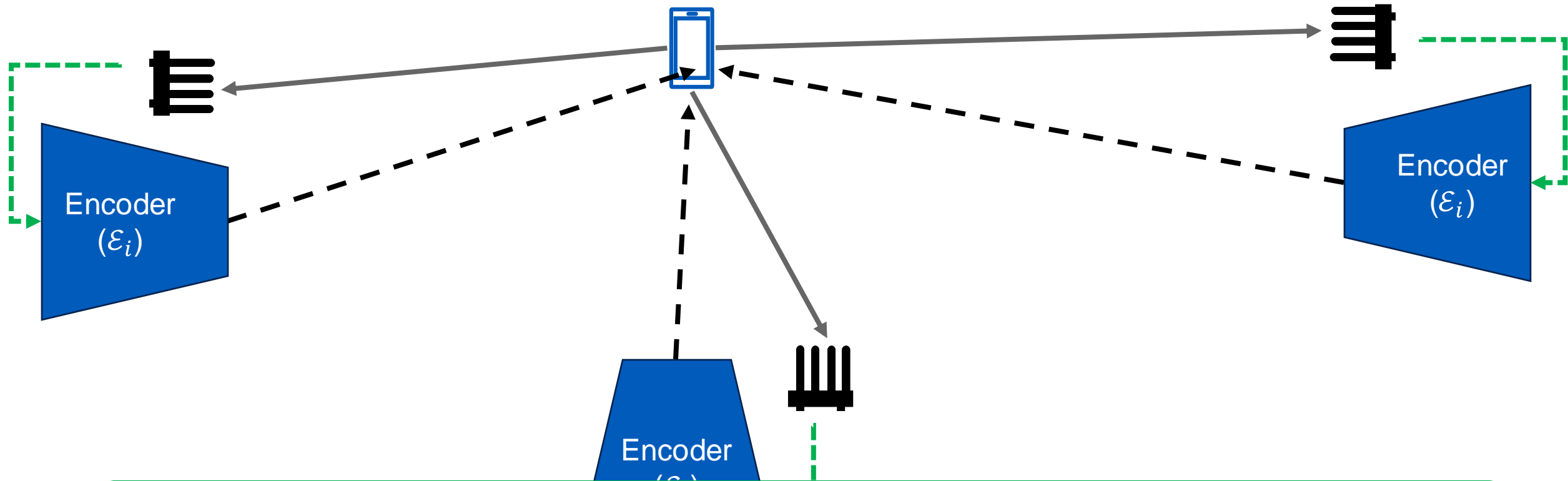
Deployment



Deployment

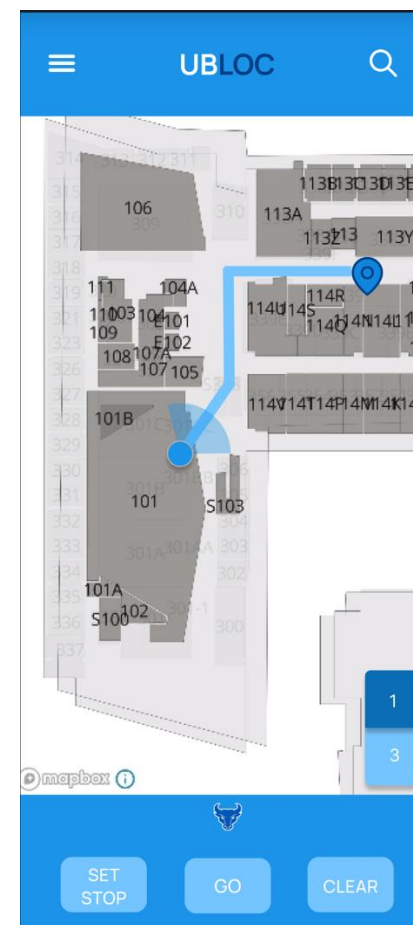
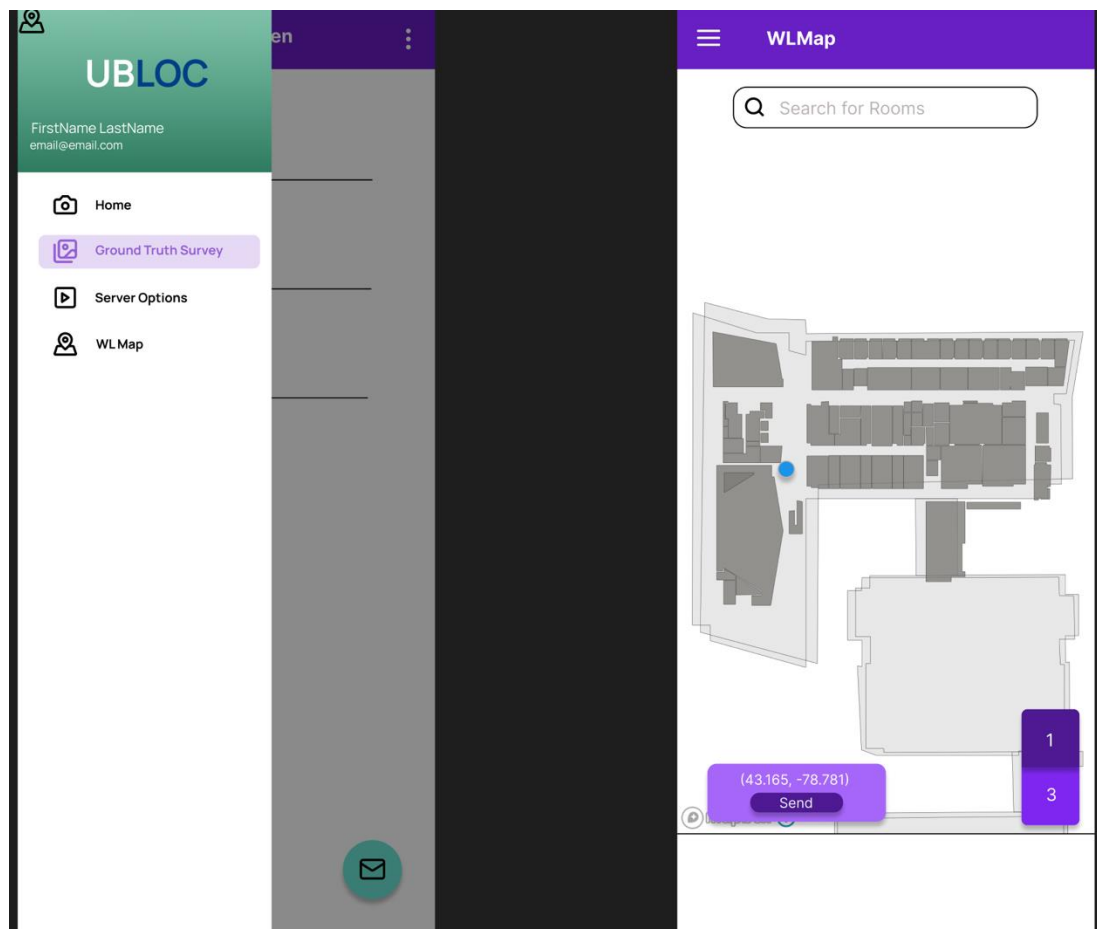


Deployment



Phone estimates its own Location – User in Control

App – For data collection and navigation



Thank you

Questions?