### Active vs Passive localisation strategies

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### outline

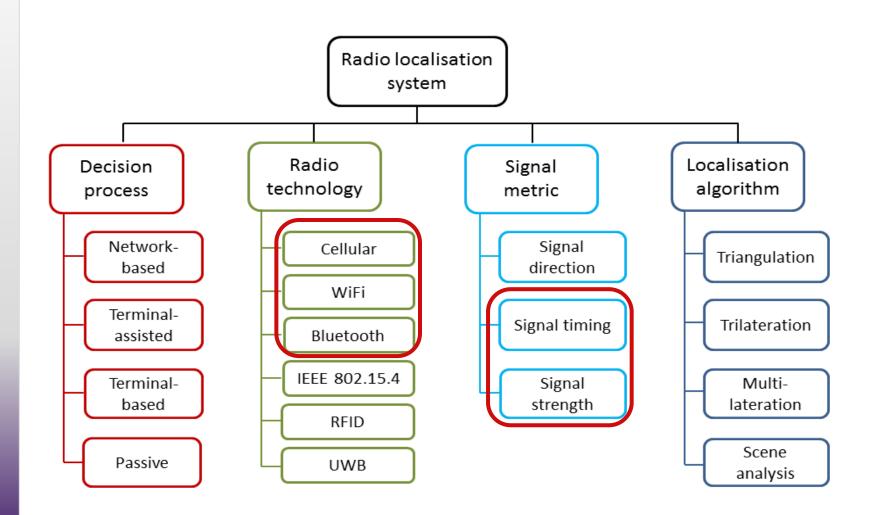


- Localisation systems taxonomy
- Passive system perspective
  - Passive system with RSS
  - Passive system with TOA
  - The eavesdropping challenge
- Active system perspective
  - Network-based
  - Terminal-based
- Discussion

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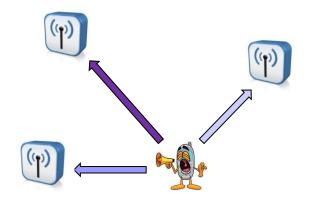
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### Localisation systems taxonomy



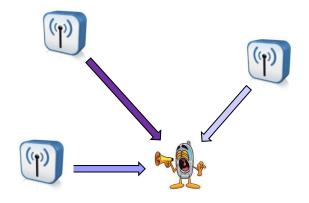
### Localisation systems taxonomy

- Network-based & Network assisted
  - Full information & computational power
- Terminal-based
  - Limited computation
- Passive
  - Third-party devices
  - Traffic overhearing
  - No feedback



### Localisation systems taxonomy

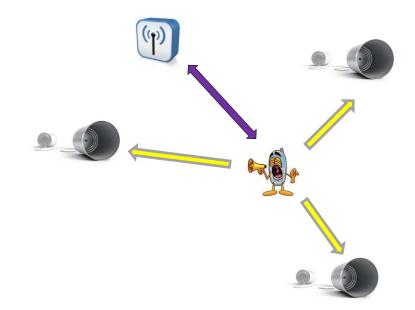
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- Overview
  - Similar to network-based but more limited
- Advantages
  - Independent third party realisation
  - Computational power
  - Ease of deployment
- Disadvantages
  - Highly dependable on external information, incl. user traffic
  - Sensitive to user's location
  - More technically challenging

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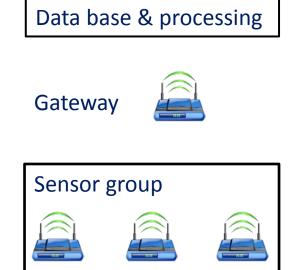
### Passive system perspective

### RSS-based systems

- Received Signal Strength (RSS) measurements
- Vulnerable to power control & terminal location
- High accuracy often depends on anchor density
- Time-based systems
  - TOA (Time Of Arrival)
    - Requires synchronisation with the terminal & anchors
  - TDOA (Time Difference Of Arrival)
    - Requires synchronisation only among anchors
  - Two-way TOA (RTT)
    - Delay sensitive to local signal processing
    - Does not need synchronisation but terminal participation

- WiFi/BT (indoor) test-bed
  - Sensor nodes with WiFi & BT interface
  - RSS-based
- Pros:
  - User data easily identifiable
  - Non-complex traffic processing
  - Cheap hardware
- Cons:
  - Dependent on user activity
  - Large RSS fluctuations -> many anchors
  - May require knowledge on Ptx







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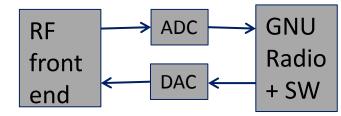
#### GSM test-bed

- Networked-USRP nodes with GPS rx
- SDR-based signal processing
- TDOA-based
- Pros:
  - No knowledge on Ptx (TDOA)
  - Less vulnerable than RSS (time)
  - Less anchors needed
- Cons:

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- Dependent on user activity
- User data not easily identifiable
- Requires synchronisation (TDOA)
- Complex traffic processing (specialized sw)
- Costly hardware





Data base & processing





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- User identification
  - Three IDs: IMEI, IMSI, TMSI
  - Only few messages carry an ID
    - -> single messages, if missed no ID recovery
  - IMSI non-trivial relation to TMSI
    - -> TMSI may be challenging to use
  - User encryption
    - -> decreases the number of useful messages
- User activity
  - Localisation depends on location updates or user activity (service requests), e.g., paging, connection

- Synchronisation between devices
  - Needed for TDOA
  - Sets effective lower bound on the localisation error
  - Best is GPS-based
    - Long-term offset compensation
  - Remaining short term clock offset
    - In the order of 200ns -> 60m
    - Can be compensated but increases complexity



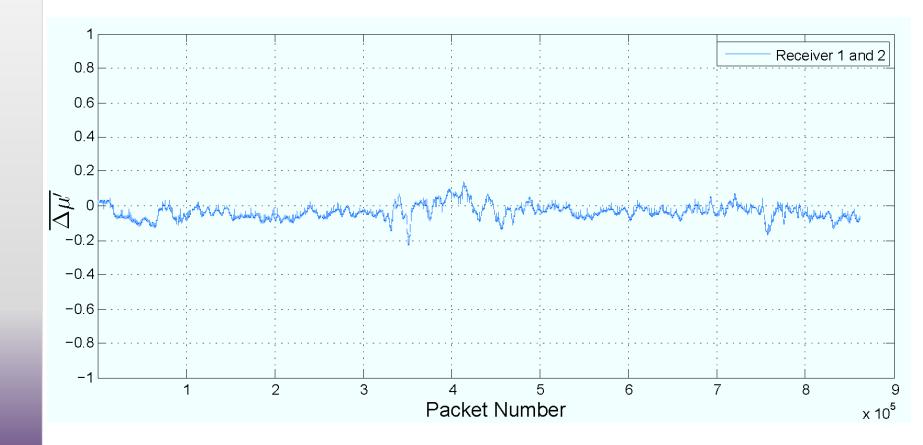


Data base & processing



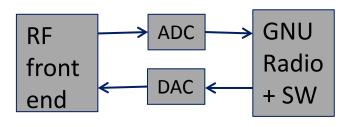


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- Synchronisation with data traffic
  - User identification needs message recovery
  - Message recovery needs synchronisation with user
- Challenges
  - Uplink is not meant for synchronisation
    - Only for fine tuning
    - Shorter training sequence
  - Synchronisation depends on user position
- Method
  - Use training sequence in uplink to recover synchronisation
  - Reaches 80-90% recovery rate
    - if synchronisation is lost needs to recover -> lost messages

- Complex traffic processing
  - For data synchronisation
  - For message parsing
  - For message timing
- Message timing
  - Timestamp accuracy depends on signal bandwidth
    - Advanced signal processing is needed for timing
    - Expected accuracy 40ns -> 12m (ideal propagation)
  - Oversampling may help
    - ADC rate not supported by the software processing
    - Proper sample selection is needed



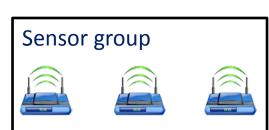
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### Passive system perspective

- Costly hardware
  - USRP about \$1500
  - Processing power
    - Embedded devices not enough power
    - Networked devices need machine
  - Wide-band processing
    - Standard USRP up to 20MHz
    - Advanced options much more expensive
  - Pros: less anchors needed





Data base & processing





### Active system perspective



- Network-based & terminal-assisted
  - Inherent issues based on parameter (RSS or time)
    TDOA challenges depend on signal bandwidth
- Pros:
  - User identification inherently available
  - No user synchronisation issues
  - Anchors synchronisation potentially easier
  - Traffic processing already included
- Cons:
  - Dependent on user activity
  - Difficult to step-in (provider owned for cellular)



### Active system perspective

- Terminal-based
  - Inherent issues based on parameter (RSS or time)
  - TDOA challenges depend on signal bandwidth
- Pros:
  - User identification inherently available
  - Non-dependent on user activity
  - No user synchronisation issues
  - Traffic processing already included
- Cons:
  - Requires deployment on the terminal
  - Anchors synchronisation is necessary
  - Terminal may lack computational power

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### Discussion

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ERCIM eMobility & MobiSense'12, St Petersbug, Russia

### Discussion



- Do you have experience with localisation?
- Which system type (active, passive) was deployed?
- Which parameter (RSS, time) was used?
- What is your impression/lessons learnt?
- Which system you would like to use?
- Where do the bigger challenges lay?