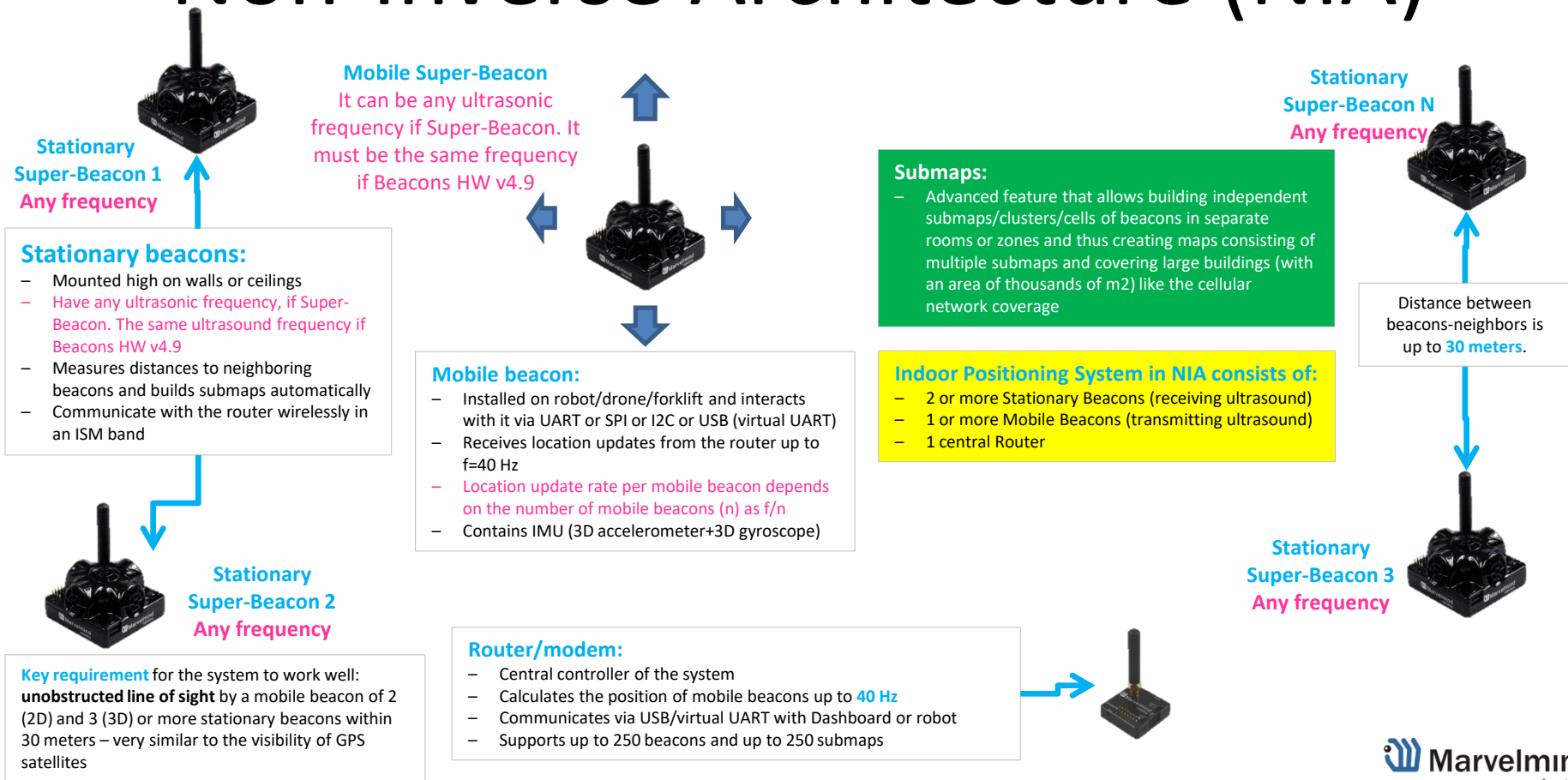


# Non-Inverse Architecture (NIA)



# Inverse Architecture (IA)



## Stationary beacons:

- Mounted on walls or ceilings
- In IA, stationary beacons belonging to the same submap must have different ultrasonic frequencies (19 & 25kHz or 25 & 31 kHz, for example)
- Measures distances to neighboring beacons and builds submaps automatically
- Communicate with the router wirelessly in an ISM band



Stationary  
Super-Beacon 2  
25kHz

Mobile  
Super-Beacon  
Any frequency



## Mobile beacon:

- Installed on robot/person/forklift and interacts with them via UART or SPI or I2C or USB (virtual UART)
- Calculates location updates onboard up to 40 Hz
- Location update rate per beacon **doesn't directly depend on the number of mobile beacons**
- Contains IMU (3D accelerometer+3D gyroscope)

## Router/modem:

- Central controller of the system
- Synchronizes the beacons up to **40 Hz**
- Communicates via USB/virtual UART with Dashboard or robot
- Supports up to 250 beacons and up to 250 submaps



## Submaps:

- Advanced feature that allows building independent submaps/clusters/cells of beacons in separate rooms or zones and thus creating maps consisting of multiple submaps and covering large buildings (with an area of thousands of m2) like the cellular network coverage

## Indoor Positioning System in IA consists of:

- 2 or more Stationary Beacons (transmitting ultrasound on **different ultrasonic frequencies**)
- 1 or more Mobile Beacons (receiving ultrasound on **different ultrasonic frequencies at the same time**)
- 1 x Router

Stationary  
Super-Beacon N  
37kHz



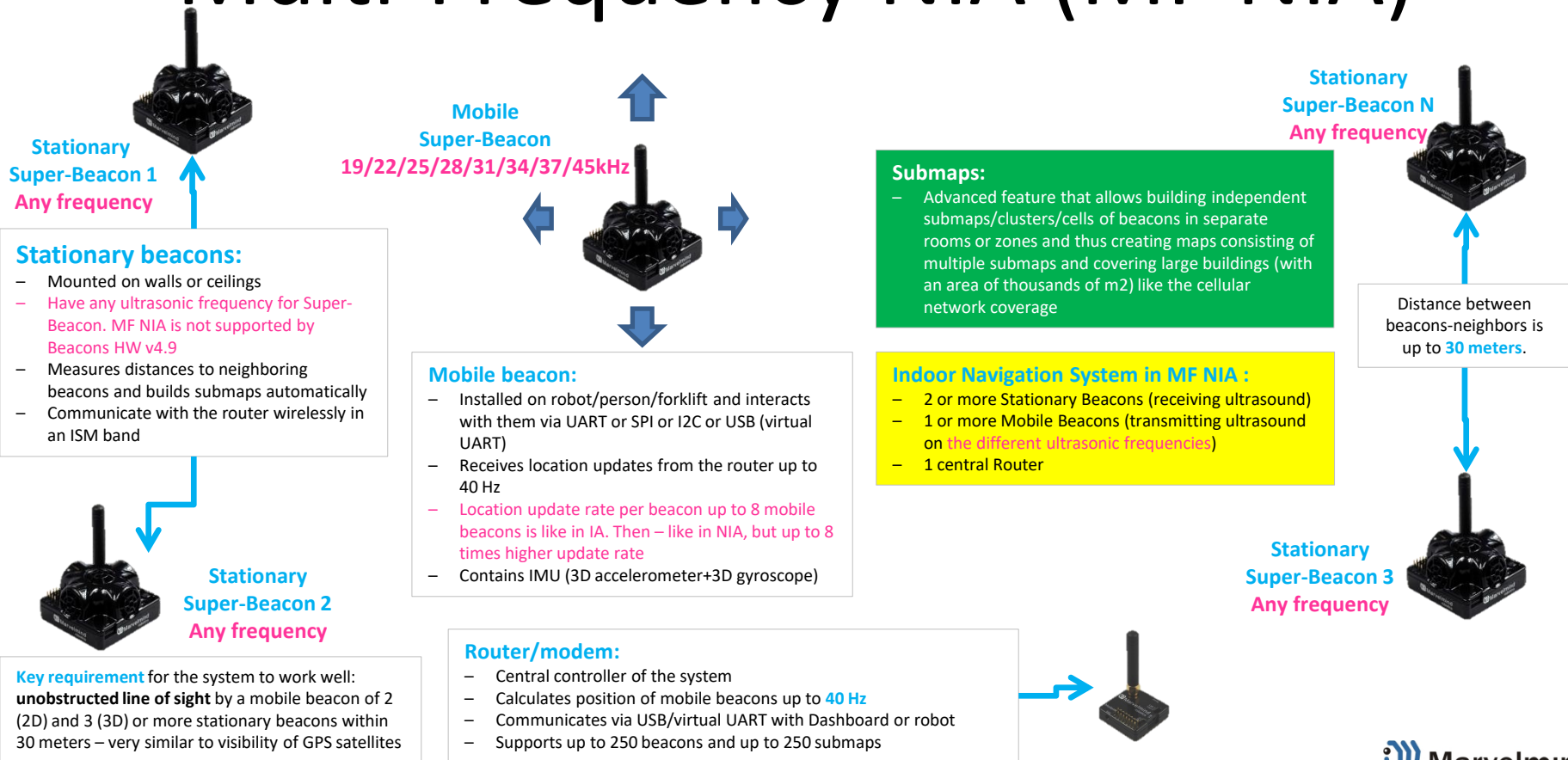
Distance between beacons-neighbors is up to **30 meters**.

Stationary  
Super-Beacon 3  
31kHz



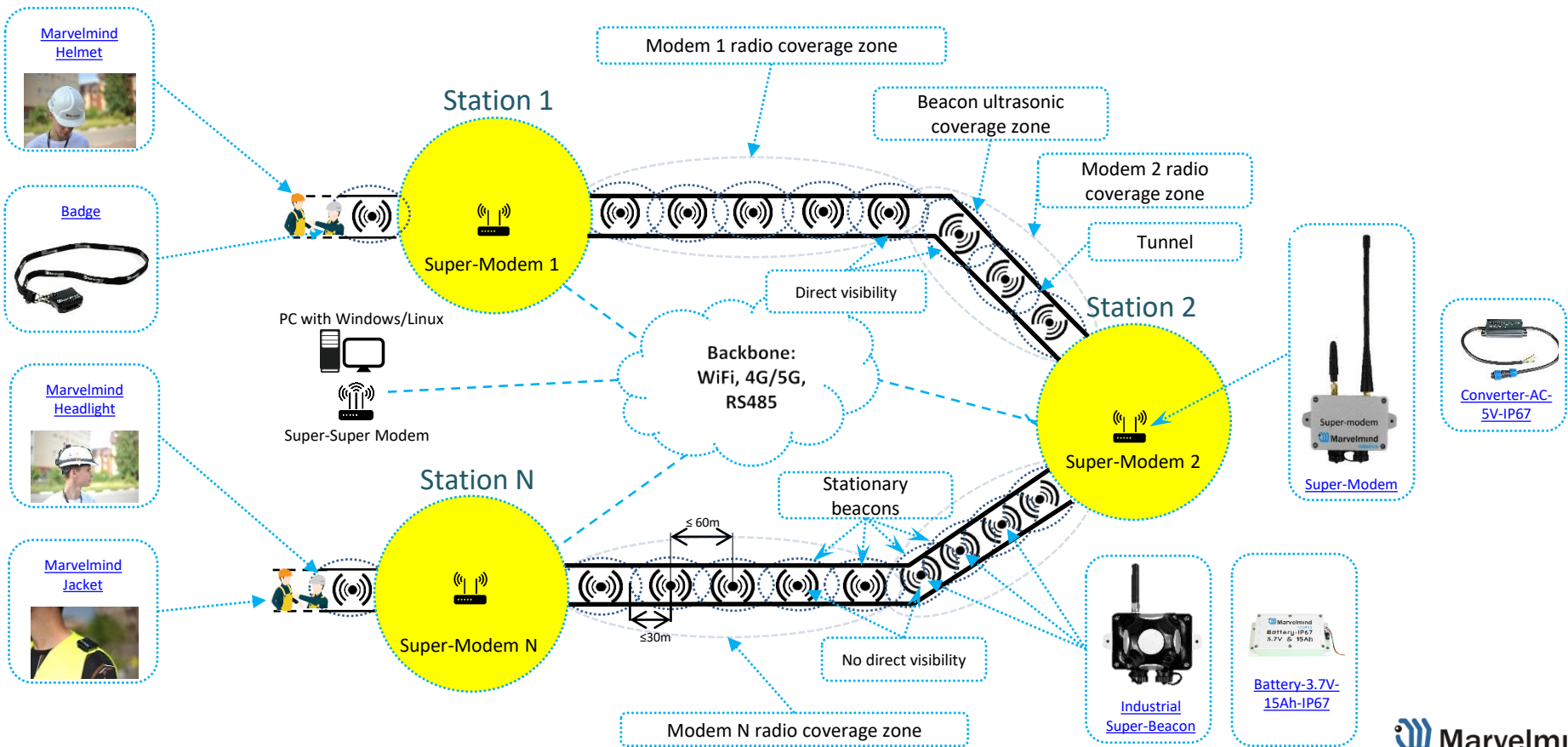
**Key requirement** for the system to work well:  
**unobstructed line of sight** by a mobile beacon of 2 (2D) and 3 (3D) or more stationary beacons within 30 meters – very similar to visibility of GPS satellites

# Multi-Frequency NIA (MF NIA)



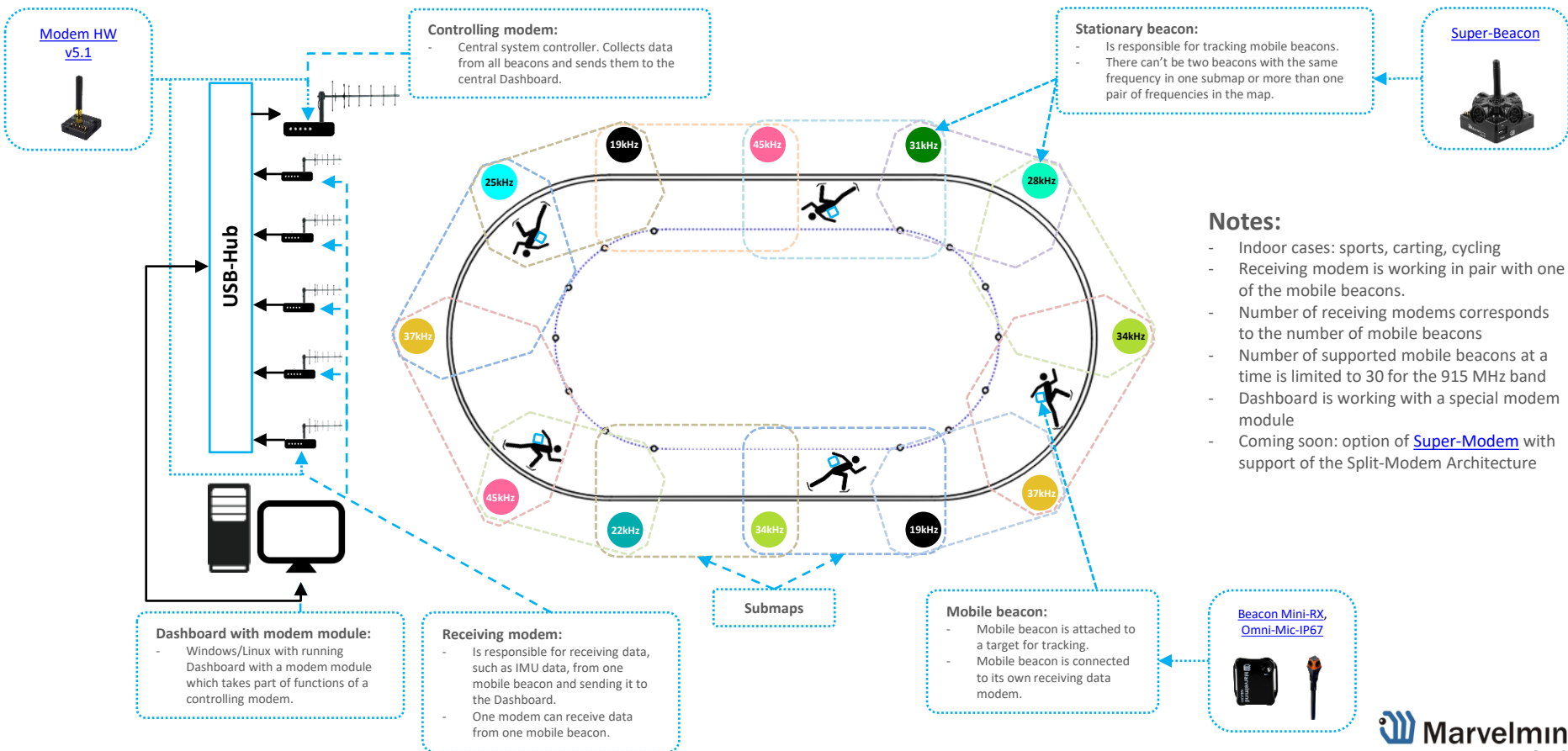
# Multi-Modem architecture for very large networks

Tunnel safety example for underground tracking



# Split-Modem architecture for fast-moving objects

Ice skating example for swift tracking



# Architectures comparison

	Non-Inverse (NIA)	Inverse (IA)	Multi-Frequency NIA (MF NIA)
<b>Typical usage</b>	<ul style="list-style-type: none"> <li>- 1-4 autonomous robots/drones - support up to 250 beacons (stationary+mobile)</li> <li>- When a mobile beacon shall be installed on a noisy drone/vehicle, but stationary beacons are in relatively quieter places</li> </ul>	<ul style="list-style-type: none"> <li>- Many mobile users (people, robots, VR) and when update rate per mobile is important - supports up to 250 beacons (stationary+mobile combined)</li> <li>- When mobile beacons are in quieter places</li> </ul>	<ul style="list-style-type: none"> <li>- 5-16 autonomous robots/drones - supports up to 250 beacons (stationary+mobile combined)</li> <li>- Effectively, MF NIA combines the best from both IA and NIA. But it is still “more NIA than IA” because the mobile beacons are emitting the ultrasound</li> </ul>
<b>Not recommended</b>	<ul style="list-style-type: none"> <li>- In applications, where emitting ultrasound of mobile beacon is undesirable</li> </ul>	<ul style="list-style-type: none"> <li>- For drones – because mobile beacons are receiving ultrasound. The range may be limited to just 2-5m. May be improved with future SW releases</li> </ul>	<ul style="list-style-type: none"> <li>- In applications, where emitting ultrasound of mobile beacon is undesirable</li> </ul>
<b>Accuracy</b>	<ul style="list-style-type: none"> <li>- <math>\pm 2\text{cm}</math> or better with more averaging</li> </ul>	<ul style="list-style-type: none"> <li>- <math>\pm 2\text{cm}</math> or better with more averaging</li> </ul>	<ul style="list-style-type: none"> <li>- <math>\pm 2\text{cm}</math> or better with more averaging</li> </ul>
<b>Update rate</b>	<ul style="list-style-type: none"> <li>- Depends on the number of mobile beacons (n) as <math>f/n</math> –TDMA is used</li> <li>- Slightly depends on the radio profile</li> <li>- Depends on the sizes of submaps</li> <li>- IMU fusion is HW and SW supported</li> </ul>	<ul style="list-style-type: none"> <li>- Does not depend on the number of mobile beacons because they are receiving ultrasound at the same time</li> <li>- Slightly depends on the radio profile (the same as NIA)</li> <li>- Depends on the sizes of submaps (the same as NIA)</li> <li>- IMU fusion is HW supported. SW support is coming</li> </ul>	<ul style="list-style-type: none"> <li>- Depends on the number of mobile beacons (n) for <math>n &gt; 8</math> –TDMA is used, i.e., it can provide up to 8 times higher update rate than NIA with the same number of mobiles. For up to 8 mobiles, the update rate per mobile is equal to IA</li> <li>- The rest – like NIA</li> </ul>
<b>Range</b>	<ul style="list-style-type: none"> <li>- Can cover as large a territory as you wish using submaps</li> <li>- Up to 30m in real life and up to 50m in lab conditions within a single submap, i.e., stationary beacons shall be placed every 30m or closer (in 1D with horns – up to 120m)</li> </ul>		
<b>Map building</b>	<ul style="list-style-type: none"> <li>- Can build submaps automatically and manually</li> </ul>	<ul style="list-style-type: none"> <li>- Can build submaps automatically and manually</li> </ul>	<ul style="list-style-type: none"> <li>- Can build submaps automatically and manually</li> </ul>