

Robust Distributed Network Localization with Noisy Range Measurements

IN4181 Wireless Sensor Networks - Localization

Roel Reijerse

Spatial Information

How:

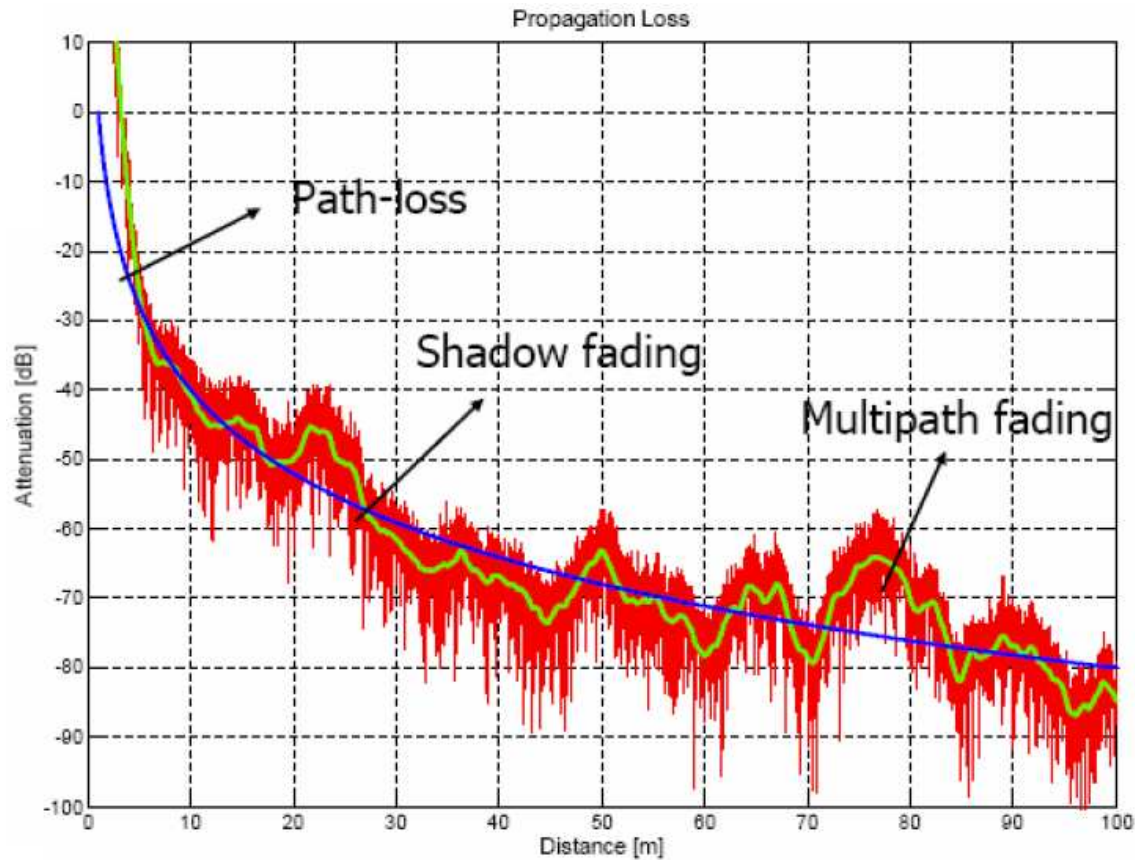
- GPS

Spatial Information

How:

- GPS
- Measure Distance between Nodes (range)

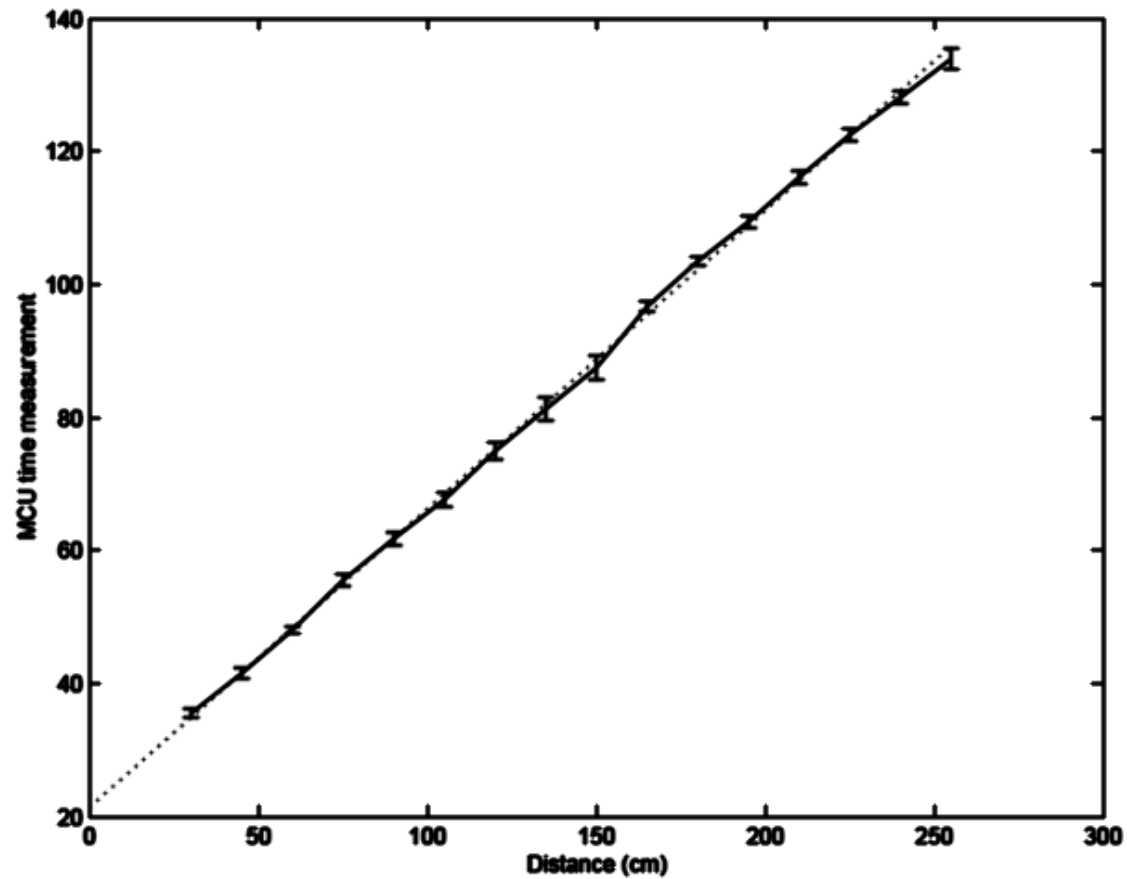
Distance Measurements



[G. Janssen, ET4358]

EM

Distance Measurements



Ultrasonic

The Proposed Algorithm

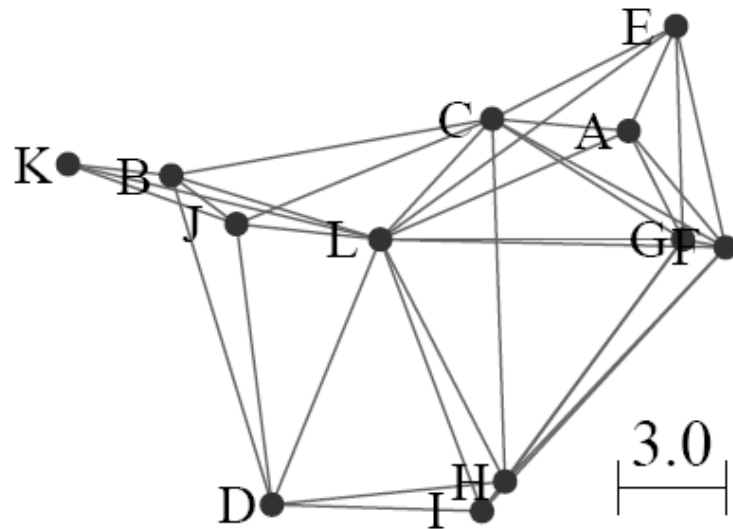
- Distributed, Linear-Time
- Noise Aware
- Rather No Localization than Wrong Localization
- 2D Graph Realization Problem

Graphs

- The Graph Realization Problem = Finding Euclidean Position of Vertices. NP-Hard.
- Rigid Graphs: Finite Number of Realizations.
- However...

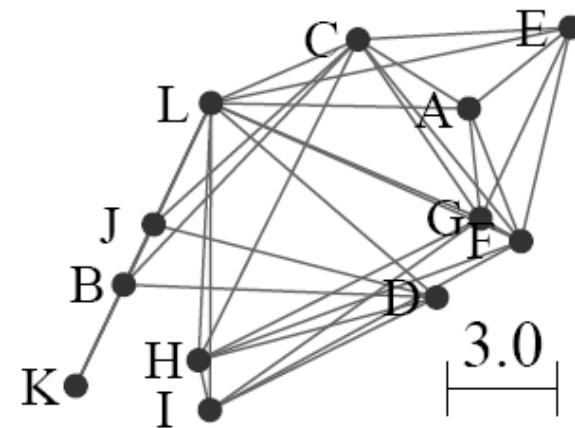
Graphs

(a) Ground truth



$$\sigma_{err} = 0.37$$

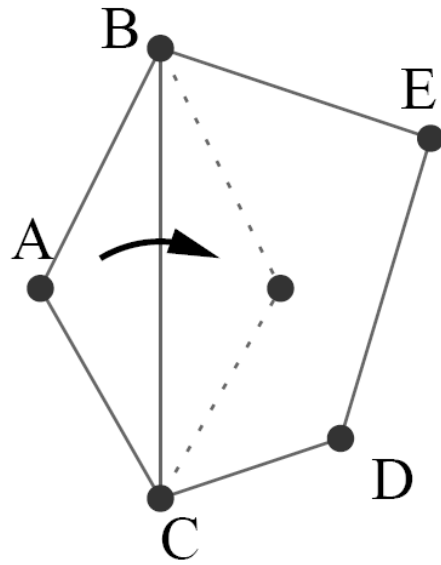
(b) Alternate realization



$$\sigma_{err} = 0.34$$

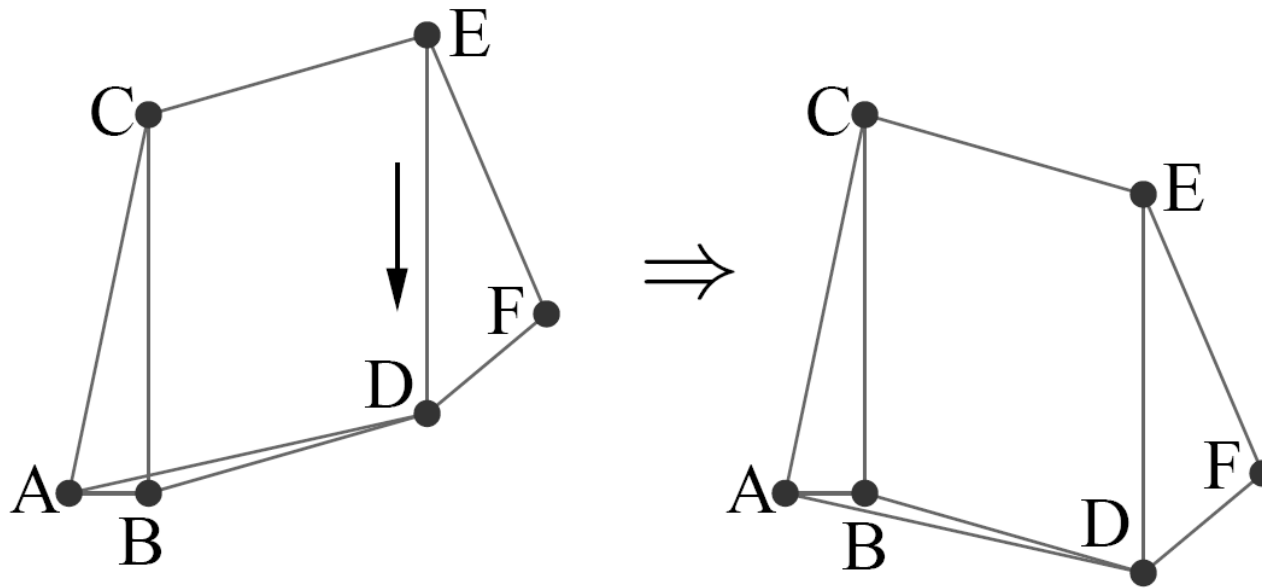
Better Error-metric can give Worse Results

Graphs



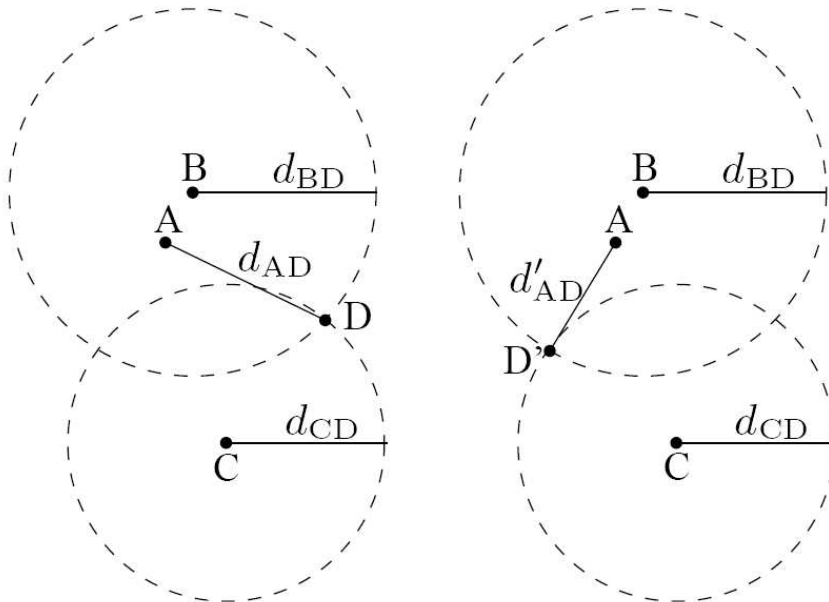
Flip Ambiguity

Graphs



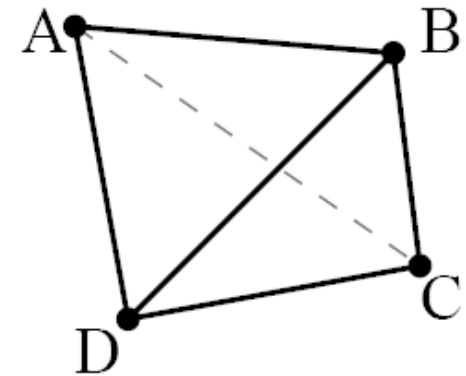
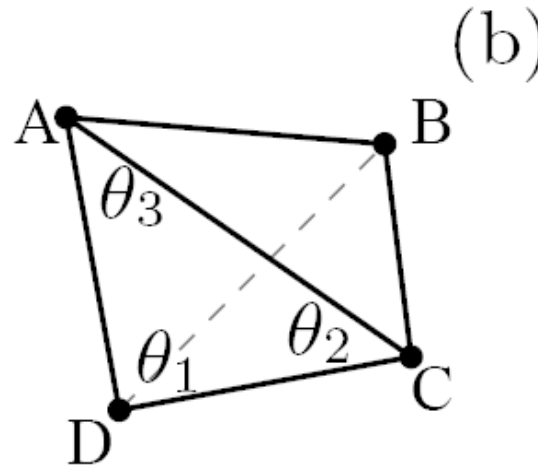
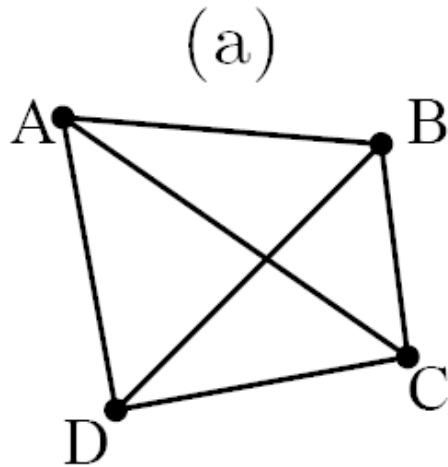
Flex Ambiguity

Graphs



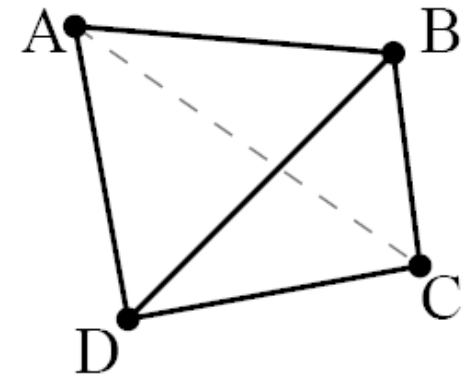
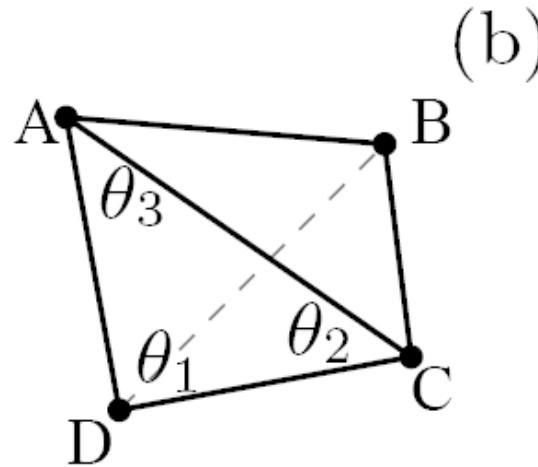
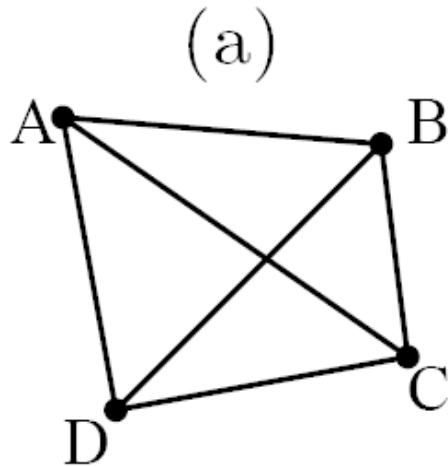
Flip Ambiguity Result

The Robust Quadrilateral (Quad)



Globally rigid: unique positions, up to rotation, translation and reflection

The Robust Quadrilateral (Quad)



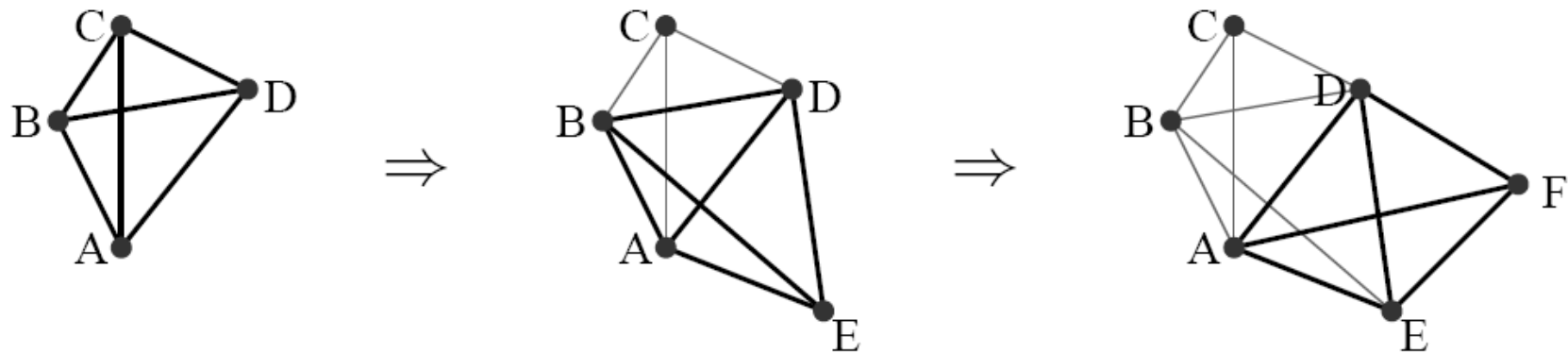
$b \sin^2 \theta > d_{min}$, where

$b = |\text{shortest side}|$, $\theta = \text{smallest } \angle$, $d_{min} = \text{threshold based on noise.}$

Phases of the Algorithm

Phase I - Cluster Localization

- For each node, find neighbours, find robust quads, trilaterate positions.



Phases of the Algorithm

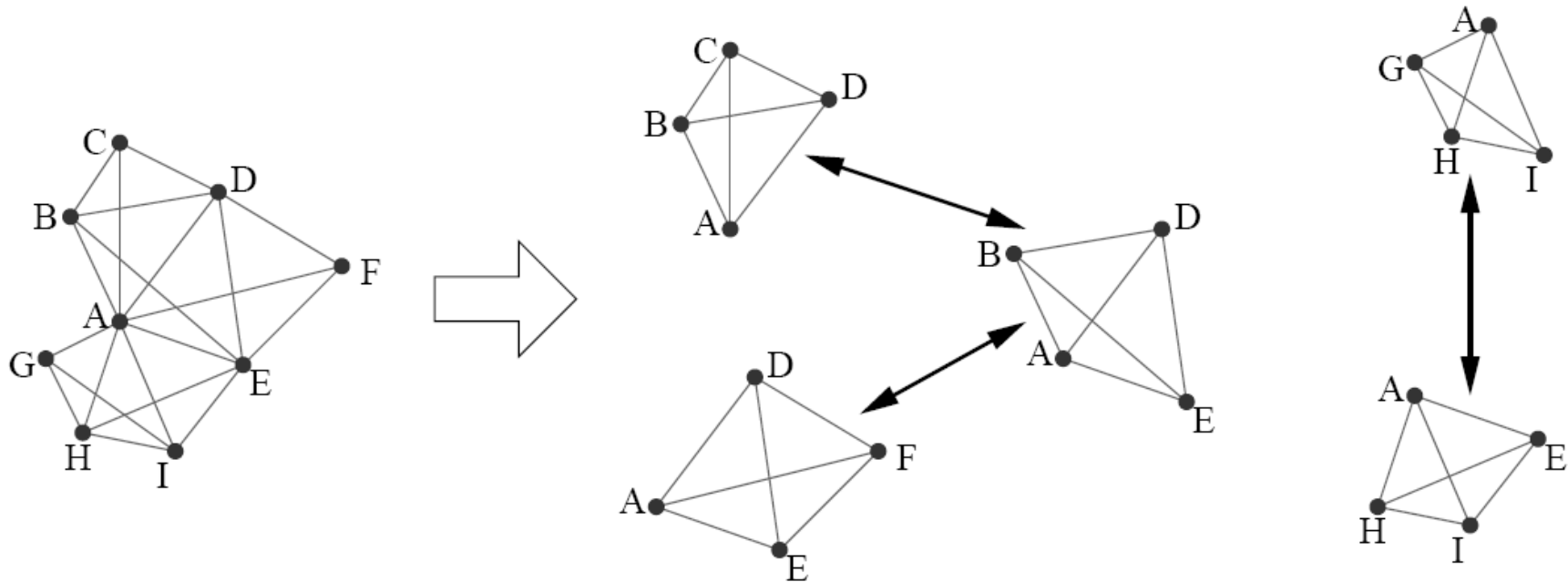
Phase II - Cluster Optimization (Optional)

- Per cluster, refine positions using numerical optimization (spring relaxation, Newton-Raphson) because of error accum.

Phases of the Algorithm

Phase III - Cluster Transformation

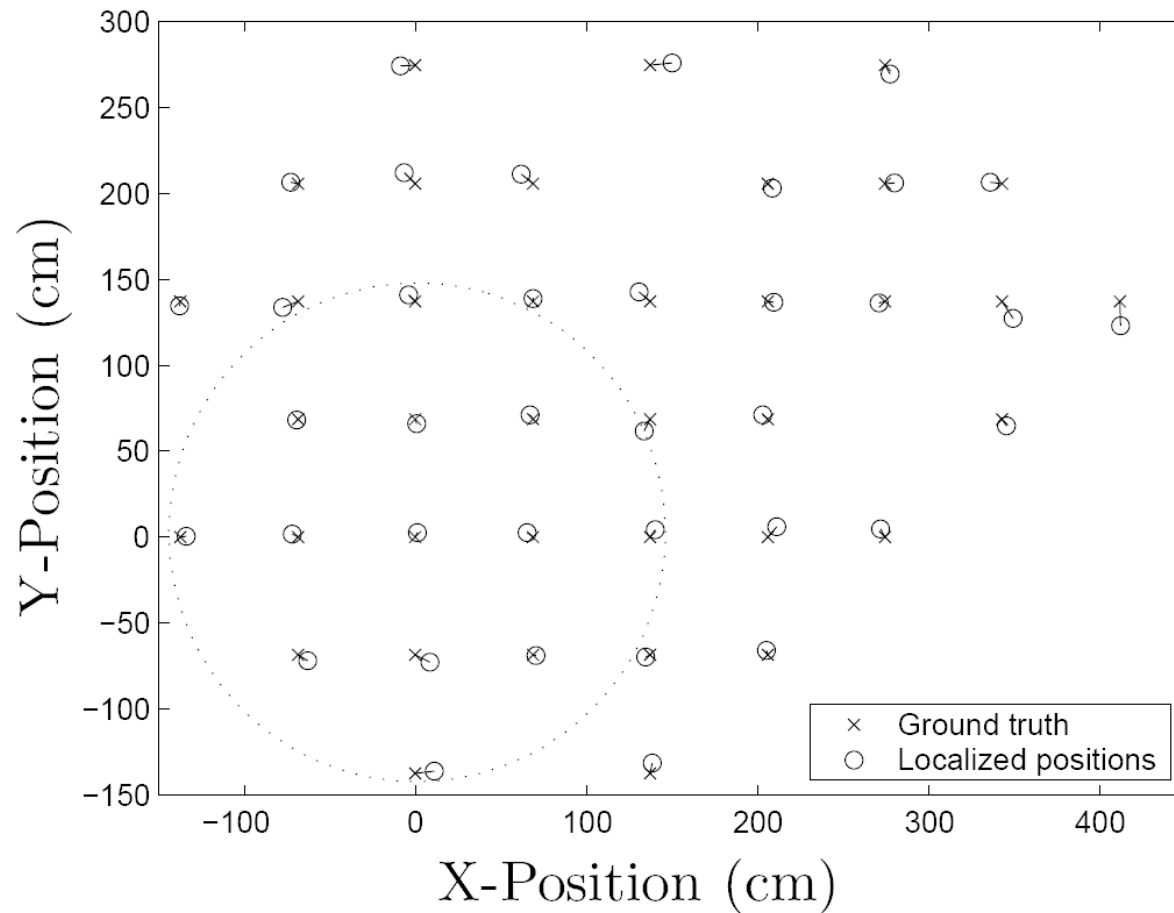
- Connect clusters using *robust triangles*.



Results - Metrics

- σ_p^2 = Mean-square error in Euclidian 2D space
- σ_d^2 = Mean-square error in distance measurement
- $\bar{R}$ = Cluster success rate, average percentage of localized nodes per cluster.
- $\tilde{R}$ = Largest forest size / # nodes. forest = not localized with respect to other graph

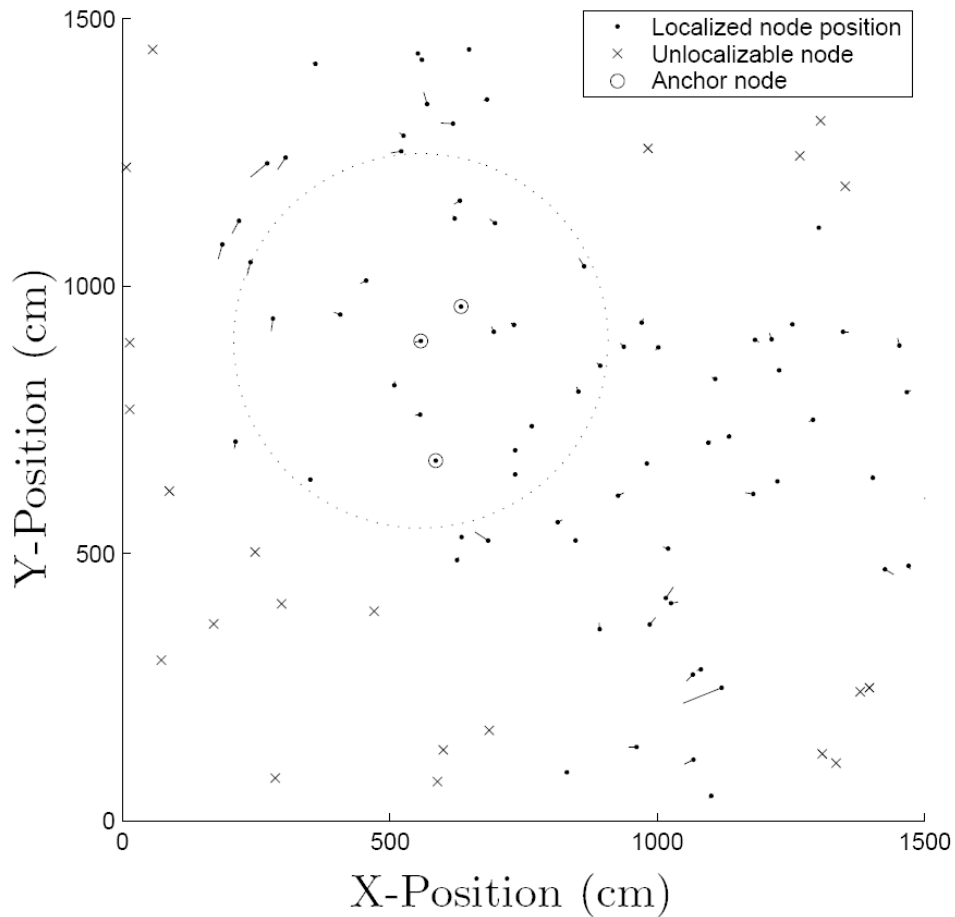
Results - Hardware Deployment



Results - Hardware Deployment

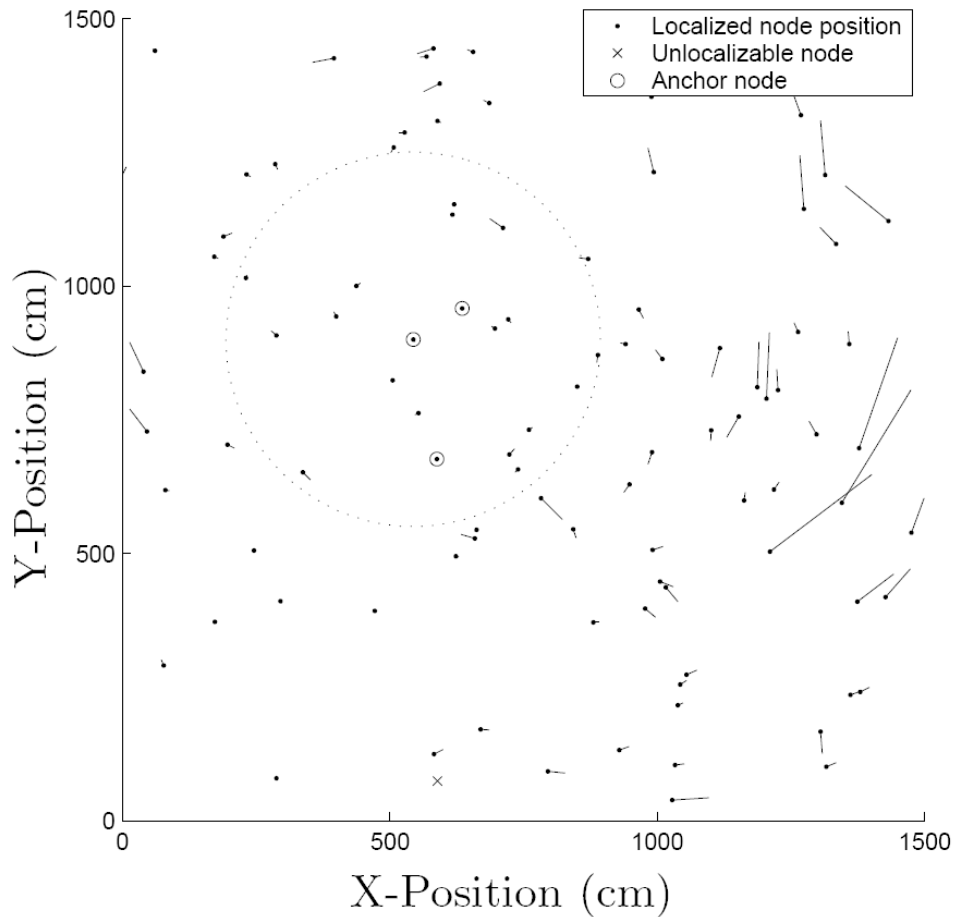
- Error in distance (σ_d): 4.38cm
- Error in position (σ_p): 6.82cm
- Cluster succes rate ($\bar{R}$): 0.97
- Largest forest ($\tilde{R}$): 0.95

Results - Simulation



robust quads

Results - Simulation



no robus quads

Results - Simulation

metric	Our algorithm			w/o robust quads
σ_d	1.0 cm	3.0 cm	5.0 cm	5.0 cm
σ_p	4.43 cm	14.39 cm	16.22 cm	54.87 cm
$\bar{R}$	0.91	0.85	0.79	0.95
$\tilde{R}$	0.93	0.87	0.75	0.99

Conclusion

- Works with noise;
- Errors can be bound;
- Robust quads reduce errors.

Questions?



THE END