

Rapid Prototyping of a Positioning System Using the OpenHPS Framework

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Positioning System

"A positioning system is a mechanism for determining the position of an object in space."

- Wikipedia (2022)

Positioning System

*"A positioning system is a mechanism for determining the position of an **object** in **space**."*

- Wikipedia (2022)

Object

What are you tracking? A person, an asset or a phone?

Space

Outdoor, indoor, under water or on a table?

Use Cases

► Navigation

Navigate a person from point A to point B

► Tracking

Asset tracking, customer tracking, tracking items on a table

► Location Awareness

Trigger an action whenever a specific person is in a room

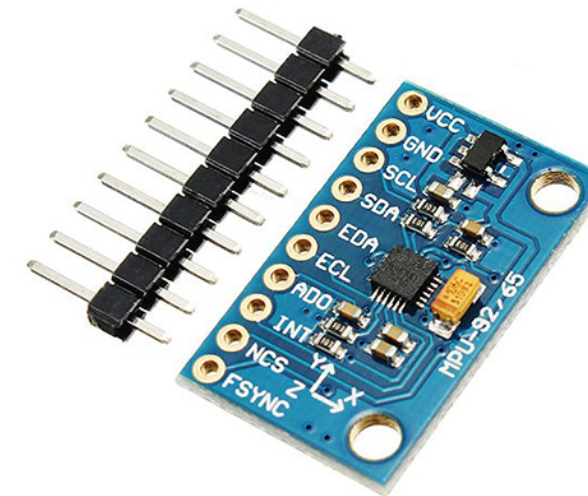
► Mapping

Geospatial mapping of an environment

Technologies

Technologies used to obtain sensor data for positioning

- ▶ Camera (stereoscopic, monocular, omnidirectional)
- ▶ Beacons (ultrawideband, Bluetooth, ultrasound)
- ▶ LIDAR
- ▶ Inertial measurement unit (IMU)
- ▶ Visible light communication
- ▶ ...



Algorithms

Algorithms used to process sensor data

- ▶ Lateration
- ▶ Proximity positioning
- ▶ Signal propagation
- ▶ Fingerprinting
- ▶ Computer vision
- ▶ Dead reckoning
- ▶ Sensor fusion
- ▶ ...



Open Source Solutions

- ▶ AnyPlace [*https://anyplace.cs.ucy.ac.cy/*](https://anyplace.cs.ucy.ac.cy/)
- ▶ FIND [*https://github.com/schollz/find3*](https://github.com/schollz/find3)
- ▶ IndoorLocation [*https://github.com/IndoorLocation*](https://github.com/IndoorLocation)
- ▶ Navigine [*https://github.com/Navigine*](https://github.com/Navigine)
- ▶ RedPin [*http://redpin.org/*](http://redpin.org/)
- ▶ Traccar [*https://github.com/traccar*](https://github.com/traccar)
- ▶ TraceMeNow [*https://isislab-unisa.github.io/trace-me-now*](https://isislab-unisa.github.io/trace-me-now)

An Open Source Hybrid Positioning System



DOCSBLOGGITHUB

Documentation

Introduction

Installation

Modules

Basic Concepts

Data Object

Data Frame

Creating data frames

Creating a custom data frame

Standard Units

Position and Orientation

Reference Space

Positioning Model

Source Node

Processing Node

Sink Node

Services

Advanced Concepts

Remote Service

Threading

Miscellaneous

Examples

Data Frame

Data frames are envelopes that are transmitted and processed through a positioning model. These frames are created by source nodes (e.g. sensors) and contain one or more data objects needed to process the frame.

A frame should contain a single reading of a sensor (such as an image of a video stream or current acceleration) and not permanent or calculated information.

VideoDataFrame

uidtimestamp

source
CameraObject

uid: "camera",
position: {
 x: 2, y: 5, z: 3
},
projection: ...,
width: 1280,
height: 1024

Image

DataObject

Detected object

DataObject

Detected object

DataObject

Detected object

IMUDataFrame

uidtimestamp

source
DataObject

uid: "imusensor",
position: {
 x: 0, y: 0,
 linearVelocity: {
 x: 1, y: 0
 }
}

Acceleration

Sensor Frequency

No additional objects

RFDDataFrame

uidtimestamp

source
RFReceiverObject

uid: "wifiScanner",
relativePositions: [
 {
 obj: "AP1",
 distance: 5
 },
 {
 obj: "AP2",
 distance: 8
 }]

AP1
DataObject

uid: "AP1",
position: {
 x: 0, y:
}

AP2
DataObject

uid: "AP2",
position: {
 x: 15, y: 3
}

Creating data frames

OpenHPS is a framework that processes sensor information to retrieve a position for one or more data objects. These objects are contained within an envelope called a data frame.

```
import { DataObject, DataFrame } from '@openhps/core';  
  
const myObject = new DataObject("bsigner", "Beat Signer");  
const frame = new DataFrame();  
frame.addObject(myObject);  
  
(method) DataFrame.addObject(object: DataObject): void
```

A basic data frame supports the addition of objects. Extended versions of this basic data frame also add additional sensor data.

Creating a custom data frame

Similar to data objects, decorators have to be used to indicate a serializable data frame.

License Apache 2.0

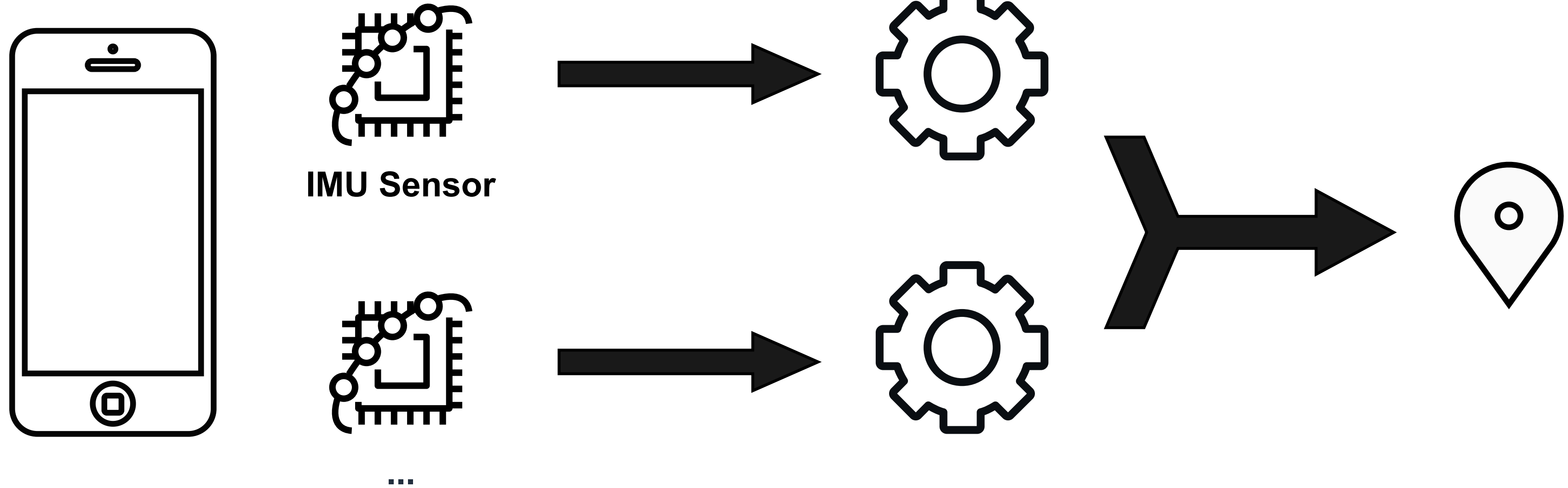
Built With TypeScript

Website openhps.org

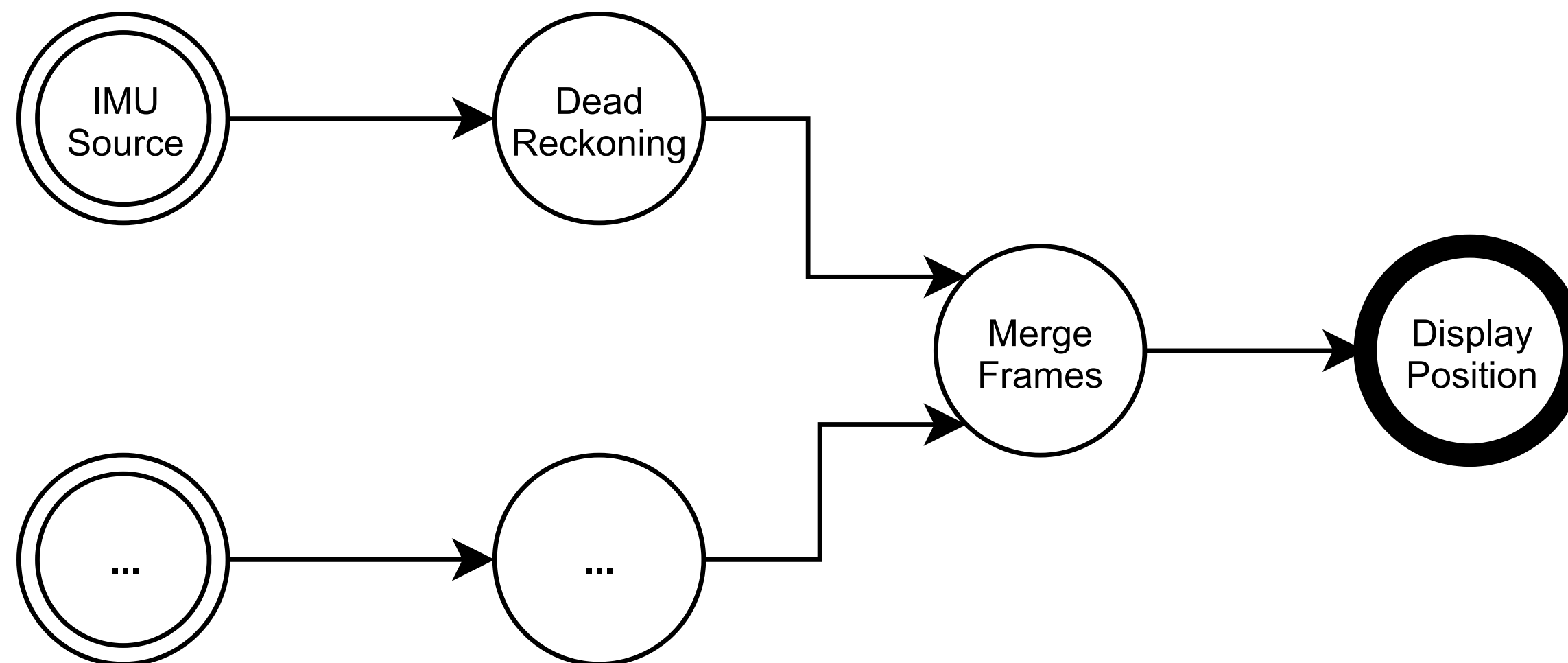
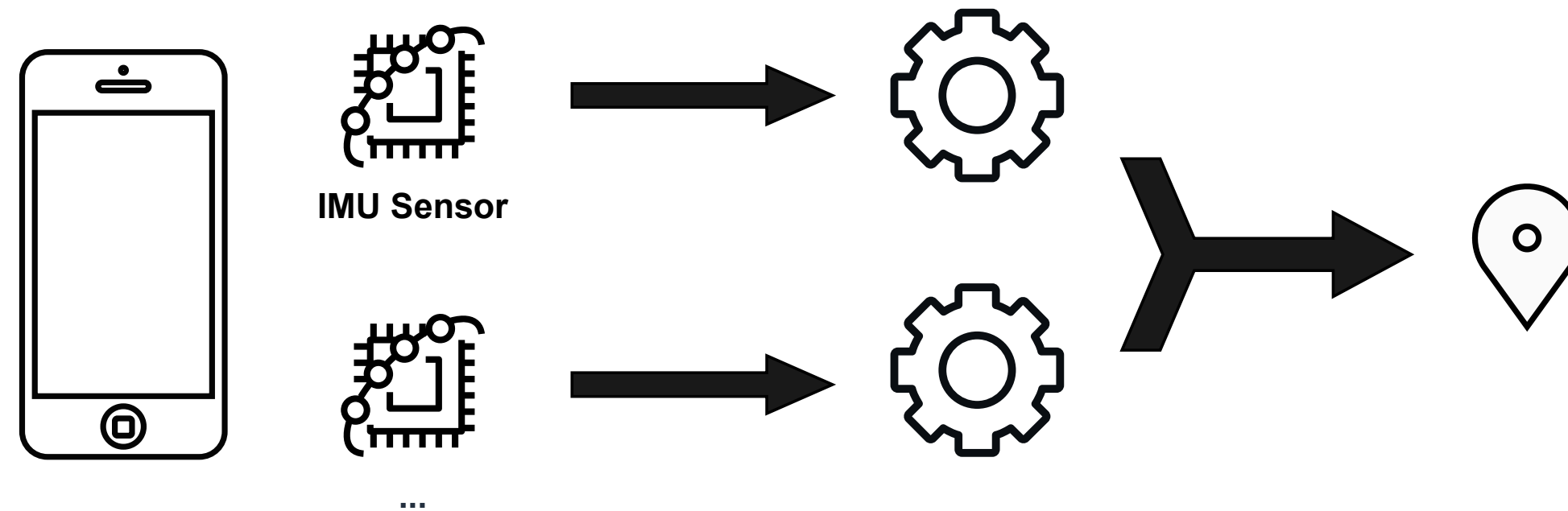
An Open Source Hybrid Positioning System

- ▶ Any technology
- ▶ Any algorithm
- ▶ Various use cases
- ▶ Flexible processing and output
 - Prefer accuracy over battery consumption, reliability, ...
- ▶ Aimed towards developers and researchers

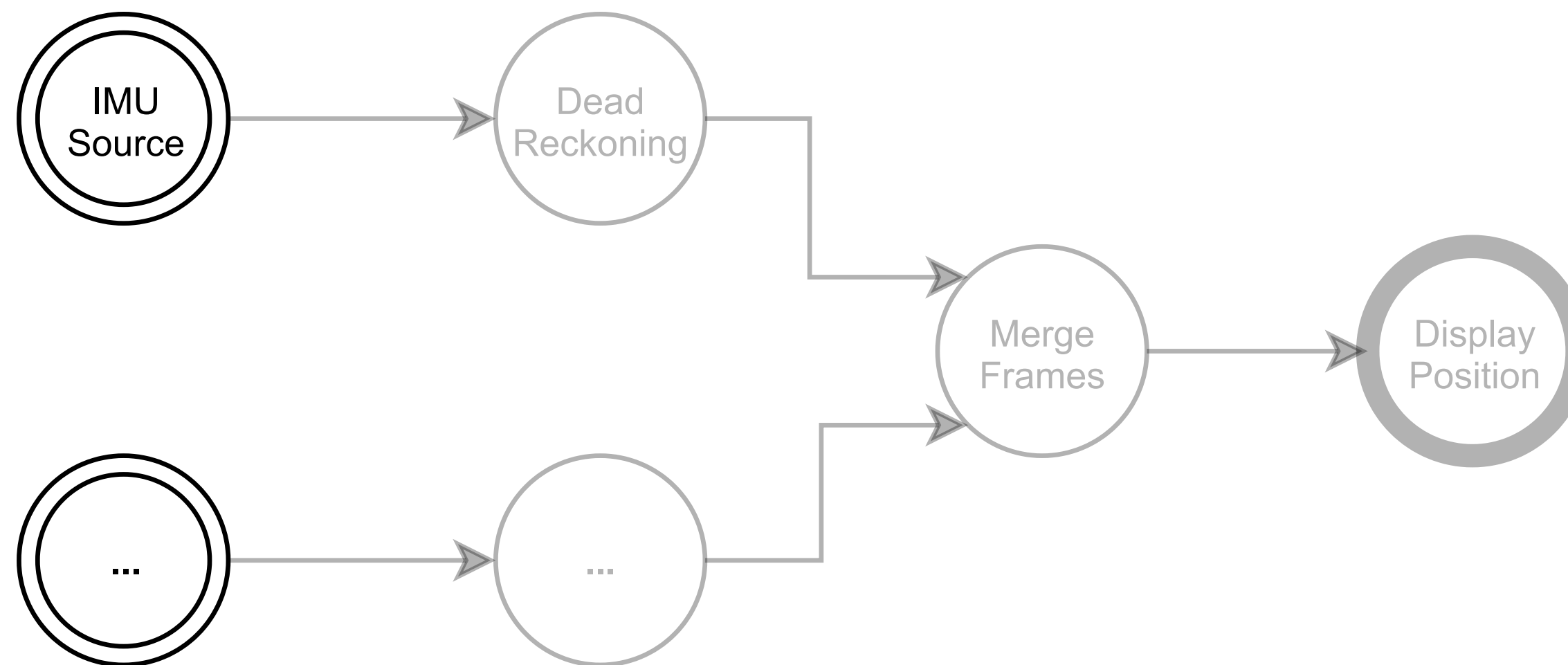
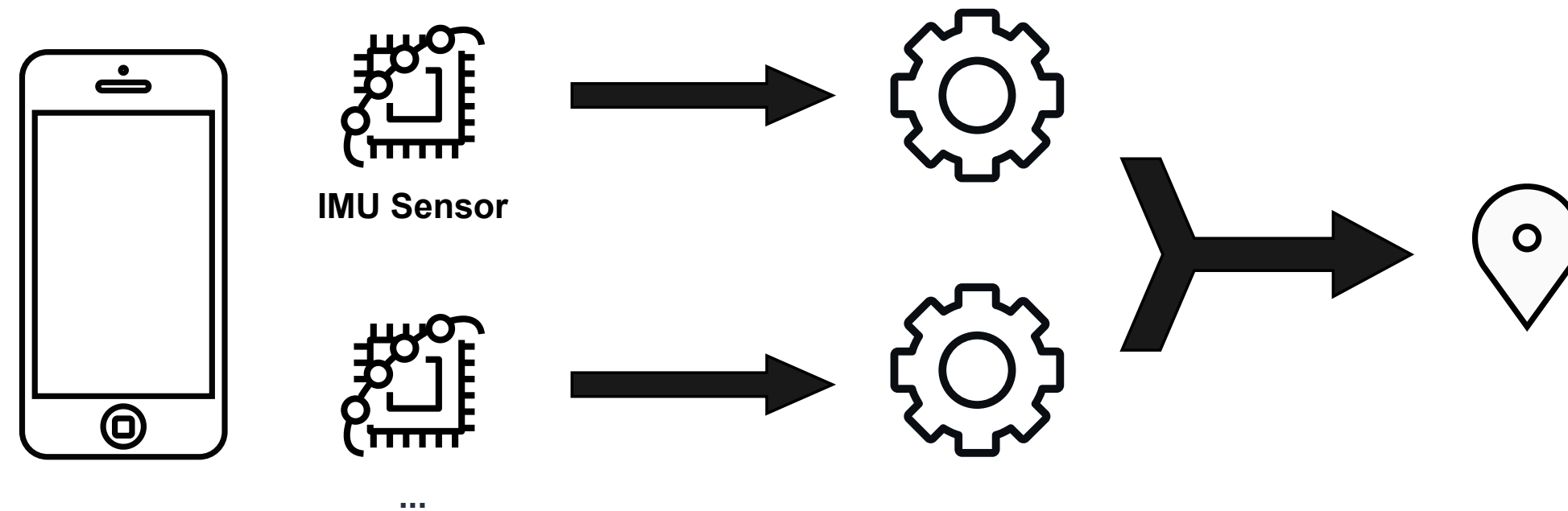
Process Network Design



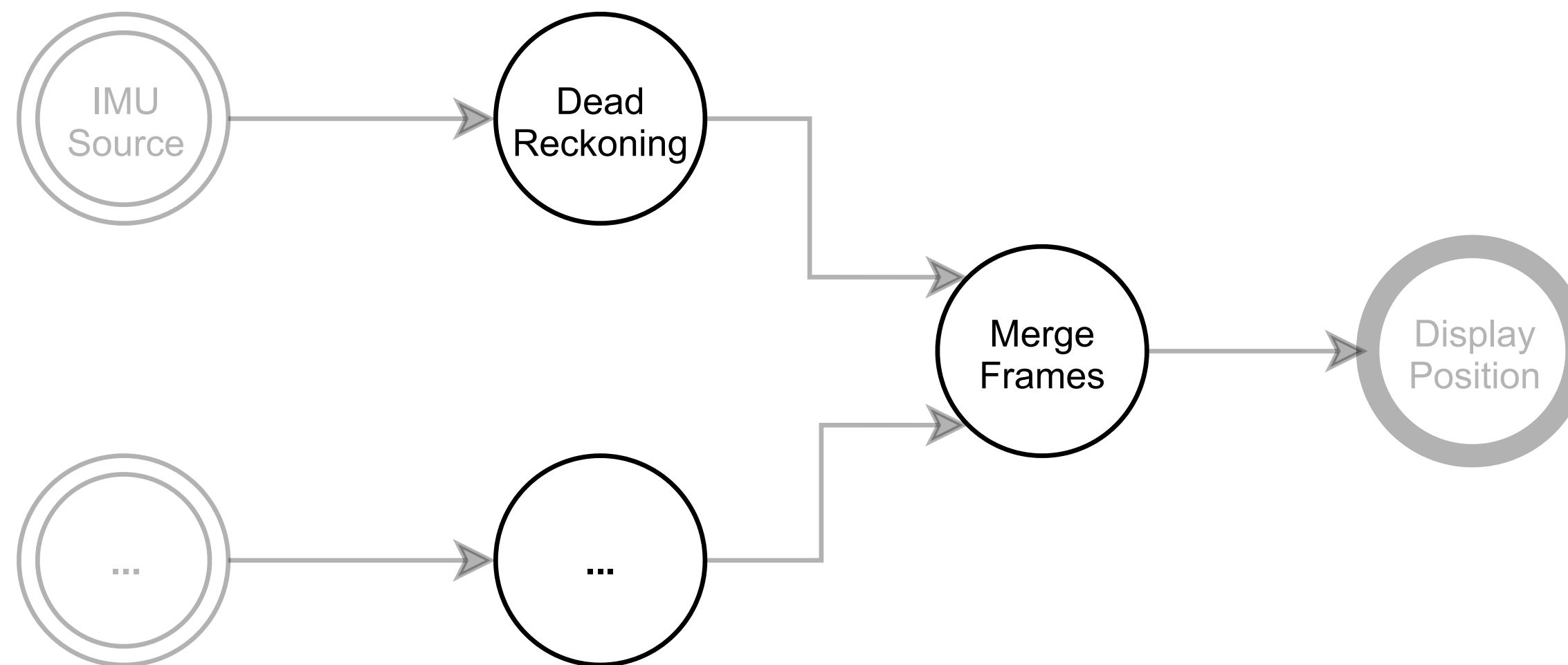
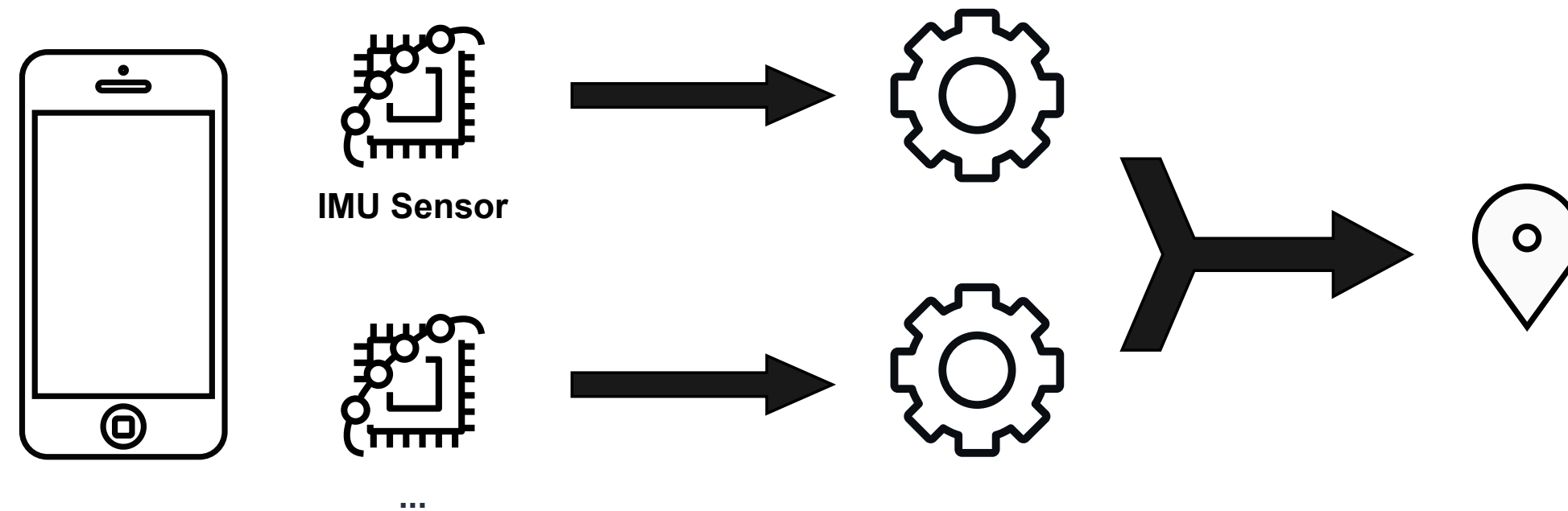
Process Network Design ...



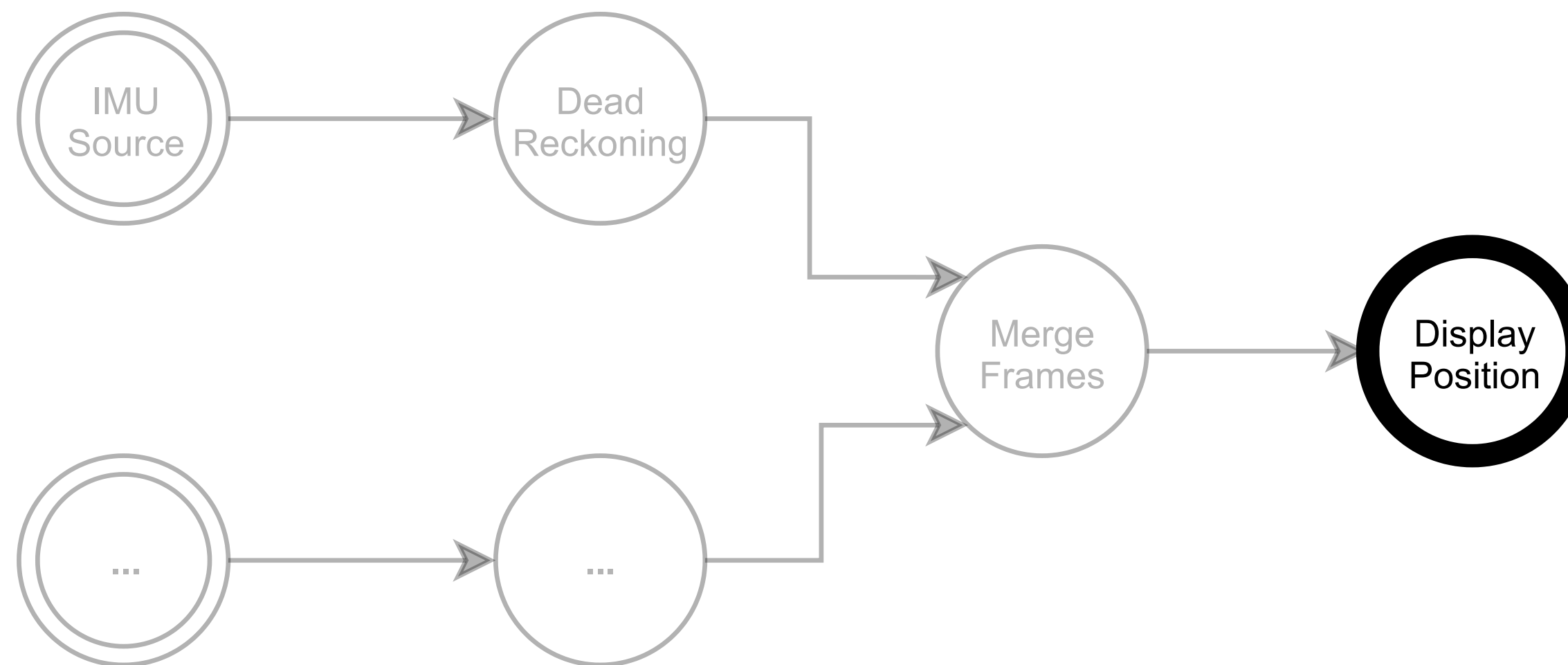
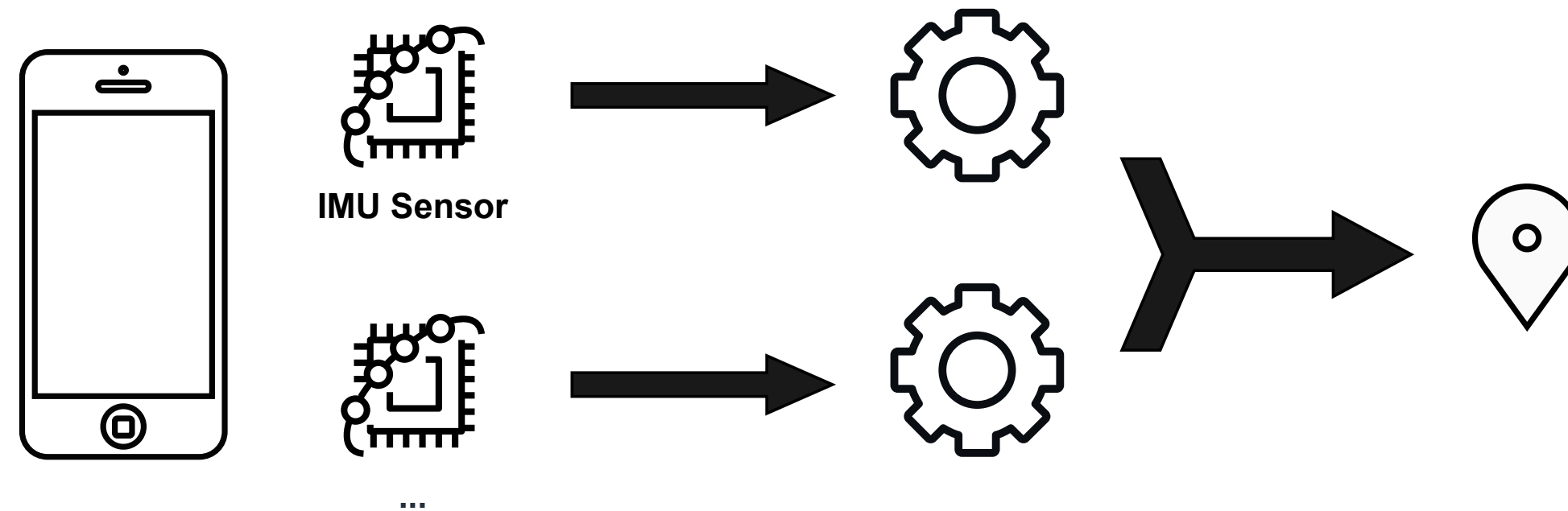
Process Network Design ...



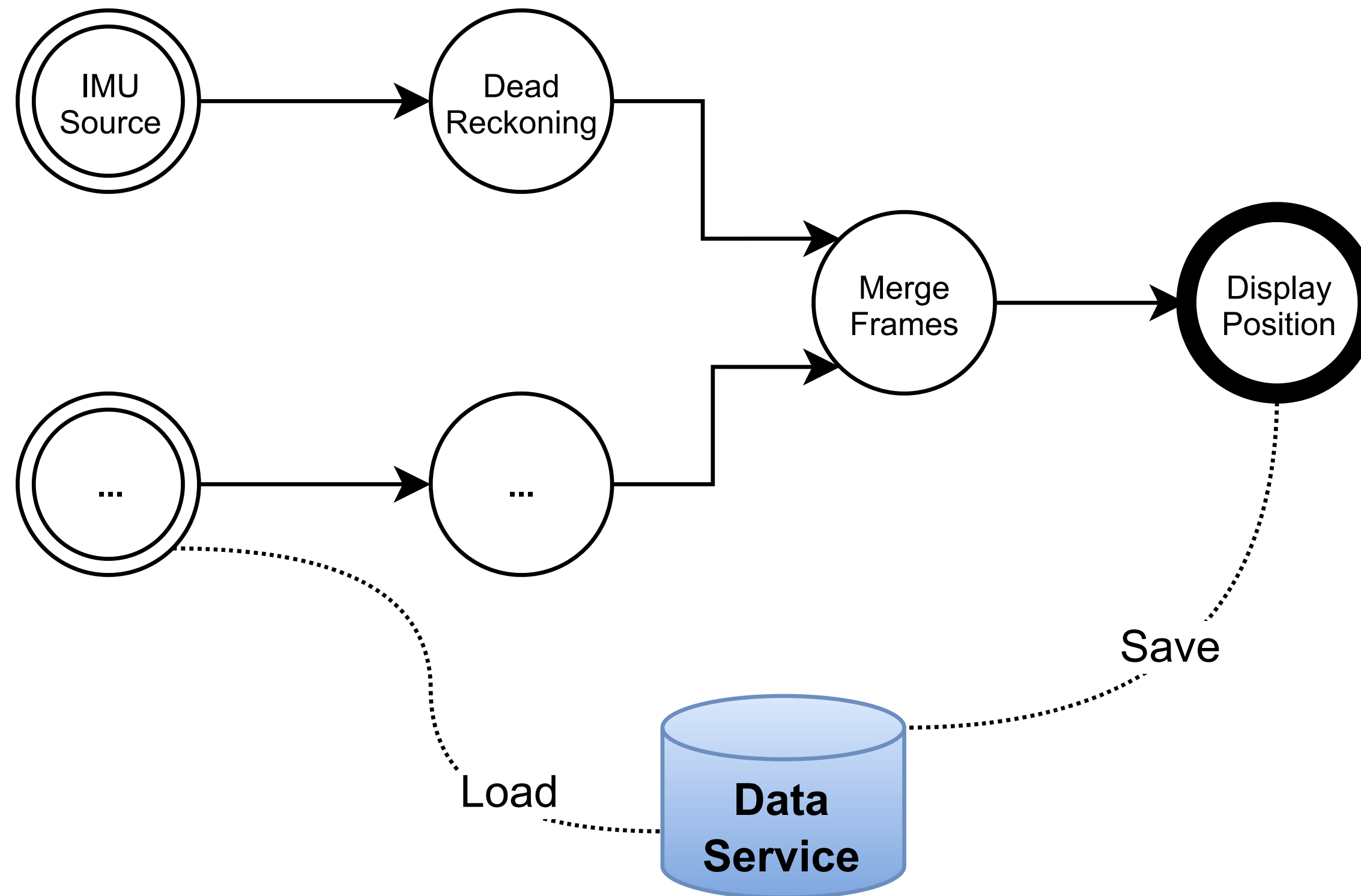
Process Network Design ...



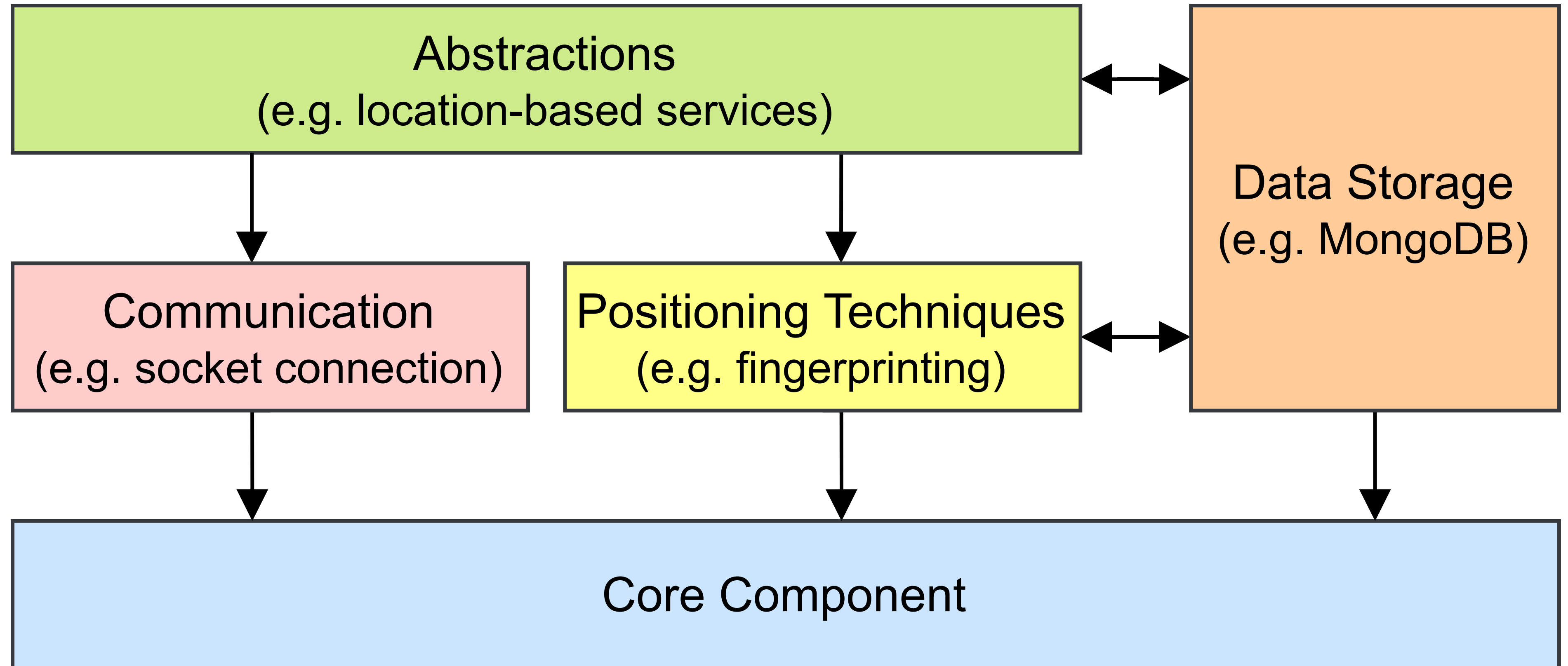
Process Network Design ...



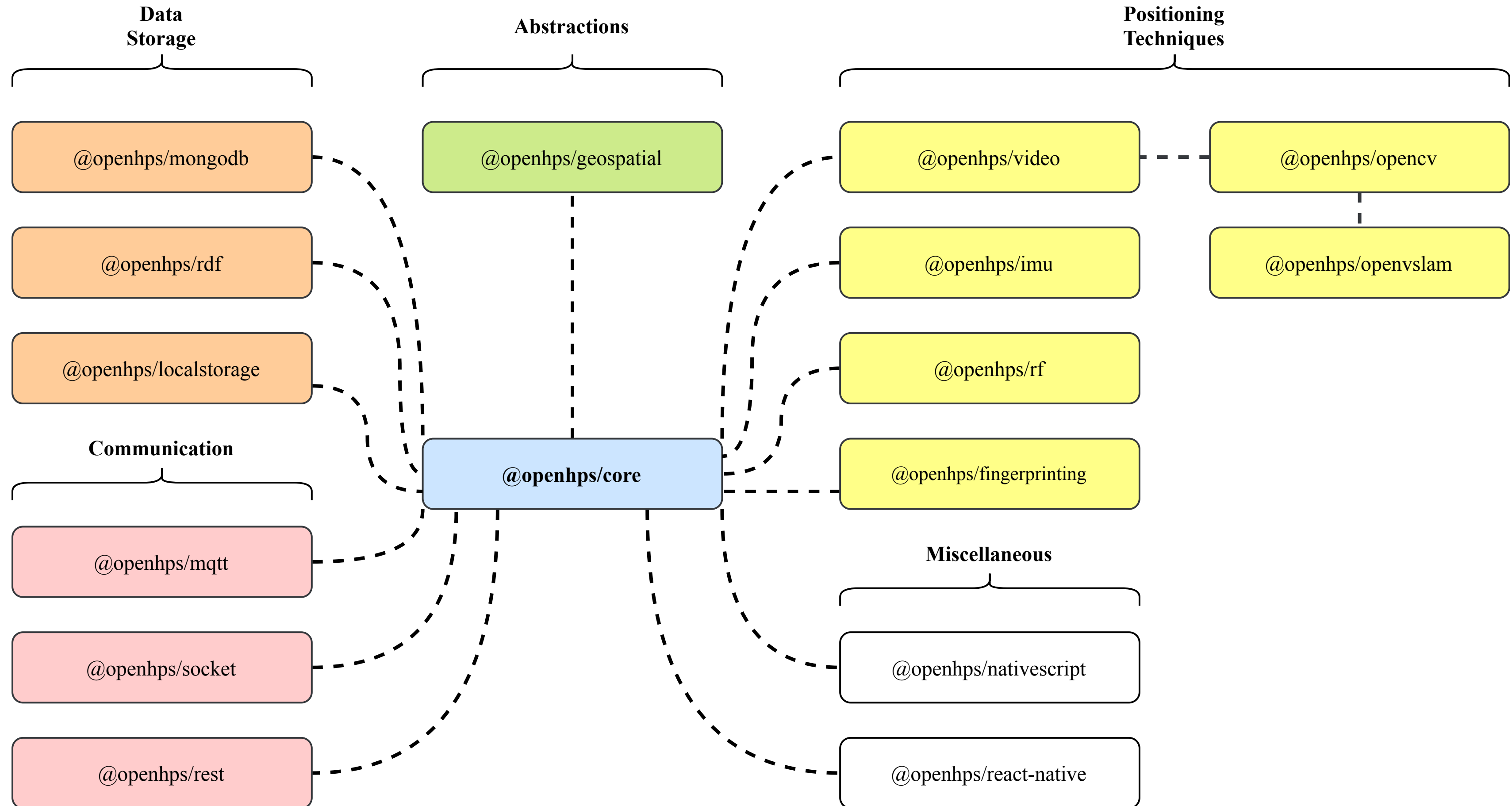
Process Network Design ...



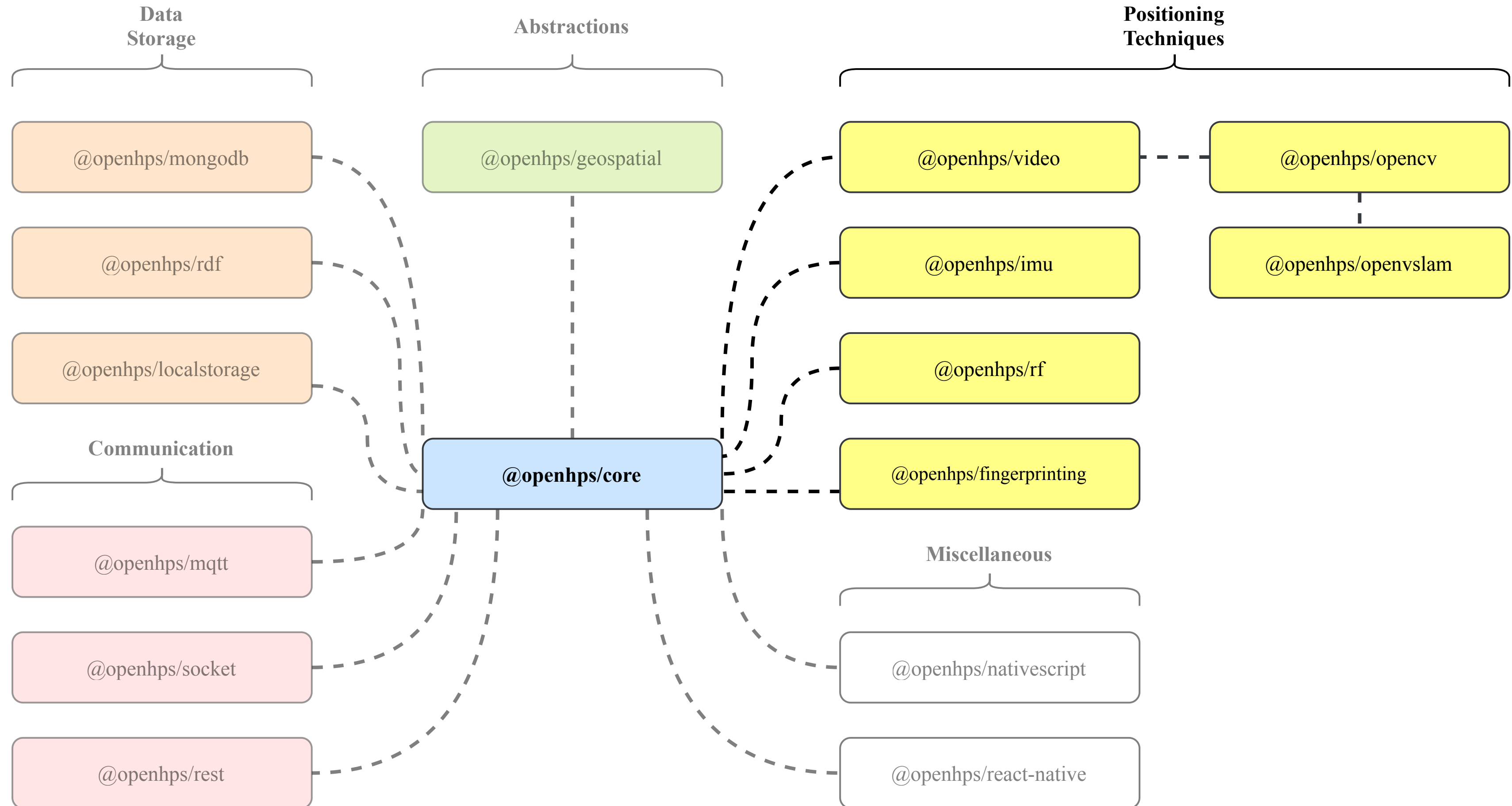
Modularity



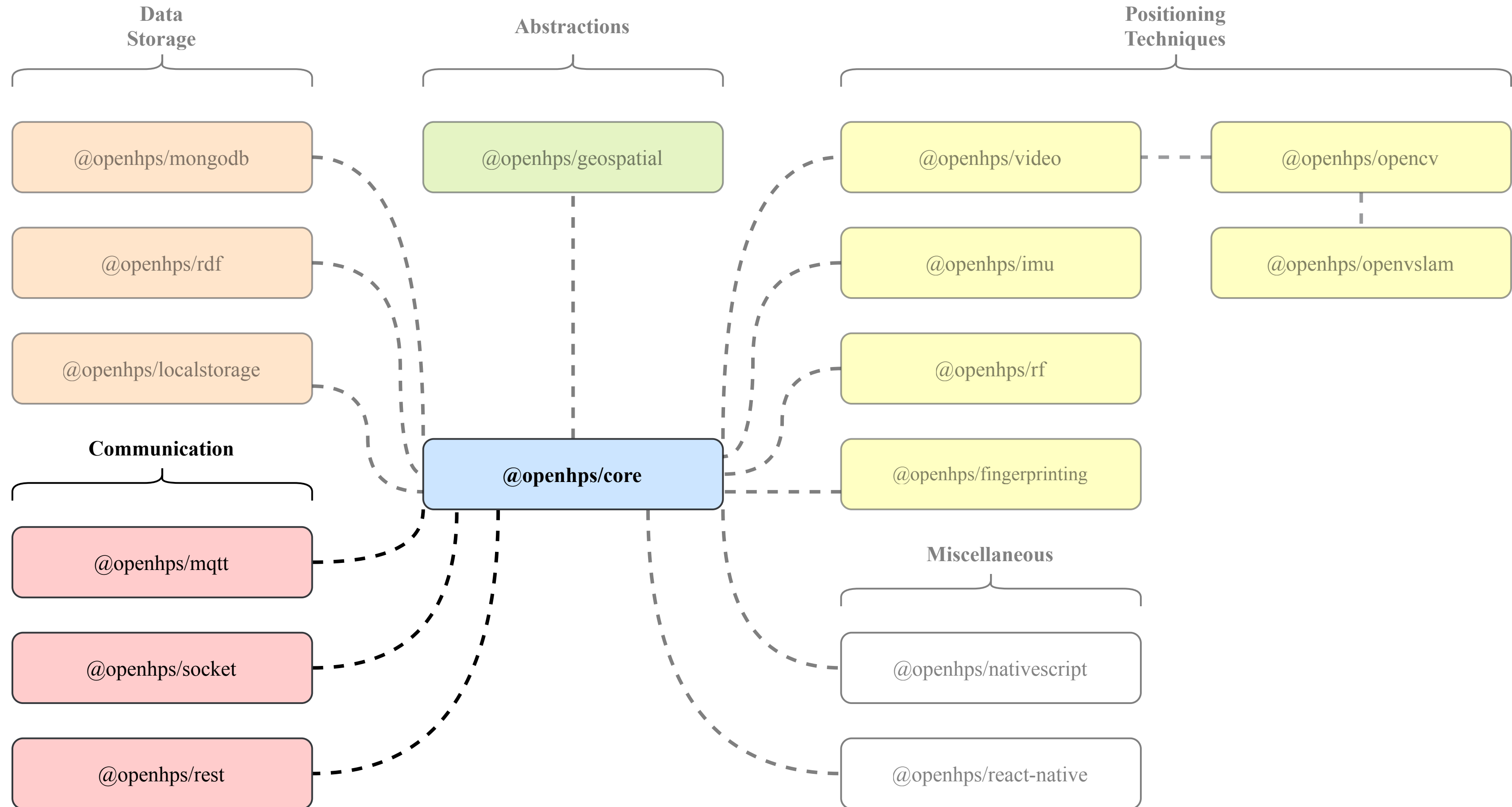
Modularity ...



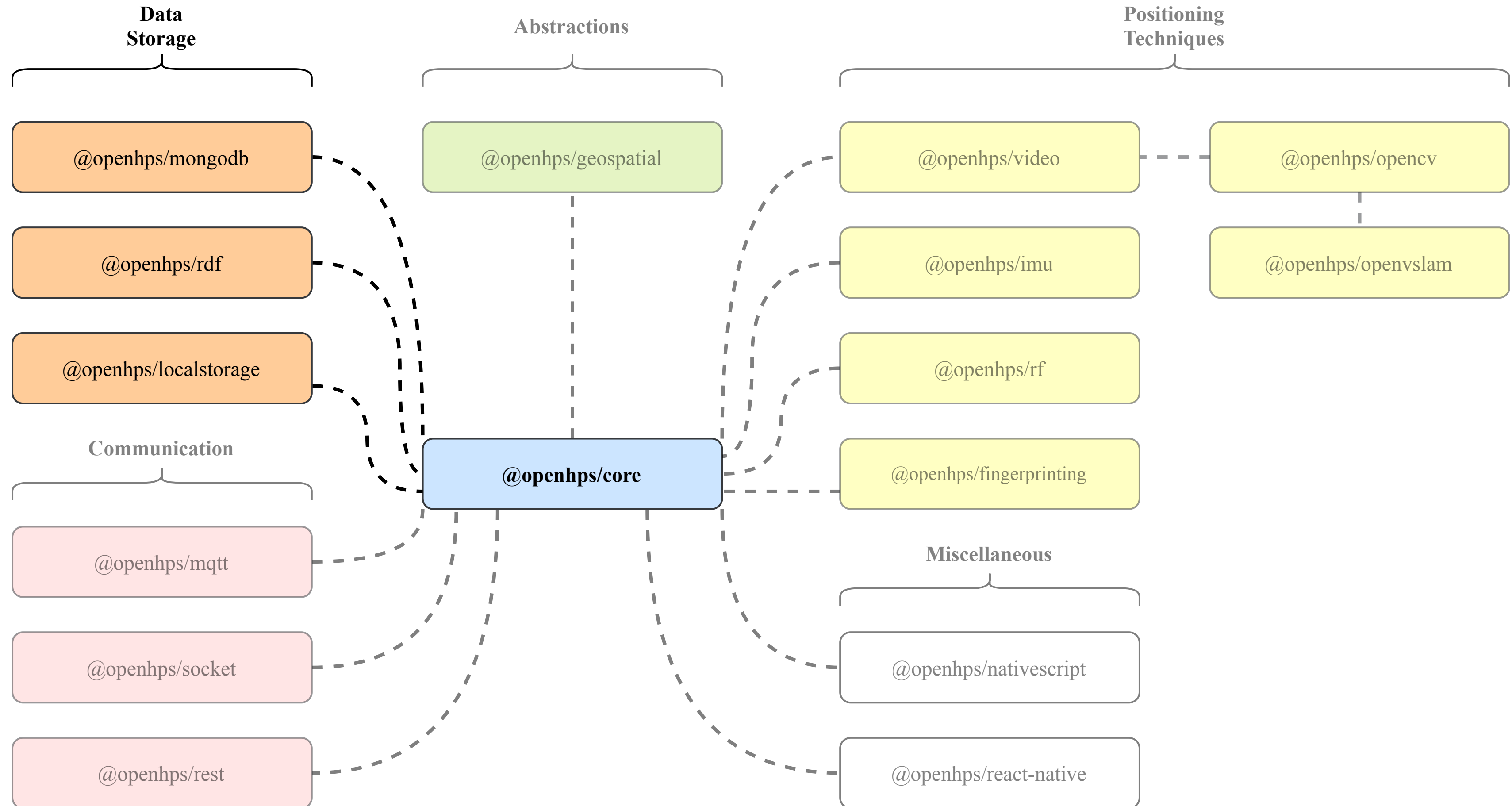
Modularity ...



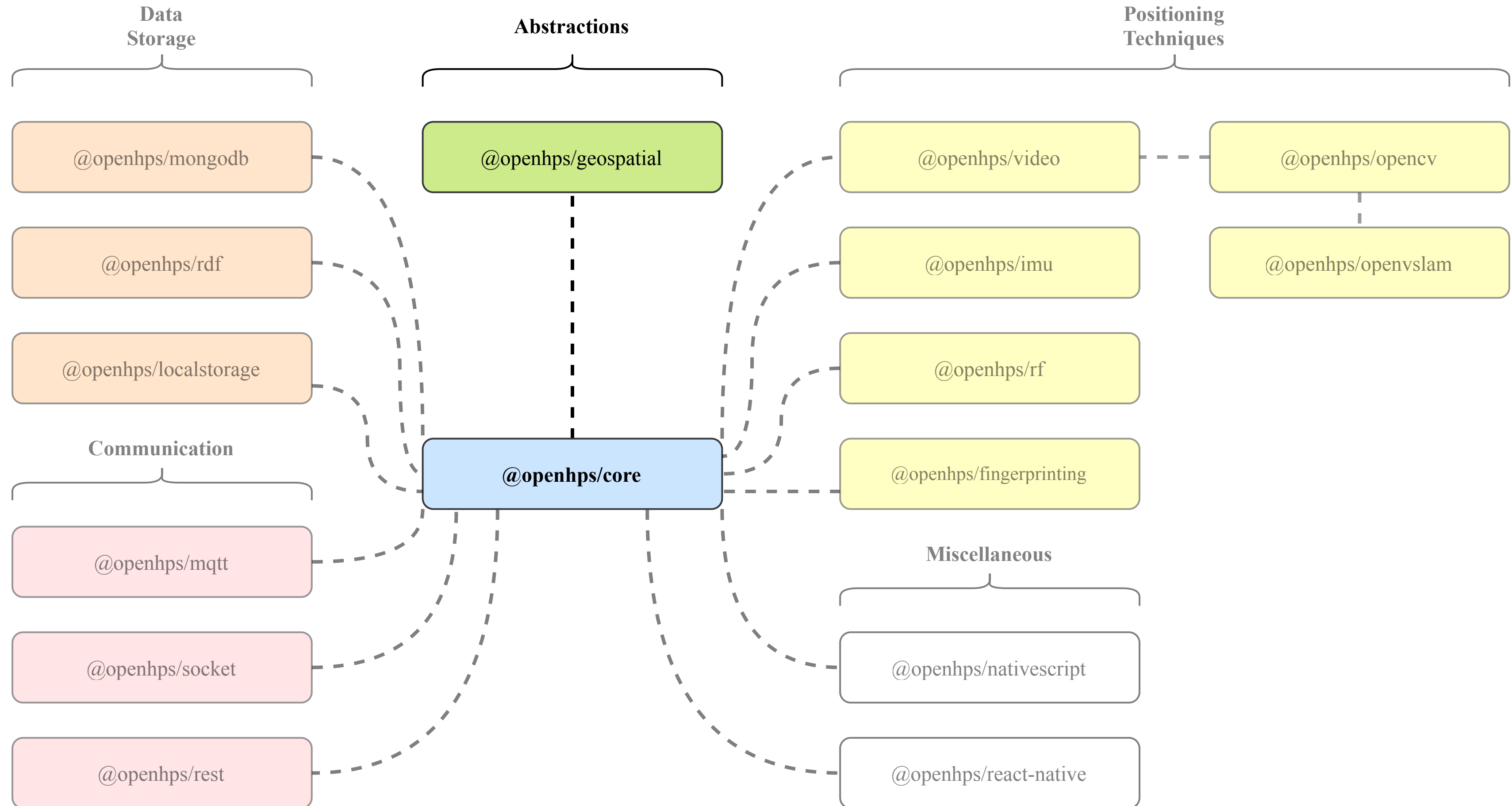
Modularity ...



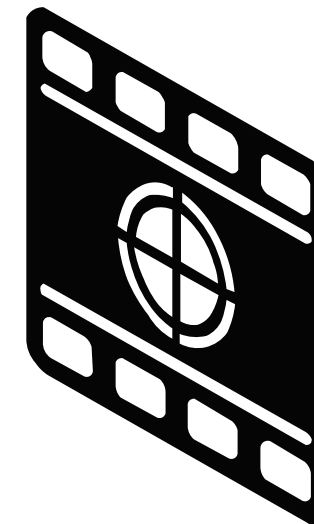
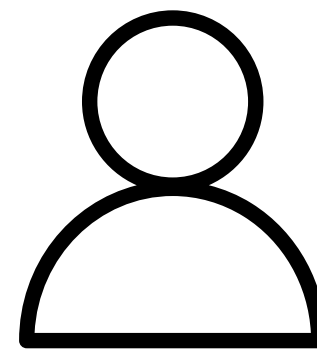
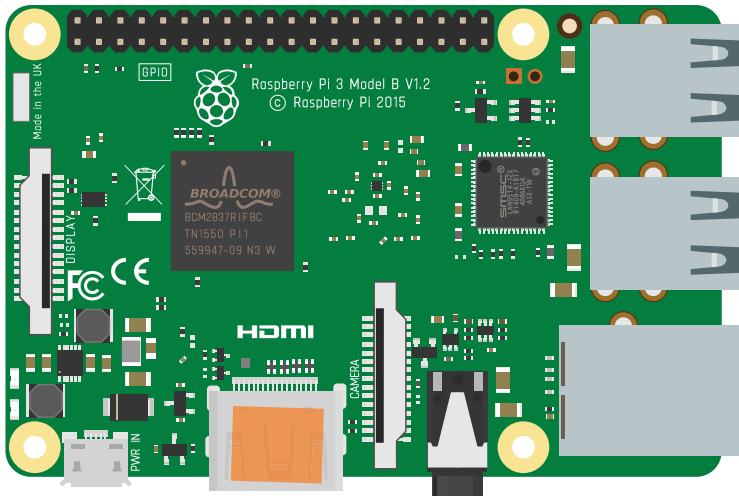
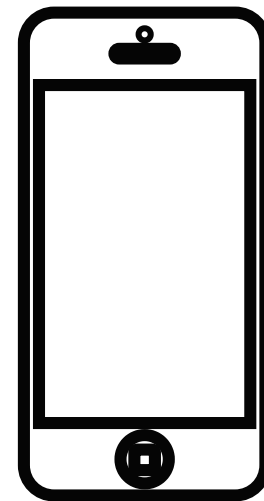
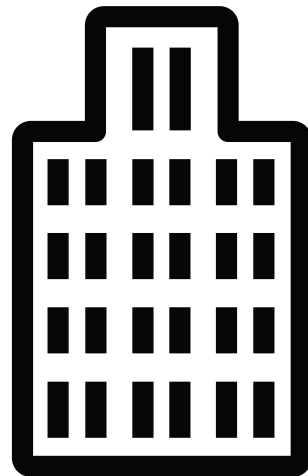
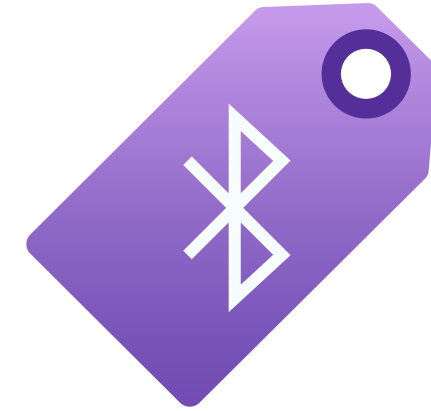
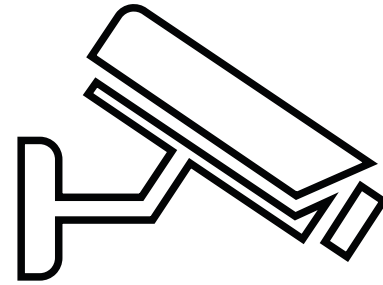
Modularity ...



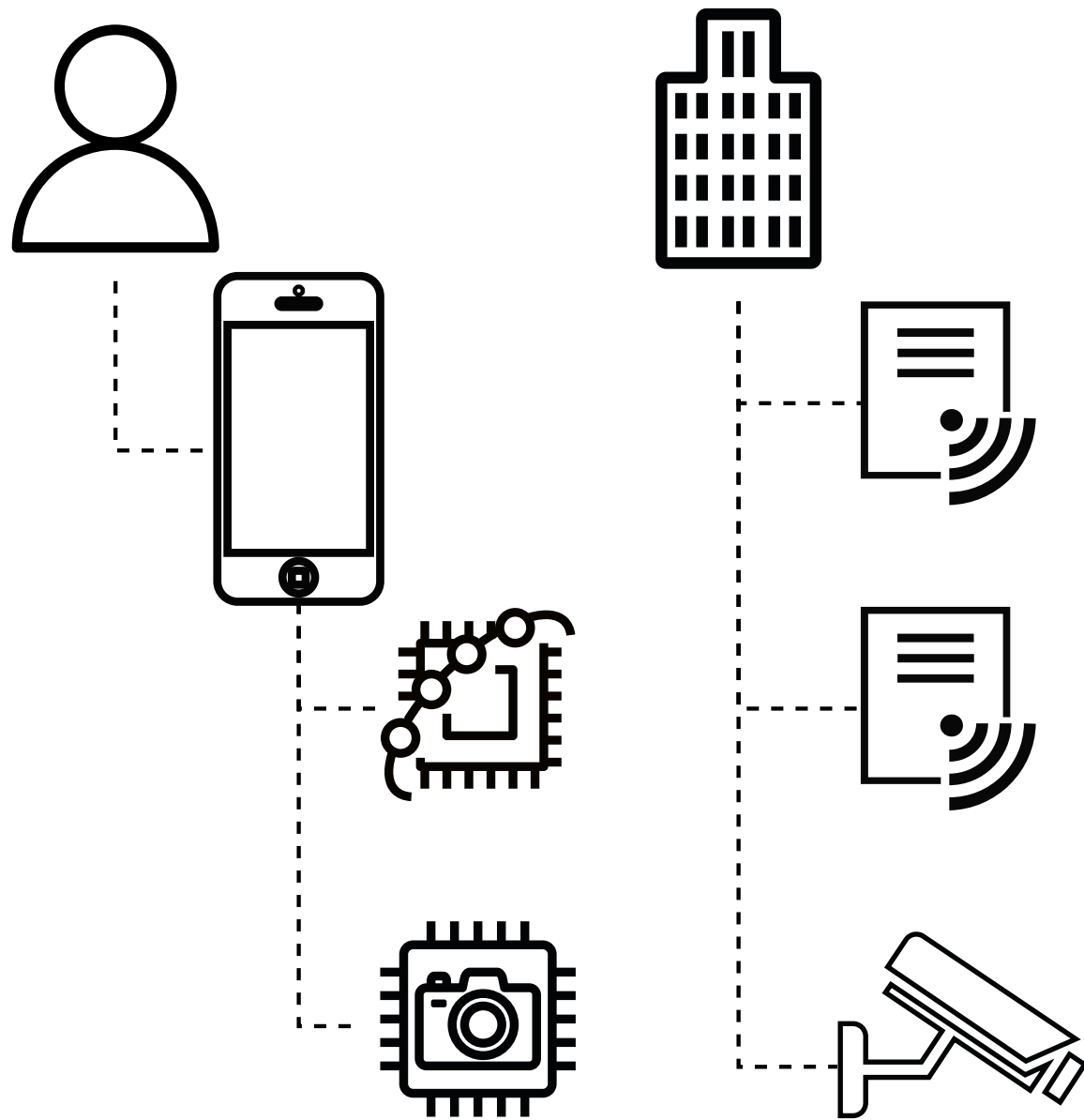
Modularity ...



Data Processing



DataObject



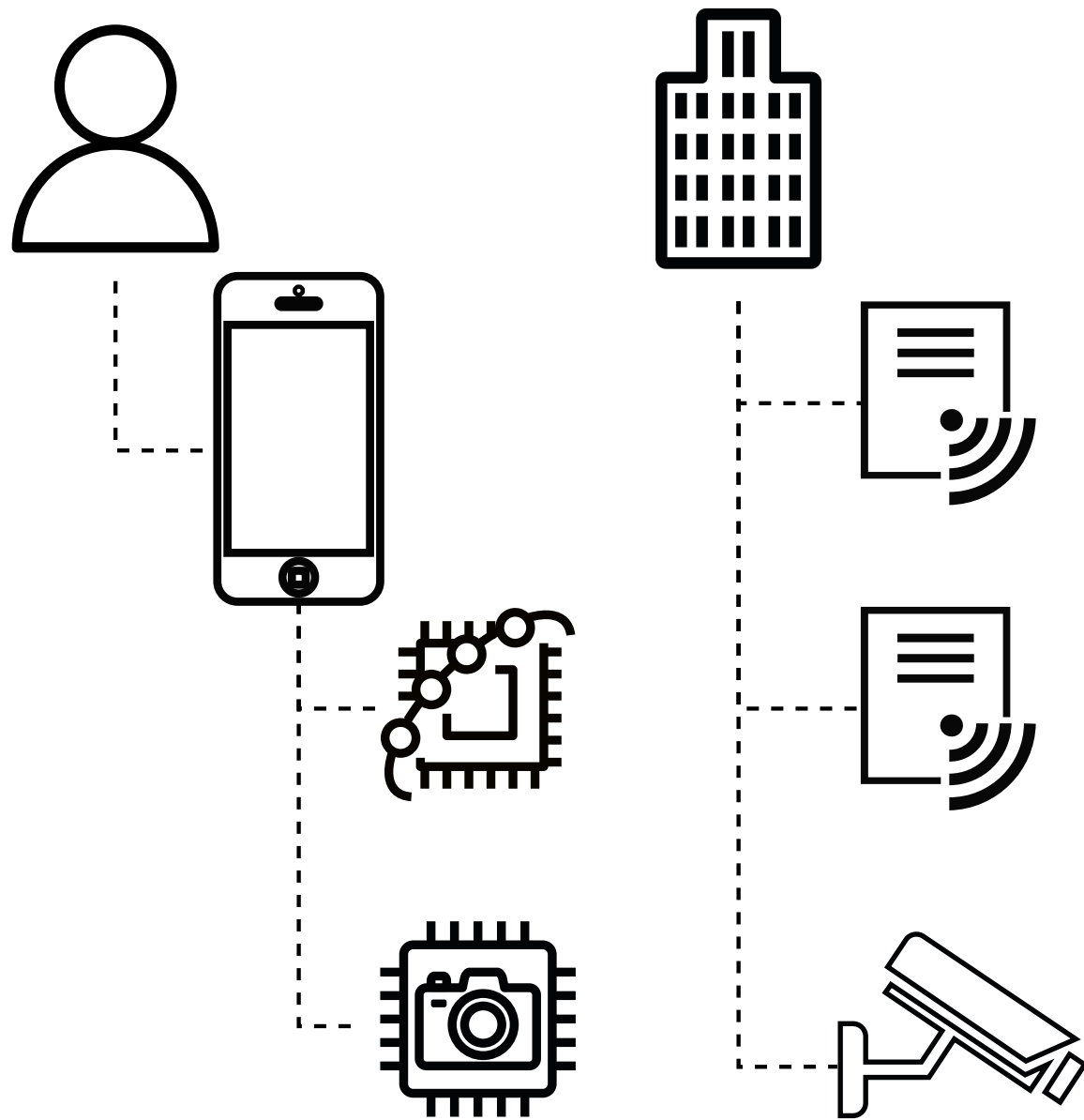
```
// Data object for the person we are tracking
const me = new DataObject("mvdewync@vub.be");
me.displayName = "Maxim Van de Wynckel";

// Phone belonging to the person
const phone = new DataObject();
phone.displayName = "Maxim's Phone";
phone.setParent(me);

// Watch belonging to the person
const watch = new DataObject();
watch.displayName = "Maxim's Android Watch";
watch.setParent(me);

// IP camera identified by MAC
const camera = new CameraObject("80:bb:7c:37:0e:02");
camera.width = 1980;
camera.height = 1024;
camera.fps = 30;
camera.setPosition(/* ... */);
```

DataObject



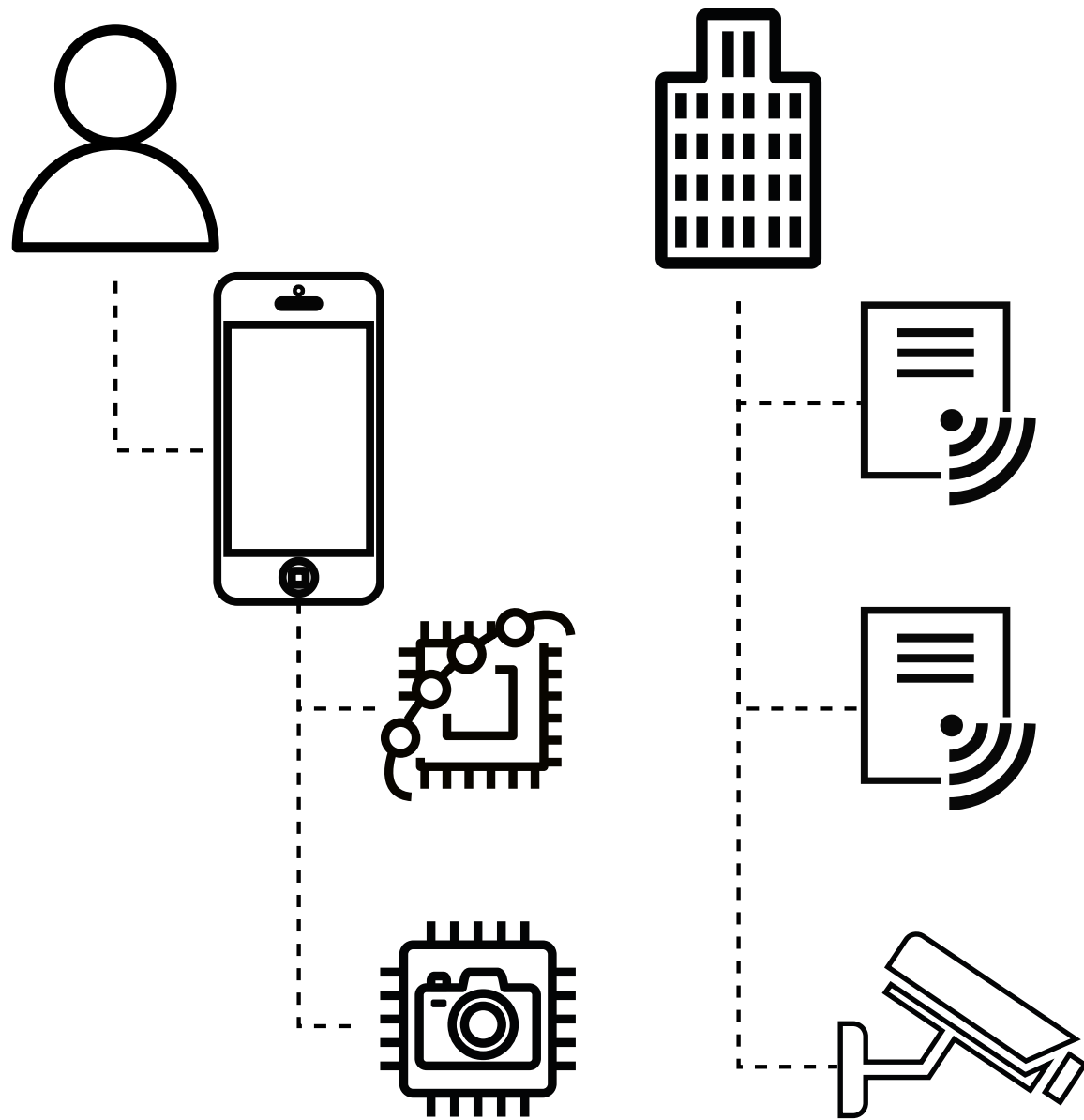
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const phone = new DataObject();
phone.displayName = "Maxim's Phone";
phone.setParent(me);

// Watch belonging to the person
const watch = new DataObject();
watch.displayName = "Maxim's Android Watch";
watch.setParent(me);

// IP camera identified by MAC
const camera = new CameraObject("80:bb:7c:37:0e:02");
camera.width = 1980;
camera.height = 1024;
camera.fps = 30;
camera.setPosition(/* ... */);
```


DataObject



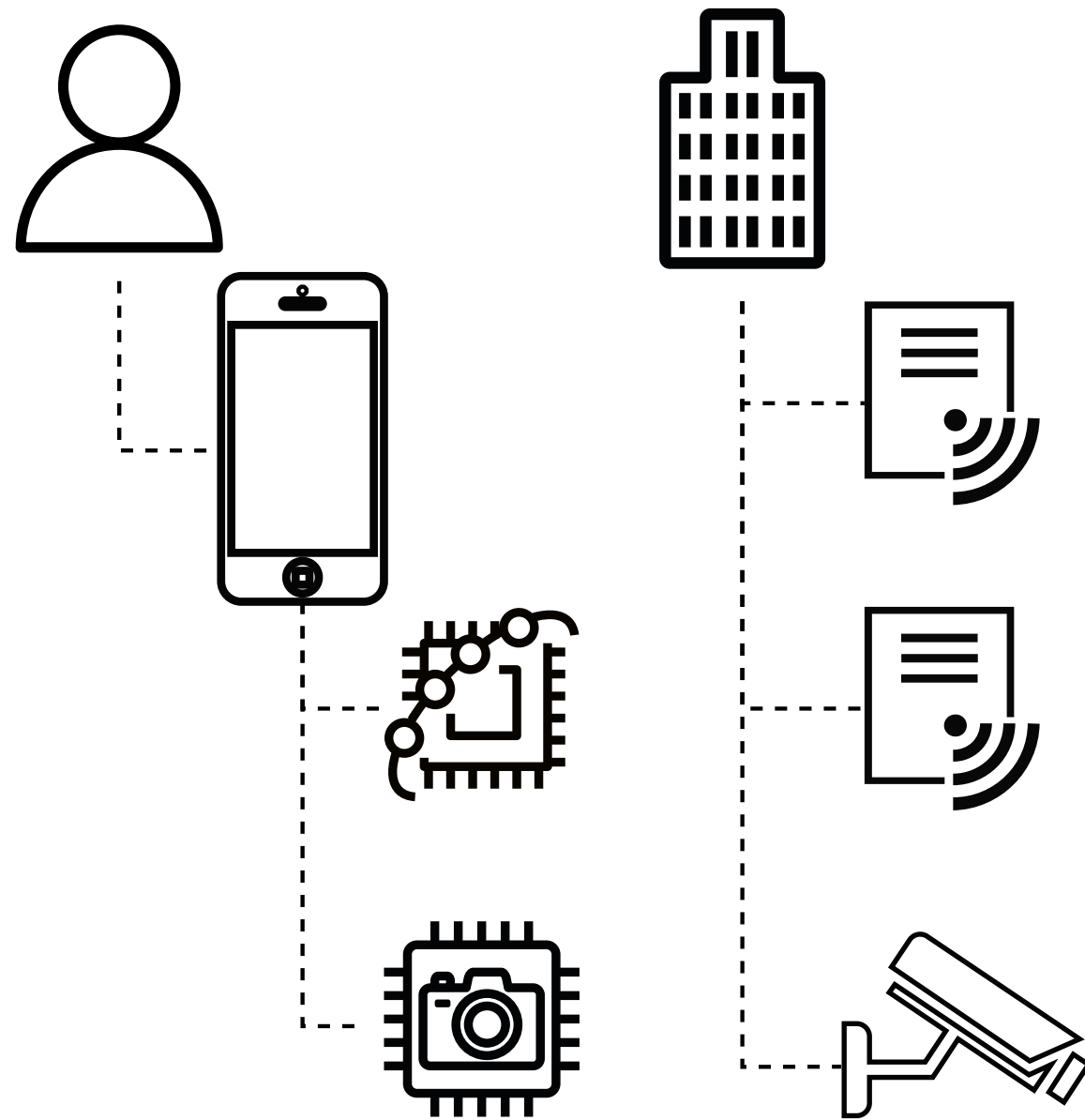
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const camera = new CameraObject("80:bb:7c:37:0e:02");
camera.width = 1980;
camera.height = 1024;
camera.fps = 30;
camera.setPosition(/* ... */);
```

Absolute and Relative Positions

Absolute

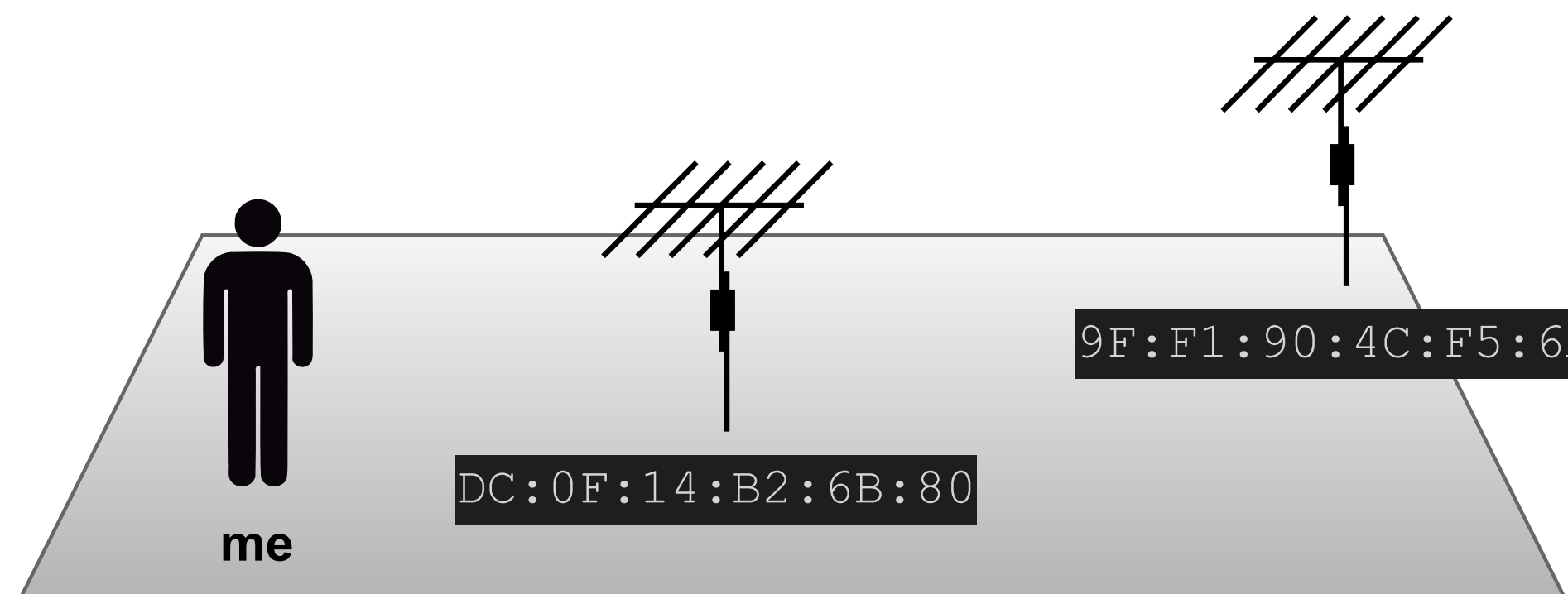
- ▶ 2D, 3D, geographical, ...
- ▶ Within a reference space

Relative

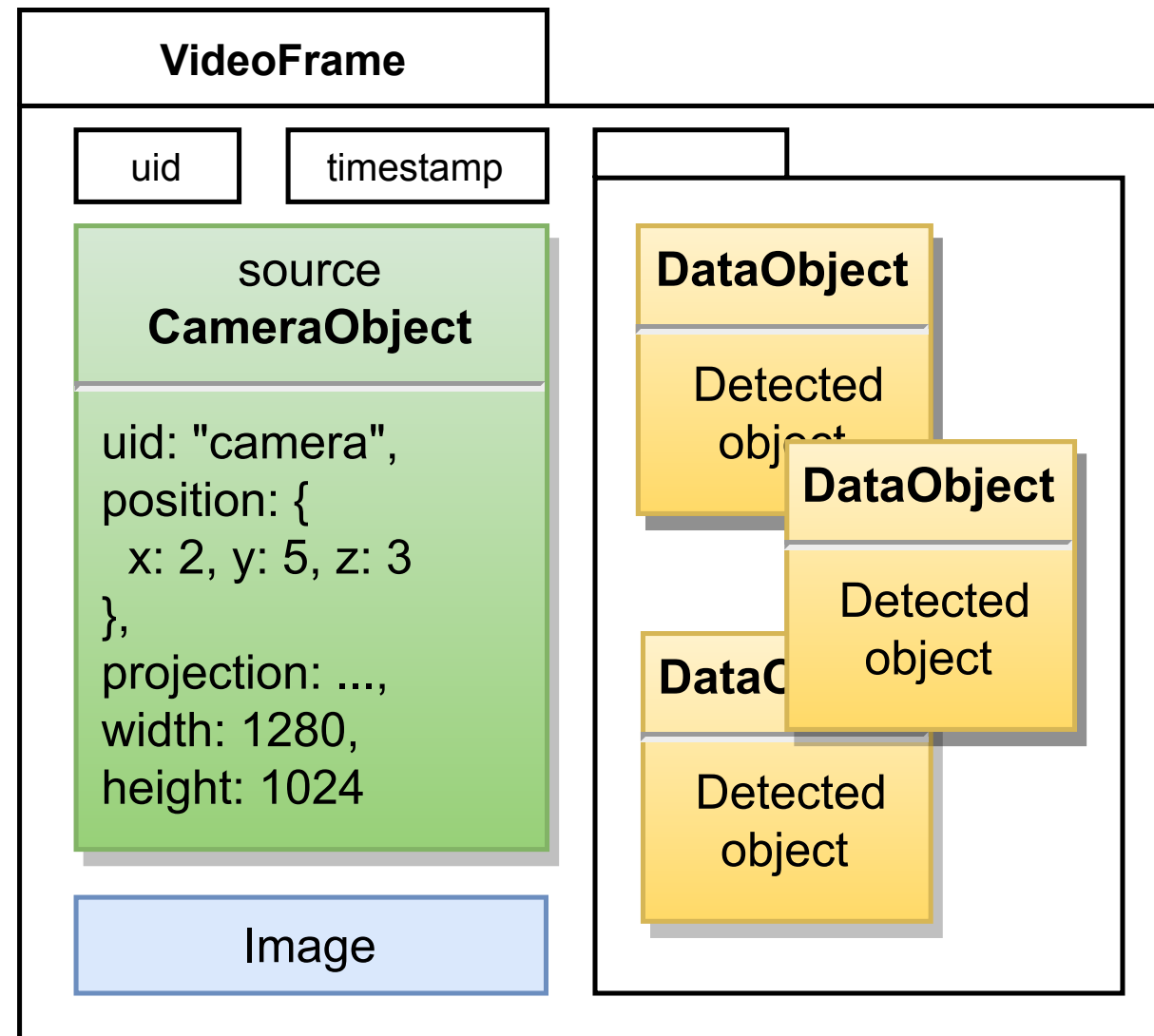
- ▶ Distance, angle, velocity, ...
- ▶ Relative to another *object*

```
// Absolute geographical position
me.setPosition(new GeographicalPosition(
    50.8204, 4.3921
));

// Relative position(s) to another object
me.addRelativePosition(new RelativeDistance(
    "9F:F1:90:4C:F5:6A", 5.2, LengthUnit.METER
));
me.addRelativePosition(new RelativeDistance(
    "DC:0F:14:B2:6B:80", 1.4, LengthUnit.METER
));
```



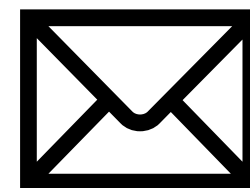
DataFrame



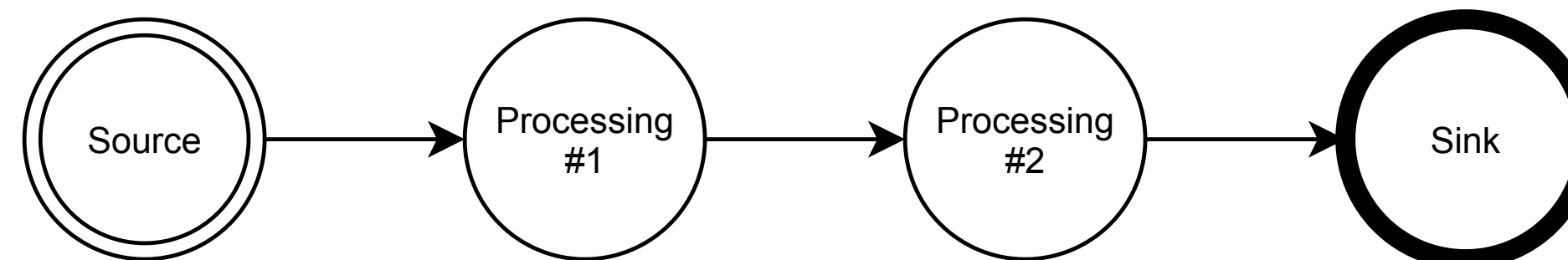
```
// Sensor that captured the frame
const camera = new CameraObject();

// Create a new frame
const frame = new VideoFrame();
frame.source = camera;
frame.image = myImage;

// Add detected objects to frame
frame.addObject(/* ... */);
frame.addObject(/* ... */);
frame.addObject(/* ... */);
```

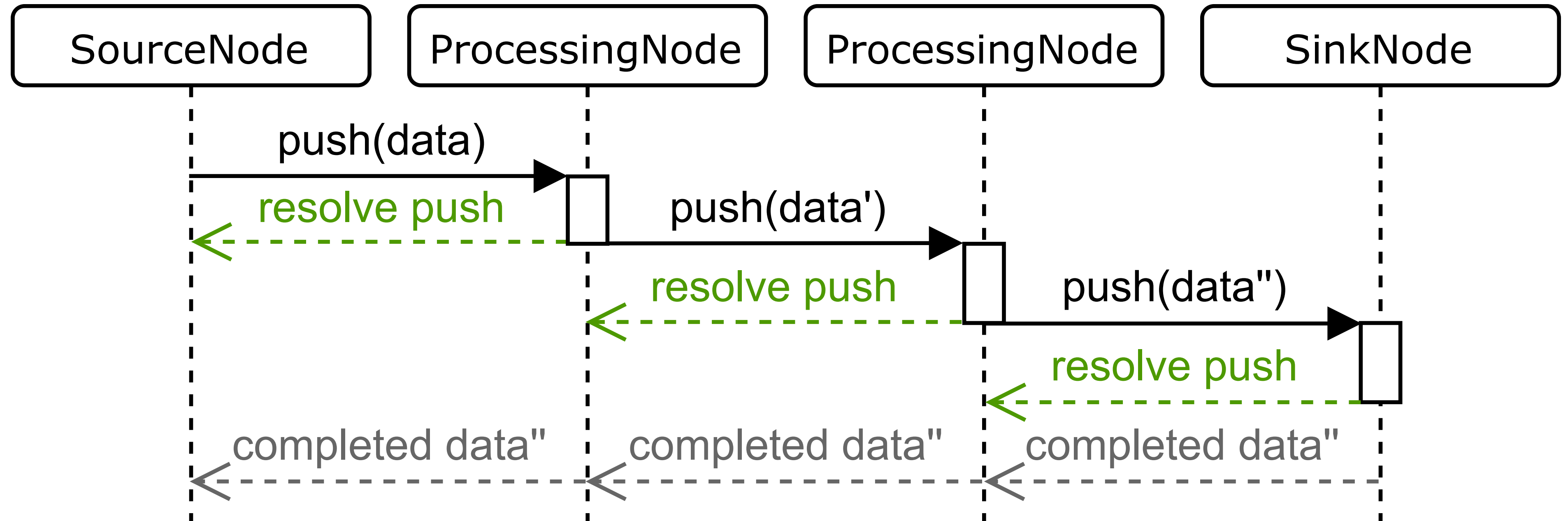


DataFrame



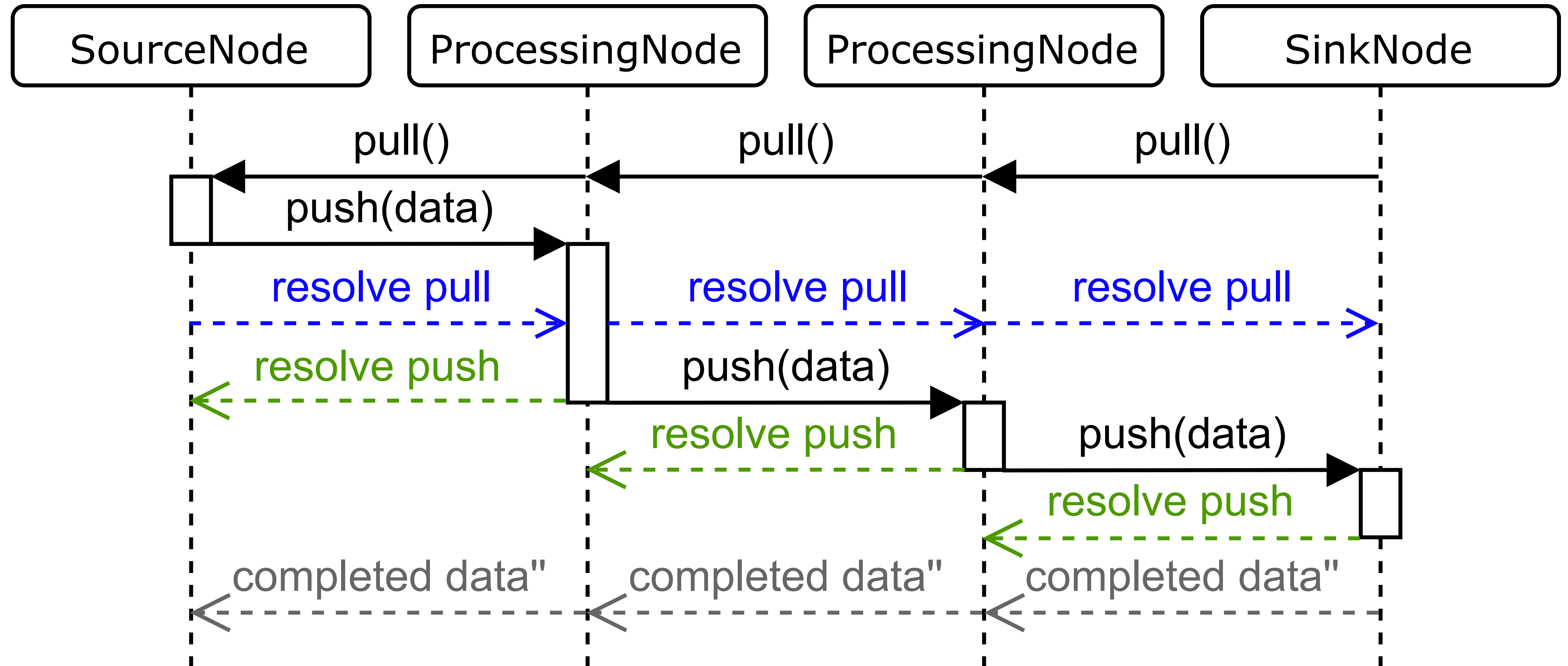
DataFrame ...

Pushing Data



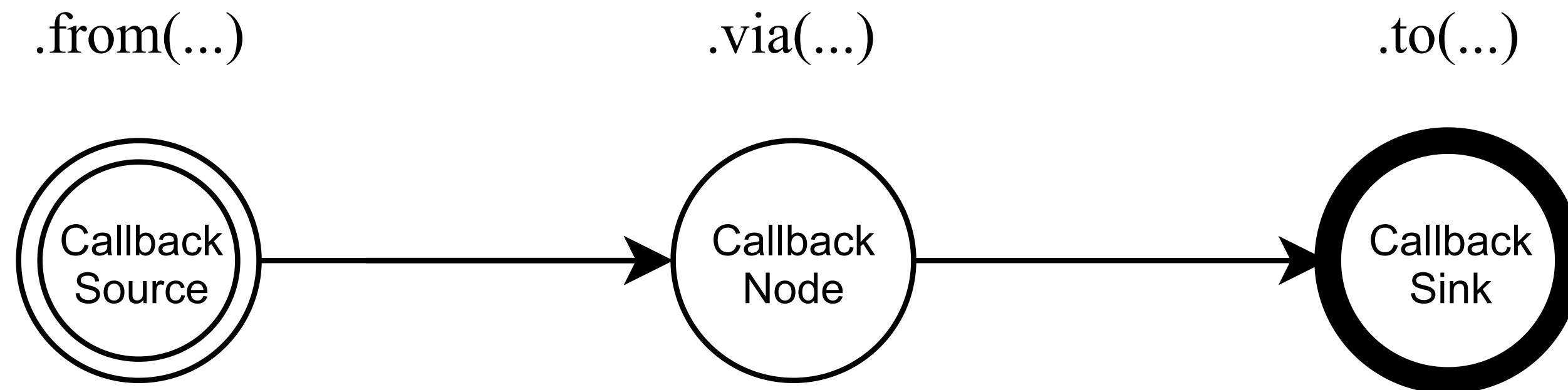
DataFrame ...

Pulling Data



Positioning Model

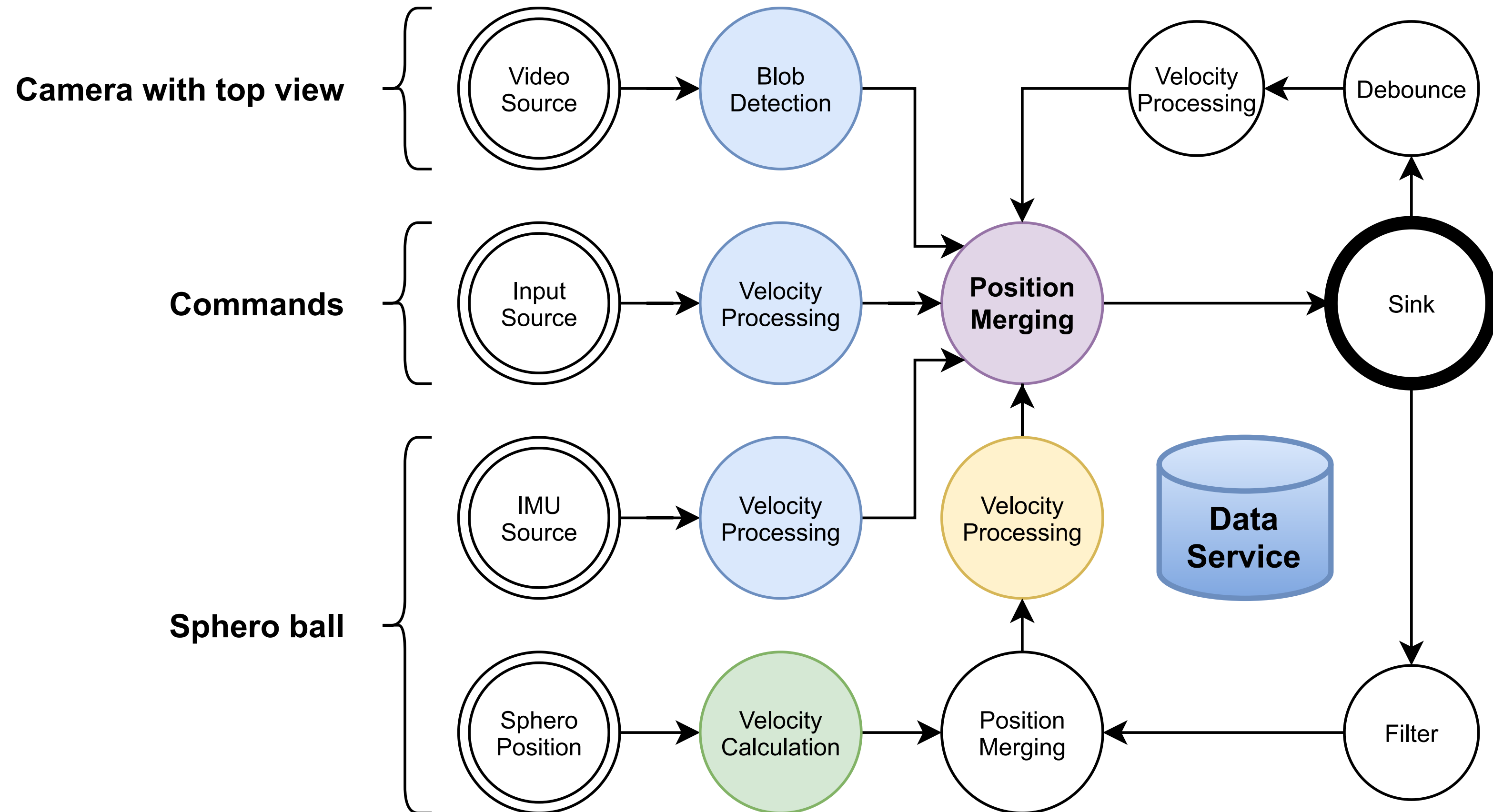
```
ModelBuilder.create()  
  .from(new CallbackSourceNode(() => {  
    const myObject = new DataObject("mvdewync");  
    const frame = new DataFrame();  
    frame.addObject(myObject);  
    return frame;  
  })))  
  .via(new CallbackNode((frame: DataFrame) => { /* ... */ })))  
  .to(new CallbackSinkNode((frame: DataFrame) => { /* ... */ })))  
  .build().then((model: Model) => { /* ... */ });
```



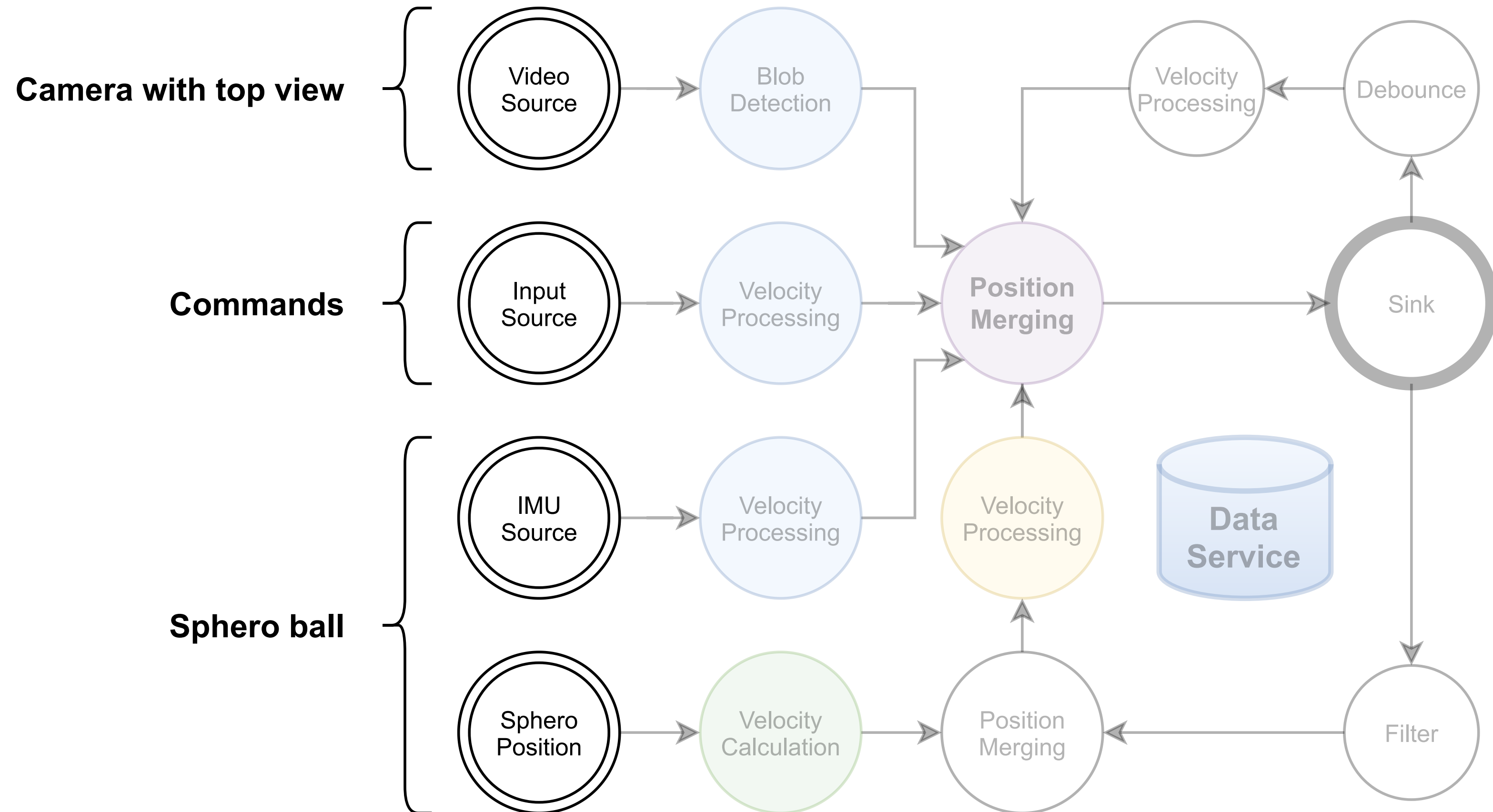
Example



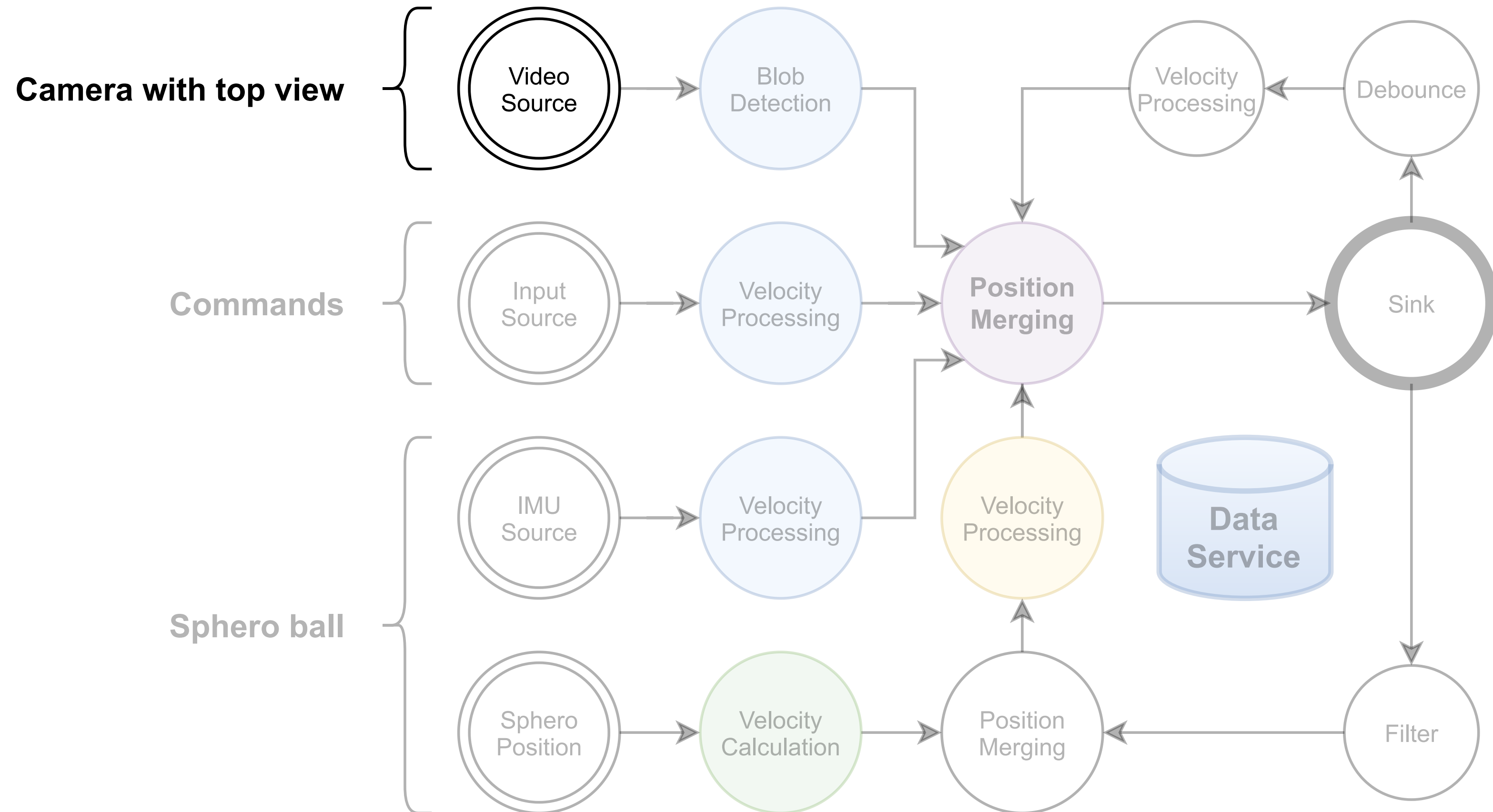
Example ...



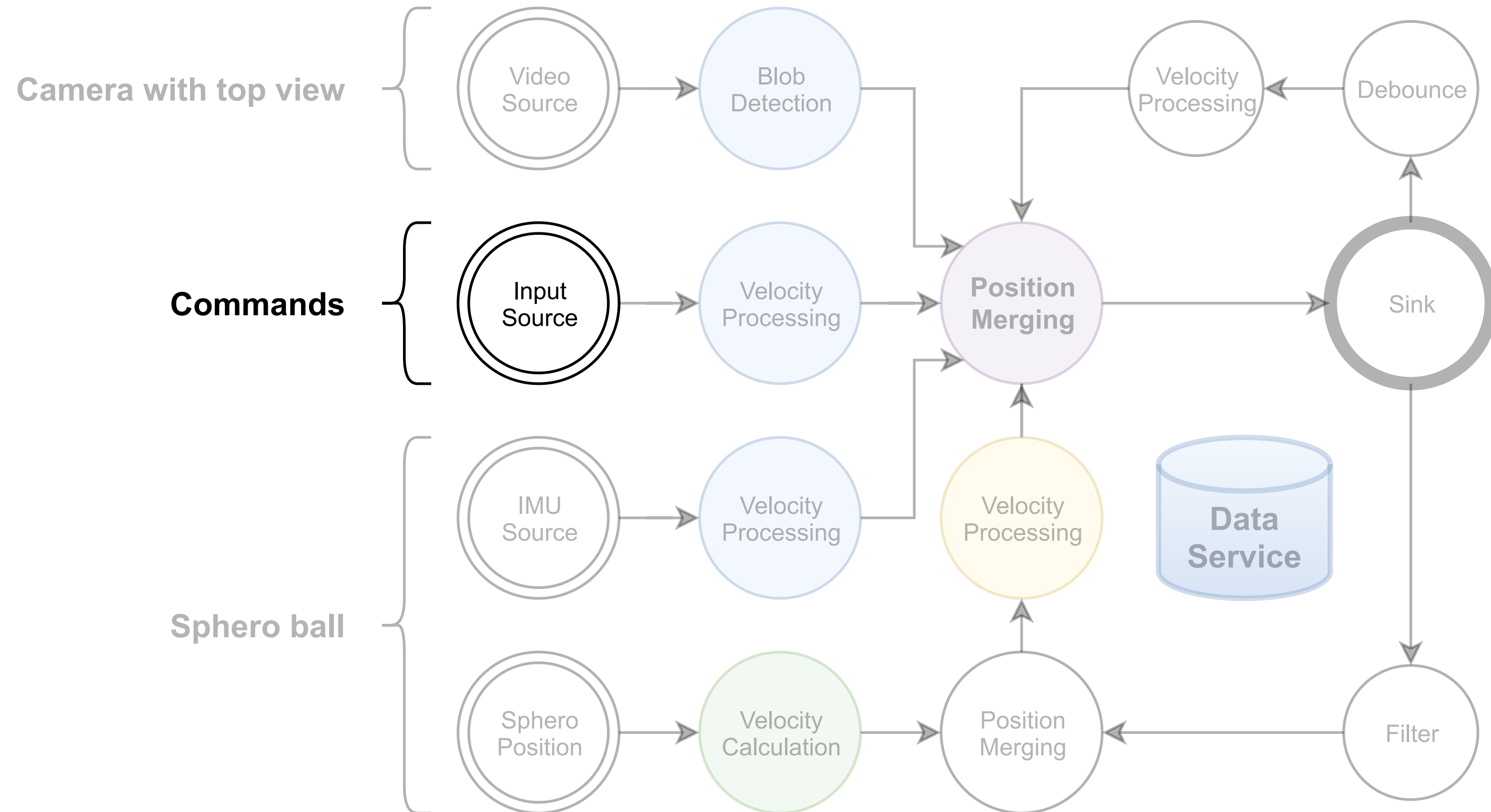
Example ...



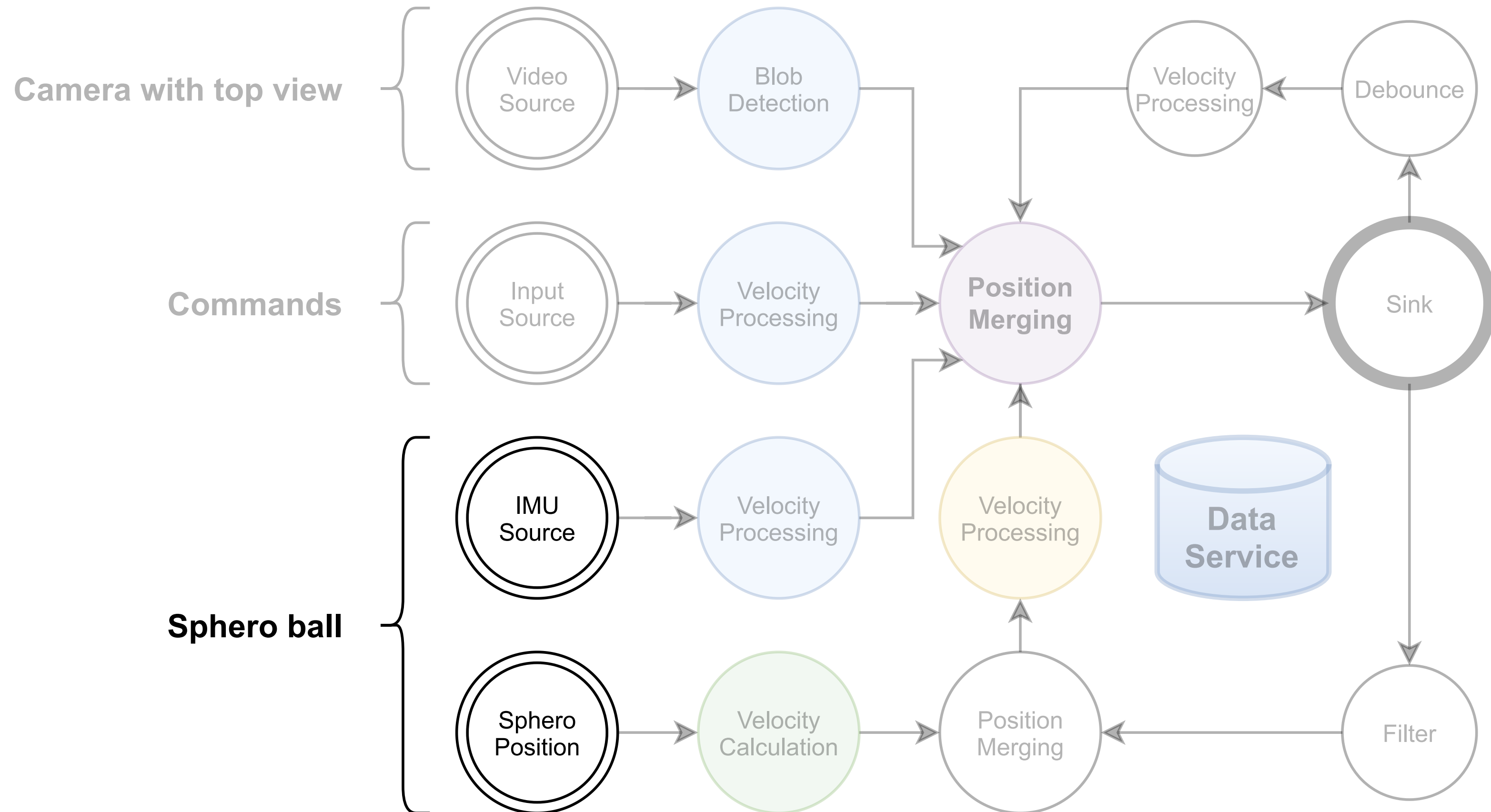
Example ...



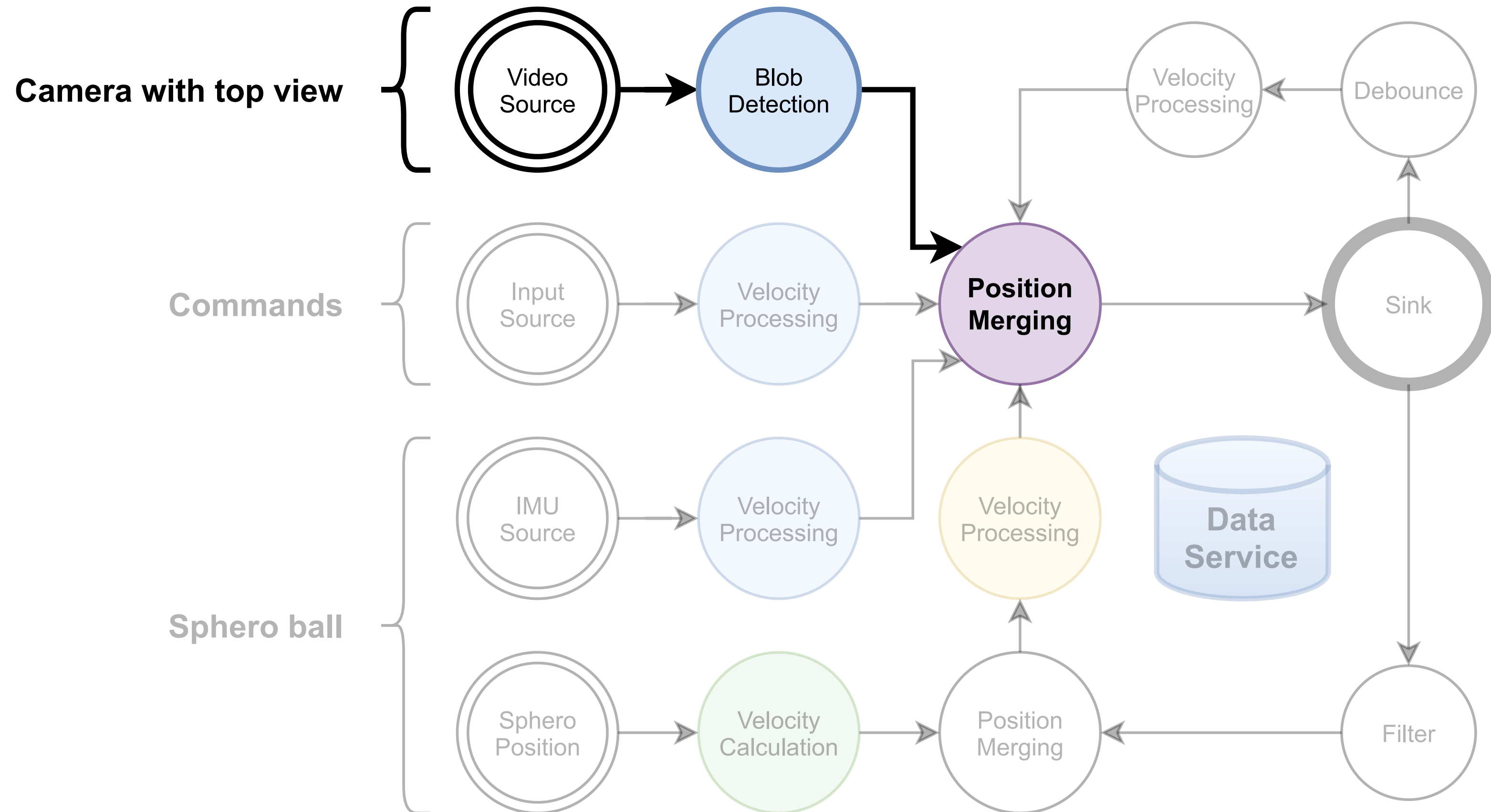
Example ...



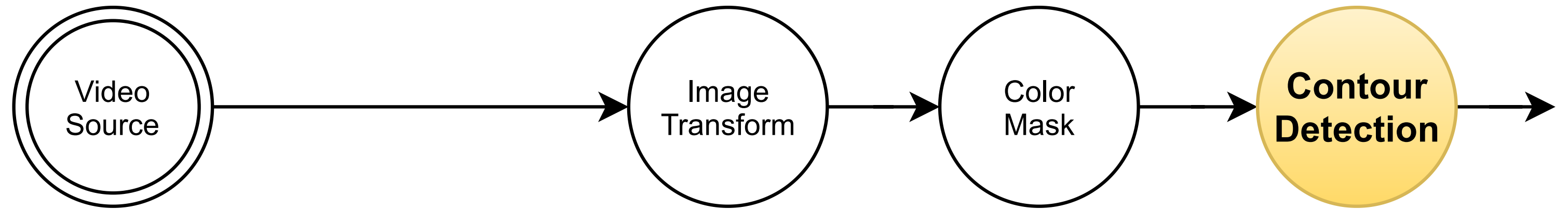
Example ...



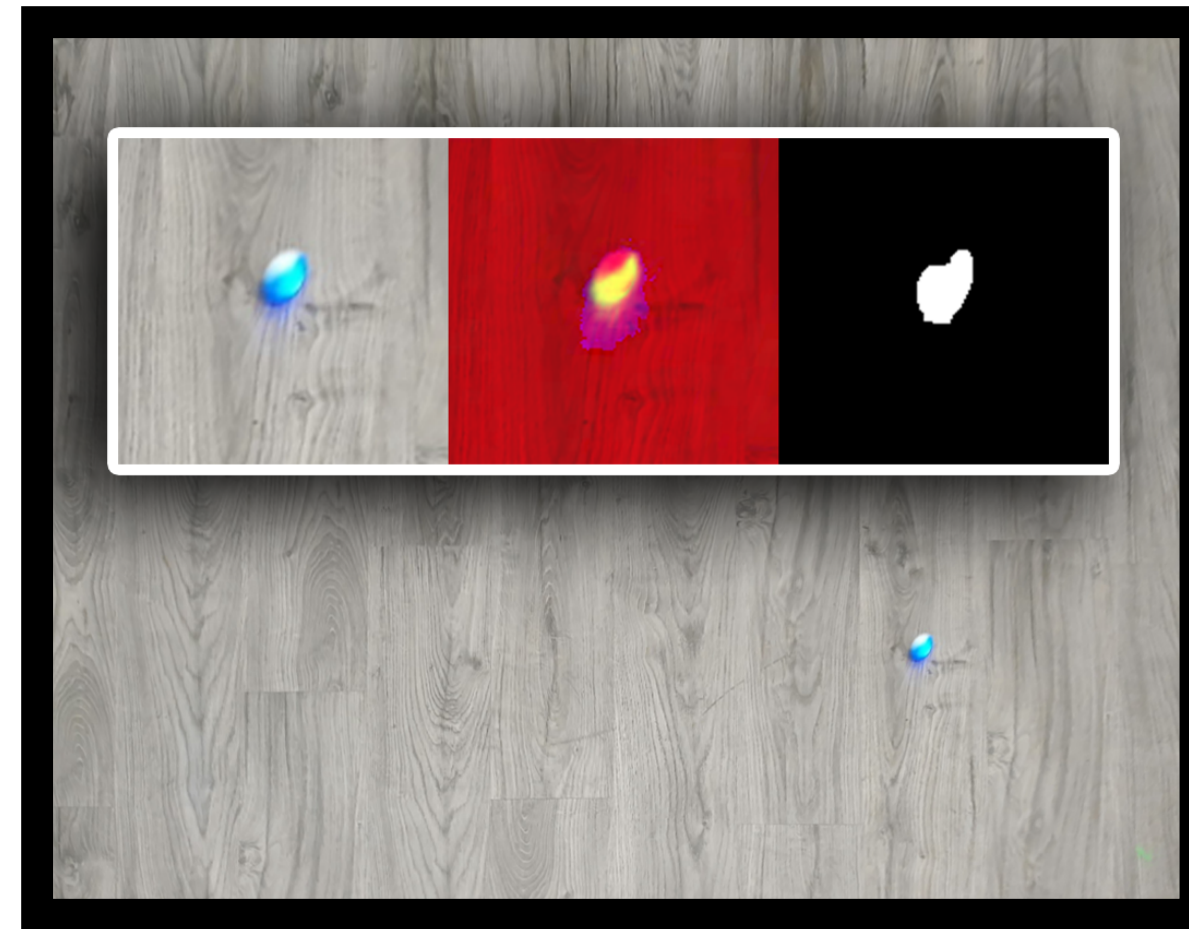
Example ...



Example ...

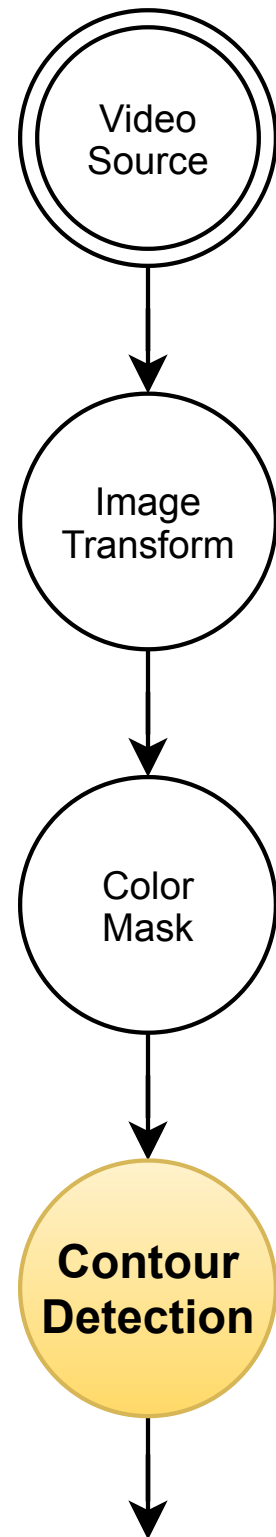


Original



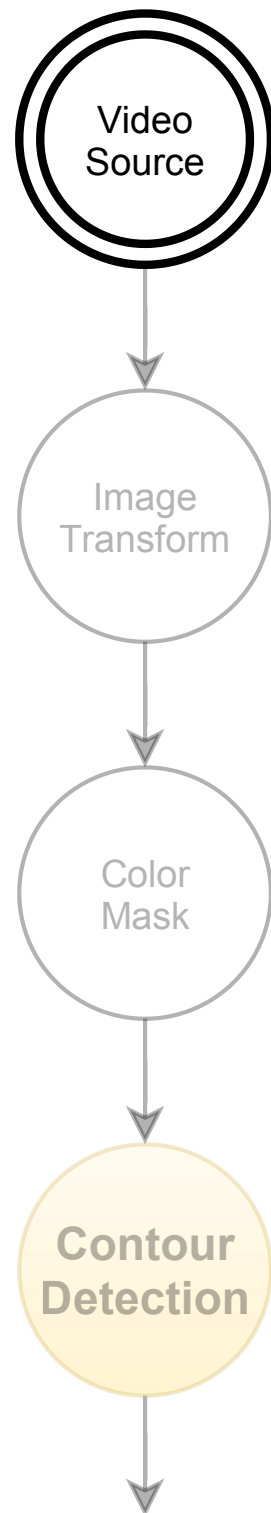
**Transformed
& Mask**

Example ...



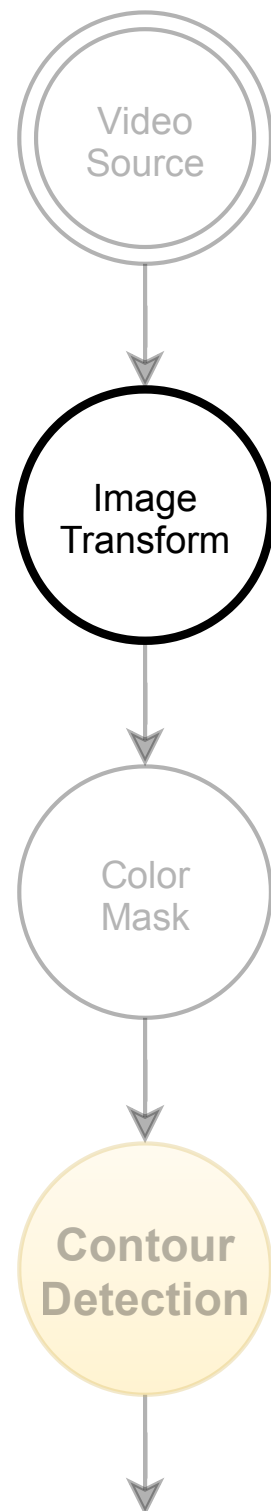
```
GraphBuilder.create()
    .from(new VideoSource({
        autoPlay: true,
        fps: 30,
        throttleRead: true,
        source: new CameraObject("sphero_video")
    }).load("/dev/video2"))
    .via(new ImageTransformNode({
        src: [
            new OpenCV.Point2(307, 120),
            new OpenCV.Point2(1473, 87),
            new OpenCV.Point2(1899, 891),
            new OpenCV.Point2(20, 1024),
        ],
        height: 800,
        width: 1040
    }))
    .via(new ColorMaskProcessing({
        minRange: [90, 50, 50],
        maxRange: [140, 255, 255]
    }))
    .via(new ContourDetectionNode()) // Custom
    .to();
```


Example ...



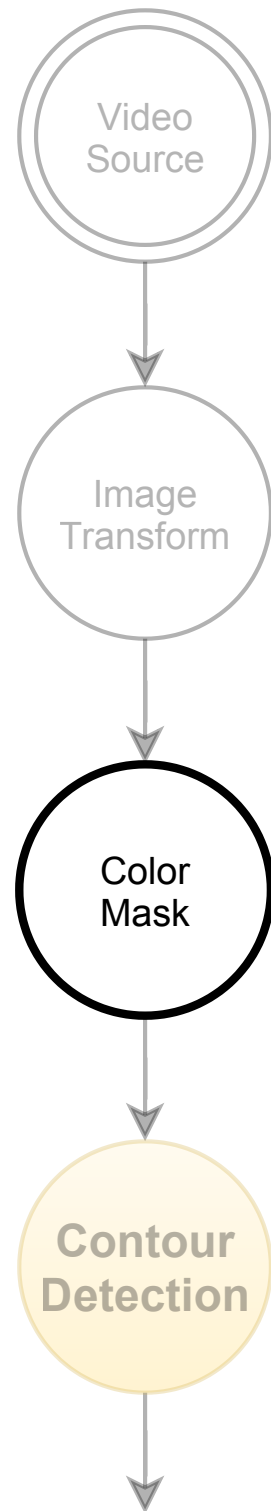
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        width: 1040
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Example ...



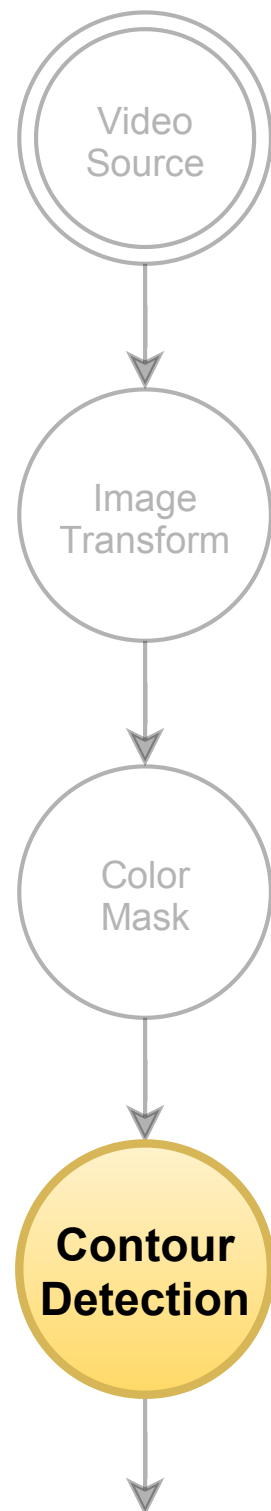
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Example ...



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            new OpenCV.Point2(20, 1024),
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```


Example ...



```
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    }).load("/dev/video2"))
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        src: [
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            new OpenCV.Point2(1473, 87),
            new OpenCV.Point2(1899, 891),
            new OpenCV.Point2(20, 1024),
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    }))
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```


OpenCV: Contour Detection

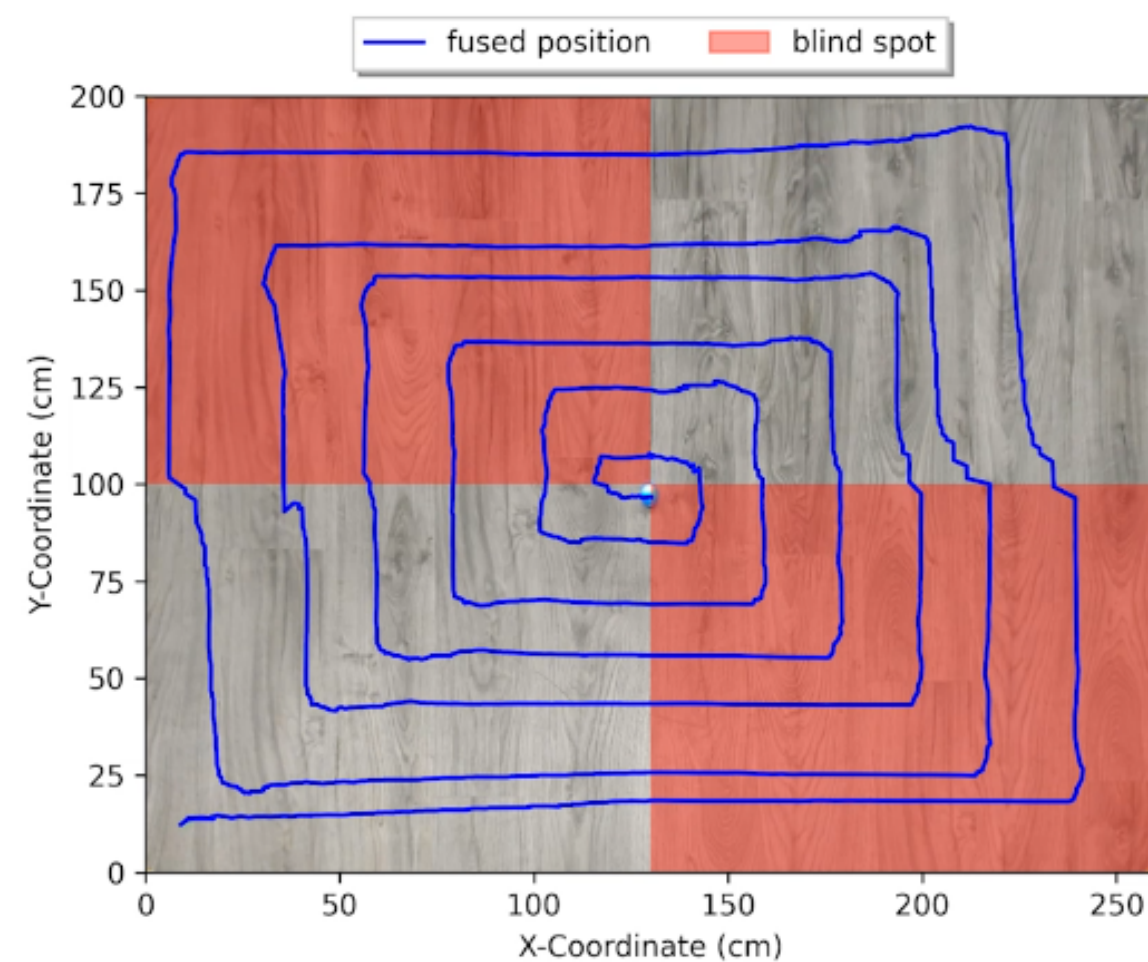
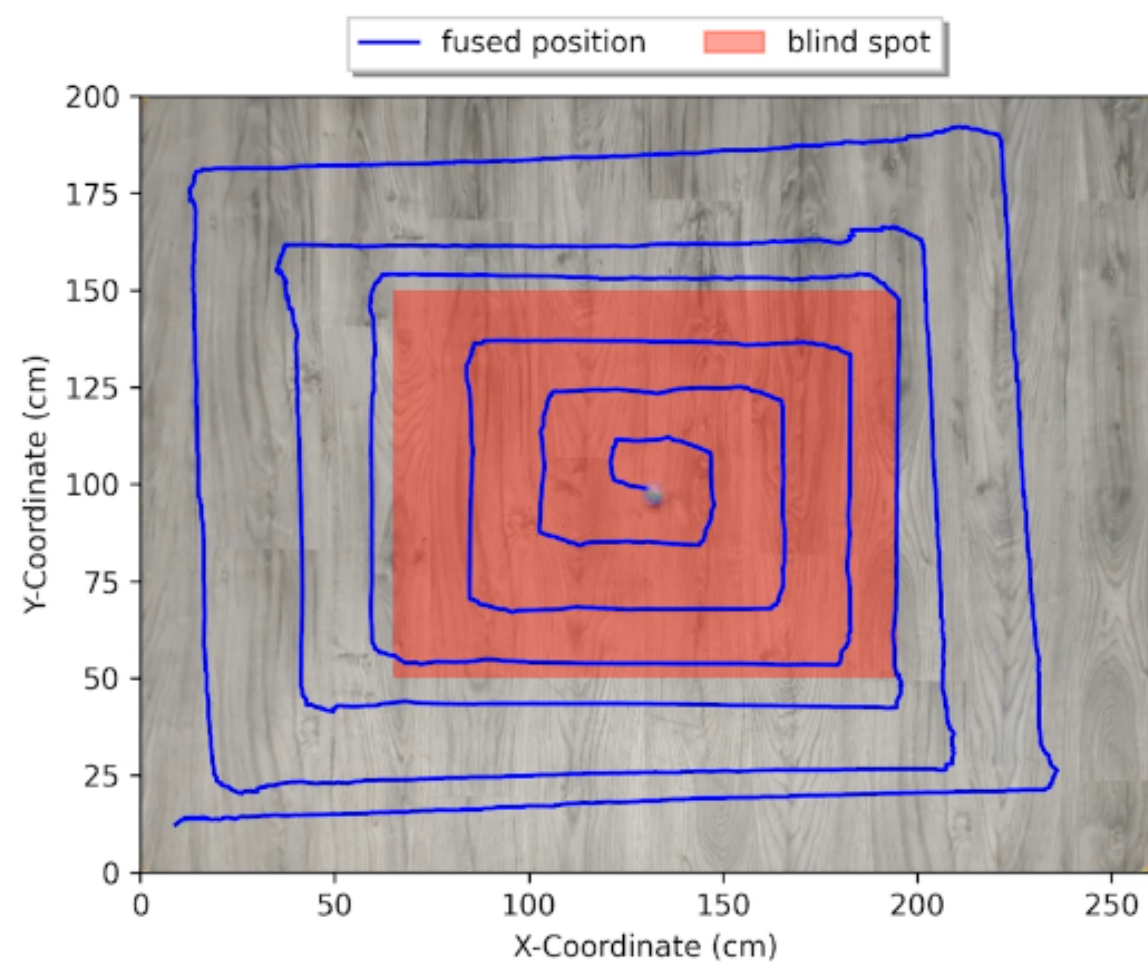
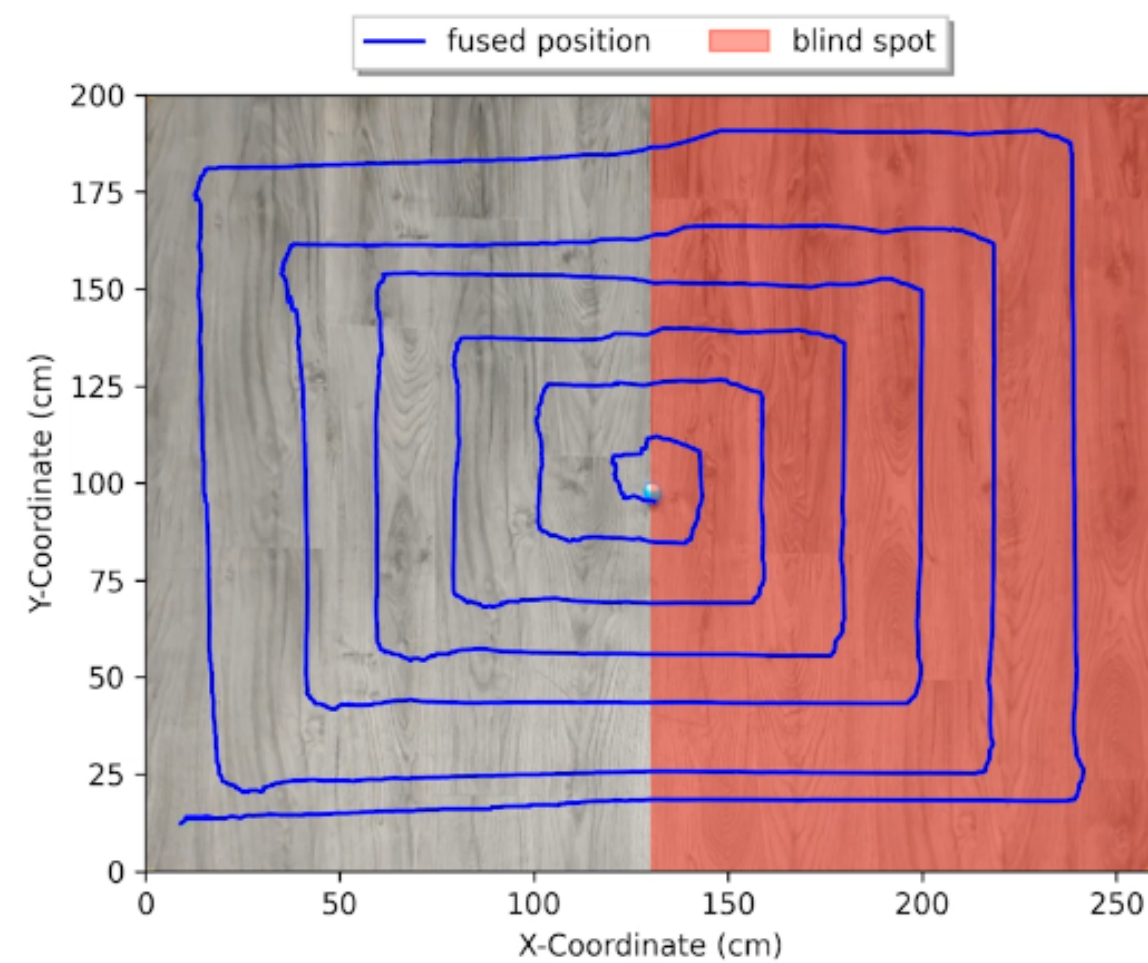
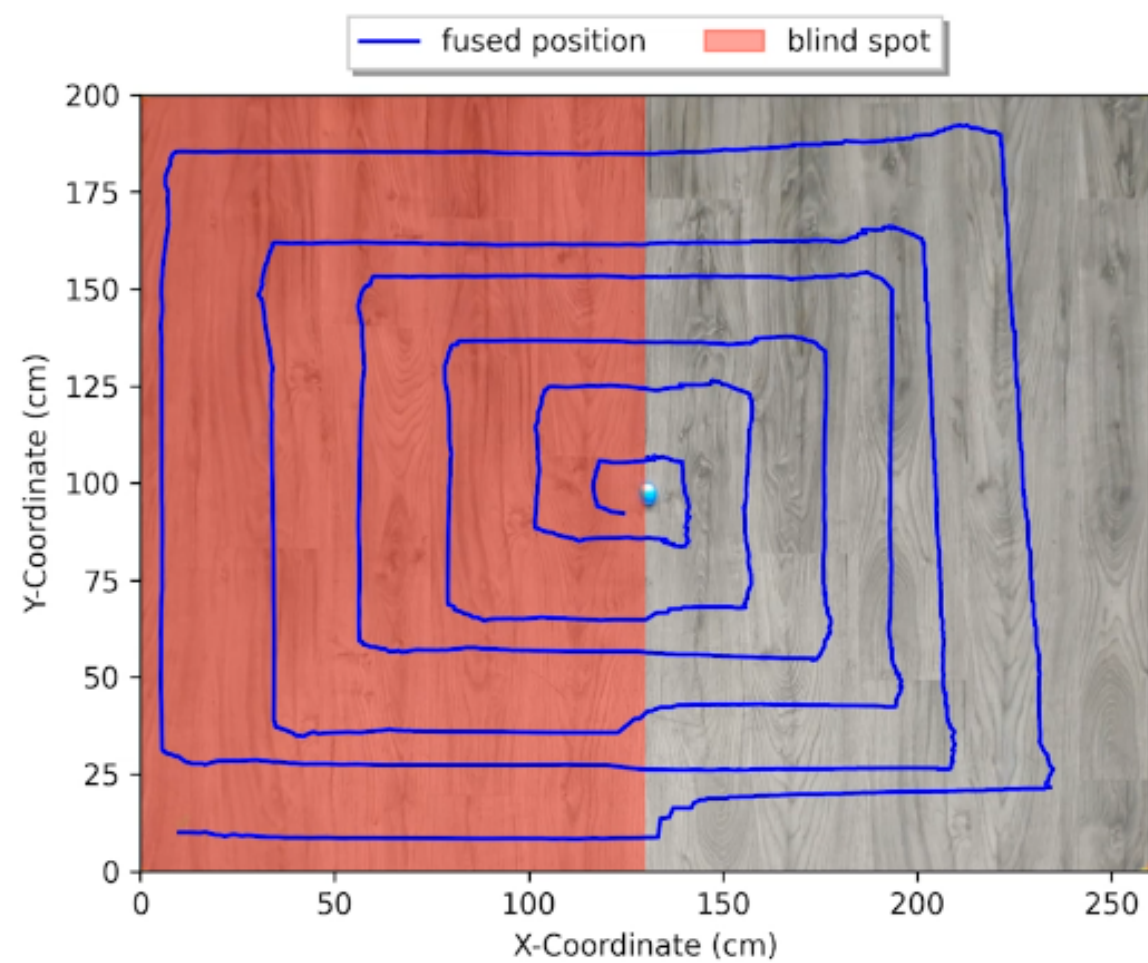
```
class ContourDetectionNode extends ProcessingNode<VideoFrame> {
  process(frame: VideoFrame): Promise<VideoFrame> {
    return new Promise((resolve) => {
      let contours = frame.image.findContours(
        OpenCV.RETR_EXTERNAL, OpenCV.CHAIN_APPROX_SIMPLE);
      if (contours.length >= 1) {
        // Sort contours by area and select largest area as 'ball'
        contours = contours.sort((a, b) => a.area - b.area);
        const m = contours[0].moments();
        const center = new OpenCV.Vec2(m.m10 / m.m00, m.m01 / m.m00);
        // Use the center as the 2D pixel position
        const position = new Absolute2DPosition(center.x, center.y);
        position.unit = LengthUnit.CENTIMETER;
        position.accuracy = Math.sqrt(contours[0].area);
        frame.addObject(new DataObject("ball").setPosition(position));
      }
      resolve(frame);
    });
  }
}
```

OpenCV: Contour Detection

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        // Use the center as the 2D pixel position
        const position = new Absolute2DPosition(center.x, center.y);
        position.unit = LengthUnit.CENTIMETER; // Convert later
        position.accuracy = Math.sqrt(contours[0].area);
        frame.addObject(new DataObject("ball").setPosition(position));
      }
      resolve(frame);
    });
  }
}
```

Contributing and Future Work

- ▶ Positioning algorithms
- ▶ Process network communication
- ▶ Bindings to other systems
- ▶ (UI) abstractions for end-user authoring
- ▶ Documentation and examples
- ▶ Calibration and set-up utilities

Resources and Links



<https://openhps.org>



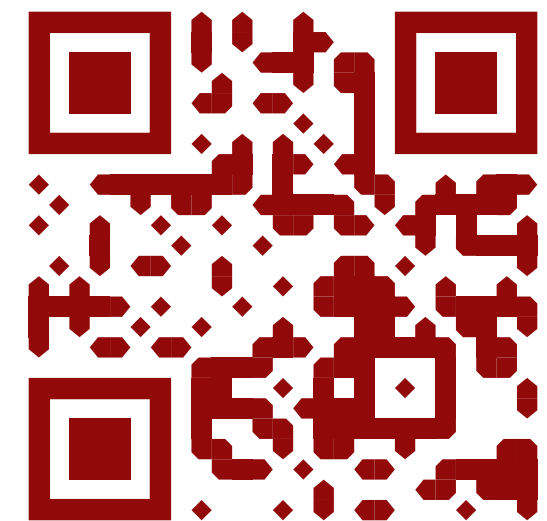
<https://github.com/OpenHPS>



<https://npmjs.com/org/openhps>



<https://twitter.com/OpenHPS>



Maxim Van de Wynckel
<mvdewync@vub.be>