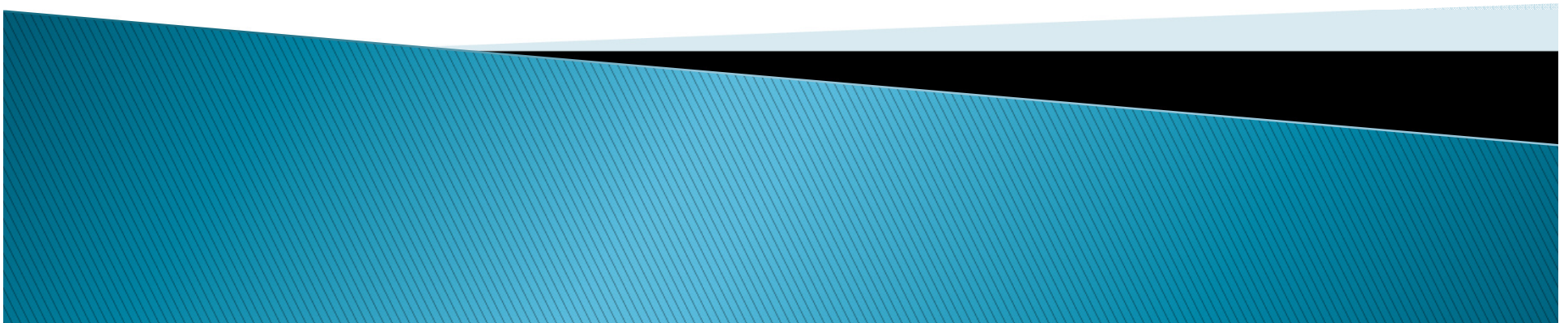


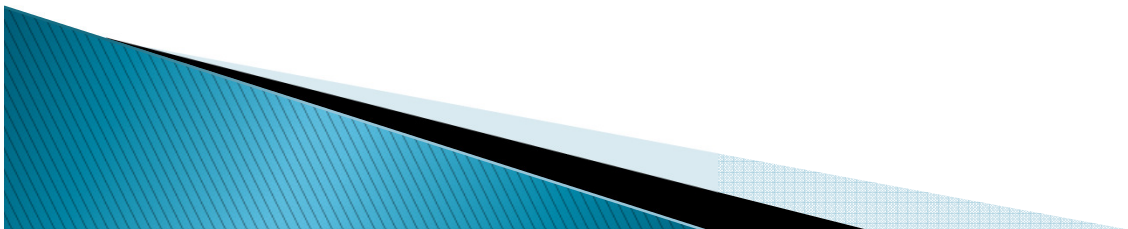
Indoor People Tracking System – IPTS

Group 7:
Daniel DeFazio
Brandon Tuero
Matthew Rhodes



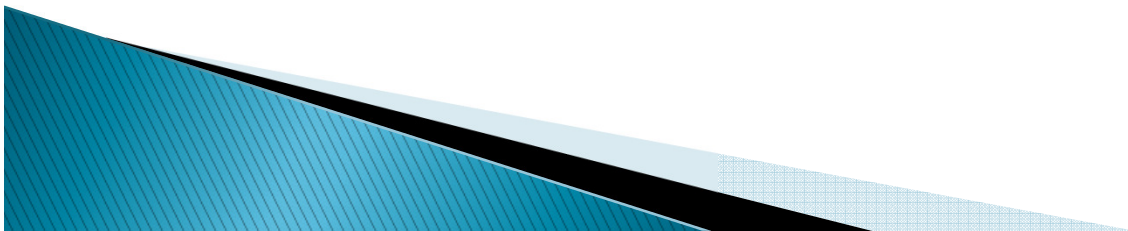
Goals

- ▶ Accurately track the location of personal and guests within a secure facility on graphical display
- ▶ Identify the current location within a facility with the push of a button
- ▶ Send a distress signal in case of emergency
- ▶ Receive the location of a person in distress
- ▶ Receive the location of a security breach



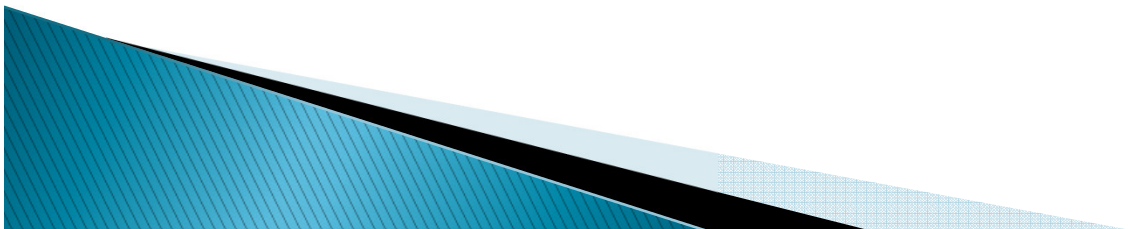
Indoor Positioning Challenges

- ▶ High cost
- ▶ Complex designs
- ▶ Building structures interfere with the signal
- ▶ Noise from outside sources
- ▶ Accuracy



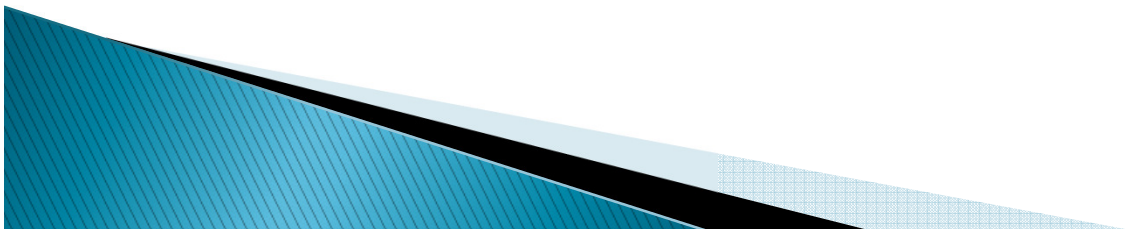
System Specifications

- ▶ Minimum room location accuracy of 3 ft from either side of entry threshold
- ▶ Maximum tag read range of 500 ft
- ▶ Operation frequency 2.4 GHz

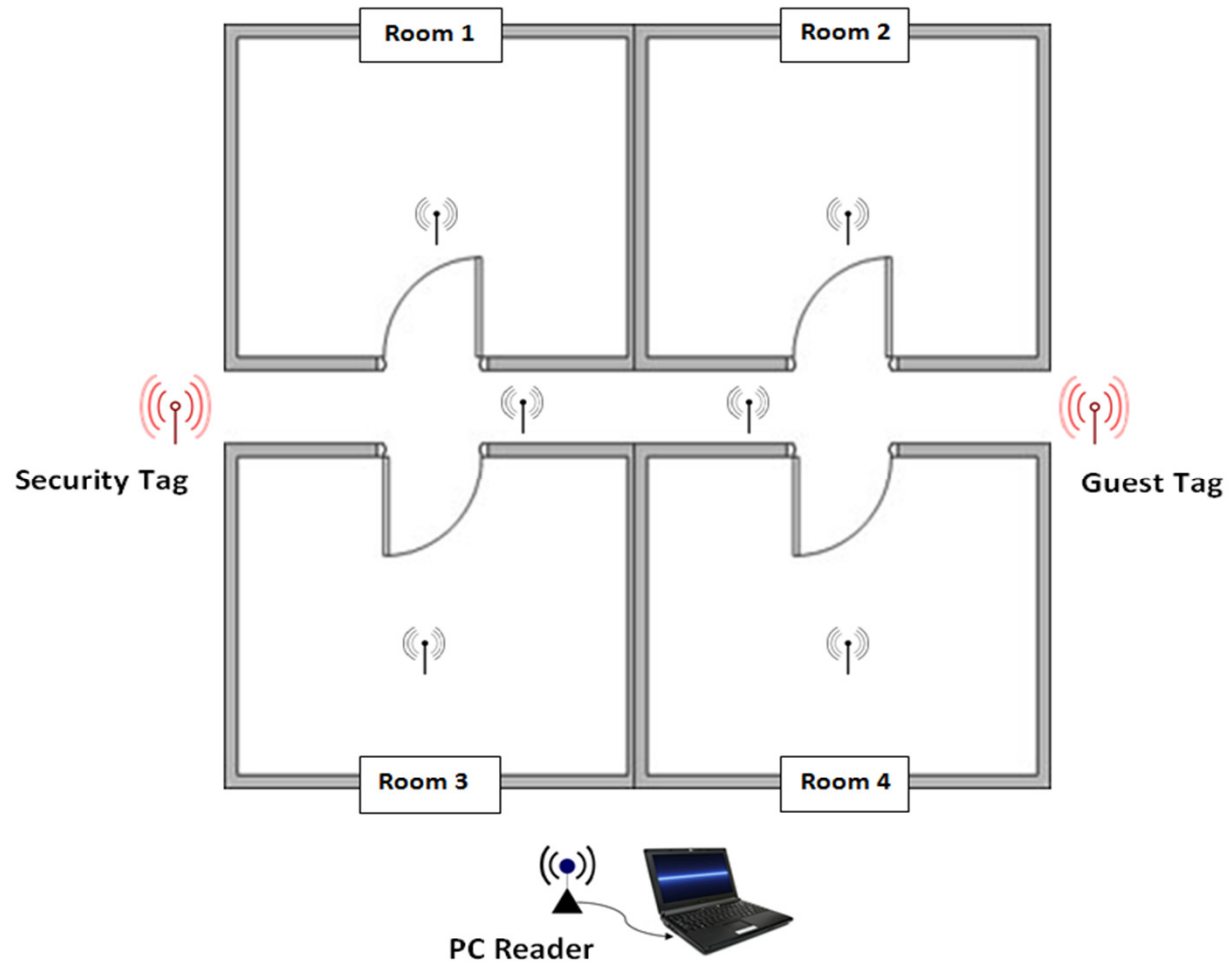


System Components

- ▶ **Guest Tag:** Carried around by person to be tracked
- ▶ **Security Tag:** Carried around by authorized personal
- ▶ **Reader Mesh:** Placed around the area where people need to be tracked
- ▶ **Base Reader:** Connected to the pc, receives data from reader nodes and sends it to the pc
- ▶ **PC GUI:** Process the tag data and display it on a map

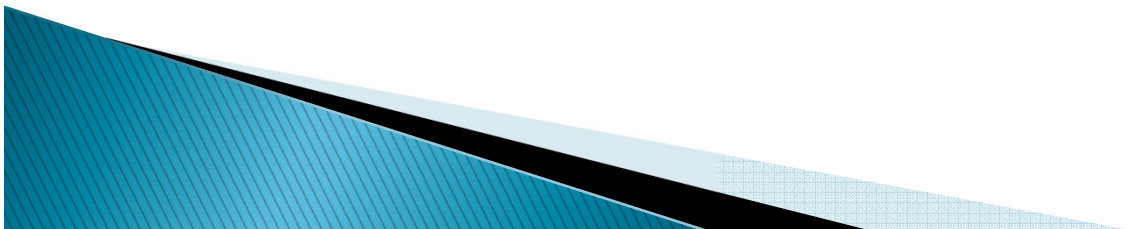


System Layout

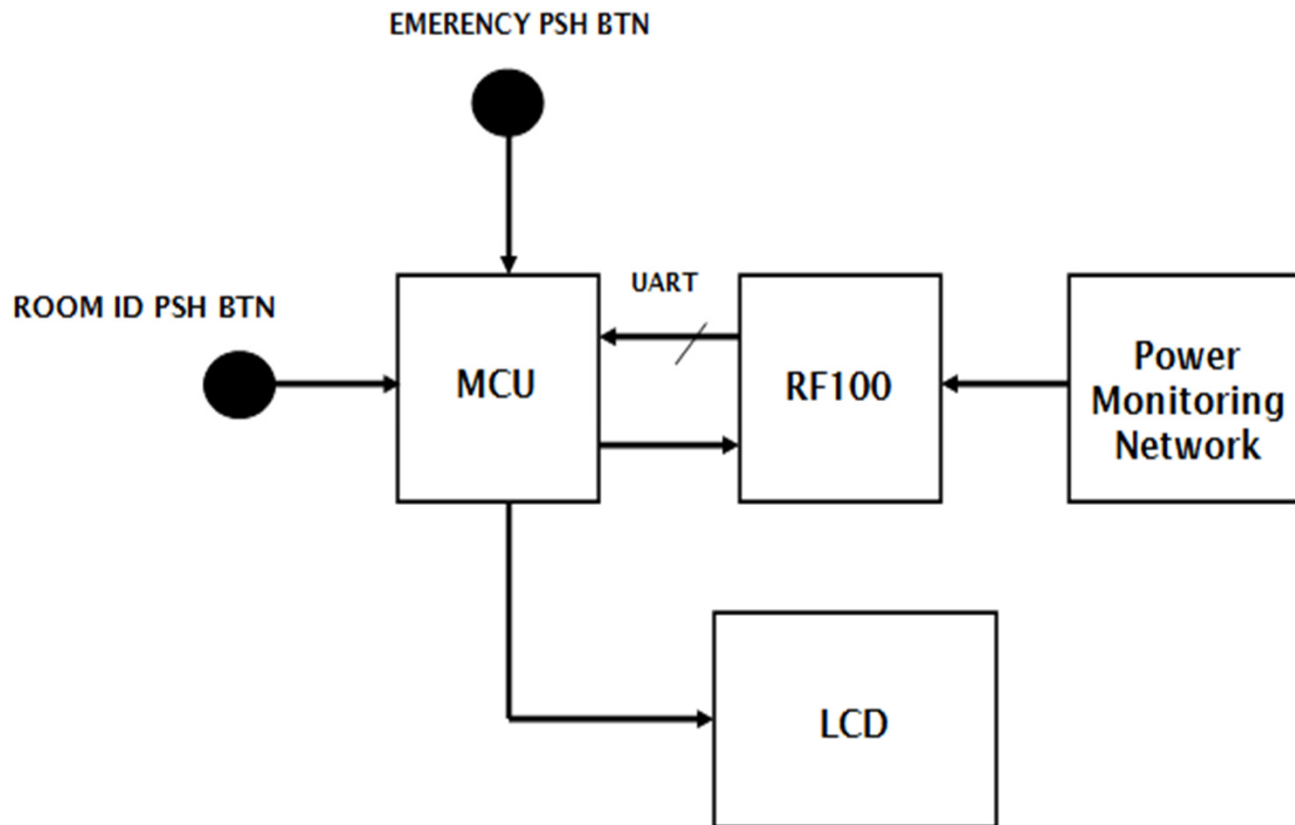


Guest Tag Overview

- ▶ Push-Button Identification
- ▶ Push-Button Distress Call
- ▶ Low-Battery Indication

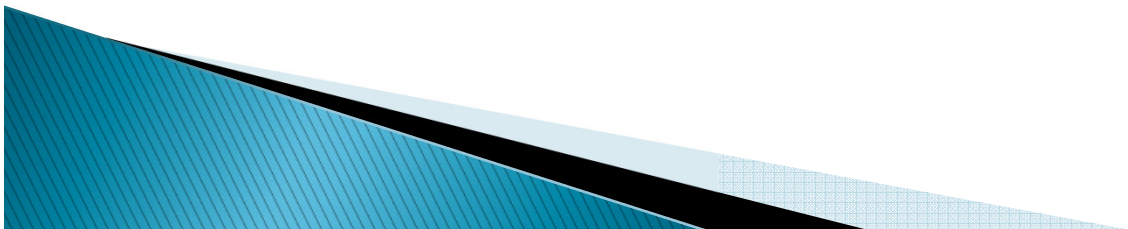


Guest Tag Overview



Guest Tag: Room Identification

- ▶ Display current room location at any time with push button
- ▶ Receive room data from radio module only when new information is available
- ▶ Display room location for 5 sec and return to default message



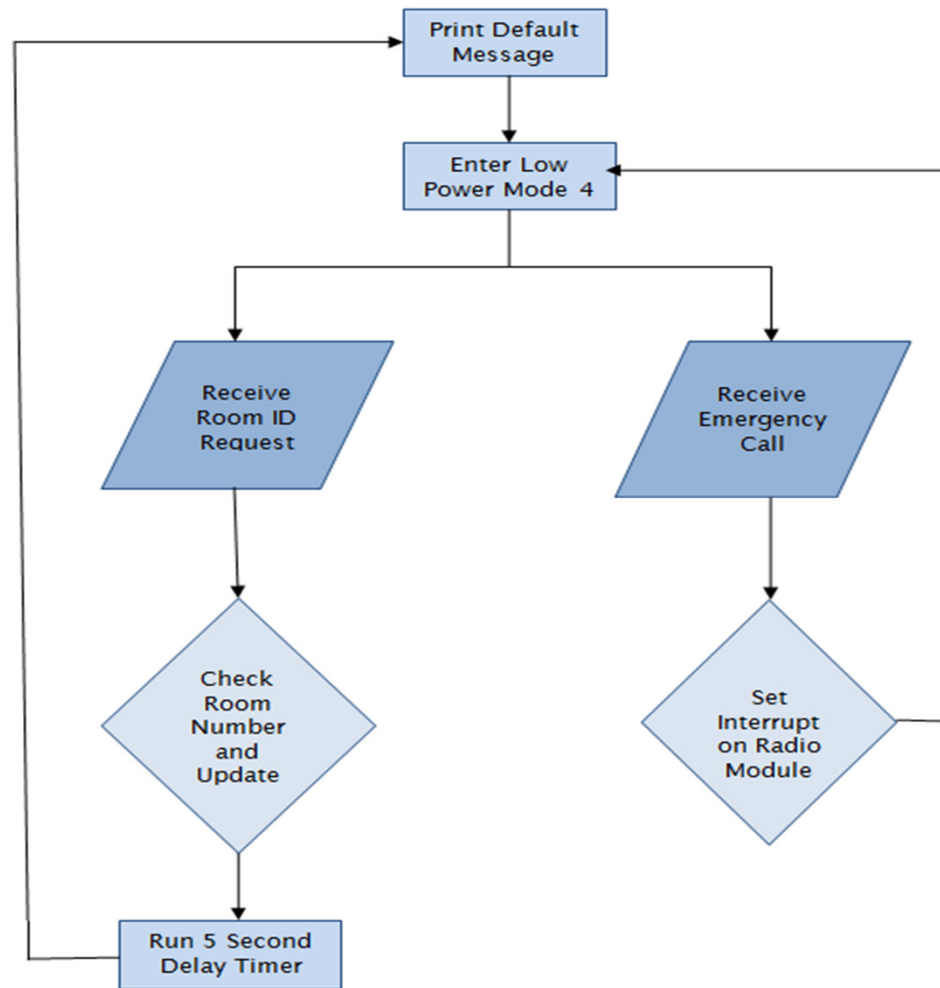
Guest Tag

Emergency Distress Call

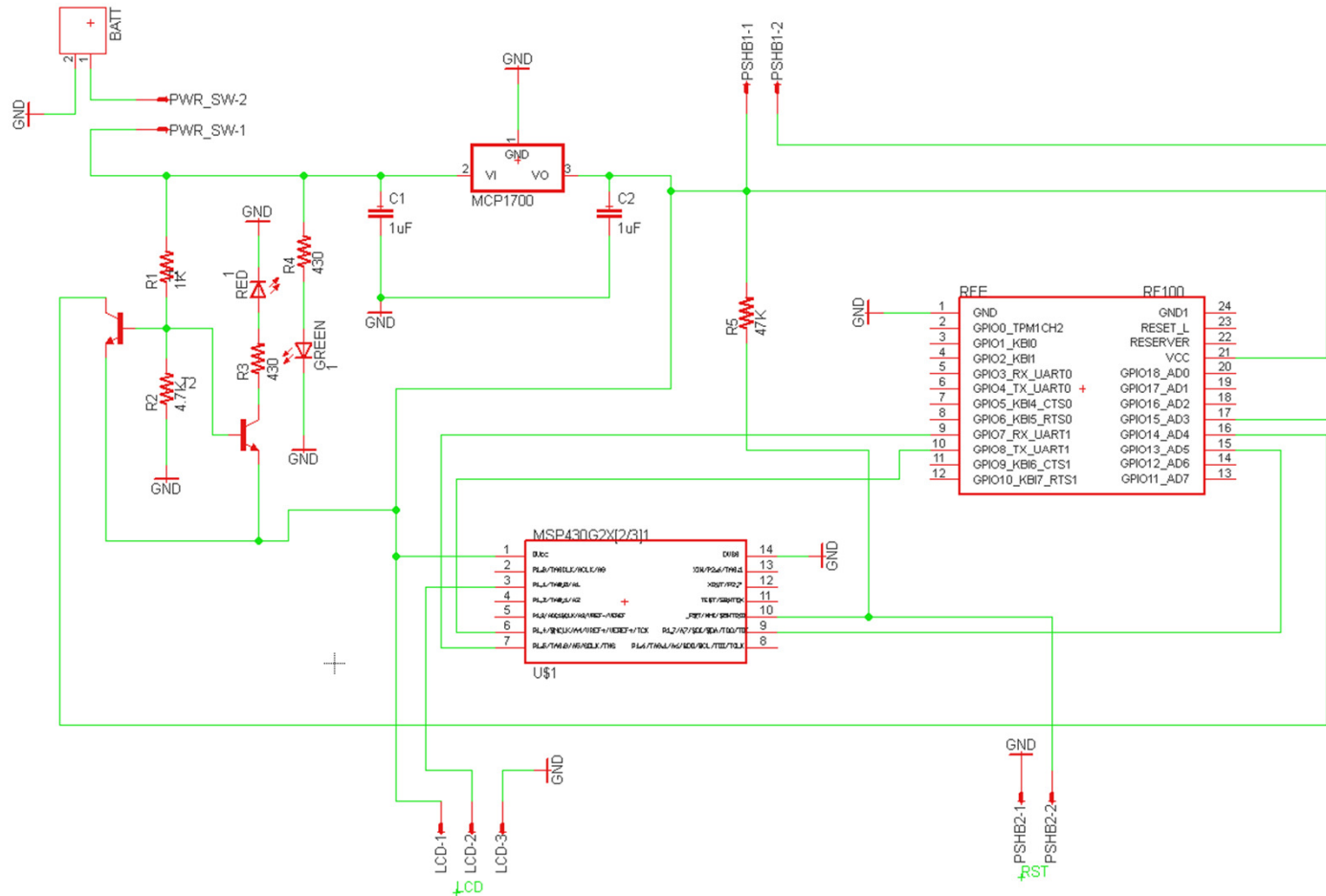
- ▶ As a safety feature, the guest will be able to request assistance incase of emergency
- ▶ Push button will interrupt the MCU
- ▶ The MCU will send request to local radio module
- ▶ The radio will relay the request to GUI for dispatch to the nearest authorized personal



Program Flow

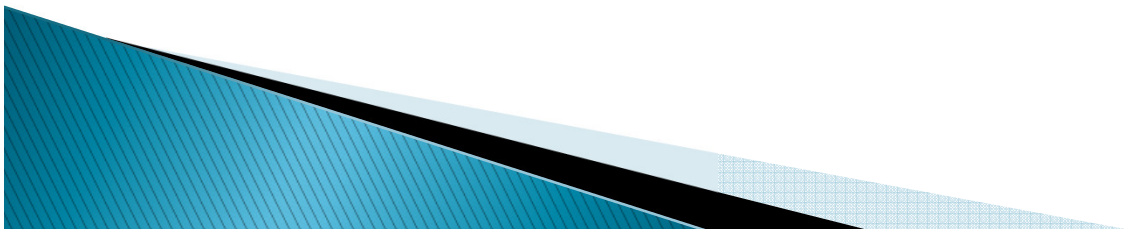


Guest Tag Layout



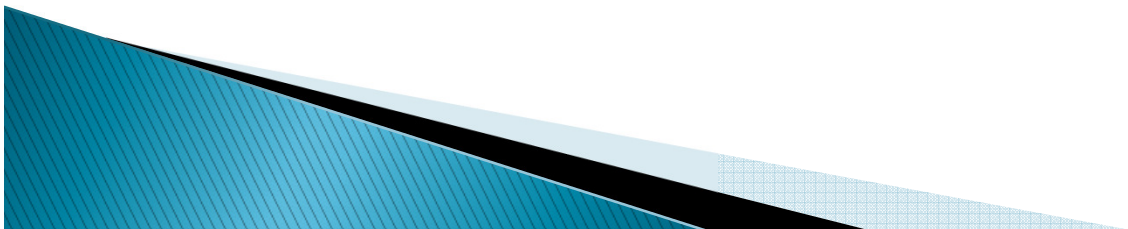
Security Tag Overview

- ▶ Carried by security personnel
- ▶ Viewable by the tracking software
- ▶ Will monitor the system for emergencies or security breaches
- ▶ LCD display will show where the situation is occurring
- ▶ Small buzzer will sound to notify of change of status



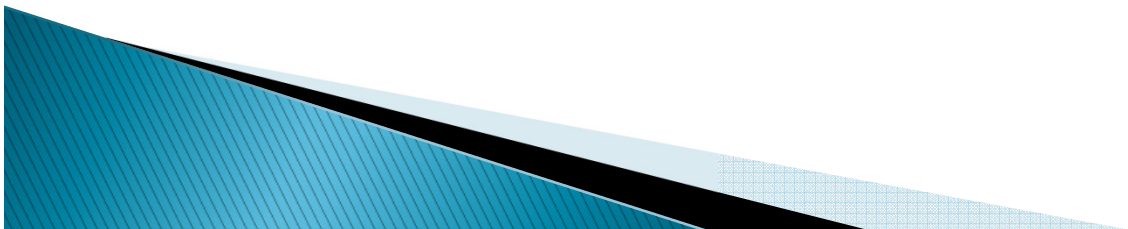
RF

- ▶ All tags and readers utilize Synapse RF Modules
- ▶ IEEE 802.15.4 Standard at 2.4 GHz
- ▶ System will use 2 different RF modules
 - RF100 PC6 with built in F antenna
 - RF100 PD6 with SMA connection for external antenna
- ▶ Code on the tag radio will transmit address of radio twice a second



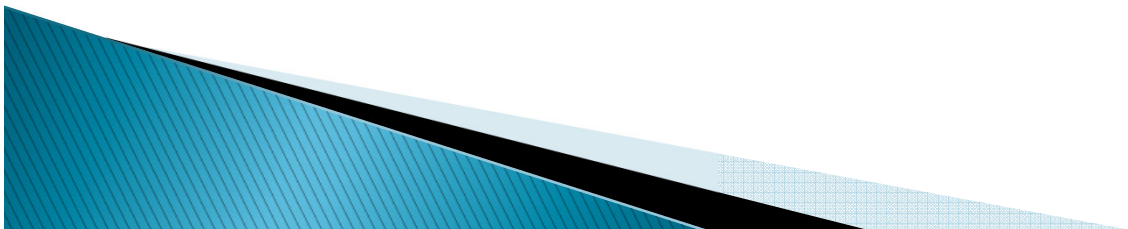
RF Engine Specifications

- ▶ RF 100 Modules have an outdoor LOS range of 3 miles and a 1000 foot indoor range
- ▶ 19 General Purpose I/O pins
- ▶ Small 33x33mm size
- ▶ Uses about 60 mA when transmitting, but has a low power sleep state of 1.6 μ A

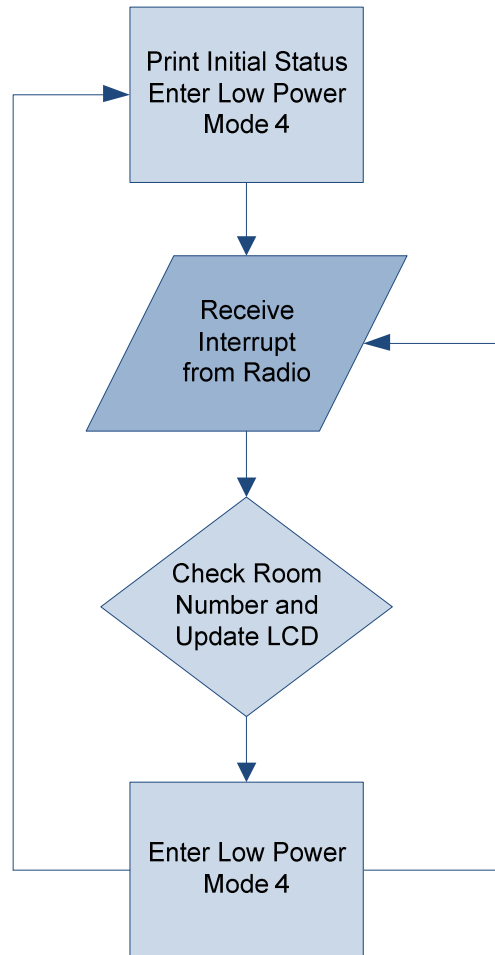


Microcontroller

	MSP430G2231
Package	14 Pin PDIP
I/O	10 GPIO
Voltage	1.8–3.6 V
Active Mode Current	300 μ A
Low Power Mode 4	0.8 μ A
Cost	FREE

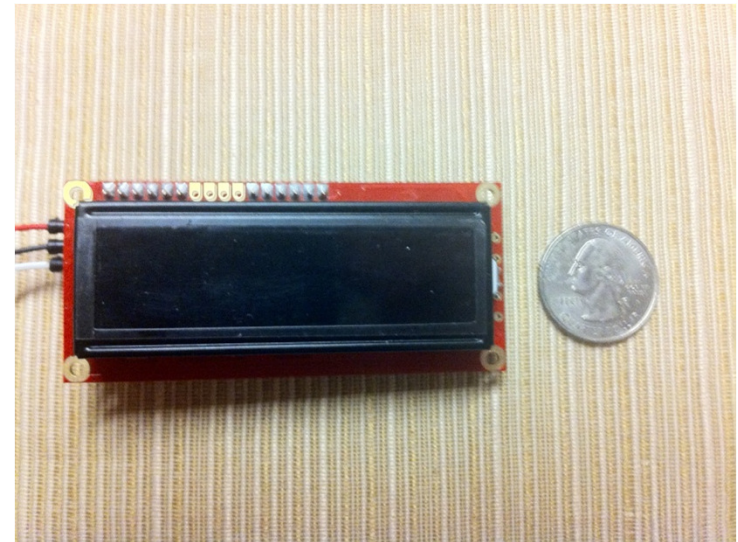


MCU Program Flow



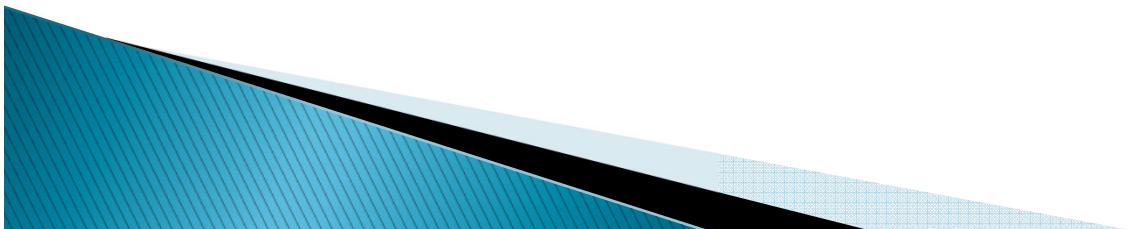
LCD Display

- ▶ Sparkfun 3.3V serial enabled LCD
- ▶ 16x2 character display
- ▶ Buzzer will sound for to notify user
- ▶ 20mA current draw



Power

- ▶ MCP1700 3.3 V voltage regulator made by Microchip
- ▶ Very low dropout voltage of 178 mV
- ▶ Output current of 250 mA
- ▶ Max current of security tag during testing of 110 mA

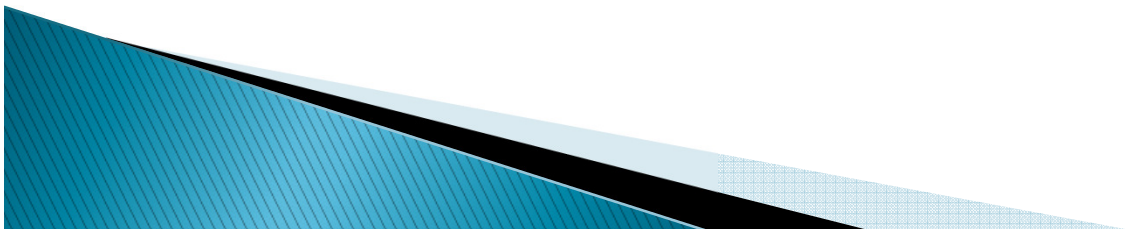


Battery

- ▶ Guest and security tag have Sparkfun 3.7 volt polymer lithium-ion battery
- ▶ 2000 mAh capacity
- ▶ Lightweight at 36g
- ▶ Small size 0.25"x2.1"x2.1"

Battery Life = Capacity of Battery (mAh)/Consumption of Device(mA) * 0.7

- ▶ Battery Life = Approximately 12 Hours

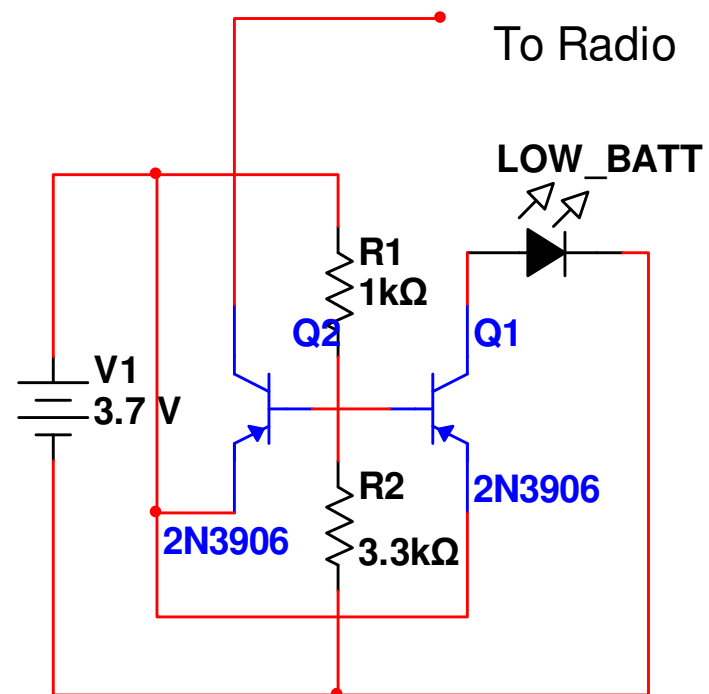


Power/Low Battery Circuit

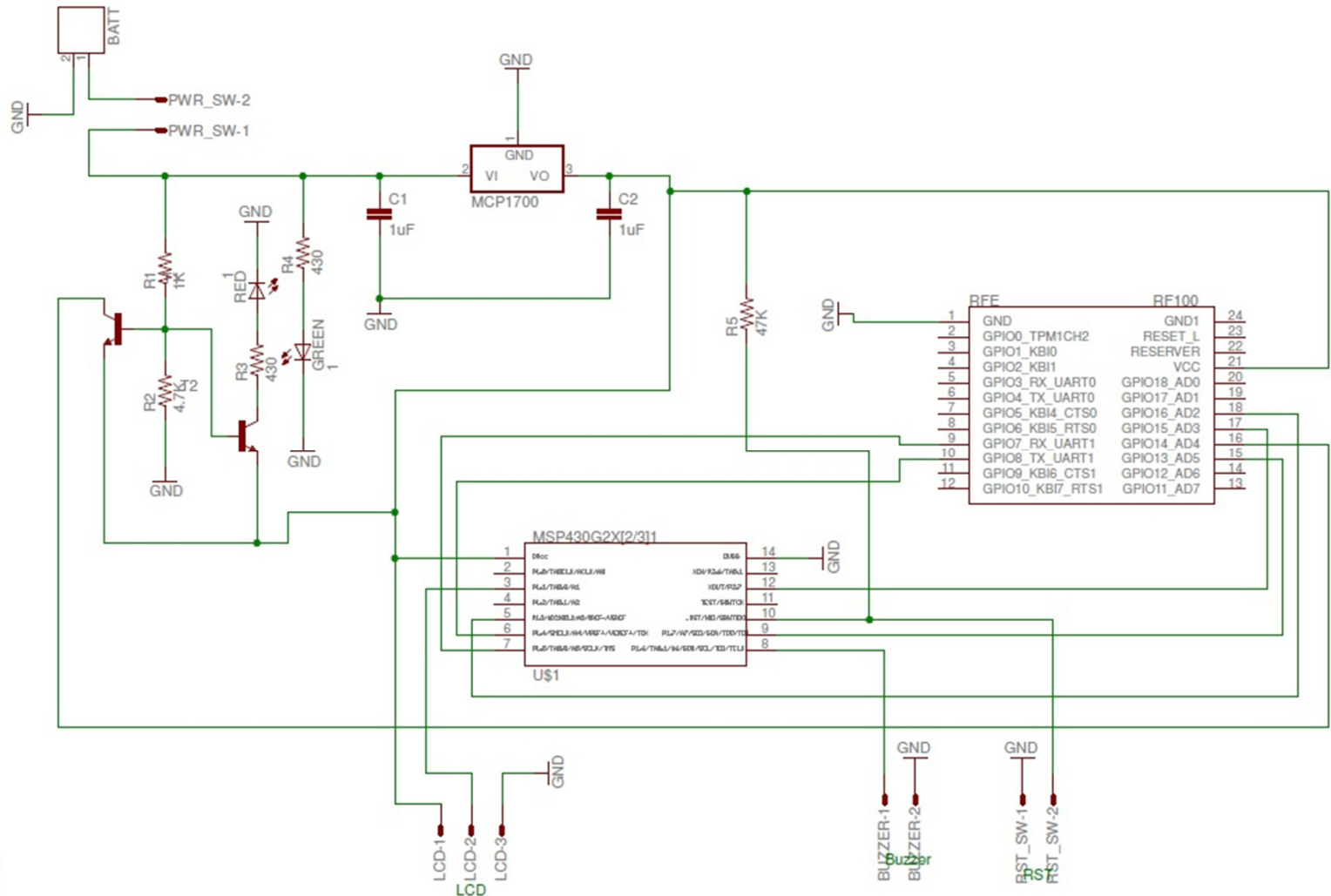
- ▶ 2 LEDs, green when unit is turned on, red when battery is low

$$3.3 V * \left(\frac{R2}{R1 + R2} \right) = 0.7 V$$

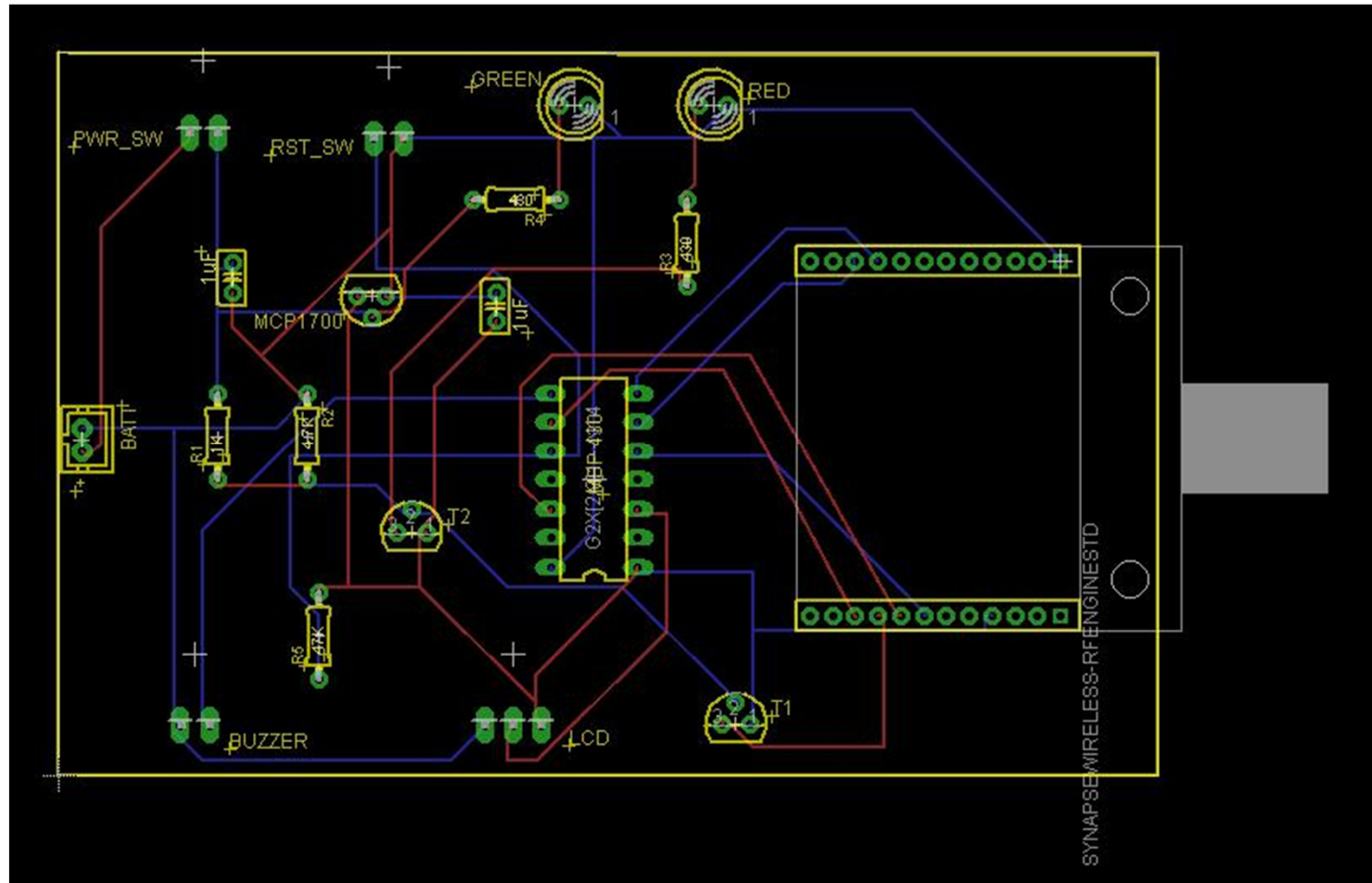
Low Battery Resistor Formula



Security Tag Schematic



PCB Layout



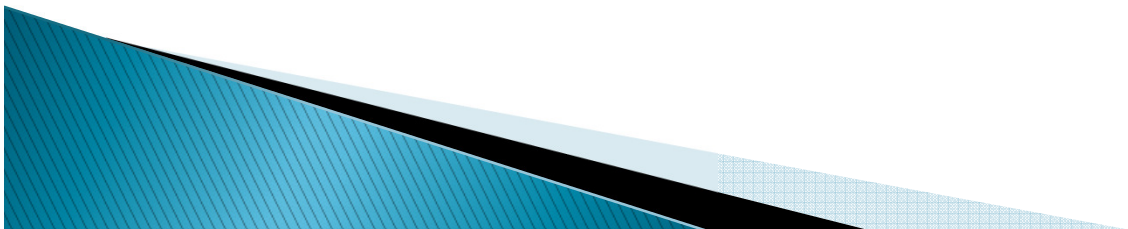
Reader Nodes

- ▶ Each room will have a reader node
- ▶ Will simply consist of an RF module in a small case, 2 inches squared, powered by a DC wall adapter
- ▶ Nodes also contain a voltage regulator due to low quality wall adapter
- ▶ Constantly on, communicating information back to base unit

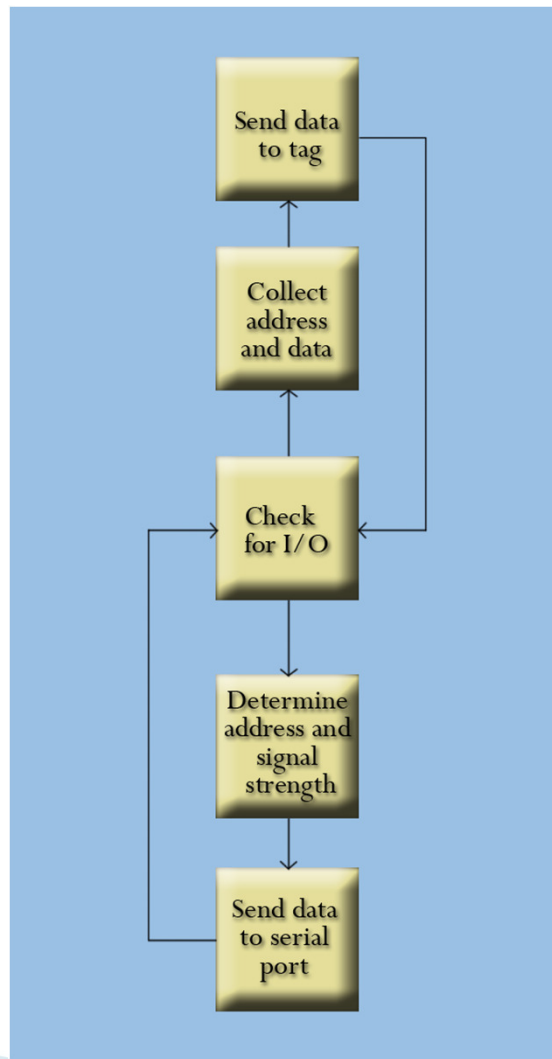


Base Unit

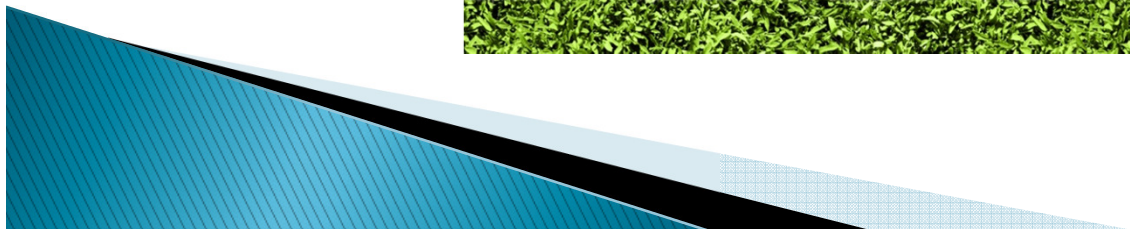
- ▶ Handles serial data to and from the GUI
- ▶ Serial to USB converter used for convenience
- ▶ Uses 5V, since powering through USB is not possible due to the converter.



Base Unit Program

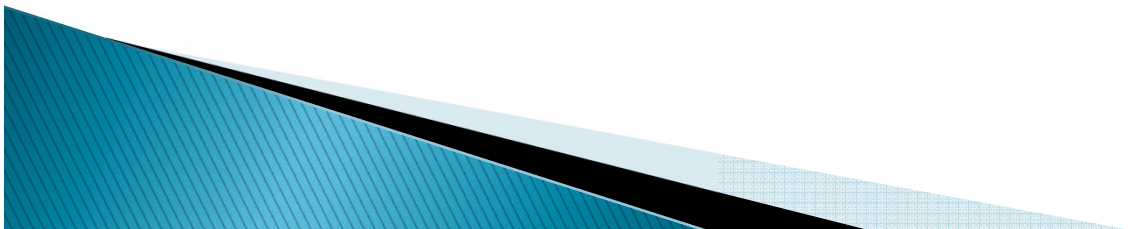


Trilateration



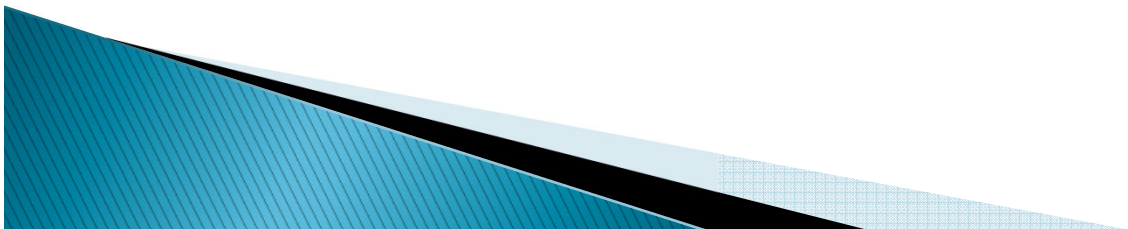
Our Approach

- ▶ Each room will have at least one node
- ▶ Closest room is determined by the largest signal strength
- ▶ Information is sent back to the tags based on the location

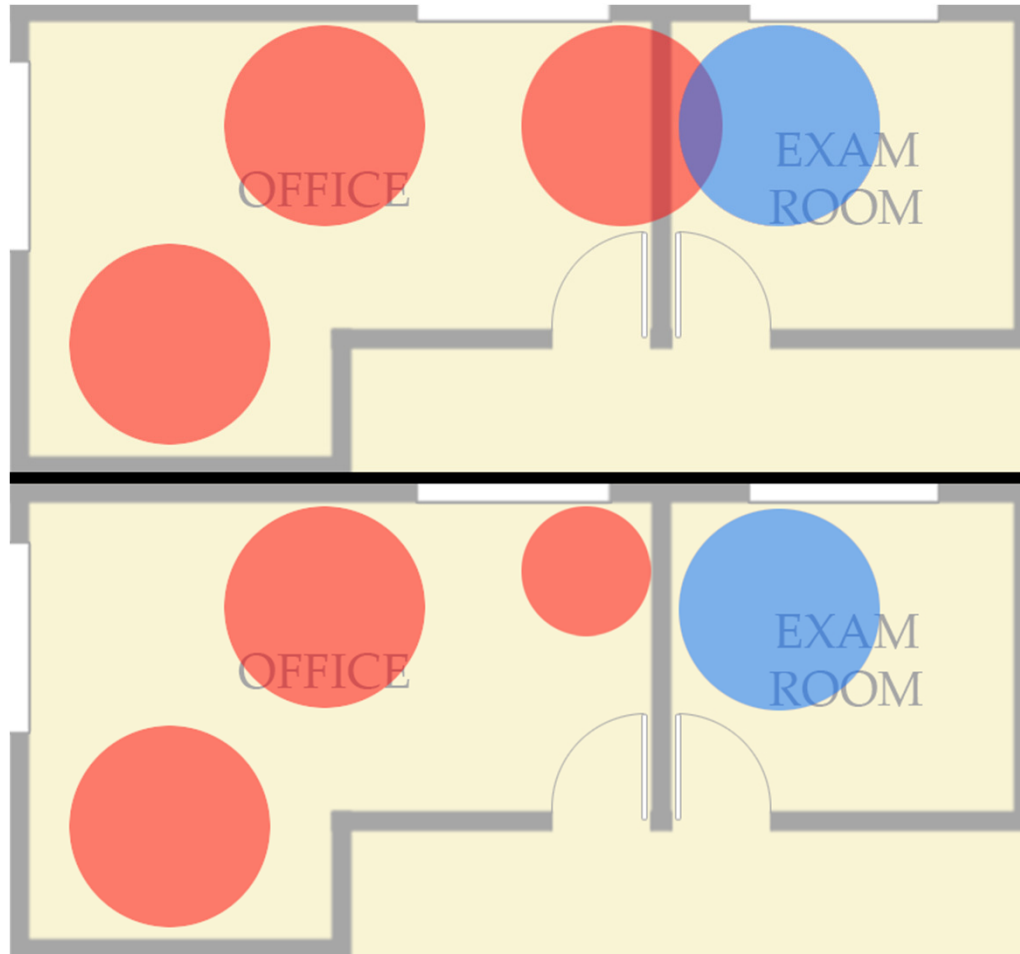


Variation In Signal Strength While Stationary

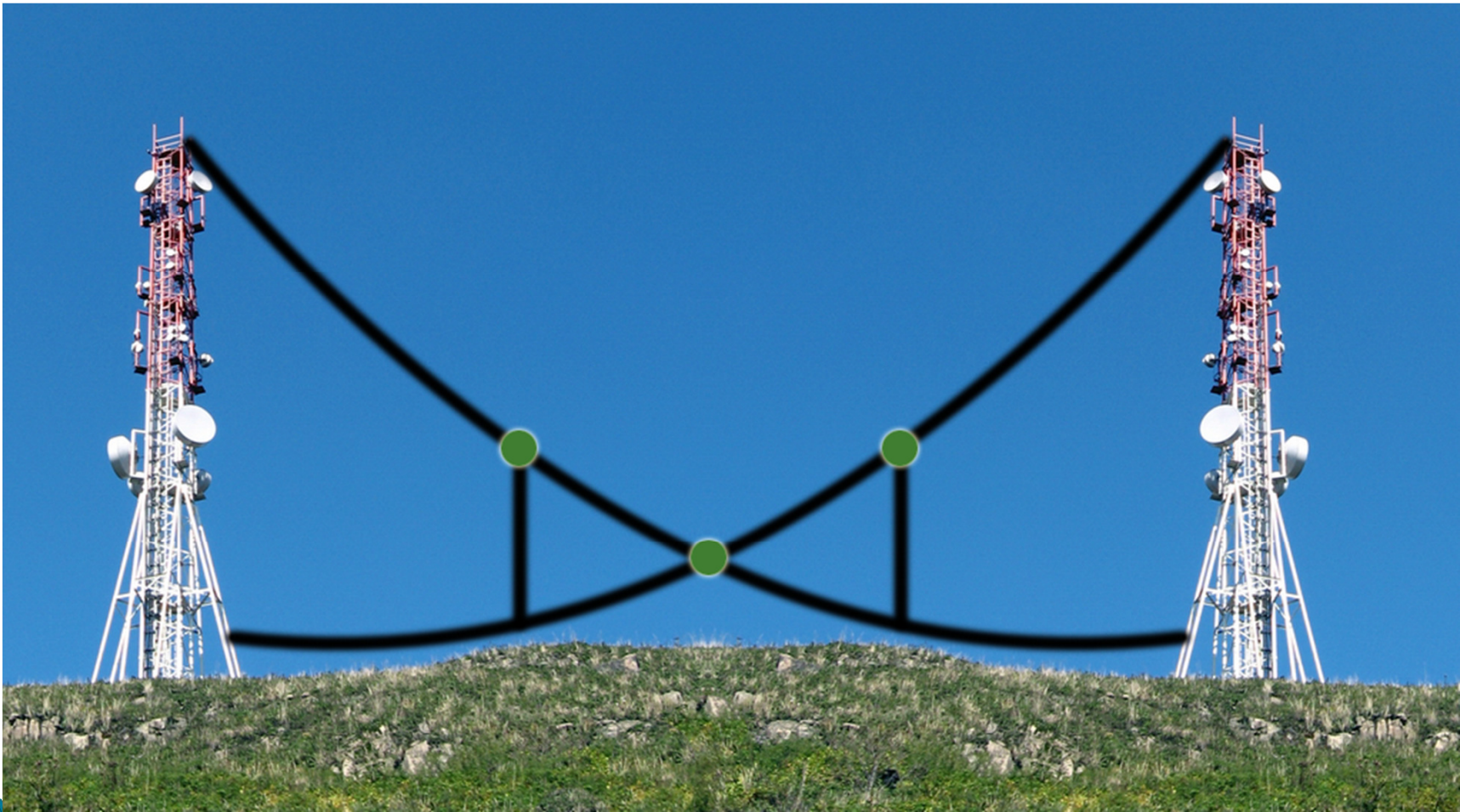
- ▶ Signal strength varies even when all components are stationary
- ▶ If this variance isn't dealt with, the movement would continue to jump around.
- ▶ Our solution is to establish a threshold that determines if the variation in signal strength is due to actual movement or not.



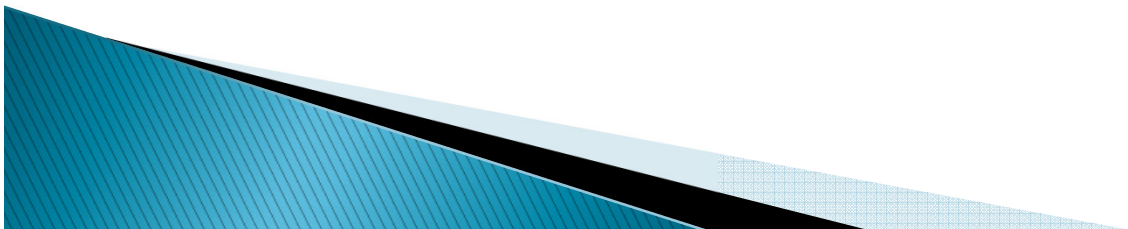
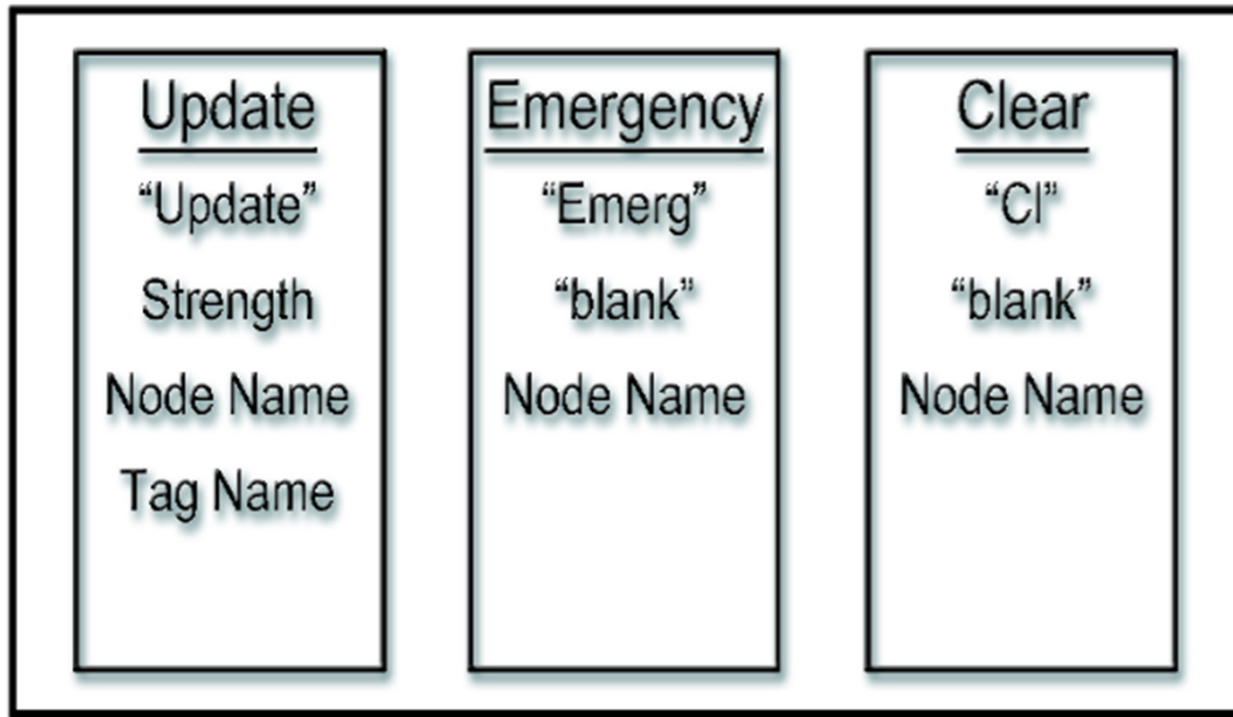
Signal Overwhelming an Adjacent Room



Room Change

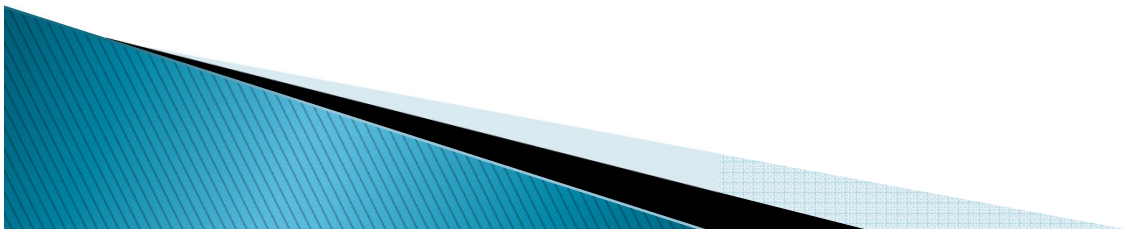


Communication Protocol



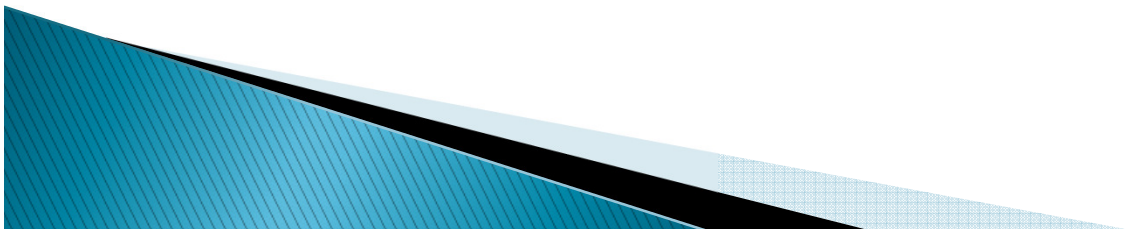
Error Detection

- ▶ Wireless communication can (will) become garbled
- ▶ The protocol set up throws out improper commands
- ▶ Update speed is fast enough to replace the data quickly
- ▶ If the buffer becomes clogged, the data was likely old anyway



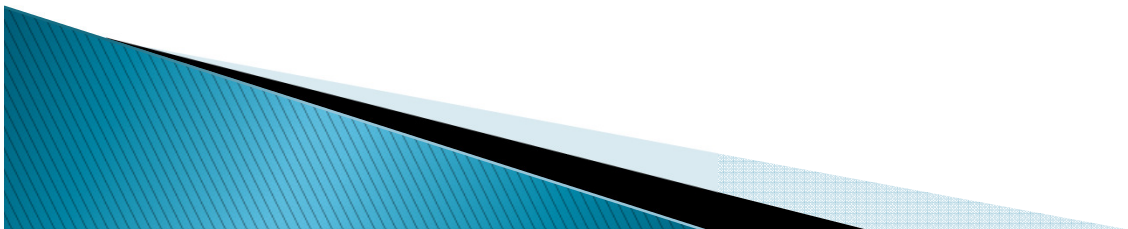
Input/Output

- ▶ I/O takes a huge amount of system resources.
- ▶ The amount of data being sent quickly overwhelms the PC.
- ▶ To solve this problem we divided the GUI into two threads.
- ▶ One thread handles calculations and graphics.
- ▶ The second thread only handles the I/O.
- ▶ Thread communication is kept to a minimum.

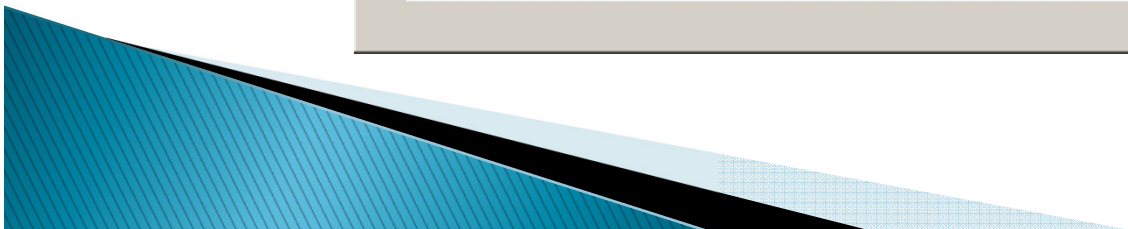
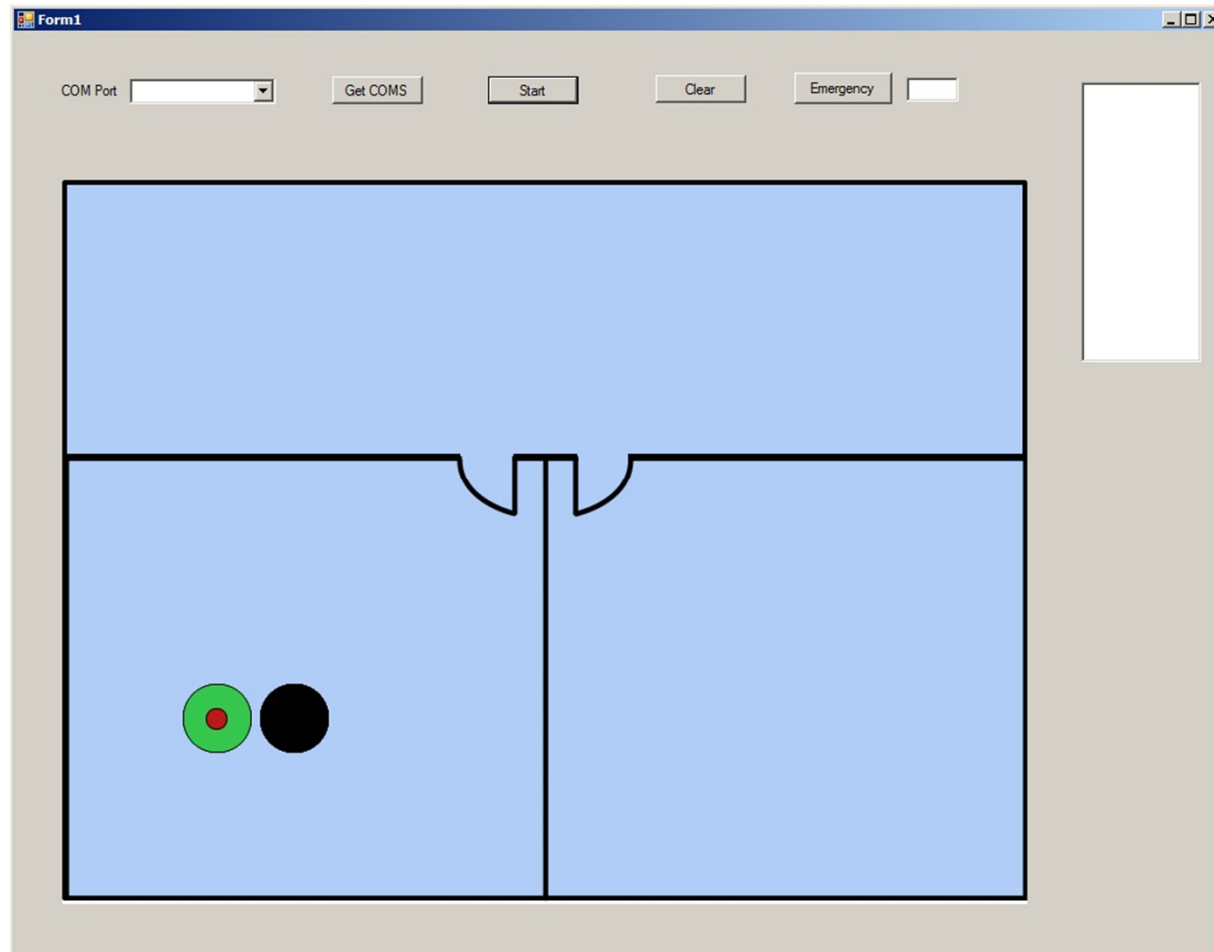


Node Handler Class

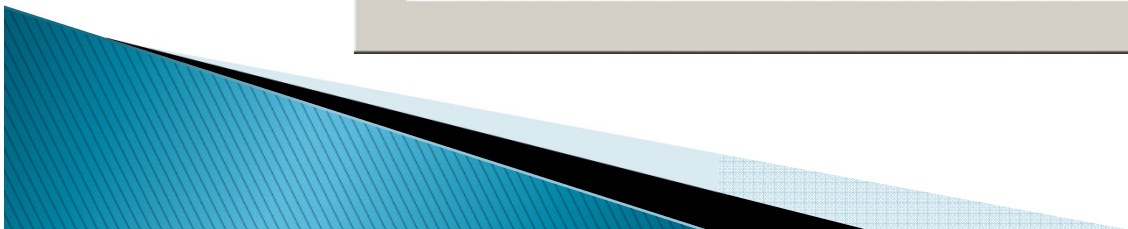
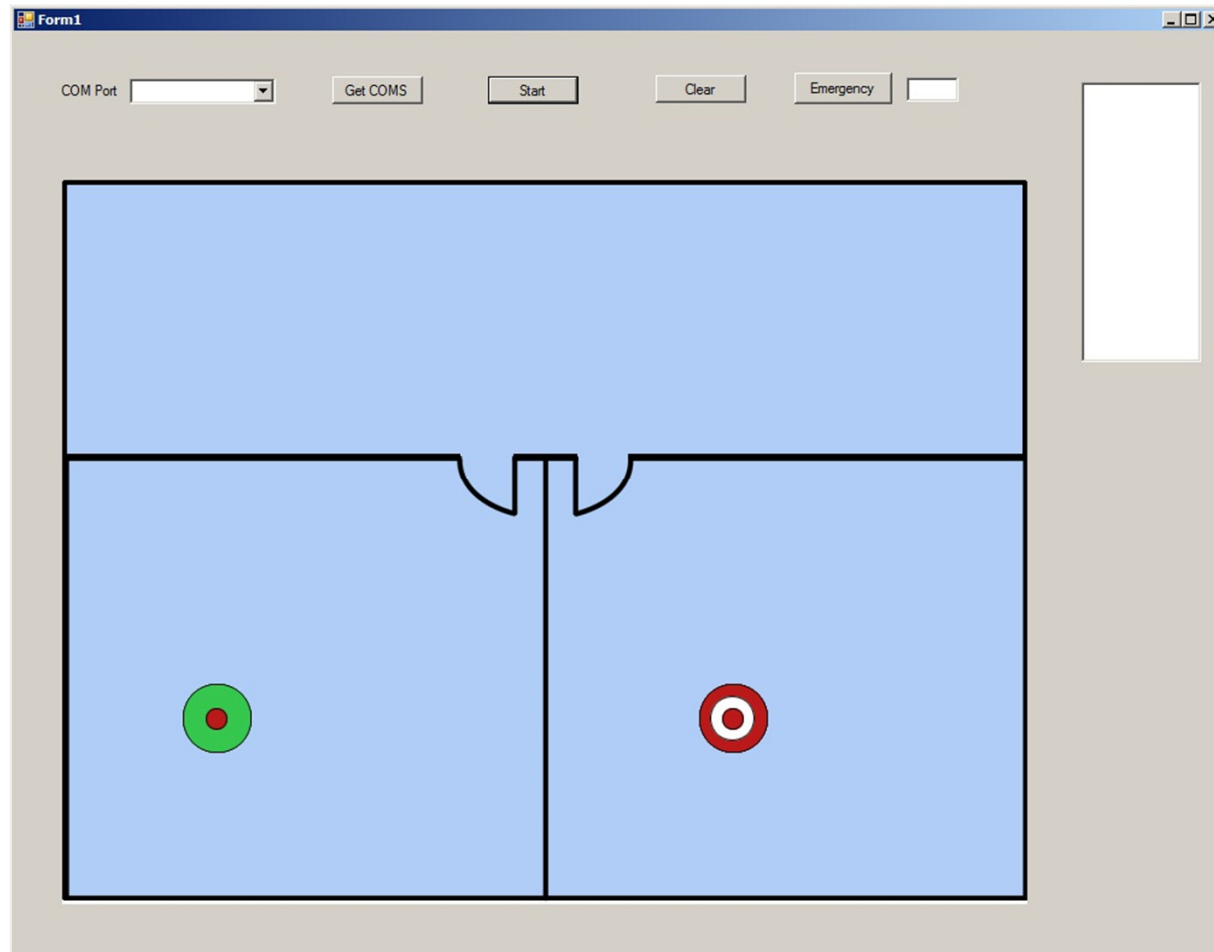
- ▶ The Node Handler Class tracks node values for each tag.
- ▶ Each tag uses its own object.
- ▶ Only alerts the GUI when a change is made.



GUI Setup

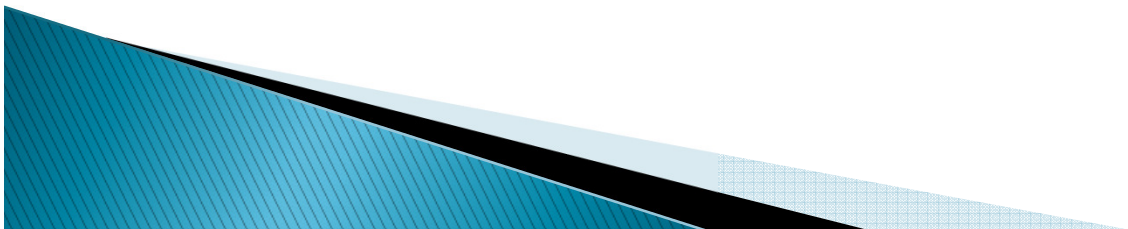


Security Breach



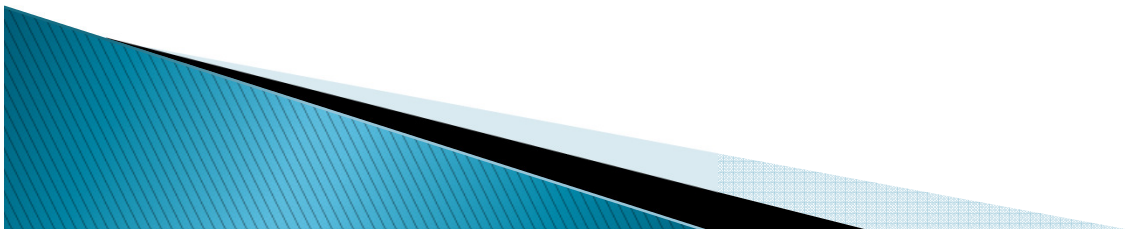
Division of Work

Name	Guest Tag	Security Tag	GUI	MCU Code	Radio Code
Daniel	X			X	
Brandon		X		X	
Matt			X		X



Budget

Part	Quantity	Cost	Extended Cost
Radio Module	6	\$30.00	\$180.00
Radio DEV Board	1	\$40.00	\$40.00
MCU	2	FREE	FREE
LCD Display	2	\$24.99	\$49.98
Discrete Comp.	Misc	Stock	Stock
Battery	2	\$16.95	\$33.90
PCB	2	\$45.00	\$90.00
DC Wall Adapter	7	\$5.00	\$35.00
Buzzer	1	\$3.00	\$3.00
		TOTAL	\$431.88



Questions?

