

Phase Based Localization Using Interval Analysis

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Outline

1 Contractors

- Definition
- Outside Contractor
- Inside Contractor

2 Motivation And Application

- The Phase Equation
- The Phase Localization Problem

3 Our Contribution

- Main Idea
- Implementation
- Simulation Of The Problem

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What Is A Contractor[1]?

Definition

A contractor is a mapping \mathcal{C} from \mathbb{R}^n to \mathbb{R}^n such that

- 1 Contraction

$$\forall [x] \in \mathbb{R}^n, \mathcal{C}([x]) \subseteq [x]$$

- 2 Consistency

$$(x \in [x], \mathcal{C}(\{x\}) = \{x\}) \Rightarrow x \in \mathcal{C}([x])$$

- 3 Continuity

$$\mathcal{C}(\{x\}) = \emptyset \Leftrightarrow (\exists \varepsilon > 0, \forall [x] \subseteq B(x, \varepsilon), \mathcal{C}([x]) = \emptyset)$$

where $[x]$ is a box of n dimension and $B(x, \varepsilon)$ is the ball centered on x with radius ε .

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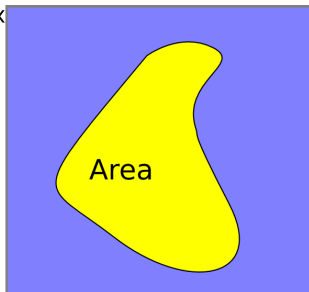
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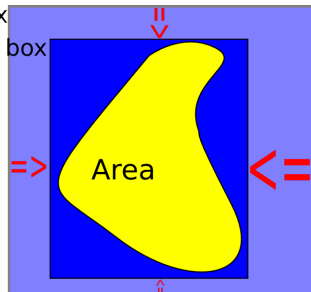
What Does A Contractor Look Like?

Let's suppose that C is a contractor from \mathbb{R}^n to \mathbb{R}^n and $[x]$ and $[y]$ are boxes in \mathbb{R}^n as $C([x]) = [y]$.

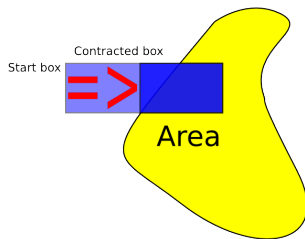
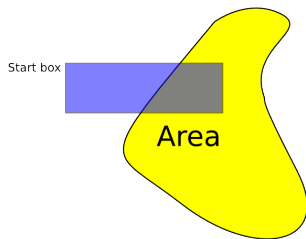
Start box



Start box
Contracted box



Another Outside Contractor Example



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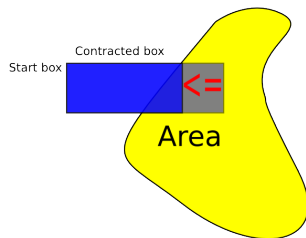
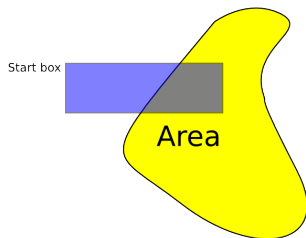
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The Phase Equation.

A basic equation and yet very difficult to solve or invert.

- 1 Suppose that we have a source at coordinates (b_X, b_Y) emitting a continuous sine signal with a known frequency f .
- 2 At the coordinates (p_X, p_Y) , a receiver is recording the emitted signal s with a delay. The signal equation can be described as follows:

$$s = \sin \left(2\pi f \left(t - \frac{d}{c} \right) \right)$$

where :

- ▶ t is the time,
 - ▶ c is the signal propagation speed and
 - ▶ d is the distance between the source and the receiver.
- 3 d can be written as follows:

$$d = \sqrt{(p_X - b_X)^2 + (p_Y - b_Y)^2}$$

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- 2 Supposing that the state equations describing the receiver can be written:

$$\dot{X} = A$$

where:

- ▶ $X = \begin{bmatrix} p_X \\ p_Y \end{bmatrix}$ and
- ▶ $A = \begin{bmatrix} v \cos \theta \\ v \sin \theta \end{bmatrix}$ where: v is the receiver velocity and θ is its orientation.

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The Phase Localization Problem.

We want to retrieve (p_X, p_Y) knowing :

$$\dot{p}_X = v \cos \theta$$

$$\dot{p}_Y = v \sin \theta$$

$$s = \sin \left(2\pi f \left(t - \frac{\sqrt{(p_X - b_X)^2 + (p_Y - b_Y)^2}}{c} \right) \right)$$

We suppose that the following variables are measured:

- v the receiver velocity;
- θ the orientation of the receiver and
- s the signal recorded.

The Phase Localization Problem.

Or with an Euler discretization:

$$p_{X_{k+1}} = p_{X_k} + dt * v_k \cos \theta_k$$

$$p_{Y_{k+1}} = p_{Y_k} + dt * v_k \sin \theta_k$$

$$s_k = \sin \left(2\pi f \left(t - \frac{\sqrt{(p_{X_k} - b_X)^2 + (p_{Y_k} - b_Y)^2}}{c} \right) \right)$$

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Use Contractor Programming

Idea

Contract and bisect a starting area until the desired precision (SIVIA-like approach).

```
push initial_box to stack;
while (stack not empty){
    pop box from stack;
    contract box;
    if (box's width > precision){
        bisect box into two boxes;
        push boxes to stack;
    }
}
```

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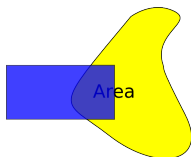
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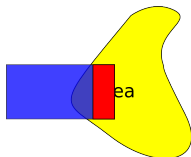
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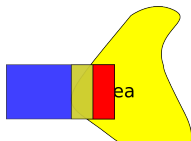
Implementation.



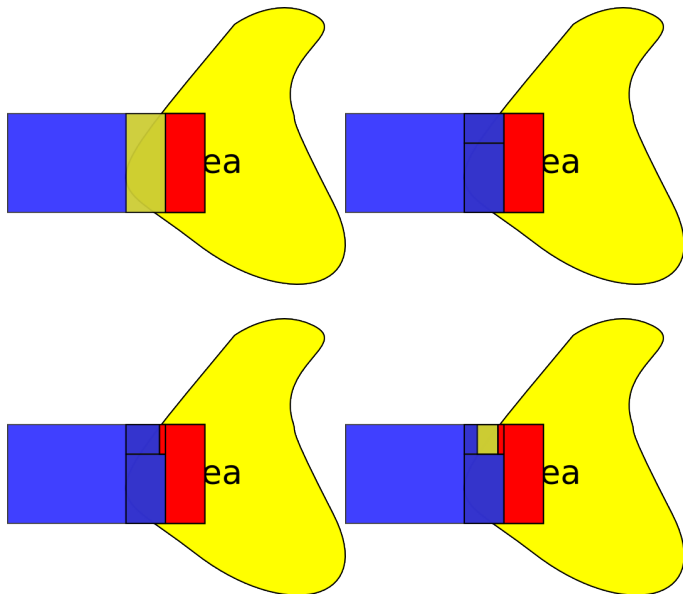
Apply an Inside Contractor to determine the boxes inside the solution;



Apply an Outside Contractor to remove the boxes that are not part of the solution.



Implementation.



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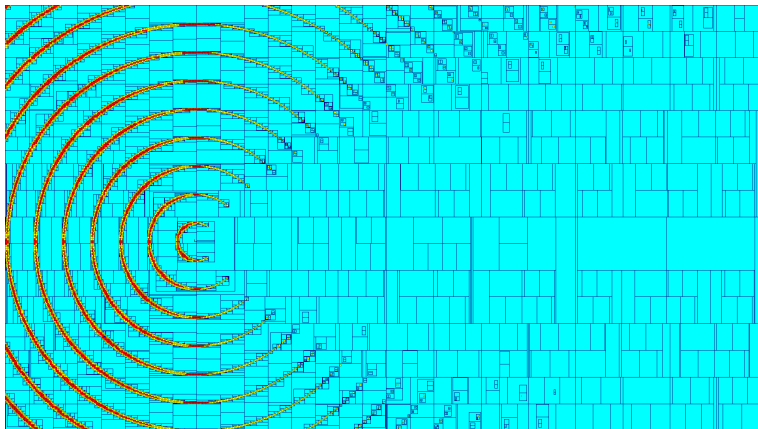
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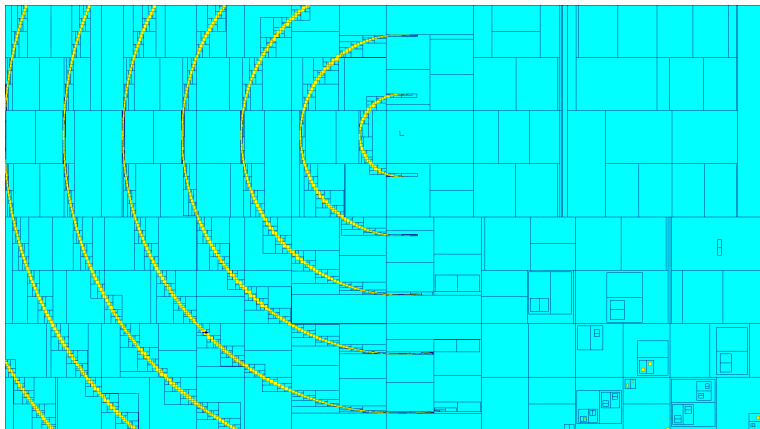
Simulation

- Velocity of 20m/s ;
- Sampling rate 1ms ;
- Buffer size 15000;
- Frequency 100Hz .



Simulation

- Velocity of $3m/s$;
- Sampling rate $1ms$;
- Buffer size 15000;
- Frequency $100Hz$.



Conclusions

- The **contraction was able solve the problem** without having to invert or linearize the equations or another other information.
- A **new complementary contractor has been defined** that is used in the inside contractor part.
- The **inside contractor is not necessary** to localize the receiver as the outside is enough to give all the possible solutions.

- Future work
 - ▶ Use a second receiver.
 - ▶ Use a second source.
 - ▶ Add an observer to only make computations around the possible solution boxes.

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