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# A Multi-Model Filter for Mobile Terminal Location Tracking

by

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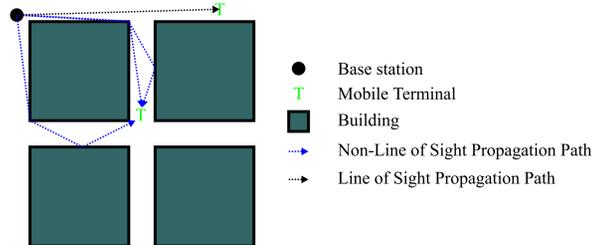
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## 1 Introduction

- Reasons for location technologies:
  - Resource allocation, location sensitive browsing, emergency communications.
- Many measurement types proposed:
  - Received Signal Strength (RSS), Angle of Arrival (AoA), Time of Arrival (ToA), Time Difference of Arrival (TDoA)
  - All methods have errors in location estimation.
- Filtering is proposed to reduce estimation errors.
  - Performance of filter dependent on model of dynamic and measurement process.
- Propose a mobile terminal model which is
  - Based on an accurate model of mobile terminal motion.
  - Model parameters based on real world measurements.

## 2 Propagation and Measurement Model

### 2.1 Propagation Model



- Use ToA measurements
- Consider effects of:
  - Line of sight and non line of sight propagation
  - Multipath propagation

### 2.2 Measurement model

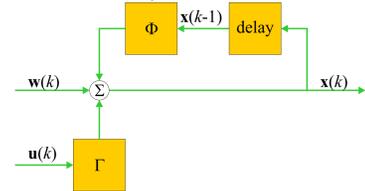
- Zero memory estimation creates a linear pseudo-measurement:

$$y(k) = Hx(k) + v(k)$$

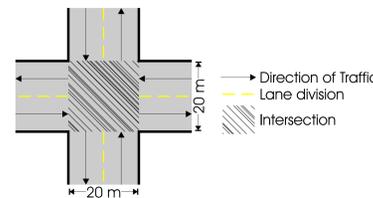
- $y(k)$  is estimated location for  $k$  calculated from  $z(k)$ 
  - Non-parametric estimation method used.
  - Survey points characterize propagation environment.
  - Robust to multipath and non line of sight propagation.
- $H$  is the measurement matrix
- $x(k)$  is the location state of the mobile terminal at time  $k$
- $v(k)$  is the measurement noise at time  $k$
- $R(k)$  is the covariance of  $v(k)$

### 2.3 Motion Model

- Discrete time dynamic model:



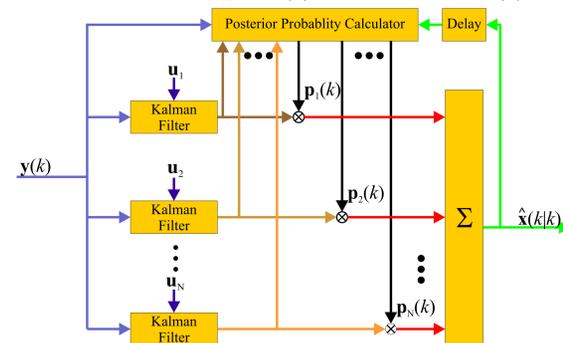
- $x(k)$  is the location state of mobile terminal at time  $k$
- $\Phi$  is the state transition matrix
- $\Gamma$  describes influence of control input on state
- $u(k)$  is user control input at time  $k$
- $w(k)$  is Gaussian random process noise with covariance  $Q$



- $u(k)$  changes most often when user in intersection.
- $u(k)$  usually invariant when user not in intersection.
- Discrete set of possible control inputs:
  - $u(k) \in \{u_1, u_2, \dots, u_N\}$
  - Control inputs match direction of streets.

## 3 Filtering and State Estimation

- Need to estimate control input,  $u(k)$ , as well as state,  $x(k)$



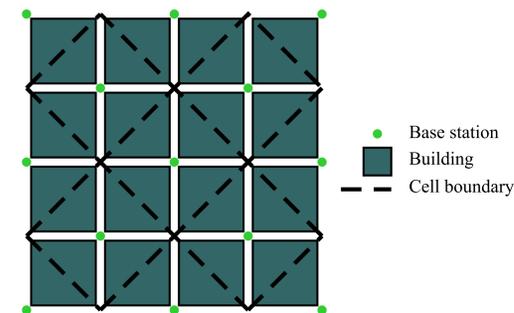
- Bank of Kalman filters
  - Final estimate for  $x(k)$  is a weighted average of Kalman filter outputs.
  - Each Kalman filter matched to possible control input.
  - Weights updated using measurement  $y(k)$ , old weights, and control input transition probabilities.
  - Control input transitions calculated from estimate of  $x(k-1)$

### 3.1 Estimation of Control Input

- Control input process modeled as Markov-one process given location
  - Transition probability of control input is a function of current location and current control input.
    - e.g. Transitions more likely in intersections.
- Increasing convergence speed of Kalman filters:
  - $Q = Q_{model} + \Gamma Q_u \Gamma^T$
  - $Q_{model}$  is covariance of  $w(k)$  from dynamic model
  - Trade off in selection of  $Q_u$ :
    - High value gives fast convergence with larger final error
    - Low value gives slow convergence with lower final error
    - Optimal value function of probability of turning at intersections.

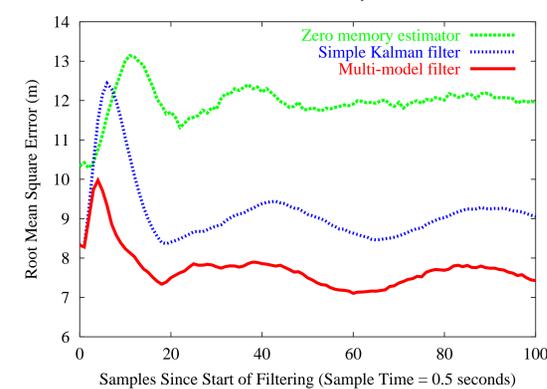
## 4 Results

- Simulated urban environment

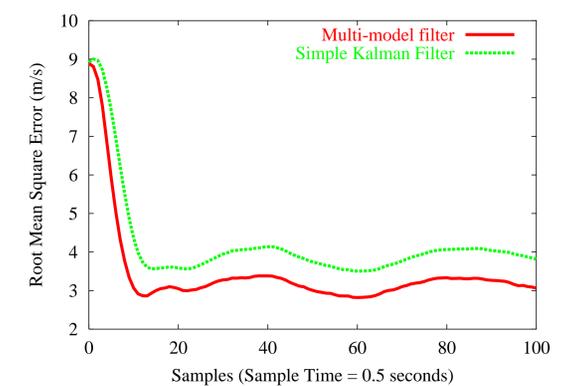


- Realistic propagation model
- Realistic base station selection
- Maneuvering mobile terminal
- New filter compared with application of single Kalman filter
  - Simple Kalman filter assumes  $u(k)$  is a Gaussian random process.

### Location Error Comparison

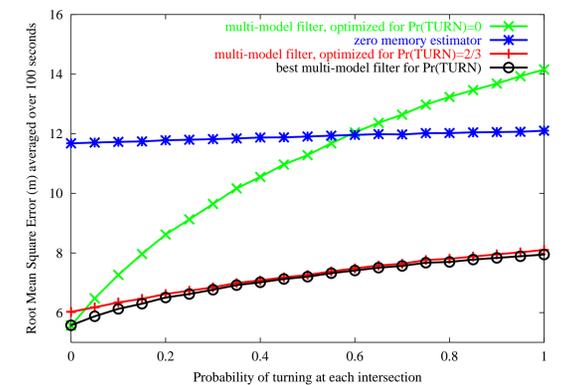


### Velocity Error Comparison



- Results of comparison:
  - New filter has lower error.
  - New filter converges faster than single Kalman filter
- Test of Filter Robustness
  - Mobile's probability of turning at each intersection varied
  - New filter optimized for different turning probabilities tested

### Robustness of Filter



## 5 Conclusions

- New multi-model filter increases accuracy of mobile terminal location.
- New filter is robust to changes in motion model.