



Universität St.Gallen

Institut für Computer Science
in Vorarlberg

Passive Wireless Tracking in the Wild

Prof. Dr. Bruno Rodrigues
Embedded Sensing Group ESG

Tridonic, April 1, 2025

From insight to impact



Outline

Introduction

- Tracking in the physical world
- Goals

Overview

- High-level architecture
- BLE/Wi-Fi
- Correlation of sources

Real-world Experiments

- Wi-Fi/BLE
- LiDAR 2D and 3D
- RFID and 3D Cameras

Analysis

- Business, technical, and social dimensions





Universität St.Gallen

Introduction

From insight to impact

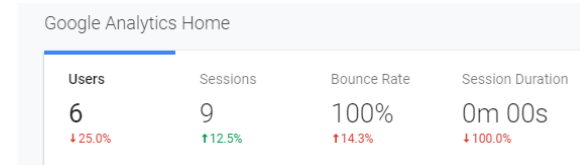


Motivation

Tracking visitor's interest across a Web-page is a relatively straightforward task in contrast to the physical, analog world.

- Web analytics track every step of users and obtaining many KPIs (Key Performance Indicator)

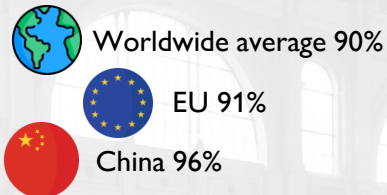
The driving question is how to track visitor's interest in the physical world?



Tracking Mobile Devices

92% of the Swiss population own a smartphone

- ...of which 97% use it daily (2018)
- The trend is not reducing



Smartphones regularly probe for nearby Wi-Fi networks. From a tracking perspective:

– *Opportunities:*

- *It is possible to gain insights about nearby people by passively listening to Wi-Fi Probe Requests*

– *Challenges:*

- *Physical layer: Handling signal variations*
- *Data link layer: MAC Address Randomization*

Passive Wireless Tracking (PasWITS)

PROJECT

Cooperation between academia and industry funded by Innosuisse

- Passive Wireless Intelligence Tracking System (PasWITS)
- From March 2020 until July 2022

GOALS

- **Business:** provide live performance benchmarking of exhibitions and events based on passively emitted signals
- **Technical:** explore the different characteristics of multiple (passive) sources to increase the overall tracking accuracy
 - Including additional sources such as Bluetooth, LiDARs, RFID



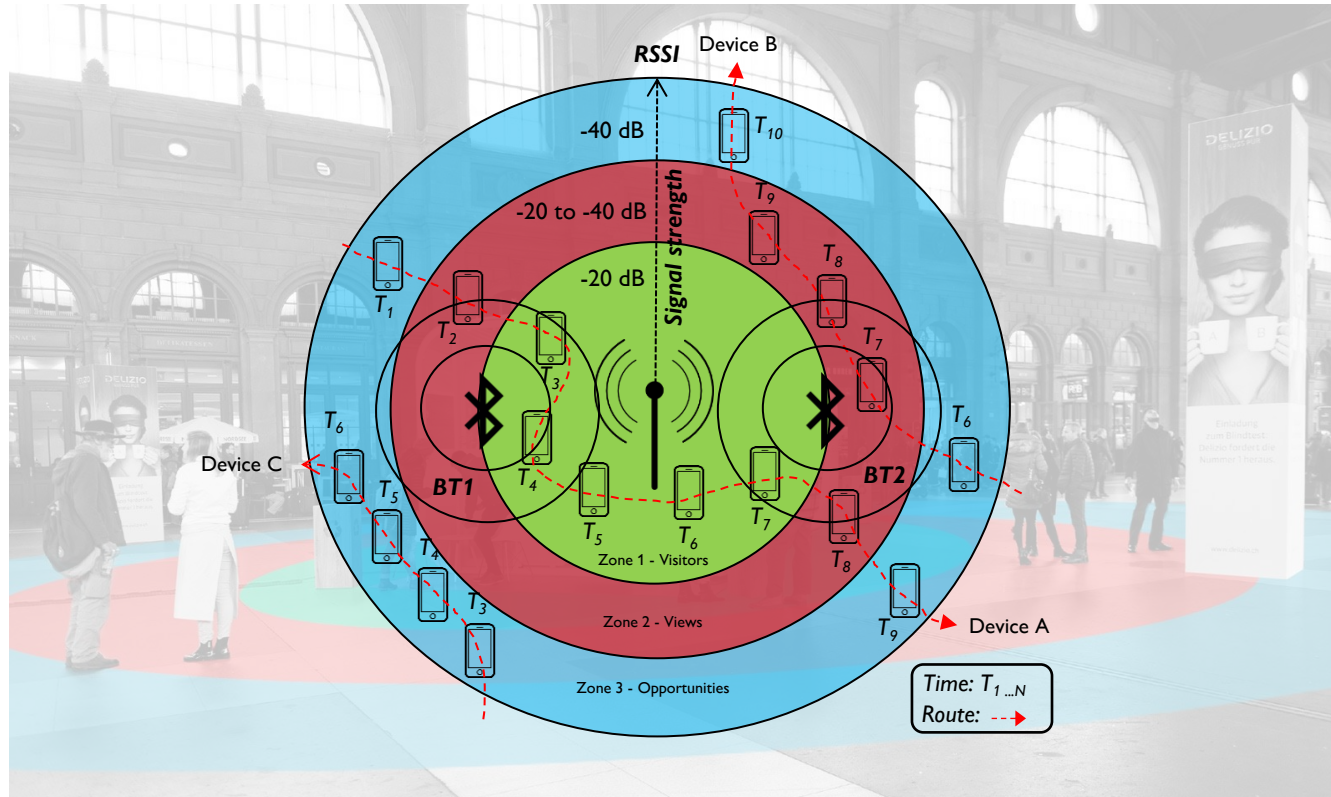
Universität St.Gallen

Overview

From insight to impact



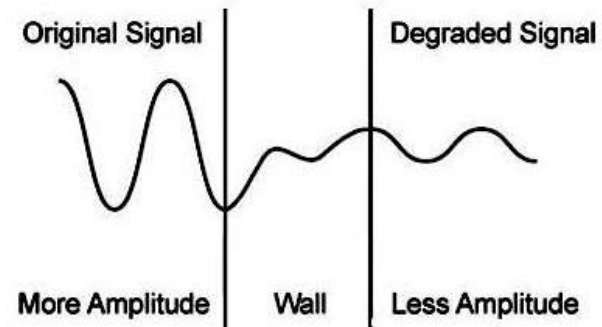
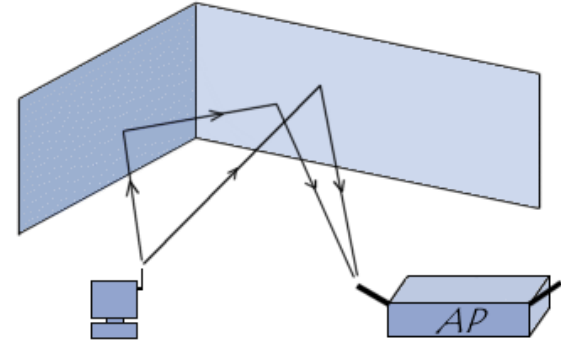
Combining Inputs from Different Sources



Overall Tracking Challenges

Location of objects and people indoors remains a **challenge** mostly due to:

- **Severe multipath** signal reflections (walls, furnitures, people, objects)
 - Sparsity of data points
- Non-Line-of-Sight (NLoS) conditions
 - Signal is obstructed by physical object
- **High attenuation** and **signal scattering** due to obstacles density
 - Reduces signal strength significantly
- Temporal changes
 - People and objects moving
- High demand for precision and accuracy
 - Real time?
- MAC address randomization



High-level PasWITS Architecture

Temporal and **spatial** correlation of multiple sources in real-time

Additional inputs



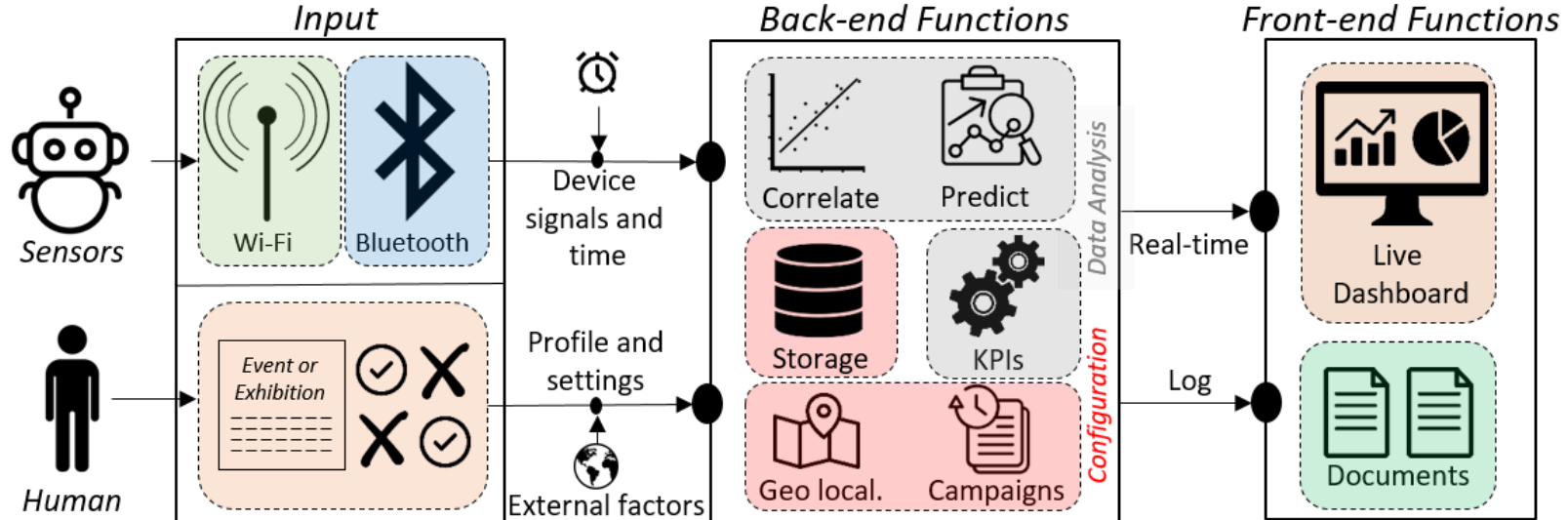
RFID



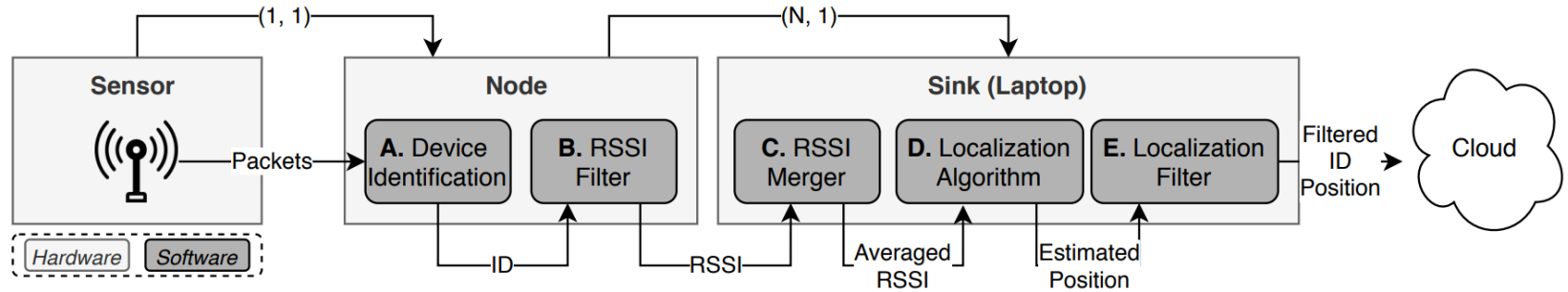
LiDAR



3D Cameras



Wi-Fi/BLE Streaming Architecture



Five steps in a **distributed, near-real-time, streaming** processing pipeline:

- Device identification (extrating UID) from packets
- Filtering RSSI
- Merging RSSI in a time window
- Estimating positioning
- Applying filter

Ubertooth One (BLE passive capture)

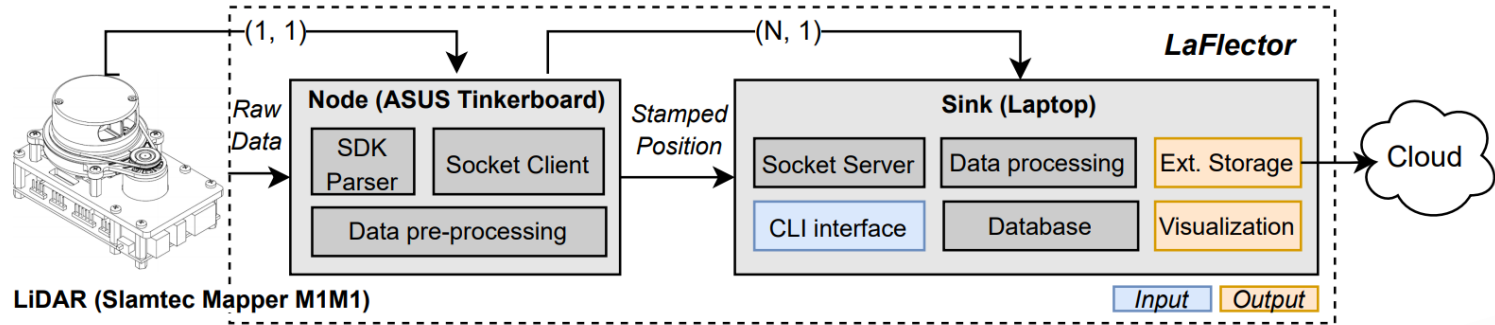


ASUS Tinkerboard



RSSI: Received Signal Strength Indicator

LiDAR 2D/3D Streaming Architecture



Calibration

- Map the environment without dynamic objects (default in the Slamtec mapper)

Detection

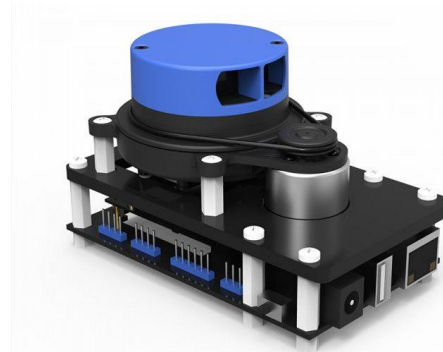
- Filter dynamic objects from the environment

Classification

- Uniquely tagging dynamic objects
- Based on the angle of reflection

Identification

- Tagging based on movement
 - Pros: True position
 - Cons: Hindered by visible light



Slamtec M1M1 Mapper

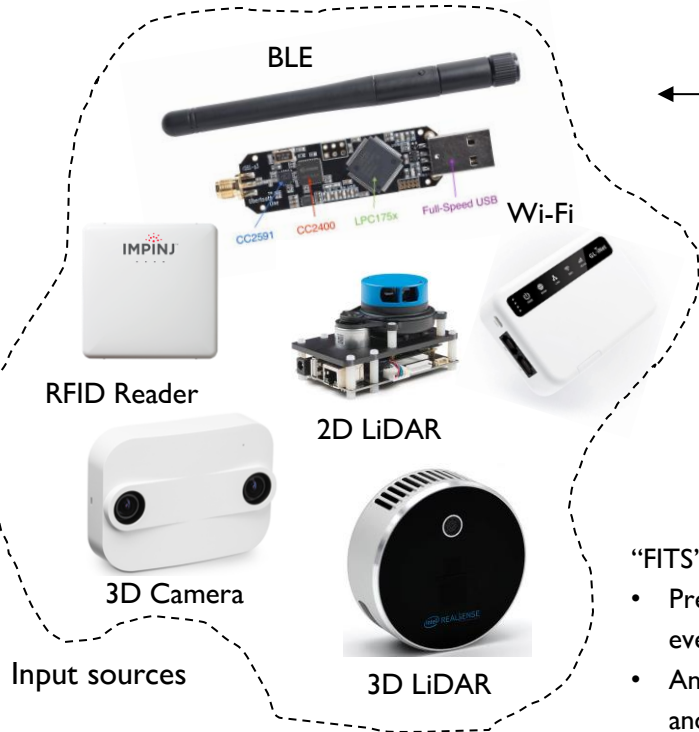


Intel RealSense L515 (3D)

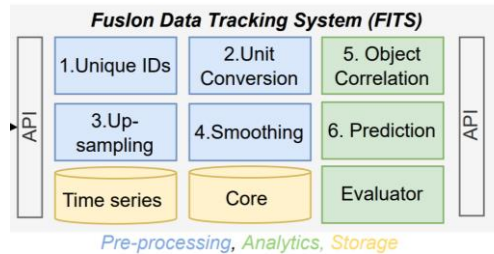


ASUS Tinkerboard

Correlation Engine

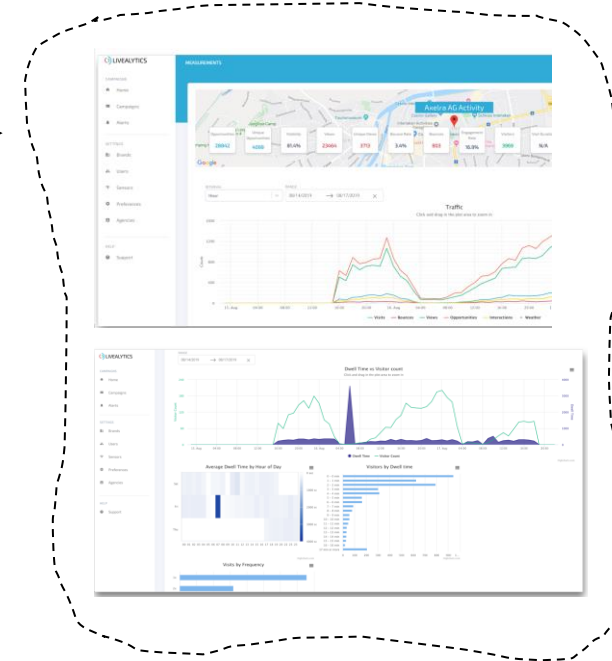


Delay



"FITS" main tasks:

- Pre-processing: Upsampling sparse data points for every T and smoothing using Kalman Filter
- Analytics: Clustering objects across different sensors and predicting for every T due to the upsampling



Visualization



Universität St.Gallen

Real-world Experiments

From insight to impact



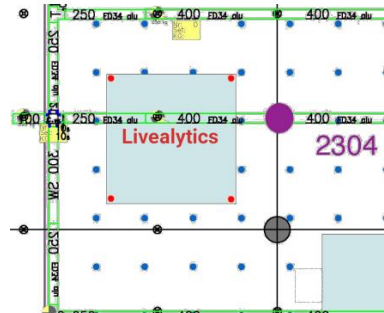
Wi-Fi and Bluetooth

Live experiments

- Initial trials (2020)
 - Indoor and outdoor experiments
- One attempt at a real event
- Collecting data and post-processing

Lessons learned

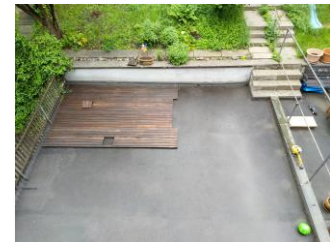
- **Accurate tracking is not feasible** solely based on passive Wi-Fi and Bluetooth signals
 - Data points are **sparse** and arrive at **irregular** time intervals
 - Fewer data points makes it difficult to distinguish real positions due to signal attenuations and reflections
- However, it was **possible to count nearby visitors**
 - Slightly better results than only relying on Wi-Fi probe requests
- Proposed data-streaming architecture was effective



liveAlytics AG tracking an event at The Circle, Zurich Airport



Indoor experiments, Zurich



Outdoor experiments, Zurich

LiDAR 2D and 3D

Live experiments

- 2D LiDAR in a closed scenario (FS 2021)
- 3D LiDAR in a semi-open scenario (HS 2021)
 - Development and calibration within UZH
 - Counting people at the Oerlikon train-station
- Near real-time processing

Lessons learned

- Positioning the sensor is key due to non-line-of-sight conditions
- 2D LiDAR was reliable but without capturing depth of objects
- Intel Real-sense L515 unreliable device
 - Discontinued by Intel in 2022



Setup Oerlikon Trainstation



Segmented image based on the depth sensor

RFID and 3D Cameras

Live experiments

- Restricted environments (HS 21-FS 22)
 - Closed office and warehouse in Zurich
- Collecting data from a single RFID Reader and a 3D camera
 - Correlating both RFID/Camera inputs in near real-time

Lessons learned

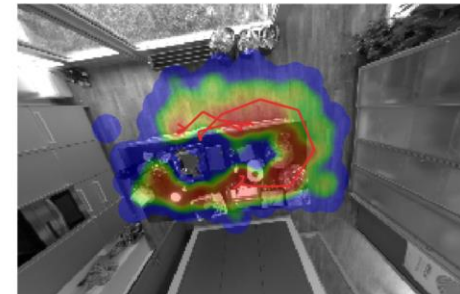
- Best combination of sources in terms of accuracy
- RFID becomes noisy when tags are grouped (e.g., 5+ tags)
 - Signal scattering, attenuation
- Later became a product in liveAlytics portfolio
 - Approach to verify/ensure distancing at counters



Warehouse, Schlieren ZH



Warehouse, Schlieren ZH



Local tests, Axelra office, ZH



Universität St.Gallen

Analysis

From insight to impact



Business and Technical Dimensions

Business-dimension

- The idea of benchmarking real-world events is still great for event producers and companies advertising products/services
- ... However, the project happened in a very bad timing
 - Company did not survive

Technical-dimension

- **Radio-based** technologies (Wi-Fi, Bluetooth, RFID) are effective for counting, not tracking
 - Passive RFID was the best available alternative in terms of accuracy
 - Ultra-wideband (UWB) is an interesting alternative in terms of accuracy
 - Slowly becoming popular in flagship phones
- **Image-based** technologies (LiDAR, Cameras) are effective for tracking, not counting



Technical and Social Dimensions

- Real-world applications **requires optimization of deployment and operation tasks**
 - Not feasible to calibrate sensors in real-world events
 - **Key question:** How to automate and reduce the time to calibrate sensors?
- Combining different sources (radio/image) is the path for passive tracking
 - Positive takeaway: the proposed node-sink data streaming architecture was effective and applicable to different sources
 - The trade-off is **accuracy X real-time**, once the approach requires heavy post-processing
 - **Key question:** How to increase accuracy and reduce processing-time?

Social-dimension

- Privacy must be discussed from a social aspect and technically enforced
- Every digital movement on the Web is tracked and traced for benchmarking web-pages and targeted advertising
 - What about public spaces?

Personal viewpoint

- Applied research is fun!

Danke für Ihre
Unterstützung!

Questions?



University of St.Gallen



***"From insight
to impact"*** 