



The “GPS” for indoors

www.situm.es





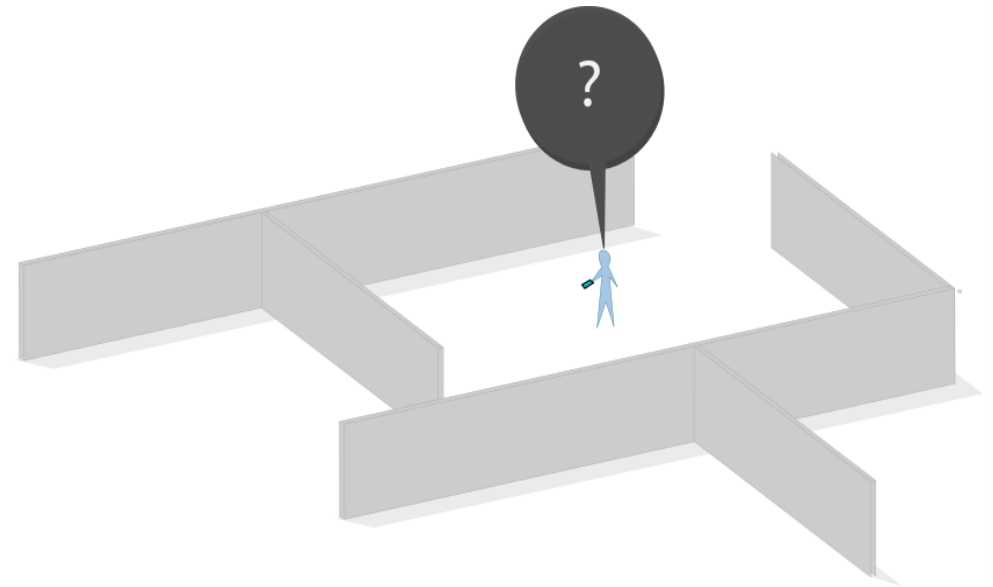
THE PROBLEM: **Where am I?**

OUTDOORS: GPS, Google Maps, etc.



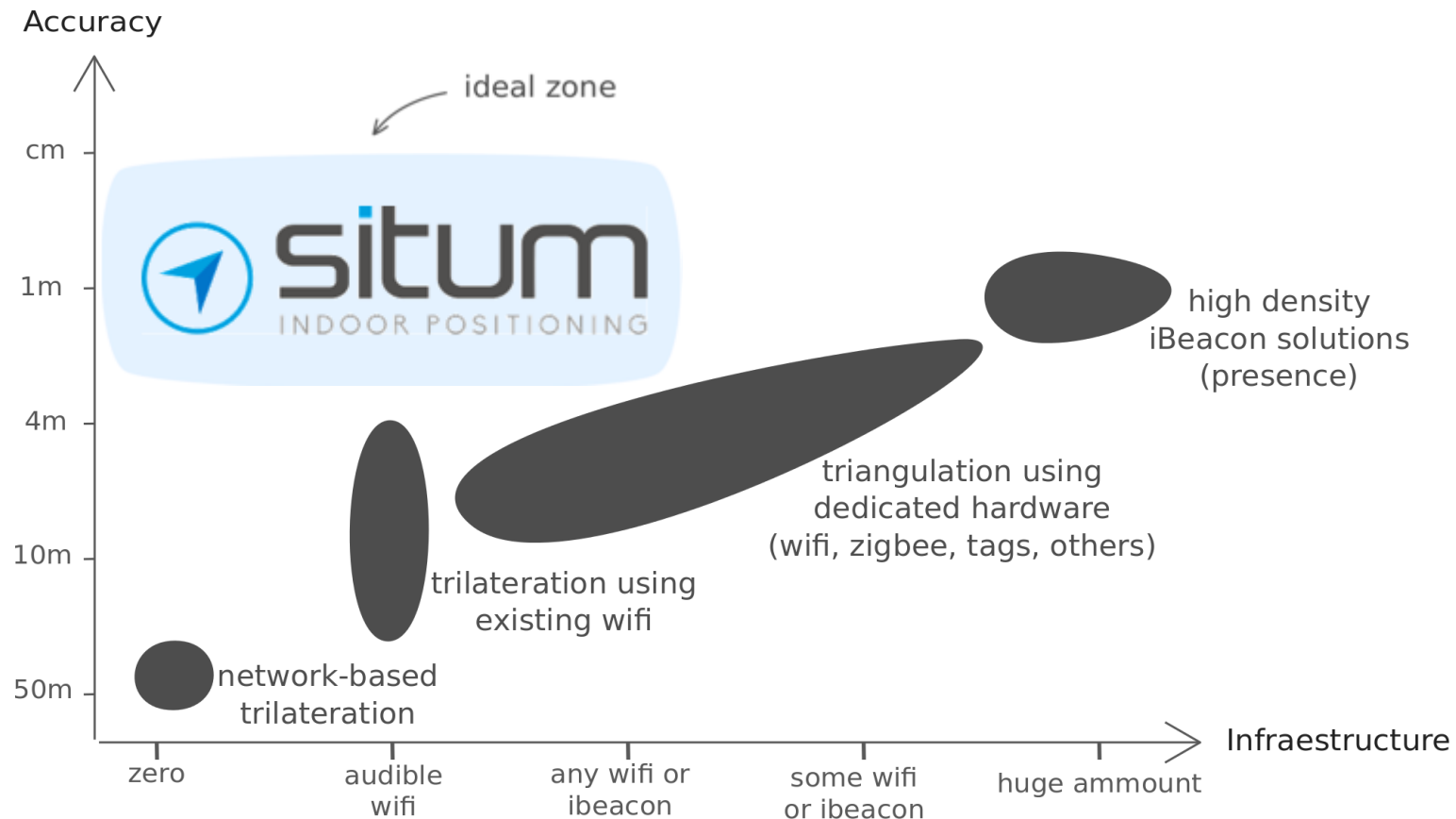
INDOORS: ?

- We spend >90% of our time indoors
- Location Based Services (LBS) are limited to outdoors





THE SOLUTION: Indoor localization

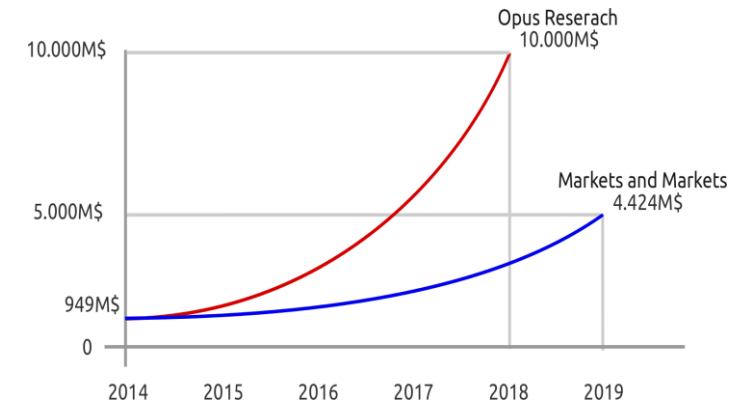




THE MARKET: THE NEXT BIG THING

Indoor location market: Huge Potential

- “The market is estimated to skyrocket from \$597 million to **\$3.96 billion**, at a CAGR of **46 % from 2014 to 2019**”. [Research and Markets](#)
- “The market will grow from an estimated \$935.05 million in 2014 to **\$4.42 billion** by 2019, at an estimated CAGR of **36.5 %**”. [Markets and Markets](#)
- Most detailed analysis predict around **\$10 billion** in spending “to be touched or directly affected by indoor location by **2018**”. [Opus Research](#)



Capital entering the market: Start-ups movements


- **WiFiSLAM** acquired by **Apple** for **\$20M**. Mar'13
- **Ruckus** acquires **Yfind**. Jul'13
- **SK Telecom** acquires **Shopkick** for approximately **US\$200 million**. Sep'14
- **Meridian** bought by **Aruba** and this one bought by **HP** at **\$3Billion**. Mar'15
- **Indoor Atlas** funds from **Baidu** (\$10M. Sep'14) and **SK Telekom**. \$3M Jul'15
- **Acuity** acquires indoor-location specialist **ByteLight**. Apr'15
- **TCS** acquires Indoor Location Assets from **Loctronix**. Jul'15

“In a few years, the combination of smartphones and offline location awareness could become nearly as radical and disruptive as the Internet itself has been”

Opus Research

COMPETITORS: Why Situm?

High Precision/Zero Infrastructure/Auto-level detection Indoor Location technology working in **real world**

	Multi-sensor 	Others IPS based on inertial navigation and...		Others	
		Wifi+BLE (indoo.rs)	Wifi+ Magnetic (IndoorAtlas)	Wifi-only (Ekahau)	BLE-only (Shopkick)
Accuracy	0.5-3m	1-4m	0.5-3m	3-8m	presence
Level detection	Yes	Many	No	Many	Many
Infrastructure	Little to none	Medium to many	None	Many to none	Many
% of venues	>90%	>80%	>50%	>90%	>80%



WHY SITUM: **Working in real world**

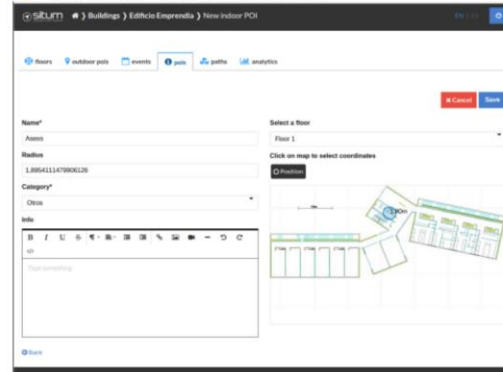
SERGAS (Health Service of Galicia, Spain): **22 Hospitals & Medical Centers**

- **Lucus Augusti University Hospital (HULA)**. Lugo, Spain
 - One of the largest hospitals in Europe (**166.000 sqm**).
 - Full deployment **in 2.5 days** (mapping and beacon installation)
- **Consellería de Sanidade de Galicia** (Health Service Headquarters). Santiago de Compostela
 - 2nd Largest Building of Xunta de Galicia (Bigger than the neighbor Football pitch)
 - **+40.000 sqm**. Full deployment **in 1.5 days** (mapping and beacon installation)
- **Other 20 Medical Centers**

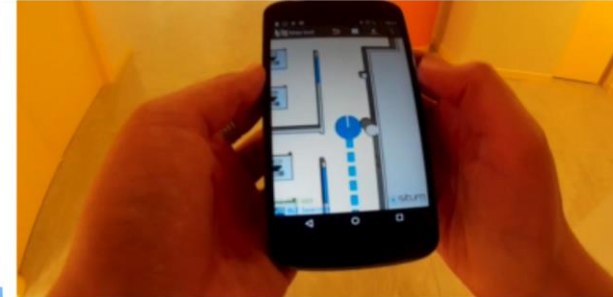


THE PRODUCT: **How does it work?**

1 Create your own indoor maps at our dashboard

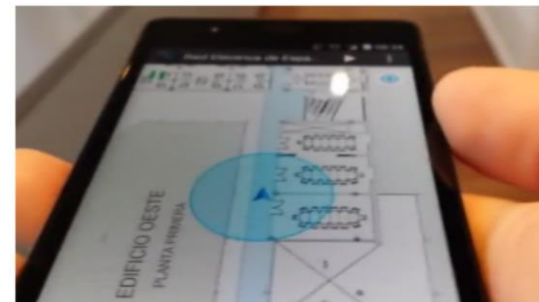


2 Map your venue by walking around with our Map Tool

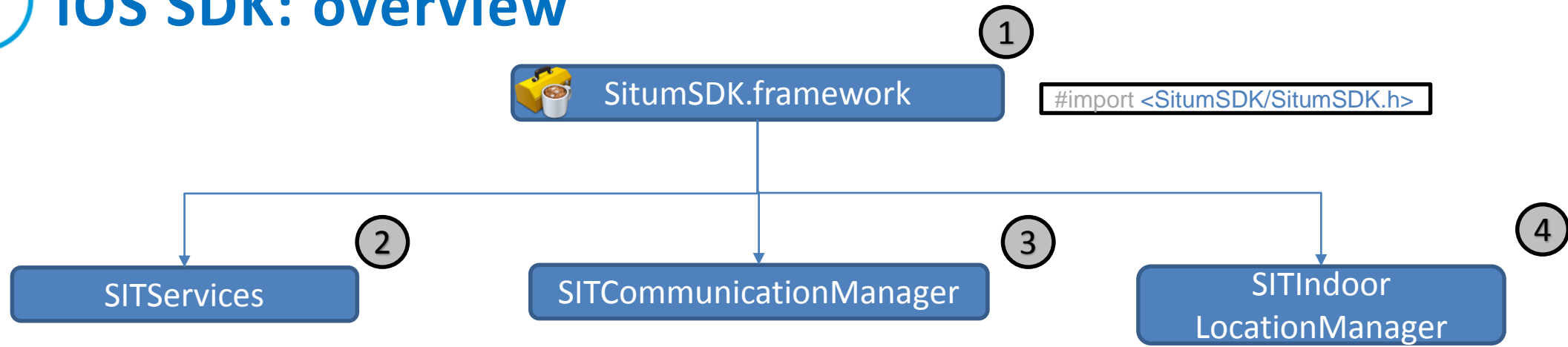


3 Locate yourself using our example app or integrate the positioning service into your own app

SitumSDK



iOS SDK: overview



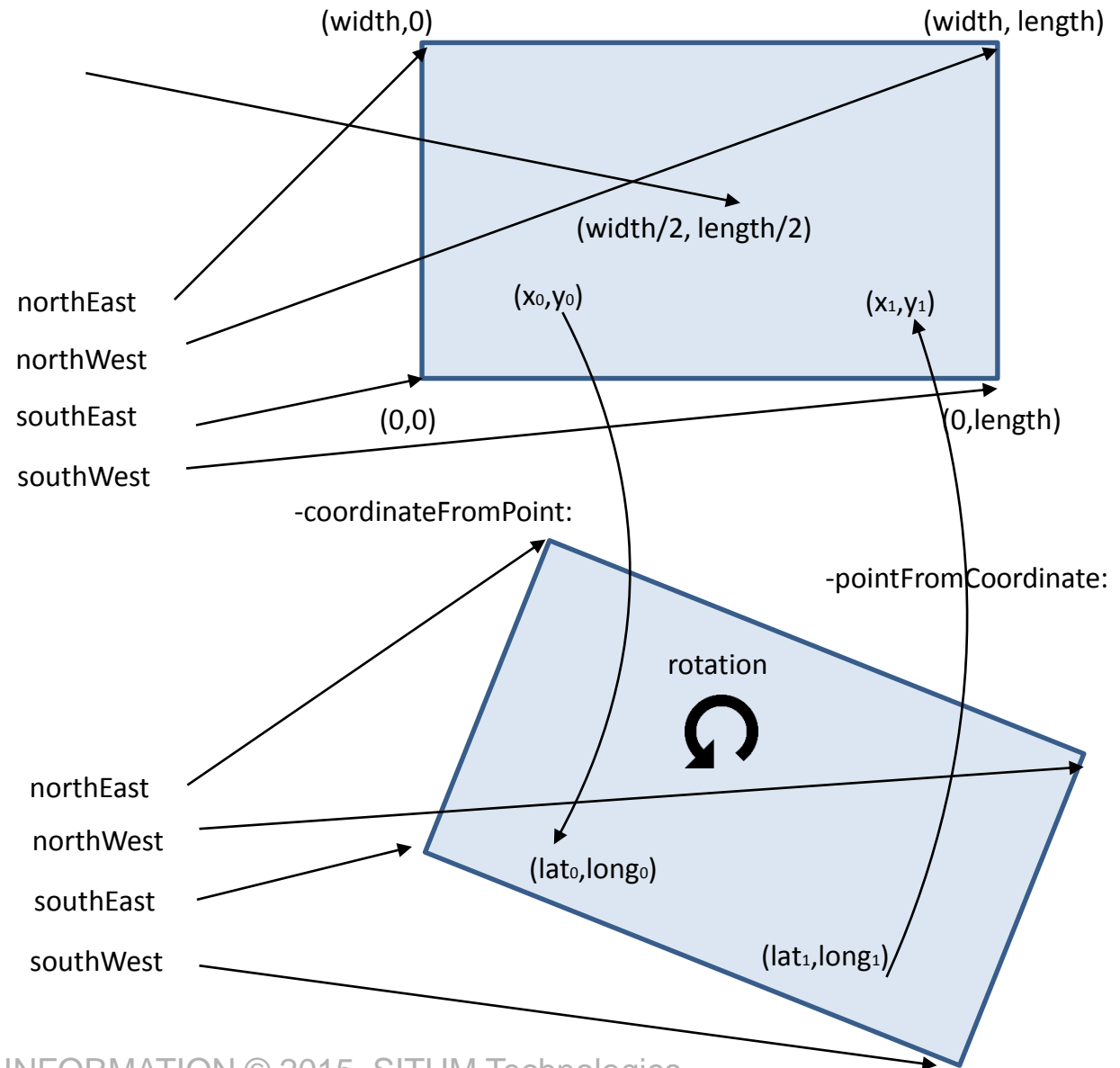
- | | | |
|----------|---|--|
| 2 | <code>+provideAPIKey:forEmail:</code> | Credentials |
| <hr/> | | |
| 3 | <code>-fetchIndoorBuildingsWithCompletion:</code>
<code>-fetchIndoorLevelsFromIndoorBuilding:withCompletion:</code>
<code>-fetchIndoorLevelMapFromIndoorLevel:withCompletion:</code>
<code>-fetchPOIsFromIndoorBuilding:withCompletion:</code>
<code>-fetchGraphFromIndoorBuilding:withCompletion:</code> | Fetch buildings
Get floors of building
Get floor map
Get POIs of building
Get navigation paths (graph) of building |
| <hr/> | | |
| 4 | <code>-startReportingIndoorLocationForBuilding:toQueue:withHandler:</code>
<code>-stopReportingIndoorLocation</code> | Start positioning
Stop positioning |

ios SDK: buildings

SITIndoorBuilding

-id	-coordinate
-name	-width
-address	-length
	-bounds

-rotation
-boundsRotated
-coordinateFromPoint:
-pointFromCoordinate:
-angleFromYaw:



ios SDK: levels

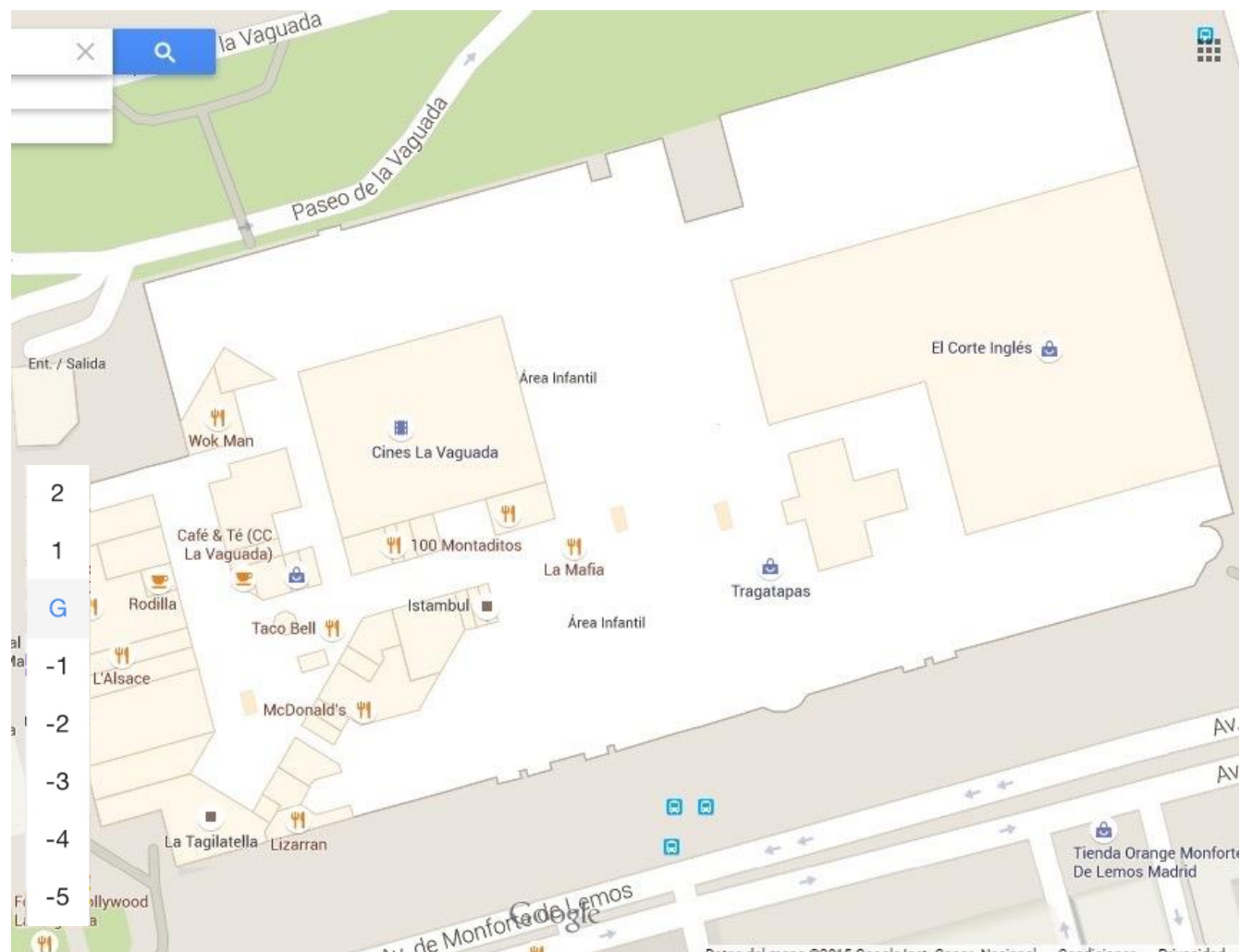
SITIndoorBuilding

SITIndoorLevel

-id

-buildingID

-level



iOS SDK: Points Of Interest (POIs)

SITIndoorBuilding

SITIndoorLevel

SITIndoorLocation

SITPOI

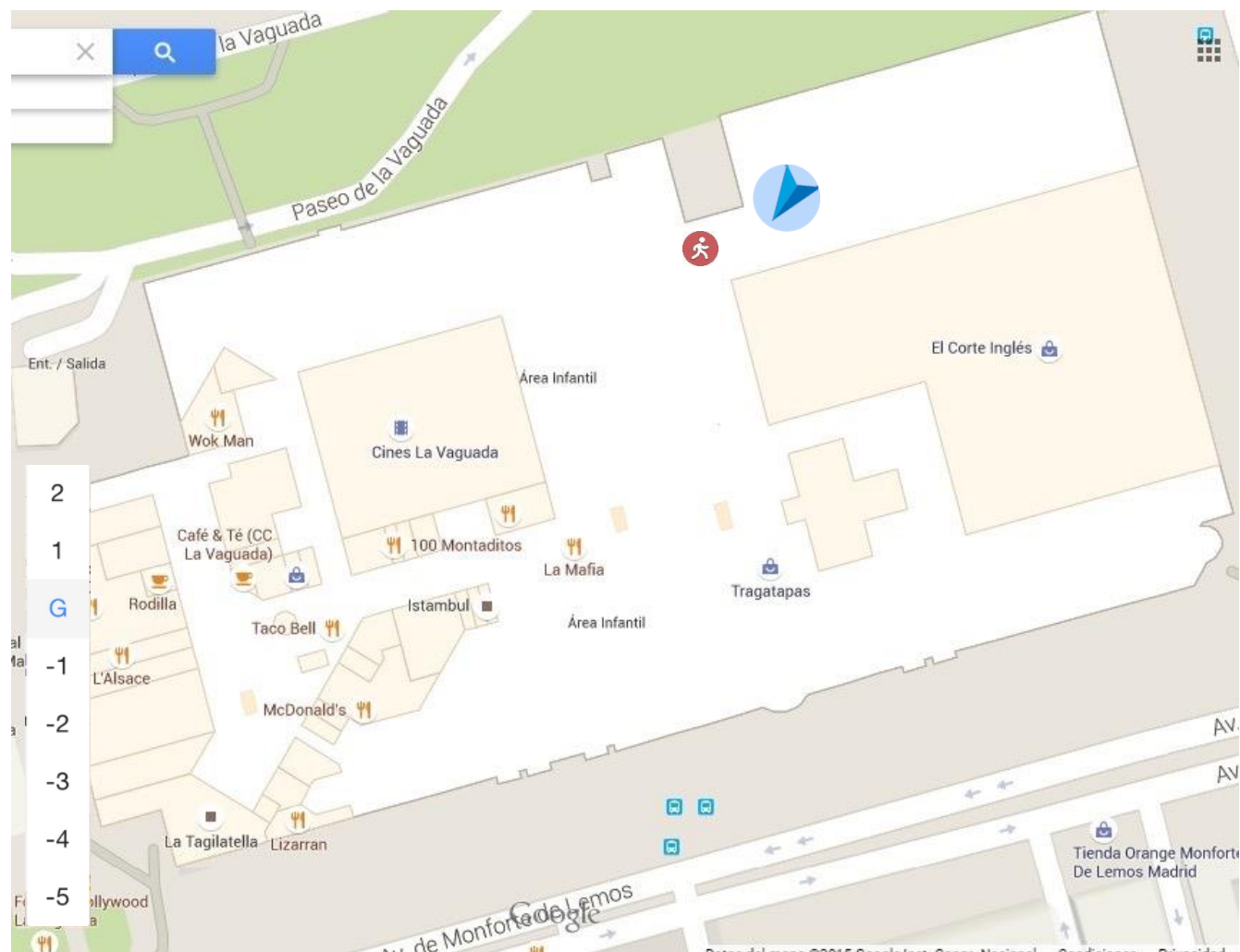
-name

-info

-category

-indoorPoint (x,y,floor)

-radius



ios SDK: events

SITIndoorBuilding

SITIndoorLevel

SITIndoorLocation

SITPOI

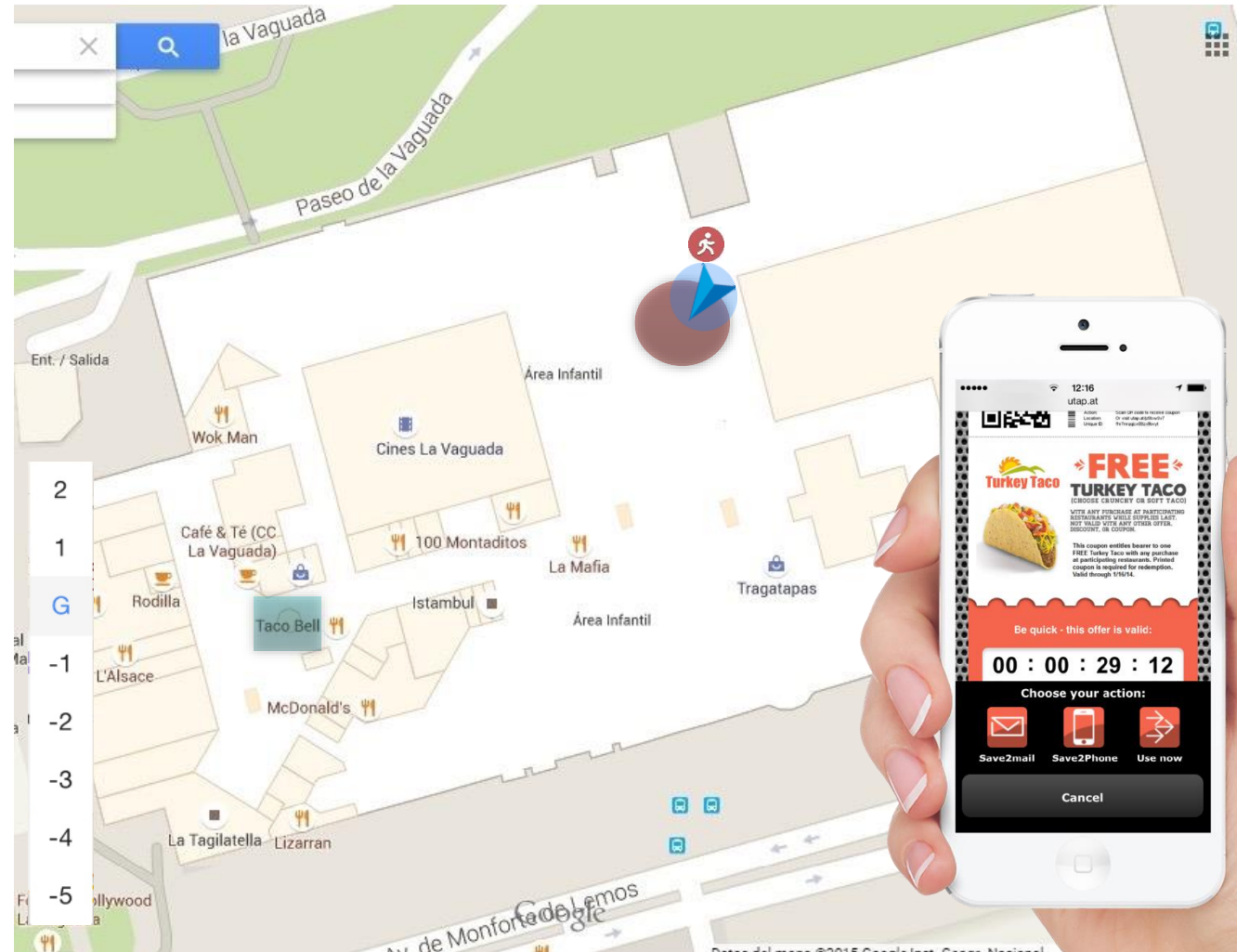
SITEvent

-id

-buildingID

-positionArea (x,y,floor,radius)

-conversionArea



ios SDK: routes

SITIndoorBuilding

SITIndoorLevel

SITIndoorLocation

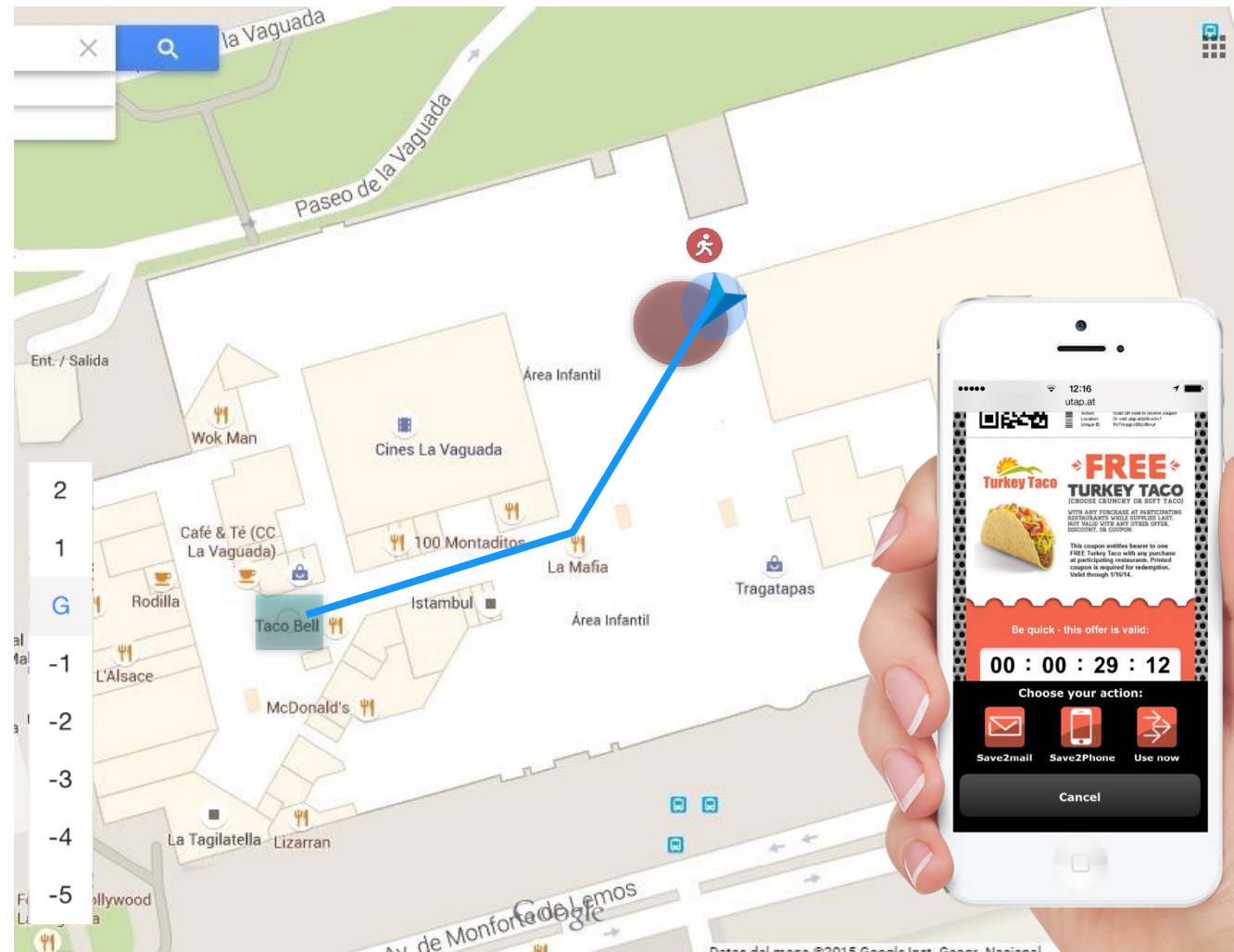
SITPOI

SITEvent

SITGraph

SITIndoorRoute

-steps



iOS SDK: bonus!

SITIndoorBuilding

SITIndoorLevel

SITIndoorLocation

SITPOI

SITEvent

SITGraph

SITIndoorRoute





Android SDK: Starting off

- Add the dependency to build.gradle

```
compile files('libs/SitumSDK.jar')
```

- Add the service and permissions to *AndroidManifest.xml*

```
<service android:name="es.situm.sdk.v1.SitumService"/>
```

```
<uses-permission android:name="android.permission.INTERNET" />  
<uses-permission android:name="android.permission.CHANGE_WIFI_STATE" />  
<uses-permission android:name="android.permission.ACCESS_WIFI_STATE" />  
<uses-permission android:name="android.permission.WAKE_LOCK" />  
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
```



Android SDK: Authentication

```
/**
 * Autenticacion mediante usuario y apikey
 */
situmDataManager = SitumLogin.login("user", "apikey");

/**
 * Autenticacion mediante usuario y contraseña
 */
SitumLogin.login("user", "pass", new SitumLoginResponseHandler() {
    @Override
    public void onLogin(SitumDataManager dataManager) {
        situmDataManager = dataManager;
    }

    @Override
    public void onWrongLogin() {
        // datos incorrectos
    }

    @Override
    public void onConnectionError() {
        // error de conexion
    }
});
```



Android SDK: Buildings

```
/**
 * Descarga los edificios
 */
situmDataManager.fetchBuildings(new SitumResponseHandler() {
    @Override
    public void onListReceived(List buildings) {
        // se recibe la lista de edificios
    }

    @Override
    public void onErrorReceived(int statuscode, Header[] headers, byte[] bytes, Throwable throwable) {

    }
});
```



Android SDK: Floors

```
/**
 * Descarga las plantas de un edificio
 */
situmDataManager.fetchLevelsForBuilding(building, new SitumResponseHandler() {
    @Override
    public void onListReceived(List data) {
        // se reciben las plantas del edificio seleccionado
    }

    @Override
    public void onErrorReceived(int statuscode, Header[] headers, byte[] bytes, Throwable throwable) {

    }
});
```



Android SDK: Maps

```
/**
 * Se descarga la imagen del nivel seleccionado
 */
situmDataManager.fetchMapForLevel(level, new FileAsyncHttpResponseHandler(this) {
    @Override
    public void onFailure(int statusCode, Header[] headers, Throwable throwable, File file) {

    }

    @Override
    public void onSuccess(int statusCode, Header[] headers, File file) {
        // se recibe la imagen del nivel seleccionado.
        Bitmap mapa = BitmapFactory.decodeFile(file.getAbsolutePath());
    }
});
```



Android SDK: Indoor POIs

```
/**
 * Se descargan todos los puntos de interes interiores del edificio seleccionado
 */
situmDataManager.fetchIndoorPOIsForBuilding(building, new SitumResponseHandler() {
    @Override
    public void onListReceived(List data) {
        // se reciben los POIs interiores del edificio seleccionado
    }

    @Override
    public void onErrorReceived(int statuscode, Header[] headers, byte[] bytes, Throwable throwable) {

    }
});
```




Android SDK: Outdoor POIs

```
/**
 * Se descargan todos los puntos de interes exteriores del edificio seleccionado
 */
situmDataManager.fetchOutdoorPOIsForBuilding(building, new SitumResponseHandler() {
    @Override
    public void onListReceived(List data) {
        // se reciben los POIs exteriores del edificio seleccionado
    }

    @Override
    public void onErrorReceived(int statuscode, Header[] headers, byte[] bytes, Throwable throwable) {

    }
});
```



Android SDK: Routes

```
/**
 * Se descargan los paths del edificio seleccionado para poder crear rutas
 */
situmDataManager.fetchRouteCalculatorForBuilding(building, new SitumRouteCalculatorResponseHandler() {
    @Override
    public void onRouteCalculatorReceived(SitumRouteCalculator scr) {
        // SitumRouteCalculator se encarga de crear las rutas tanto para personas con
        // movilidad reducida como las que no
        ArrayList<SitumFloorPoint> route = scr.computeRoute(from, to, Route.ACCESSIBLE);
        // se puede calcular la distancia de la ruta en metros
        float distance = SitumRouteCalculator.distanceToGoal(route);
    }

    @Override
    public void onErrorReceived(int statuscode, Header[] headers, byte[] bytes, Throwable throwable) {

    }
});
```



Android SDK: Events

```
/**
 * Se descargan todos los eventos del edificio seleccionado
 */
situmDataManager.fetchEventsForBuilding(building, new SitumResponseHandler() {
    @Override
    public void onListReceived(List data) {
        // se reciben los eventos del edificio seleccionado
    }

    @Override
    public void onErrorReceived(int statuscode, Header[] headers, byte[] bytes, Throwable throwable) {

    }
});
```



Android SDK: Positioning

```
/**
 * Situm Indoor Positioning System
 */
final SitumIPManager ipsManager = new SitumIPManager(this);

ipsManager.start(building, Sensors.USE_WIFI, Sensors.USE_BLE, Sensors.USE_MAGNETOMETER);

/**
 * Recibe la localizacion en interior
 */
ipsManager.setPoseReceiver(new SitumPoseReceiver() {
    @Override
    public void onPoseReceived(SitumLocation location) {

    }
});
```



Get into building indoor location apps!

Public release coming soon...

Join early access program for developers:

- Location **SDK for Android & iOS**.
- Private **Dashboard**
- **Map tool** for fast deployment.

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Thank you !