Sensing Web App (Task 1) – Process Report

DeviceMotion & DeviceOrientation with Local/Cloud Storage

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Abstract

This short report documents the end-to-end process of building a browser-based sensing app that collects device orientation, accelerometer, and gyroscope data. The app provides a context input, a privacy-friendly toggle to start/stop collection, and two storage modes: (a) local CSV export and (b) cloud upload via EdgeML. I validate the pipeline in Chrome DevTools with the Sensors emulator and on an iPhone (HTTPS + runtime permission). Representative screenshots and plots are included.

1 Task Brief

- Create a HTTPS web page with a form: text field ("Context") and a toggle switch.
- Enable sensor tracking on toggle (DeviceMotion / DeviceOrientation).
- Connect to EdgeML (edge-ml/javascript) with a write key; optionally extend sensors.
- Download and analyze the data with the EdgeML Python client (read key).

2 Stack & Hosting

Frontend: HTML/CSS/JS, Device APIs (Orientation/Motion). **Deployment:** GitHub Pages (automatic SSL).

Cloud: EdgeML JS client for writes; Python edgeml for reads.

Key references: CSS switch UI [1], Device APIs [2], [3], Sensors emulator [4], EdgeML JS [5].

3 Implementation Highlights

3.1 UI and Toggle

A clean gradient UI with a context text field and a switch that gates all sensor listeners. The status panel mirrors connection and active state.

3.2 Permission Gating (iOS 13+)

Some browsers (notably iOS Safari) require an explicit user gesture and permission for motion/orientation events. I request permission upon toggle enable:

```
// Guard iOS-style permission for motion/orientation
async function ensureMotionPermission() {
   const needsPerm = typeof DeviceMotionEvent?.requestPermission ==== '
        function';
   if (needsPerm) {
```

```
const res = await DeviceMotionEvent.requestPermission();
if (res !== 'granted') throw new Error('Motion permission denied');
}
}
```

3.3 Wiring Sensor Events

```
1 // Start listeners (called when toggle ON)
g function startSensors() {
    window.addEventListener('deviceorientation', onOrientation, true);
    window.addEventListener('devicemotion', onMotion, true);
4
    state.active = true;
5
6 }
 // Stop listeners (called when toggle OFF)
9 function stopSensors() {
    window.removeEventListener('deviceorientation', onOrientation, true);
    window.removeEventListener('devicemotion', onMotion, true);
11
    state.active = false;
12
13 }
14
 function onOrientation(e) {
    const { alpha, beta, gamma } = e;
    pushSample('orientation', { alpha, beta, gamma });
18
19
20 function onMotion(e) {
    const a = e.accelerationIncludingGravity || e.acceleration || {};
21
    const g = e.rotationRate || {};
    pushSample('accelerometer', { x: a.x, y: a.y, z: a.z });
23
    pushSample('gyroscope', { x: g.alpha, y: g.beta, z: g.gamma });
25 }
```

3.4 Dual Storage Modes

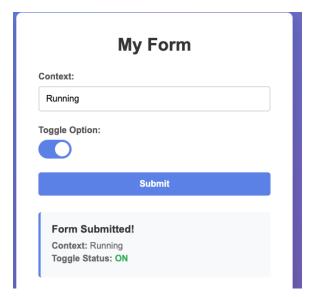
Local mode: append samples in memory and expose a CSV download.

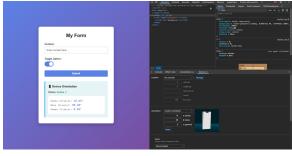
EdgeML mode: batch samples and write to cloud using the JS client. Secrets are never hard-coded in public repos; for presentation I keep keys in a separate config and/or redact them.

4 Validation & Debugging

4.1 Chrome DevTools Sensors

I emulate device orientation to validate the pipeline before testing on real hardware (Figure 1).





(a) Console stream while moving the virtual device.

(b) Sensors panel: custom orientation angles & 3D phone.

Figure 1: Chrome DevTools debugging of orientation/motion events.

4.2 UI Flow on Desktop

Form submission and status panels (Figure 2).

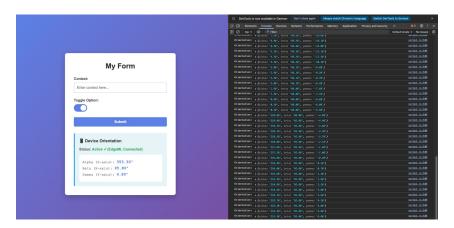
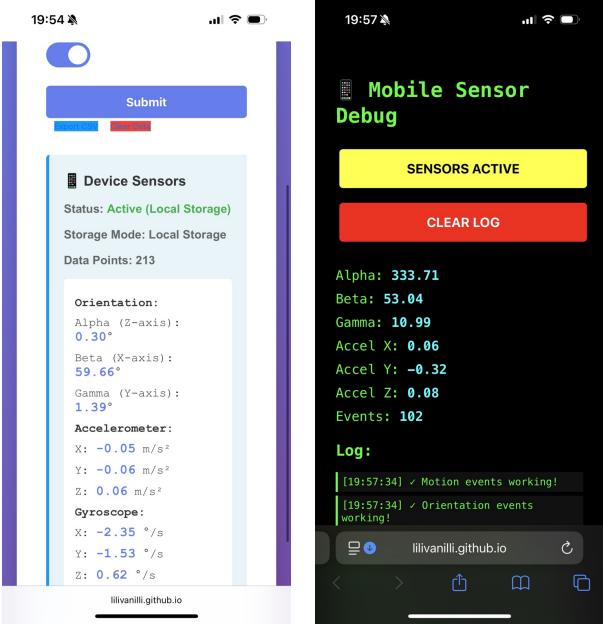


Figure 2: Form with context and toggle; submission feedback.

4.3 Mobile Validation (iPhone)

A dedicated mobile debug page verifies API support, permissions, and live values (Figure 3).



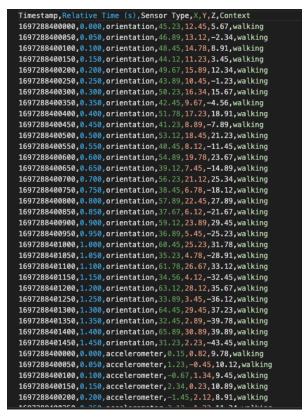
(a) Main sensing UI on iPhone (HTTPS).

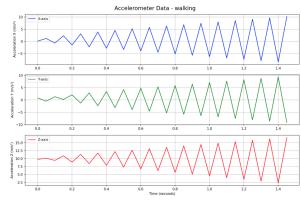
(b) Mobile sensor debugger confirms events.

Figure 3: On-device validation and debugging.

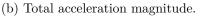
5 Data & Analysis

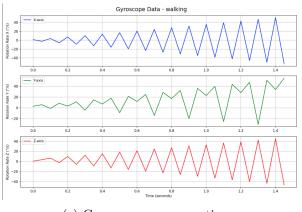
Samples contain timestamp, relative time, sensor type, axis values, and context. For local mode I export CSV; for cloud mode I later download with the Python client. Using the included analysis script, I generate time-series and magnitude plots. Representative outputs are shown in Figure 4.

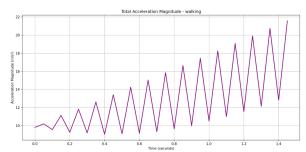




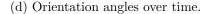
(a) Accelerometer axes over time.

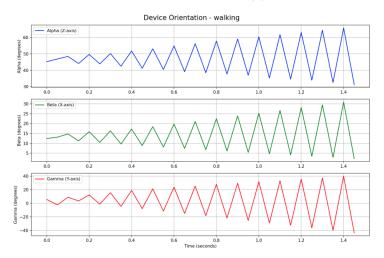






(c) Gyroscope axes over time.





(e) Excerpt of exported CSV (structure).

Figure 4: Analysis outputs generated from the collected data.

6 Lessons Learned

- HTTPS and permissions are mandatory on mobile; gate listeners behind explicit user actions.
- The **Sensors emulator** accelerates development; still verify on-device (sampling cadence, noise).
- Keep storage modes decoupled (local CSV vs. EdgeML) to enable offline testing.

References

- [1] W3Schools. "Css toggle switch." Accessed 2025. [Online]. Available: https://www.w3schools.com/howto/howto_css_switch.asp.
- [2] MDN Web Docs. "Deviceorientationevent web apis." Accessed 2025. [Online]. Available: https://developer.mozilla.org/en-US/docs/Web/API/DeviceOrientationEvent.
- [3] MDN Web Docs. "Devicemotionevent web apis." Accessed 2025. [Online]. Available: https://developer.mozilla.org/en-US/docs/Web/API/DeviceMotionEvent.
- [4] C. H. et al. "Device orientation events." Archived tutorial; Accessed 2025-10-14. [Online]. Available: https://www.html5rocks.com/en/tutorials/device/orientation/.
- [5] EdgeML. "Edge-ml/javascript." Accessed 2025. [Online]. Available: https://github.com/edge-ml/javascript.