

# › FORWARD SCATTER RADAR FOR REMOTE INTELLIGENCE OF BUILDING INTERIORS

Dr. W.L. van Rossum, Dr. Ir. J.J.M. de Wit

**TNO** innovation  
for life

# CONTENT

- › Backscatter Radar
- › Examples of Backscatter Experiments
  
- › Forward Scatter Radar
- › Forward Scatter Experiments
  
- › Future work

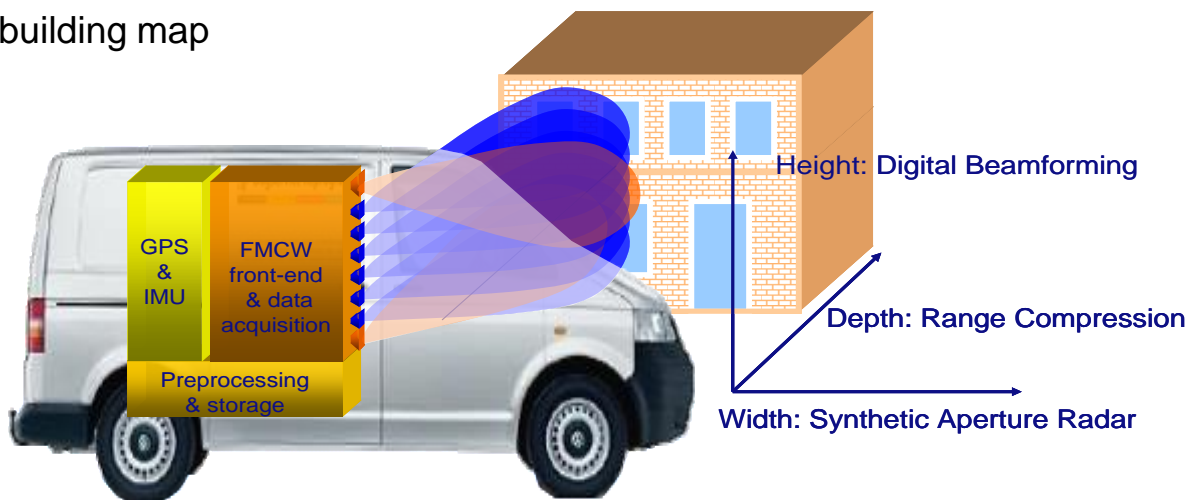
# BACKSCATTER RADAR: SAPPHIRE



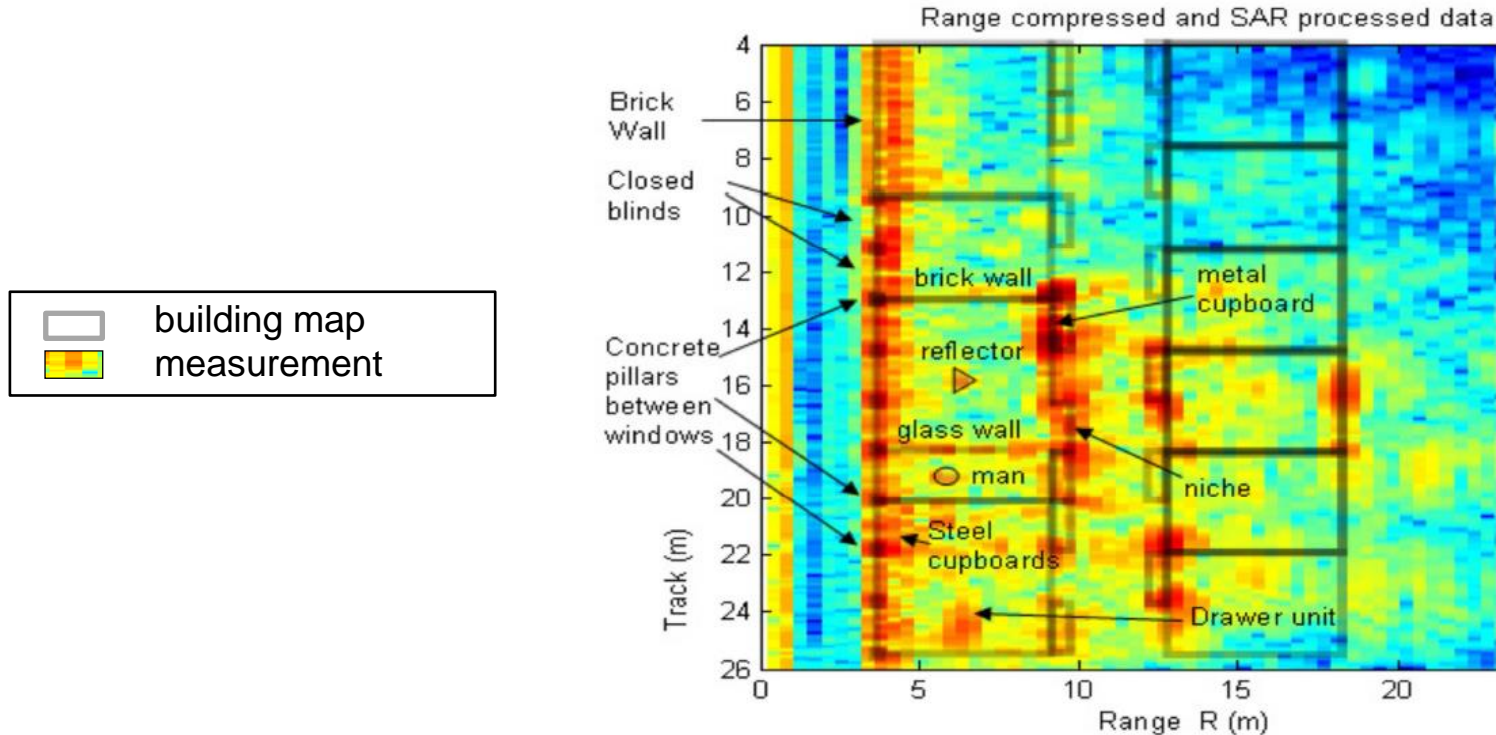
- › 0.5 m resolution in 3D at 10 m distance
- › Fully polarimetric aperture sampling
- › MIMO array: 4 Tx elements, 8 Rx elements
  - › → 32 virtual MIMO T/R elements
- › Waveform: sequence of 16 FMCW sweeps
  - › → 4 Tx positions x 4 polarisation combinations

# SAPPHIRE: PROJECT

- › Funded by EMRS-TDC
- › Mapping of buildings with stand-off polarimetric FMCW SAR radar
- › Drive by a building and build-up 3D building map

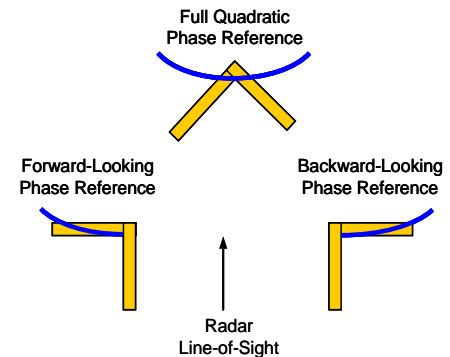
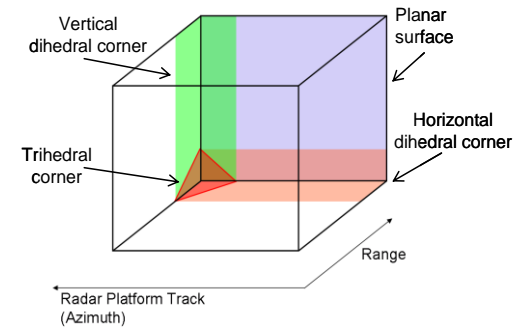


# SAPPHIRE: RESULTS (2D) BUILDING MAPPING

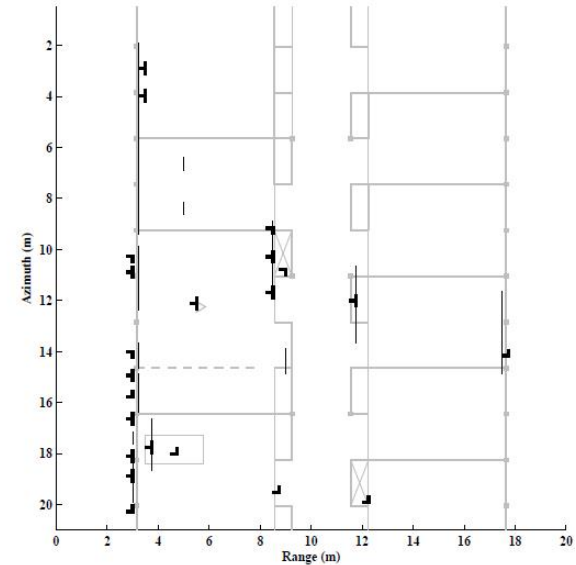
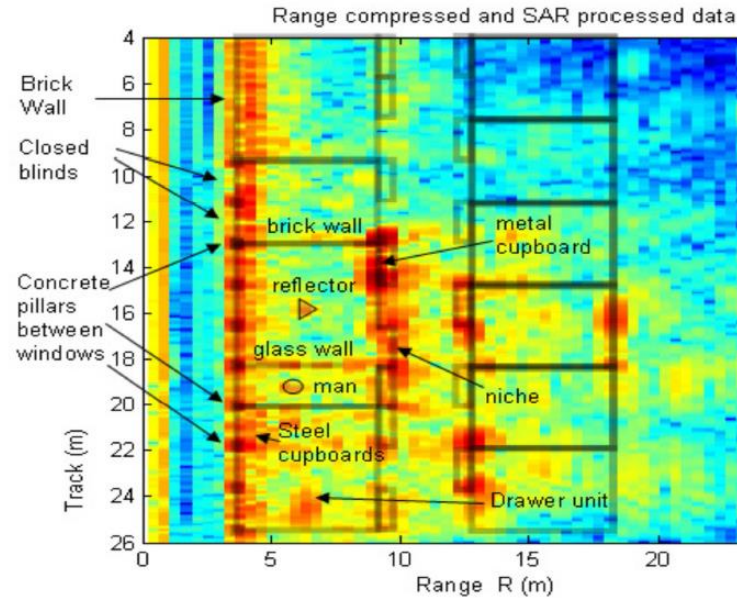
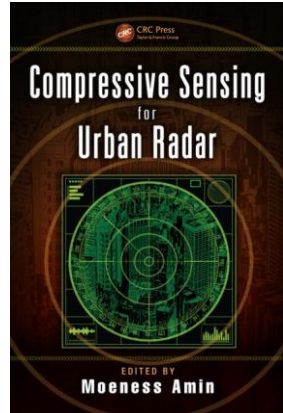
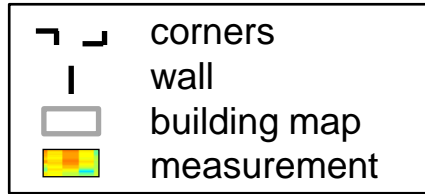


# SAPPHIRE: MAPPING AND FEATURE EXTRACTION

- › 3D imaging based on back projection
- › Building feature extraction
  - › building structure can be represented by principal scatterers
  - › principal scatterers have different phase behaviour in 3D
  - › phase behaviour can be used to identify and locate different scatterers

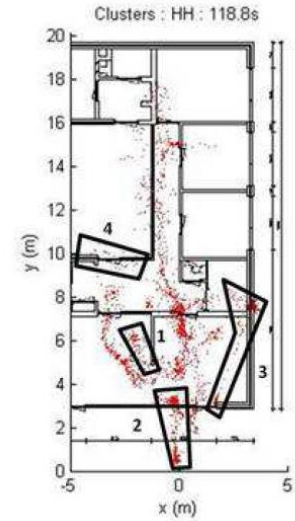
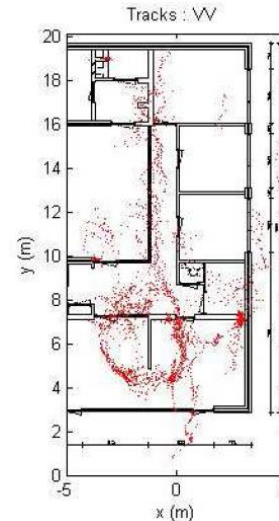


# SAPPHIRE: RESULTS FEATURE EXTRACTION



# RIBA: PROJECT

- › EDA-funded project, i.c.w. BAE Systems Advanced Technology Centre
- › Tracking of moving people and transponders was shown to be promising
- › By tracking over a longer period of time extra information about the inside of a building was obtained, i.e., doors used
- › Multipath effects occur during tracking, further research is needed to suppress multipath reflections





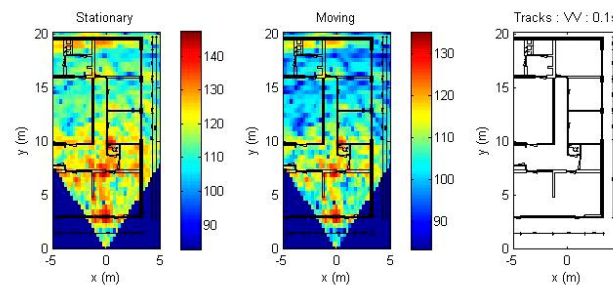
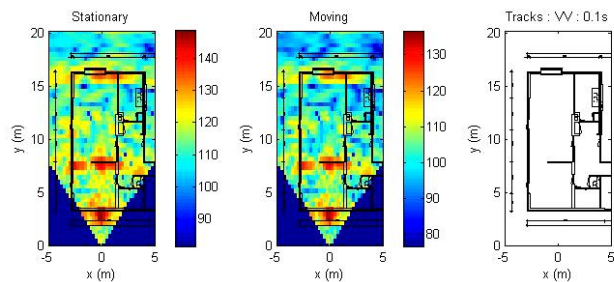
# RIBA: RESULTS PERSONNEL TRACKING



Stationary set-up:  
Multi-room tracking



# TRACKING

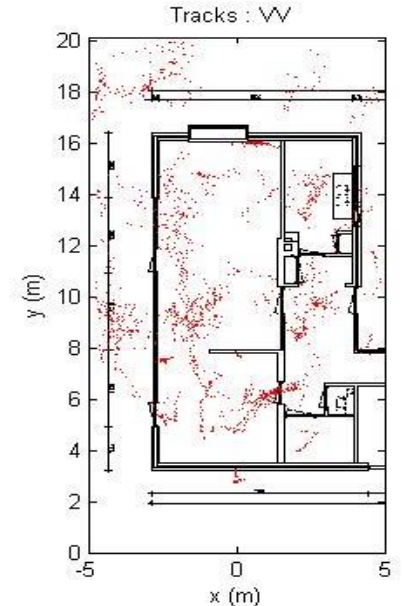
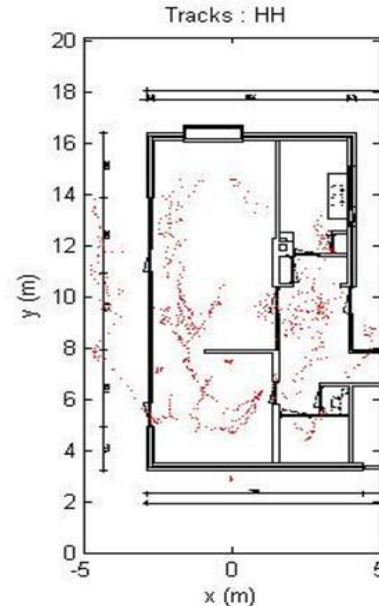
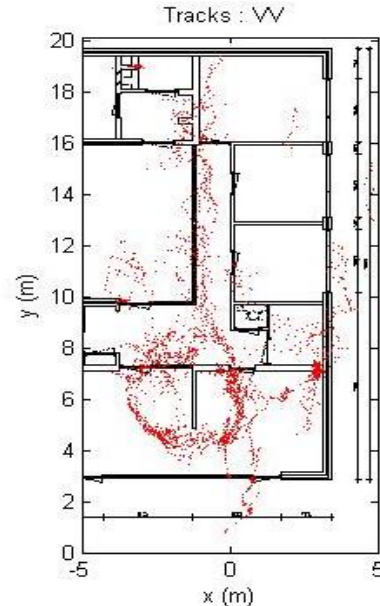
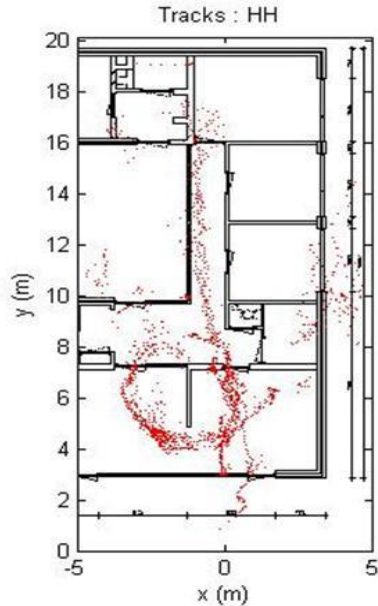


# RIBA: RESULTS PERSONNEL TRACKING

Clusters of well-established tracks:

Position 1

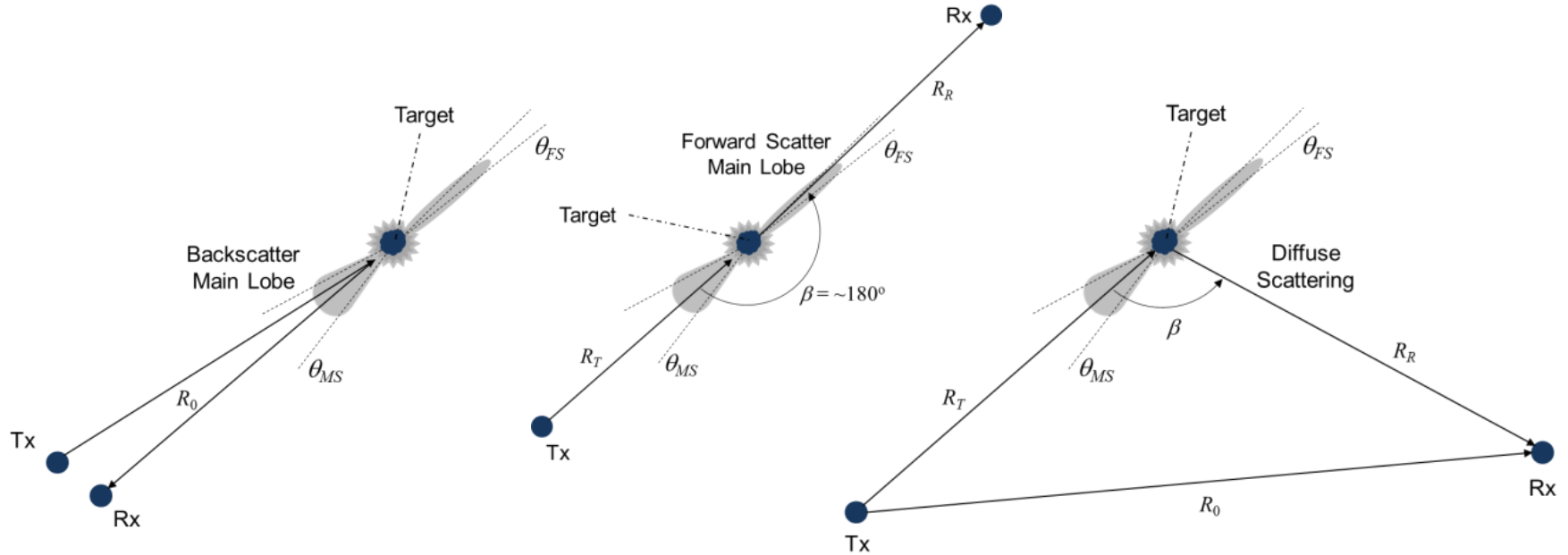
Position 2



# BACKSCATTER VS. FORWARD SCATTER

- › Through-wall radar is a common technique for building mapping and inside-building tracking of people
  - › typically operation is based on (monostatic) backscatter radar (BSR)
  - › backscatter of people is low and many multipath reflections may occur in a cluttered environment
  - › the monostatic reflection of a person and multipath reflections may be of comparable strength making reliable detection and tracking difficult
- › Forward Scatter Radar (FSR) is based on the forward scatter of a person
  - › for opaque objects, including humans, the forward scatter may be higher than the backscatter
  - › the high forward scatter mitigates the effect of multipath reflections

# SCATTER MECHANISMS



# FORWARD SCATTER CROSS SECTION

- › Given the radar wavelength  $\lambda$ , the Forward Scatter Cross Section (FSCS) of an object is:

$$\sigma_{FSR} = \frac{4\pi A^2}{\lambda^2}$$

- › If an object is opaque, the FSCS depends only on the area  $A$  of the object
- › Consequently, the use of stealth designs or Radar Absorbent Materials (RAM) does not reduce the FSCS
- › This is the main reason Forward Scatter Radar is typically applied as 'fence detection'

# FORWARD SCATTER CROSS SECTION

- › In literature, a human is typically modelled as a cylinder of height  $H$  and diameter  $D$ , with area  $H \cdot D$ ,
- › Then the FSCS follows as:  $\sigma_{FSR} = \frac{4\pi(HD)^2}{\lambda^2}$  and the BSCS follows as<sup>1</sup>:  $\sigma_{BSR} = \frac{\pi H^2 D}{\lambda}$
- › For  $H = 1.8$  m,  $D = 0.5$  m and 12.5 cm wavelength, the FSCS is 28.1 dBm<sup>2</sup> and the BSCS is 16.1 dBm<sup>2</sup>
  - › The FSCS is a factor 16 higher than the (monostatic) BSCS

<sup>1</sup>B.R. Mahafza, "Radar systems analysis and Design using Matlab," Chapman & Hall/CRC, Boca Raton, 2000

# FORWARD SCATTER LOCALISATION

- › Approximately the resolution for backscatter is:
  - › driven by antenna length  $L$

$$\Delta x_{BSR} \approx \frac{\lambda}{L} \cdot R$$

- › Assume resolution for forward scatter:
  - › diameter of first Fresnel zone

$$\Delta x_{FSR} \approx \sqrt{2R \cdot \lambda}$$

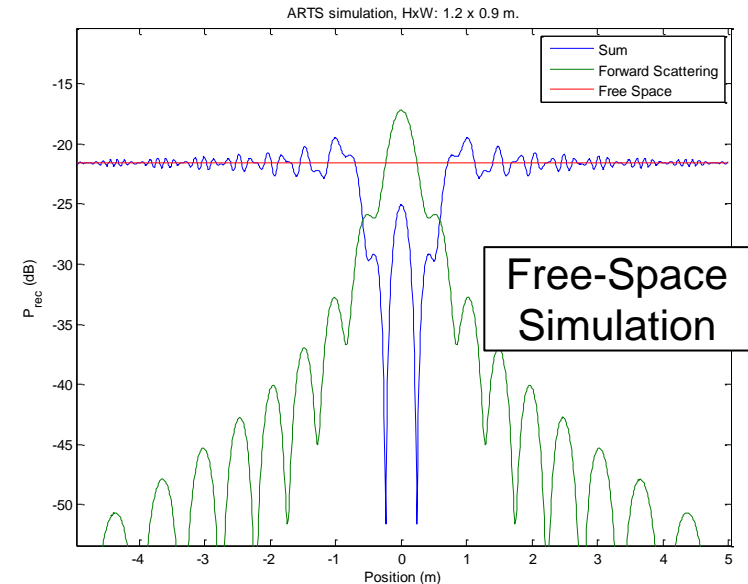
- › Resolution forward scatter and backscatter about equal:
  - › at 2.4 GHz and an object at 5 m:  $L = 0.55$  m

$$L \approx \sqrt{\frac{\lambda R}{2}}$$



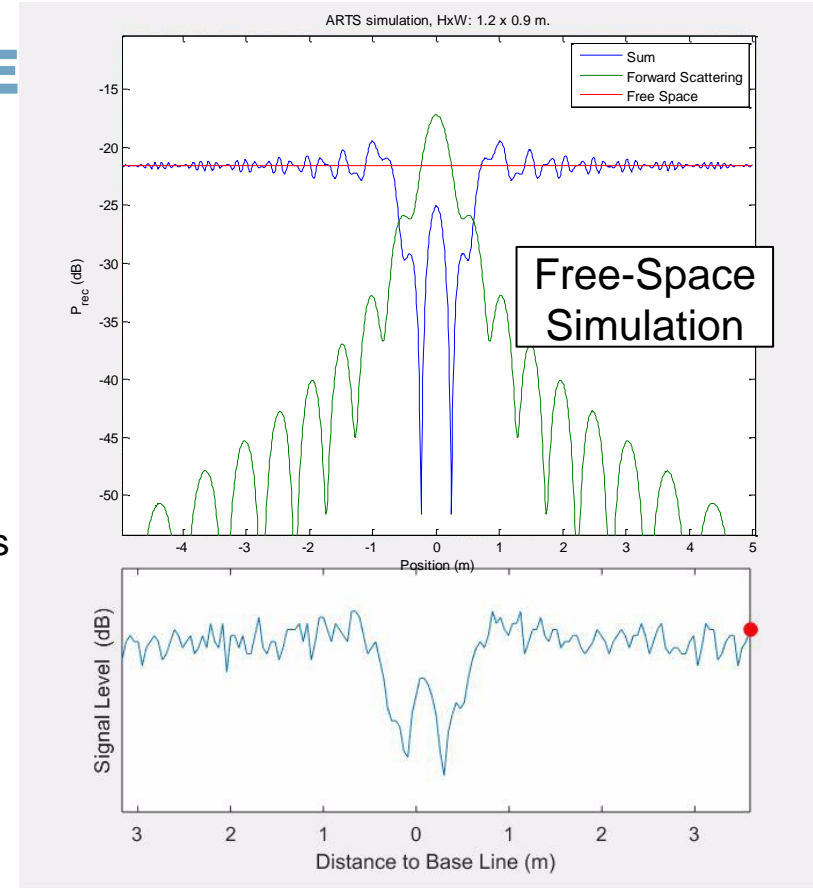
# FSR DETECTION: SIMULATION

- › In FSR the received signal is the sum of the direct signal and the signal scattered forward by an object
- › If the direct signal is stationary, changes of the received signal indicate the presence of an object
- › Because the forward scatter is relatively large the changes in the received signal are significant, allowing reliable detection on the basis of the received signal's amplitude



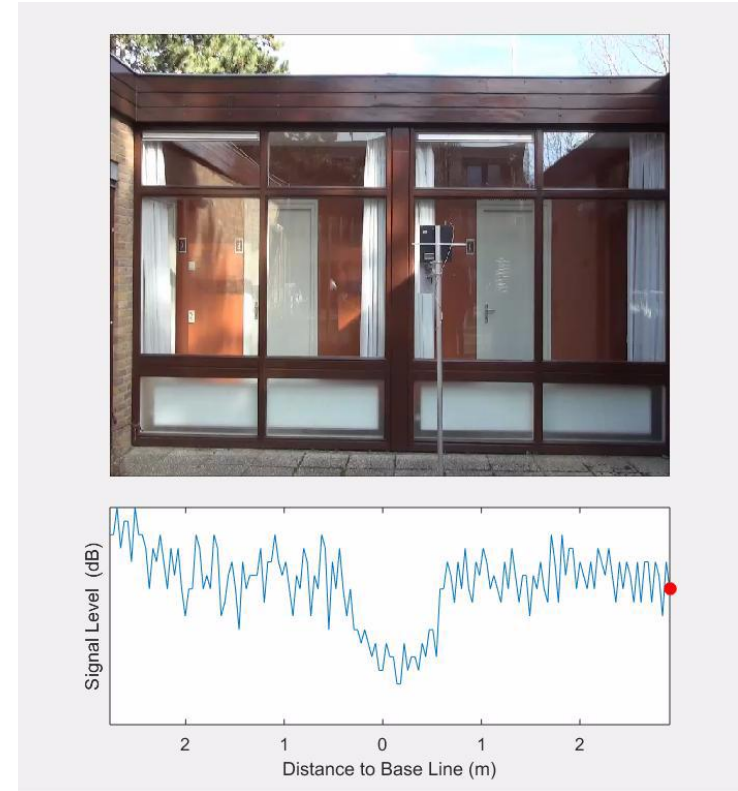
# FSR DETECTION: FREE SPACE

- › In FSR the received signal is the sum of the direct signal and the signal scattered forward by an object
- › If the direct signal is stationary, changes of the received signal indicate the presence of an object
- › Because the forward scatter is relatively large the changes in the received signal are significant, allowing reliable detection on the basis of the received signal's amplitude

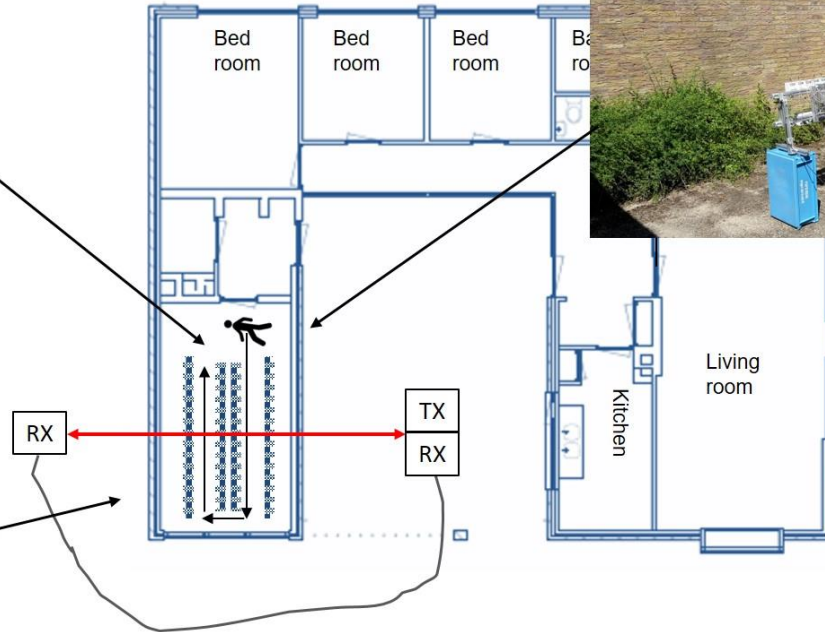


# FSR DETECTION

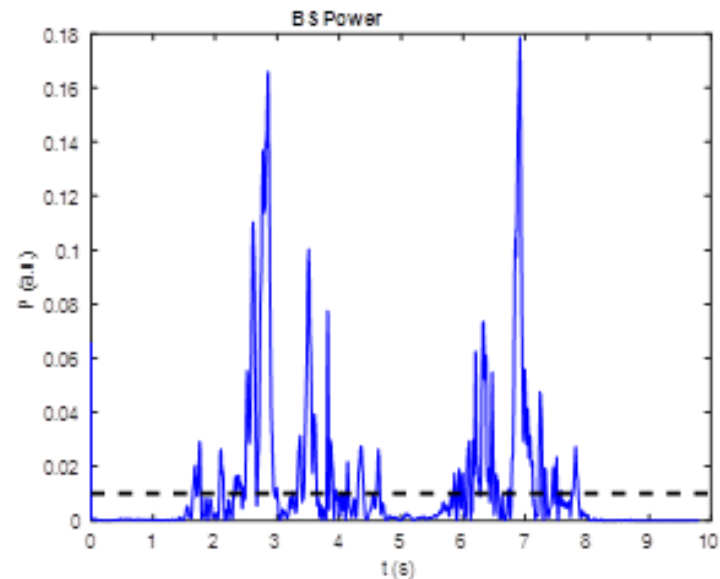
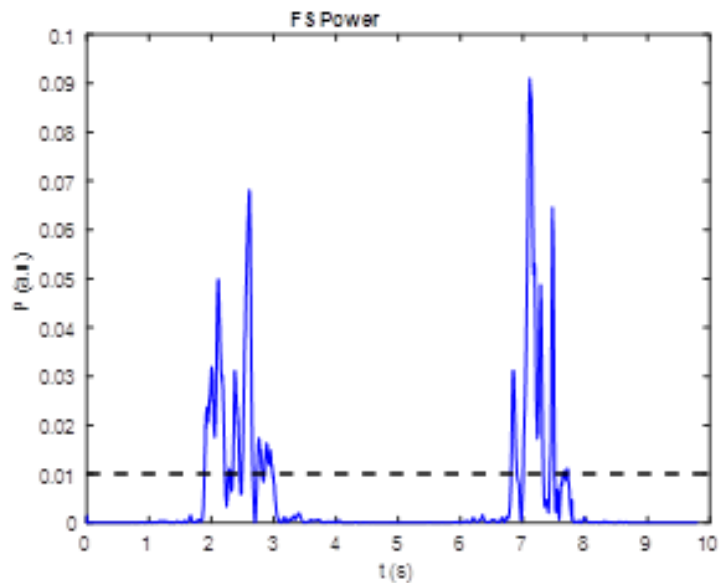
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# FSR/BSR DETECTION MEASUREMENTS



# FSR/BSR DETECTION MEASUREMENTS



# CONCLUSION

- › The measurements have shown that reliable and consistent detection of people crossing the FSR baseline is feasible even in difficult through-building scenarios
- › However, in realistic through-building scenarios, due to multipath and the geometry, the signal power for FSR was lower than for BSR
- › The width of the FSR response was more narrow than the width of the BSR response
- › Combining FSR and BSR in a single system will yield the benefits from both scattering processes

# ARTS: ACTIVE RANGING TRANSPONDER SYSTEM

- › ARTS is a 2.4 GHz network of portable transponders for first responder location support inside buildings
- › Each transponder measures the distance to all other transponders using an FMCW-like technique
- › The transponders are not locked thus frequency and timing offsets lead to distance errors
- › Synchronisation and calibration is performed wireless to correct frequency and timing offsets and measure range and speed
- › All transponders communicate range data



## FUTURE WORK

- › ARTS concept provides wireless synchronisation, communication and positioning functionality
- › SAPPHIRE concept provides MIMO backscatter and forward scatter radar functionality
- › Combining the ARTS and SAPPHIRE technologies would lead to an integrated RF solution for wireless synchronisation, communication, blue-force positioning and multistatic radar:

*NEFRITE: iNside Edifice Forward-scattering Radar Integrated with Transponder Equipment*





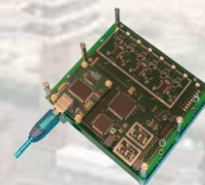
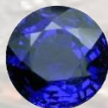
**AMBER**  
Reconfigurable



**EMERALD**  
Programmable



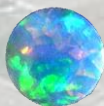
**SAPPHIRE**  
Polarimetric



**RUBY**  
Portable



**OPAL**  
Miniature



**NEFRITE**  
Wireless



**DIAMOND**  
Distributed



**TNO**

**Radar Technology**

A nighttime photograph of a city street featuring a modern, curved pedestrian bridge with a glass railing. The bridge is illuminated with warm lights, and its reflection is visible in the wet pavement below. In the background, there are several multi-story buildings with lit windows, and a prominent curved building with a glass facade. The scene is captured with a long exposure, resulting in vibrant green and yellow light trails from moving vehicles or lights, creating a sense of motion and energy. The overall atmosphere is urban and contemporary.

# › THANK YOU FOR YOUR ATTENTION

This work is supported by the U.K. Centre for  
Defence Enterprises under contract no.  
DSTLX1000098815

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