



CS649

Sensor Networks

IP Lecture 8: Self-Localization II

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Ad-Hoc Localization Using Ranging and Sectoring

K.K. Chintalapudi, A. Dhariwal, R. Govindan,
and G. Sukhatme
IEEE INFOCOM 2004

Summary of Results

- Range-only ad-hoc localization (a small number of anchors) requires high density well beyond the density required for connectivity
 - Require an average degree of 11-12 nodes within the ranging neighborhood to achieve 90% localization and 5% accuracy
- Using both range and bearing information can significantly improve localization performance even with small number of anchors (5%) and low density (average degree at 5)
- Replacing bearing information with sectoring information (60°) can achieve similar performance with 20% anchors and mean degree 5

Three Stages for Localization Schemes

- Estimation distance to anchors
 - Topological approach: DV-dist approach
 - Geometric approach: relative localization (lateration over multiple hops), Euclidean scheme
- Initial position estimate
 - Using multi-lateration to obtain initial position estimate based on ranges to three anchors
- Refinement scheme
 - Perform iterative optimization to refine the position estimates

Iterative Least-Mean Squared Refinement Schemes

- Range-only:

$$\sqrt{(x_i - x_j)^T (x_i - x_j)} - r_{ij} = 0.$$

$$J = \sum_{e_{ij} \in E} \sigma_{ij}^{-2} \left(\sqrt{(x_i - x_j)^T (x_i - x_j)} - r_{ij} \right)^2.$$

$$x_i = \frac{\sum_{n_j \in \mathcal{A}_i} \left((\sigma_{ij}^{-2} + \sigma_{ji}^{-2}) x_j + \frac{(\sigma_{ij}^{-2} r_{ij} + \sigma_{ji}^{-2} r_{ji})(x_i - x_j)}{\sqrt{(x_i - x_j)^T (x_i - x_j)}} \right)}{\sum_{n_j \in \mathcal{A}_i} (\sigma_{ij}^{-2} + \sigma_{ji}^{-2})},$$

$$\forall n_i \in N - L, n_j \in N.$$

- Range and Bearing:

$$x_i - x_j - \Delta x_{ij} = 0,$$

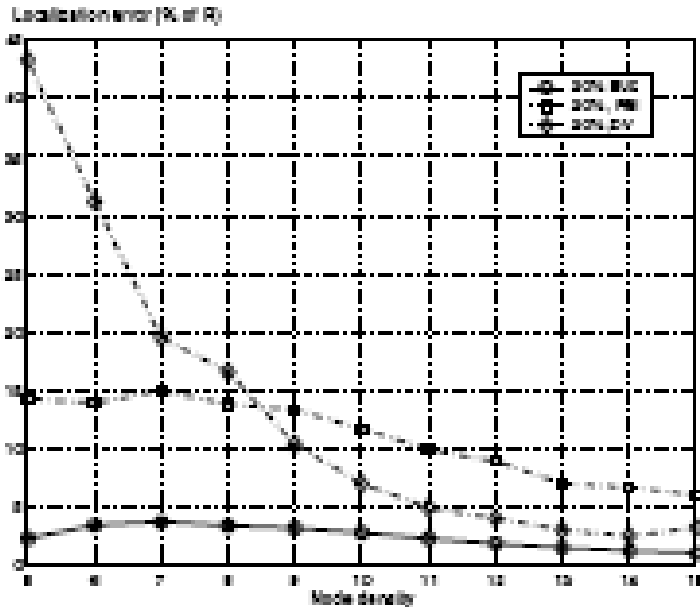
$$J = \sum_{e_{ij} \in E} (x_i - x_j - \Delta x_{ij})^T \Delta M_{ij}^{-1} (x_i - x_j - \Delta x_{ij}).$$

$$x_i = \frac{\left(\sum_{n_j \in \mathcal{A}_i} \left(\begin{array}{c} \Delta M_{ij}^{-1} (x_j + \Delta x_{ij}) + \\ \Delta M_{ji}^{-1} (x_j - \Delta x_{ji}) \end{array} \right) \right)}{\left(\sum_{n_j \in \mathcal{A}_i} \Delta M_{ij}^{-1} + \Delta M_{ji}^{-1} \right)}$$

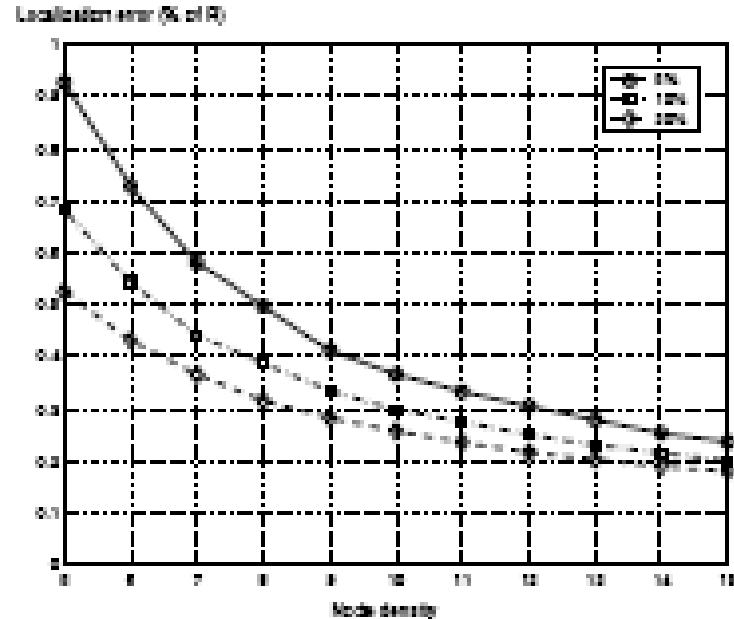
$$\forall i, j | n_i \in N - L, n_j \in N.$$

Experimental Results based on Simulation

- Range error: Assume zero-mean Gaussian noise with $\sigma(r) = \alpha r$, $\alpha = 0.7$ (derived from sonar ranging data)



Range-only localization error



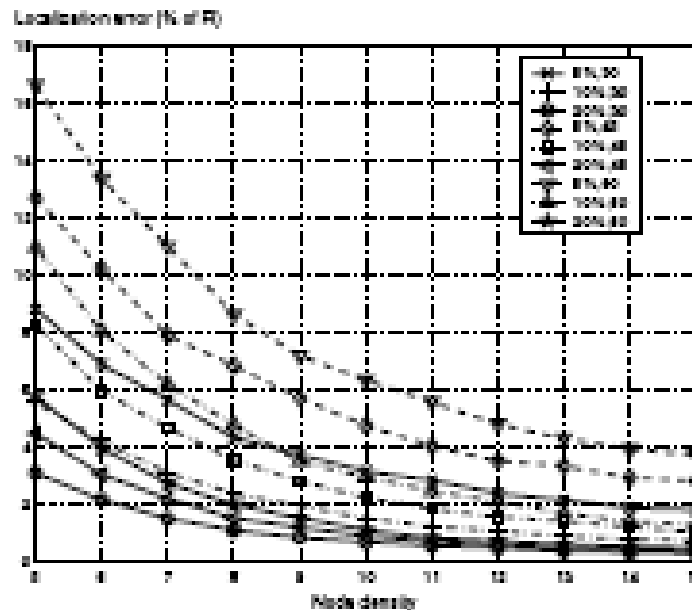
localization error with both range and bearing

Localization with Range and Sector Information

- Using the center of the sector to obtain in initial position estimate based on

$$x_j = x_i + \begin{bmatrix} r_{ij} \cos(\theta_{ij}) \\ r_{ij} \sin(\theta_{ij}) \end{bmatrix}.$$

- Run the refinement scheme based on only range estimates



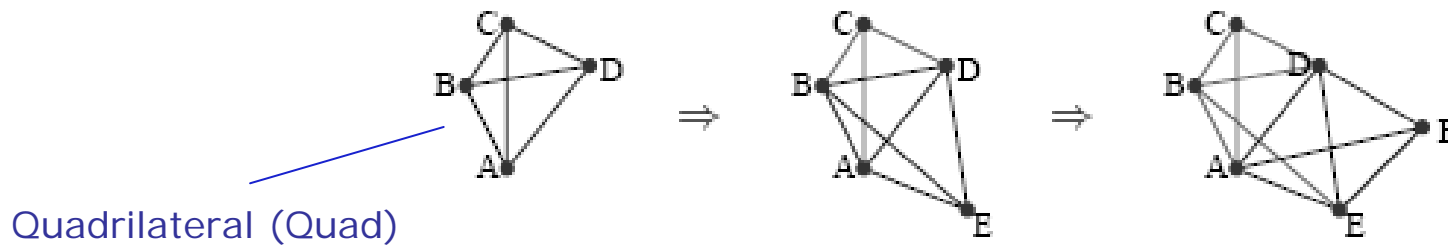


Robust Distributed Network Localization with Noisy Range Measurements

D. Moore, J. Leonard, D. Rus, and Seth Teller
SenSys 2004

Summary

- Explicitly address the impact of measurement errors on localization by studying the robustness of *quadrilateral* localization
- Fully distributed and require no beacons or anchors (focus on relative coordinate)
- Localizes each node correctly with high probability or not at all (prefer accuracy over completeness)
- Cluster-based approach to support dynamic insertion and mobility

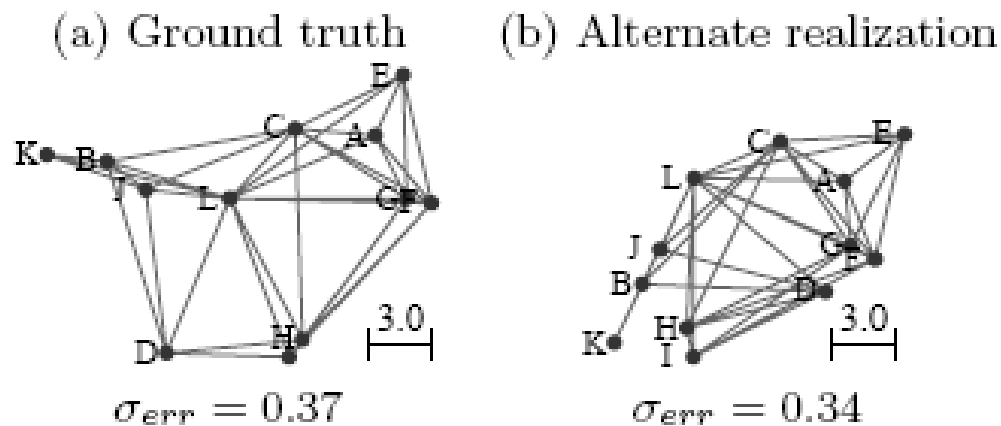


Challenges with Robust Range-based Localization: Ambiguities in Graph Realization with Noise

- Typical range-based localization techniques focus on minimizing

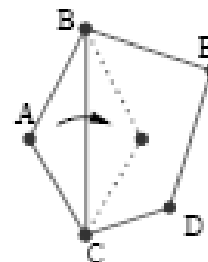
$$\sigma_{err}^2 = \sum_{i=1}^M \frac{(d_i - \hat{d}_i)^2}{M}$$

- Graph realization problem: Find the Euclidean positions for the vertices of a graph given the lengths of edges
 - Rigid graphs versus non-rigid graphs

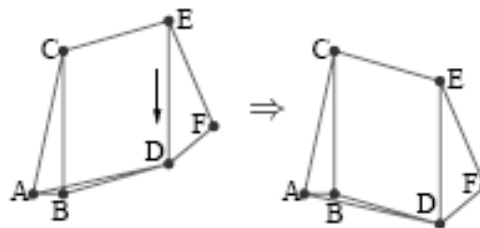


Ambiguities with Realization of Rigid Graphs (lead to large localization errors)

- Flip ambiguities



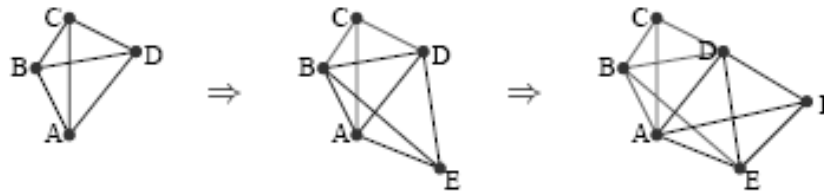
- Discontinuous flex ambiguities



- Measurement noises can lead to graph with these ambiguities
- Proposed approach: look for quadrilaterals that have small probability of ambiguities in presence of measurement errors (*robust quad*)

Three Phases of Algorithms

- Phase I: Cluster Localization
 - A cluster (defined for each node): The node itself (center) and its neighbors (nodes with both communications and ranging capabilities to the center)
 - Localize all robust quads in the cluster



- Phase II: Cluster Optimization (optional)
 - Refine results from phase I by running optimization algorithms
- Phase III: Cluster Transformation

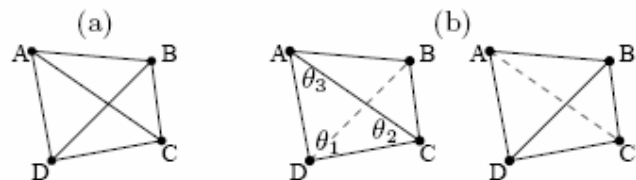
Cluster Localization through Robust Quads

- Robust Quadrilateral: A fully connected graph of four nodes such that every sub-graph of three nodes form a *robust triangle*

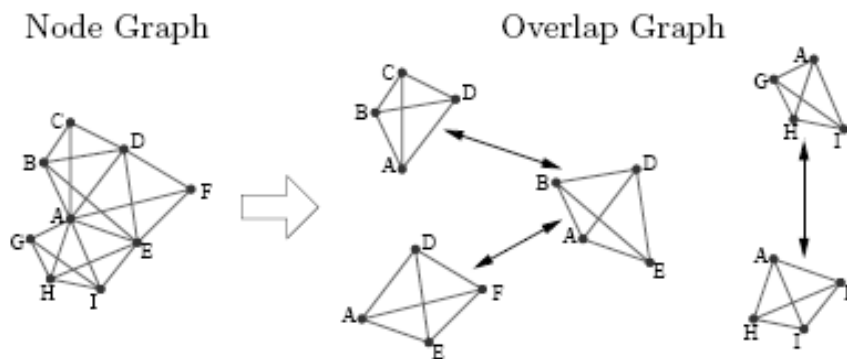
shortest side — $b \sin^2 \theta > d_{\min}$

smallest angle

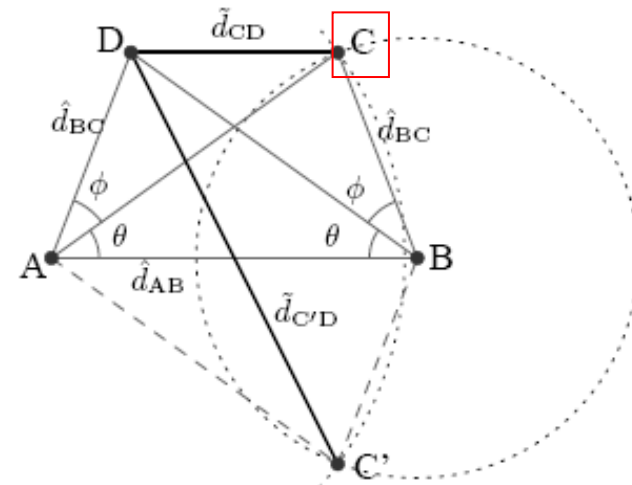
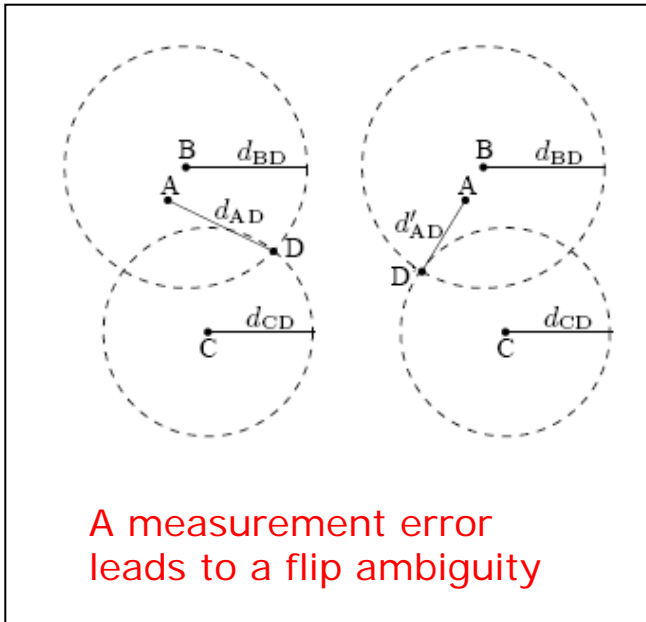
threshold based on noise characteristic



- The probability of error (flip or flex) with a robust quad can be bounded with proper choice of d_{\min}
- Only nodes in the largest subgraph of *overlapping* robust quads will be localized



Flip Robustness Analysis (quads have no flex ambiguity based on Laman's Theorem)



A flip occurs when range error $\geq \frac{1}{2}(\tilde{d}_{C'D} - \tilde{d}_{CD})$

$$d_{err} = \frac{\tilde{d}_{C'D} - \tilde{d}_{CD}}{2}$$

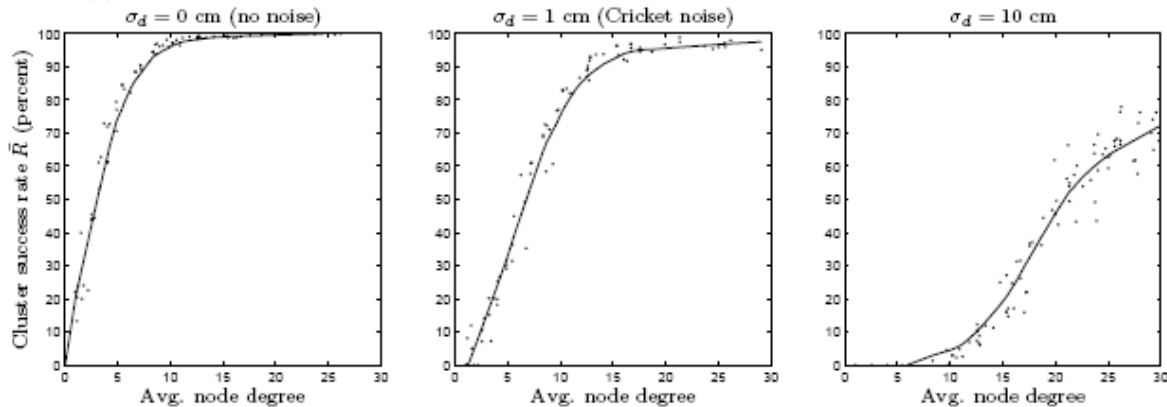
$$= \hat{d}_{AB} \frac{\sqrt{\sin^2 \phi + 4 \sin^2(\theta + \phi) \sin^2 \theta} - \sin \phi}{2 \sin(2\theta + \phi)}$$

$$\min_{\phi} d_{err} = \hat{d}_{AB} \sin^2 \theta.$$

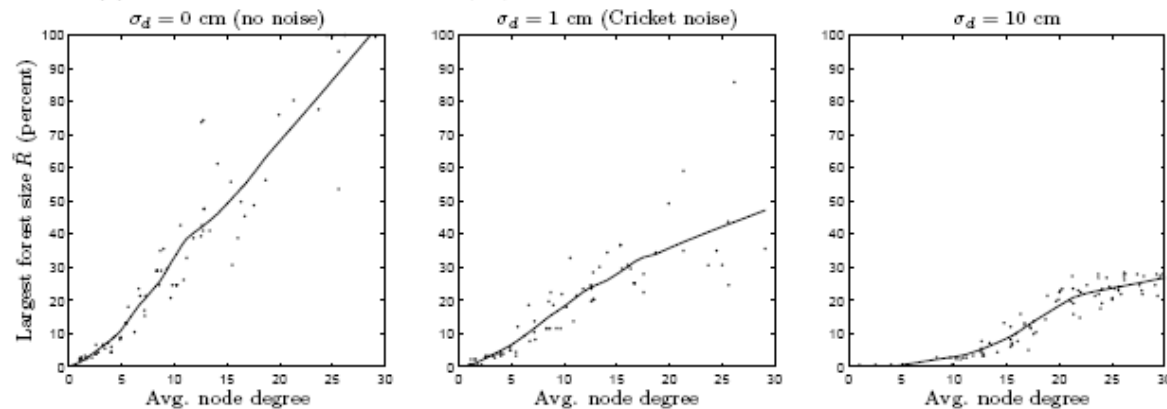
If noise is zero-mean Gaussian $\Rightarrow P(X > d + d_{err}) = \Phi\left(\frac{d_{err}}{\sigma}\right)$

Experimental Results (simulations of a 183 node network)

(a) PLOTS OF CLUSTER SUCCESS RATE, \bar{R} , VERSUS NODE DEGREE FOR THE BUILDING ENVIRONMENT



(b) PLOTS OF LARGEST FOREST SIZE, \bar{R} , VERSUS NODE DEGREE FOR THE BUILDING ENVIRONMENT



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
\bar{R}	0.93	0.87	0.75	0.99
Shown in:	Figure 12a			Figure 12b