COMP9336/4336 Mobile Data Networking

www.cse.unsw.edu.au/~cs9336 or ~cs4336

Adapted from **Faria and Cheriton 2006**

Signal fingerprint based positioning

- Received signal is extremely location-specific
  - dependence on terrains and obstacles
- Multipath stru ry location
  - considered a f n location
- Create fingerprint databas ions of interest
- Received signal is matched tabase
  - to identify location of the transmitted signal

RSSI Oscillation

Faria and Cheriton 2006

L1

L2

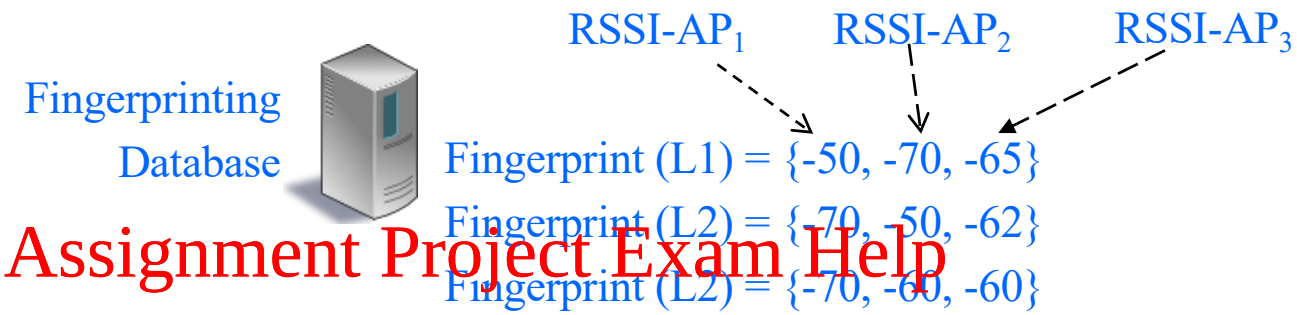
In most cases, for a given location, RSSI remains within a few dBm of the median value (median shown as '0')

L1 could be differentiated from L2 using a **single** WiFi AP if the **RSSI medians** were 10dB apart in this case

Why a single WiFi AP is not adequate?

- In the previous example, L1 and L2 could not be always separated if the median RSSIs were less than say 5dB
- A single WiFi AP therefore cannot provide high-resolution localization wit
- What if the mo multiple WiFi APs?

Basic WiFi Fingerprinting Example



AP_1 2

Location 1 Location 2 Location 3

- **Vector** of RSSIs
- One RSSI for each AP
- Vector length could be variable

Median RSSI for AP3 is within 5dB for all three locations, yet the vector of three APs provide unique WiFi fingerprint for these locations!

A basic algorithm for identifying locations with WiFi fingerprint

1. Mobile obtains a **real-time fingerprint**
2. Compare the **real-time fingerprint** with each **signature** in fferences in vector elements)
3. Attach a score to each co number of elements differed less th)
4. Maximum match = signature with max score

Example

- 2 signatures in the database for two different locations
  - S1 = {-50,-70,-45} and s2 = {-40,-70,-35}
- Real-time fin[illegible] = {-44,-66,-34}
- Assuming a Δ=5dBM (need [illegible] etuned for real environments)
  - Score for S1 = 1, and
  - Score for S2 = 3
- Maximum match is with location 2 (s2)
- The client positioning is predicted as 'location 2'