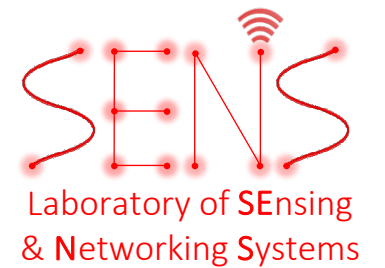
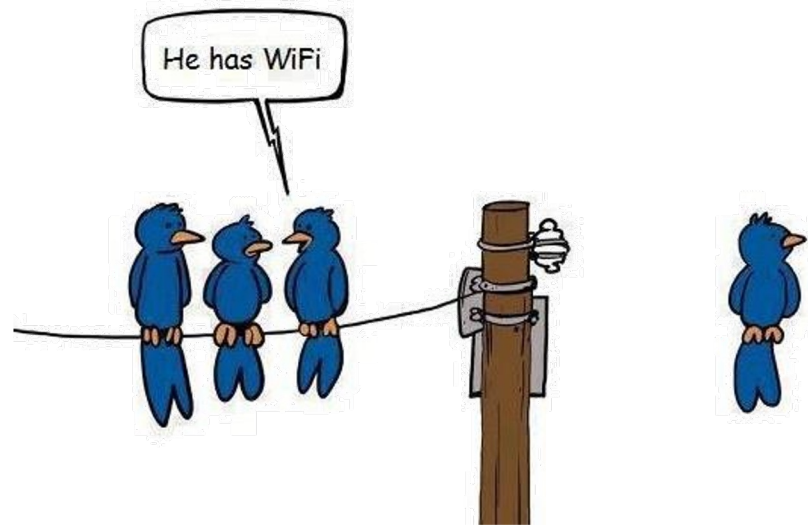
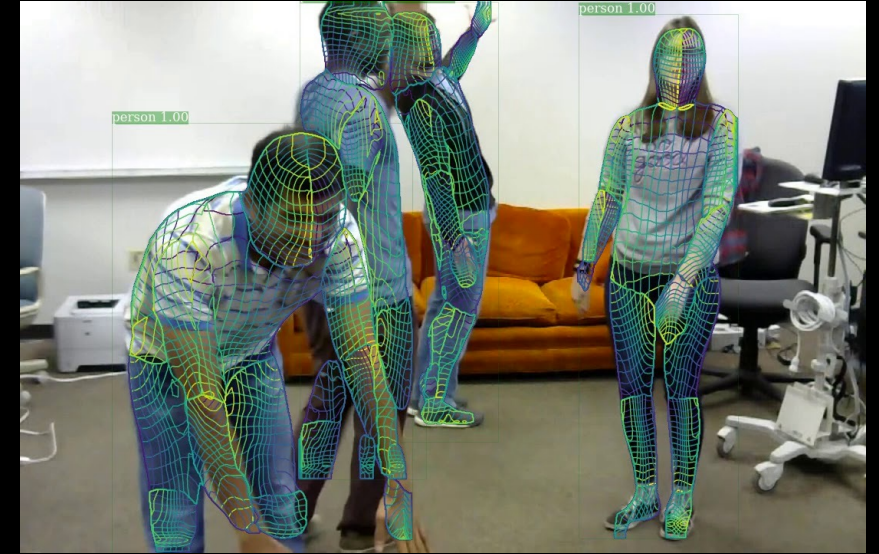
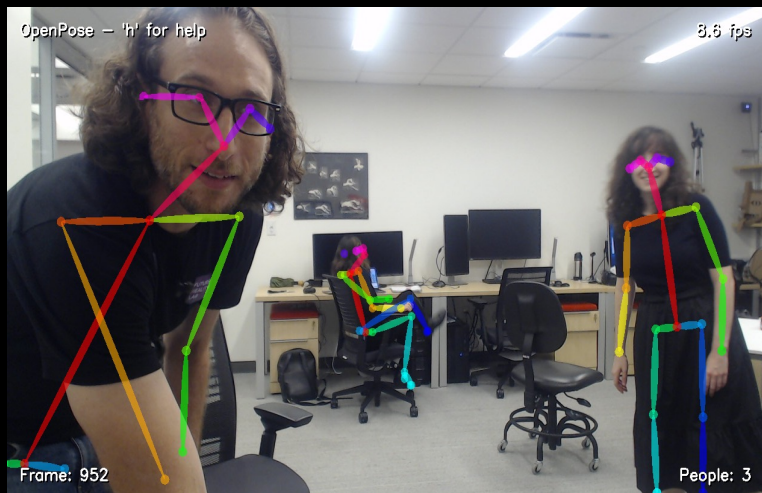


COM-405: Mobile Networks

Lecture 11.1: Wireless Imaging Haitham Hassanieh



Sensing Humans in the Environment



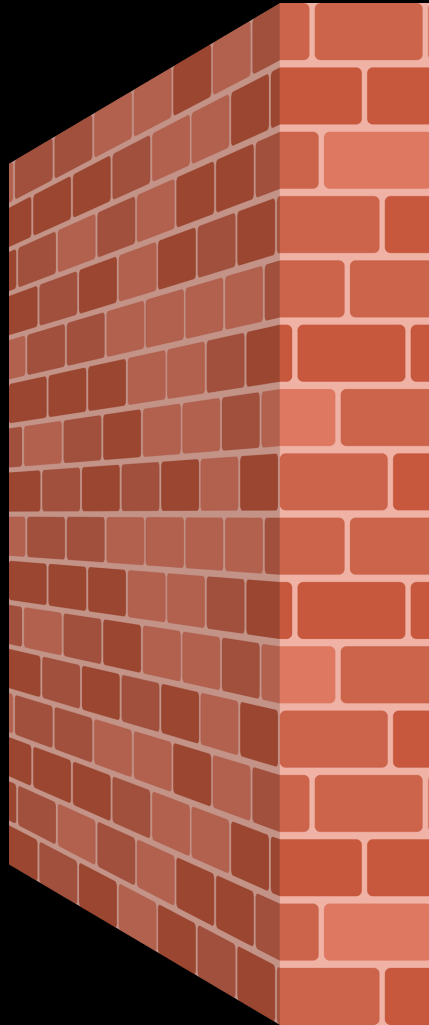
Occlusion is a fundamental challenge for vision



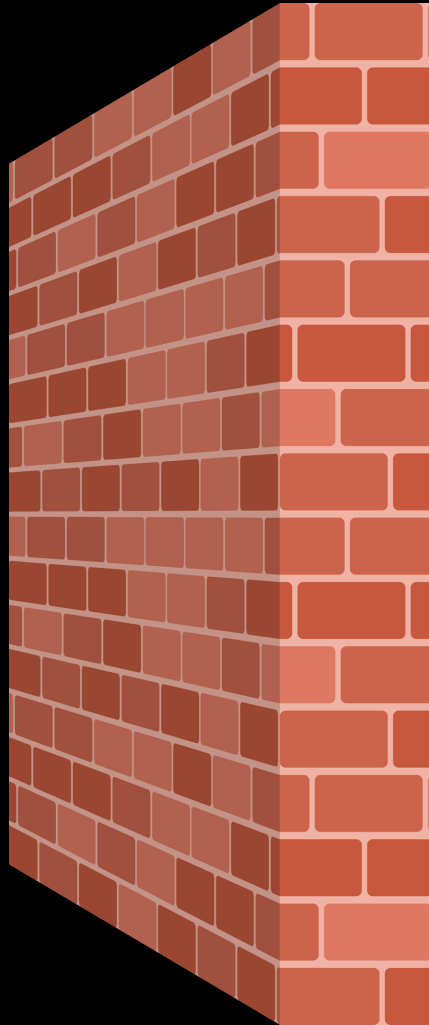
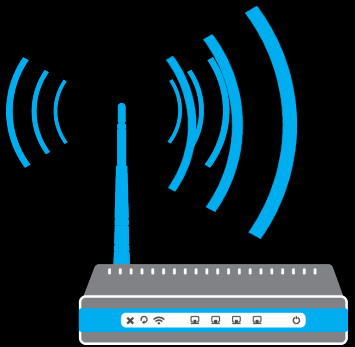
Vision also fails in bad lighting conditions



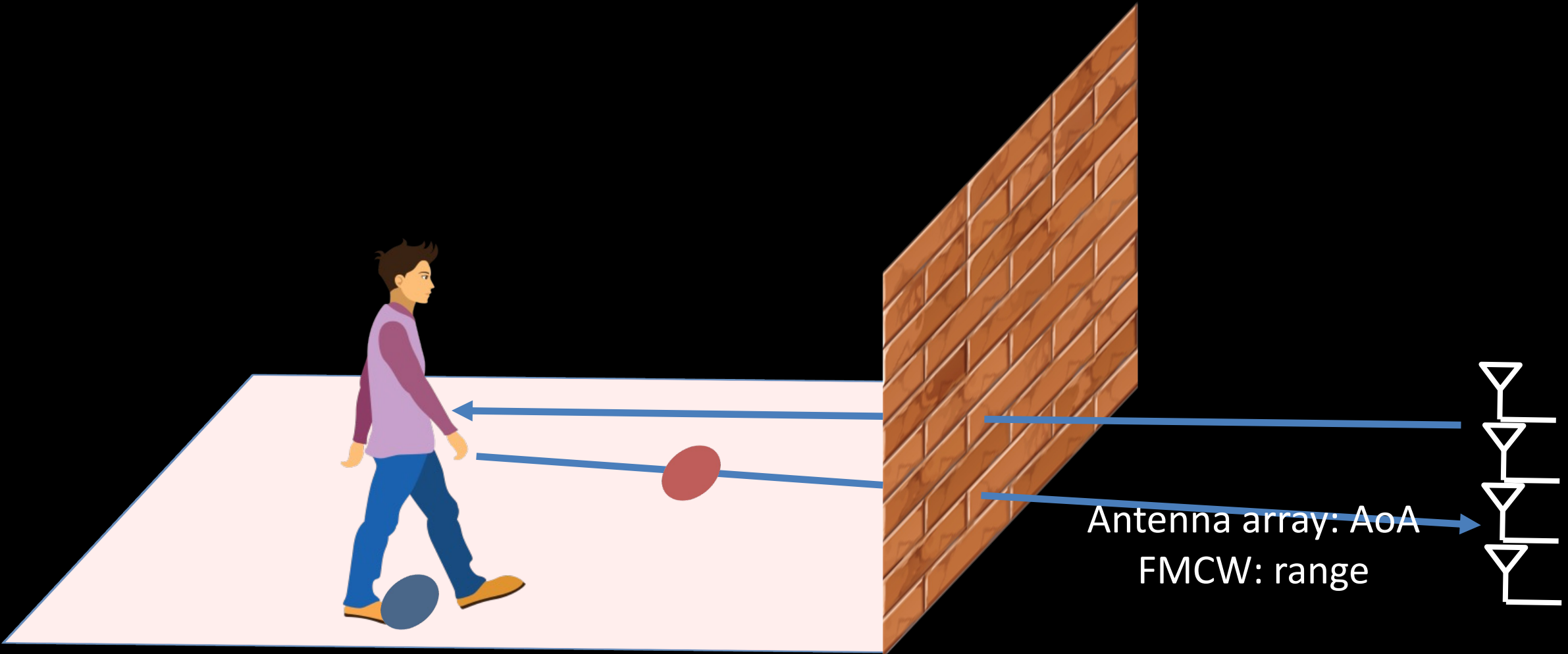
Want to see the human through walls & in the dark



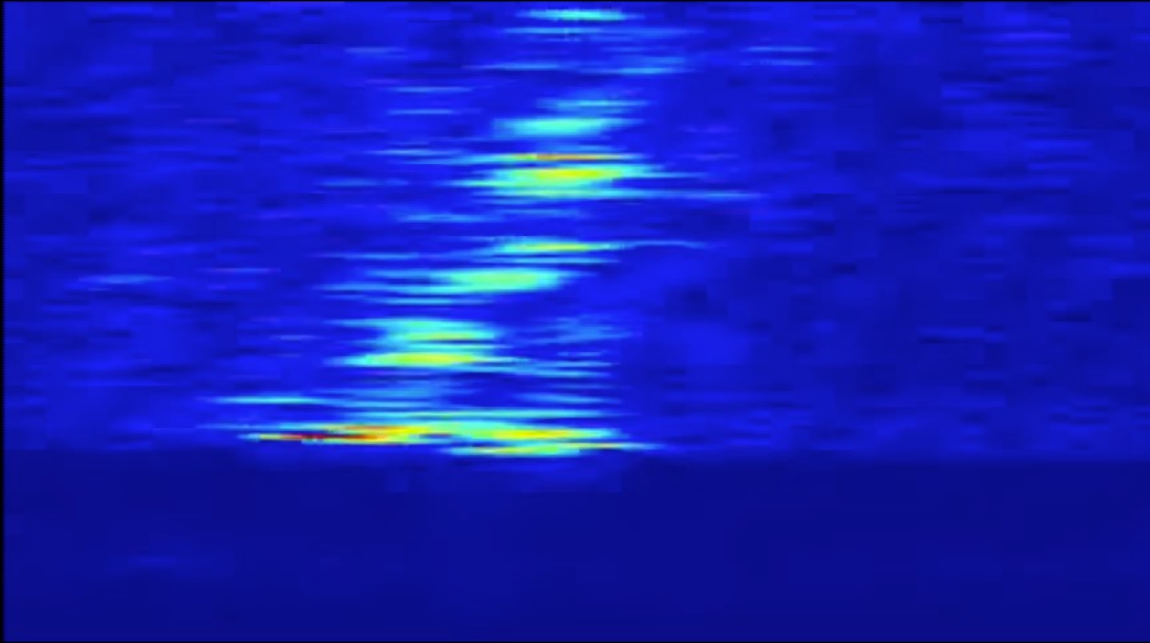
Want to see the human through walls & in the dark



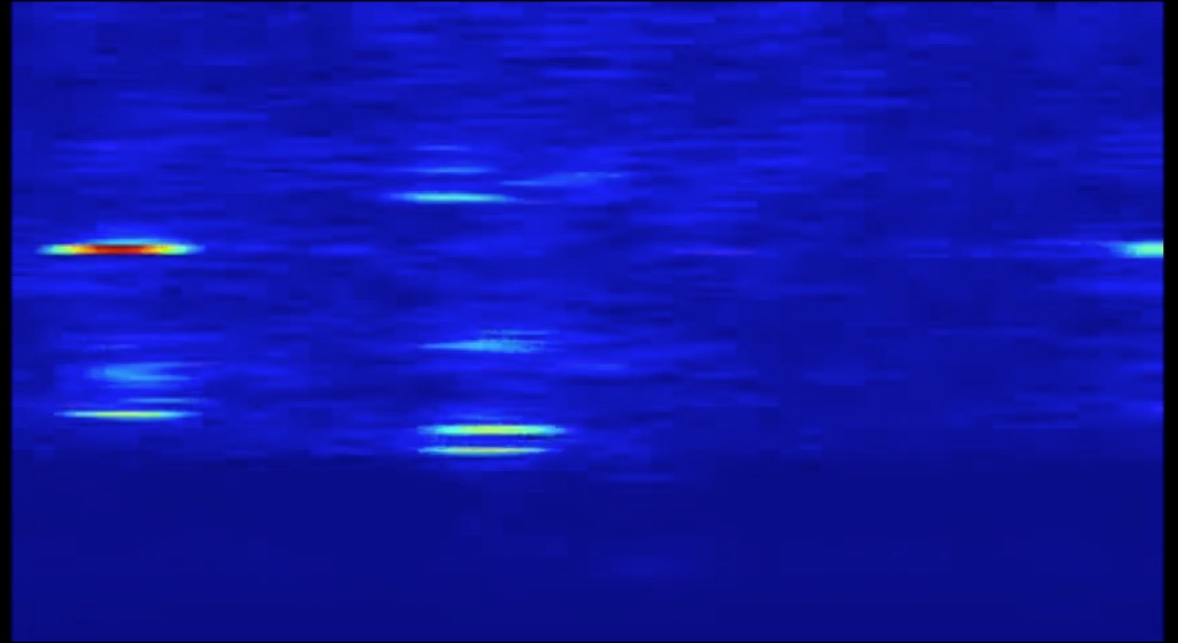
RF-based Approach



How to train a model to estimate pose from RF?

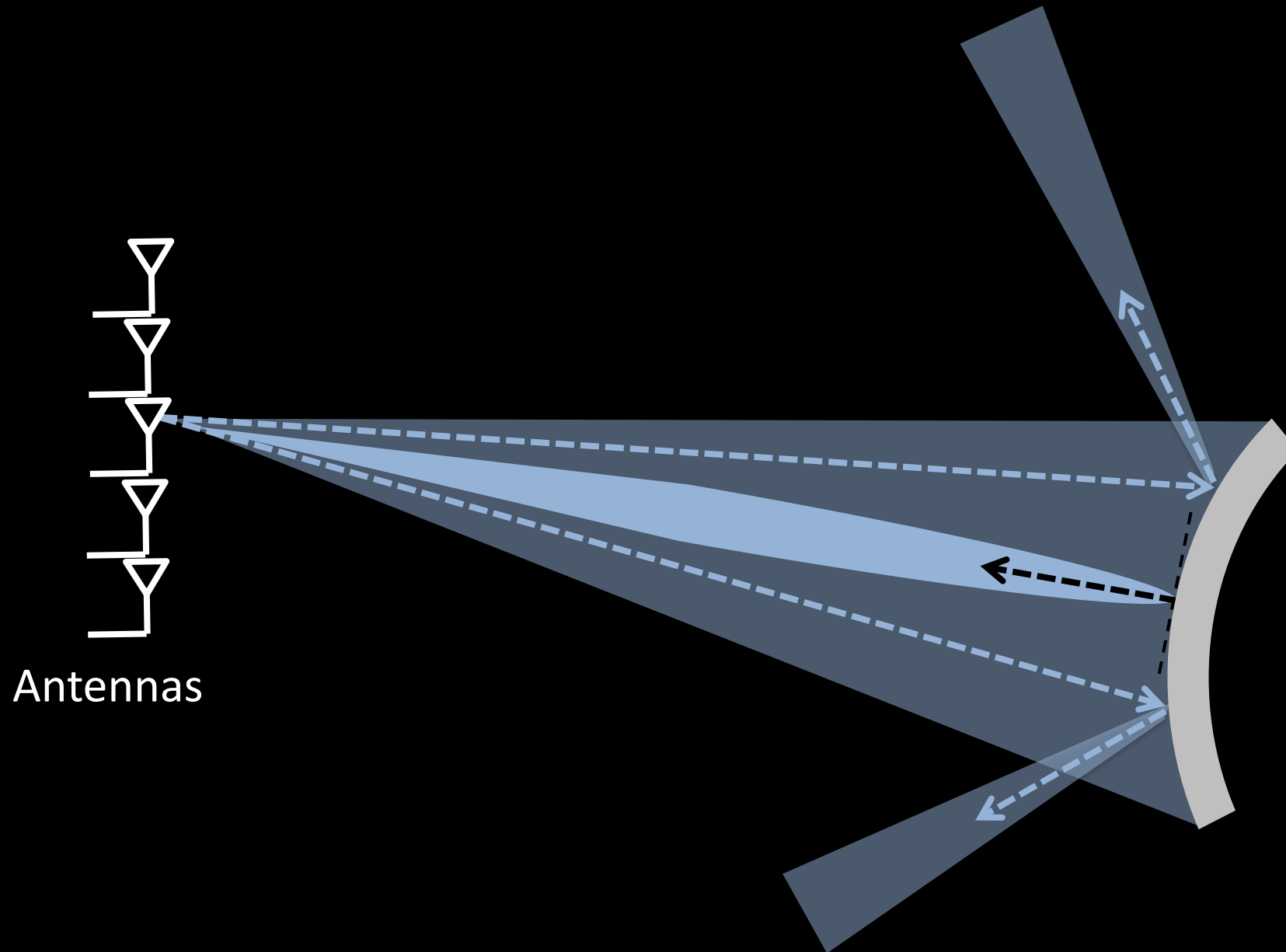


Vertical RF heatmaps

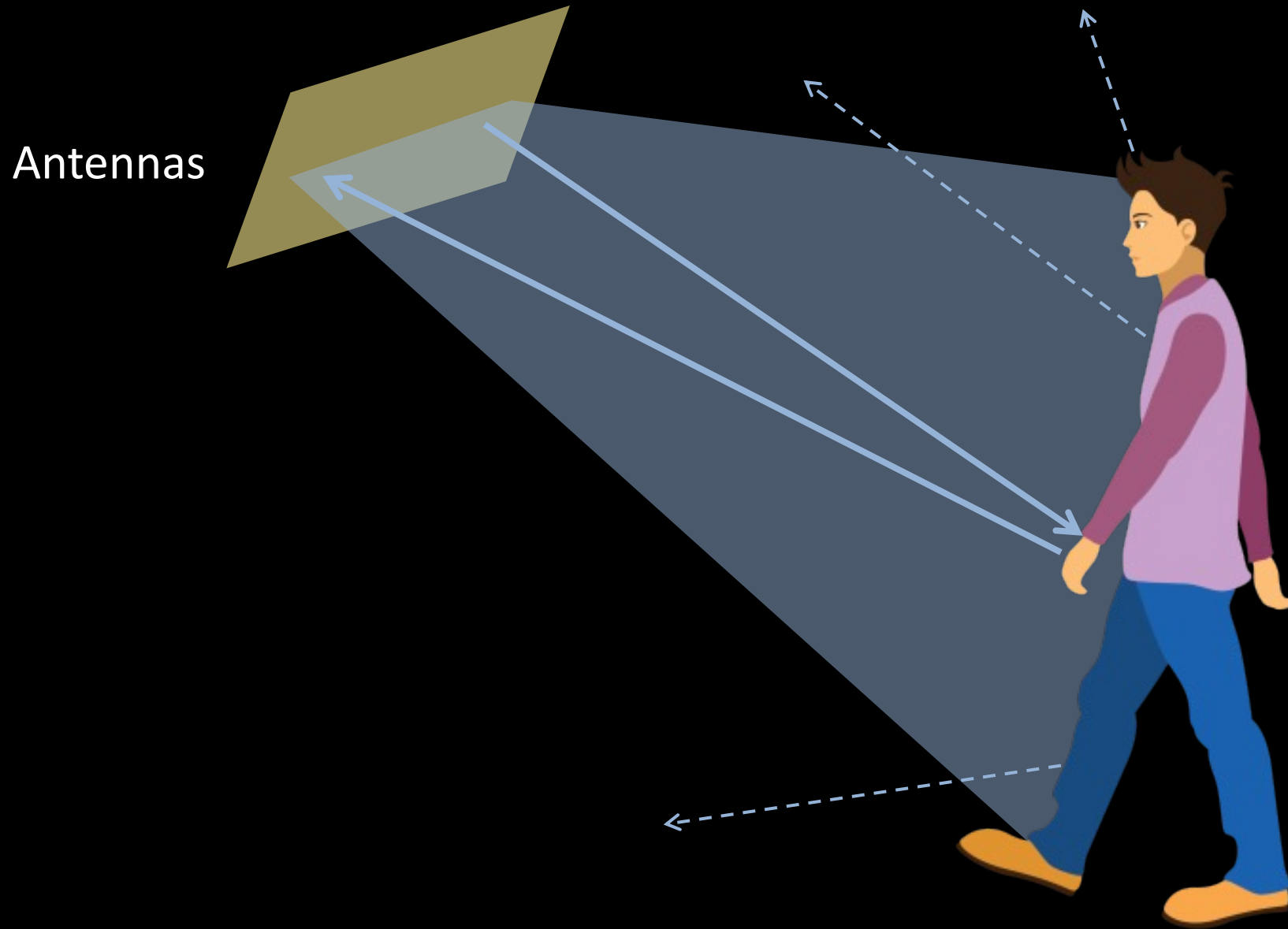


Horizontal RF heatmaps

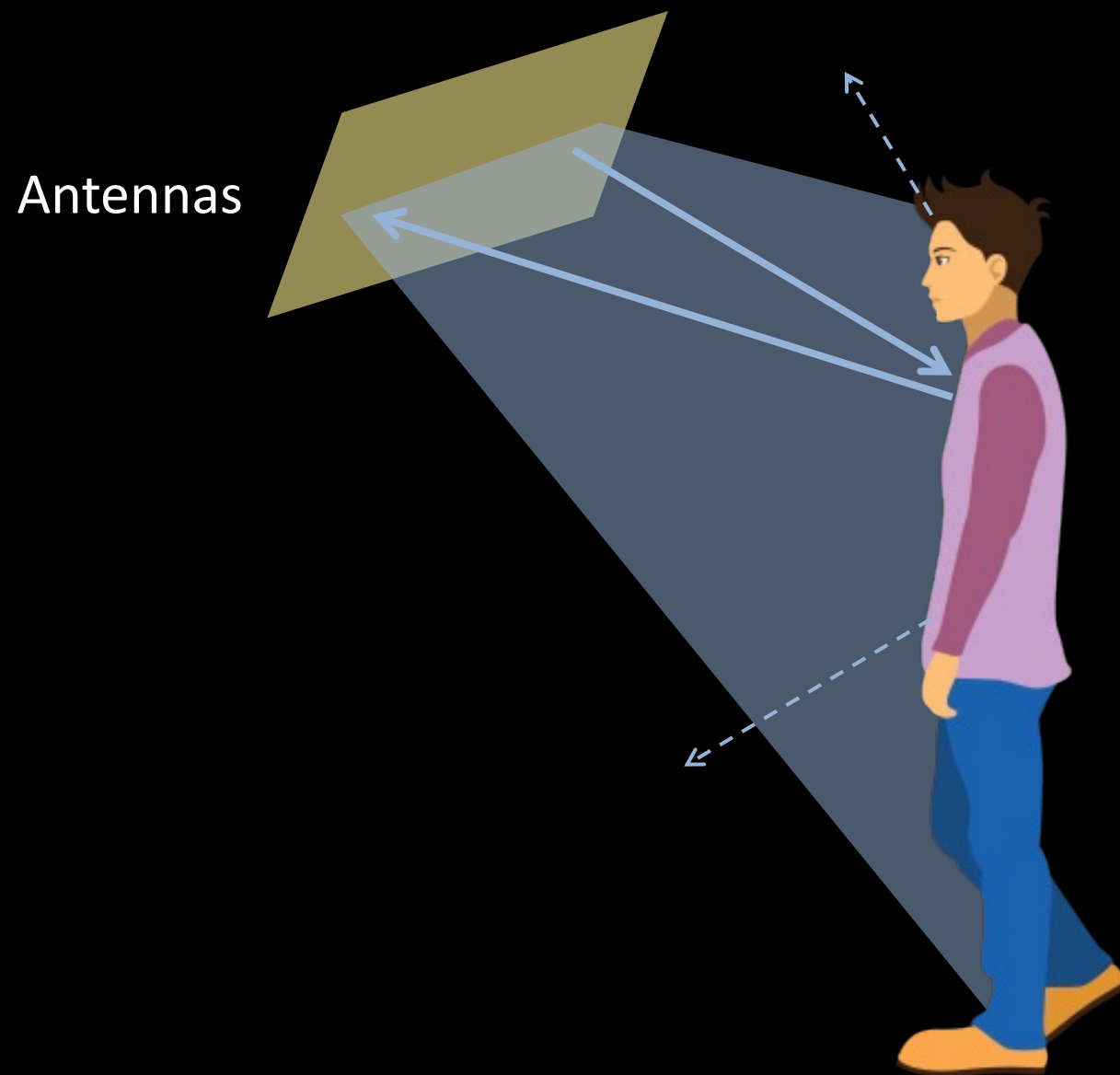
Challenge: Specularity of Human Body



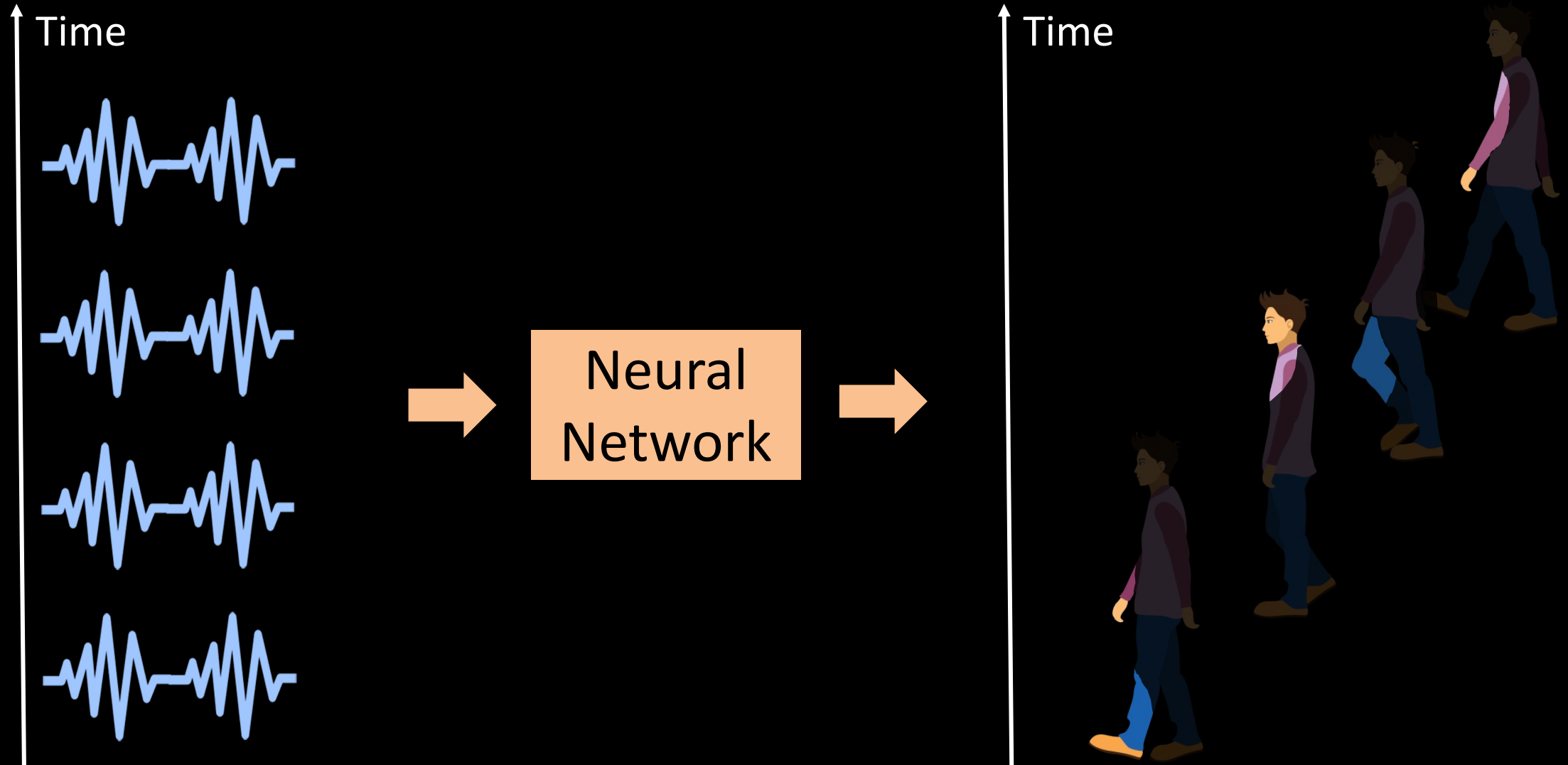
A Snapshot Doesn't Have Skeleton



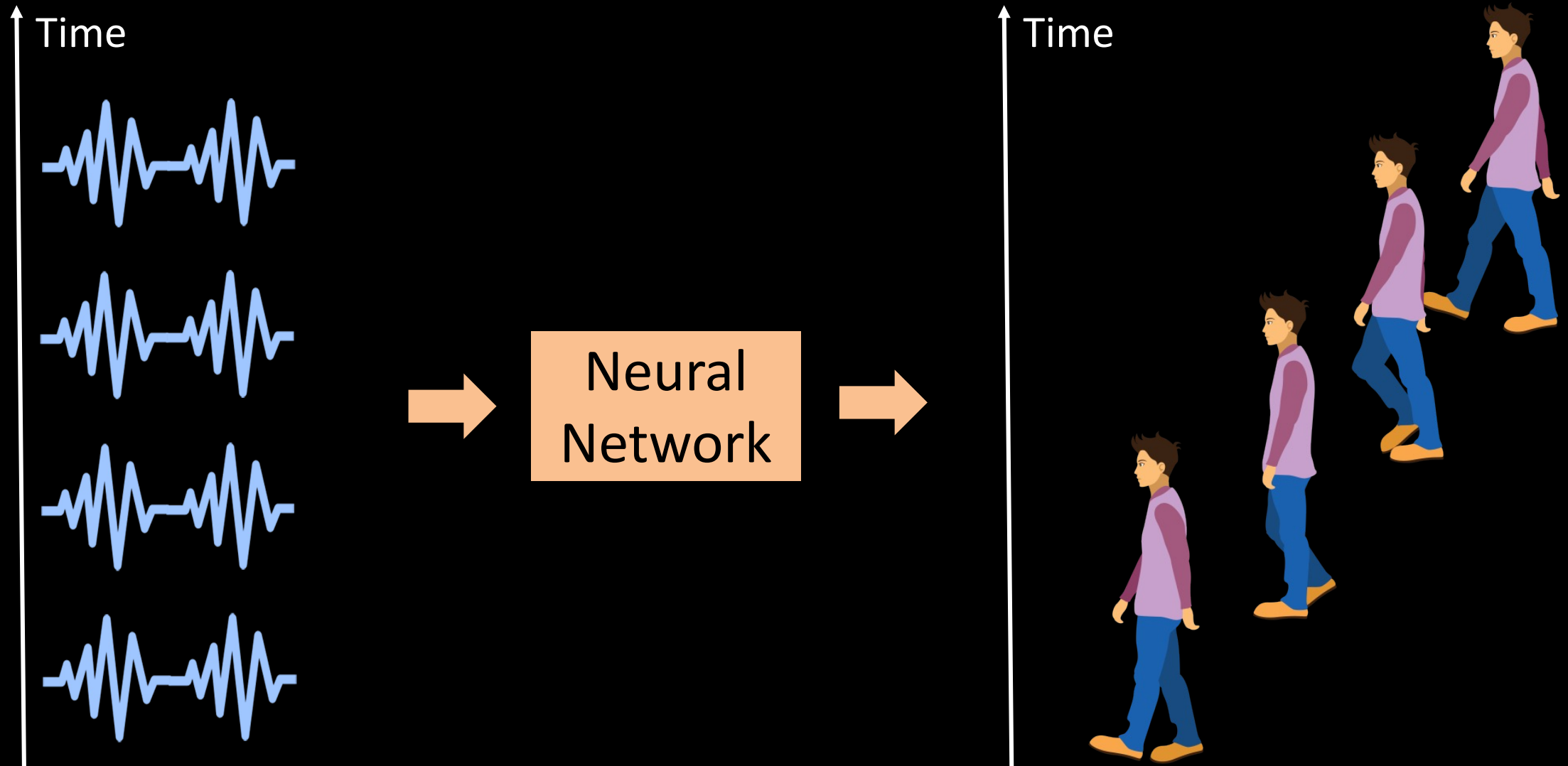
Solution: Use Human Motion Across Time



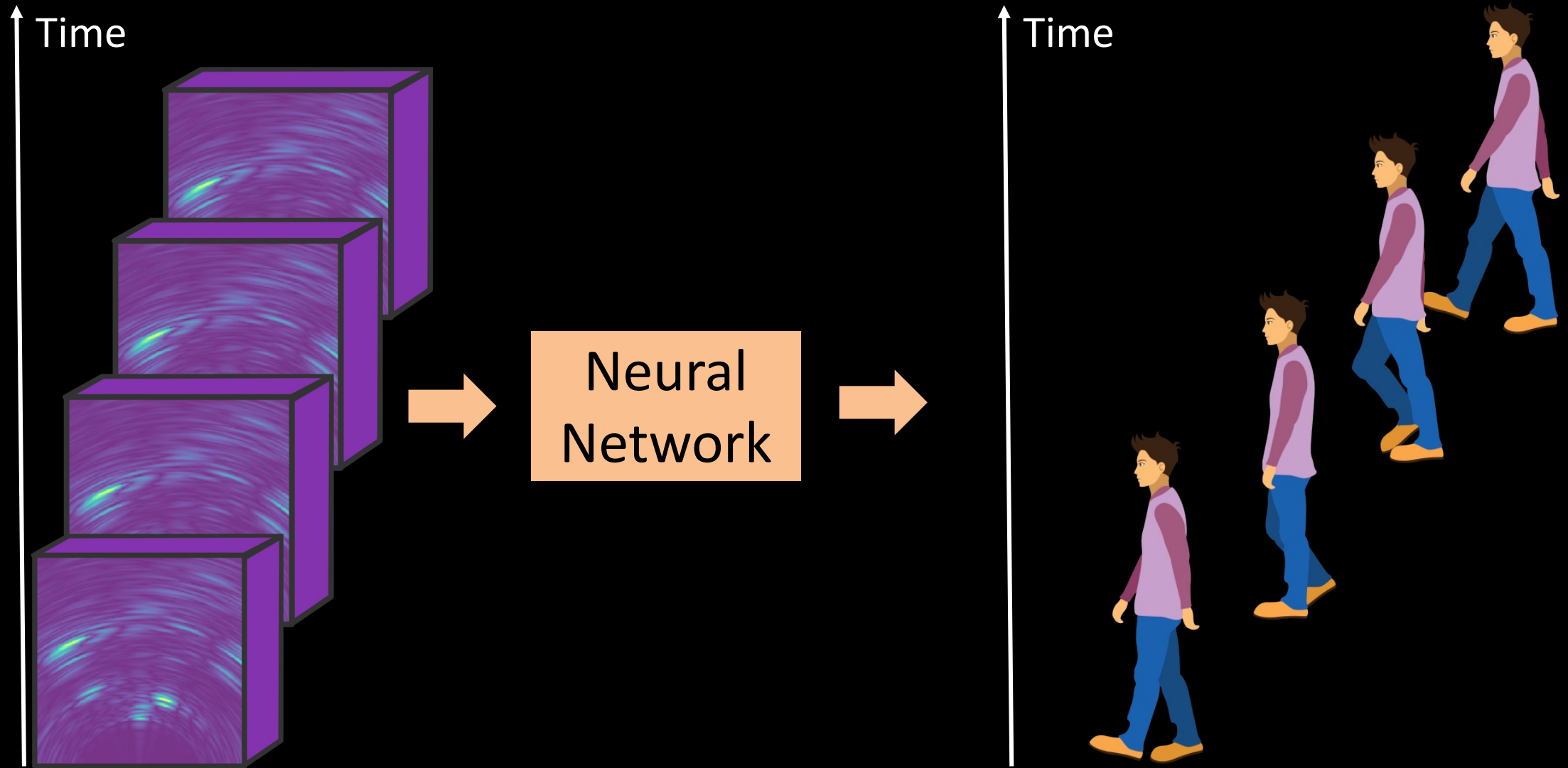
Solution: Use a series of RF snapshots



Solution: Extracts limbs and fills in missing parts



Challenge: 4D signals are too large for NN!



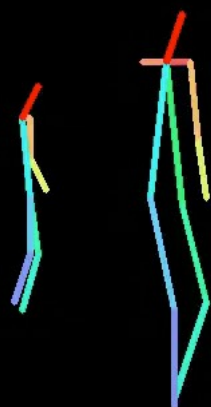
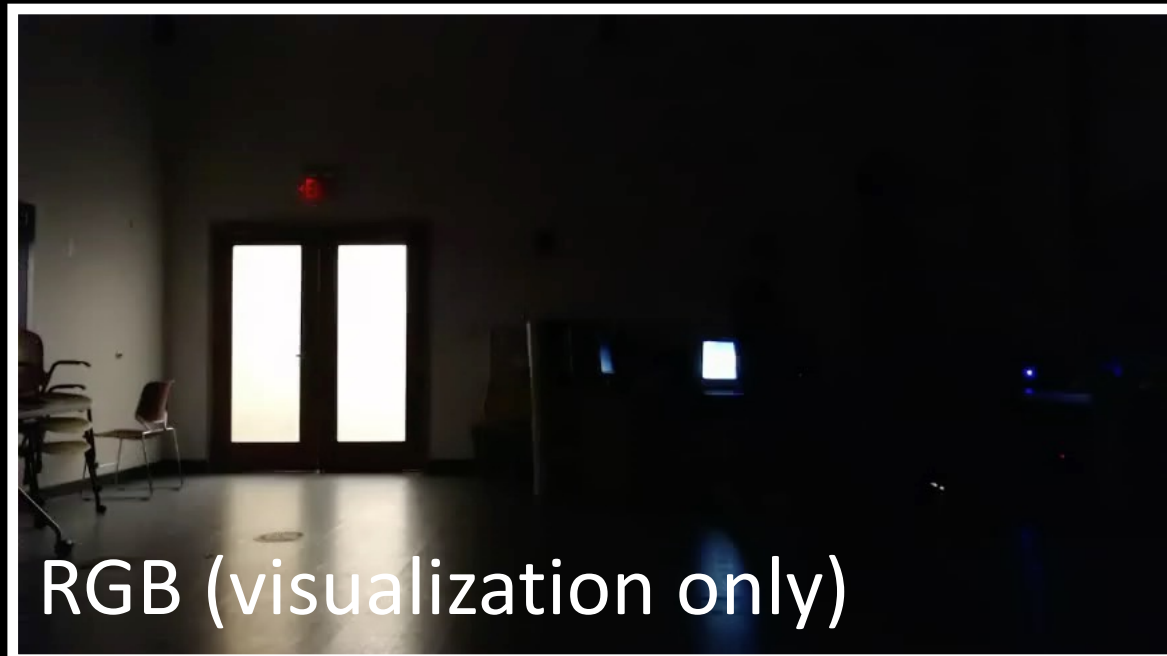
Through-wall poses using **only** RF



Skeletons

Confidence Maps

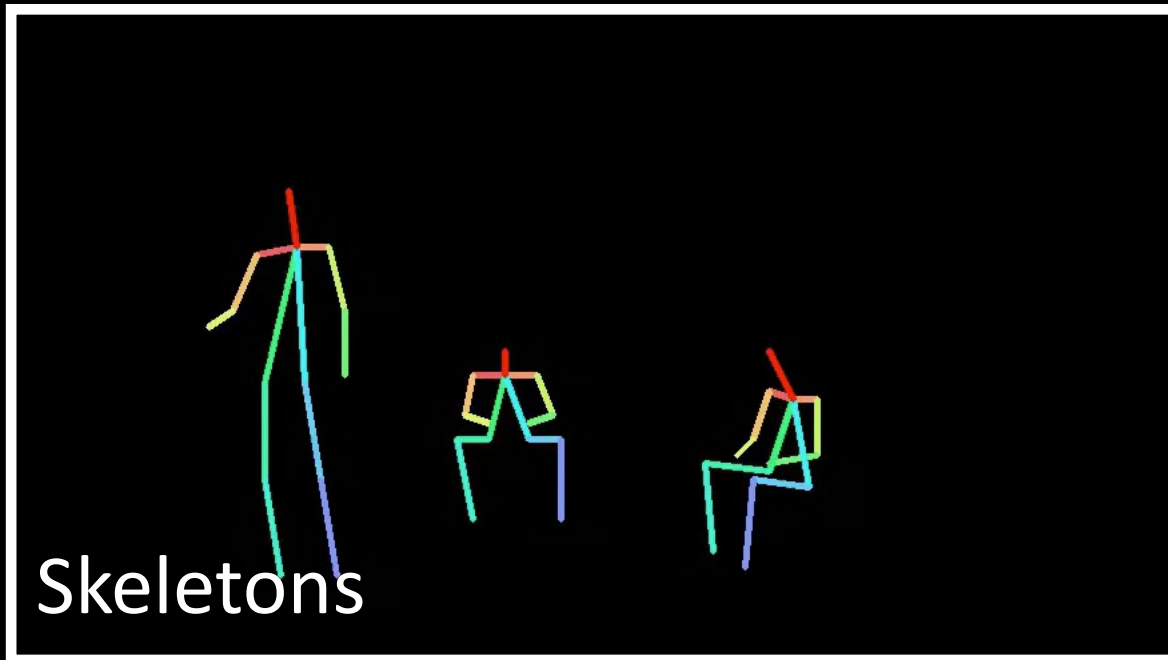
Works in bad lighting

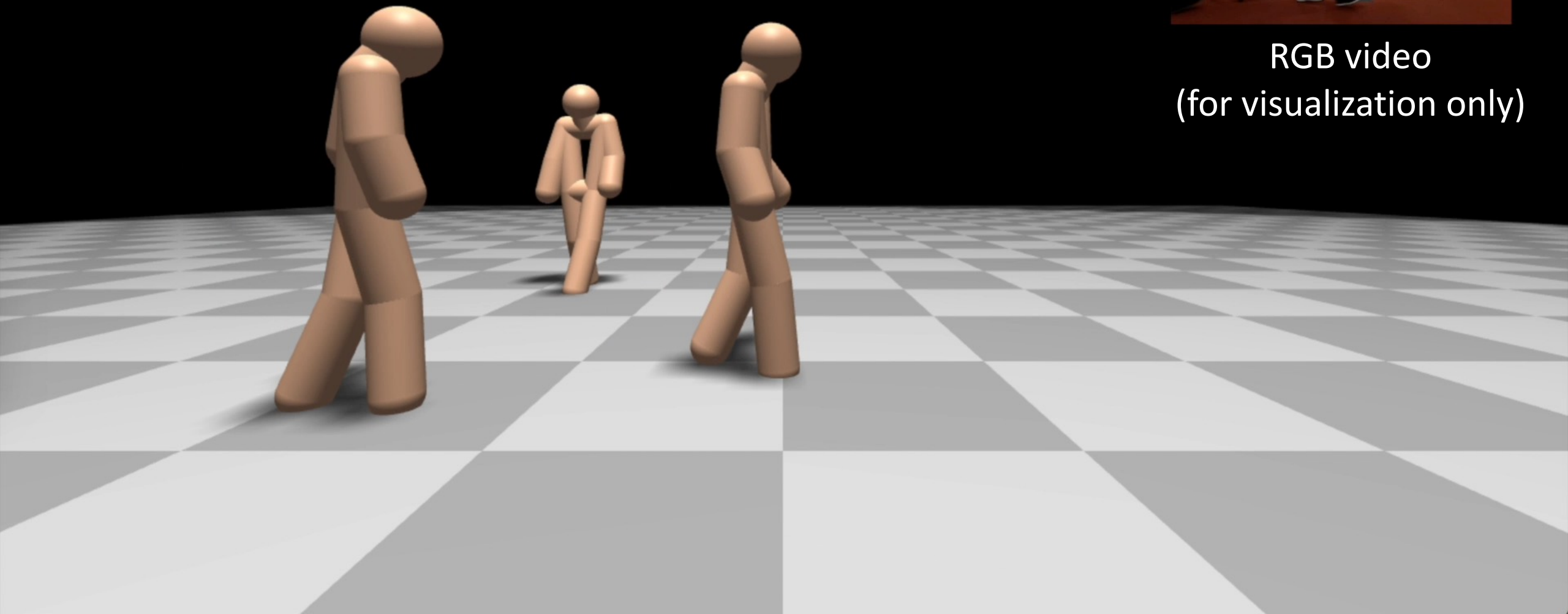


Skeletons

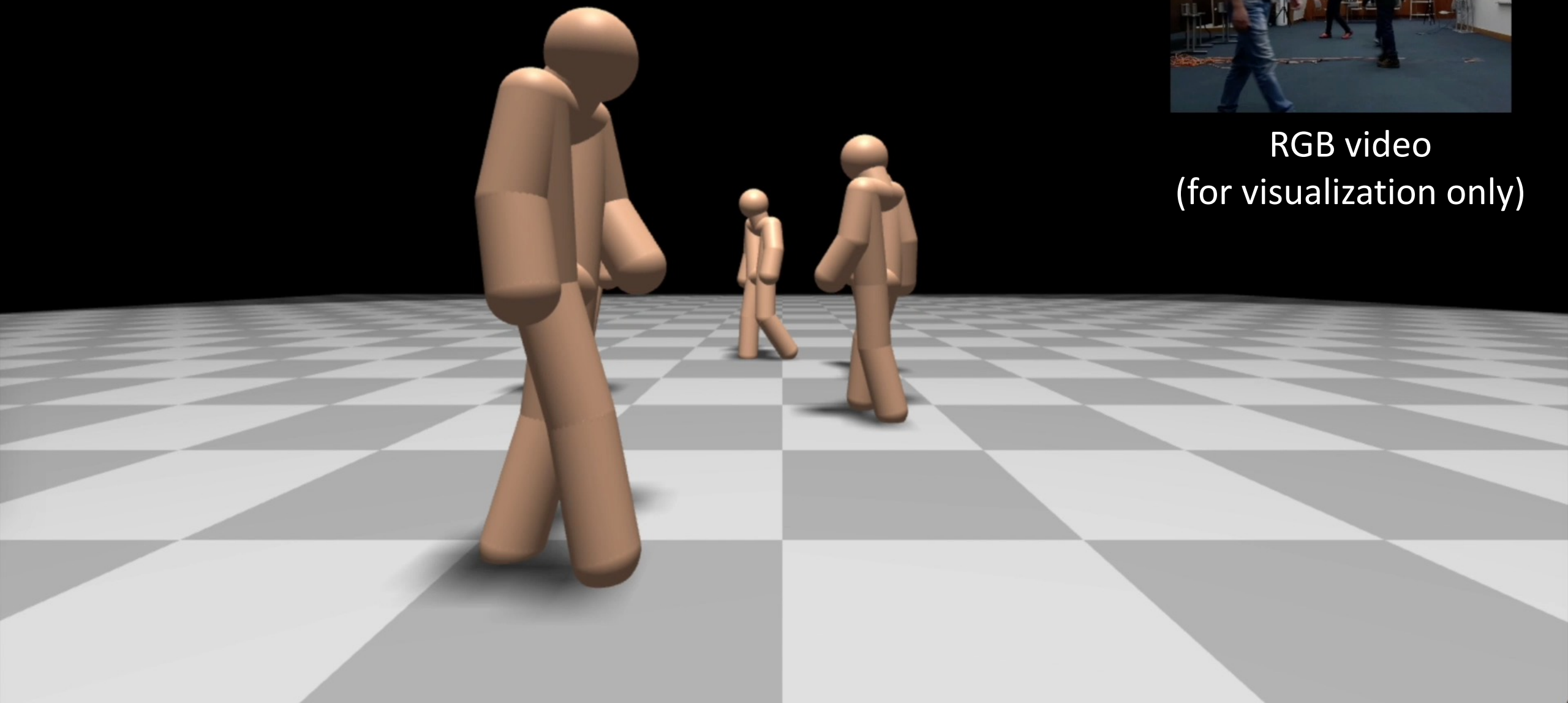


Works with different
environment and daily
activities

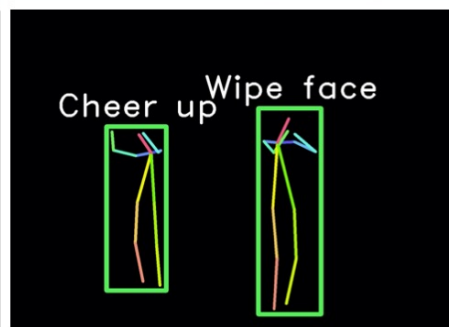
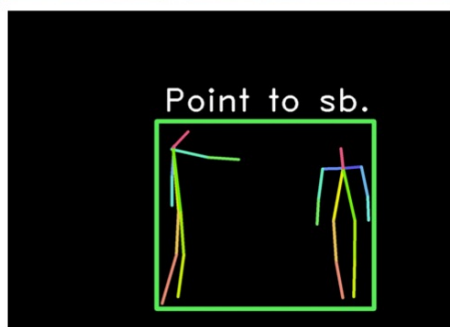
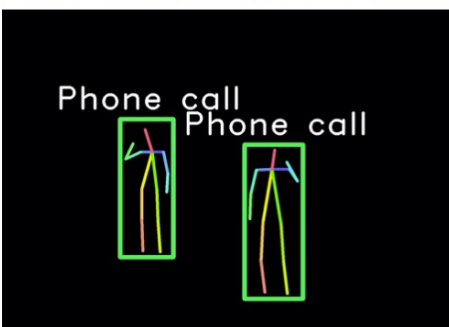
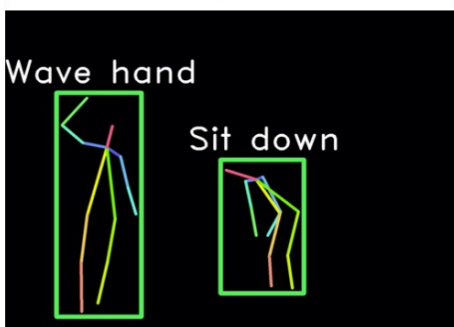
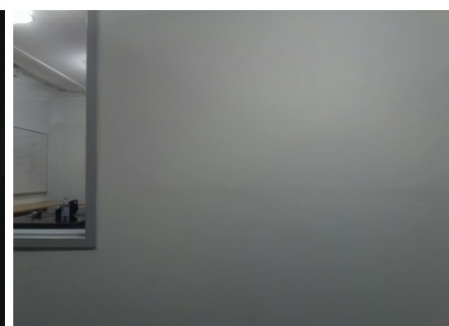
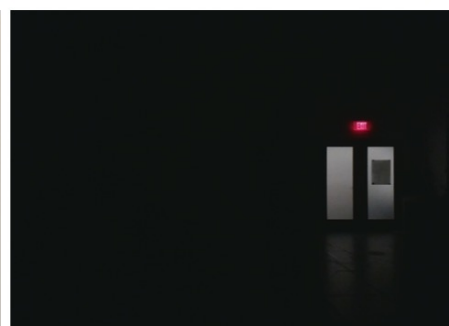
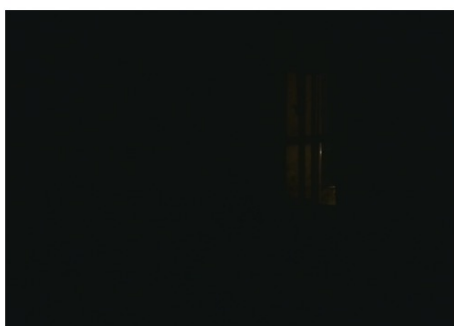
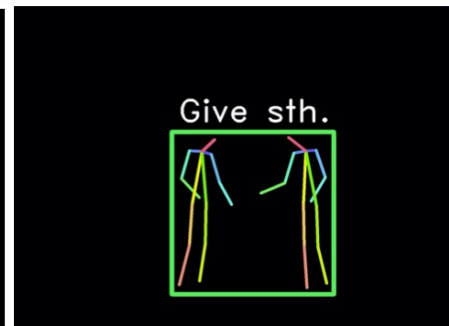
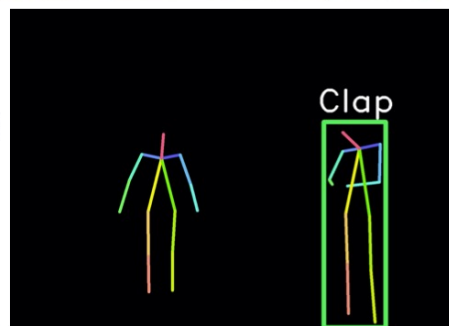
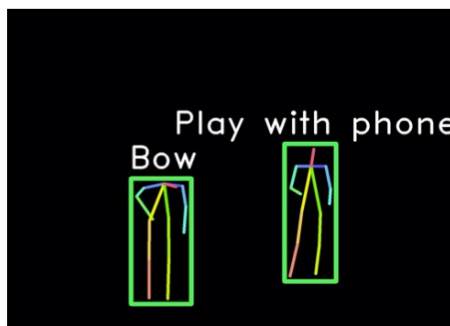
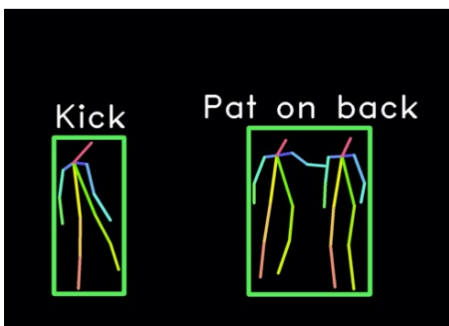
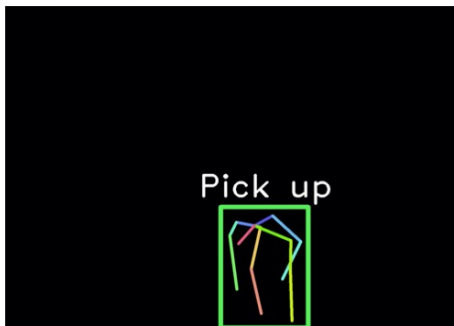
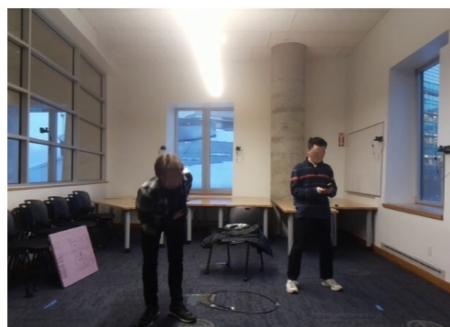




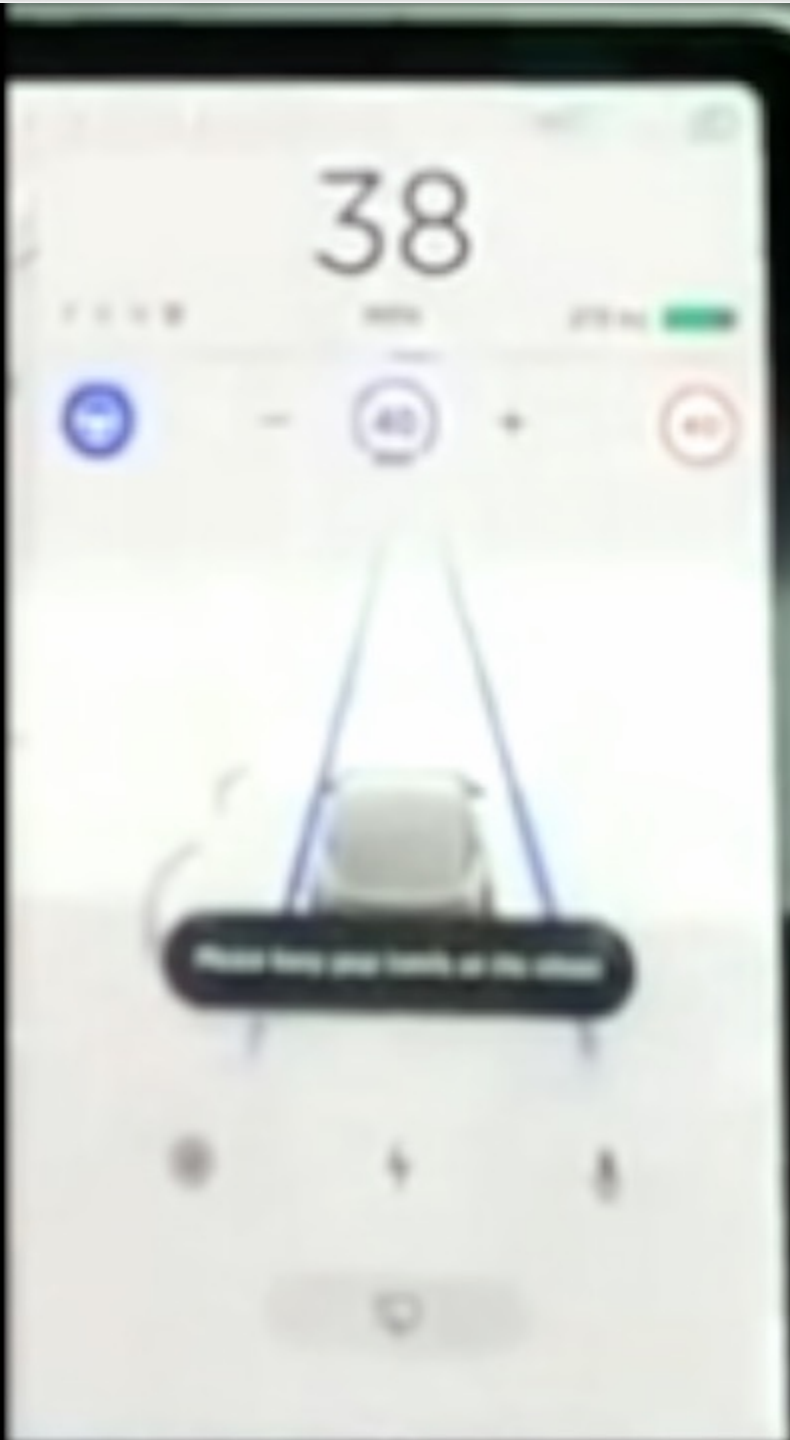
RGB video
(for visualization only)



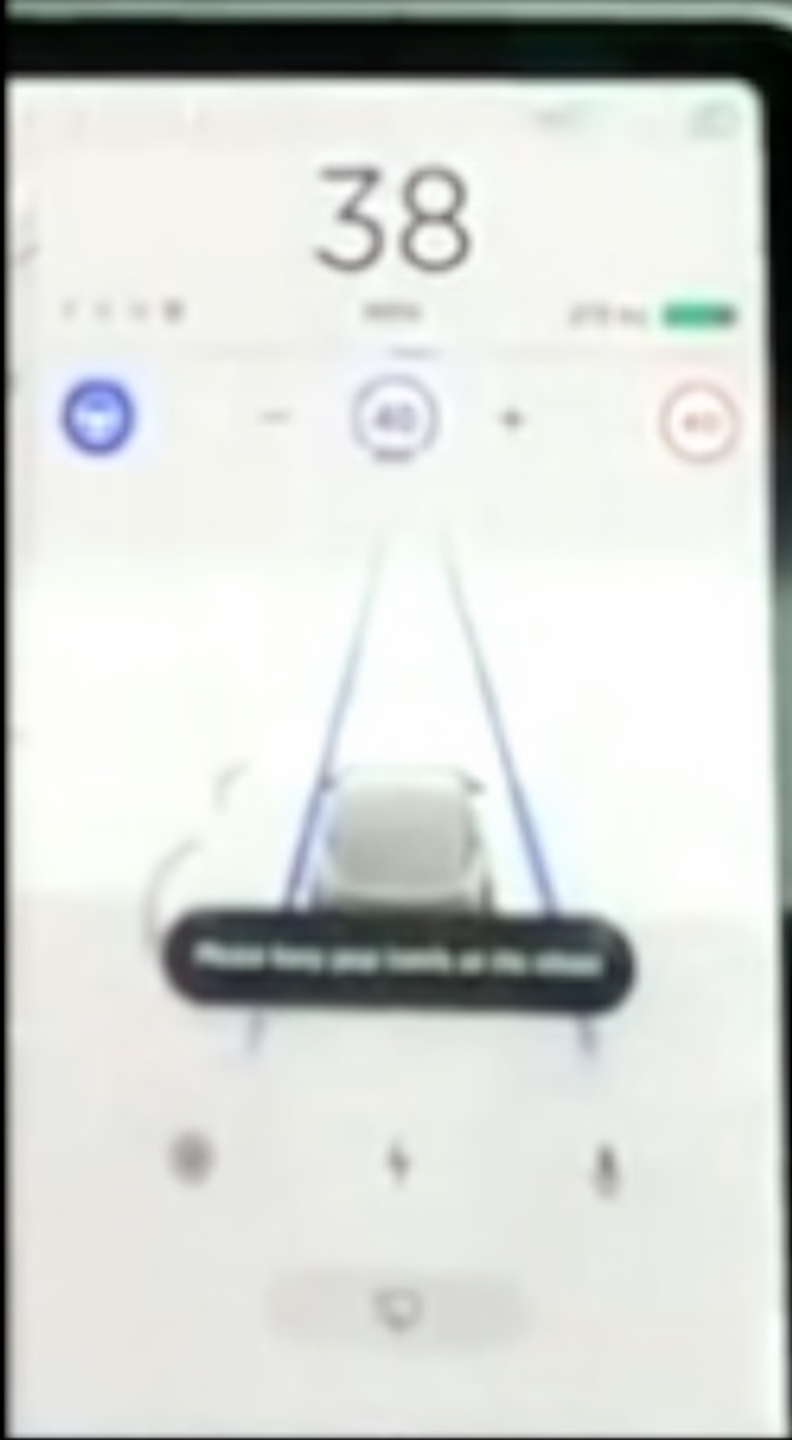
RGB video
(for visualization only)



Tesla in Fog



Tesla in Fog



Tesla in Fog



Millimeter Wave Radar

Radar can function in adverse conditions

Fog



Blizzard



Sandstorm



Millimeter Wave Radar

Radar can function in adverse conditions



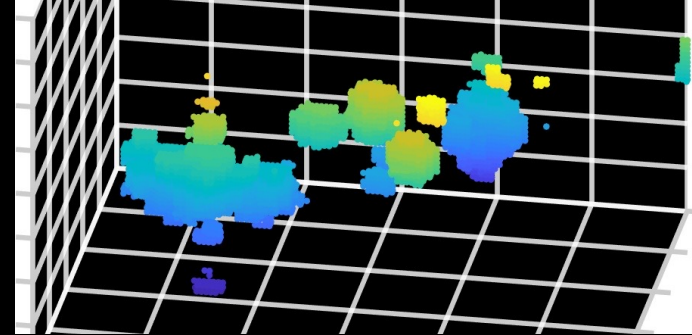
Can we use millimeter wave radars in scenarios where LiDARs and cameras fail?

Challenges in Radar Perception

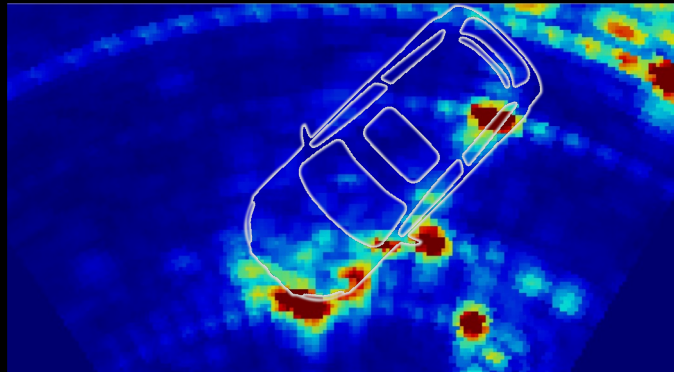
Camera Image



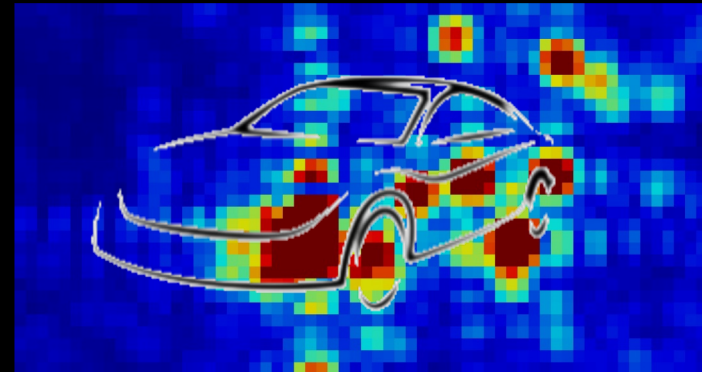
Point Cloud



Top-View



Front-View



Huge Performance Gap Between Radar and Vision!

Challenges in Radar Perception

1. Low Angular Resolution

- Blobs of reflected power
- No sharp boundaries/shapes

2. Specularity

- Missing major parts of cars

3. Multipath

- Spurious Reflections

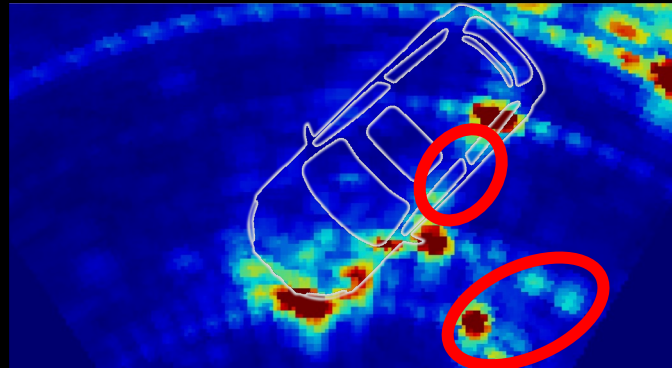
Camera Image



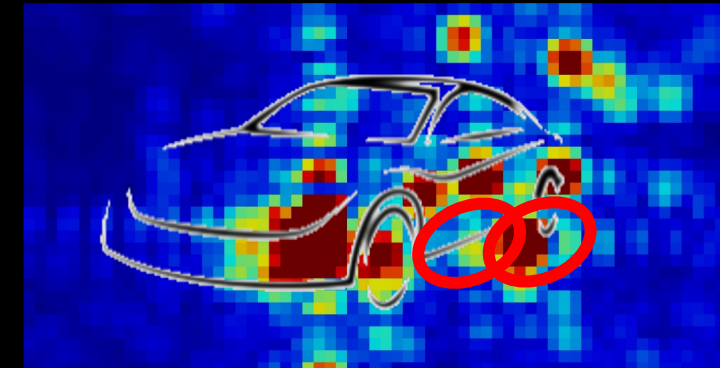
Point Cloud



Top-View



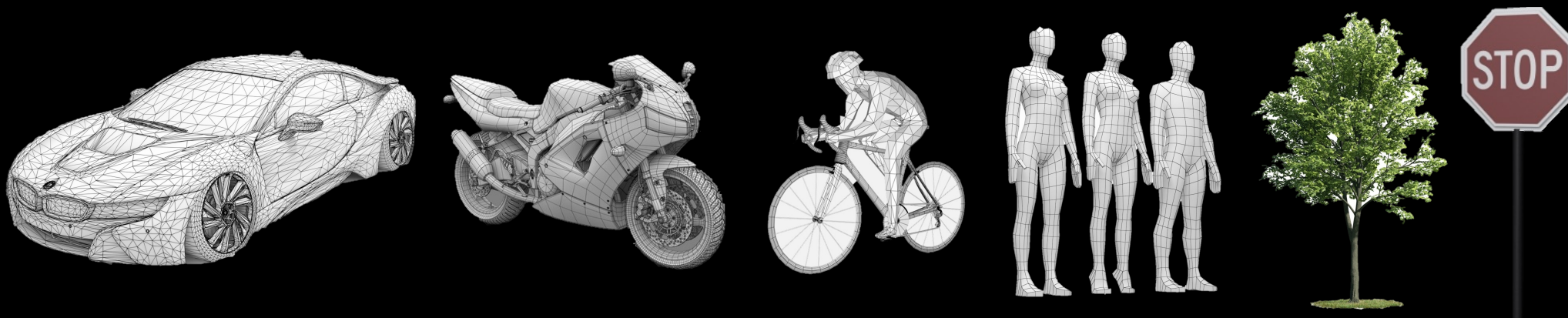
Front-View



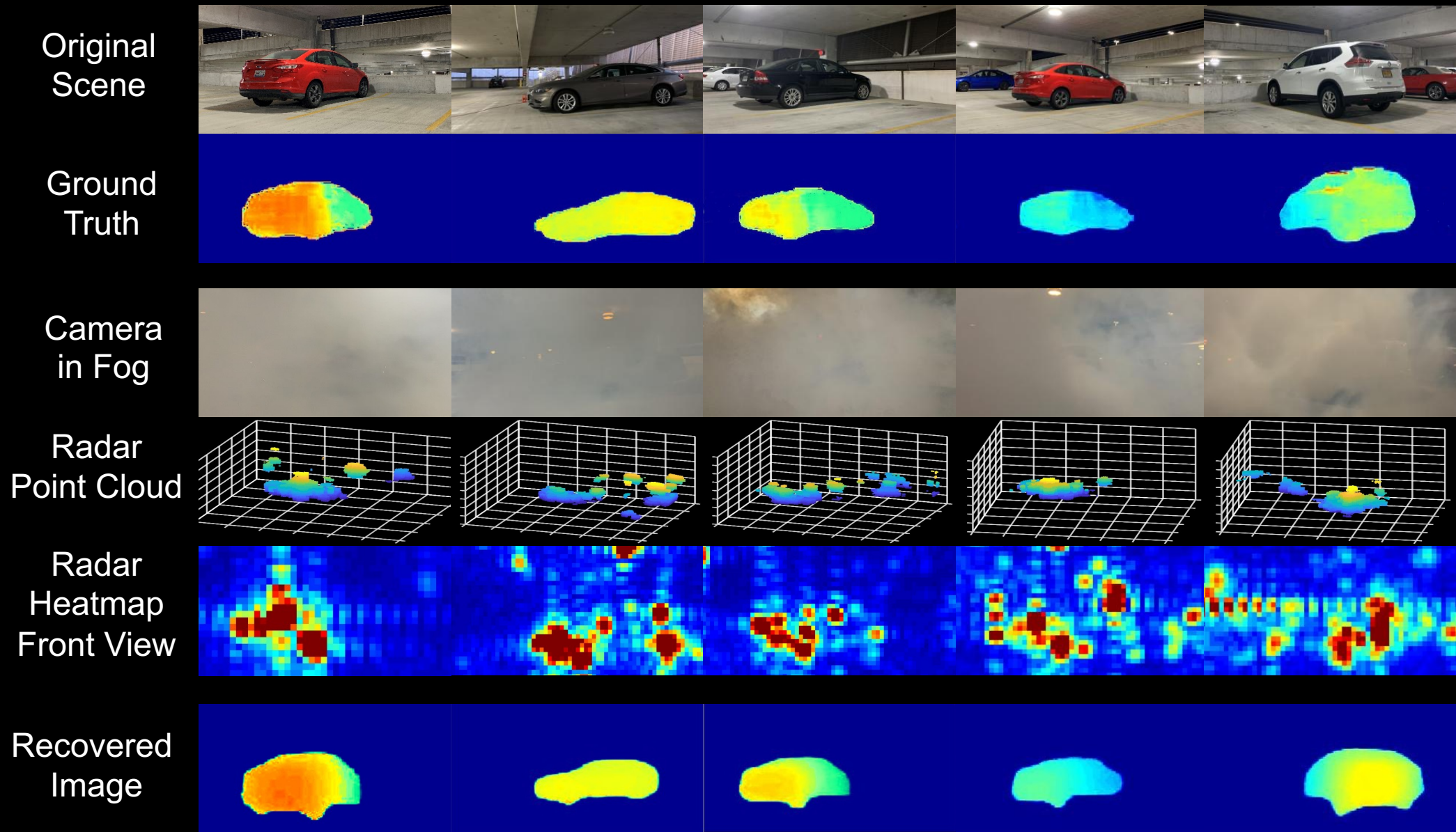
Cast mmWave Radar Perception as a Learning Problem

Our Solution

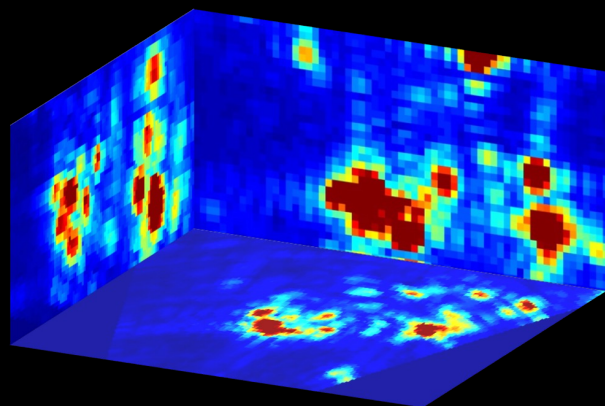
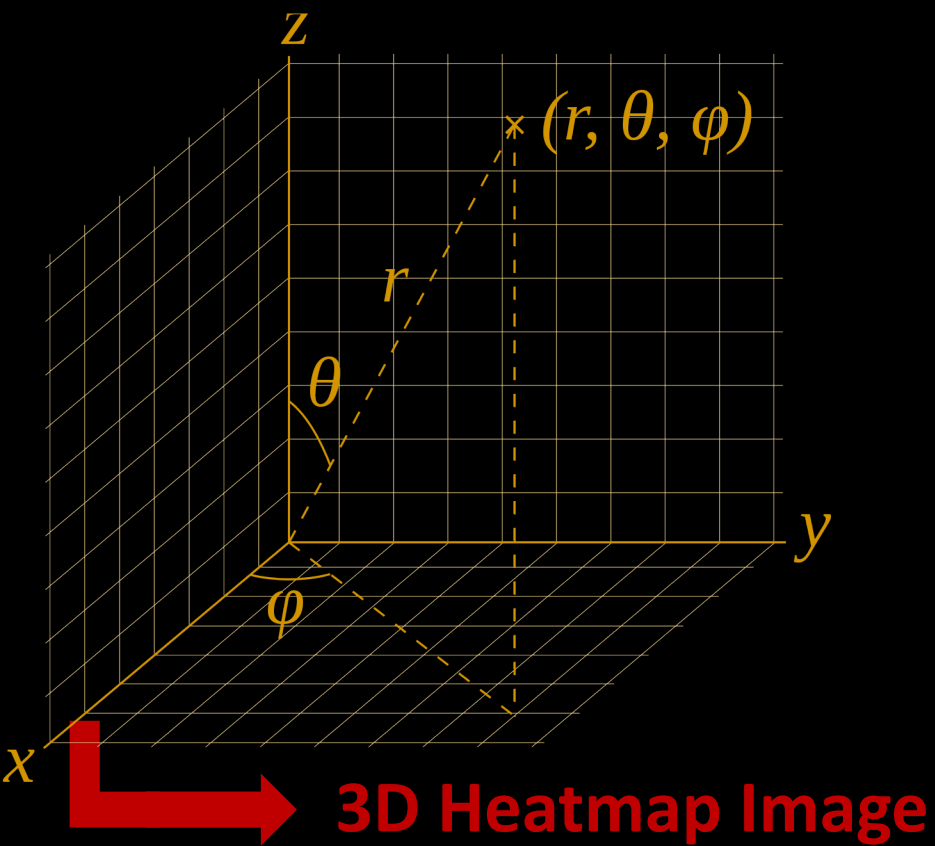
Learning *geometric priors* on structures of commonly found streetside objects.



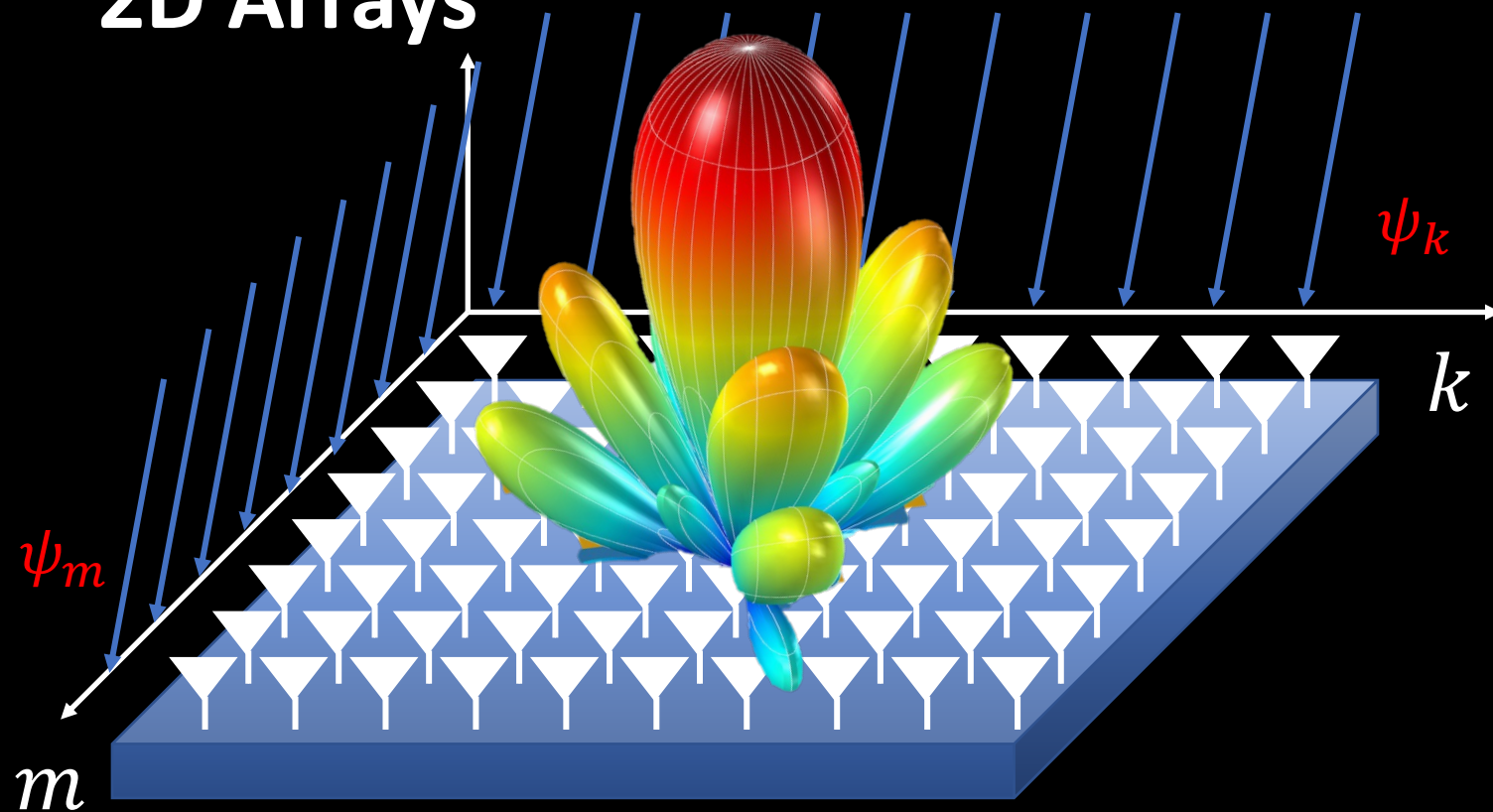
Deep Neural Networks are effective for various computer vision tasks: super-resolution, learning image prior, image style transformation, etc.



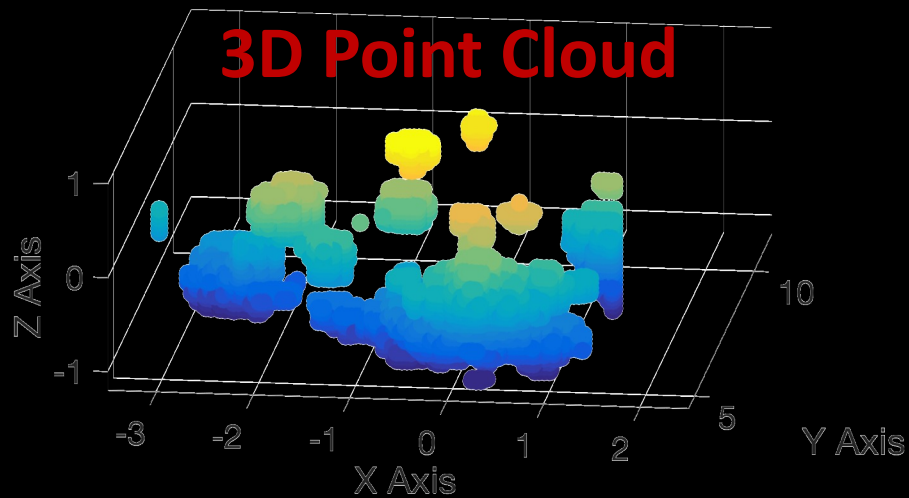
Trained using simulated data and tested using real data.



2D Arrays



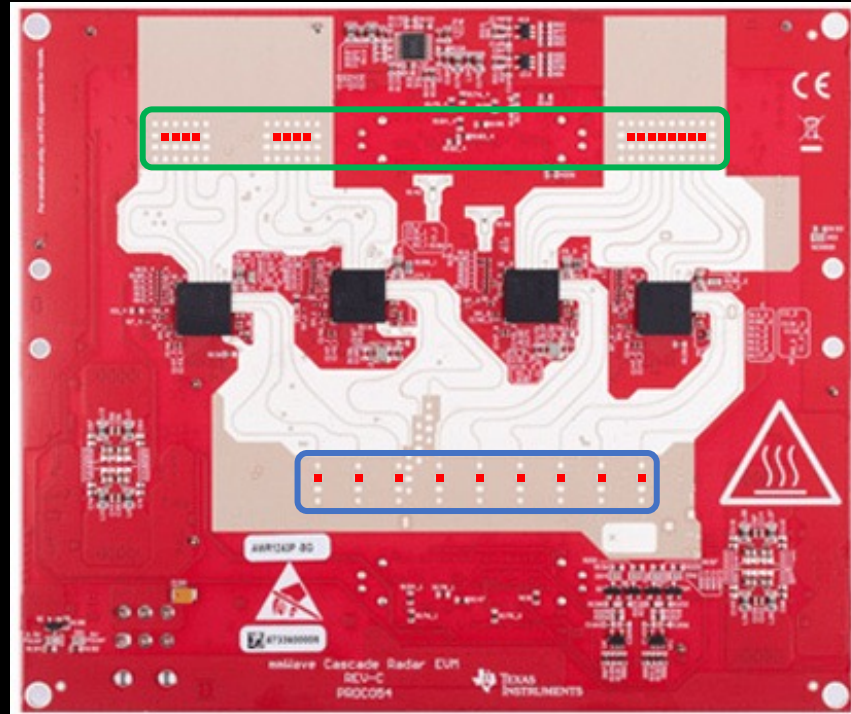
3D Point Cloud



MIMO Radar

Receiver
Array
(16 elements)

Transmitter
Array
(9 elements)



TI
MIMO Radar

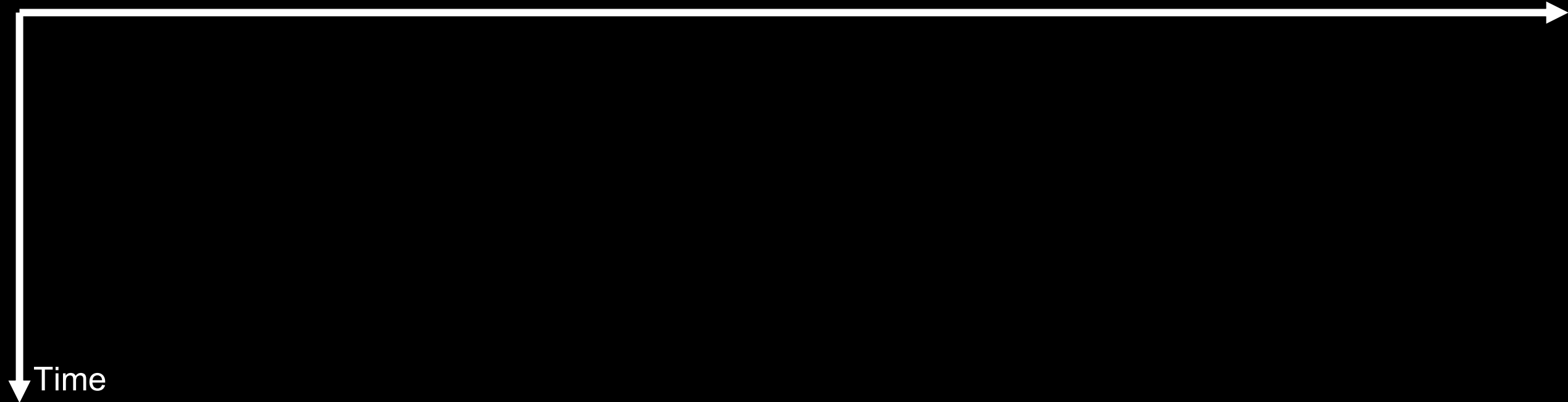
Angular resolution of radar is proportional
to antenna array size.

Virtual Antenna Array

Physical TX Array

Physical RX Array

Location



Virtual Antenna Array

Physical TX Array

Physical RX Array

Location

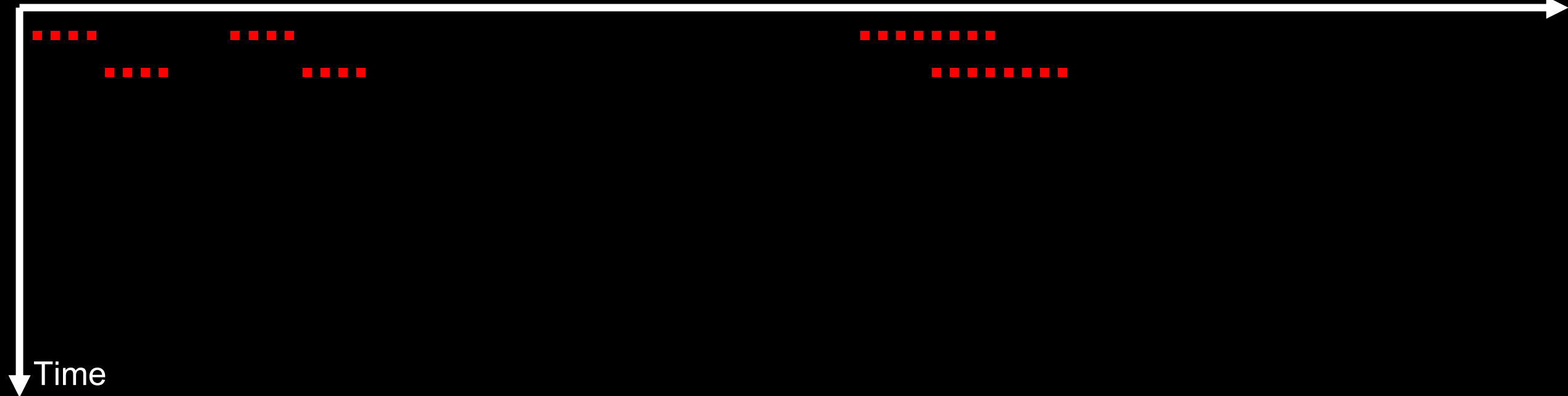
Time

Virtual Antenna Array

Physical TX Array

Physical RX Array

Location

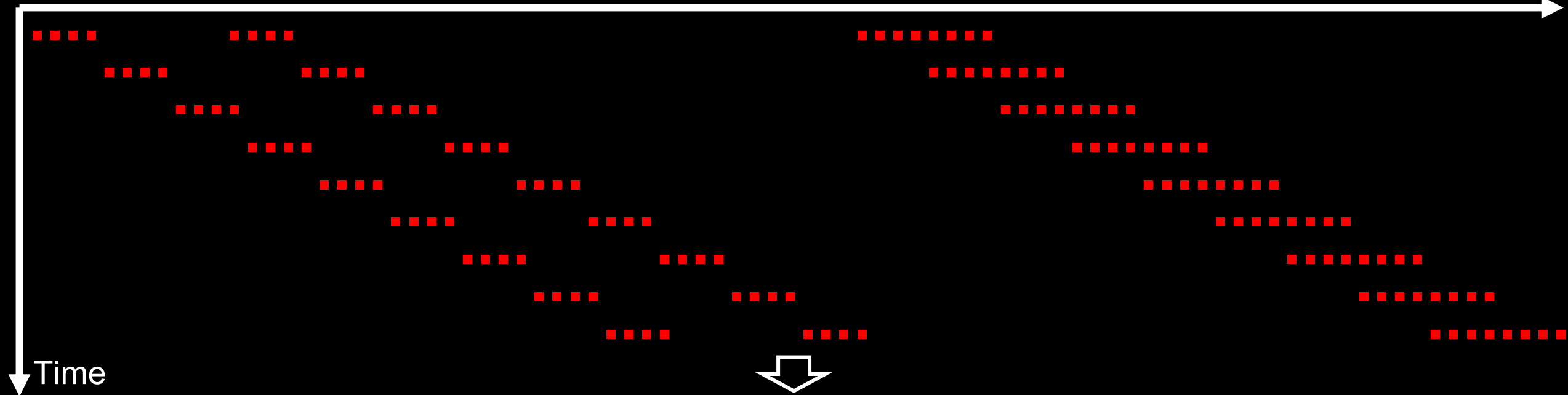


Virtual Antenna Array

Physical TX Array

Physical RX Array

Location

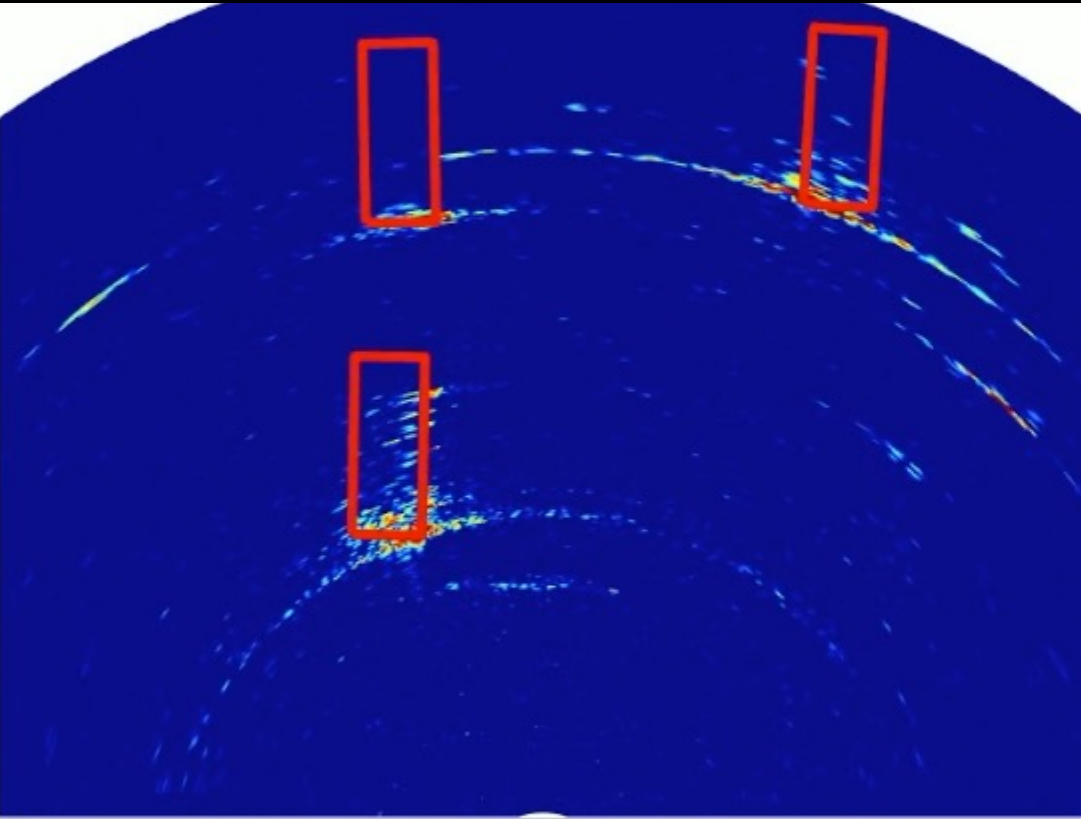


86-element array

1.8° azimuth resolution

10x higher than single-chip radars

Accurate Bounding Box Detection



No Temporal Post Processing
Frame to frame detection in the range of 25 meters.