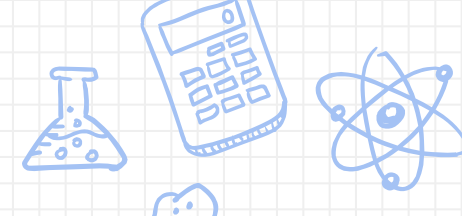


# EECS 16A - APS 2

LAST LAB! :)

TA, TA, ASE





# Announcements!

- This is the **last lab!**
- Do APS1 first if you haven't yet (APS2 can then be done during buffer)
- Course evaluations: [link](#)
- APS buffer labs 12/7-12/11 (RRR week)
  - Sign up here: [tinyurl.com/aps-buffer](https://tinyurl.com/aps-buffer)
  - Encouraged to attend a Mon-Wed section
- Good luck on the final!

when you finally finish the lab and this shows up

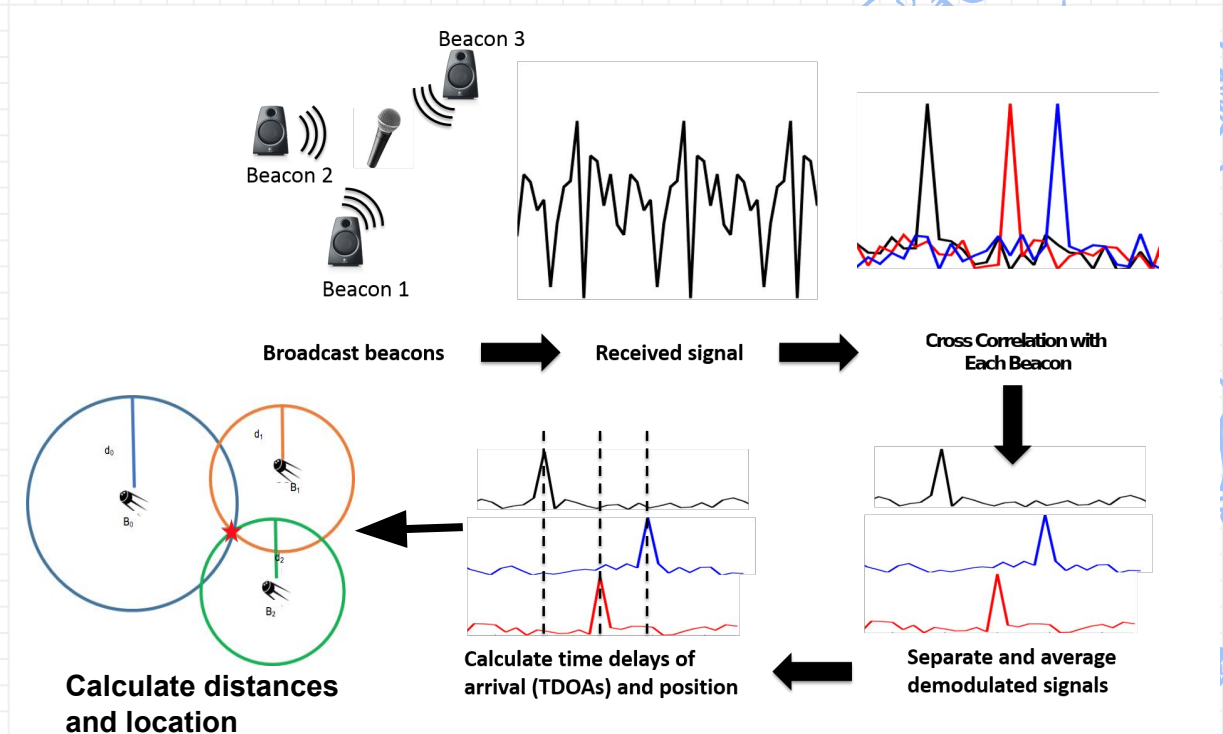


^ A pre-quarantine meme, a true 16A lab



# Last lab: APS 1

- Cross correlated beacons with received signal
- Found the offsets (in samples) between peaks, converted to TDOAs, and calculated distances from each beacon
- **What was the missing piece that we needed to calculate distance?**
  - Hint: we don't have absolute times of arrival for all the beacons, only relative offsets.

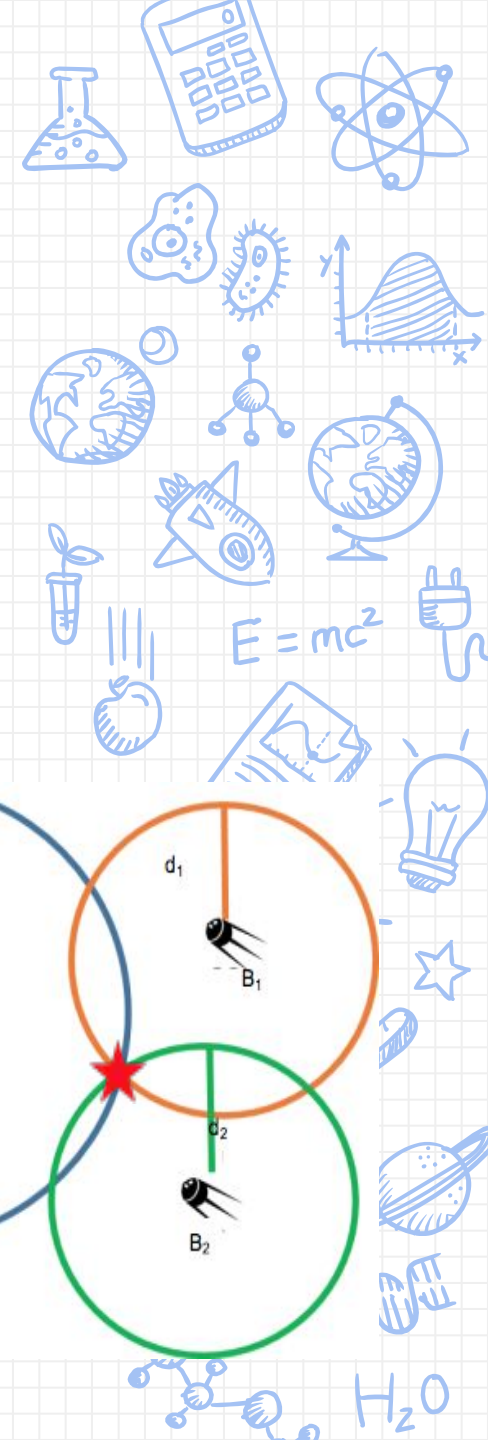
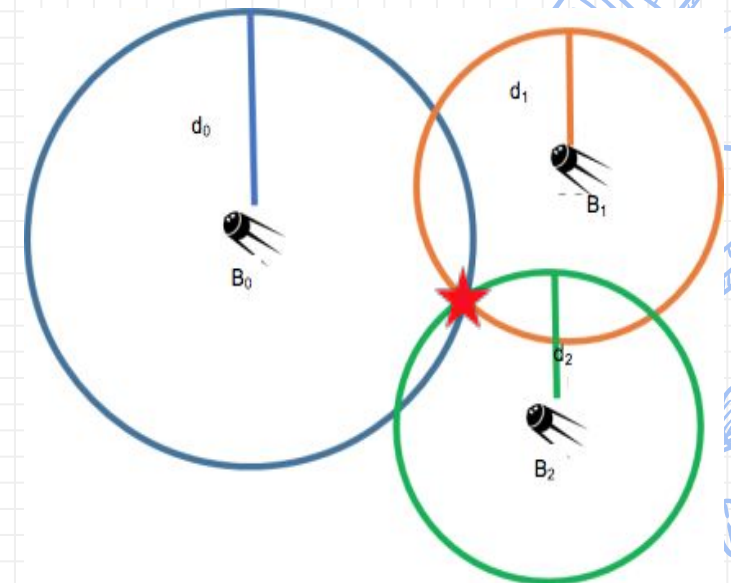


## 3 beacon example

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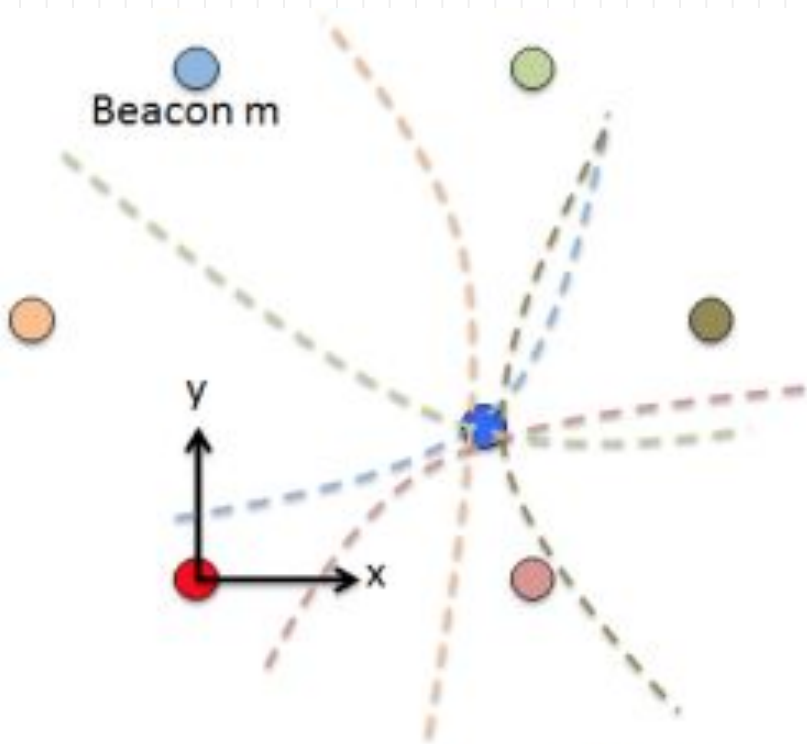
- Let beacon centers be:  $(x_0, y_0)$ ,  $(x_1, y_1)$  and  $(x_2, y_2)$
- Time of arrivals:  $t_0, t_1, t_2$
- Distance of beacon  $m$  ( $m = 0, 1, 2$ ) is  $d_m = vt_m = R_m$   
(circle radii)

**Circle equations:  $(x - x_m)^2 + (y - y_m)^2 = d_m^2$**





## Setting up n-1 hyperbolic equations



Beacon 0 is not used for locationing since it acts as the reference signal.

$$R_m - R_0 = v_s \tau_m$$

↓ simplify!

$$v_s \tau_m = \frac{-2x_m x + x_m^2 - 2y_m y + y_m^2}{v_s \tau_m} - 2\sqrt{x^2 + y^2}$$

- $m \neq 0$  (as  $\tau_0 = 0$ )
- This is the equation for a hyperbola
- This is hard to solve

# Making it linear:

- Same trick: subtract first equation from others

$$v_s \tau_m = \frac{-2x_m x + x_m^2 - 2y_m y + y_m^2}{v_s \tau_m} - 2\sqrt{x^2 + y^2}$$

Not linear in  $x, y$  :(

$$v_s \tau_m - v_s \tau_1 = \left[ \frac{-2x_m x + x_m^2 - 2y_m y + y_m^2}{v_s \tau_m} - 2\sqrt{x^2 + y^2} \right] - \left[ \frac{-2x_1 x + x_1^2 - 2y_1 y + y_1^2}{v_s \tau_1} - 2\sqrt{x^2 + y^2} \right]$$

Linear!

simplify!  $m \neq 0, m \neq 1$

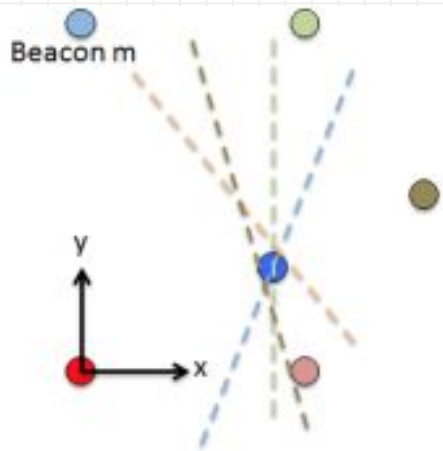
$$\left( \frac{2x_m}{v_s \tau_m} - \frac{2x_1}{v_s \tau_1} \right) x + \left( \frac{2y_m}{v_s \tau_m} - \frac{2y_1}{v_s \tau_1} \right) y = \left( \frac{x_m^2 + y_m^2}{v_s \tau_m} - \frac{x_1^2 + y_1^2}{v_s \tau_1} \right) - (v_s \tau_m - v_s \tau_1)$$

## Making it linear:

$$\left(\frac{2x_m}{v_s \tau_m} - \frac{2x_1}{v_s \tau_1}\right)x + \left(\frac{2y_m}{v_s \tau_m} - \frac{2y_1}{v_s \tau_1}\right)y = \left(\frac{x_m^2 + y_m^2}{v_s \tau_m} - \frac{x_1^2 + y_1^2}{v_s \tau_1}\right) - (v_s \tau_m - v_s \tau_1)$$

$m \neq 0, m \neq 1$

- After simplifying, we have  $n-2$  linear equations and 2 unknowns  $(x,y)$
- Can do least-squares regardless of number of beacons



Beacon 1 was sacrificed to make the system of equations linear.

Beacon 0 is not used for locationing since it acts as the reference signal

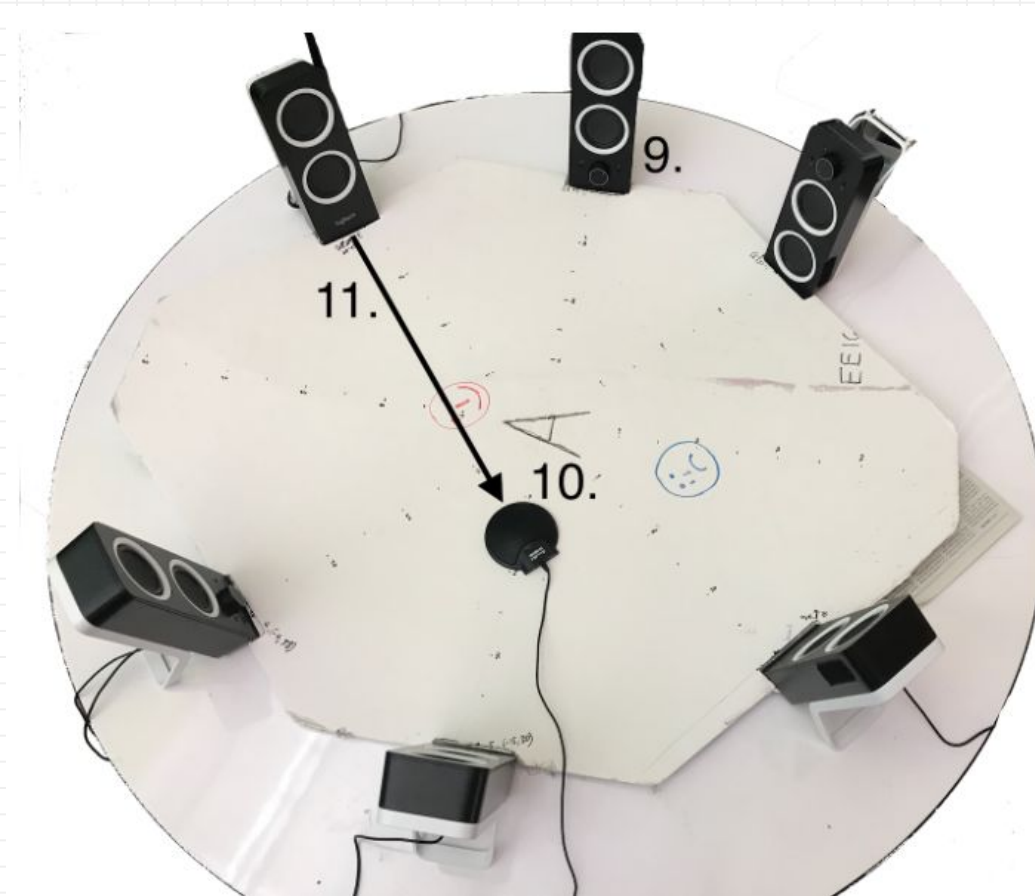
- Best estimate of location if measurements are inconsistent
- If there is no exact point of intersection bc of error or noise

$$Ax = b$$

$$A^T Ax = A^T b$$

# Setup Looks Like:

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## Important notes

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- Read over the math **carefully**, We'll be asking you about it!
- Stay safe and good luck with the rest of the semester! \*Virtual hand wave\*
  - Thank you for being part of this remote offering!

