

# Cooperative localization using angle of arrival measurements in non-line-of-sight environments



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# Outline

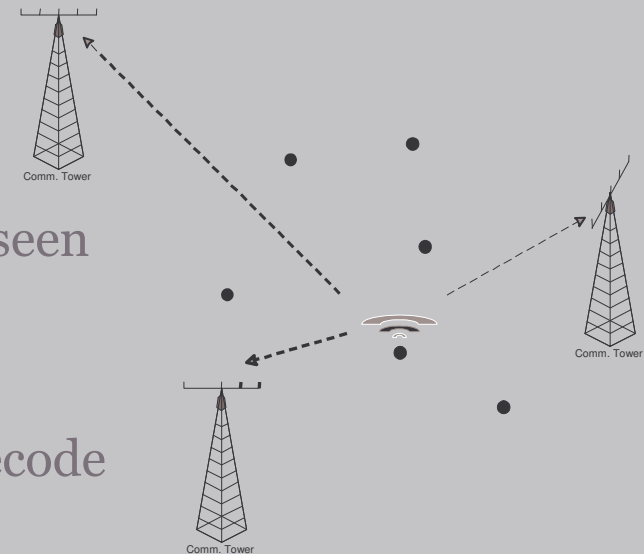


- Why use angle of arrival measurements
- Line of sight scenarios
- Sequential algorithm for LOS scenarios
- Non – LOS narrowband and wideband scenarios
- ML localization in NLOS settings
- Robust localization algorithm
- Simulation results
- Conclusion and Future Work

# Why use AoA?



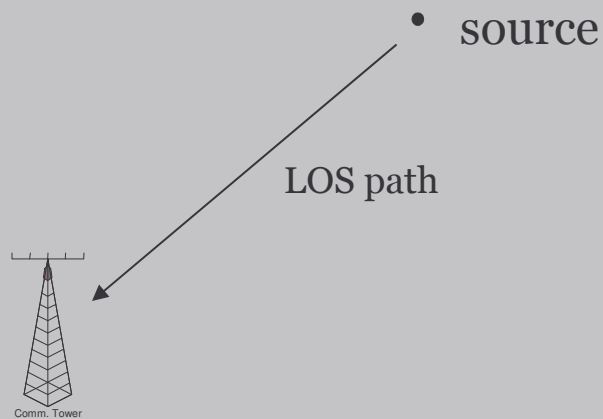
- AoA only requires calibrated antenna array at receivers
  - Time difference of arrival requires tight timing sync. between receivers
  - Received signal strength has lower reliability
  - However, other modalities if available can be used to augment performance
- Sensor-driven imaging sensor net
  - Sensors transmit when ‘interesting’ event is seen
  - No prior coordination between sensor and receivers
  - Receivers collaborate to locate sensor and decode data.



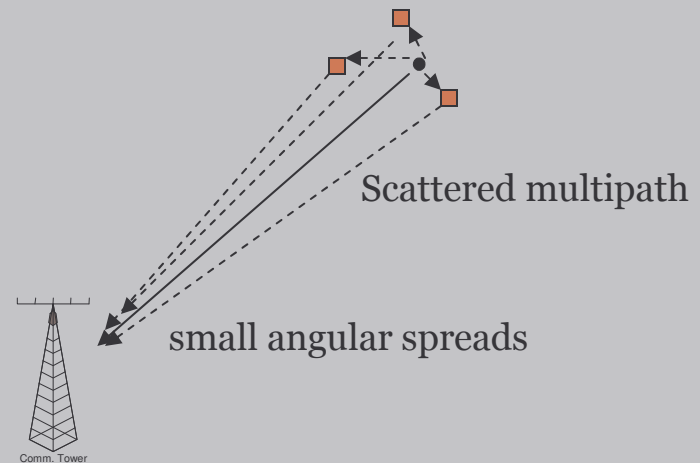
# Line-of-sight scenario



- Direct path between source and receiver



(a) True LOS



(b) Local scattering

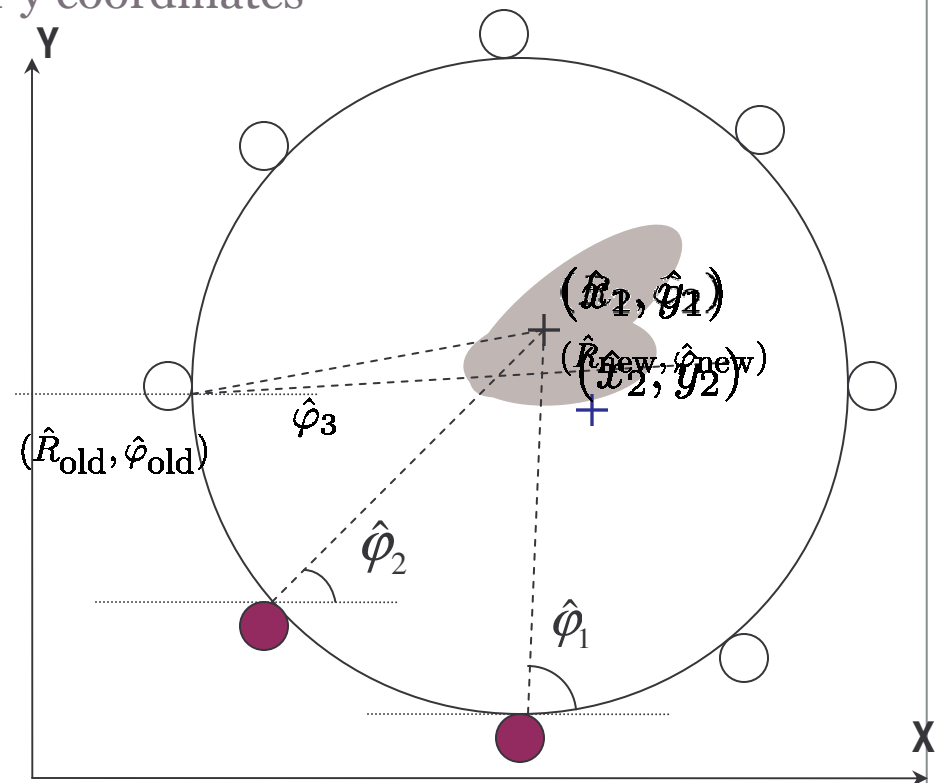
- Error in AoA modeled as zero-mean symmetric distributions, e.g., Gaussian, Laplacian
  - Variance is spatial spread in incoming paths

# Sequential algorithm



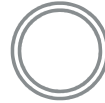
- Given AOA estimates  $\hat{\phi}$  of variance  $\hat{\Sigma}_{\theta\theta}$  at each receiver
  - receivers' location and orientation known.
  - Polar coordinates convenient
  - Need globally common reference: x-y coordinates

1. **Bootstrap** to get initial location estimate from 2 AoA
2. **Transform** location and covariance to global x-y coords.
3. **Transform** to polar coords. of next receiver or stop if no next receiver.
4. **Update** location and covariance
5. **Goto** 2



+ Estimated Sensor location + True Sensor location

# Location & Covariance Update



- Receive old location estimate in global cartesian coordinates
- Convert to “local” polar coordinates.

○ Old location estimate  $\hat{\mu}_{old} = [\hat{R}_{old} \ \hat{\varphi}_{old}]^T$

and error covariance matrix  $\hat{\Sigma}_{old} = \begin{pmatrix} \Sigma_{RR}^{(o)} & \Sigma_{R\varphi}^{(o)} \\ \Sigma_{R\varphi}^{(o)} & \Sigma_{\varphi\varphi}^{(o)} \end{pmatrix}$ .

- receiver’s AoA estimate is  $\hat{\varphi}_{new}$  and variance  $\Sigma_{\varphi\varphi}^{(n)}$
- Use **linearized update** equations – ML in Gaussian case.

○ The updated location  $\hat{\mu} = [R \ \varphi]^T$  is

$$R = \hat{R}_{old} + \frac{\Sigma_{R\varphi}^{(o)} (\hat{\varphi}_{new} - \hat{\varphi}_{old})}{\Sigma_{\varphi\varphi}^{(o)} + \Sigma_{\varphi\varphi}^{(n)}}$$

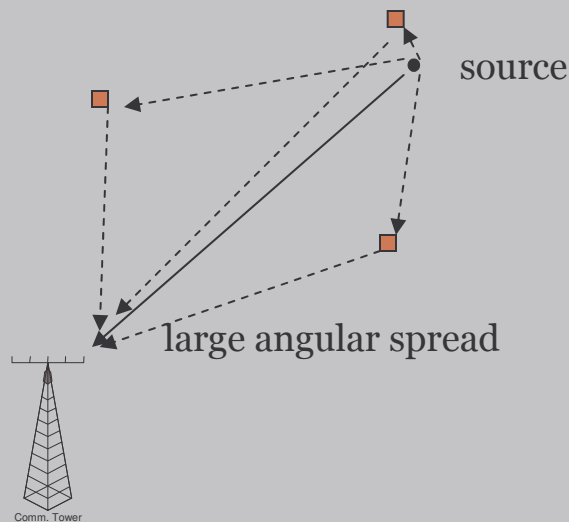
$$\varphi = \frac{\Sigma_{\varphi\varphi}^{(o)} \hat{\varphi}_{new} + \Sigma_{\varphi\varphi}^{(n)} \hat{\varphi}_{old}}{\Sigma_{\varphi\varphi}^{(o)} + \Sigma_{\varphi\varphi}^{(n)}}$$

- Similarly, update the covariance matrix to get  $\hat{\Sigma}_{new}$

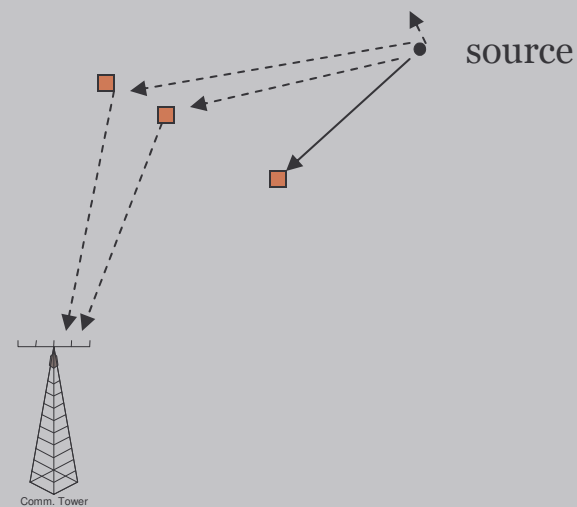
# Non-line-of-sight scenario



- Reflections and scattering from surfaces can sometimes lead to large deviations



(a) Strong scatterers



(b) LOS blockage

- NLOS AoA estimates are often *outliers*
- LOS-blockage measurement model for AoA
  - chosen randomly in feasible set.

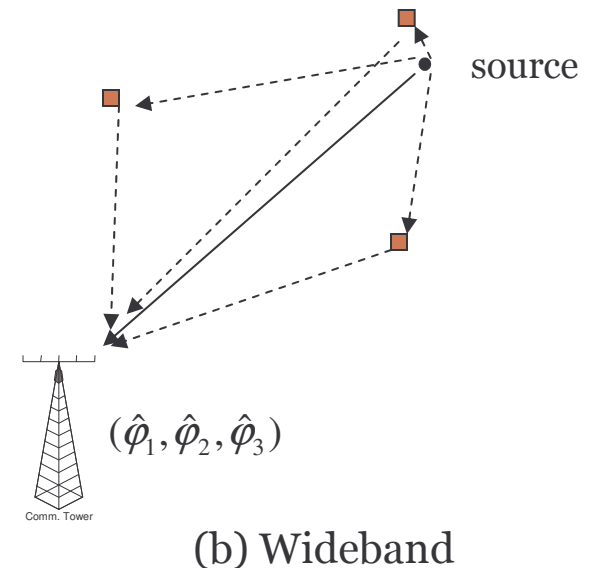
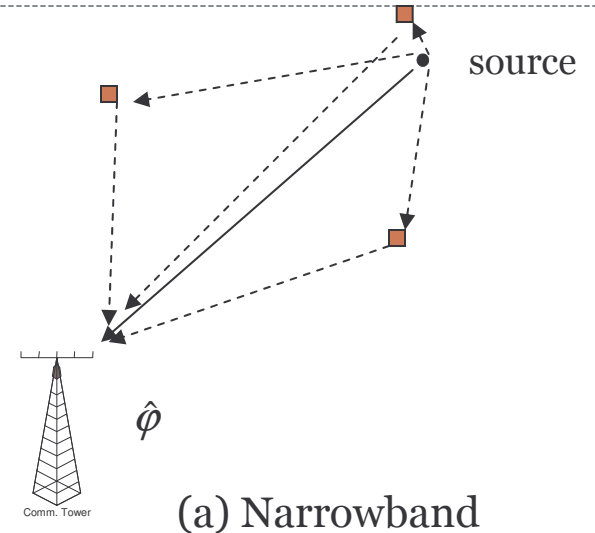
# Narrowband versus Wideband

- Narrowband model

- Cannot resolve incoming paths spatially
- One estimate from superposition of paths
- Either AoA estimate has LOS
  - ✦ Use zero-mean symmetric LOS models
- Or, AoA estimate has no LOS
  - ✦ Use worst-case NLOS model

- Wideband model

- Can resolve multiple paths spatially
- Multiple AoA estimates
  - ✦ One from LOS model
  - ✦ Other AoA from multipath
    - Use worst-case NLOS model



# ML Estimate for Narrow band scenario



- Gaussian LOS model with blockage

$$p(\hat{\varphi} | \varphi) = \alpha \cdot p_{block}(\hat{\varphi} | \varphi) + (1 - \alpha) \cdot p_{Gaussian}(\hat{\varphi} | \varphi)$$

- Solution:  $\hat{X} = \arg \min \sum_{i=1}^N \min \{ [\hat{\varphi}_i - \varphi_i(\hat{X})]^2, \Theta_{\max}^2 \}$

where threshold  $\Theta_{\max}(\alpha, \sigma^2)$

- **Insight:** Solve least squares problem
  - but minimize only errors less than threshold
  - Suppresses effect of outliers
- ML estimator is exponentially complex in N

# Narrowband NLOS Suppression



## Modifications to the sequential algorithm

- **Randomization**
  - Start procedure with M random bootstraps
- **Thresholding Errors**
  - At each step, no observed angular errors exceed  $\Theta_{\max}$
  - Observed angular error = angle between measured AoA and the bearing of the estimated location.
- **Pick solution with lowest ML cost**

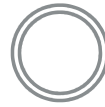
Note: In wideband setting, introduce virtual receivers

# No. of Randomizations 'M'

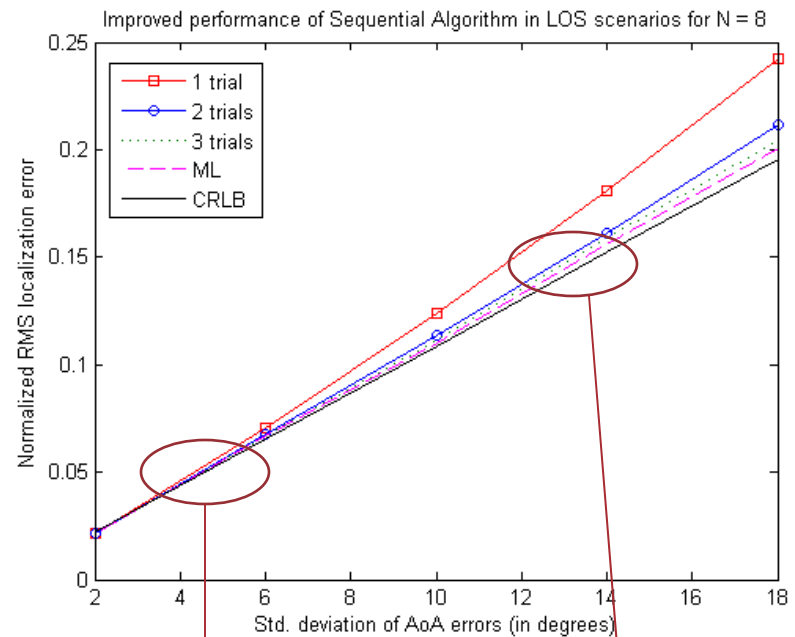


- Chosen to keep probability of bootstrap failure small.
- Bootstrap failure => initialization of algorithm with *outlier* in all 'M' attempts
  - At least two of initial receivers have NLOS
- Given limit on probability of bootstrap failure and fraction of receivers 'N' with NLOS,
  - M is independent of N
    - ✦  $O(MN^2)$  complexity of NLOS suppression

# Performance under LOS



- Circular field of unit radius
- 8 receivers
- Sequential combining in random order
- Gaussian “errors” in AoA estimate.
- Close to ML performance
- Multiple bootstraps to achieve ML



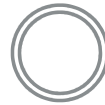
Outdoor regime:

1x1 km area using 8 receivers ~ 6m

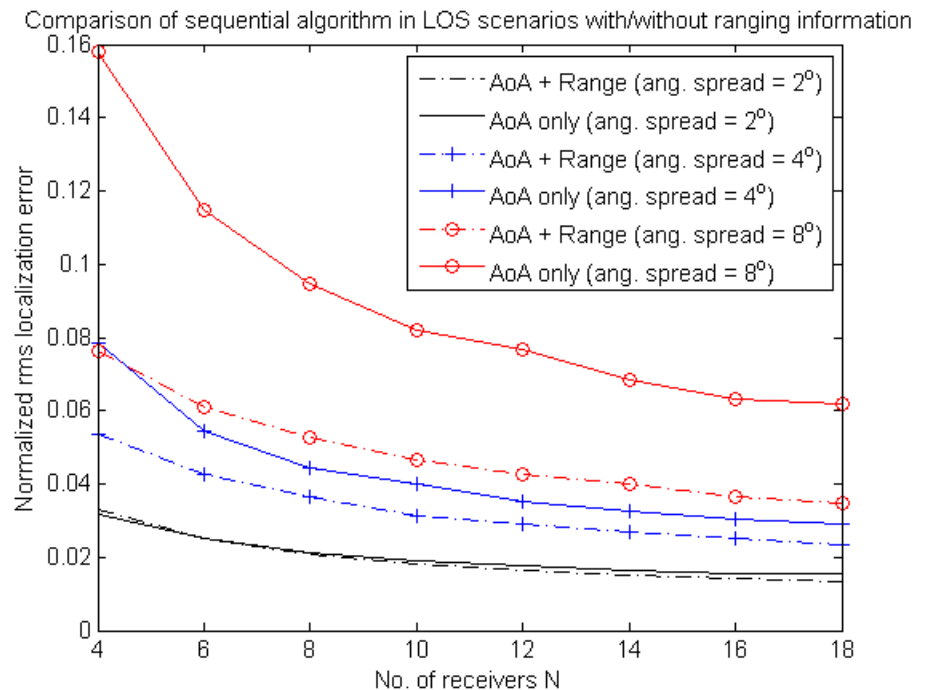
Indoor regime:

30x30m area using 8 receivers ~0.75m

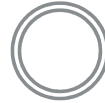
# Using additional RSS information



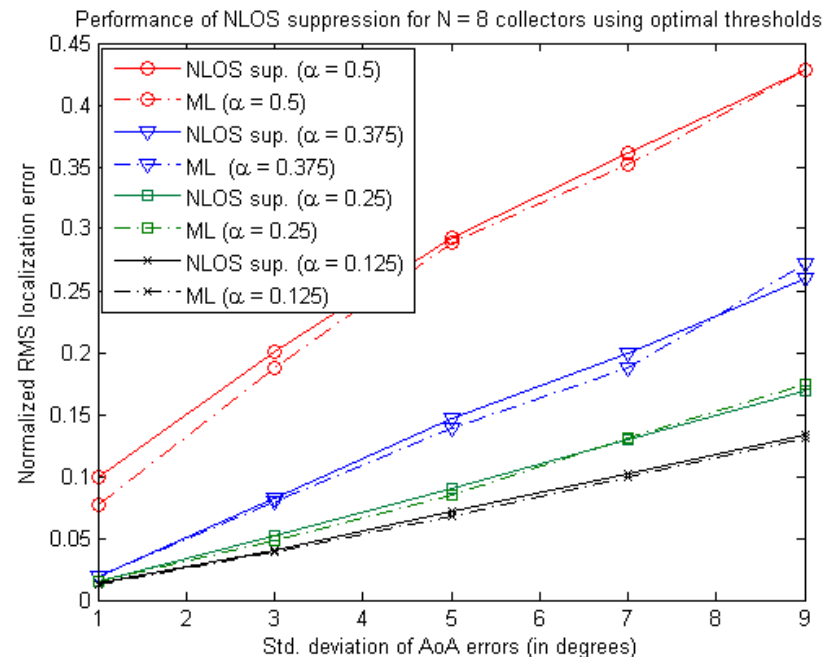
- Easy incorporation of range information
- Substantial gains at large AoA spreads



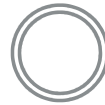
# Performance under NLOS



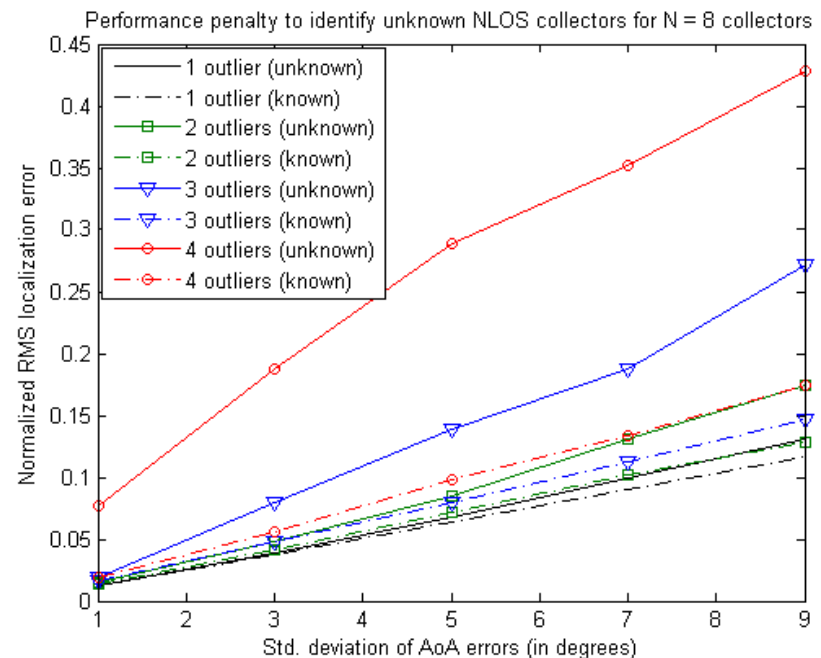
- $\alpha$  fraction of receivers with NLOS (outliers) using narrowband model with Gaussian LOS errors.
- $M = \{4, 7, 11, 13\}$  for  $\alpha = \{0.125, 0.25, 0.375, 0.5\}$
- NLOS suppression close to brute-force ML performance
- Poor performance for large  $\alpha$ ,
  - Need other forms of location info.?



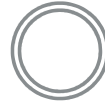
# Loss due to NLOS



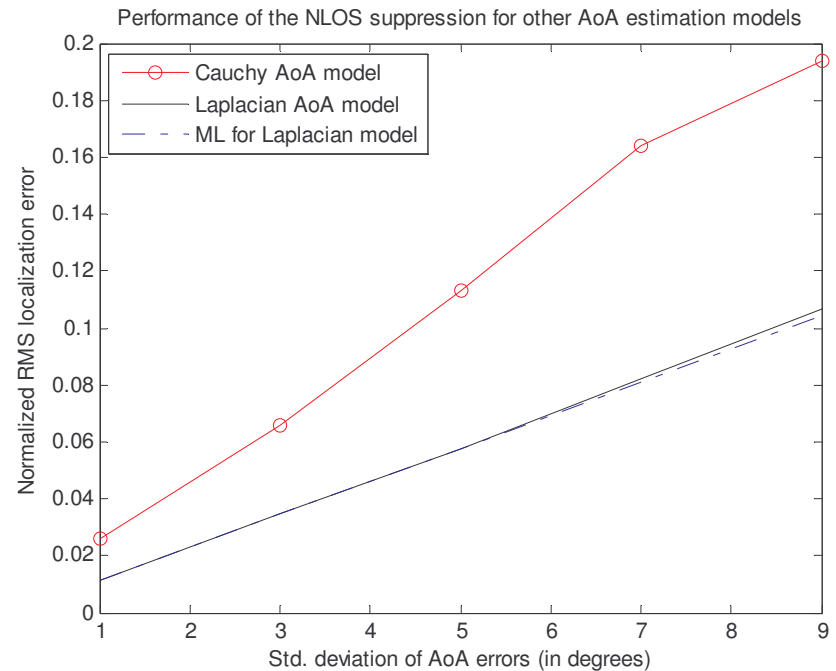
- Brute force ML with known outliers much better than ML with unknown outliers
- Cost to find outliers
- Small fraction of outliers/small angular spreads, algorithm performs well (e.g. outdoors).



# Alternate AoA measurement models



- Algorithm robust to other heavy tailed AoA measurement models
- Laplacian model close to ML
- Cauchy with larger tails performs worse

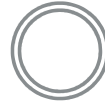


# Related Work



- Extensive literature on using combination of modalities assuming LOS
- Utilizing *robust* techniques
  - Identify outliers before localization
    - ✦ J.Borras et al. (1998), Cong et al. (2001), Venkatraman et al.(2002)
  - Robust localization
    - ✦ Chen(1999) - weighted LS using range/TOF
    - ✦ Casas et al. (2006) – least median squares using 3 “good” TOF measurements

# Conclusions and Future Work



- **Algorithm for NLOS environments**
  - Robust and scalable
  - Achieves close to ML performance
  - Incorporates other localization modalities
  
- **Challenges**
  - Theoretical guarantees on robust performance
  - Using time of arrival information
  - Further investigation of correlated scattering scenarios



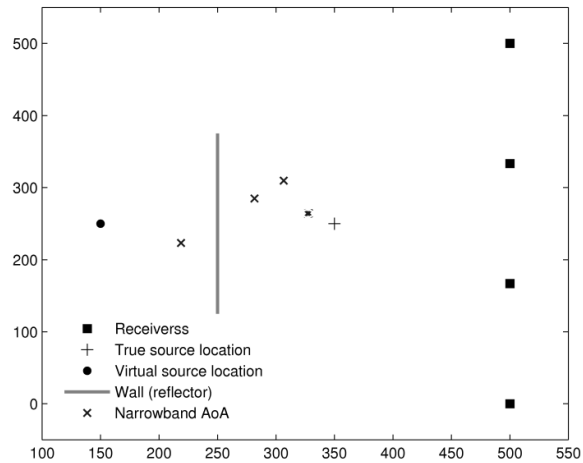
**THANK YOU !**

**QUESTIONS?**

# Sample Environments



Virtual source in narrowband regime



Virtual source in wideband regime



Narrowband system with LOS blockage

