

LECTURE 12: SENSING PRESENCE

Sensing Presence vs Sensing Location

- * X,Y,Z vs Proximity
- * Location is mostly a solved problem outdoors
- * Presence is mostly associated with indoors spaces
- * Indoor areas require a new approach

Infrastructure vs Infrastructure-less

- * Existing infrastructure
 - * WiFi
 - * Cellular
- * New infrastructure
 - * Bluetooth (Beacons)
 - * Specialized Wifi
 - * Other
- * No infrastructure needed
 - * Geo-Magnetism
 - * Dead reckoning (existing sensors in device)

WiFi

- * Triangulation / Trilateration (based on access points)
- * Fingerprinting (requires at minimum an initial scan)
- * Uses existing infrastructure (likely)
- * Mobile device initiated vs Access Point initiated
- * Specialized hardware/software from manufacturers
- * The more overlapping access points the more unique the fingerprint
- * Updating fingerprints important for changing environments

Bluetooth Low Energy (LE)

- * Beacons (iBeacons)
- * Bluetooth without beacons
- * Requires new infrastructure (beacons)
- * Low power
- * Beacons advertise themselves, receivers detect advertisement
- * Apple's solution (iBeacons) focuses on 4 proximity states: Unknown, Far, Near, Immediate

RFID

- * Radio-frequency identification
- * Broad range of frequencies
- * Different frequencies have different costs, regulations, range
- * Infrastructure needed, tags and readers
- * Usually tags are cheap and small, powered temporarily by reader which receives identification data

Geo-Magnetism

- * Based on anomalies in magnetic fields
- * Buildings have unique magnetic landscape based on interaction between geo-magnetic fields and the steel structures
- * No infrastructure needed
- * Uses magnetometer available in most smartphones

Acoustics

- * Uses echolocation
- * Device emits a sound and listens for the echo which is distorted based on shape and size of room
- * Each space has a unique “soundscape”
- * Need to filter out transient and background noises

Sensors

- * Dead reckoning
- * Inertia
- * Uses sensors that are likely already in device, accelerometer, gyroscope, etc
- * Easy to lose proper track of position and direction
- * Likely best as a auxiliary to other technologies

Combination

- * Many commercial solutions are a combination of multiple technologies
- * Usually a combination of WiFi fingerprinting and bluetooth beacons
- * Apple and Google use WiFi fingerprinting and device sensors

Indoor location

- * Interesting problem space to compare various technologies
- * Lots of startup companies utilizing different technologies to provide indoor positioning systems
- * Largest number focused around WiFi and Bluetooth beacons
- * Retail a major focus
- * Cost vary
- * Many utilize a combination of WiFi and Bluetooth
- * Bigger companies getting involved, mostly by purchasing startups
- * Accuracy varies among technologies
- * Need an interior map to make worthwhile

Group Activity

- * Split into groups
- * Come up with an application requiring presence detection
- * Answer following points:
 - * Purpose
 - * Intended audience
 - * What technology would you want to try?
 - * Anticipated issues
 - * How would you address privacy concerns?