

Magic Door Sensors

DESIGN DOCUMENT

Team 09

Daji Qiao (EE, ISU)

Team Members/Roles

Ryan Lanciloti-Report Manager

Ben Pierre- Webmaster

Abdelaziz Hassan-Power Systems

Chinar Kaul-Meeting Facilitator

Alyssa Marshall-Meeting Scribe and Team Manager

Jared Hermon-Test Engineer

sddec21-09@iastate.edu

<https://sddec21-09.sd.ece.iastate.edu>

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Executive Summary

Development Standards & Practices Used

- Circuit
 - US power circuit wiring color codes
- Hardware
 - CISPR and IEEE Electromagnetic Interference Standards
- Software
 - PEP 8 and Arduino Styling Guides

Summary of Requirements

- Detect a door's rotation in 15 degree angles.
- Detect a door state from 10ft away (with line of sight)
- No active sensors on door
- Arm and disarm system
- Notify user within 5 seconds of a door opening

Applicable Courses from Iowa State University Curriculum

- Com S 573
- Com S 228
- Com S 309
- CPR E 288
- CPR E 281
- CPR E 488
- CPR E 489
- E E 417
- E E 230
- E E 201
- E E 311
- ENGL 250
- ENGL 314
- STAT 330

New Skills/Knowledge acquired that was not taught in courses

- Wifi CSI Packet collection
- Antenna Design
- ESP32 programming

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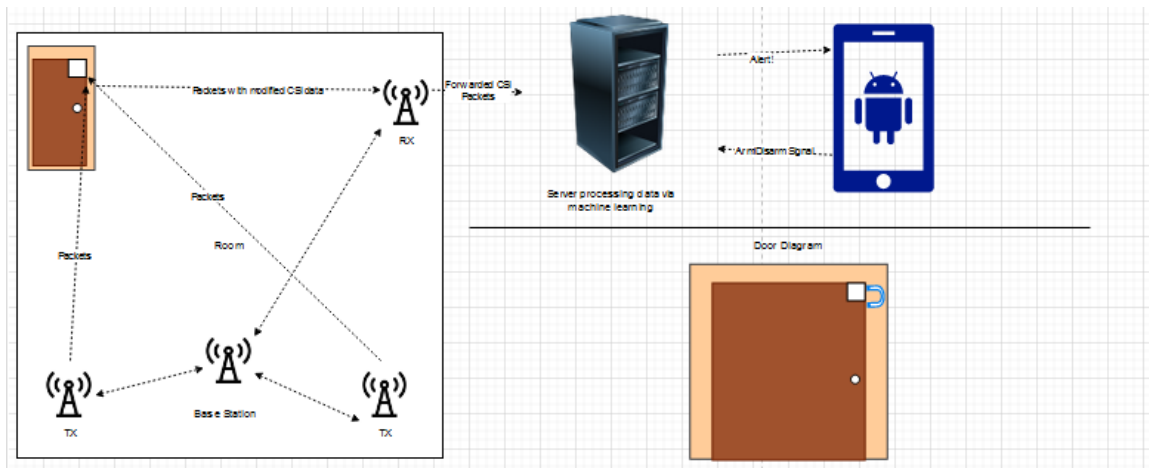
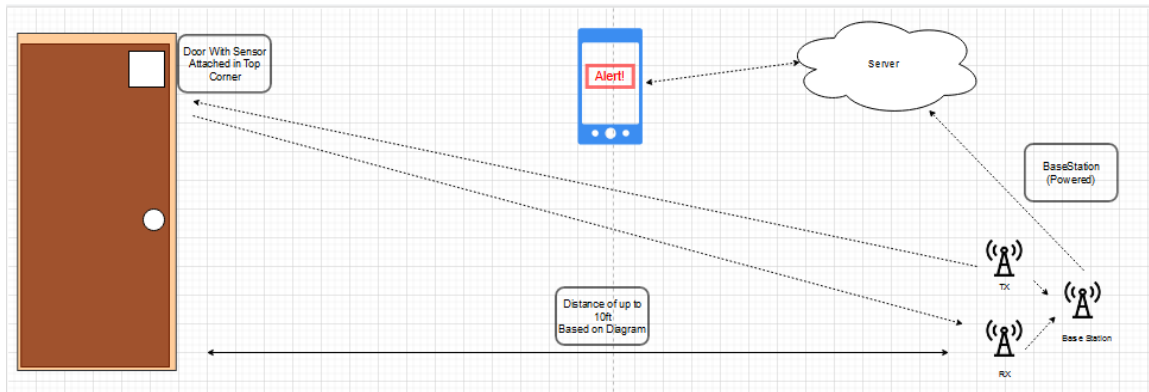
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List of figures/tables/symbols/definitions (This should be the similar to the project plan)



- **CSI** - This means channel state information.
- **Antenna Design** - an antenna is a device used to transform an RF signal, traveling... of polarization is one of the design choices available to the RF system designer.

1 Introduction

1.1 ACKNOWLEDGEMENT

We would like to acknowledge and thank our facility advisor and client, Dr. Daji Qiao, for all of his help throughout this project. He provided us with information on the different technologies we could utilize as well as providing feedback on a weekly basis for where to go next. We would also like to thank Dr. Andrew Bolstad for his input CSI and antenna design. We would like to thank Dr. Mani Mina and PhD Student Wei Shen Theh for their continuous input and guidance for Electromagnetic questions.

1.2 PROBLEM AND PROJECT STATEMENT

Picture: You're driving home from the airport after a long trip. Before leaving, you installed this new security system that utilizes a wireless door sensor that is powered off of a 9-volt battery and interfaces with a base station somewhere else in the room. As you're pulling up to your house, you notice the door is slightly ajar. You approach the door curious; you're confident you closed it before you left. The security system would have alerted you if someone had broken in, right? Well, the TV, latest-generation gaming console, and most of your valuables are gone. Panicked, you check the door sensor to see what's wrong and notice the light is off. After some tests, you realize the battery you put in your sensor was already partially drained, and it died only moments after you walked out of the door for the trip. If only there were a modern, non-intrusive, wireless, batteryless security system that was easily affordable, attractive, and easy.

Introducing the Magic Sensor, we are proposing a wireless sensor that doesn't utilize a battery of any sort. Modern security systems with a physical sensor attached to doors require a battery that needs to be changed every so often. Checking and replacing the battery adds hassle to the system and can prove extremely problematic if you're away and you get alerted that a sensor has died.

Our solution is to use Channel State Information (CSI) included within WiFi to track the movement of a door to determine if it's opened or closed. Essentially, we would use three transmitters and one receiver to send and receive information about the angle and time of flight of the WiFi signals as they propagate through the room. There will be an antenna on the door and the door frame that will deflect the signals differently depending if the door is open or closed.

Our project aims to improve upon solutions to the age-old problem of security in the modern age. WiFi is cheap, and the technology is very well established, so we aim to solve an old problem with modern solutions.

1.3 OPERATIONAL ENVIRONMENT

Our product is expected to be used inside of a building, away from most harsh environments. Our sensor must work on any arbitrary door; that could be an interior door and an exterior door of the building. The system consisting of the base station and door sensor are expected to not face any outdoor elements. With that statement, it does not need to be waterproof, withstand large impacts, or handle extreme temperature changes. As such, it must work under a semi-wide range of temperatures, and we chose between -10°C and 40°C inclusively.

1.4 REQUIREMENTS

- Detect if a door is open or closed with 85% accuracy with false-positive reporting around 5% to 10% and false-negative reporting less than 3%
- Detect a door's state up to 10 feet away from the base unit
- No powered or wired sensor on the door
- Alert client via application on their phone within 5 seconds if a door opens or closes
- Capable of arming and disarming systems
- \$300 budget for total system
- Door module sensor must be less than \$70 to allow a user to add more sensors to their system in the future
- UI must conform to current design stylings
- Door Module must weigh less than one pound and be less than 5" by 5" when installed

1.5 INTENDED USERS AND USES

This product will be deployed by a homeowner/business owner/property owner who wishes to have a non-powered, tamper-resistant system of detecting door states. This user wants to have the system installed by a professional and then never touch it again. The only interaction needed between the user and the system is arming and disarming the system via the application on their phone.

1.6 ASSUMPTIONS AND LIMITATIONS

Assumptions:

- The system will only be used inside
- Doors will be within 10 feet of the base station
- The building will have WiFi, so that the server can communicate with the user's phone
- Expecting the user to be understand english as our application will be only written in english
- The user owns an Android phone

Limitations:

- The door sensor will be no more than 4" x 4"
- The door sensor will not exceed more than 1 lb

1.7 EXPECTED END PRODUCT AND DELIVERABLES

- Security Hub
 - A suite of esp32s and a raspberry pi, packaged into one tamper proof package
- Android Application
 - Installable from the app store, only configuration is signing in
- Server
 - Capable of being deployed on any linux box, should only need port forwarding to set up.
- Setup Guide
 - A short instruction manual that shows the maintenance person how to set up our product

2 Project Plan

2.1 TASK DECOMPOSITION

- Develop Door Based Antenna
 - Analyze room layout
 - Develop Hall Effects implementation
 - Develop Antenna
 - Interface Hall Effects sensor and antenna
- Develop ESP CSI Harvesting Network
 - Develop Code for ESP32s
 - Refactor original code
 - Establish harvesting routine
 - Allow multiple channels
 - Interface with remote server
- Develop Inferencing on Server
 - Feed data from ESP32s
 - Interface with ESP32s
 - Establish protocol for handling several streams
 - Generate prediction as to door state
 - Feed normalized CSI ESP data into TensorFlow or equivalent
 - Interface with android app
- Develop Android Application
 - Interface with sever

- Allow arming and disarming
- Setup notifications upon state change
- Polish UI if time allows

2.2 RISKS AND RISK MANAGEMENT/MITIGATION

- Develop Door Based Antenna
 - a. RF harvesting could not provide the sufficient power to the door antenna from the transmitter antenna. To mitigate this risk, we added an additional transmitter antenna that should provide sufficient strength.
 - b. Hall effect sensor may not work as expected, so testing with the hall effect sensor will be done as early as possible in the project to evaluate functionality
- Develop ESP CSI Harvesting Network
 - a. Packet unreliability will be mitigated with multiple sensors
 - b. Sensors could be tampered with and as such will be put in tamper proof boxes
- Develop Inferencing on Server
 - a. Machine learning could be unreliable, as such we will analyze several different algorithms
 - b. Server could be compromised, as such we will implement passwords and use Iowa State's built in protections.
- Develop Android Application
 - a. Android Apps could be susceptible to not receiving alerts, as such we will implement a two way handshake for each notification to ensure the end user is notified.
- Team Related Risk
 - a. A team member quits. To mitigate this we have assigned multiple developers to each deliverable, ensuring that if a team member leaves there is someone knowledgeable on the task

2.3 PROJECT PROPOSED MILESTONES, METRICS, AND EVALUATION CRITERIA

1. Develop a concrete design for a our system as a whole
2. Put together functional code on our ESP32s
3. Parse through data from ESP32s into human readable input
4. Develop a machine learning algorithm that can interpret and train on data from ESP32s
5. Achieve an inference accuracy of 70%
6. Improve inference accuracy to 85%
7. Design and develop a way to retrain the model efficiently

2.4 PROJECT TIMELINE/SCHEDULE

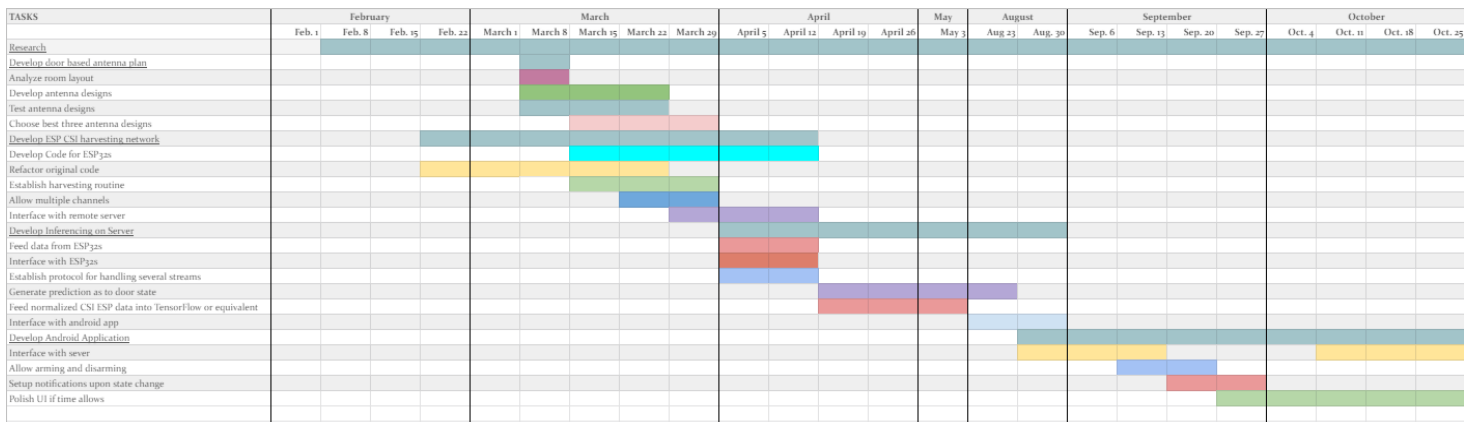


Figure : Gantt Chart; https://drive.google.com/file/d/1ewso13gYMU2Lc9ELXNI_b1wuRRAUpxsC/view?usp=sharing

2.5 PROJECT TRACKING PROCEDURES

Our group utilized Github for keeping track of all software we used for this project. We made use of Google Drive for the sharing and editing of all documents which we have created for this project. Once we were able to develop a solid plan for how to execute this project, we used Trello to keep track of features and milestones in development.

2.6 PERSONNEL EFFORT REQUIREMENTS

Task	Number of hours
Writing ESP 32 Code	15
491 presentations and documentation	16
Researching	24
Establish machine learning on ISU servers	18
Develop Android Front End	15
Develop Aesthetic Front End	10

Link systems via MQTT	10
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2.7 OTHER RESOURCE REQUIREMENTS

- 2 ESP32
- 1 Raspberry Pi Model 3 B
- Aluminum foil for an antenna

2.8 FINANCIAL REQUIREMENTS

We do not have a concrete budget for this project, however our client has specified that our final iteration must cost \$300 or less for one base station and one sensor, connected to our server. The cost per additional sensor must be less than \$70.

3 Design

3.1 PREVIOUS WORK AND LITERATURE

From the research we have done, there currently does not appear to be a wireless home security system that utilizes CSI for detecting door states. This project is both riveting and daunting. It is riveting because we are essentially researching the technology and its applications as it is still an abstract technology. However, it is daunting because, going into the project, we have no idea about the feasibility of CSI in a real-life security application. We are doing the R&D and experiments to figure out if we can develop a system that can detect the state of a door. For the relevant documents, please see section 6.2.

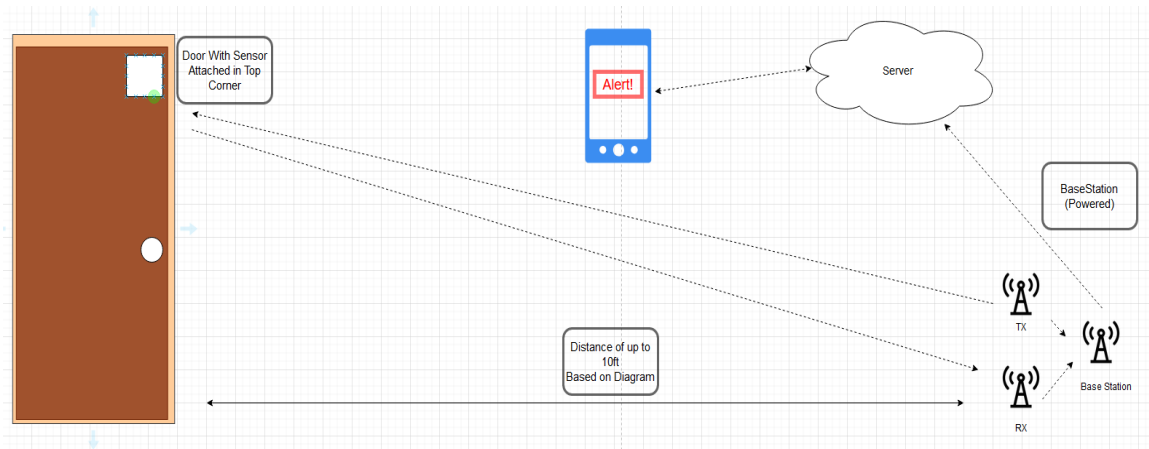
3.2 DESIGN THINKING

- Not altering design of door
- Size: Within 4 inches x 4 inches on door, (2 inches by 2 inches on frame if we take this route)
- Weight : one pound maximum
- Sensors will need to be in small tamper proof packages
- Multiple antennas will be used to improve signals

3.3 PROPOSED DESIGN

There are two possible methods of design: one involves CSI packets with antenna signal strength changes and the other method is putting a pressure sensitive sensor on the door that emits a pulse when the door changes. Upon suggestion from the client, we have opted to take the CSI approach,

and have started testing this approach with open source code on the internet. We have created the beginnings of a mesh network, as well as started setting up machine learning on our server.



3.4 TECHNOLOGY CONSIDERATIONS

One big issue we are running into is that thus far only one consumer level microcontroller is available to analyze CSI packets, and to the best of our knowledge only one or two papers exist that actually implement this technology. Additionally, CSI Preambles seem to be notoriously unreliable, and thus require several sensors for redundancy. The upside of this technology is that they are cheap and very easy to duplicate should the need arise.

Other solutions, such as placing an RF harvesting circuit on the door would increase reliability and deployability. However, they would negatively affect the client's vision, and would require an unaesthetic implementation to the sensor design on the door.

3.5 DESIGN ANALYSIS

Our proposed design should work; however, we cannot comment on its accuracy at this time. We have yet to reach a point where we can assess this. If we see a lack of precision or functionality, we can tighten our machine learning system's bounds. If this does not work, we can get drastic and increase the number of transmitters while decreasing the frequency. This will give us a larger array of more robust systems. However, it will require a dedicated transmitter module if we stray from the bounds of typical wifi frequencies.

3.6 DEVELOPMENT PROCESS

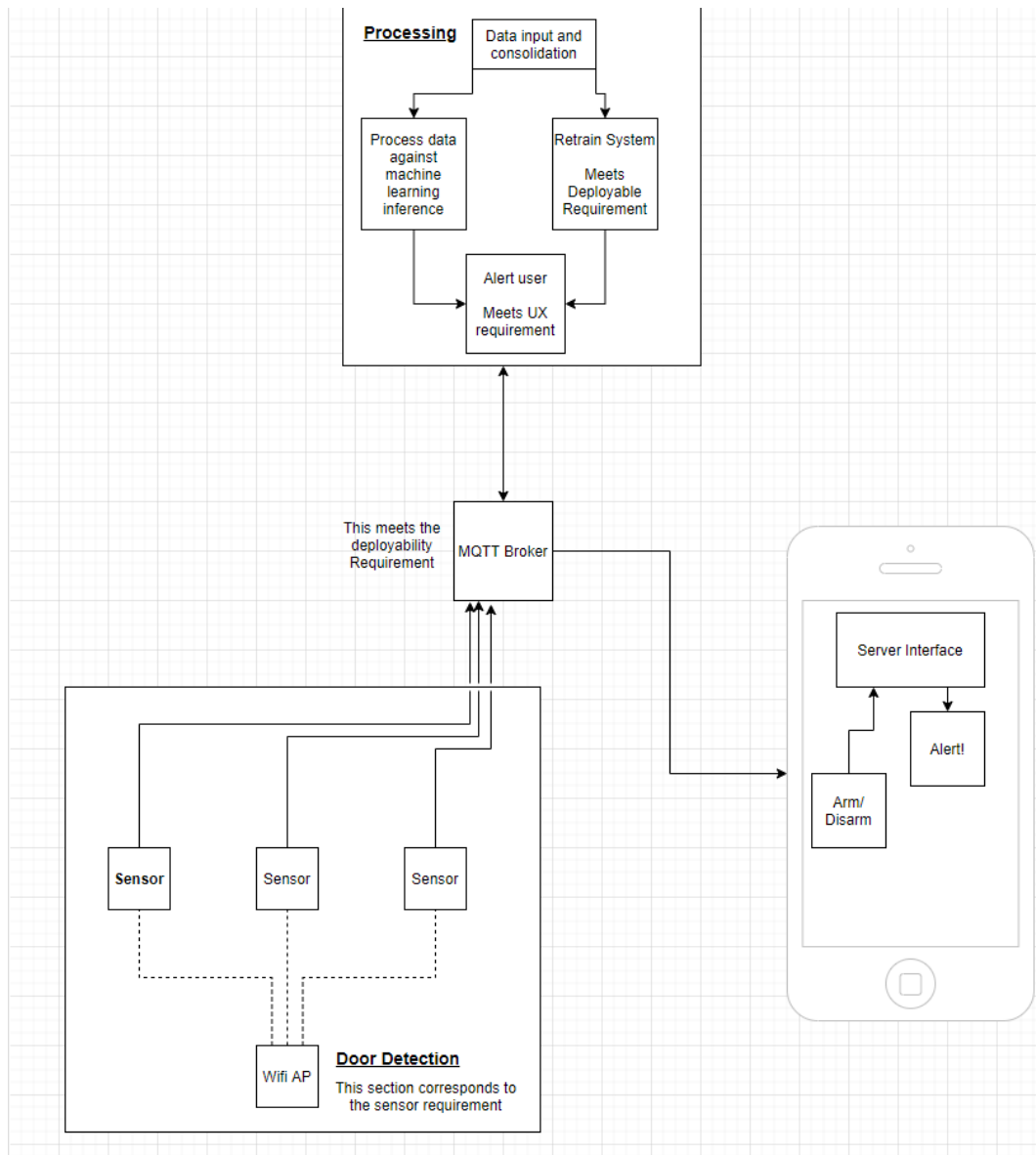
As a group, we are familiar with Waterfall, Agile, and Test Driven Development (TDD). From what we understand, Waterfall is a linear form of development and the least iterative out of the three. With Waterfall, we would gather requirements, design a solution, test, and deliver a final product. A major problem with Waterfall development is that if during the later stages of development, a bug is found or if a client changes the project requirements, engineers would have no way of integrating changes in the project unless they completely start over.

On the other hand, Agile is an iterative development process that encourages team collaboration and quick deliverables. The benefits of Agile is that it accounts for flexible client requirements. Agile teams are structured, and include roles such as Scrum Master and Product Owner. Additionally, Agile teams work in a structured timeline. For example, teams have a Daily Standup everyday during the sprint, then reflect on the past and future activities in the Sprint Review, Sprint Retrospective, and Sprint Planning meetings.

Test Driven Development tightly integrates testing into the development process. A new test is written every time new technologies are introduced to guarantee every part of the project is thoroughly tested. A key feature of TDD is developing as little of the project and as little of a unit test as possible during each iteration to ensure that no part of the project goes untested.

Our team believes that a flexible version of Agile development will best suit our needs. Agile development will allow our team to produce deliverables quickly and regularly. Additionally, Agile will allow us to modify our project easier in case of bugs or changed requirements.

3.7 DESIGN PLAN



This design meets all of our functional requirements, while also breaking the system into smaller modules that can be built and tested individually.

4 Testing

We are still exploring and refining the functional aspects of our project and therefore have not reached a point of testing yet.

4.1 UNIT TESTING

We do not yet have the hardware and software units decided upon for testing.

4.2 INTERFACE TESTING

We do not have two or more units in the testing phase at this point in time. We are still working on deciding specifically what we want to do.

4.3 ACCEPTANCE TESTING

We will demonstrate that our design meets all functional and non-functional requirements by enumerating through our list of requirements and verifying each has been met. After we believe that everything has been met, we will present what we have to our client and walk him through each requirement to make sure that he is happy with what we have.

4.4 RESULTS

Since we don't have any tests run on or against our system, we do not have any results to report at this time. We expect to eventually have inference accuracy scores from our machine learning model when it is coupled with CSI.

5 Implementation

We have divided our project into categories: ESP Design, Server Design, Antenna Design, and Machine Learning Design. We have assigned individuals to each of these categories and will be working independently with frequent meetings to test and synchronize development. The physical aspect will be deployed in spare space at the house of several group members, while the server side aspect will be deployed to a server hosted on Iowa State's servers.

6 Closing Material

6.1 CONCLUSION

Thus far we have taken the previous group's project and redeployed it within our own testing environment. Additionally, we have explored several routes of detecting the door state that differ from the previous groups implementation. Through this, we arrived at the conclusion that CSI data is an acceptable method of detection, and will be going forward with it. This method allows us to reposition sensors with no additional engineering, and scaling the deployment can be done at little to no cost to the user. Additionally, this method is the least intrusive to a user's home.

6.2 REFERENCES

Al-Qaness, M. A., Li, F., Ma, X., & Liu, G. (2016). Device-free home intruder detection and alarm system using wi-fi channel state information. *International Journal of Future Computer and Communication*, 5(4), 180-186. doi:10.18178/ijfcc.2016.5.4.468

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6.3 APPENDICES

N/A