WiFi Based Indoor Positioning System

Under the guidance of "RIP NO GUDIENCE"

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Global Positioning System (GPS)

- Prominent contributor in location tracking
- Works efficiently in open areas
- Used by many location tracking apps

Eg: Google Maps

Apple Maps

OpenStreetMap

Indoor Positioning

- GPS needs an unobstructed line-of-sight to 4 or more satellites.
- Fails inside enclosed spaces
- Increasing need for Indoor Positioning inside Malls, Airports etc
- No common existing system for Indoor Positioning
 - Google's experimental Indoor Map

How can it be done?

- Radio Frequency Identification (RFID)
- Bluetooth
- WiFi
- Motion Sensors & Position Sensors

Why choose WiFi?

- Commonly available inside buildings
- All smart phones come with inbuilt WiFi adapters
- WiFi signal strength varies with distance
- Can be used as a distance indicator for positioning

Design Overview

- Works in two phases.
 - Calibration phase
 - Positioning phase
- Calibration phase
 - Location Fingerprinting
- Positioning phase
 - Weighted K Nearest Neighbours Algorithm (WKNN)

Location Fingerprinting

- Received Signal Strength (RSS) values from multiple routers act as a fingerprint for a location
- Different locations are most likely to have unique fingerprints
- Fingerprint of ith location is denoted by r_i

$$r_i = \{r_{i1}, r_{i2}, r_{i3}, \dots, r_{im}\}$$

r_{ij} = RSS value of jth router from ith location

Location Fingerprinting

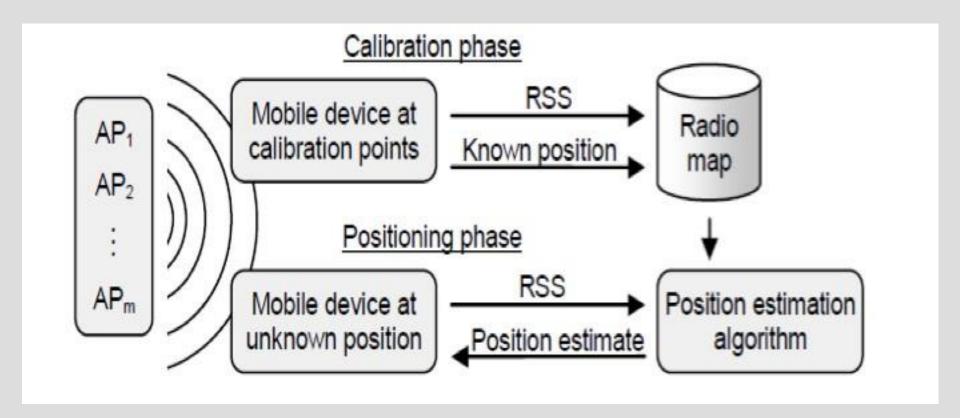
- Several locations are chosen and RSS values from them are recorded and form a radio map.
- The recording at the ith location is of the form

```
(q_i,r_i)
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- q_i the geometric coordinates (x_i,y_i)
- r_i the location fingerprint

Location Fingerprinting

 A position estimator algorithm is used to find the coordinates of unknown location

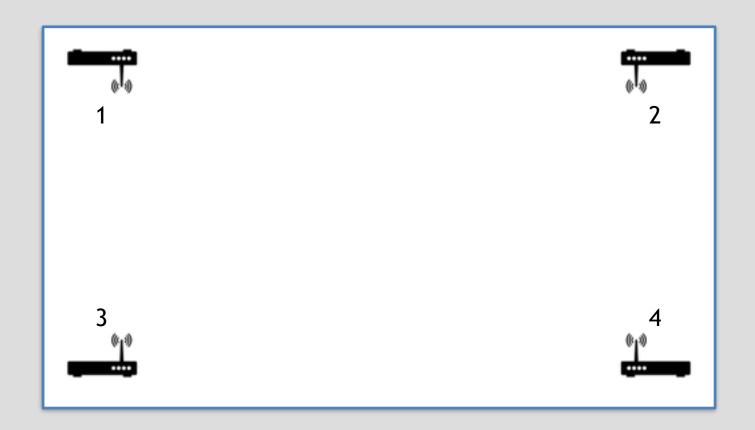


Weighted k Nearest Neighbour

- The position estimator algorithm used is the Weighted k Nearest Neighbour (WkNN)
- Finds the k nearest chosen locations from unknown location based on Euclidean distance
- Calculates coordinates of unknown location as the weighted average of the nearest k points

Weighted k Nearest Neighbour

- Weight is the inverse of the Euclidean distance
- k can be considered as a tuning parameter in the algorithm
- When k=1, algorithm acts as a simple look up table

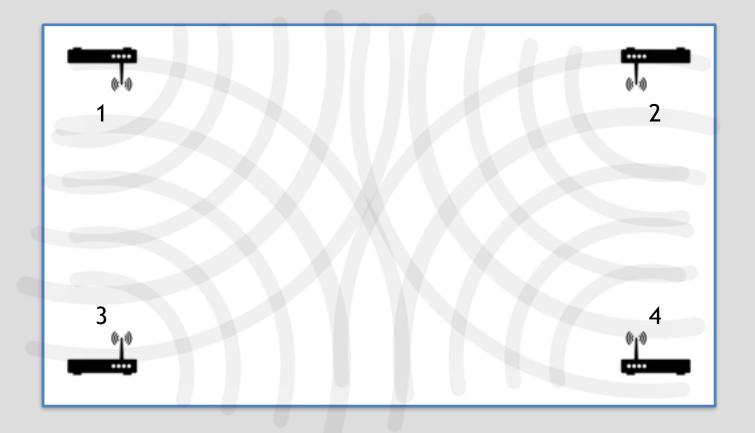


Suppose there are 4 routers in the floor



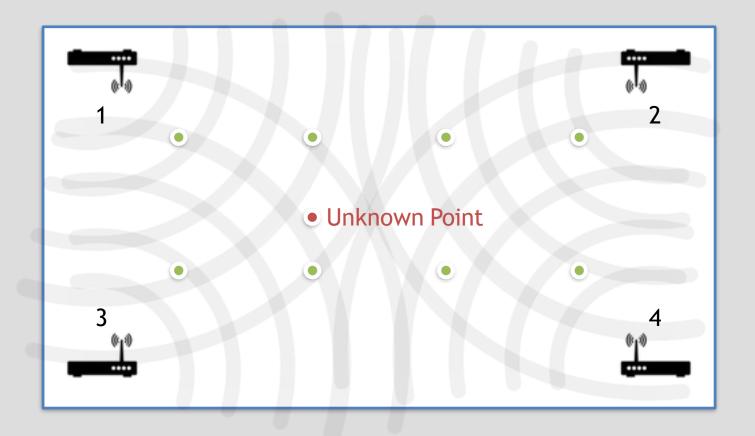




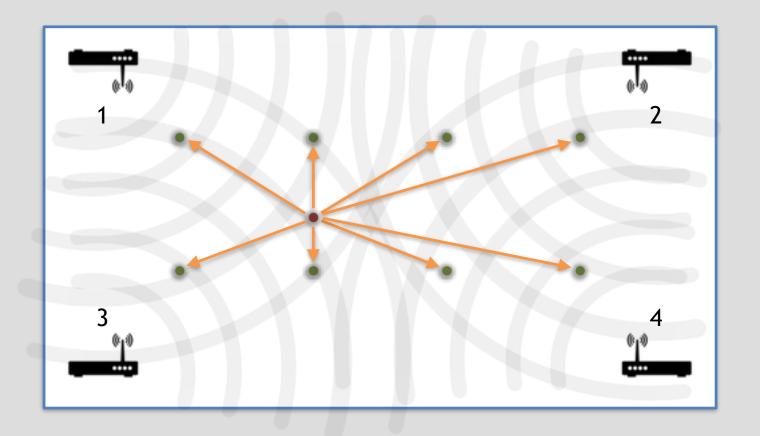




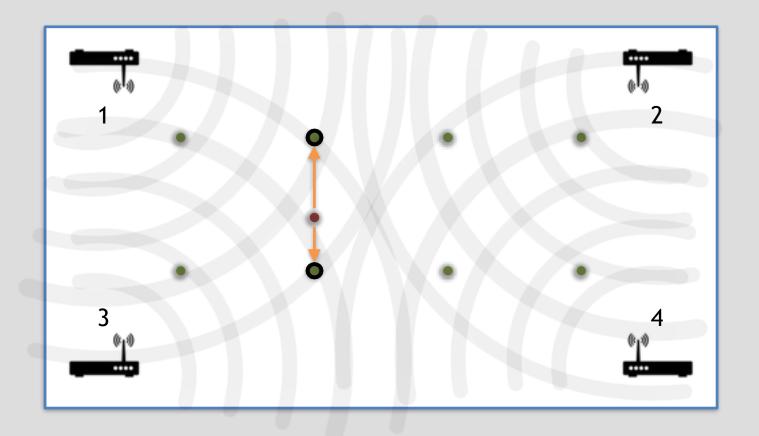
Choose 8 points on the floor and calibrate readings



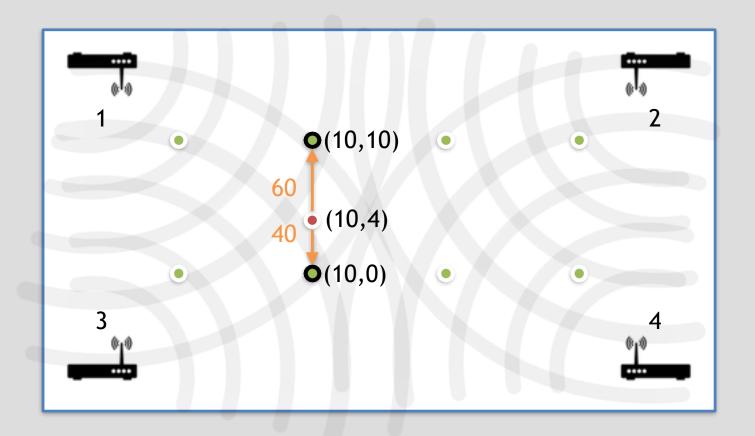
Calculate Euclidean distance from unknown point to all chosen points



Euclidean distance between points x and y is calculated by $sqrt((r_{x1}-r_{y1})^2+(r_{x2}-r_{y2})^2+(r_{x3}-r_{y3})^2+(r_{x4}-r_{y4})^2)$



Nearest k points are chosen. Here k = 2.

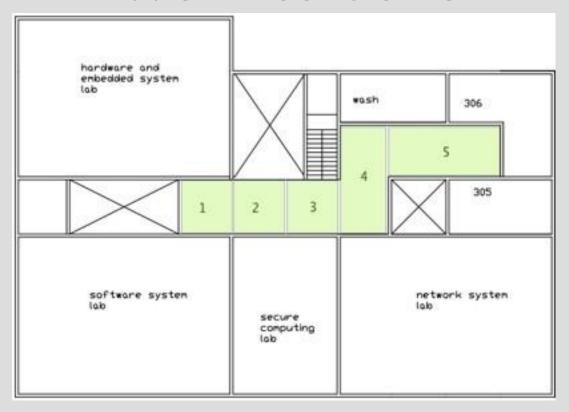


Coordinate of unknown location is the weighted average of the 2 nearest points

Work to Done

- Prototype Android App which Performs calibration and positioning
- Mapping inside CSED Lab building
- WkNN algorithm with k=1 used
- Device position logs could be tracked from website

Work to done



 Application could distinguish the grids shown in the figure

DEMO

AVAILABE SOON....

https://github.com/git-preet/INAV

Practical Difficulties

- Fluctuating signal readings

 Considered the average of 30 readings
- Readings might contain temporary APs
 Prepared a list of trusted APs to be used
- User orientation can affect the readings
 Orientation specific readings should be recorded
 (to be done)
- Proper positioning of APs can reduce error

Work we maybe can add

- WkNN should be modified to k>1 to increase accuracy
- Ideal value of k needs to be figured
- Readings taken should be normalised so as to work for all devices
- Calibrated readings should be made available for all devices

Questions?

Thank You