

# Indoor Follow Me Drone

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# Background

Drones are becoming cheaper and popular

Motivation: videotaping + tracking

Modification of outdoor drone videotaping

Challenges:

No GPS

Controlling small follow-me distances

# Tracking

Indoor methods (no GPS):

Computer Vision -- too inaccurate, expensive

RF Localization -- too finicky, static anchors

Coarse Movement Tracking -- too many sensors, expensive

Acoustic -- our goldilocks, just right

# Acoustics

## Challenges:

Environment noise -> multiple paths from drone to mobile

-> similar-path-length interference

Dynamic pathing -- drone and mobile are moving

Drone propellers are loud -> acoustic signal noise

Computational efficiency

# Rabbit

## Robust Acoustic Based Indoor Tracking

Modifies/combines existing work on FMCW, MUSIC, and Kalman filtering

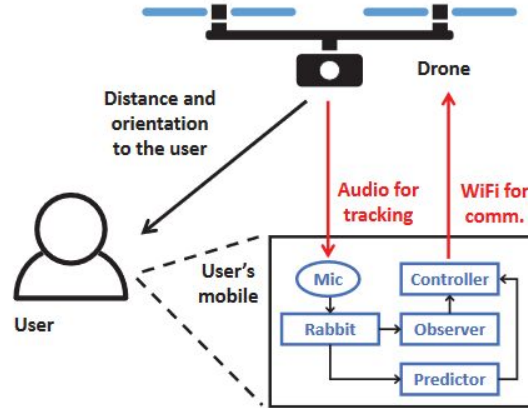


Figure 1: System diagram.

# FMCW (Frequency Modulated Continuous Wave)

Estimates distance between audio signal source and sink based on FFT peaks

Issue:

multiple paths => multiple peaks => merged FFT peak => higher error

Solution: MUSIC

$$v_m(t) = \alpha \cos\left(2\pi f_{min} t_d + \frac{\pi B(2t't_d - t_d^2)}{T}\right). \quad (1)$$

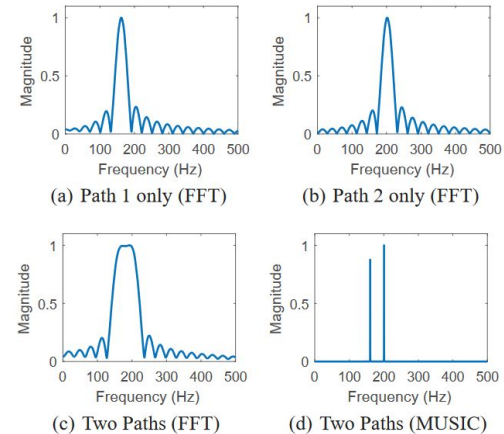


Figure 2: Peak merging in FFT-based FMCW.

# MUSIC (MULTiple Signal Classification)

Improves multi-path resolution and enhances distance estimation

Issues:

sensitive to distortion -> flatten frequency amplitude in speakers

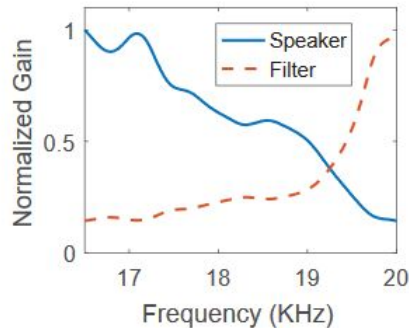
false peak interference -> further apply filtering

eigenvalue decomposition -> use subsampling

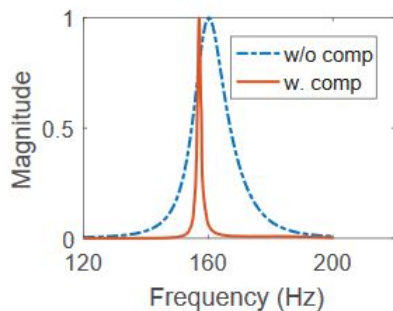
$$v_n = \sum_{i=1}^{M_p} \cos(2\pi f_i n t_s + \phi_i), \quad (2)$$

Thus, the resolution of our approach is 5 cm.

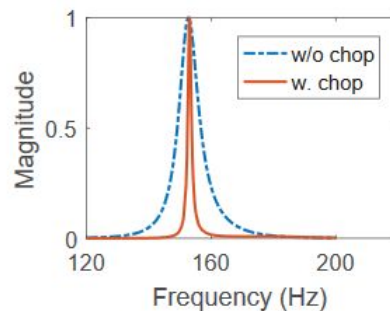
propeller noise -> Kalman filter the resulting distance and velocity measures



**Figure 3: The frequency response of the speaker and filter.**



**(a) Compensation**



**(b) Chopping**

**Figure 4: The sharpness of peaks: (a) applying signal chopping and comparing the performance with/without frequency response compensation; (b) applying response compensation and comparing the performance with/without signal chopping.**



# Kalman Filter

Drone propeller noise -> distance estimation error

Solution:

Apply a Kalman filter to distance and velocity to reduce error

# Control

Q: How to get drone to follow agent once localized?

Control Theory

MPC and PID for autonomous control

Doppler shifts can be predictive of the user

DroneTack

# MPC and PID

What we know: distance and orientation

We need to convert to drone parameters

MPC for Yaw and Pitch -> distance and orientation

Needs a  $N_p$  and  $w_u$

PID for roll -> lateral velocity

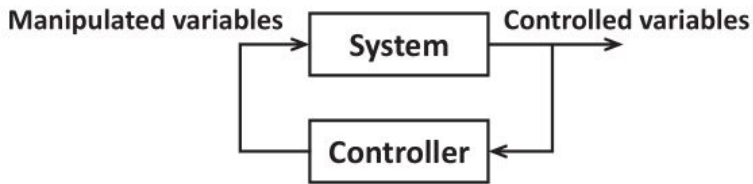
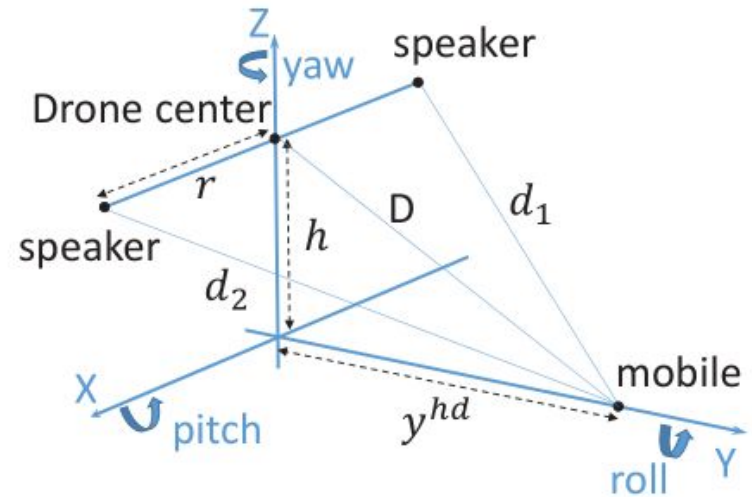


Figure 5: The system with a controller



# Predictive users

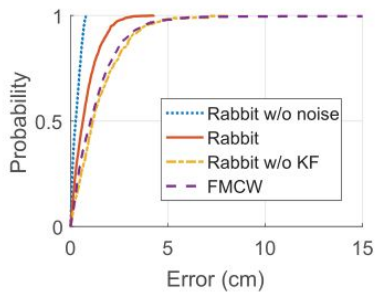
MPC and PID need more to predict

We need user's movement

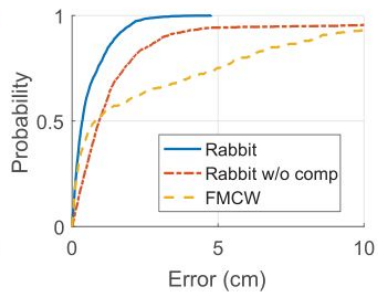
Doppler shifts give relative velocity

# Evaluation

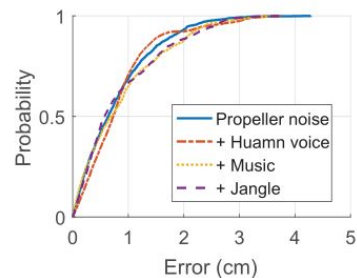
Conditions to consider for Rabbit:



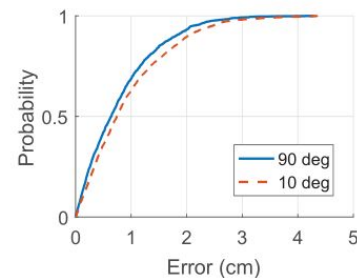
(a) Propeller noise



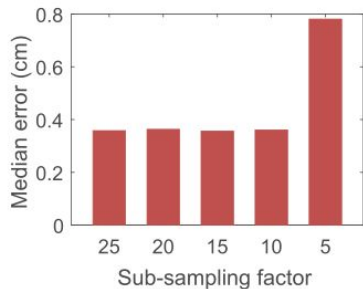
(b) Multipath



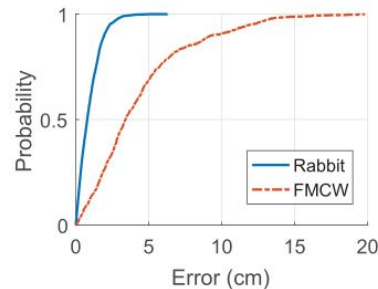
(e) Environment noise



(f) Mic orientation



(c) Sub-sampling



(d) Noise & multipath

# Evaluation

Things to consider for DroneTrack

Different MPC parameters

Different user speeds

Convergence time

User prediction

Varying drone-to-user Distance

Location of phone

# Evaluation

Different MPC parameters

Different user speeds

Convergence time

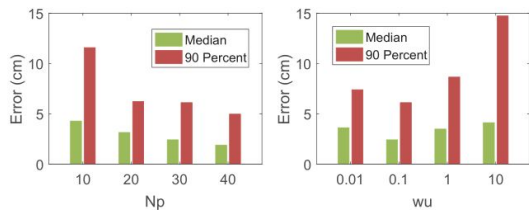


Figure 12: Errors on drone-to-user distance.

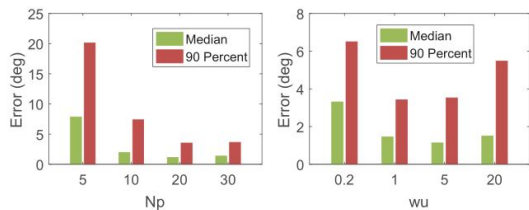
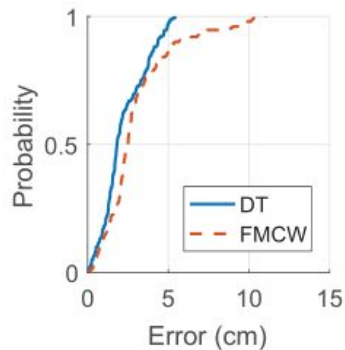
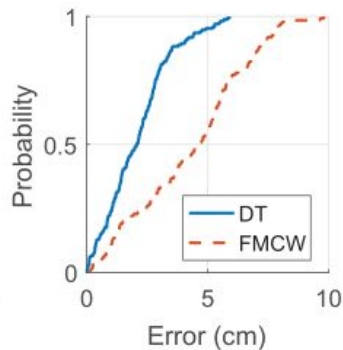


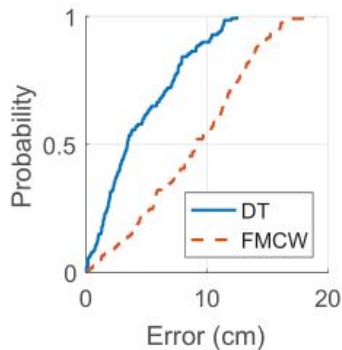
Figure 13: Errors on drone orientation.



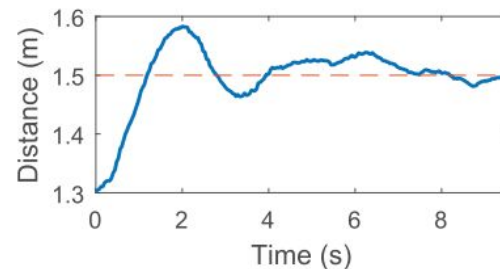
(a) Slow speed



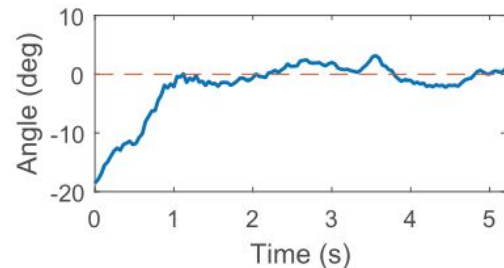
(b) Normal speed



(c) Fast speed



(a) Drone-to-user distance



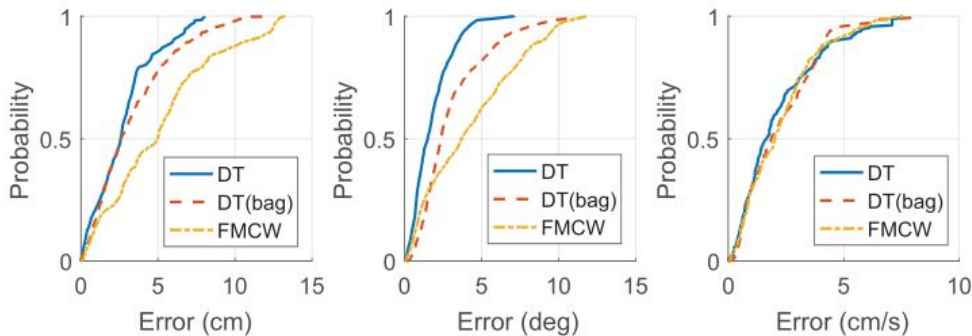
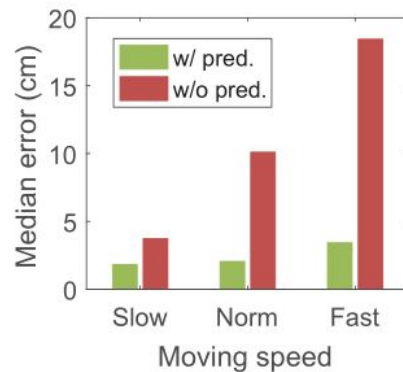
(b) Drone orientation

# Evaluation

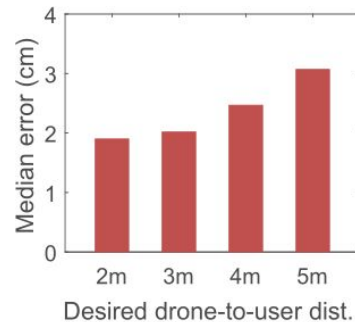
User prediction

Varying drone-to-user Distance

Location of phone



(a) Drone-user dist. (b) Drone orientation (c) Lateral velocity





# Evaluation

## Computation Cost

Tracking Time and overall time and percentage of cpu used

## Battery Life

10 minute period on a galaxy s7 (3000 mAh)

	CPU Usage (%)	Delay (ms)
Tracking	13	9
Overall	42	13

# Limitations

Audio signal physical constraints

Microphone direction

Possible sound annoyance

<https://www.youtube.com/watch?v=YHI4016v4IY>

^ video demonstration