

# Pegasus Protection Services

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# Project Goals

- Create a security system that could be used to monitor personnel secure locations.
- Be able to keep track of all individuals entering and leaving an area (known or unknown)
- Wanted to implement a project/system that is based around the IoT architecture

# System Objectives

## Real-Time Location Tracking



Implement Trilateration



Constant location updates

## Computer Vision



Face recognition



Backend connection

## Software App

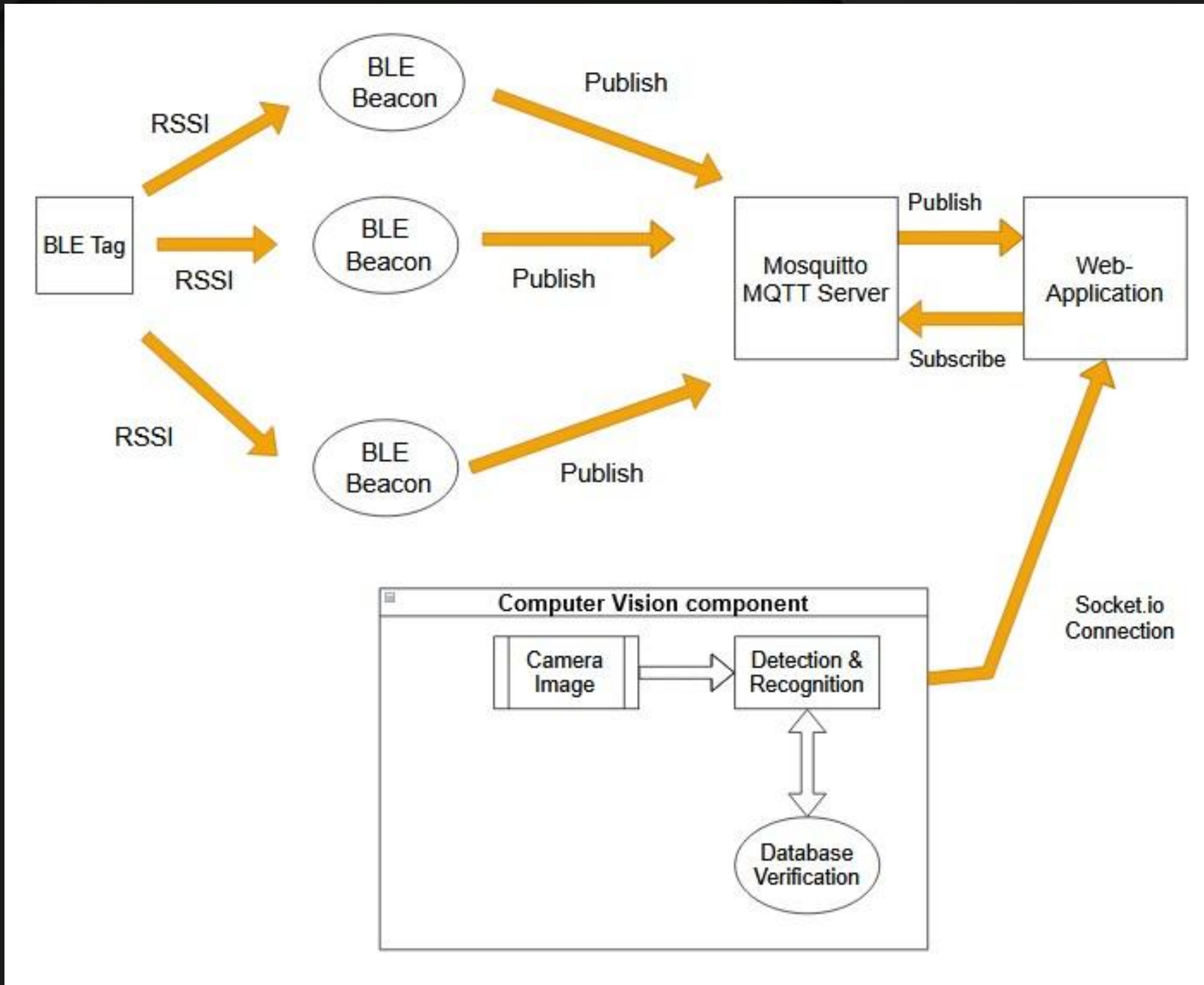


Security Infraction Alerts



Tags visible on Map

# System Overview



# System Behavior Examples

## Security Infraction Alerts:

- Non-employee face detected (not in database) or fails to recognize face
- Face detected, but no corresponding beacon detected in the area

## Employee(in dataset):

- insufficient access level
- Employee travels too far from secure area
- Employee travels too close to beacon

# Requirements and Specifications

- The system should be able to detect BLE tags within 1 meter of accuracy
- Facial Recognition system should have a detection range up to 3m
- Facial Recognition system should take less than 5s to identify a person
- Size of beacons should be no larger than 120 x 70mm x 40mm (should be handheld)
- Components should communicate wirelessly
- Live positioning should update within 1s
- Beacons should be able to detect tag within 10m

# Existing Systems



# Camera Selection

Camera	Raspberry Pi Camera V2	Logitech C920s	Lenovo 500
Resolution	8 Megapixels	15 megapixel	1080p
Frames per second	30 fps @ 1080p	30 fps @ 1080p	30 fps @ 1080p
Field of View	62.2°	78°	75°



# Microcomputer Selection



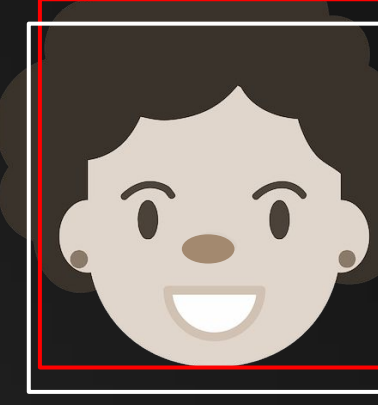
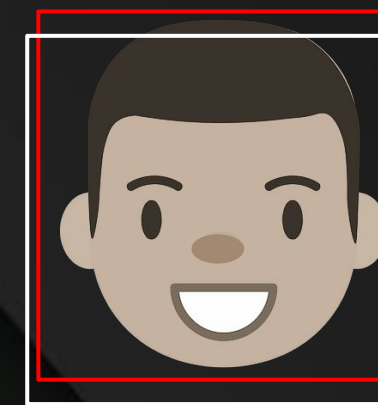
MicroController	Nvidia Jetson Nano
CPU	Quad-core ARM® A57 @ 1.43 GHz
GPU	128-core NVIDIA Maxwell
Memory	2 GB 64-bit LPDDR4 25.6 GB/s
I/O ports	1x USB 3.0 Type A, 2x USB 2.0 Type A, USB 2.0 Micro-B, 1x MIPI CSI-2 connector 1x HDMI

- Popular for computer vision projects
- Supports up to 4K @ 60 fps video
- Will be used support our projects Facial Recognition system

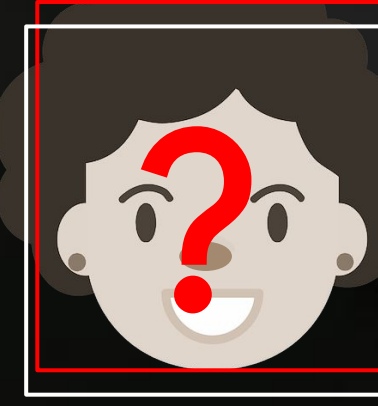
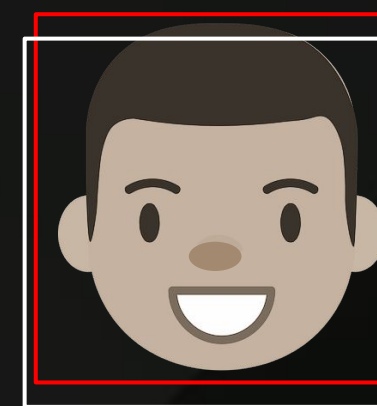
# Computer Vision Overview



Face detection



Face recognition

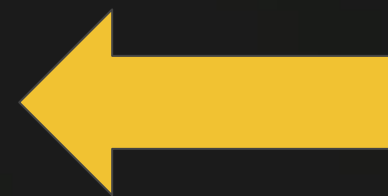


Leo

Unknown



Possible Intruder..



ALERT!

# Python, OpenCV, and Dlib: The three resources

- Using Python language
  - Comfortable language for our group
  - OpenCV is supported by Python
  - Useful for future career plans
- What is OpenCV?
  - **C**omputer **V**ision library
  - Provides several modules for different aspects in robot vision, machine learning, image augmentation
  - **O**pen-source (free to use!)
- What is Dlib?
  - Like OpenCV, is a library providing algorithms and methods to perform computer vision concepts.
  - Written in C++, but provides Python API

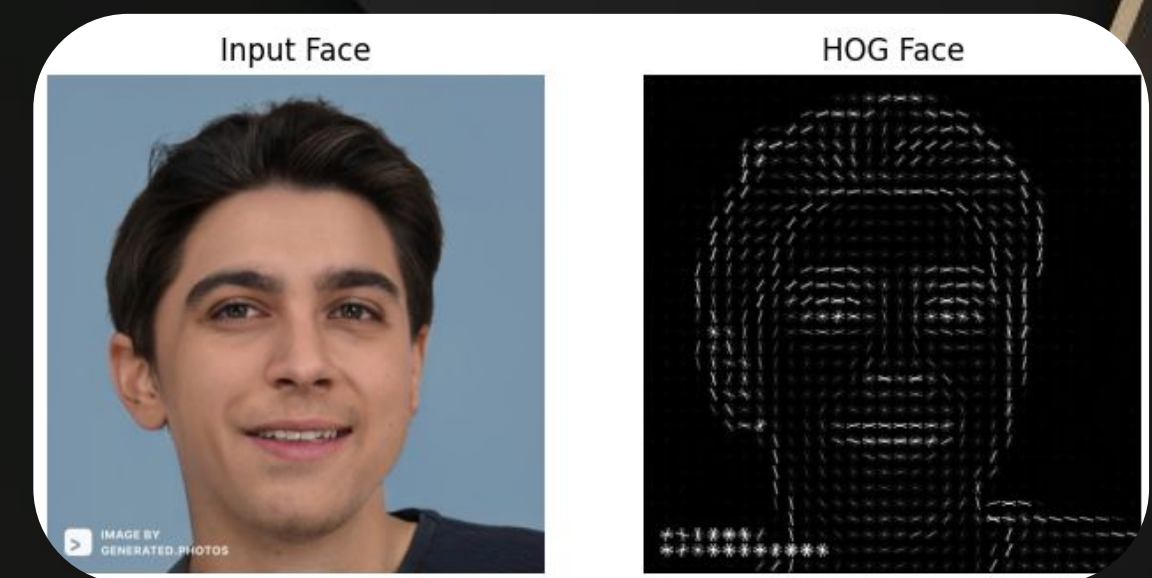
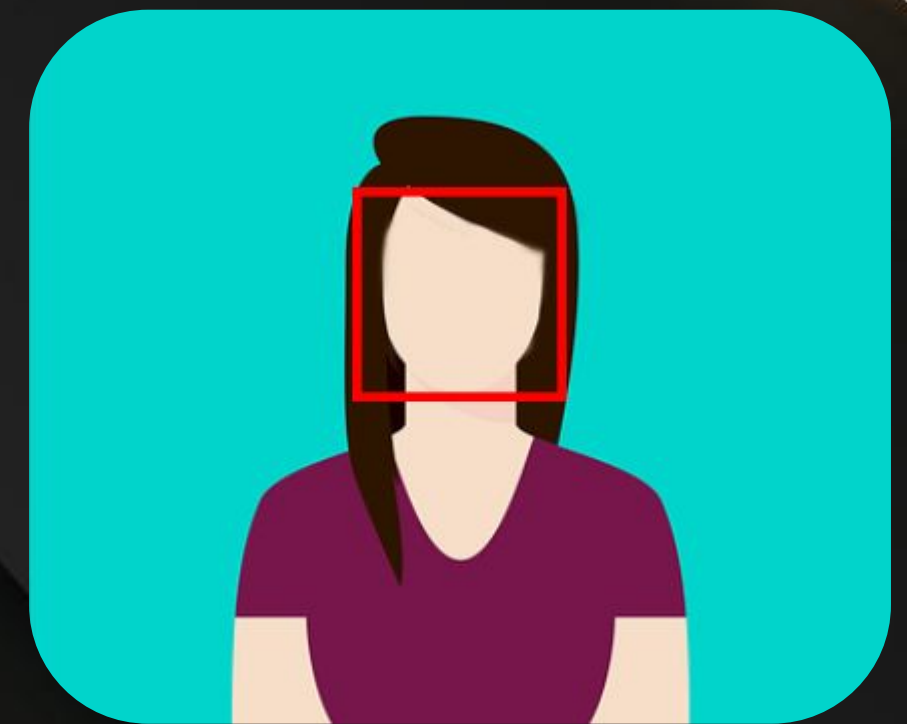


OpenCV



# Classifying the images: a face or not?

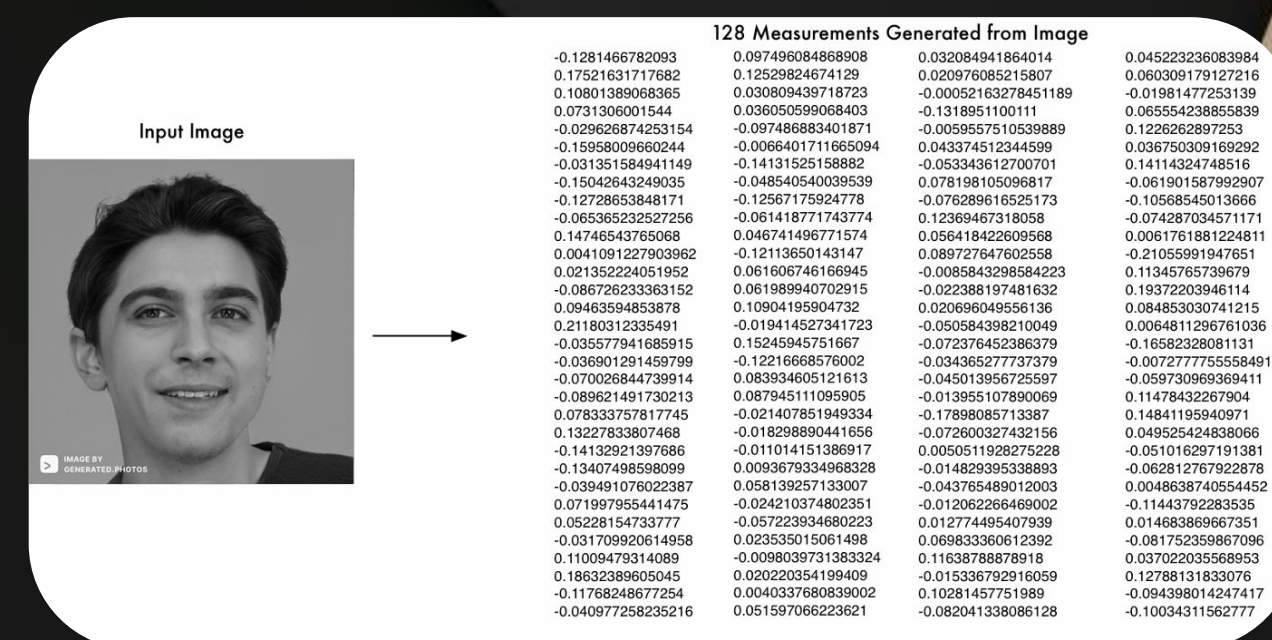
- Face detection
  - Used for locating faces in images
  - Classifies an image as containing a face or not
  - If a face is found, proceed to identifying
  - Saves us computational resources (don't have to always try to recognize a face in continuous streaming images)
- On the face detection front, we utilized the Histogram of Gradients method.
  - For each pixel in the image, determine a direction in which it becomes darker (gradient)
  - HOG images compared to provide a fair comparison
- Why this method specifically?
  - When compared to the other options, it is generally faster and less computationally expensive.
  - Intrigued by how the computer sees faces from the camera



HOG representation of face

# Putting a name to the face: resolve!

- Facial recognition.
  - Compare observed face to the faces in the 'accepted faces' set.
  - If a face cannot be ruled as 'accepted', the program will then issue an alert on the software application.
- Encoding the images with measurements:
  - Deep learning model identifies measurements to be taken
  - Allows us to extract 'face encodings' from images
  - Encodings are sent to be classified as a face in the set
- Things we have noticed on this matter:
  - Angle of face matters
  - Facial accessories (masks, hats) make it difficult
  - Light has to be decent enough (so face can show up better in image)
  - Distance can vary depending on the brightness in room



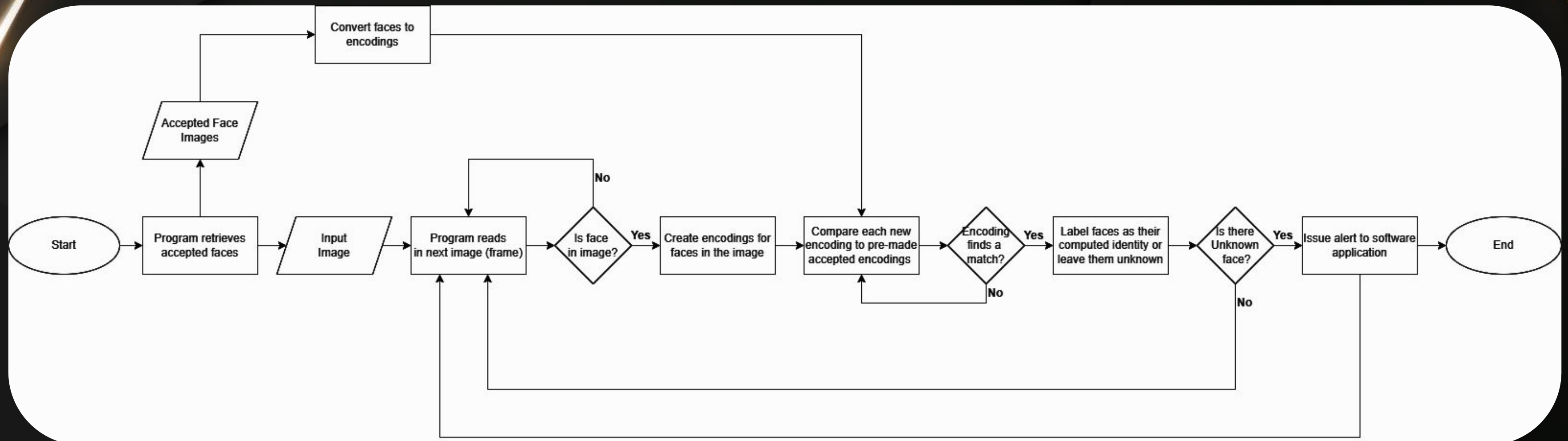
Face represented in encoding

# What's needed for the computations

- Face detection
  - Lots of existing online resources that provide datasets with faces (Labeled Faces in the Wild, CelebFaces, etc.), which we used for testing
  - Want to prioritize frontal face detection
  - As live camera feed gets sent to computer, face detection will be performed on the incoming frames.
- Facial recognition
  - Need images for each person that wants to be recognized by the computer
  - If pictures are too small, may not be able to resolve
  - Accepted faces stored in dataset used by program



# Program Flowchart for Computer Vision System



# Computer Vision: The ups and downs

- The helpful stuff:
  - Thanks to OpenCV, we are able to get suitable face detection running on the Nano
  - Lots of resources online that show various strategies for implementing computer vision
  - Code for throwing alert can be easily triggered by using the results of the facial recognition program.
- Problems that have arised:
  - When using Neural Networks, limited by memory of Nano
  - How delayed is the video computation result to when it is fed into the Nano?
  - What if people want to wear masks?
  - If we opt to use multiple models, how can the Nano's memory handle it?
  - Because of computation, Nano begins to run hot.





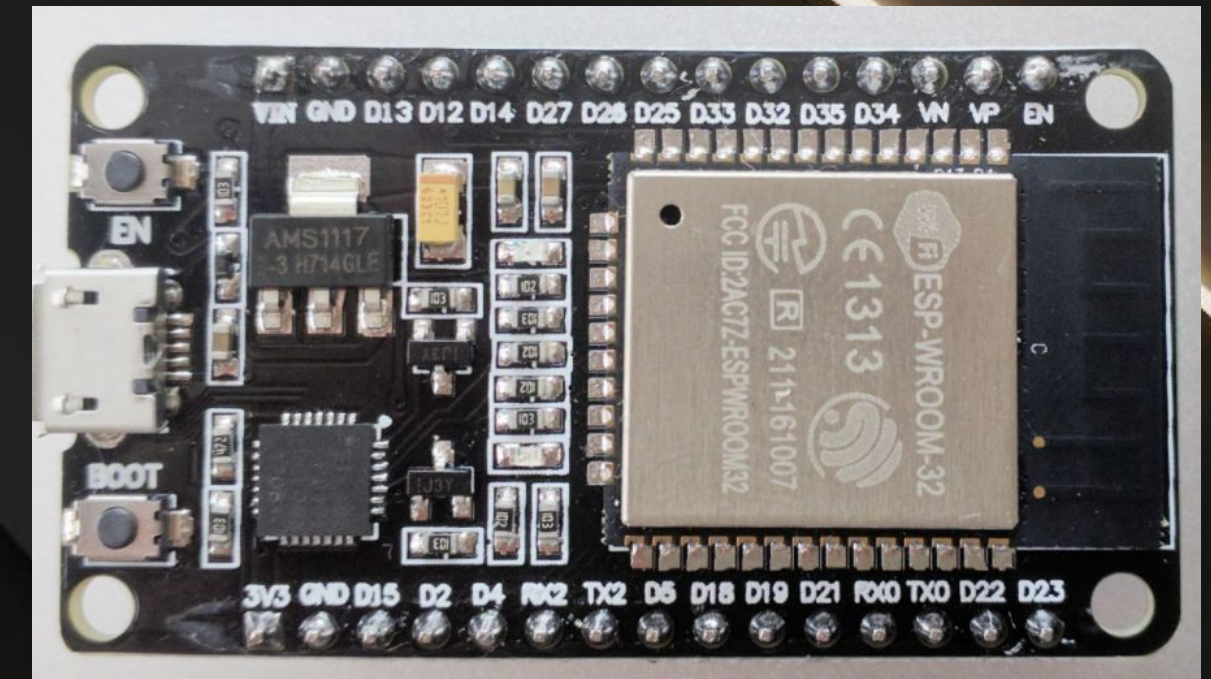
# Communication Method Selection

Type	BLE	Wi-Fi
<b>Location Accuracy</b>	< 5 m	< 10 m
<b>Range</b>	Up to 100 m	Up to 500m
<b>Latency</b>	3-5 seconds	3-5 seconds
<b>Power Consumption</b>	Low	Moderate
<b>Frequencies</b>	2.4 GHz	5 GHz
<b>Data Rate</b>	2 Mbps	1 GBps

- Bluetooth Low Energy
  - Primarily being used for indoor positioning system
- Wi-Fi
  - Sending data from components to our cloud platform
  - MQTT Server

# Microcontroller Selection

Board	ESP32	ESP8266	CC3200
Manufacturer	Espressif	Espressif	Texas Instruments
Operating Voltage	3.3v - 5v	2.7v - 4.0v	2.3v - 3.6v
Power Consumption	Low	Low	Low
Price	\$10.00	\$7.39	\$55.00



- Supports Classic Bluetooth and BLE
- Supports 802.11 b/g/n Wi-Fi Connectivity
- UART IC
- I2S
- Popular component for IOT projects

# Trilateration Implementation

Hardware Requirements:

3 Stationary Beacons

1 mobile Tag

Software Requirements:

Arduino (ESP32)

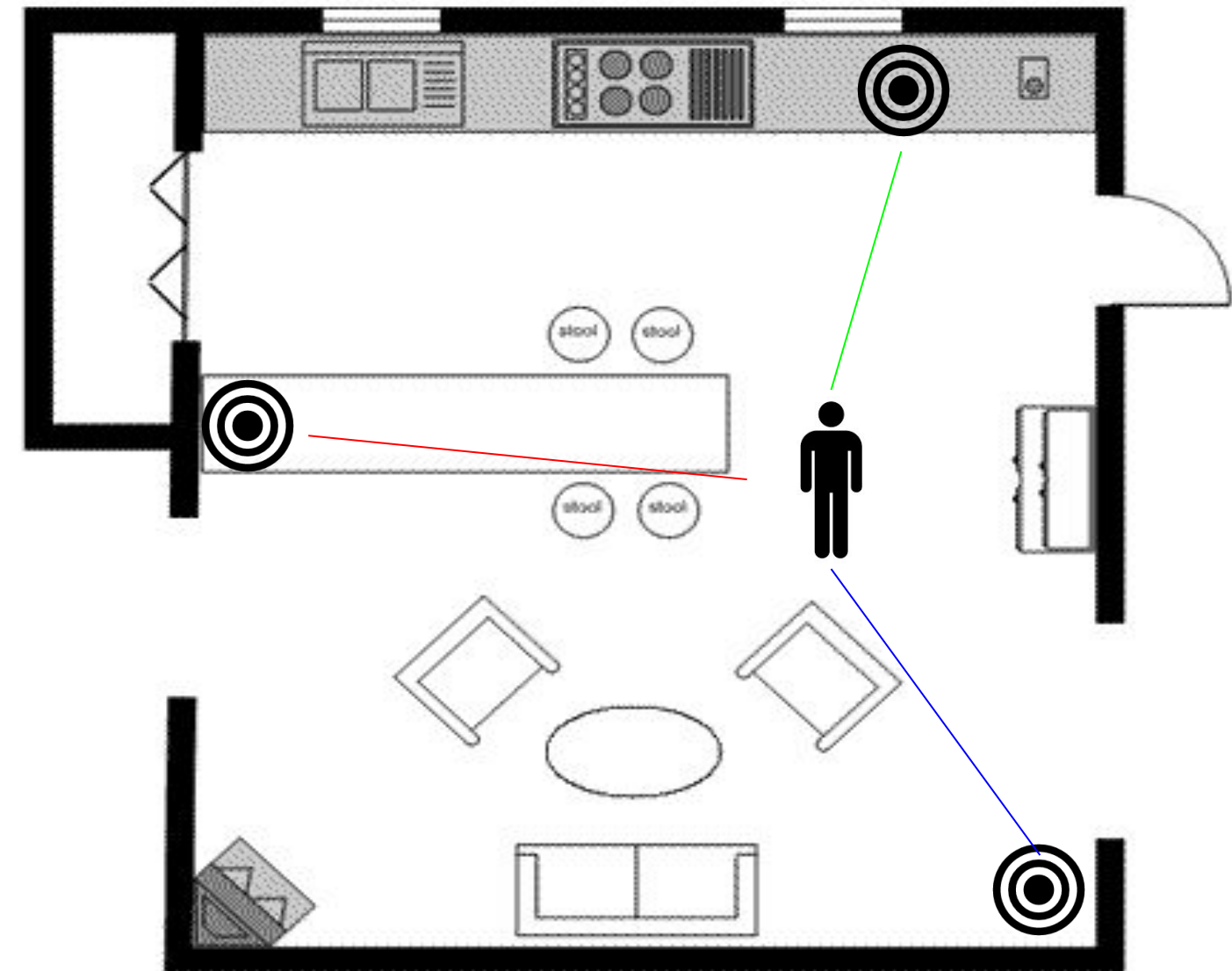
Web-App

Database

How it works:

3 stationary beacons work together to create an interwoven field using RSSI.

Using both distance and point estimations, transform signal data into visual output.



# BLE Signal Discussion

Signal Specification:

UART Signals will be used at a baud rate between 9600 and 115200

Distance Estimation:

d represents distance from tag

C represents environment constant

n represents path loss exponent

$RSSI(d) = -10n \log(d) - C$

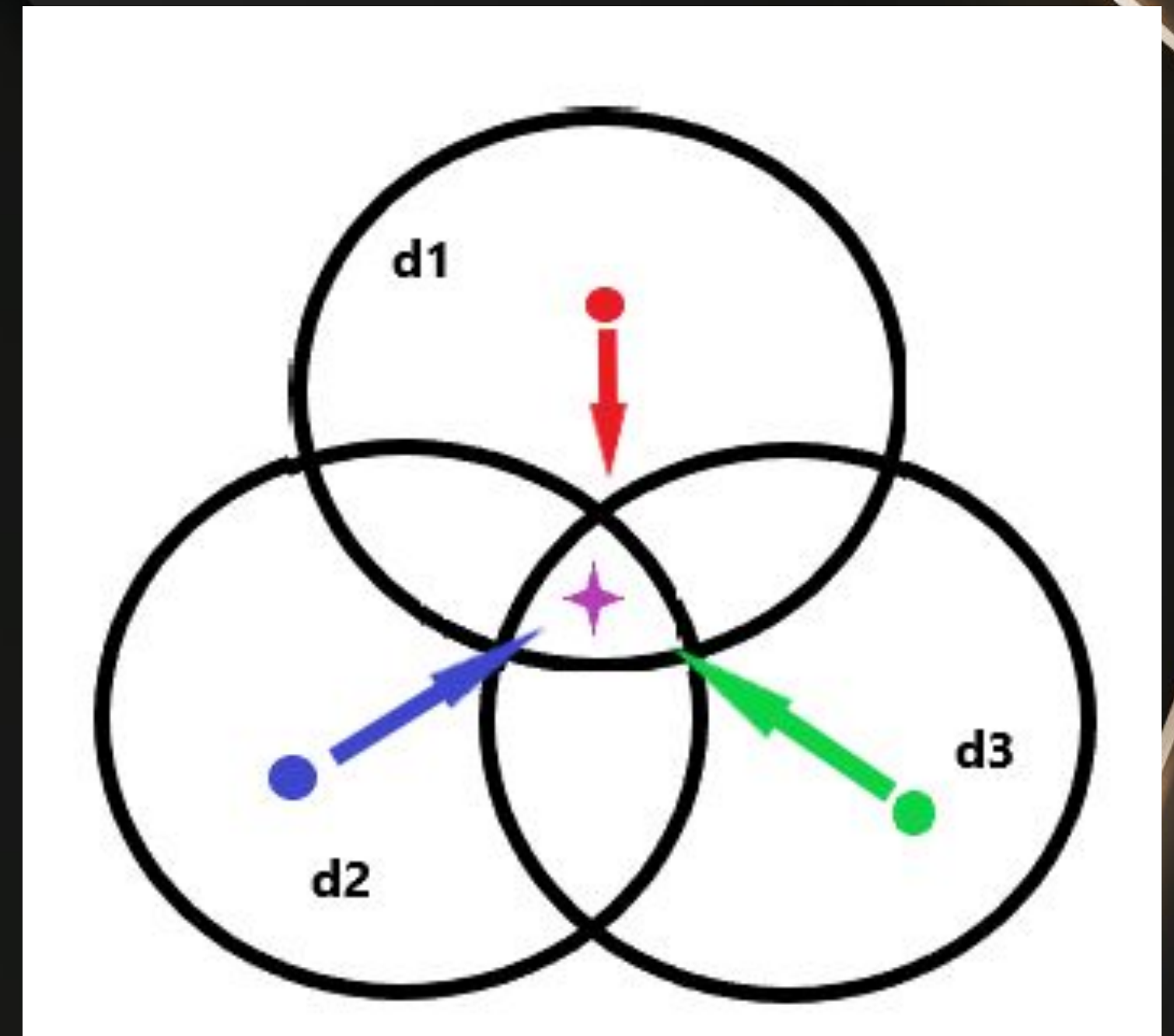
Point Estimation:

$d1 = (x_1, y_1)$

$d2 = (x_2, y_2)$

$d3 = (x_3, y_3)$

$d0 = (x_0, y_0) = \min \|AX^* - B\|^2$  (Purple star)



# Data Transmission

Microcontroller -> BLE Tag

- Sends Serial Data via UART with UUID attached

BLE Tag -> Microcontroller

- Sends Serial Data via UART with UUID attached

Microcontroller -> Jetson Nano

- Sends packaged data to backend hosted by Microcomputer
  - UUID from Tag
  - UUID from Microcontroller
  - Timestamp

Jetson Nano -> Software

- Stores received data to database
- Compares UUID with those available in database
- Output Tag data on Dashboard (Tag w/ UUID should already exist)

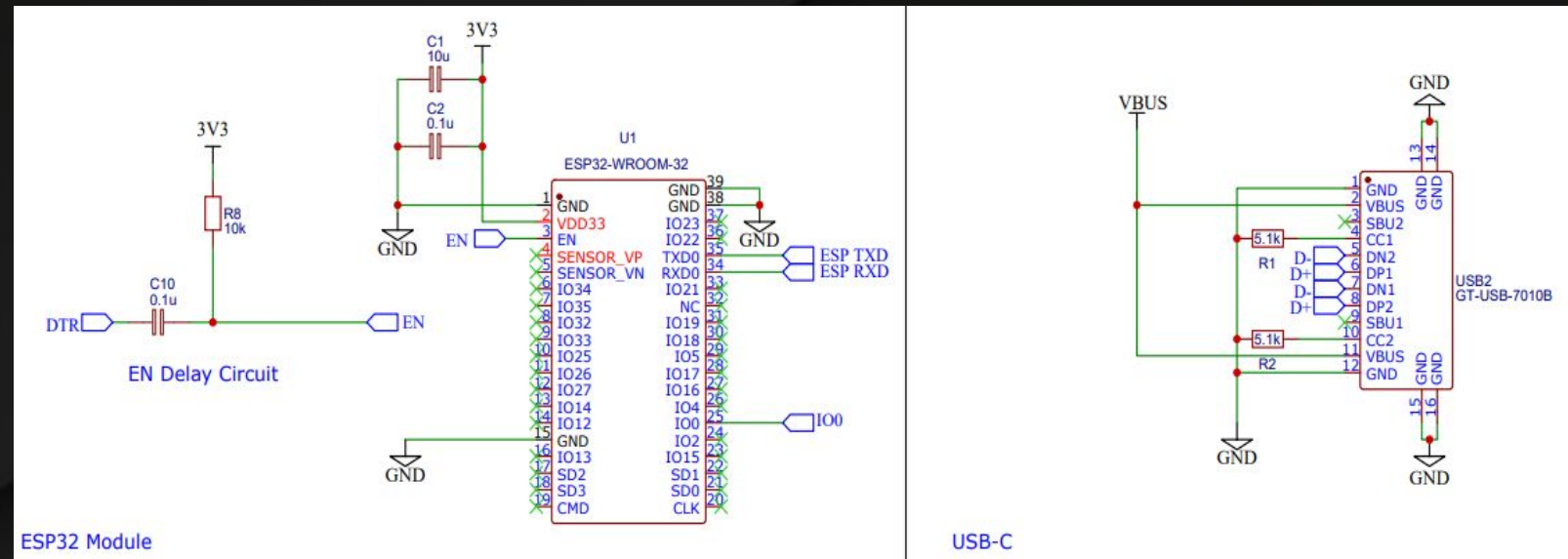
# Previous Considerations(Wireless)

RFID - Radio Frequency Identification considered for implementation, but deemed unfit for the goals the group set.

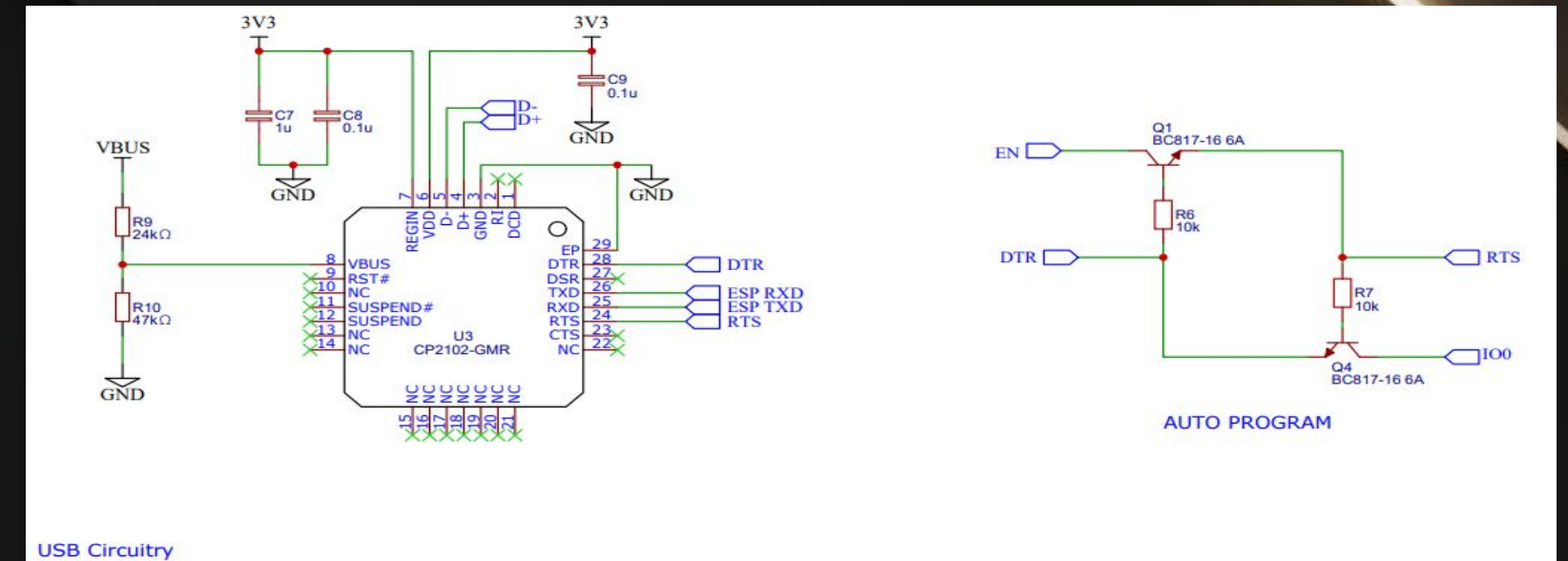
WiFi - Cell phones receiving 802.11a signal used as tag for indoor tracking. User would need to sign into our application and opt-in to allowing location services to be used.

UWB - Ultra Wide Band Technology considered for tracking indoors over a larger area, but deemed less beneficial than BLE

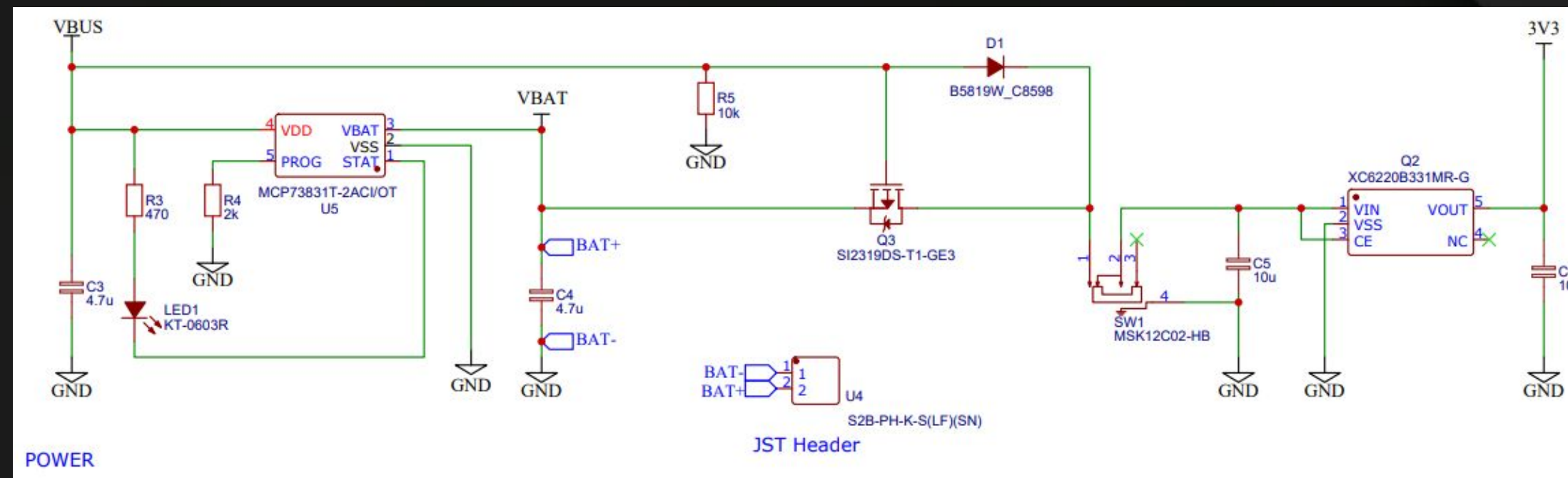
# Final PCB design



ESP32 Module + USBC Component



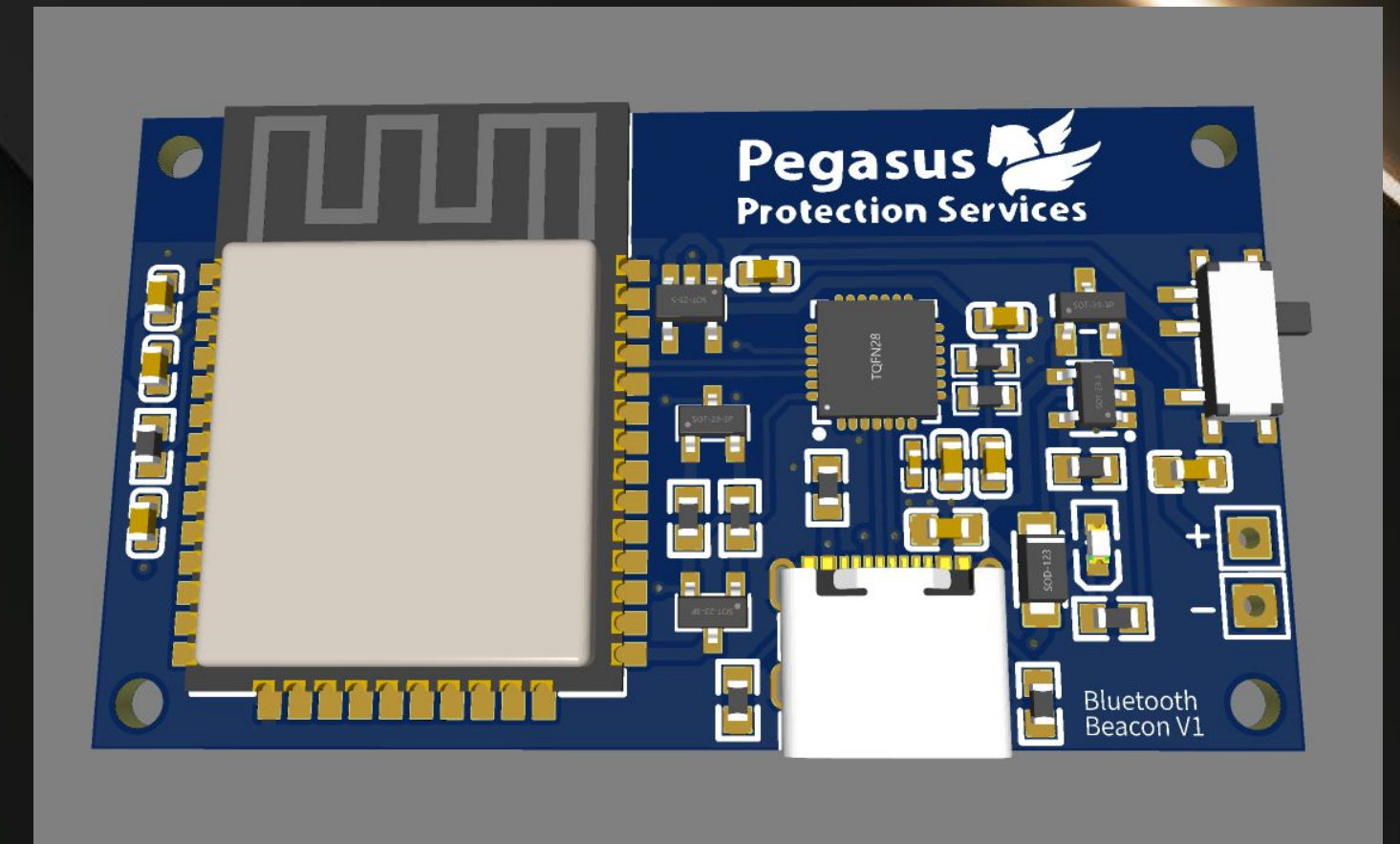
USB Circuitry + Auto Program



Power Component

# Final PCB design

- **More efficient design and Reduced beacon size**
  - 50mm x 28mm (2 x 1 inches)
  - SMD components
- **Can be powered on by**
  - Single cell Lipo Battery input (3.7V)
  - USB-C (5V max)



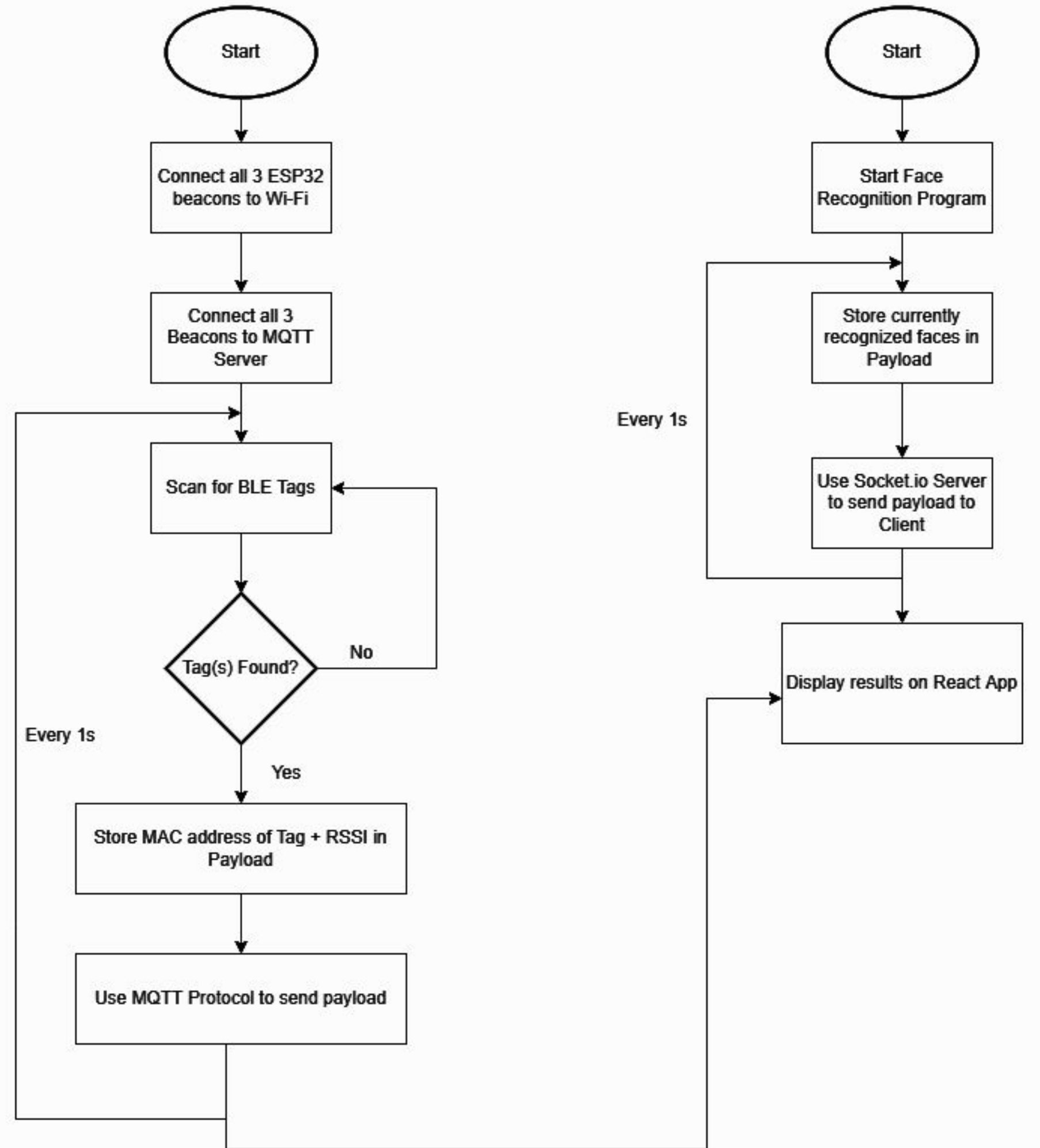


# Web Application

- Allows user to interface with IoT so they can view and send data
- Display recently captured activity on admin dashboard
- Admin are able to assign tags to specific user
- Admin are able to upload images for our facial recognition system
- Using Mosquitto to acquire data sent via MQTT
  - MQTT protocol is used to carry messages from devices (ESP32)
- Using Socket.io to acquire real time incoming data from our Face Recognition program
- Frontend : React
- Backend : Node.js/Express



# System Flowchart



# Web Application

Pegasus Protection Services

Dashboard

- Home
- Live Indoor Tracking

Quick Menu

- Users
- Tags

New Users: 21  
Added this month

Alerts: 3  
This week

Number of Tags: 2  
Detected

Latest Tracking Alerts

Alert Type	Description	Timestamp
Access Issue	User does not have access to this area (Christian's Tag)	4:53 PM
Location Issue	User is too far from designed area (Christian's Tag)	4:53 PM

Latest Tracking

Access Level	Detected Tags	Name	From Beacon	rssi	Distance(m)	timestamp
1	34-94-54-29-ef-86	Christian's Tag	34-94-54-29-ef-4c	-82	3.55	4:53 PM
0	40-91-51-92-ee-52-c6	Tag #2	34-94-54-29-ef-4c	-77	2.66	4:53 PM

Latest Face Tracking Alerts

Alert Type	Description	Timestamp
Access Issue	User does not have access to this area (Dylan Sauerbrun)	4:53 PM

Latest Face Tracking

Currently Identifying	Location	Timestamp
Dylan	Room 1	4:53 PM

Admin Dashboard

Pegasus Protection Services

Dashboard

- Home
- Live Indoor Tracking

Quick Menu

- Users
- Tags

The diagram shows a room layout with dimensions 22' 0" by 14' 0". It includes a desk, a chair, a door, and two beacons. A user icon is positioned in the center of the room. A smaller area is defined with dimensions 4' 0" by 4' 0".

Indoor Tracking

# Workload Distribution

**P- Primary Focus**  
**S- Secondary Focus**

	Members			
Project Work	Christian	Dylan	Aundre	Isaiah
Web-App	P	S		
PCB Design	P		P	
Beacon Firmware			S	P
IoT	S	S		P
Facial Recognition Training		P		
BLE indoor tracking software			P	S

# Project Budget and Financing

Parts	Cost
3x 38 pin ESP32 Dev Board	\$23.30
Arducam raspberry pi Camera module v2	\$51.35
Nvidia Jetson Nano 2GB	\$60
5x 32 pin ESP32 Dev board	\$41.59
5x power supply PCBs	\$11.28
Noctua NF-A4 Fan for jetson nano	\$15
Pan-tilt servo platform	\$29.01
Circuit Components	~\$20
<b>Total Estimated Cost</b>	<b>\$251.53</b>

# Successes

- 2nd Gen PCB design size requirement met
- 2nd Gen PCB design works as either Beacon/Tag
- All components able to communicate wirelessly
- Achieved sufficient accuracy with Indoor tracking
- Camera can reliably detect faces in frames
- Recognition is accurate on faces that are provided in the training images
- Successfully able to display alerts based on indoor tracking system and computer vision system



# What we could have done better

- Obtain more accurate location
  - Speeding up beacon transmission
  - Using stronger Antenna rather than ESP module
  - Ultra-Wideband
- Pick better MCU for Computer Vision Component
  - Nvidia Jetson Nano 4GB
- Pan-tilt-zoom implementation
  - Provide more field of view for face recognition
- Data Storage
  - Keeping tracking of previous alert datas
  - Video feed into cloud for later review



Questions?