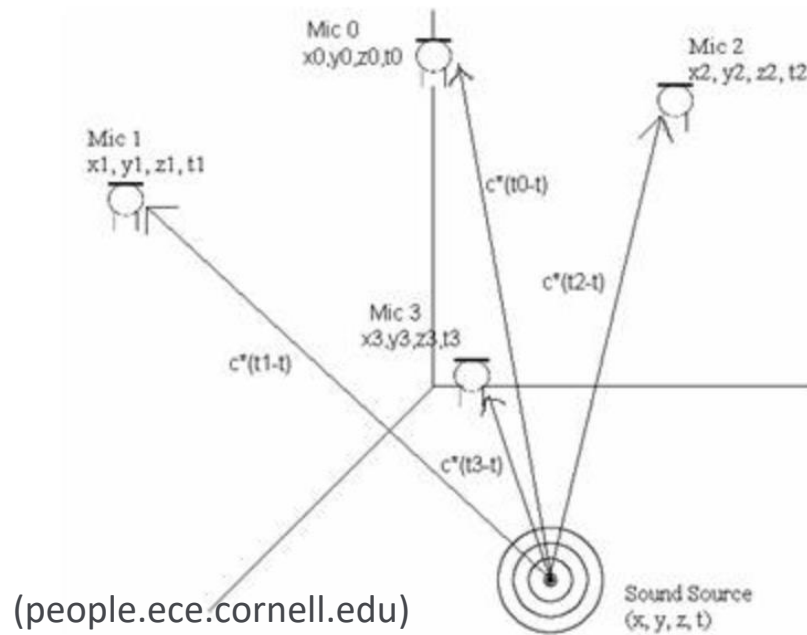


Group L
On the 3D Trilateration of Point-Source Sounds
Via SPH0645LM4H-B MEMS Microphones

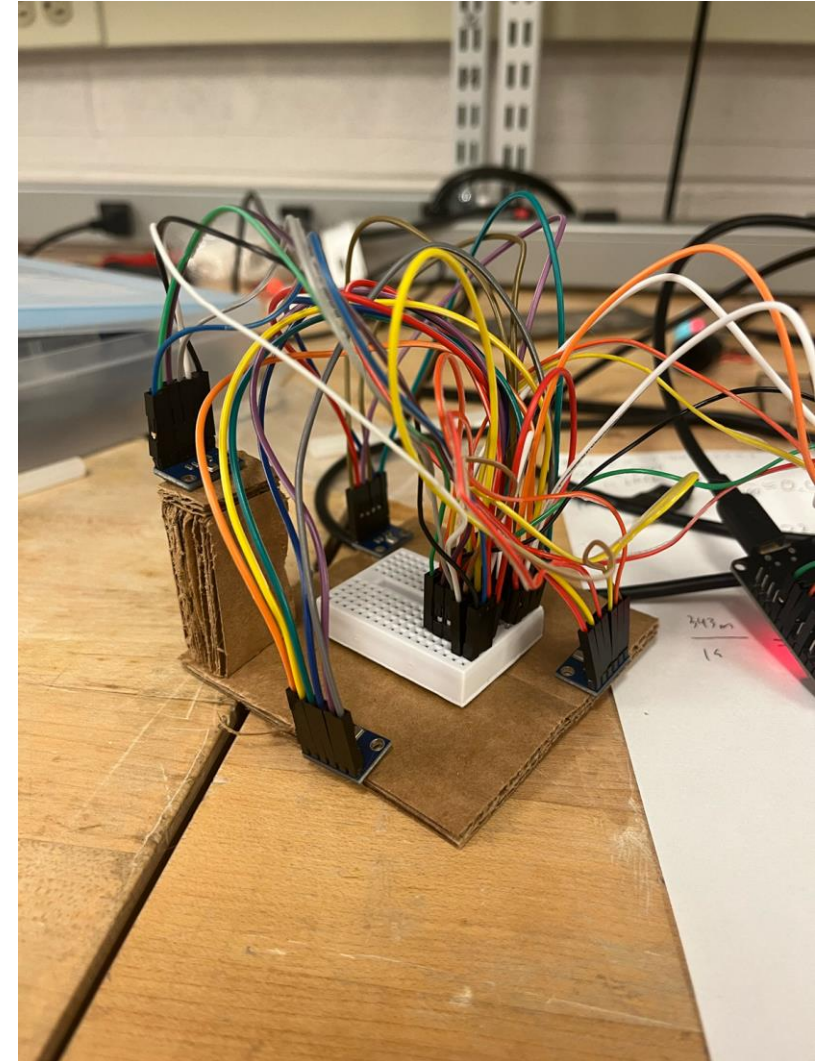
Clara, Dexter, Derek

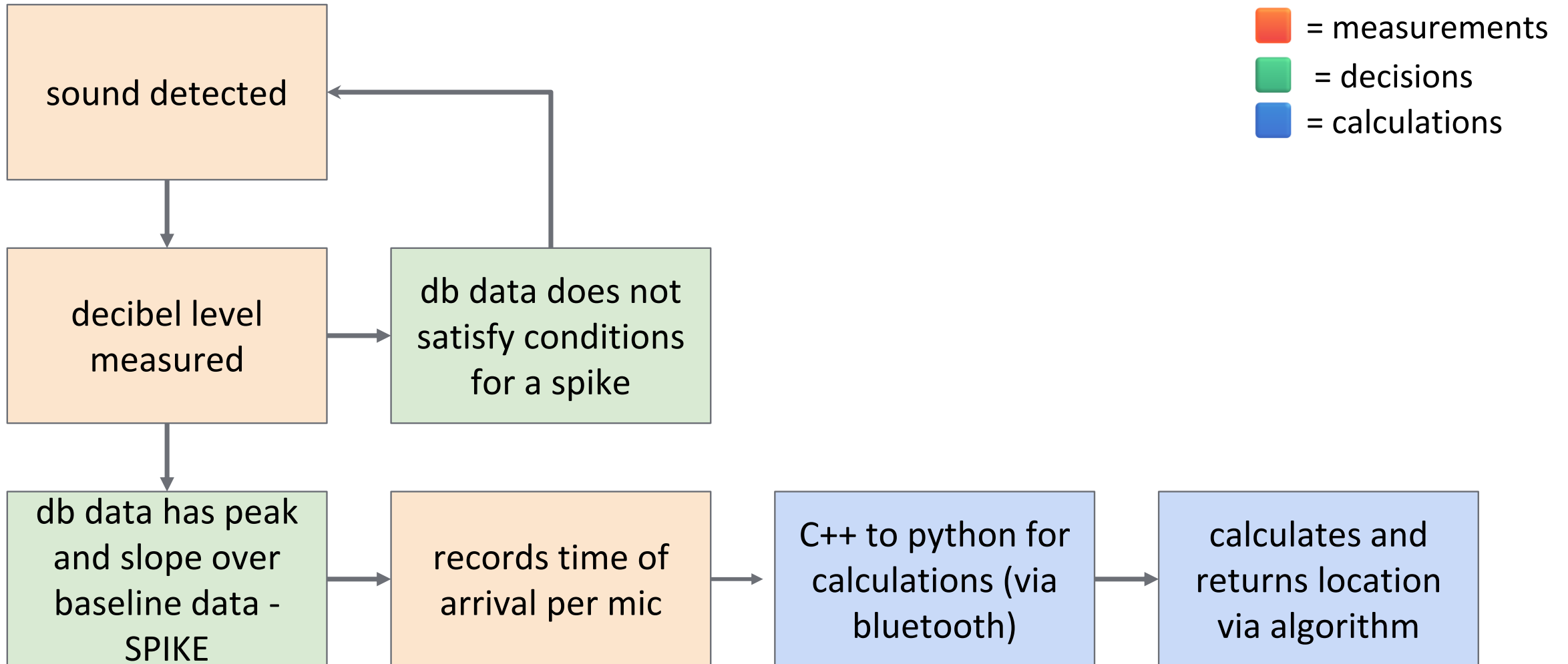
3D trilateration: triangulation but 3D

four mics in a non-degenerate pattern



four mics $\rightarrow$ three vectors $\rightarrow$ spans 3d space

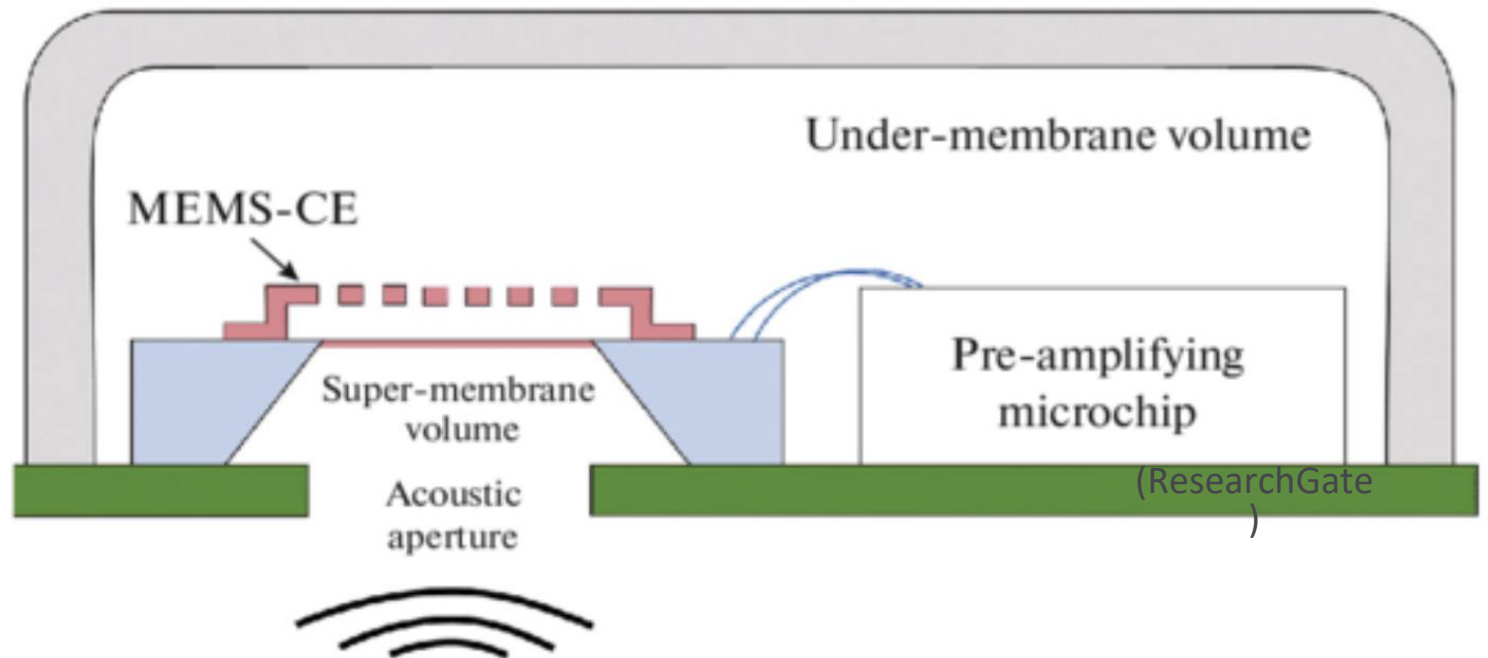




Micro-Electro-Mechanical Systems



SPH0645LM4H-B



<https://www.ece.ucf.edu/seniordesign/fa2009sp2010/g13/files/ATD%20NewUpdate.pdf>

Size / Dimension	0.382" Dia (9.70mm)
Height (Max)	0.177" (4.50mm)

(Digikey)

device size

applications:

- automating a camera to face a speaker
- live transcription
- track moving objects using sound
 - footsteps, guns



1. Find starting guess

2. Based on starting guess, calculate actual location

Equations Setup

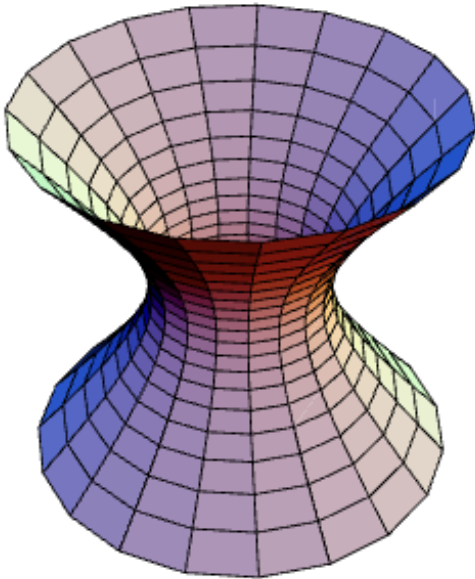
raw input: time of arrival, mic locations, temperature

calculated: time difference of arrival (TDOA), speed of sound

$$\|p - r_i\| = c(t_i - t_{\text{emit}})$$

system of equations for source-mic
distances:

$$\|p - r_i\| - \|p - r_1\| = d_i \text{ for } i = 2, 3, 4$$



p = source location, r_i = mic location,
 d_i = TDOA between microphones i and 1

$$d_i = c\Delta t_i$$

looking for intersection of hyperboloids

Finding our Starting Guess

$$p = y + k \cdot z$$

p = source location

y = point on line

z = direction vector

k = scalar

```
def closed_form_tdoa(rs, taus, c):  
    p1, p2, p3, p4 = rs  
    d = c * np.array([taus[(0, 1)], taus[(0, 2)], taus[(0, 3)]])  
    A = np.vstack([p2 - p1, p3 - p1, p4 - p1])  
    b = 0.5 * (np.sum(rs[1:] ** 2, axis=1) - np.sum(p1 ** 2) - d ** 2)  
    #if coplanar - kinda unnecessary  
    try:  
        y = np.linalg.solve(A, b)  
        z = np.linalg.solve(A, d)  
    except np.linalg.LinAlgError:  
        return np.full(3, np.nan)  
  
    alpha = 1.0 - np.dot(z, z)  
    beta = -2.0 * np.dot(z, y - p1)  
    gamma = -np.dot(y - p1, y - p1)  
    disc = beta ** 2 - 4.0 * alpha * gamma  
  
    r1 = (-beta + np.sqrt(disc)) / (2.0 * alpha)  
    return y + r1 * z
```

$$\|p - r_i\| - \|p - r_1\| = d_i \text{ for } i = 2, 3, 4$$



linearize (algebra) and
take RHS of system:

$$b = \begin{pmatrix} \frac{1}{2} (\|r_2\|^2 - \|r_1\|^2 - d_2^2) \\ \frac{1}{2} (\|r_3\|^2 - \|r_1\|^2 - d_3^2) \\ \frac{1}{2} (\|r_4\|^2 - \|r_1\|^2 - d_4^2) \end{pmatrix}$$

mic layout matrix: $A = \begin{bmatrix} \text{mic}_2 - \text{mic}_1 \\ \text{mic}_3 - \text{mic}_1 \\ \text{mic}_4 - \text{mic}_1 \end{bmatrix}$


$$Ay = b$$

y is a point on the line of hyperboloid
intersection

but where along the approximated line is p?

$\|p - r_i\| - \|p - r_1\| = d_i$ for $i = 2, 3, 4$, same 3x3 A



distance differences

$$d = \begin{bmatrix} \|p - r_1\| - \|p - r_0\| \\ \|p - r_2\| - \|p - r_0\| \\ \|p - r_3\| - \|p - r_0\| \end{bmatrix} = c \cdot \begin{bmatrix} \tau_{01} \\ \tau_{02} \\ \tau_{03} \end{bmatrix}$$

linearize with taylor expansion around point y

simplified closed form: $Az = d$

start with one equation
from the system, WLOG:

$$\|p - r_i\| - \|p - r_1\| = d_i \text{ for } i = 2$$

substitute $p = y + k \cdot z$



quadratic in terms of k -> quadratic formula!

```
alpha = 1.0 - np.dot(z, z)
beta  = -2.0 * np.dot(z, y - p1)
gamma = -np.dot(y - p1, y - p1)
disc  = beta ** 2 - 4.0 * alpha * gamma

r1 = (-beta + np.sqrt(disc)) / (2.0 * alpha)
return y + r1 * z
```

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

Steps to calculate point-source location

1. Find starting guess

2. Based on starting guess, calculate actual location

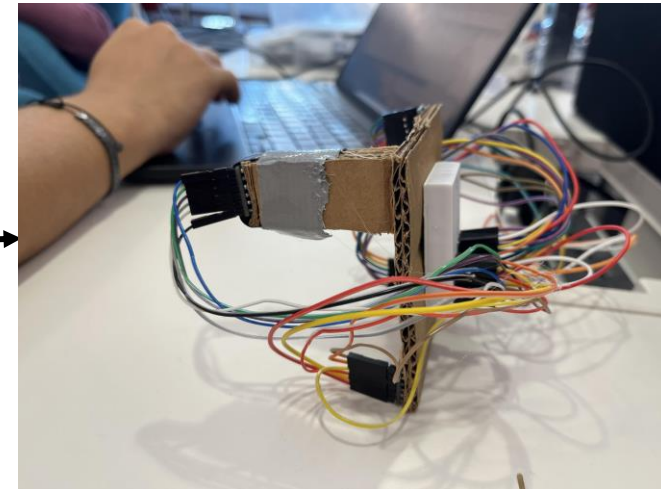
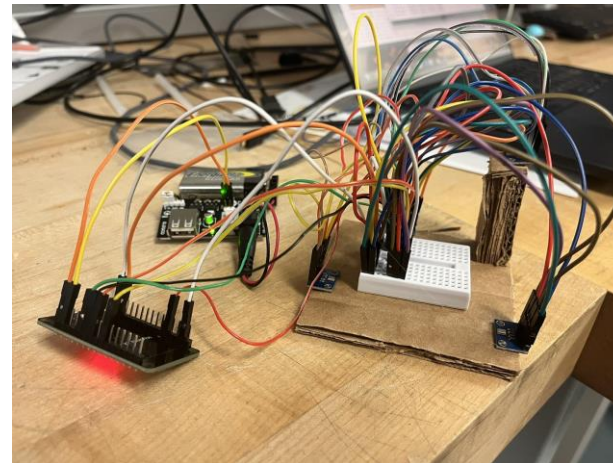
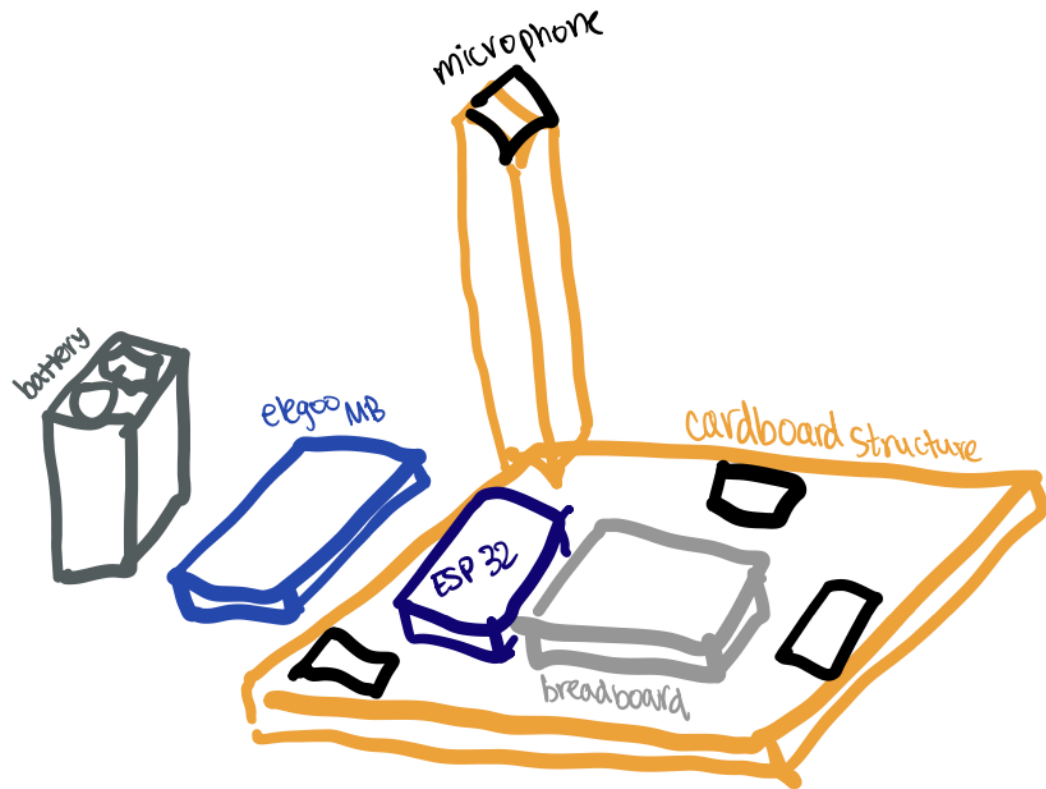
Non-linear least squares method

- Levenberg–Marquardt algorithm
- gradient descent
- Gauss-Newton method

Jacobian for algo speed

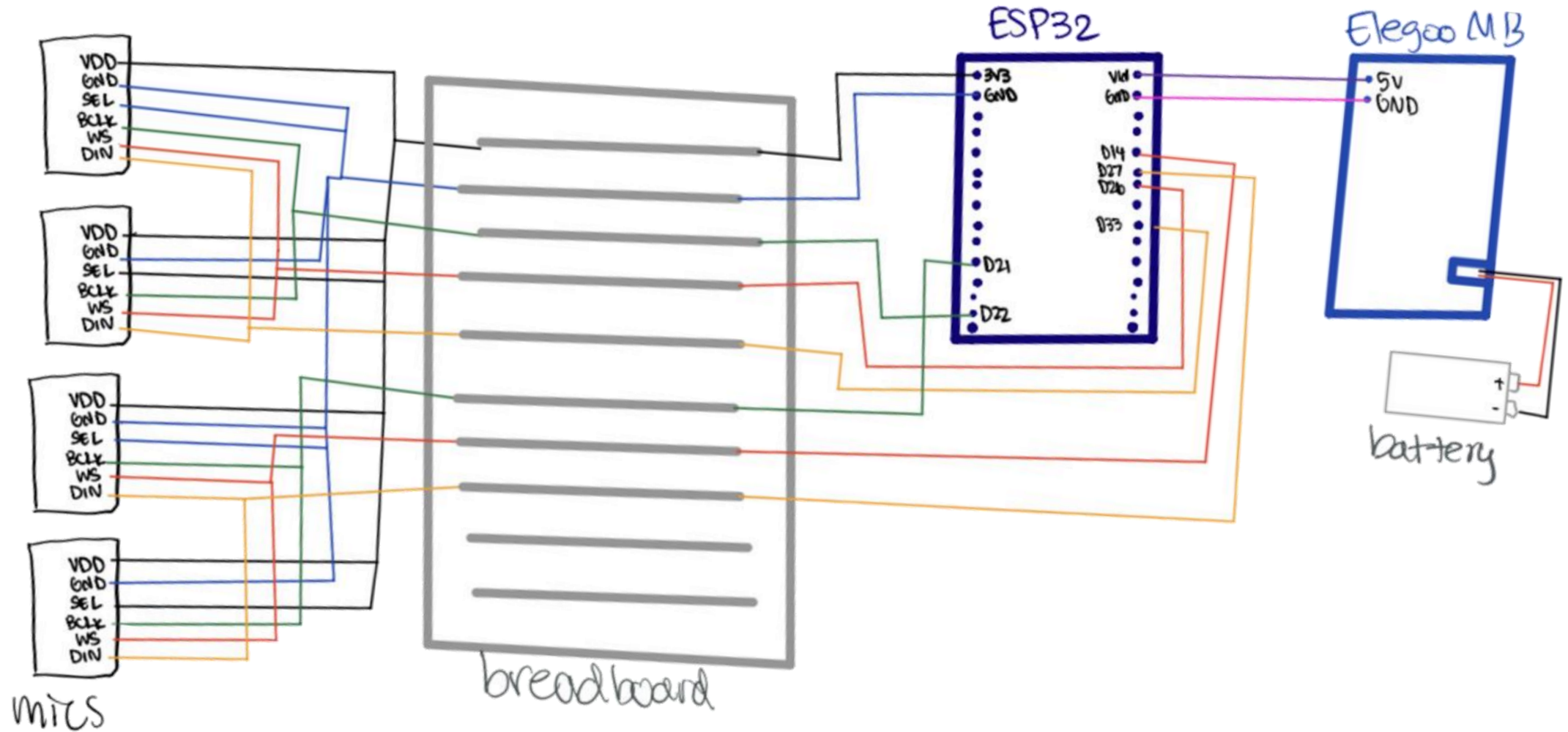
```
def residuals(p):  
    D = np.linalg.norm(p - rs, axis=1)  
    return w * np.array([(D[j] - D[i]) - c * taus[(i, j)]  
                        | for (i, j) in pairs])  
  
def jacobian(p):  
    D = np.linalg.norm(p - rs, axis=1)  
    J = np.zeros((len(pairs), 3))  
    for k, (i, j) in enumerate(pairs):  
        J[k] = w * ((p - rs[j]) / D[j] - (p - rs[i]) / D[i])  
    return J  
  
p0 = closed_form_tdoa(rs, taus, c)  
if np.any(np.isnan(p0)):  
    p0 = np.mean(rs, axis=0)  
  
res = least_squares(residuals, p0, jac=jacobian,  
                   method='lm',  
                   ftol=1e-12, xtol=1e-12, gtol=1e-12,  
                   max_nfev=20000)  
  
pos_est = res.x
```

Physical Set-up



Moving wires around

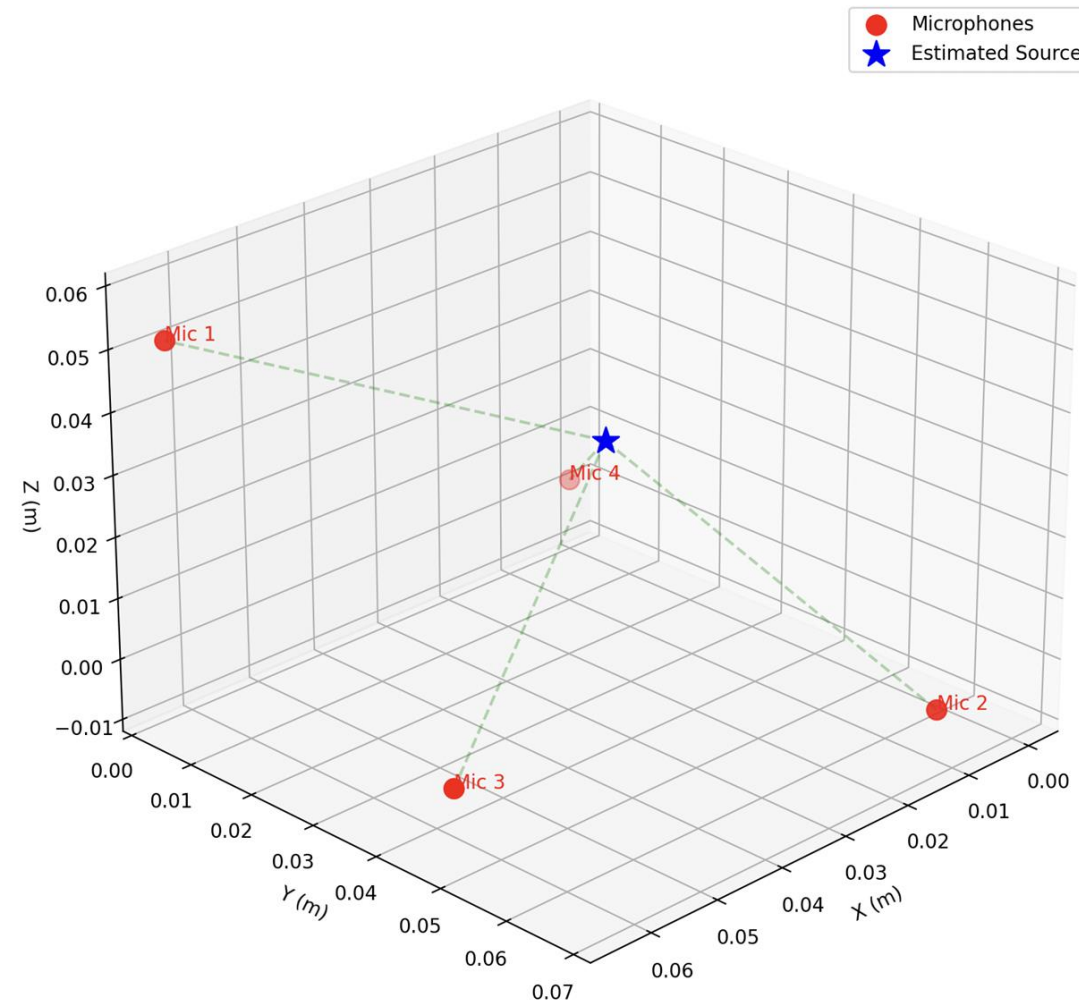
Wiring Diagram



[11:57:20.001267]	MIC4	-7.8	dBFS
[11:57:20.001402]	MIC3	-12.8	dBFS
[11:57:20.001484]	MIC1	-11.2	dBFS
[11:57:20.001587]	MIC2	-11.0	dBFS

3D Graph with Sound Source

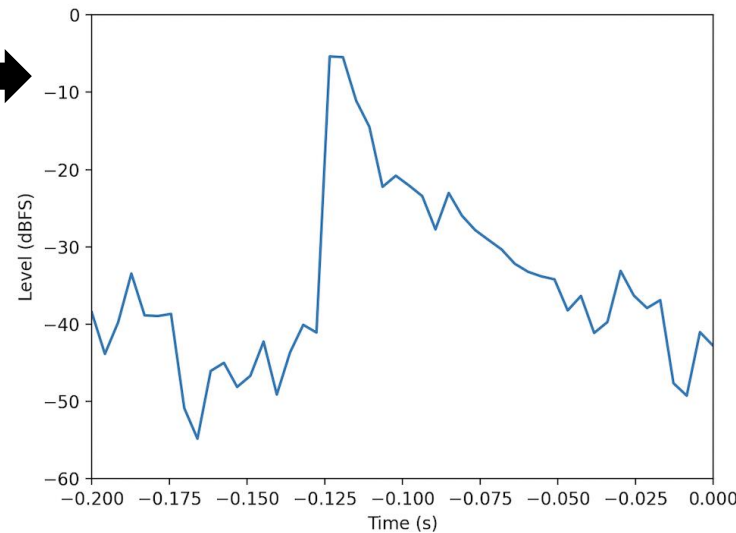
3D Sound Source Localization



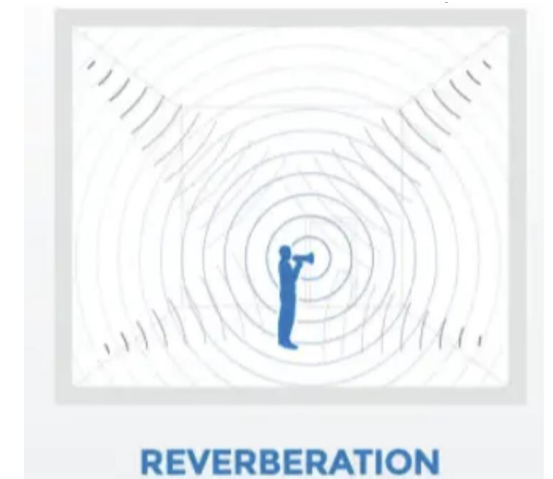


Demo!

- decreasing size further + precision measuring
- accounting for obstacles
- better signal processing - fourier transforms?
- better peak detection
- higher sampling rate
- **testing**
- noise filtering - AI?



(Actuate





Thank you!

Questions?