Detection of User's Device Orientation Based on Android Development

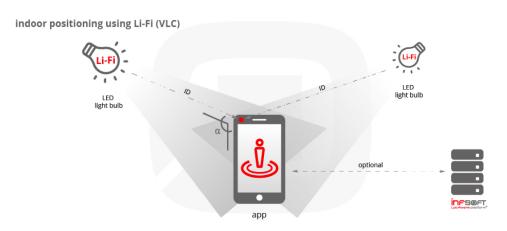
Second Presentation

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Previous Mission Statement

Advantages of VLC (visible light communication)

- Difficulties
 - Body Blocking
 - **Spatial Orientation**



https://www.indoornavigation.com/wiki-en/vlcvisible-light-communication

Develop our own app to get orientation data

Previous Mission Statement

Able to detect directions.



Could operate stably even in the backstage.

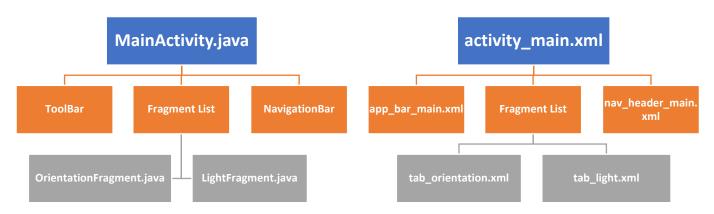


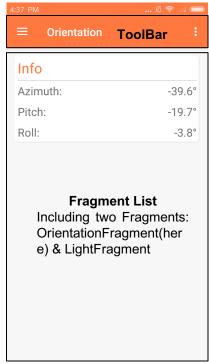
High-speed and regular sampling

have found the limitation and the resolution of the detected data

Extra feature: light strength detection

Basic Structure: Files



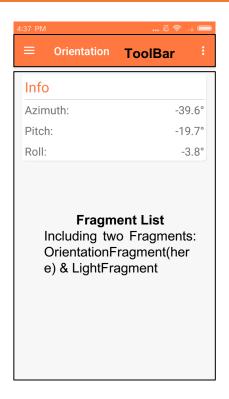


Java File and Classes
Cooperate with
each other

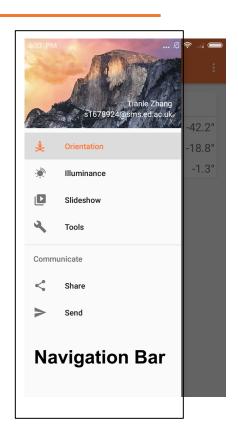
XML File Structure

MainActivity.java appearance

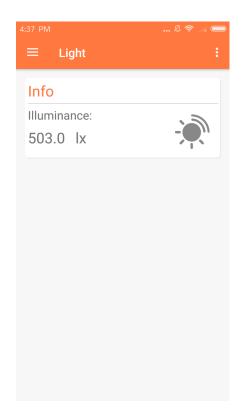
Basic Structure: UI



MainActivity.java appearance



Navigation Bar



Fragment: Light

Basic Structure: Threads

Main Thread

 respond to user's normal operation

Child Thread

 display orientation and light data on the screen constantly

Data Acquirement and Analysis

```
@Override
public void onSensorChanged(SensorEvent event) {
    if (event.sensor.getType() == Sensor.TYPE_ACCELEROMETER) {
        accelerometerValues = event.values;
    }
    if (event.sensor.getType() == Sensor.TYPE_MAGNETIC_FIELD) {
        magneticFieldValues = event.values;
    }
    calculateOrientation();
}
```

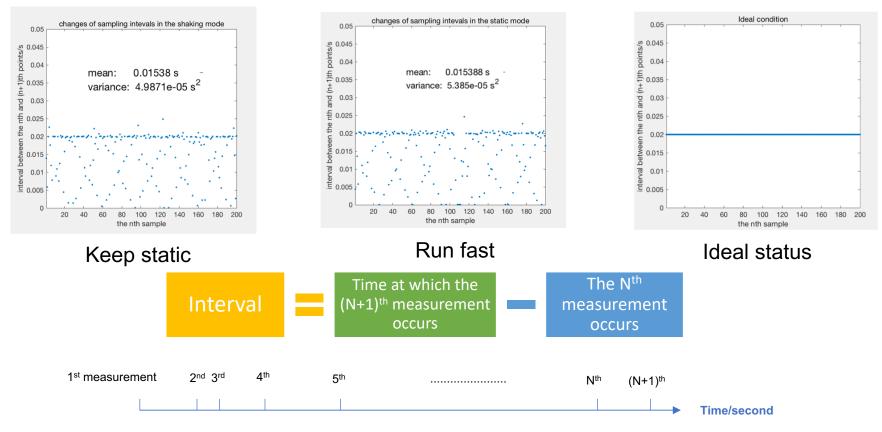
• In theory:

be executed when the sensor detects that the orientation is changed

• In practice:

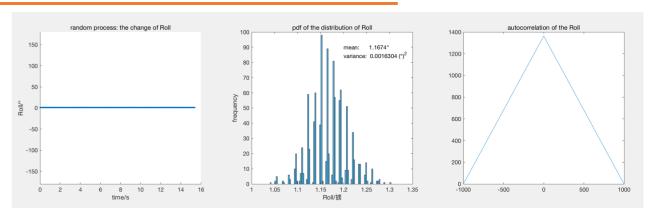
happen frequently even in static status

Data Acquirement and Analysis: sampling intervals

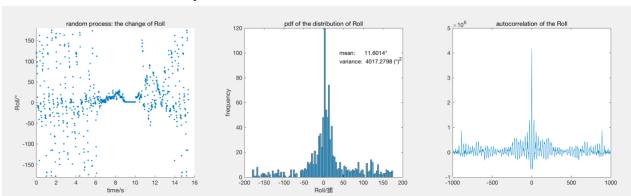


Sampling intervals are not equal → sampling is not regular

Data Acquirement and Analysis: angle distribution



Keep static: normal distributed



Run fast: Laplace distributed

Next Step

Find a method to get regular samples

Analyse the relationship between the strength of light and orientation

Body Blocking: begin with indoor localization?

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