



# WiFi-Based Indoor Positioning System

Xutong Lu





**Research Background**



**Related Works**



**Our System**



**Future Works**



# Research Background

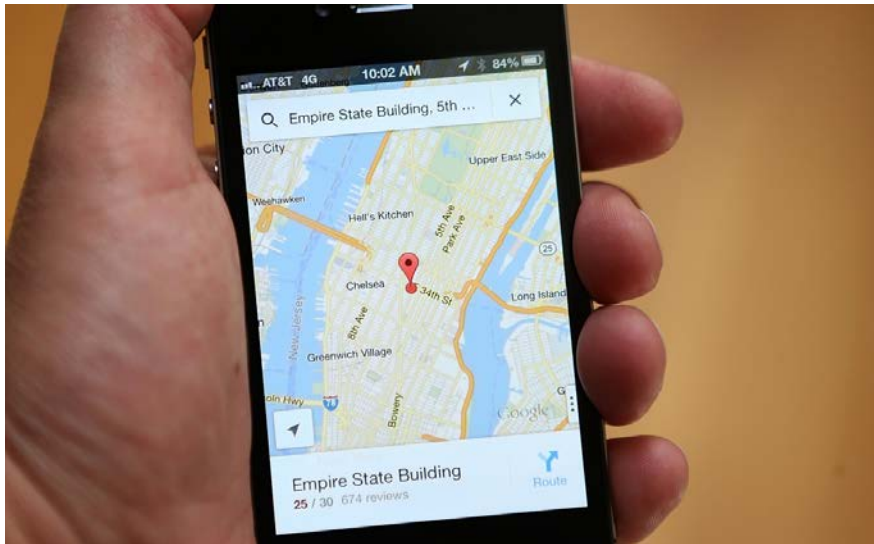
1

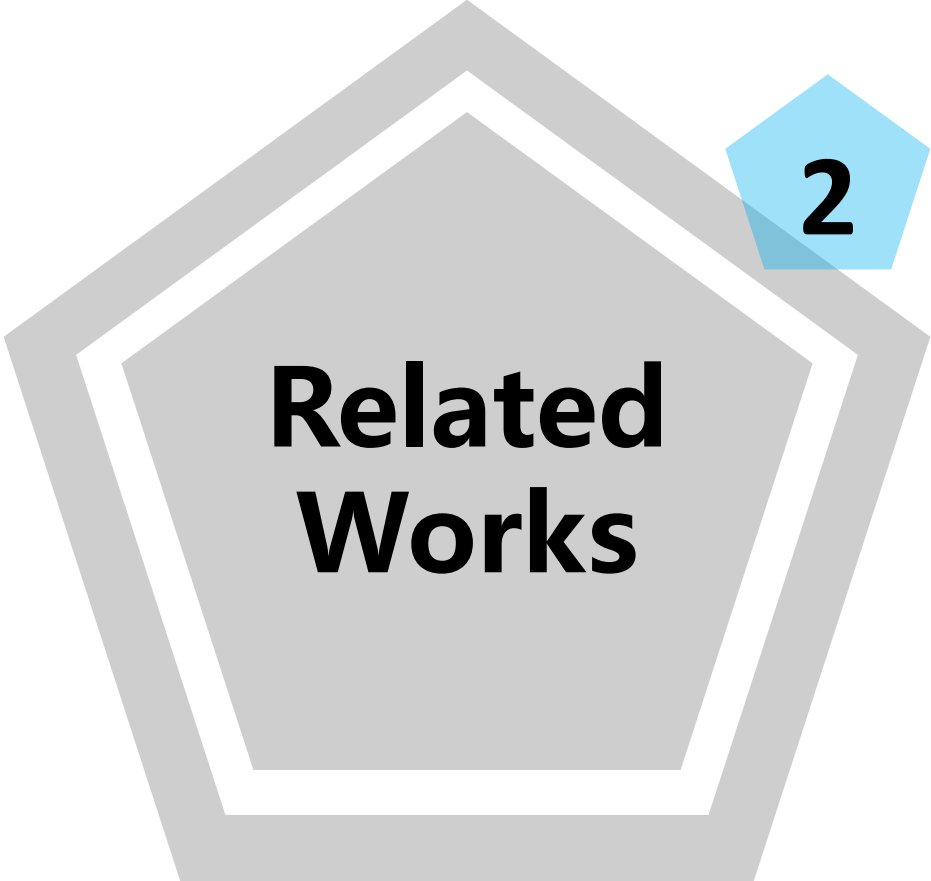


# Reserch Backgrounnd

## What is Indoor Localization?

## Why we need it?





**Related  
Works**

**2**



## Related Works -- A Widely Used Method

### Received Signal Strength (RSS) Value & Log Distance Path Loss (LDPL) Model

$$PL = P_{Tx_{dBm}} - P_{Rx_{dBm}} = PL_0 + 10\gamma \log_{10} \frac{d}{d_0} + X_g$$

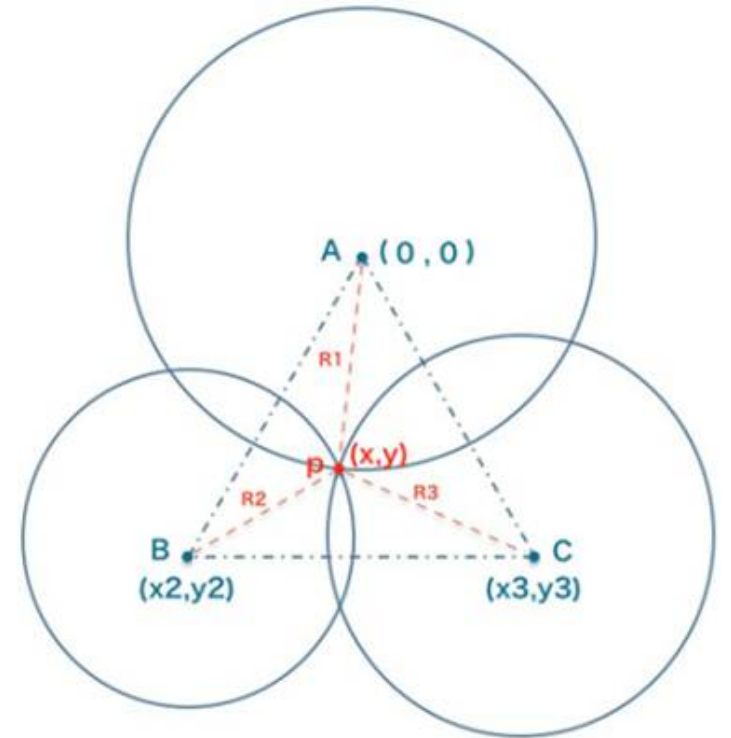
- Given **PL<sub>0</sub>**, **d<sub>0</sub>** and **γ**, the RSS measurement **PL** can be converted into the distance **d** using the **LDPL** model.
- **PL<sub>0</sub>** is the path loss at the reference distance **d<sub>0</sub>**.
- **X<sub>g</sub>** is a Gaussain random variable with zero mean.



# Related Works -- A Widely Used Method

## Triangular Positioning

- By LDPL model, if we receive at least three RSSIs, we can calculate the user's location.
- Because of the Gaussian noise, we cannot always find the user's location accurately.

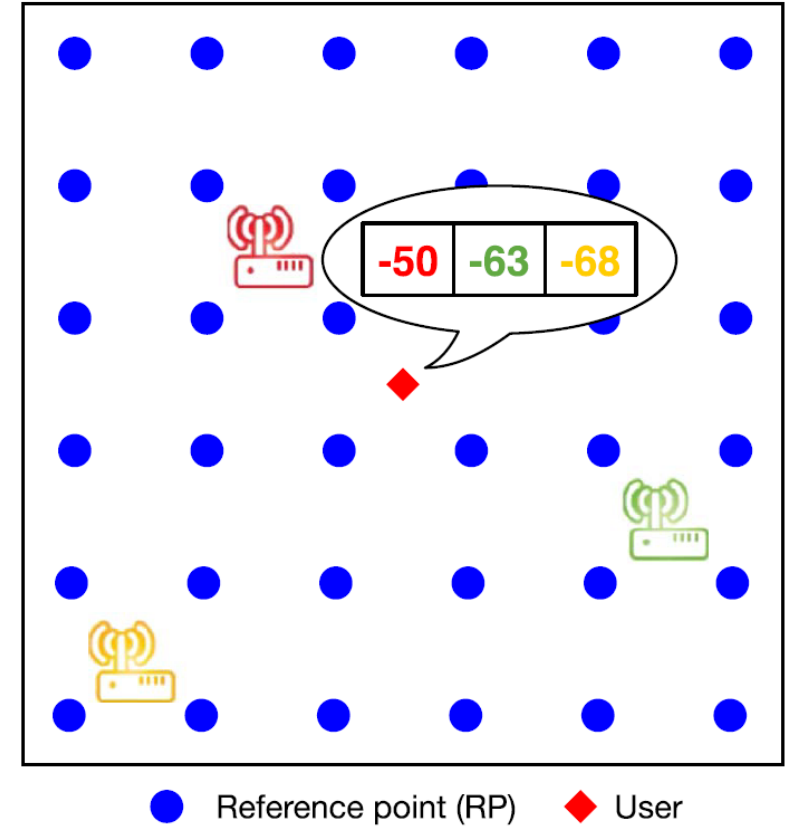




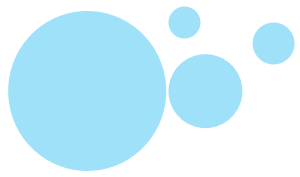
# Related Works -- Some Other Methods

## Fingerprinting-based Location Method

- **Offline phase:** Many site surveys are conducted to build an RSSI database.
- **Online phase:** User samples an RSSI vector at it's position and send it to the server, sever returns the location to the user.



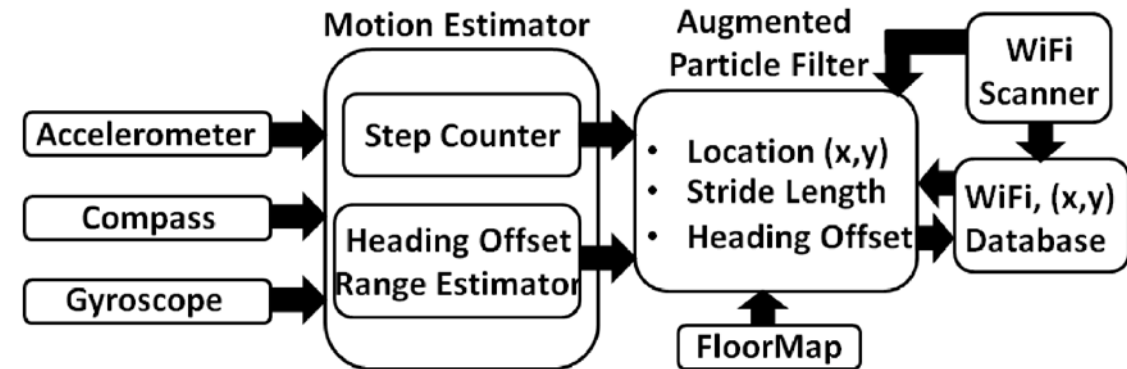




# Related Works -- Some Other Methods

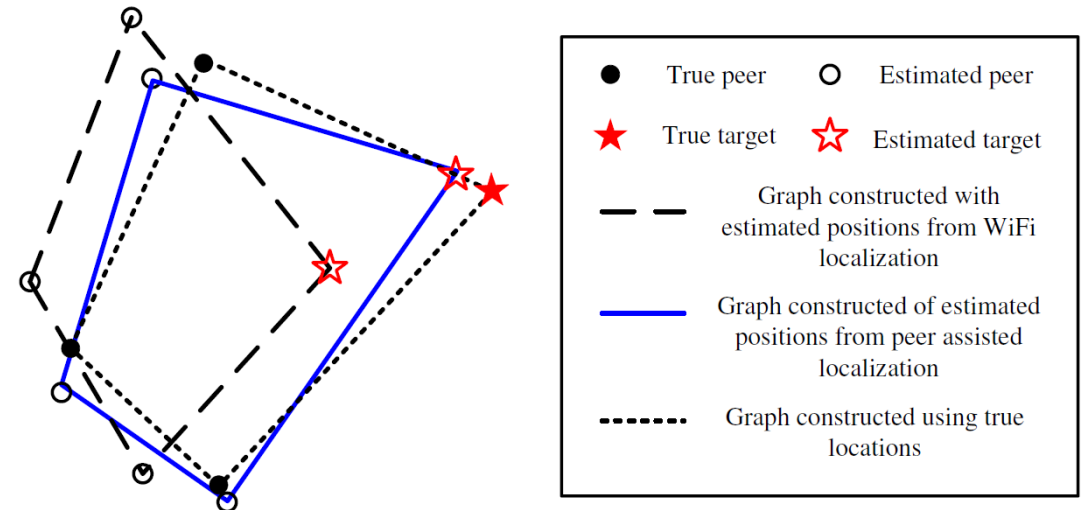
## Zee System

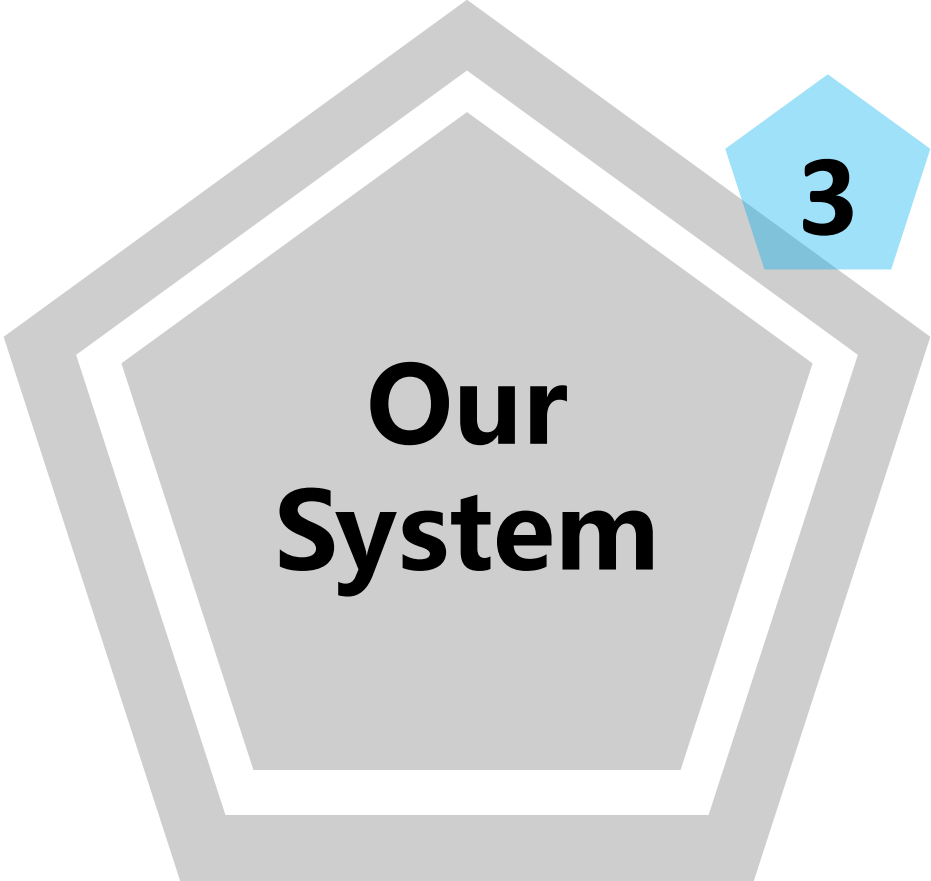
- Ease the offline phase by make every user an RSSI data collector
- Use Augmented Particle Filter to estimate the trajectory with high accuracy



## Peer Assisted Location

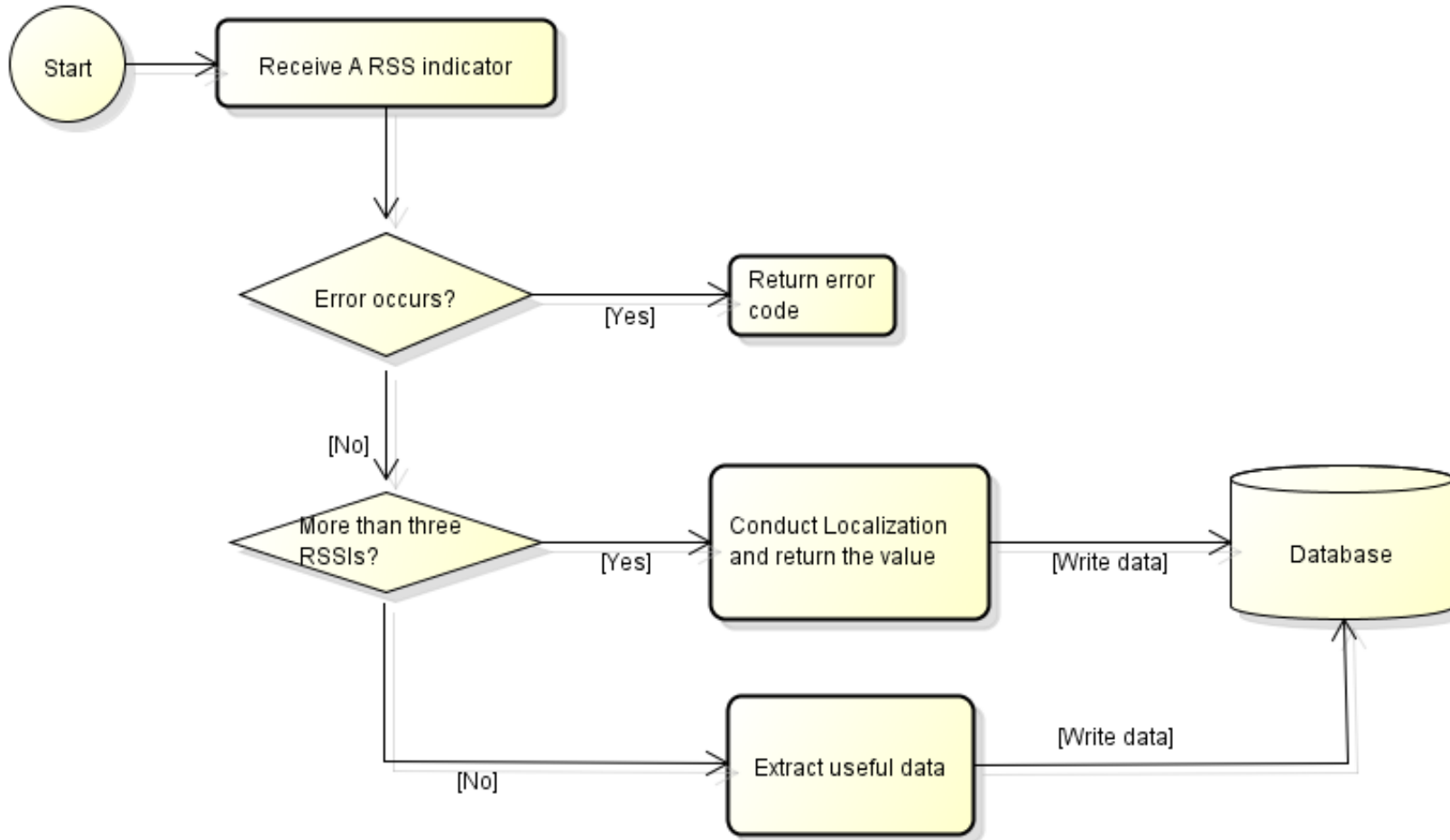
- Users' devices broadcast special audio signals, thus we can calculate the distance between the users by TOA.
- Location accuracy is improved by additional distance information.







# Our System -- The Architecture



```
Tables_in_foxconn  
  
BLE  
Lyy  
account  
anchor  
books  
invitation_code  
locrecord  
mapdb  
position_history  
rho_pos  
rss_pos  
rssi  
rssihis  
rssiitable  
tempo  
users  
wifi_name
```

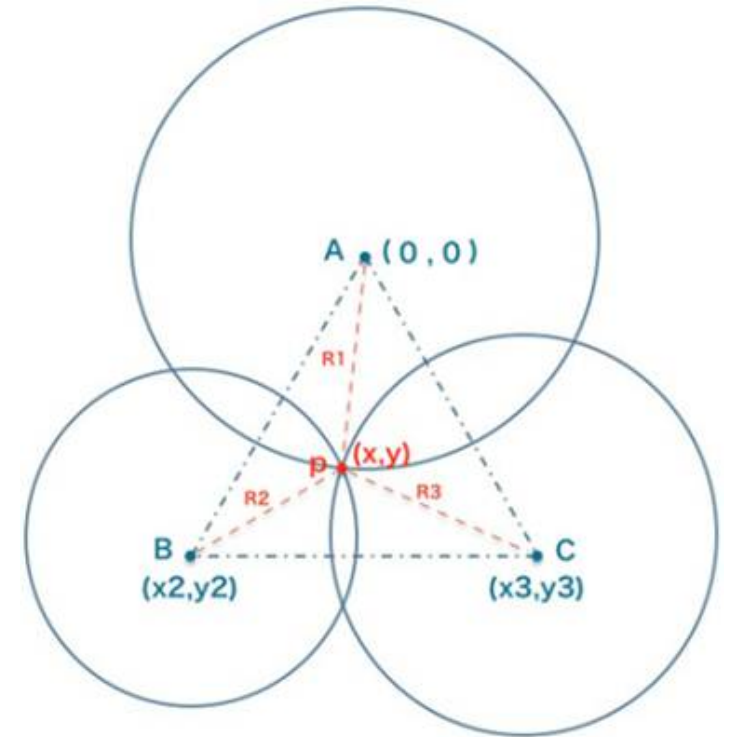


# Our System-- Algorithm

## LDPL model with triangular positioning method

$$PL = P_{Tx_{dBm}} - P_{Rx_{dBm}} = PL_0 + 10\gamma \log_{10} \frac{d}{d_0} + X_g$$

1. RSS threshold for localization
2. Kalman filter

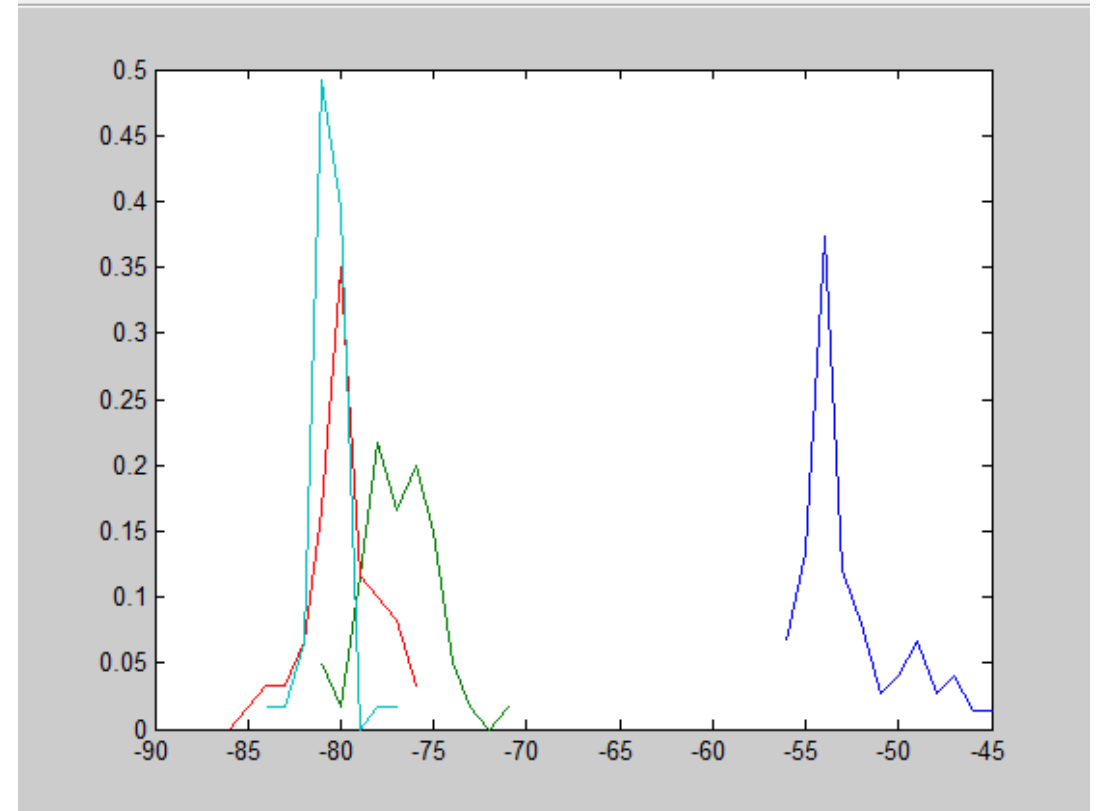


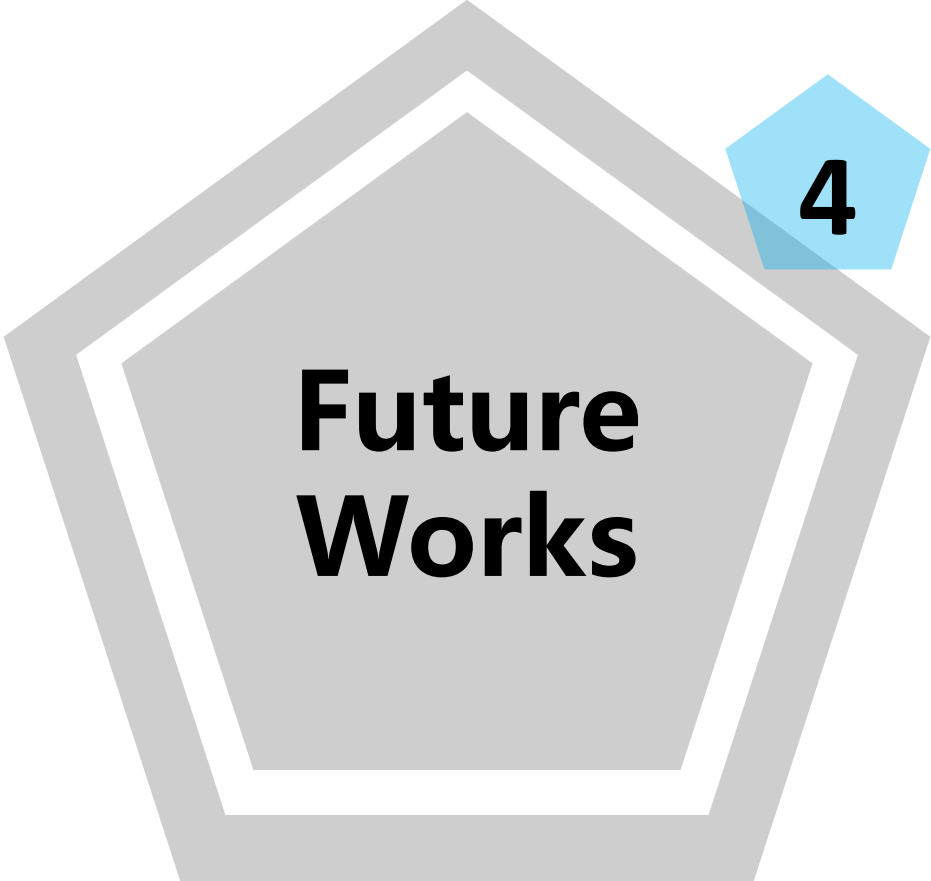


# Our System

Use Kalman Filter to modify the RSS value to improve the accuracy.

$$\text{Predicted\_rssi} = \text{last\_est} + kg * (\text{rssi} - \text{last\_est})$$







# Future Works

- Pressure Test
- Code refactoring, rearrangement of database



## Pressure Test

The screenshot shows a web testing tool interface with the following configuration:

- Basic** tab is selected.
- Web服务器** (Web Server):
  - 协议 (Protocol): [Empty]
  - 服务器名称或IP (Server Name or IP): 202.120.36.29
  - 端口号 (Port): 5000
- HTTP请求** (HTTP Request):
  - 方法 (Method): POST
  - 路径 (Path): /import\_inf/
  - Content encoding: [Empty]
  - Options:  自动重定向,  跟随重定向,  Use KeepAlive,  Use multipart/form-data for POST,  Browser-compatible headers
- Body Data** tab is selected, showing a JSON payload:

```
1 {"eui": "0015580002400868",
2  "time": "${__time(yyyy-MM-dd HH:mm:ss,)}",
3  "value": [{"mac": "123b6a1a9b01", "rssi": "bb"}]
4 }
```





# Future Works

## Pressure Test

200	22:06:44.935	线程组 3-235	HTTP请求	3204	✘	2760	0	0	0
201	22:06:44.943	线程组 3-355	HTTP请求	3196	✘	2760	0	0	0
202	22:06:44.933	线程组 3-465	HTTP请求	3208	✘	2760	0	0	0
203	22:06:44.955	线程组 3-396	HTTP请求	3186	✘	2760	0	0	0
204	22:06:44.929	线程组 3-405	HTTP请求	3212	✘	2760	0	0	0
205	22:06:44.932	线程组 3-453	HTTP请求	3210	✘	2760	0	0	0
206	22:06:44.951	线程组 3-360	HTTP请求	3191	✘	2760	0	0	0
207	22:06:44.451	线程组 3-115	HTTP请求	3692	✔	285	0	3692	0
208	22:06:44.435	线程组 3-174	HTTP请求	3709	✔	285	0	3709	0
209	22:06:44.435	线程组 3-166	HTTP请求	3724	✔	285	0	3724	0
210	22:06:44.440	线程组 3-201	HTTP请求	3752	✔	285	0	3752	0
211	22:06:44.456	线程组 3-111	HTTP请求	3753	✔	285	0	3753	0
212	22:06:44.445	线程组 3-192	HTTP请求	3787	✔	285	0	3787	0
213	22:06:44.438	线程组 3-186	HTTP请求	3802	✔	285	0	3802	0
214	22:06:44.428	线程组 3-175	HTTP请求	3826	✔	285	0	3826	0
215	22:06:44.457	线程组 3-150	HTTP请求	3803	✔	285	0	3803	0
216	22:06:44.450	线程组 3-103	HTTP请求	3815	✔	285	0	3815	0
217	22:06:44.414	线程组 3-199	HTTP请求	3857	✔	285	0	3857	0
218	22:06:44.465	线程组 3-159	HTTP请求	3809	✔	285	0	3809	0
219	22:06:44.439	线程组 3-155	HTTP请求	3850	✔	285	0	3850	0
220	22:06:44.499	线程组 3-250	HTTP请求	3796	✔	285	0	3796	0

- The Bottlenecks:**
- 1. Connections to DB**
  - 2. Disk read/write**
  - 3. CPU**



# Reference

- A. Rai, K. K. Chintalapudi, V. N. Padmanabhan, and R. Sen. Zee: Zero-effort crowdsourcing for indoor localization. In *Proceedings of the 18th annual international conference on Mobile computing and networking*, pages 293–304. ACM, 2012.
- H. Liu, Y. Gan, J. Yang, S. Sidhom, Y. Wang, Y. Chen, and F. Ye. Push the limit of wifi based localization for smartphones. In *Proceedings of the 18th annual international conference on Mobile computing and networking*, pages 305–316. ACM, 2012.
- S. He and S.-H. G. Chan. Wi-fi fingerprint-based indoor positioning: Recent advances and comparisons. *IEEE Communications Surveys & Tutorials*, 18(1):466–490, 2016.
- K. Chintalapudi, A. Padmanabha Iyer, and V. N. Padmanabhan. Indoor localization without the pain. In *Proceedings of the sixteenth annual international conference on Mobile computing and networking*, pages 173–184. ACM, 2010.



**THANK YOU**