

Valentin Radu, Jiwei Li, Lito Kriara, Mahesh K. Marina
The University of Edinburgh

Richard Mortier
University of Nottingham

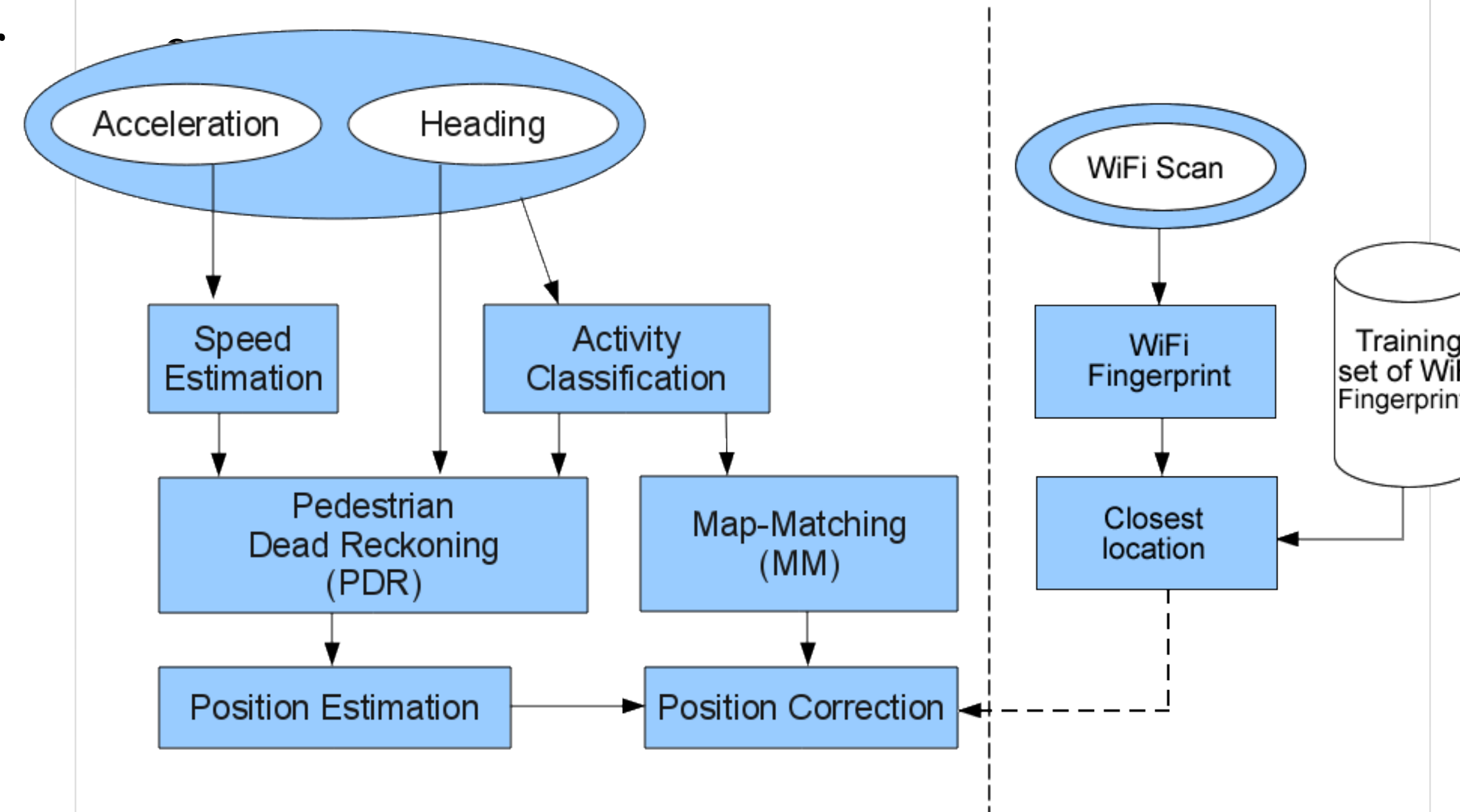
Motivation

- Indoor mobile location tracking needed for many location-based apps, especially given the rapidly growing smartphone adoption
- But practical and easily deployable solutions for indoor location still being researched

Our Approach

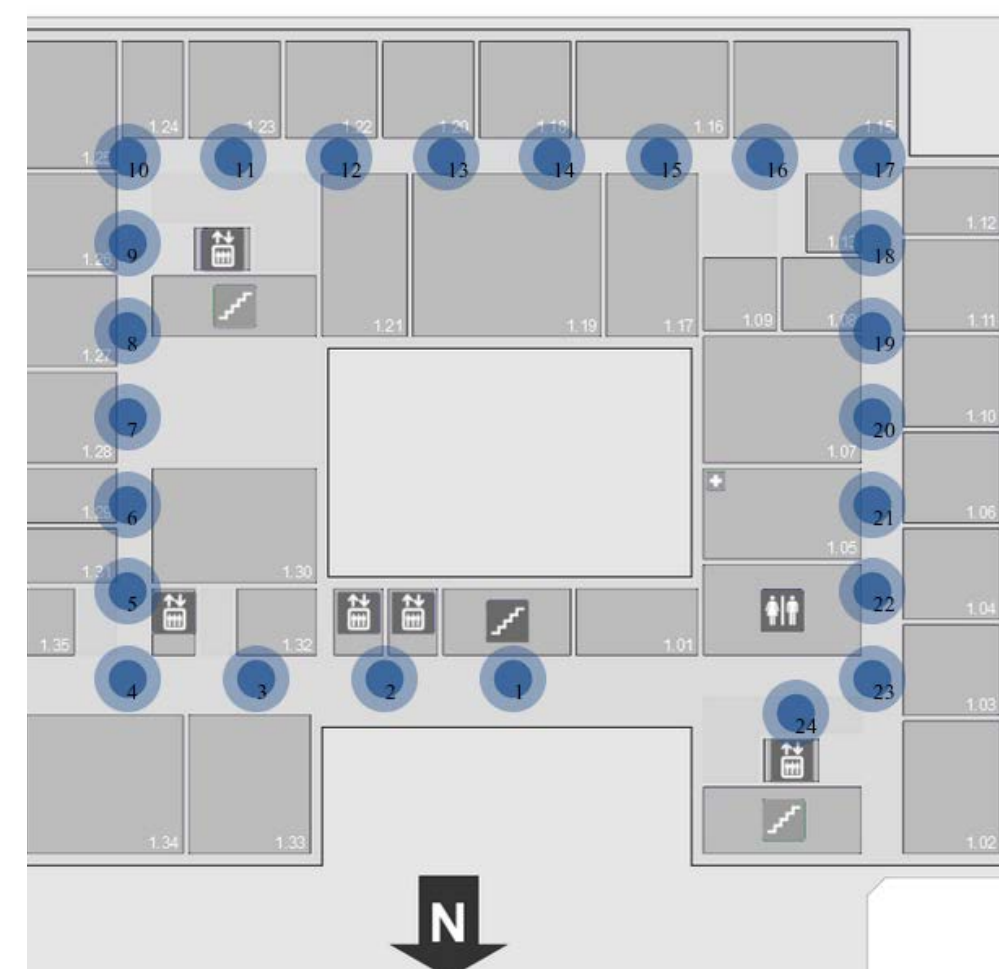
1. Exploit built-in smartphone sensors (e.g., accelerometer, compass) to do **dead reckoning**
 - Naturally enables continuous location tracking
 - Energy efficient
 - Explored already, but mostly for outdoor environments [1, 2]
 - Dead reckoning in indoor environments relatively more challenging
 - Needs reliable anchor points every now and then to keep location error under check
2. **WiFi fingerprinting** to leverage existing WiFi infrastructure and WiFi interfaces common on phones
 - Not suitable for continuous location tracking coz WiFi scans power hungry and time consuming

Our Approach (contd.)

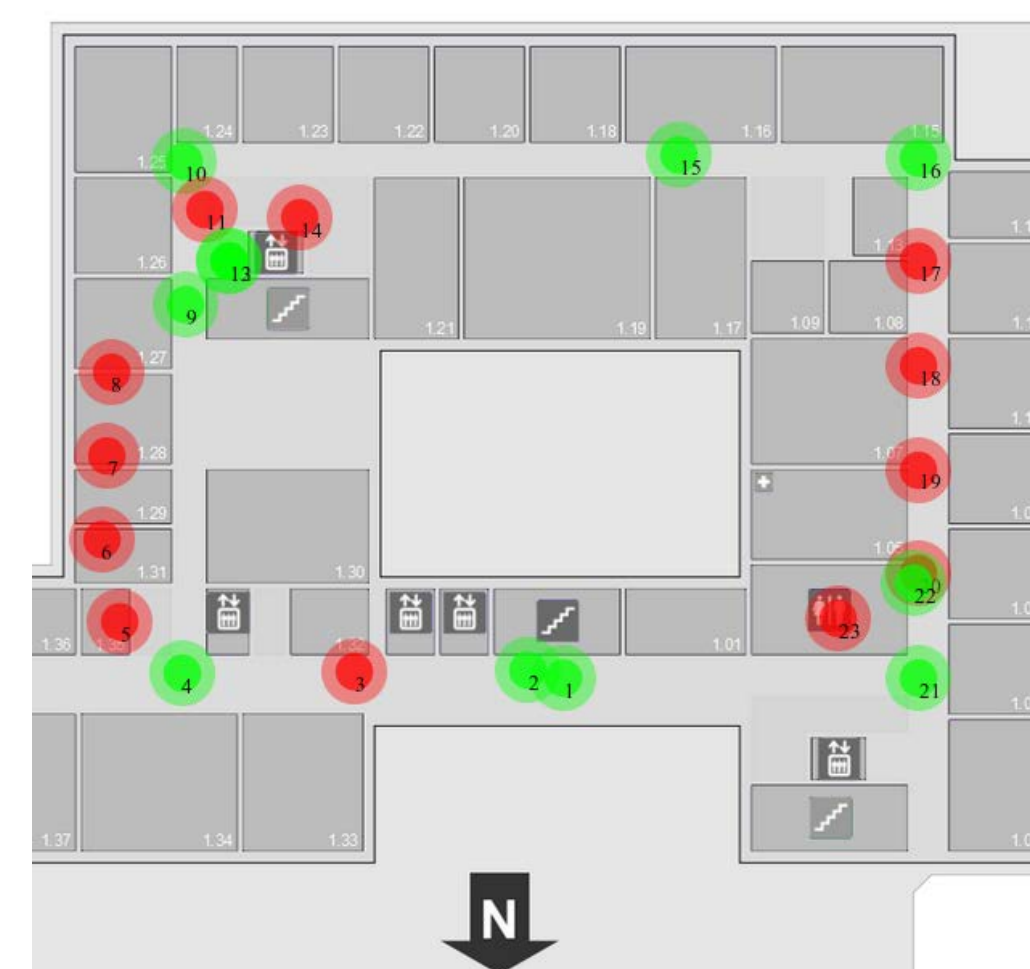


- **Hybrid** approach that combines dead reckoning and WiFi fingerprinting to retain their best aspects
 - Dead reckoning using machine learning based activity recognition, speed estimation and map matching
 - Crowdsourced WiFi fingerprinting to avoid a priori training data collection
- Hybrid approach in action below

Actual locations

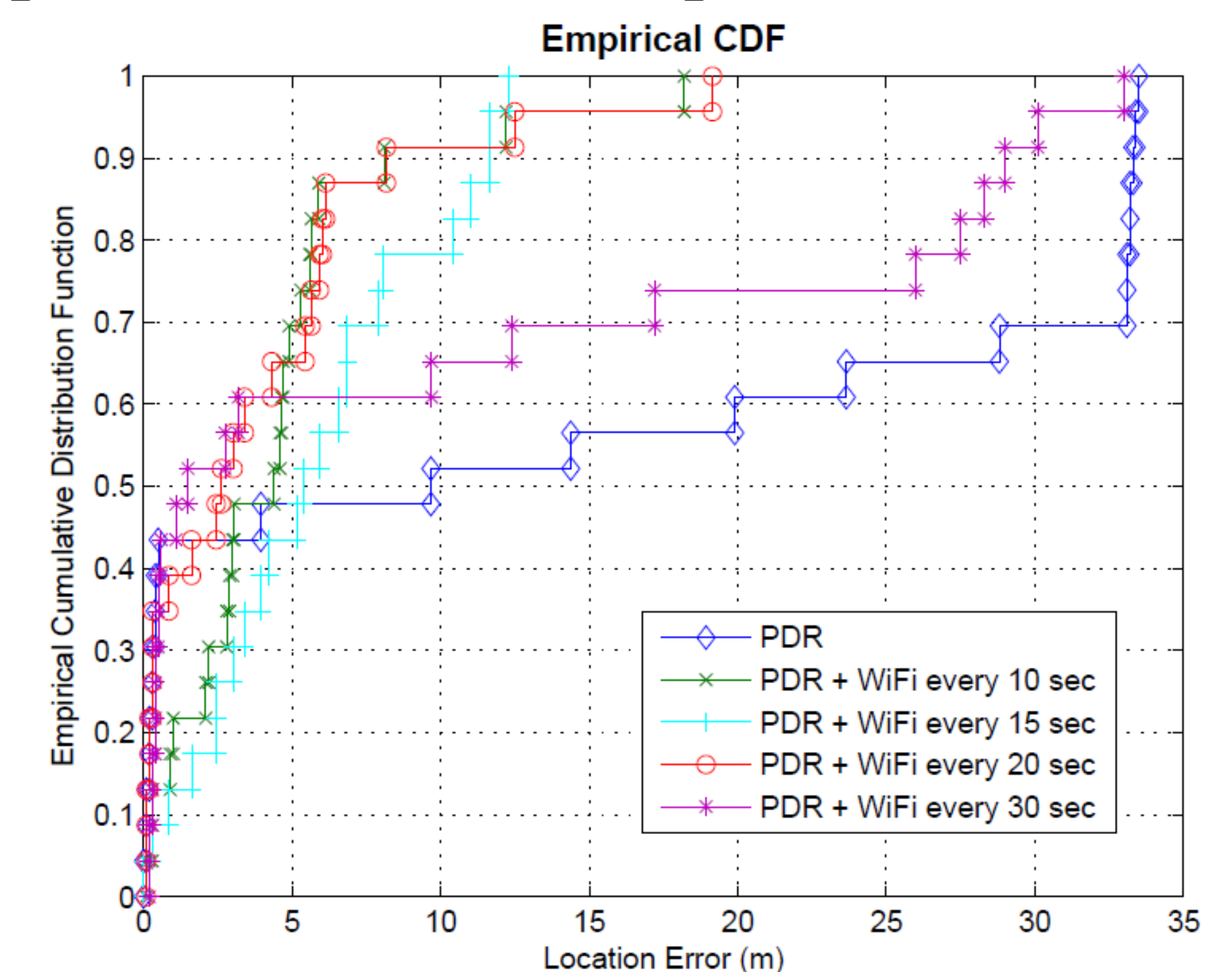


Estimated locations



Preliminary Results

- Implemented our hybrid localization system on Android Nexus One phones and using Google App Engine as back-end
- Results from early evaluation in Informatics Forum Bldg at Univ. Of Edinburgh



- Median location error ~10m with pedestrian dead-reckoning (PDR) alone
- PDR + WiFi fingerprinting brings error down to 2m
- Impact of WiFi scan frequency on location error complex

References

- [1] I. Constandache et al., "Towards Mobile Phone Localization without War-Driving," In *Proc. IEEE INFOCOM*, 2010.
- [2] M. Youssef et al., "GAC: Energy-Efficient Hybrid GPS-Accelerometer-Compass GSM Localization," In *Proc. IEEE GLOBECOM*, 2010.