



**ese**  
embedded systems  
engineering

# Localization of Wireless Sensor Networks with a Mobile Beacon

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Proseminar Algorithms for Computer Networks

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Summary of the paper of

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Released on the First IEEE Conference on Mobile Ad-hoc and Sensor Systems

MASS, October 2004

- Introduction
  - Localization Problem
- Approach
  - Concept
  - RSSI
  - Gaussian
  - Bayesian Inference
  - Result
- Discussion



# Introduction



# Introduction

## Localization Problem

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# Localization Problem

# Introduction

## Localization Problem

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Imagine you are standing on a grassland ...

# Introduction

## Localization Problem

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Source: <http://www.indiatalkies.com/images/grassland5208d.JPG> [10/06/2012]

# Introduction

## Localization Problem

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Abstracted ...

# Introduction

## Localization Problem

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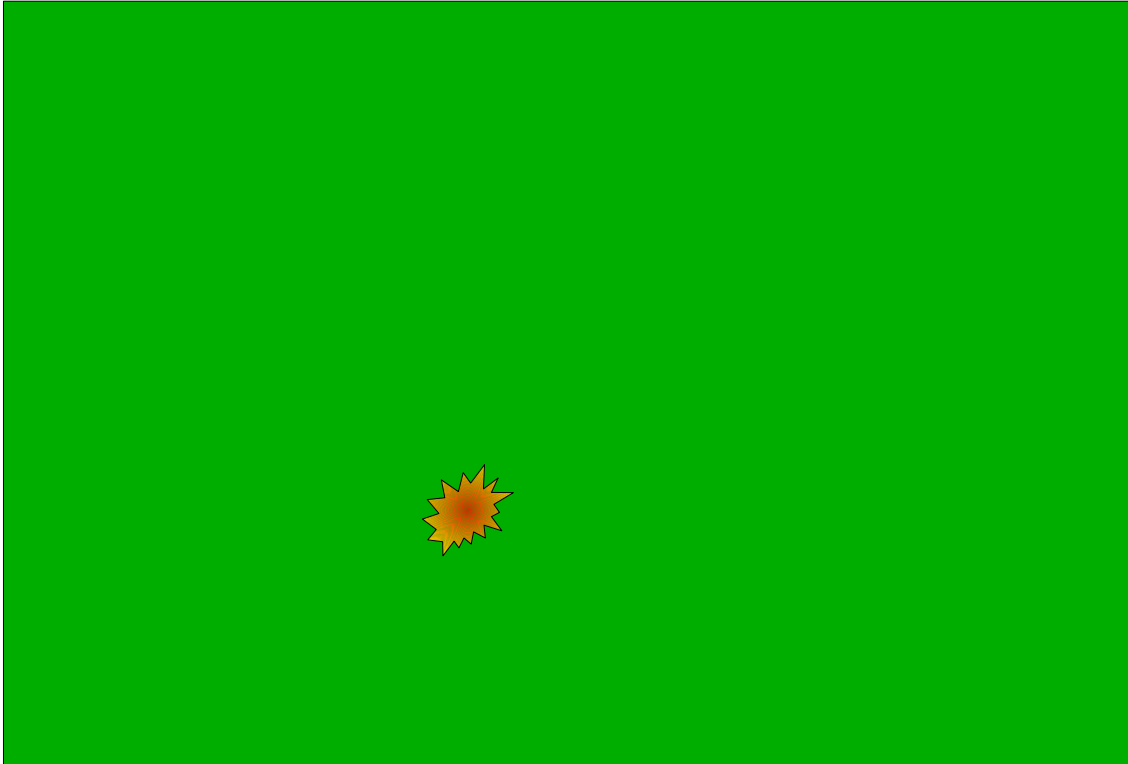
How to detect grassland fires?



# Introduction

## Localization Problem

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# Introduction

## Localization Problem

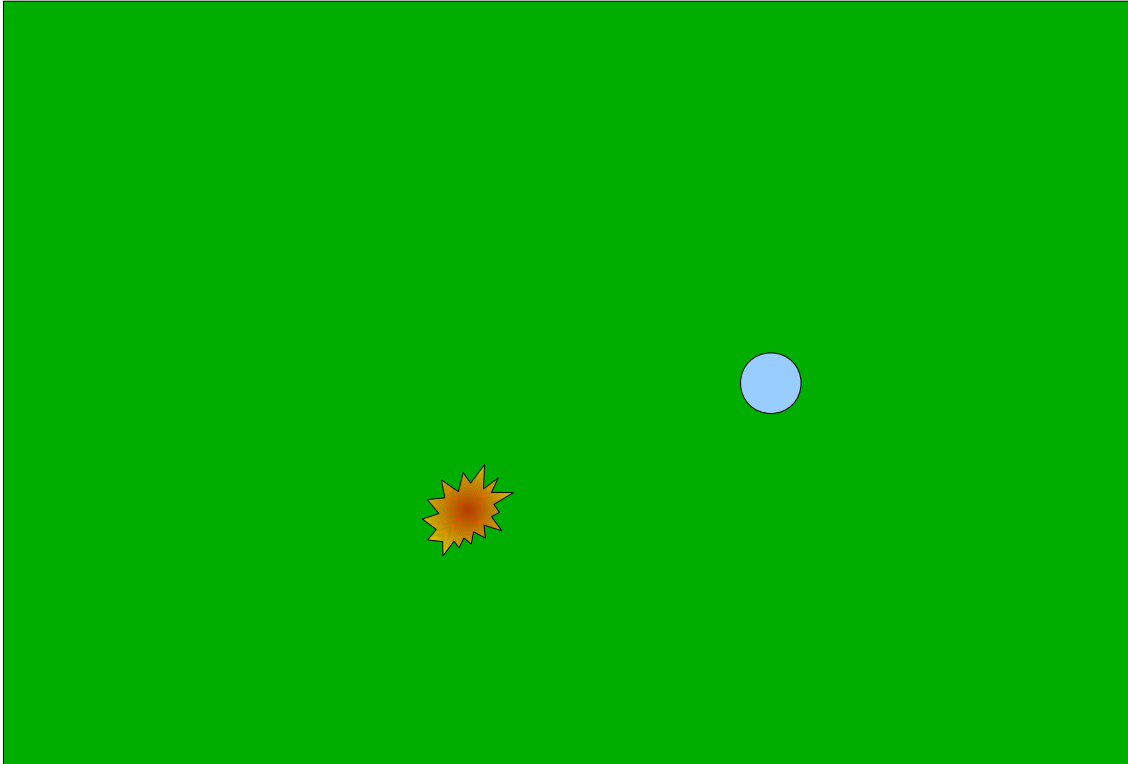
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### 1<sup>st</sup> scenario

# Introduction

## Localization Problem

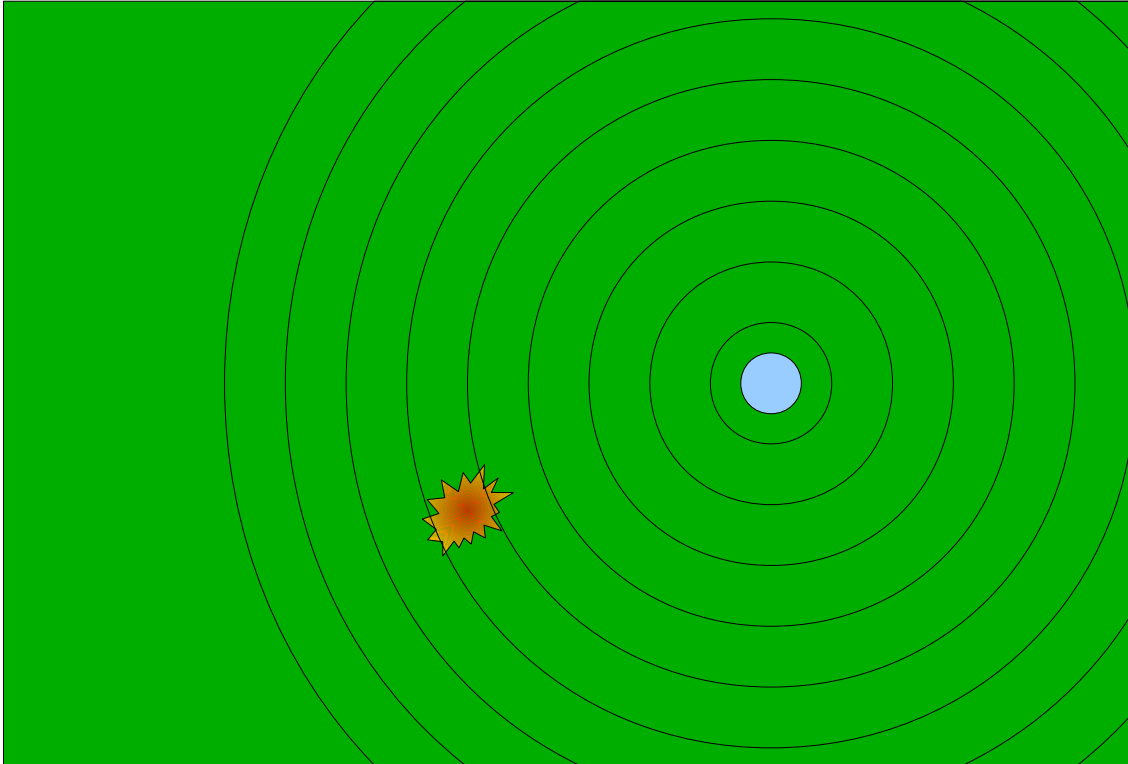
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Using few sensors ...

# Introduction

## Localization Problem



... with a wide range.

- Very expensive
- Hand-placed
- Mainly local or limited information



# Introduction

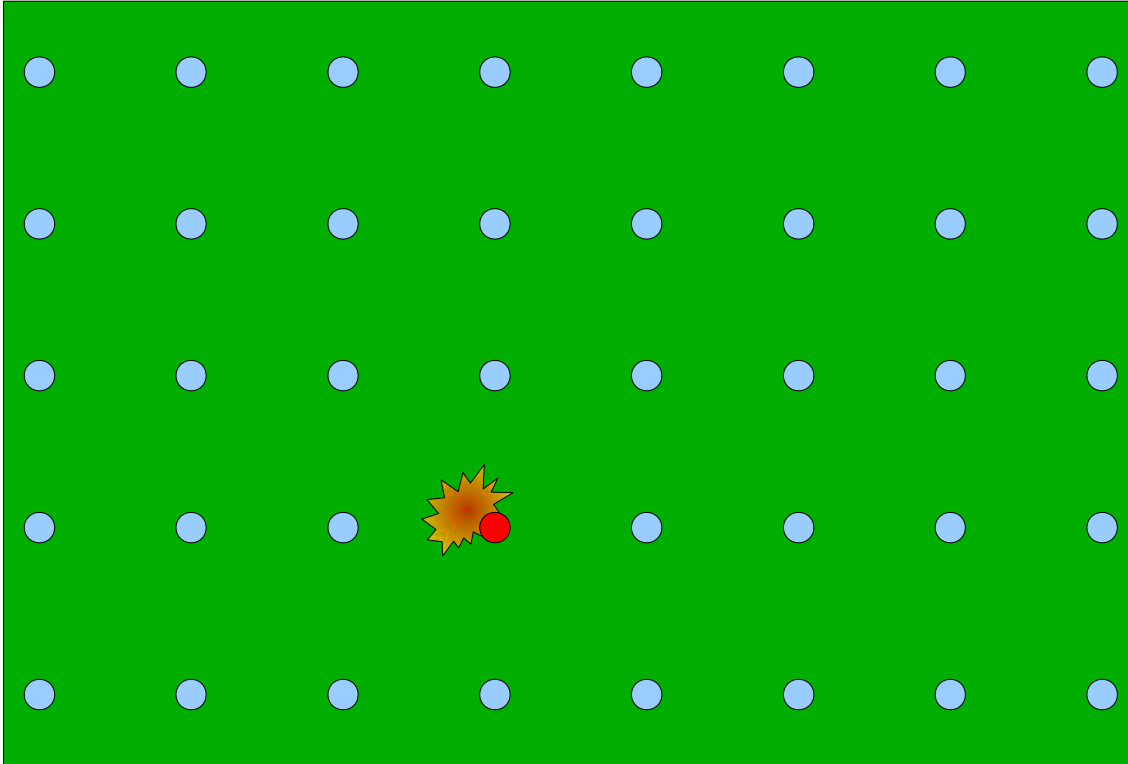
## Localization Problem

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## 2<sup>nd</sup> scenario

# Introduction

## Localization Problem



Using numerous sensor nodes.

- Increasing accuracy
- Highly integrated
- Inexpensive
- Default RF-Unit

# Introduction

## Localization Problem

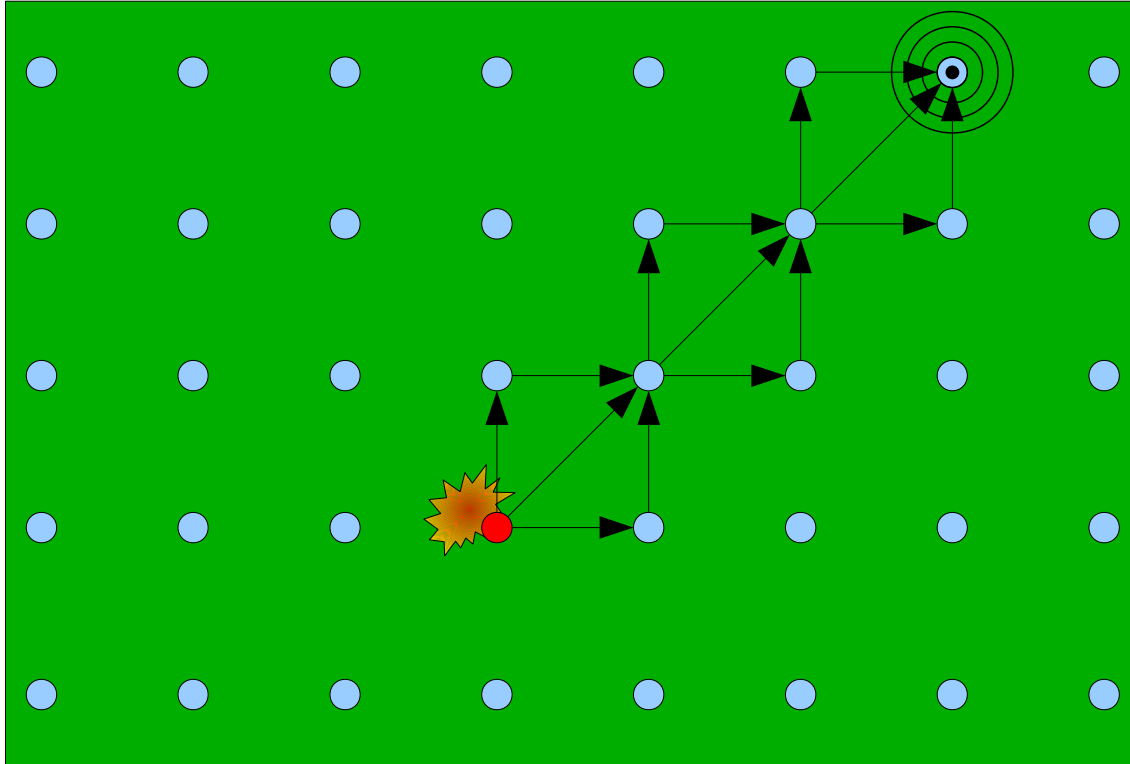
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But how to transmit data to the relay station that forwards the measurements to the control station?

How to address repeater nodes if the signal strength is not sufficient?

# Introduction

## Localization Problem

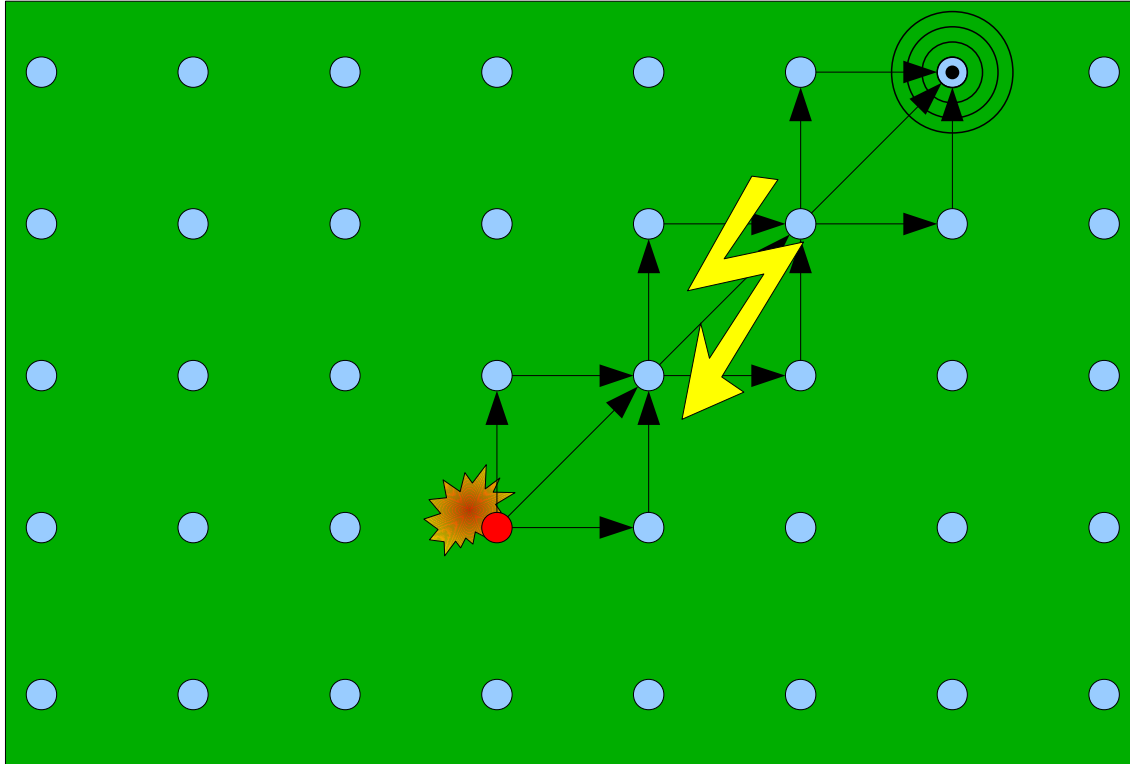


New challenges in the field of communication protocols are the consequence!



# Introduction

## Localization Problem



Especially when continuous data transfer is needed.

Increasing problems with data collisions and routing-efficiency.



# Introduction

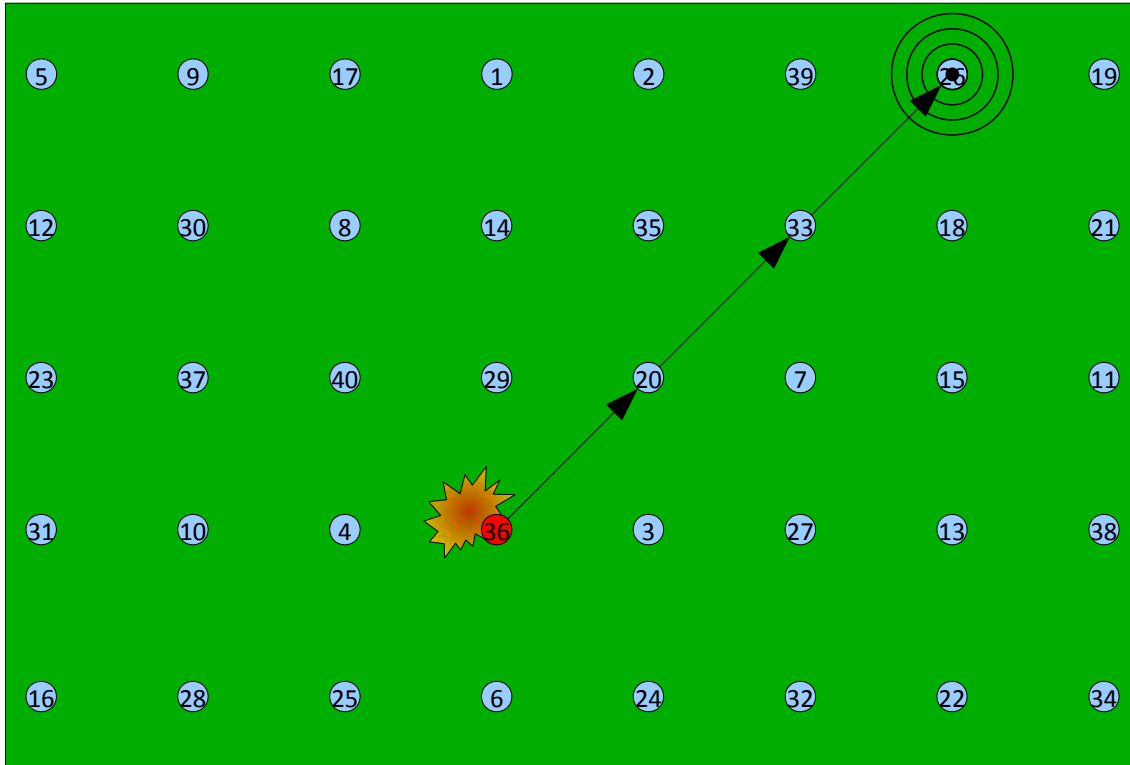
## Localization Problem

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1<sup>st</sup> solution

# Introduction

## Localization Problem



Every node gets an ID during its production process to make them unique and addressable.

- External mapping
- Self-organized mapping process

Expensive!



# Introduction

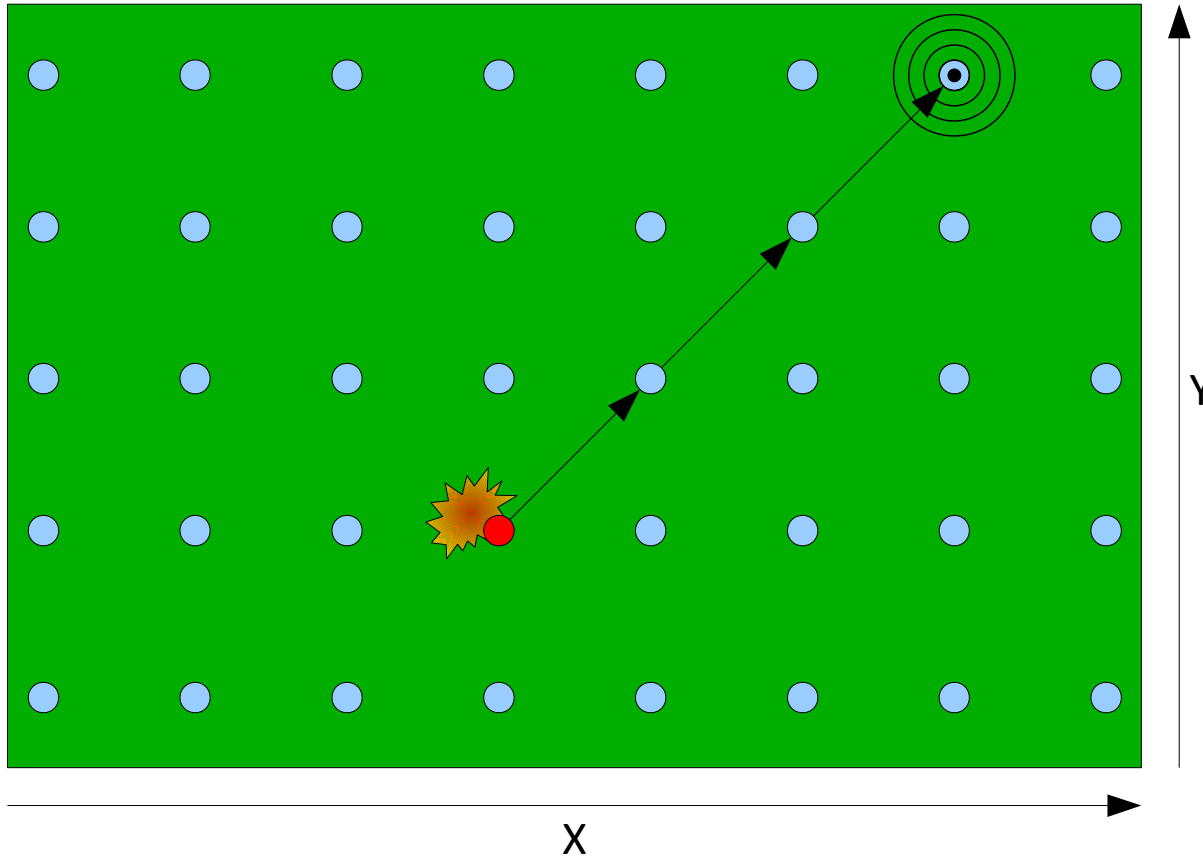
## Localization Problem

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2<sup>nd</sup> solution

# Introduction

## Localization Problem



Every node is addressable by its geographical position as an explicit ID.

# Introduction

## Localization Problem

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But where do the nodes get their position from?



# Introduction

## Localization Problem

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Possible options

# Introduction

## Localization Problem

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- Every node gets a GPS receiver
  - Very expensive!



# Introduction

## Localization Problem

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- Every node gets a GPS receiver
  - Very expensive!
- External localization system
  - Using ultrasonic or radio-frequency
  - Complex infrastructure with multiple beacons
  - Inefficient in cost and afford

# Introduction

## Localization Problem

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- Every node gets a GPS receiver
  - Very expensive!
- External localization system
  - Using ultrasonic or radio-frequency
  - Complex infrastructure with multiple beacons
  - Inefficient in cost and afford
- **Or this approach ...**



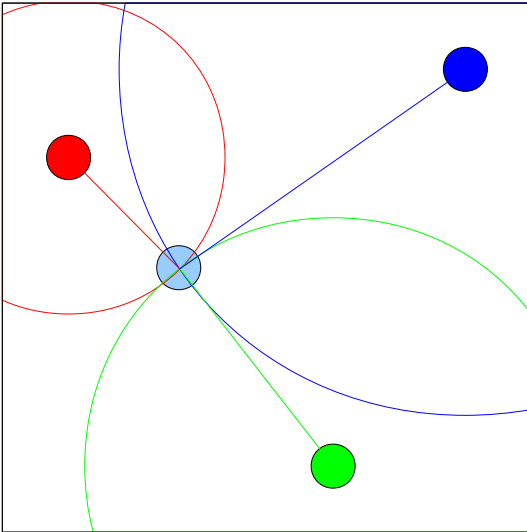
## Approach

# Approach Concept

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How to save cost and afford?

# Approach Concept



## Traditional external localization systems

- Lateration / Multilateration
- Multiple beacons – at least three
- Estimates position with distances between beacons and nodes
- Accuracy increases with number of beacons

# Approach Concept

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## Occurring problems

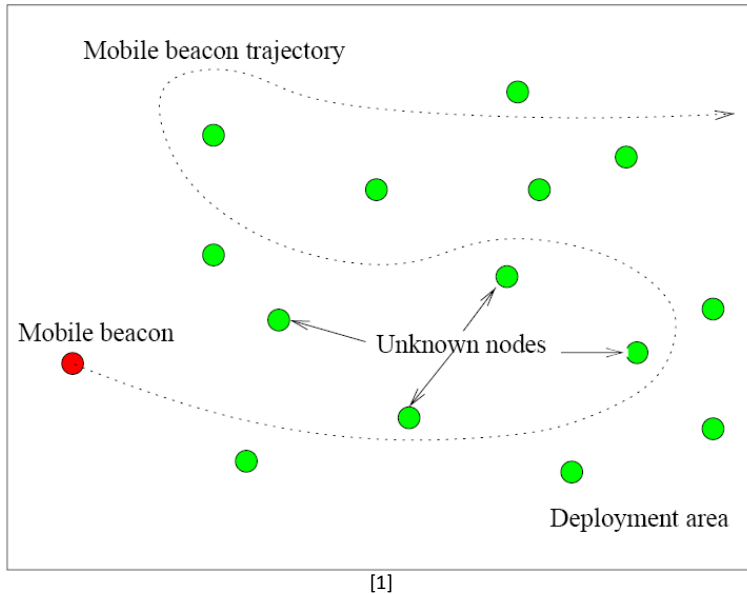
- Beacons are much more expensive than sensor nodes
- Beacons become useless after ranging – waste of money

# Approach Concept

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Why don't we reduce the number of  
beacons to one mobile?

# Approach Concept



- Numerous nodes deployed e.g. per plain
- Only one mobile beacon needed
- Each node computes its own position estimate locally
- Beacon knows its absolute position by an attached GPS receiver
- System provides localization with respect to a fixed coordinate system (GPS)
- Scalable to any number of unknown nodes



# Approach RSSI

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How to estimate the distance  
between node and beacon?

# Approach

## RSSI

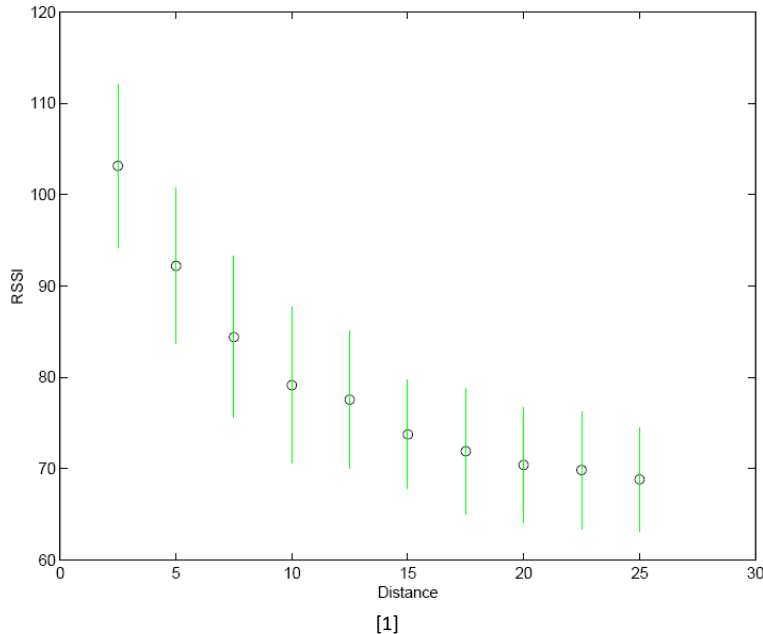
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## RSSI

Received Signal Strength Indicator

# Approach

## RSSI



RSSI vs. distance  
Standard deviation

RSSI = Received Signal Strength Indicator

RSSI given by RF-units by default.

Optimal

- $\text{RSSI} \sim 1 / \text{distance}$

Reality

- Obstacles (e.g. walls) let signals become unpredictable
- No chance for indoor applications

Calibration: Measuring every 2.5 m

# Approach Gaussian

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How to increase accuracy?



# Approach

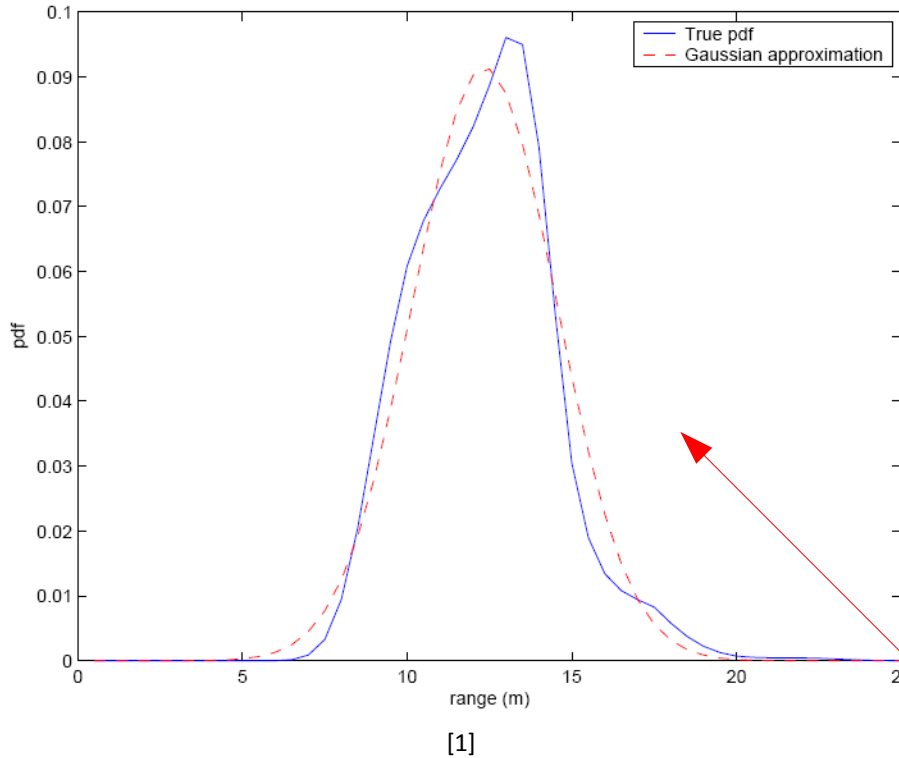
## Gaussian

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## Gaussian

# Approach

## Gaussian



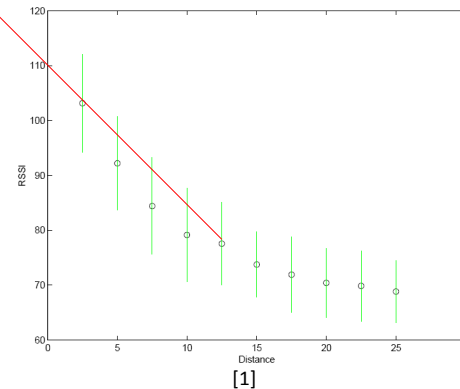
Looking at one point:

RSSI of 77

Distance  $\approx 12.5$  m

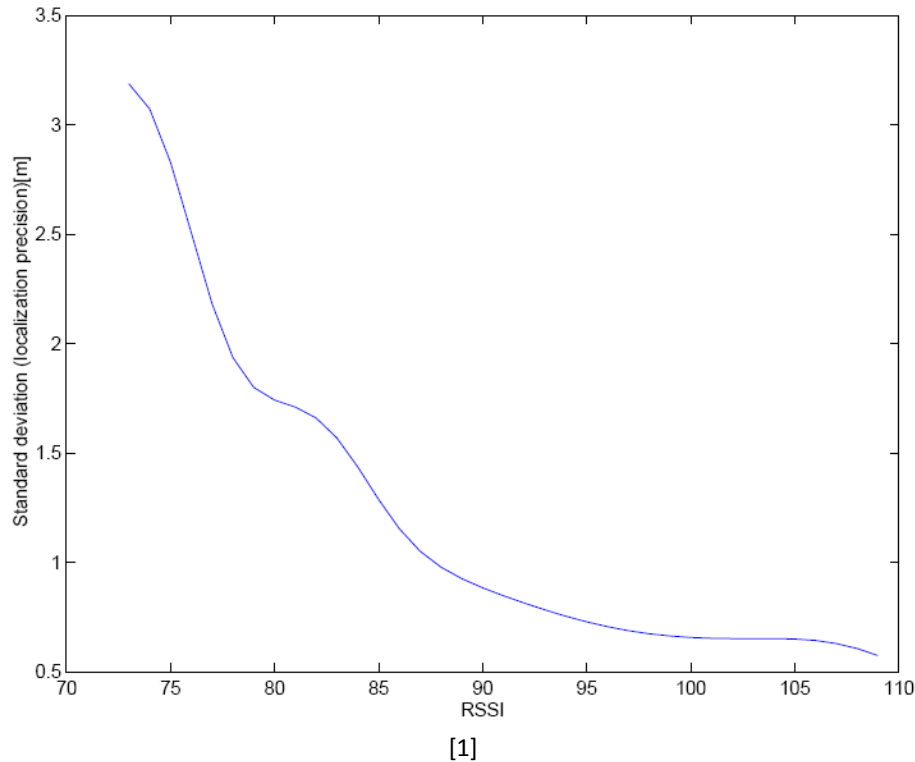
Probability distribution  
function pdf

Increasing accuracy by  
approximating the pdf  
with a Gaussian curve.



# Approach

## Gaussian



Standard deviation of the distances as a function of the RSSI value.

- High precision of under one meter in short ranges
- Decreasing precision with increasing distance

# Approach

## Bayesian Inference

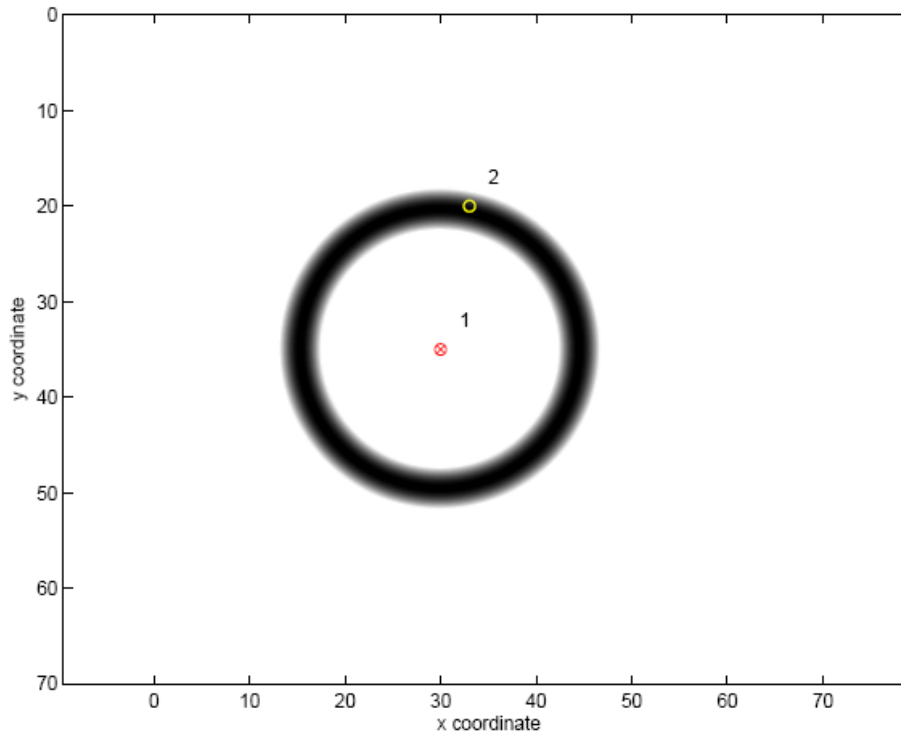
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But how to estimate the position?



# Approach

## Bayesian Inference



[1]

Position of beacon **1**

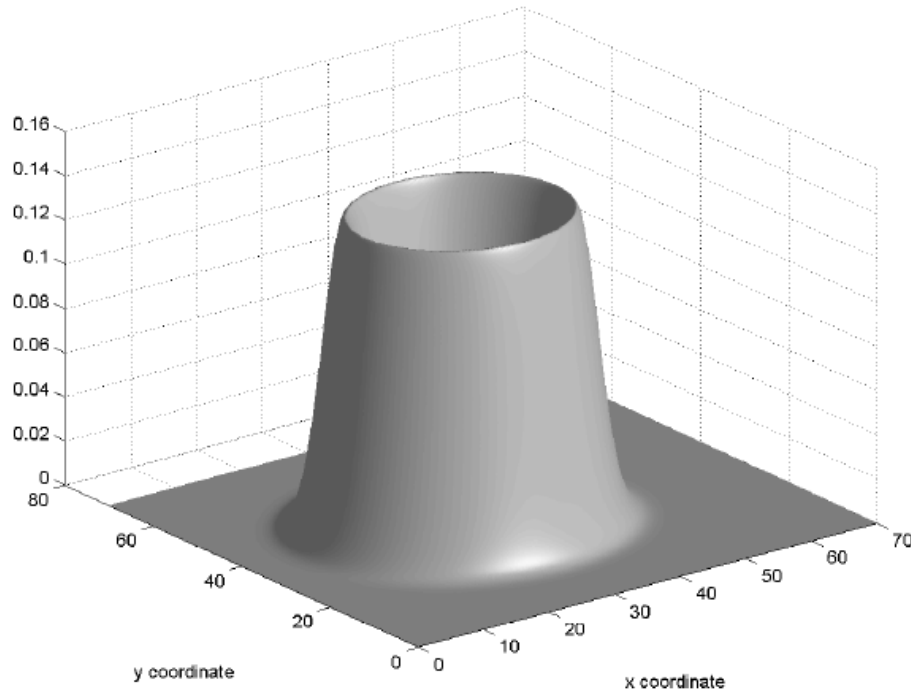
Position of unknown node **2**

Current position of beacon is given by GPS and transmitted via radio to nodes.

Circular probability space where node could be through combining beacon position and RSSI value.

# Approach

## Bayesian Inference



[1]

3D view of the circular probability space with Gaussian approximation.

No explicit result!

# Approach

## Bayesian Inference

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How to estimate an explicit result?

# Approach

## Bayesian Inference

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# Bayesian Inference

# Approach

## Bayesian Inference

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Statistical instrument to estimate occurring events  
by using the knowledge of previous events. [2]

- $$P(A|B) = \frac{P(B|A) \cdot P(A)}{P(B)}$$

Probability of the event A under the condition of event B –  
this is what we want to know!

- $P(A)$

Probability of the event A

- $P(B)$

Probability of the event B

- $P(B|A)$

Probability of the event B under the condition of event A

# Approach

## Bayesian Inference

The Bayesian Inference helps to estimate the new position estimate **NPE** in assistance of the old position estimate **OPE**.

- $P(A) = PDF_{RSSI}(dist((x, y), (x_B, y_B)))$
- $P(B) = \int_{x_{min}}^{x_{max}} \int_{y_{min}}^{y_{max}} OPE(x, y) \times PDF_{RSSI}(dist((x, y), (x_B, y_B))) dx dy$
- $P(B|A) = OPE(x, y)$
- $P(A|B) = NPE(x, y) = \frac{P(B|A) \times P(A)}{P(B)}$   
$$= \frac{OPE(x, y) \times PDF_{RSSI}(dist((x, y), (x_B, y_B)))}{\int_{x_{min}}^{x_{max}} \int_{y_{min}}^{y_{max}} OPE(x, y) \times PDF_{RSSI}(dist((x, y), (x_B, y_B))) dx dy}$$

[1]

# Approach

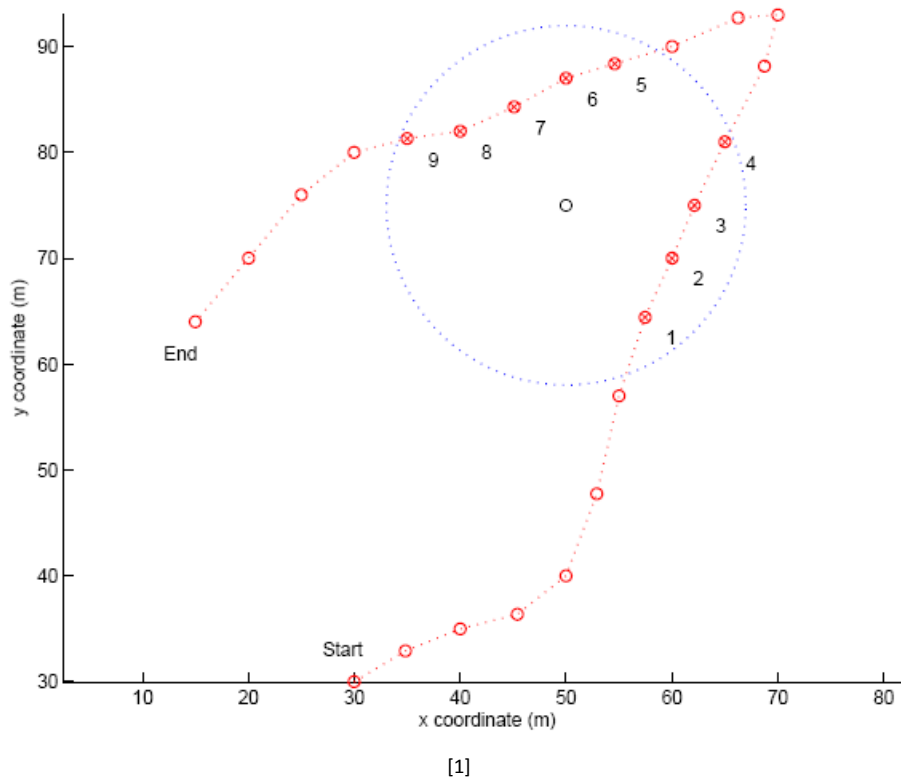
## Bayesian Inference

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No more theory!  
What is the use of it?

# Approach

## Bayesian Inference



Showcase of a beacon trajectory along one single unknown node.

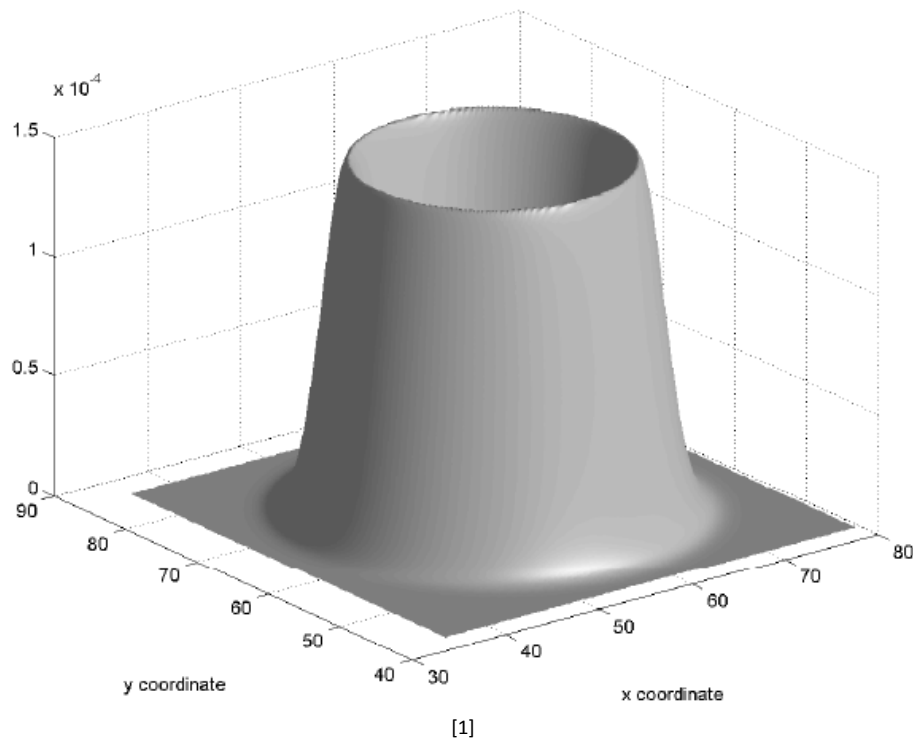
There are some spots where the beacon sends a data packet containing its absolute position but only nine of them are in reach of the node.

The accuracy of the estimated position increases with each received data packet.



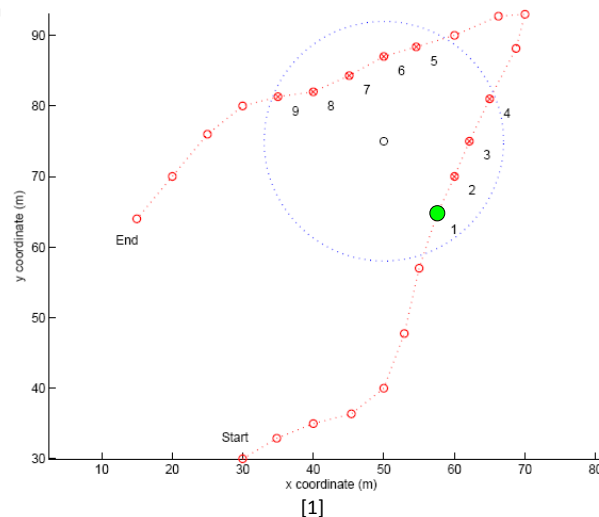
# Approach

## Bayesian Inference



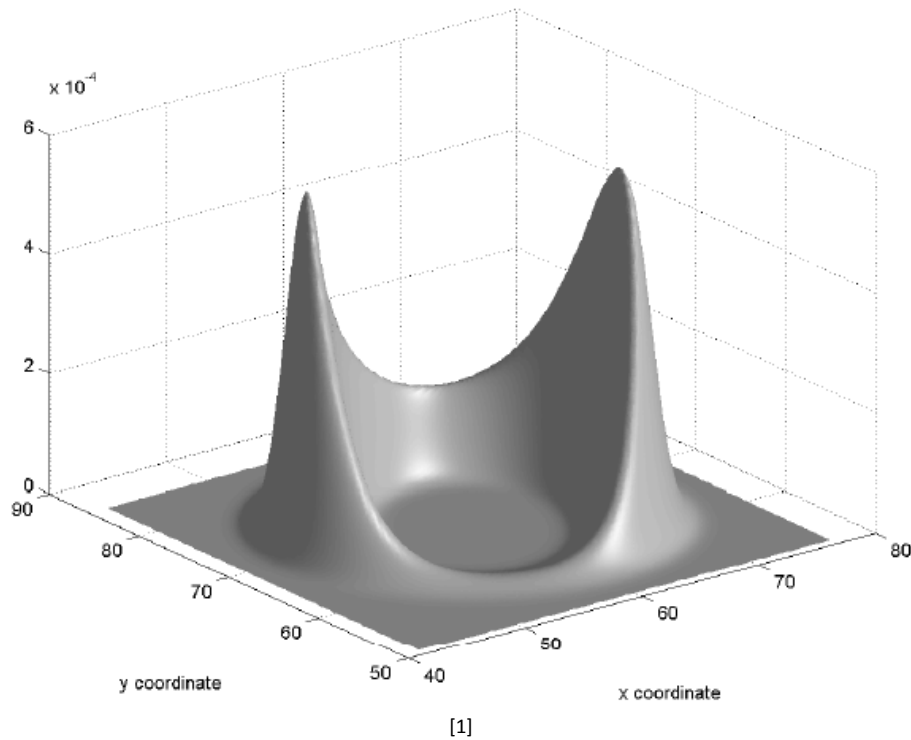
1<sup>st</sup> received beacon packet

3D probability space as shown before.



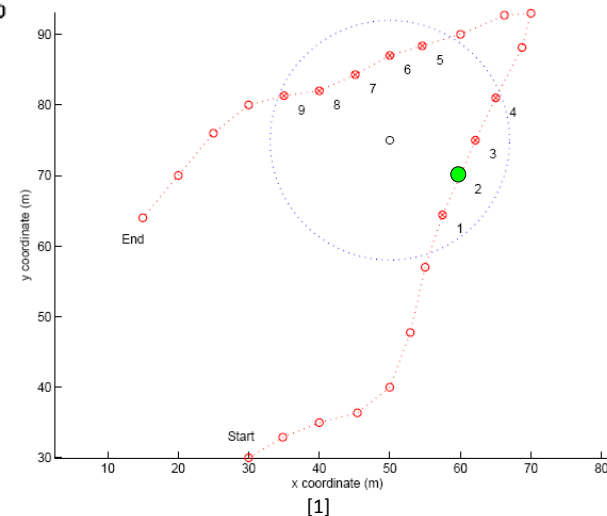
# Approach

## Bayesian Inference



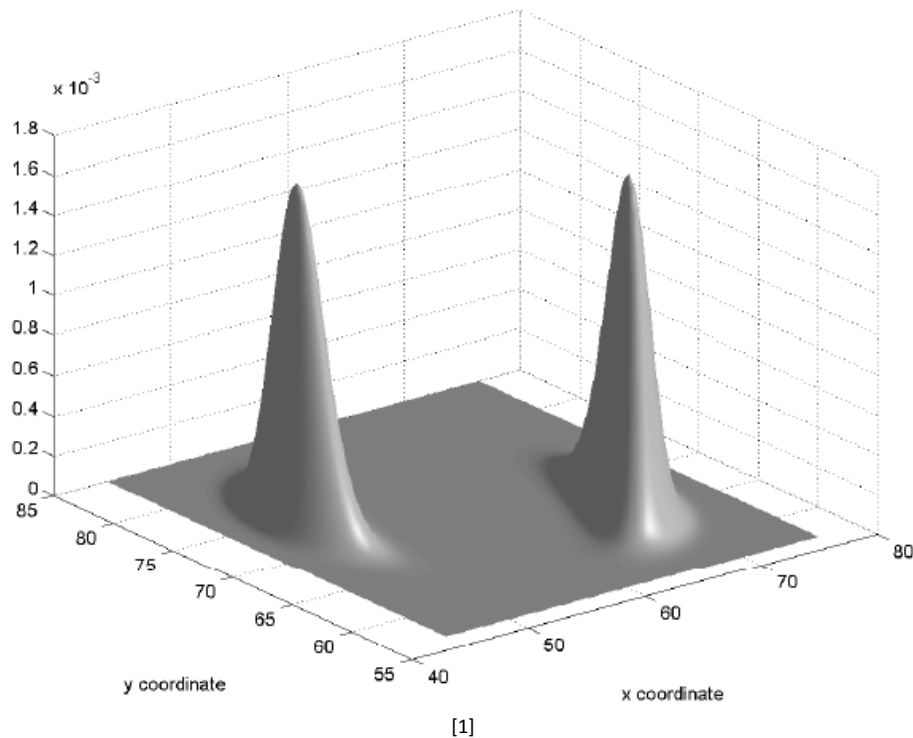
2<sup>nd</sup> received beacon packet

(1<sup>st</sup> packet) x (2<sup>nd</sup> packet)



# Approach

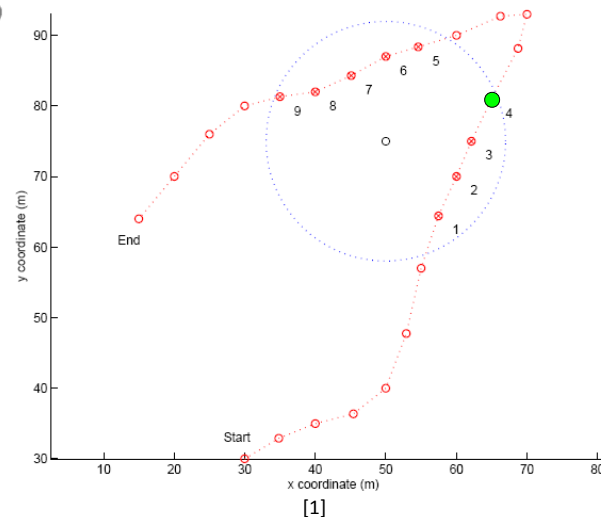
## Bayesian Inference



4<sup>th</sup> received beacon packet

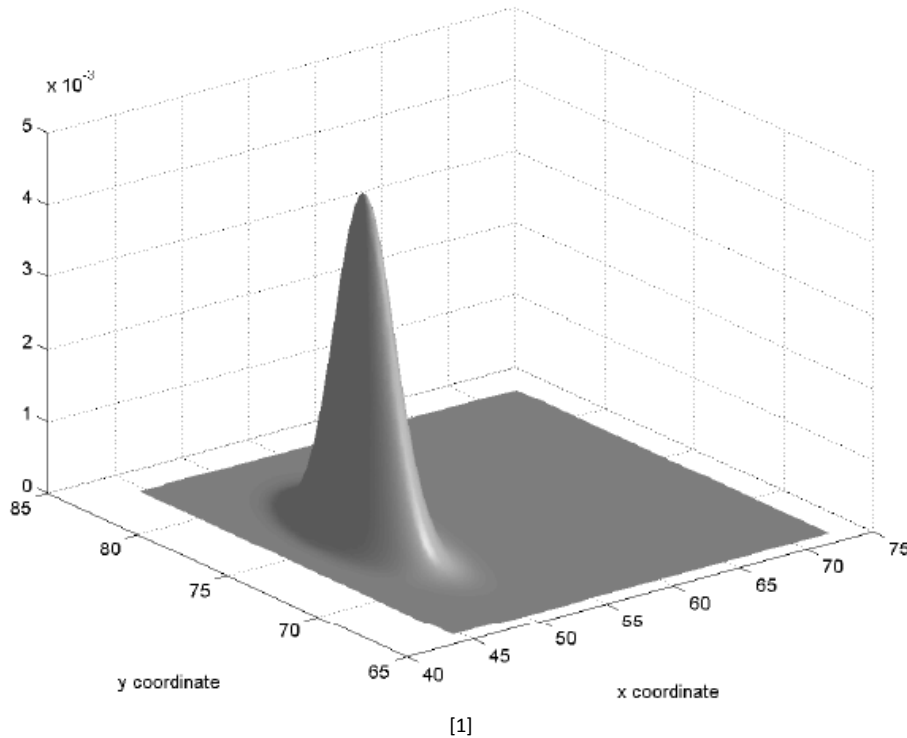
(prev. packets)  $\times$  (4<sup>th</sup> packet)

Symmetric probability distribution  
caused of collinear waypoints.



# Approach

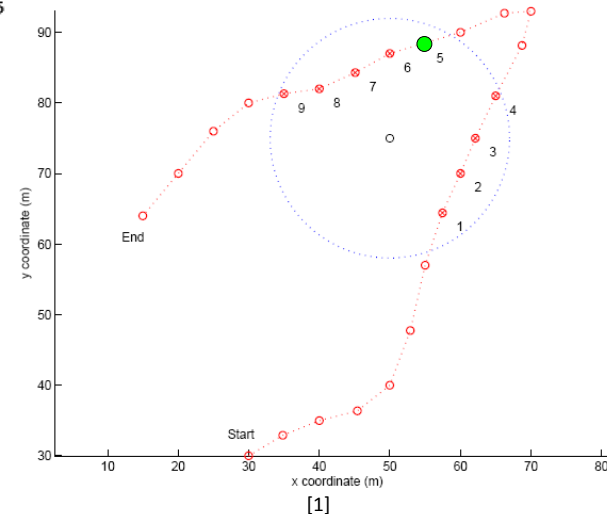
## Bayesian Inference



5<sup>th</sup> received beacon packet

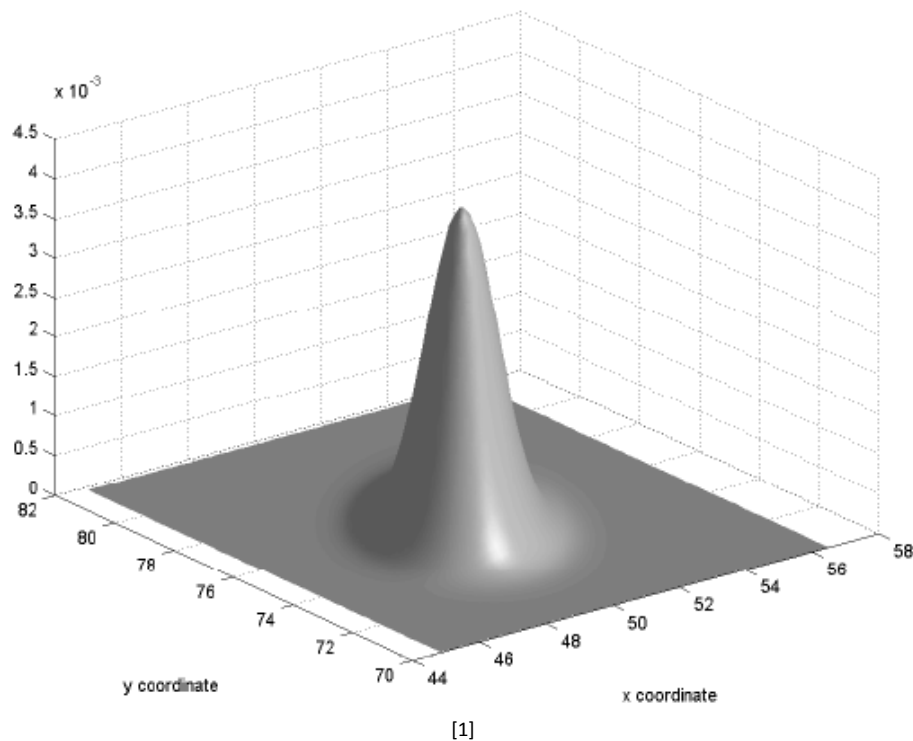
(prev. packets)  $\times$  (5<sup>th</sup> packet)

Eliminating symmetric ratio.



# Approach

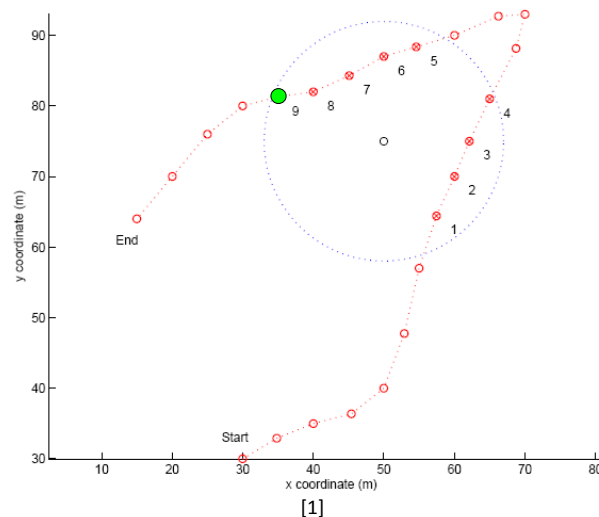
## Bayesian Inference



9<sup>th</sup> received beacon packet

(Prev. packets)  $\times$  (9<sup>th</sup> packet)

The unknown node is now  
explicit localized!





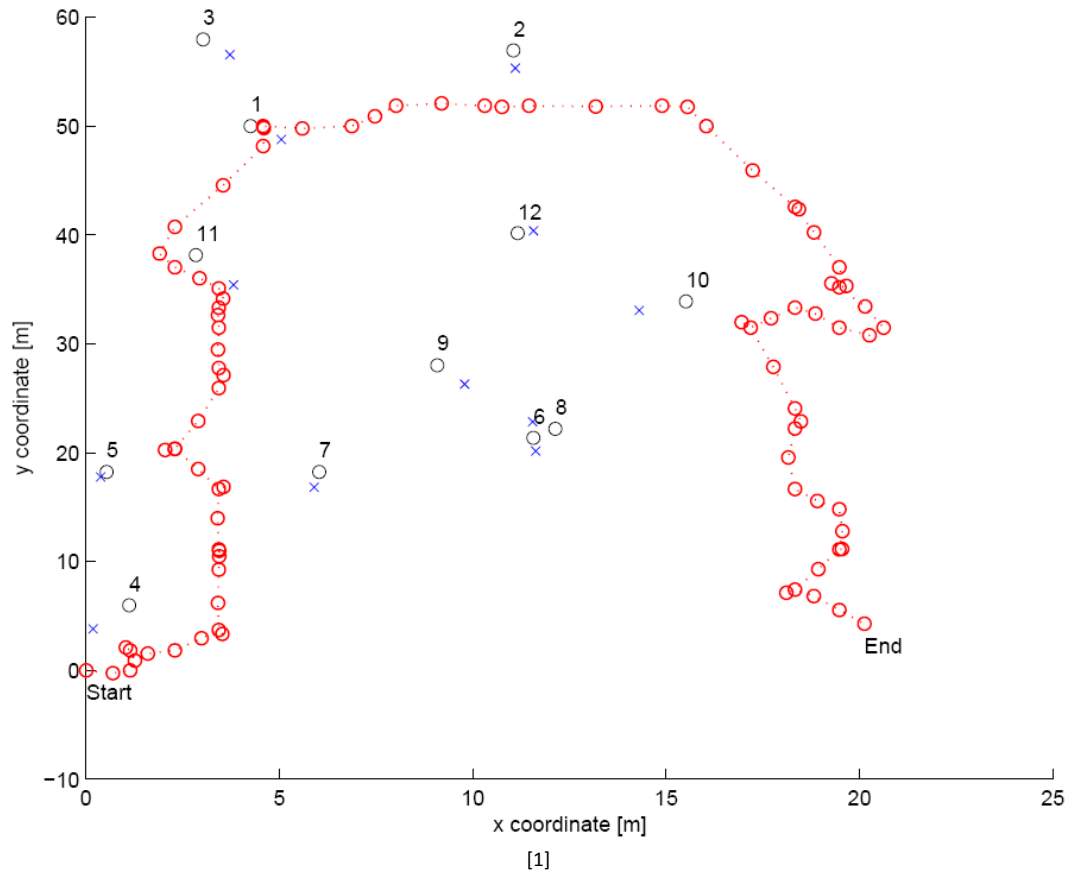
# Approach Result

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## Result

# Approach

## Result



### Nodes

o real position

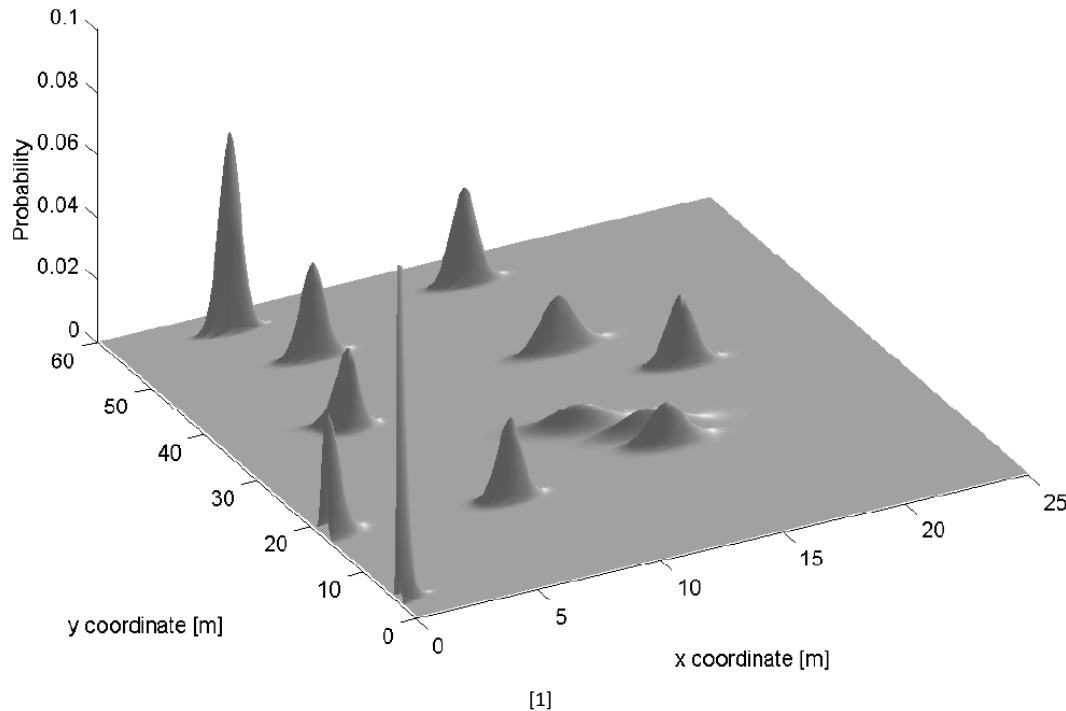
x estimated position

### Beacon

o position where the beacon has send a packet

# Approach

## Result



Map of the final  
position estimations.

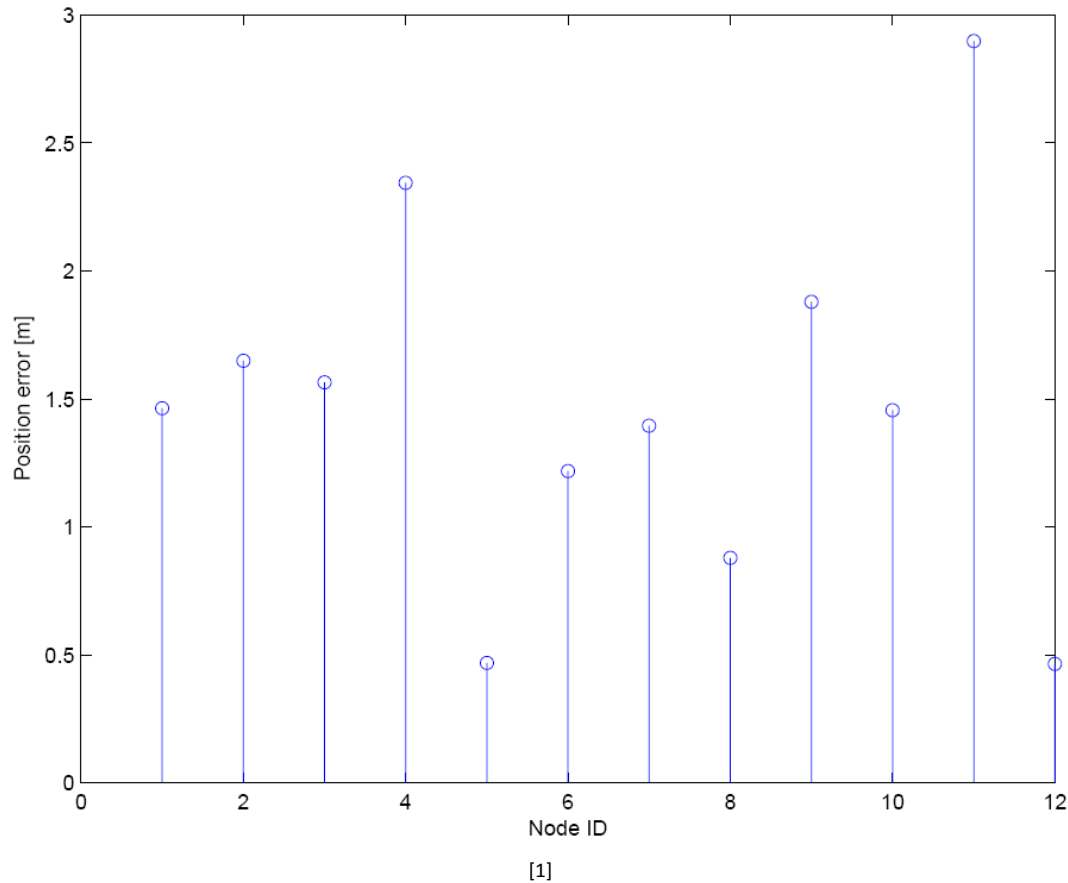
High peak = high precision

Low peak = low precision



# Approach

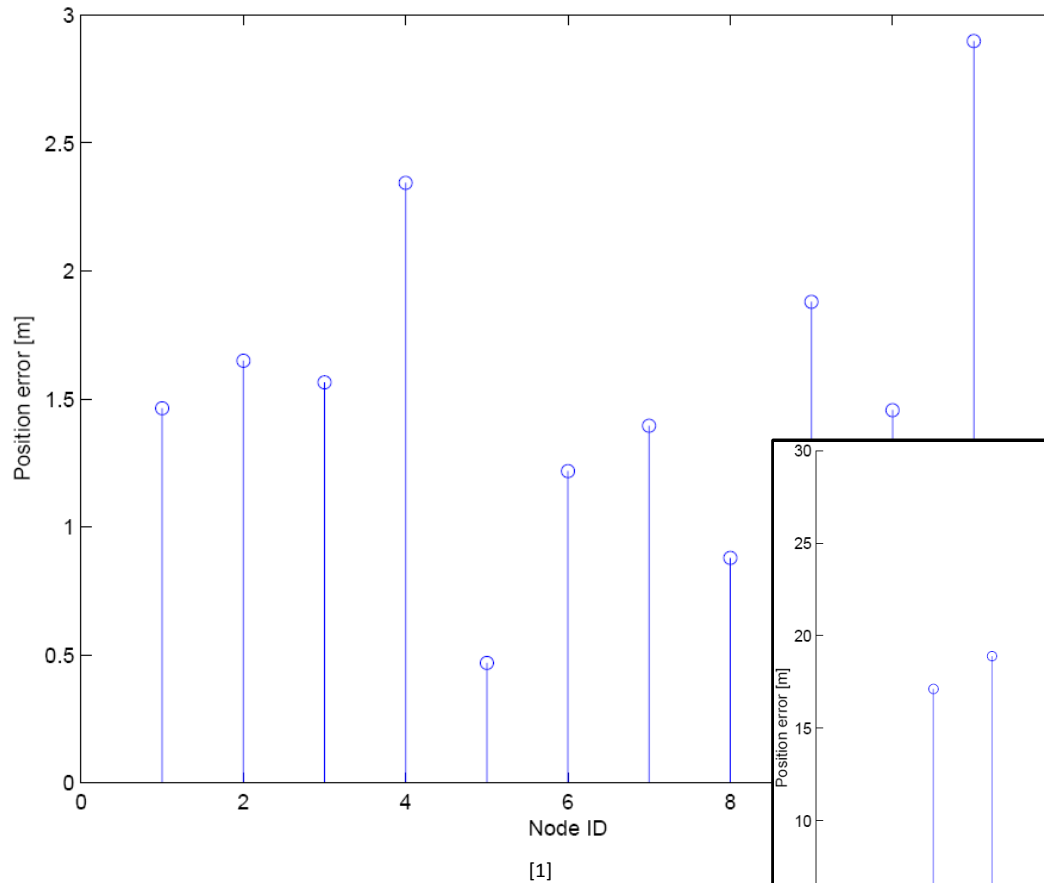
## Result



Localization error

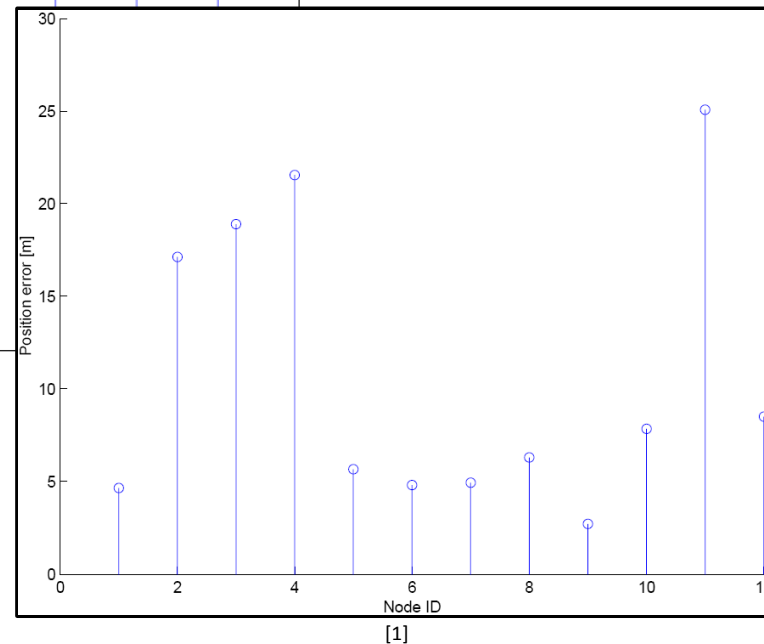
# Approach

## Result

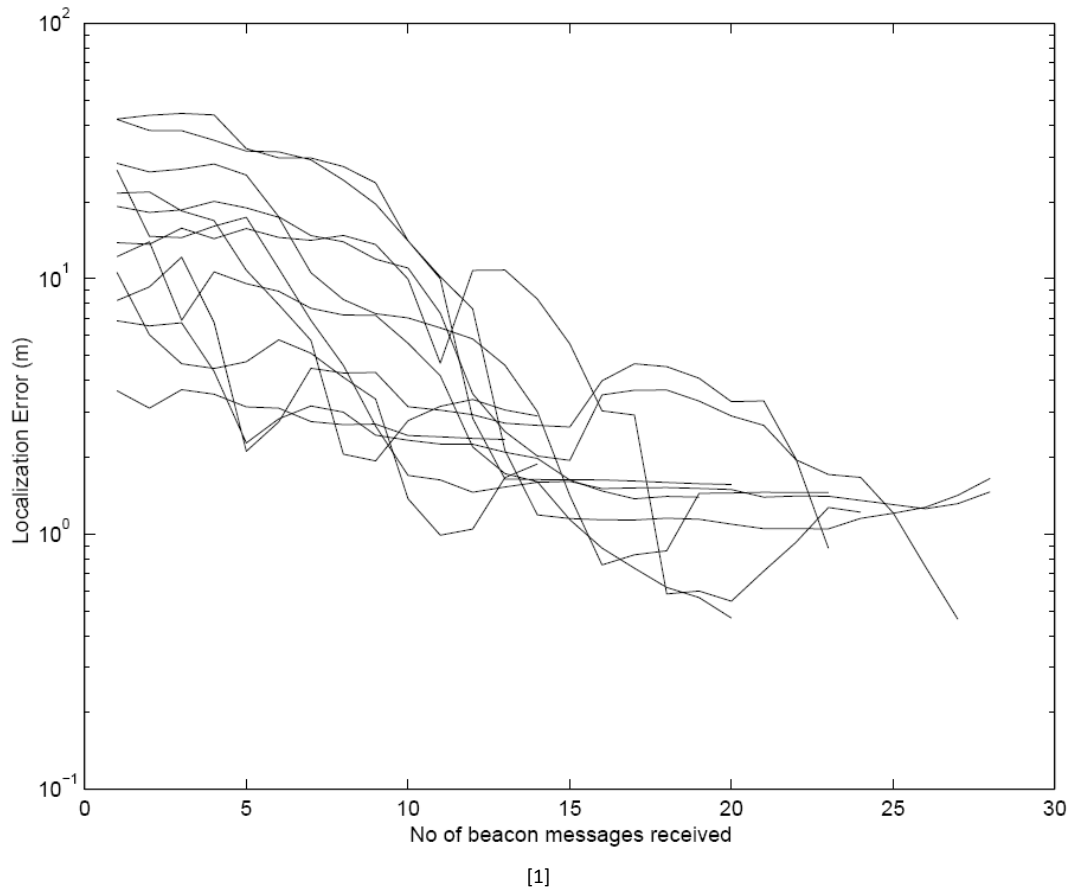


Localization error

Compared to the result of multilateration, it is a very good alternative!



# Approach



Evolution of the localization error with increasing beacon packets.



## Discussion

## Pro

- Very precise compared to external systems
- Deployable and calibratable per plain
- Efficient in cost and afford

## Contra

- Only practicable in outdoor applications
- Only for unmoving nodes
- Are there any reasonable applications?  
Except on battlefields?

# The End

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Thank you for your attention!

Questions?

# Bibliographical References

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- [1] Mihail L. Sichitiu and Vaidyanathan Ramadurai. Localization of wireless sensor networks with a mobile beacon. First IEEE Conference on Mobile Ad-hoc and SensorSystems (MASS 2004), October 2004.
- [2] <http://de.wikipedia.org/wiki/Bayestheorem>, Wikimedia Foundation Inc., 12/06/2012