

Indoor Location Sensing: Principals, Potentials, and Practice

JIE LIU

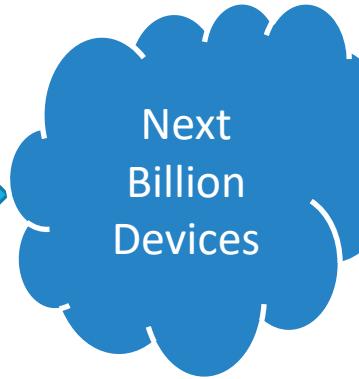
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"The light of navigation", Dutch sailing handbook, 1608, showing compass, hourglass, sea astrolabe, terrestrial and celestial globes, divider, Jacob's staff and astrolabe.

Modern Location Sensing Proliferation



June 23, 1977

'80

'90

'00

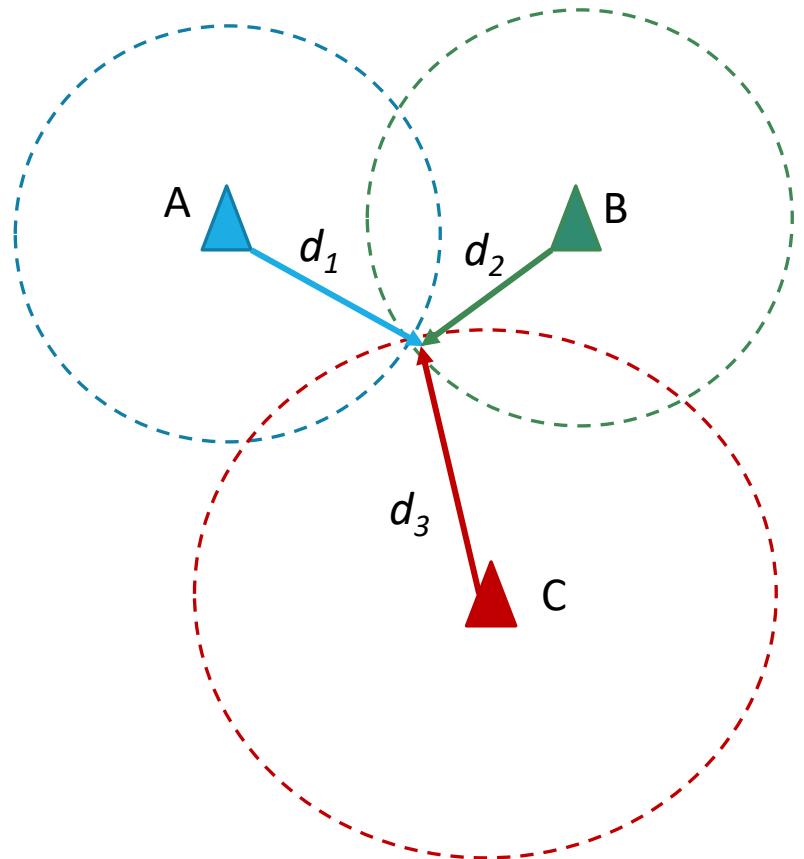
'10

Paradigms of Location Sensing

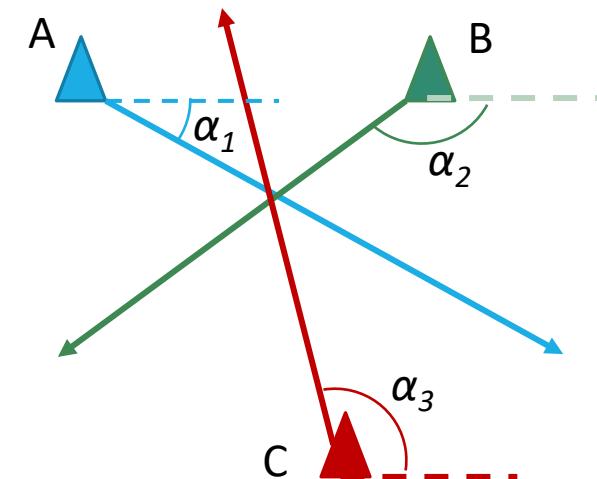
- **Geometric-based**: estimate locations directly from geometric measurements
- **Experience-based**: estimate locations from features collected from the past
- **Tracking-based**: estimate locations from past locations and motion

1. Geometric Based: “It must be here.”

“Determine mobile device location using distance and/or orientation measurements to multiple anchor nodes with known location”

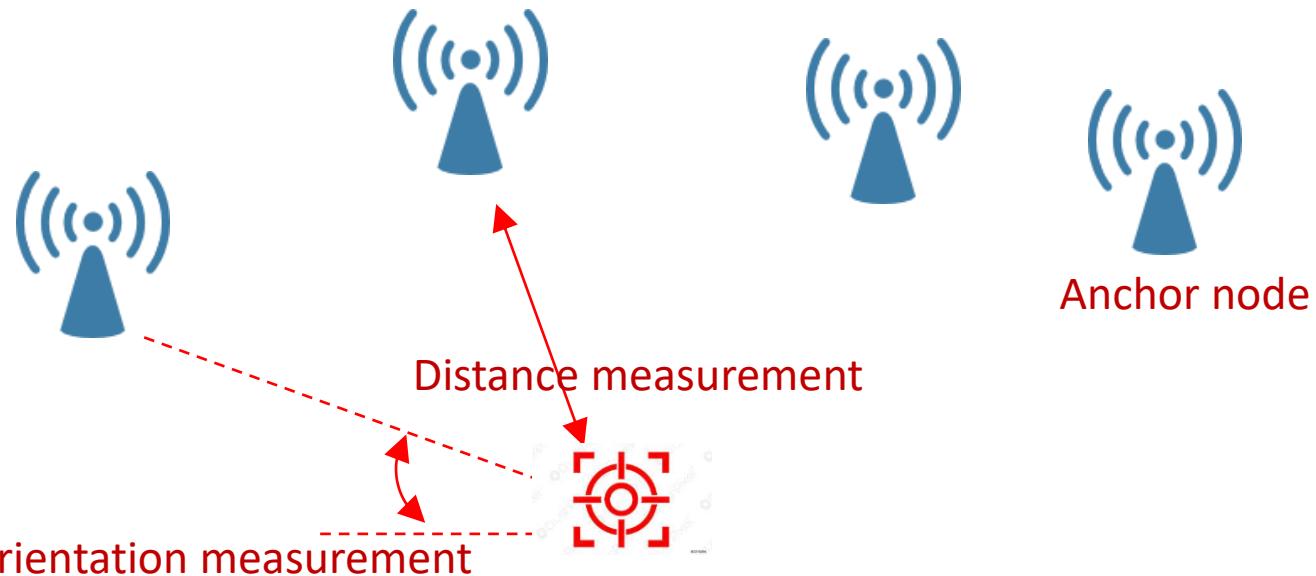


- Distance-Based: Trilateration



- Angle-Based: Triangulation

Measurements



- Questions:
 - What signal to use for measurements?
 - How to measure distances / orientations?
 - How to compute location from these measurements
 - How to determine (configure) anchor node locations?

Distance Measurement Primitives

- Time Of Flight (TOF)

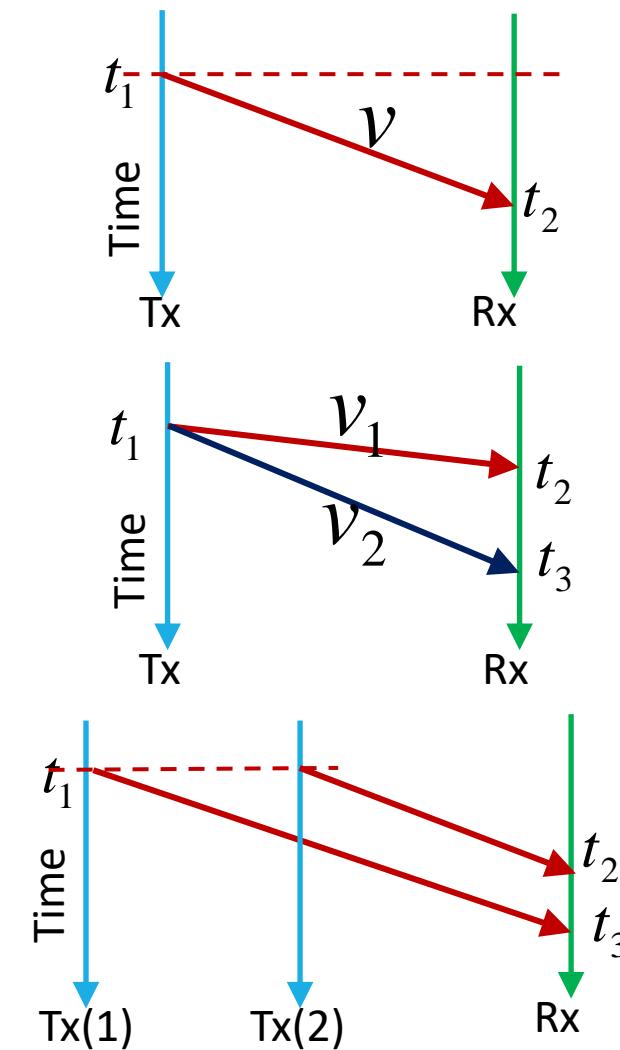
$$d = v(t_2 - t_1)$$

- Time Difference Of Flight (TDOF)

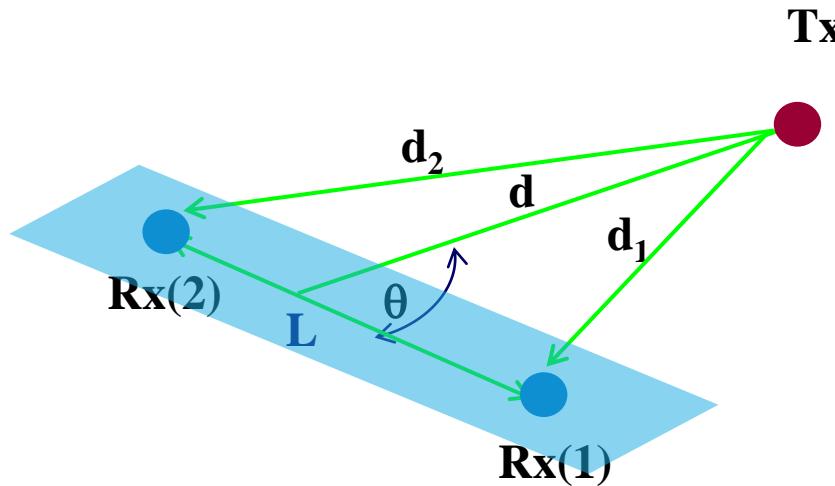
$$d = \frac{(t_3 - t_2)v_1v_2}{(v_1 - v_2)}$$

- Time Difference Of Arrival (TDOA)

$$\Delta d = v(t_3 - t_2)$$



Orientation from Difference in Time of Arrival



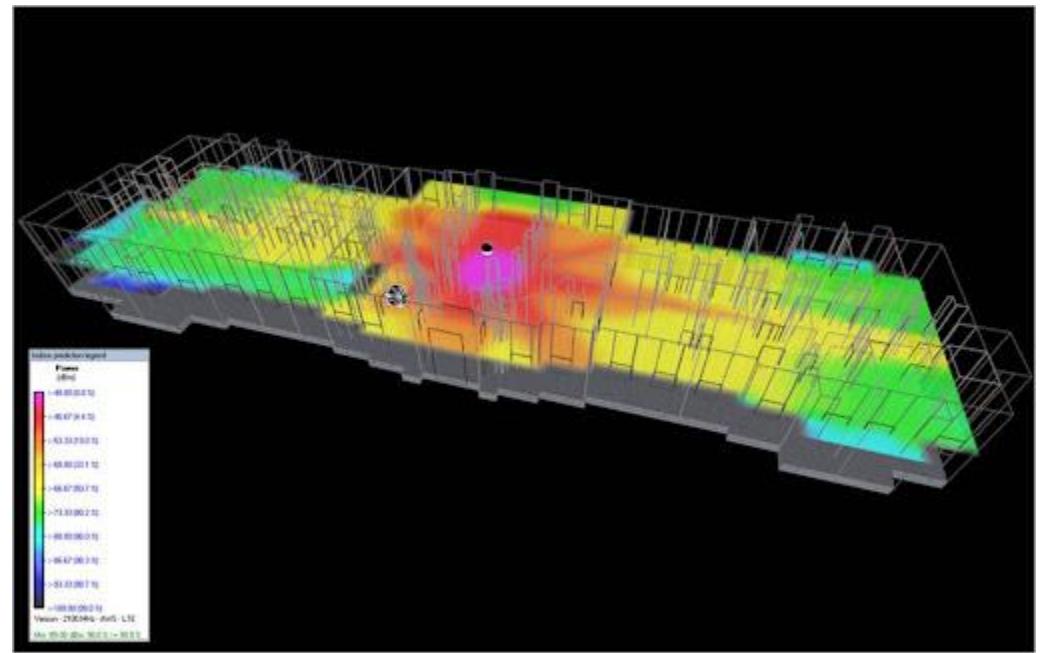
- When $d \gg L$ $\cos\theta \approx \frac{d_2 - d_1}{L}$
 - Can be calculated from Time Difference Of Arrival (TDOA) of the signals

Distance Measurement Techniques

- **Audio based: audible and ultrasound**
 - Advantages
 - Slow speed : easy to measure propagation time
 - Generation and detection using speakers and mics
 - Disadvantages
 - Strict line of sight – blocked by most physical materials
 - Lack of widely deployed infrastructure
 - Interfere with hearing (audible: humans, ultrasound : pets)
- **RF based: all kinds of frequencies**
 - Advantages
 - Easy to deploy infrastructure
 - Better penetration than audio
 - Disadvantages
 - High propagation speed: difficult to measure time-of-flight
- **Active Light based: laser, IR**
 - Advantages
 - Can be very accurate using ToF
 - Disadvantages
 - Can be expensive
 - Needs direct line of sight
- **Camera based**
 - Advantages
 - Can measure distances and angles at once
 - Price is getting cheap
 - Range is limited due to resolutions
 - Disadvantages
 - Need to calibrate
 - Higher computational cost than 1d approaches
 - Needs direct line of sight

2. Experience-based: “I have been (near) here!”

- Fundamentally, it is a signature recall approach.
- Build features mapping $F(V) = L$, that $\min\{D(L, F(V))\}$
- Localization: For given measurement \hat{V} , find $\hat{L} = F(\hat{V})$



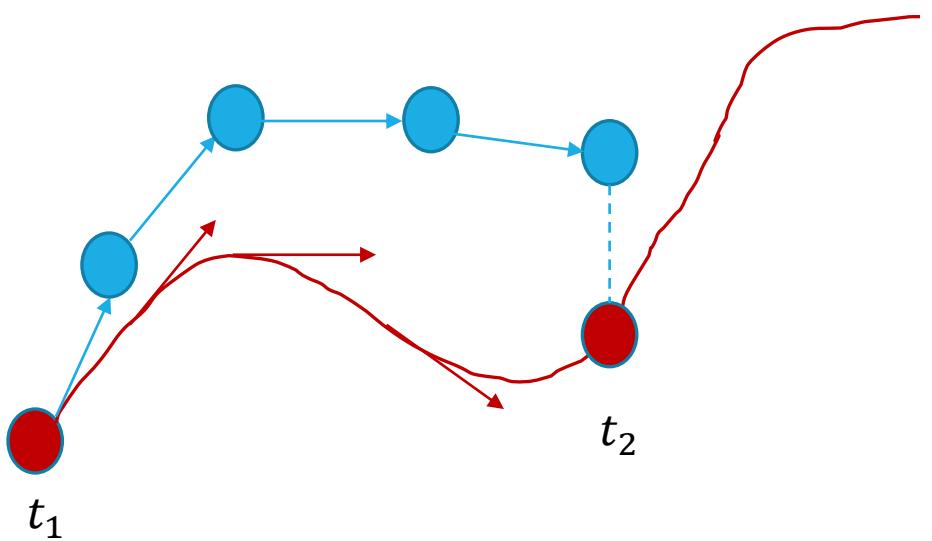
Indoor Location Dependent Signatures/Features

Deployed Infrastructure	Bluetooth/Zigbee Beacons Magnetic Beacons RFID Modulated Light	Ground Vibration Sparse Set of Beacons
(Nearly) Ambient	Cell Network WiFi Sound FM Radio Photos	Earth Magnetic Field Turns and Stairs Video

Instant

Trajectory

3. Tracking-based: “How I have moved”

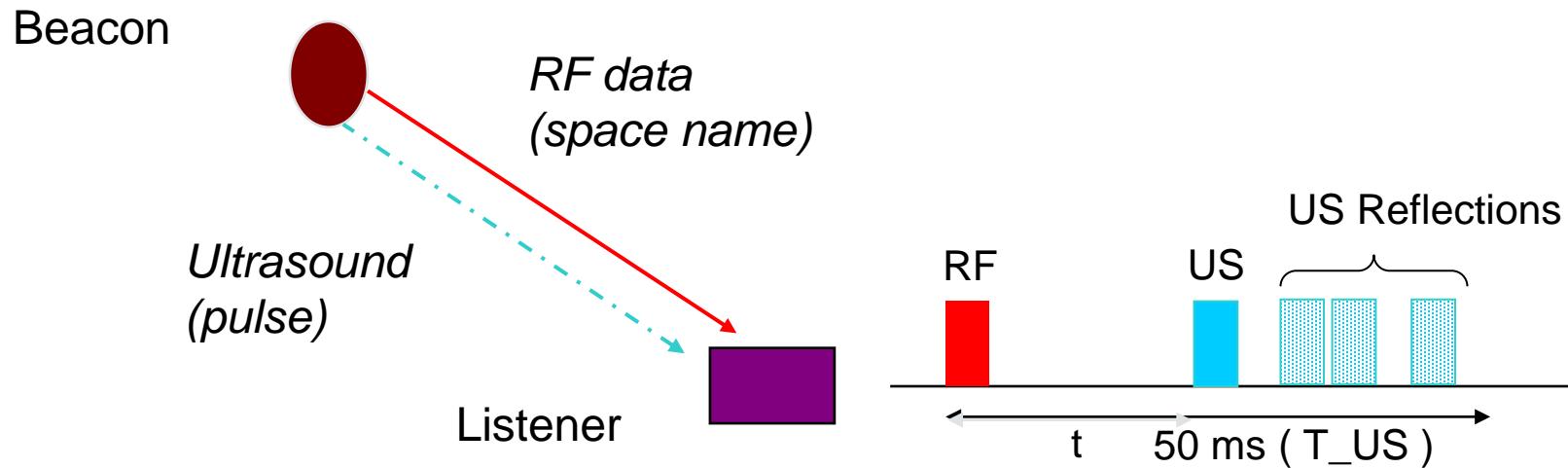


- Start with a known location (t_1)
- Measure motion over time($t_1 \sim t_2$)
- Estimate new location (t_2)
- Repeat

4. Sensor Fusion: Combining Two or More Approaches

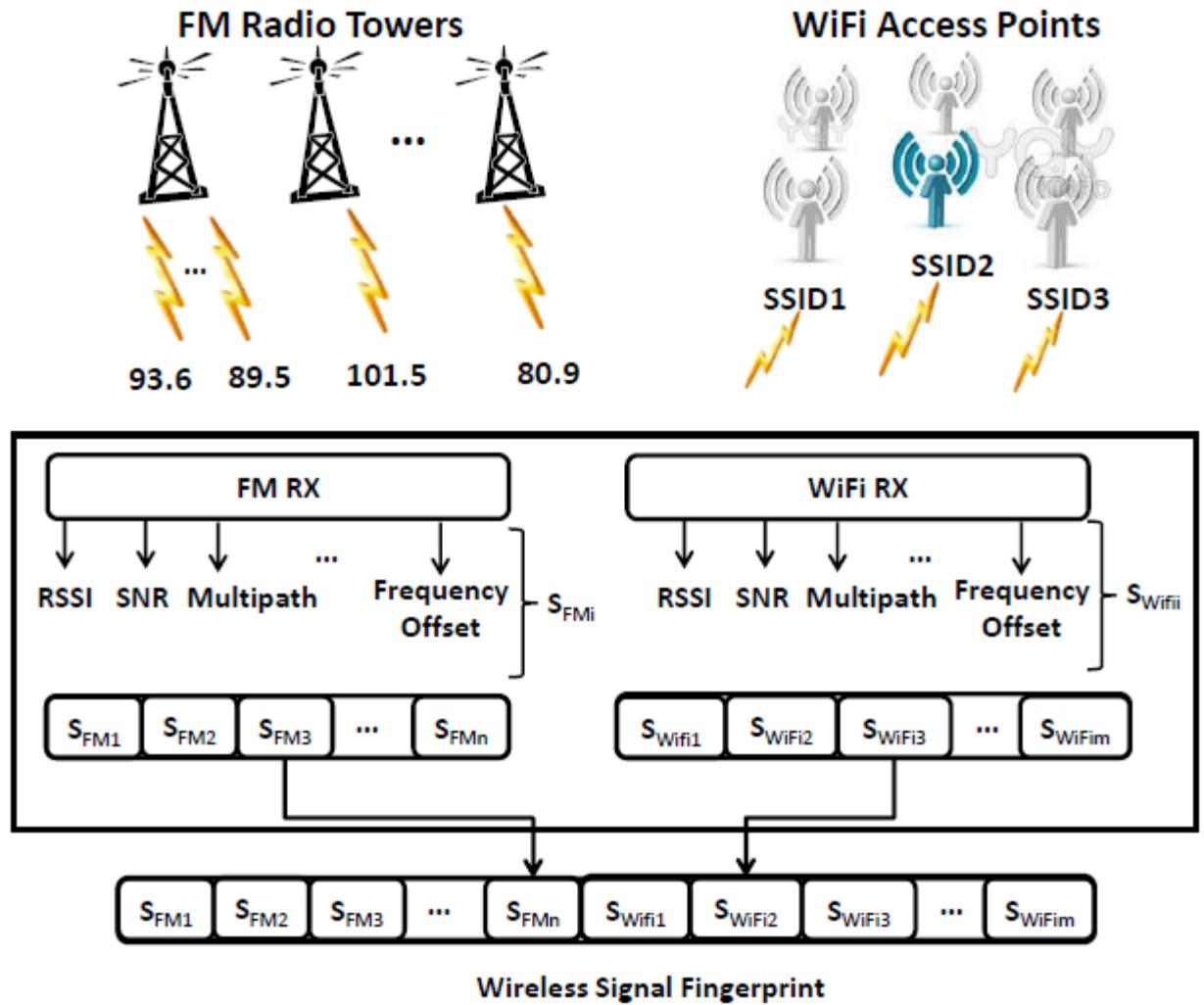
- Two or more types of complementary signals (modalities):
 - To measure distances: e.g. Cricket (RF + Ultrasound)
 - To compensate signatures: e.g. FM + WiFi
- Absolute location with motion tracking: E.g.
 - WiFi + step counting
 - Markers + visual odometry
- Location/movement + side knowledge : E.g.
 - Loop closure
 - Map constraints

Cricket Indoor Location System

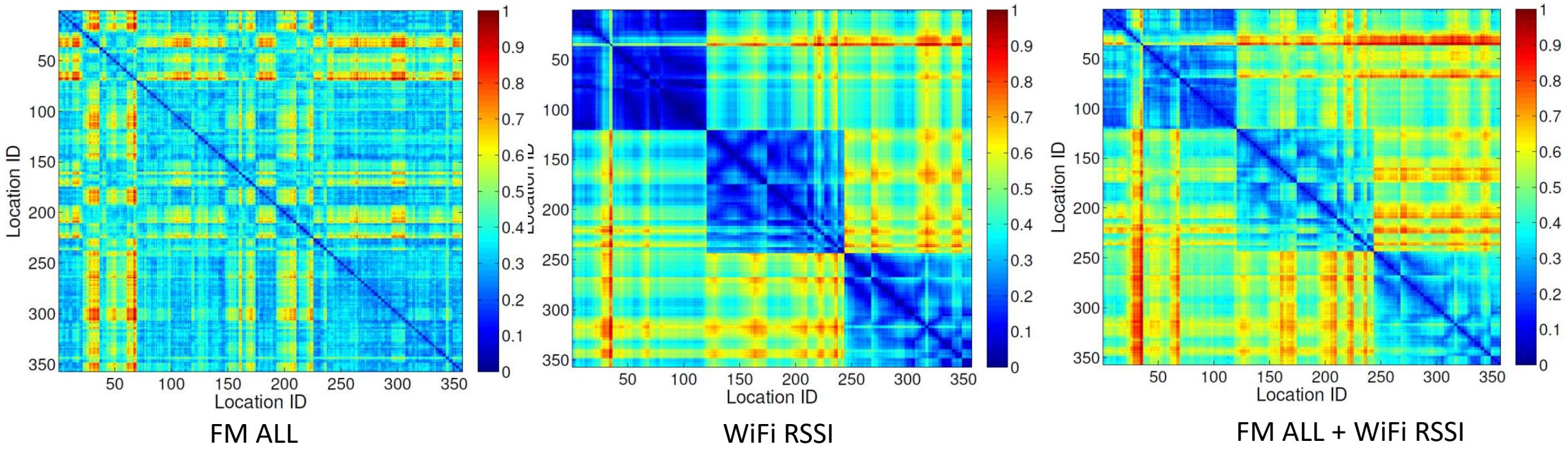


- Cricket:
 - Anchor nodes → beacons
 - Mobile node → Listener
- Computes distance by TDOF of RF and US
- Multipath mitigation: first US pulse to measure distance
 - US signals die down after 50mS

FM+WiFi Based Indoor Localization



Complementary Roles of WiFi and FM



Fusing Motion with Maps

- WiFi Signatures
- IMU based direction & step counting
- Sequential Bayesian updates
- Particle filters
- Map constraints



Potentials: Indoor location examined



Lots of Publications, Very Little Comparison

The screenshot shows the IEEE Xplore digital library interface. At the top, there are links for IEEE.org, IEEE Xplore, IEEE-SA, IEEE Spectrum, and More Sites. On the right, there are buttons for SUBSCRIBE, Cart, Create Account, and Personal Sign In. The main navigation bar includes links for IEEE Xplore®, Browse, My Settings, Help, and Institutional Sign In. Below the bar, there is a search bar with dropdown menus for 'All' and 'Indoor Location', a search icon, and an ADVANCED SEARCH link. On the far right of the bar is the IEEE logo. The search results page displays the message "Showing 1-25 of 8,175 for Indoor Location". It shows filters applied: 1975 - 2021. Below the filters, there are four categories with checkboxes: Conferences (6,839), Journals (1,142), Early Access Articles (91), Magazines (72); Books (21), Standards (8), Courses (2). The results count is 8,175.

Which one is better?

System A
3m Location Accuracy

OR

System B
4m Location Accuracy

Microsoft Indoor Location Competitions

- Evaluate and compare technologies from academia and industry in the same, unfamiliar space.
- Bring teams working in this area together in a more effective way.



2014: Berlin



2015: Seattle



2016: Vienna



2017: Pittsburgh

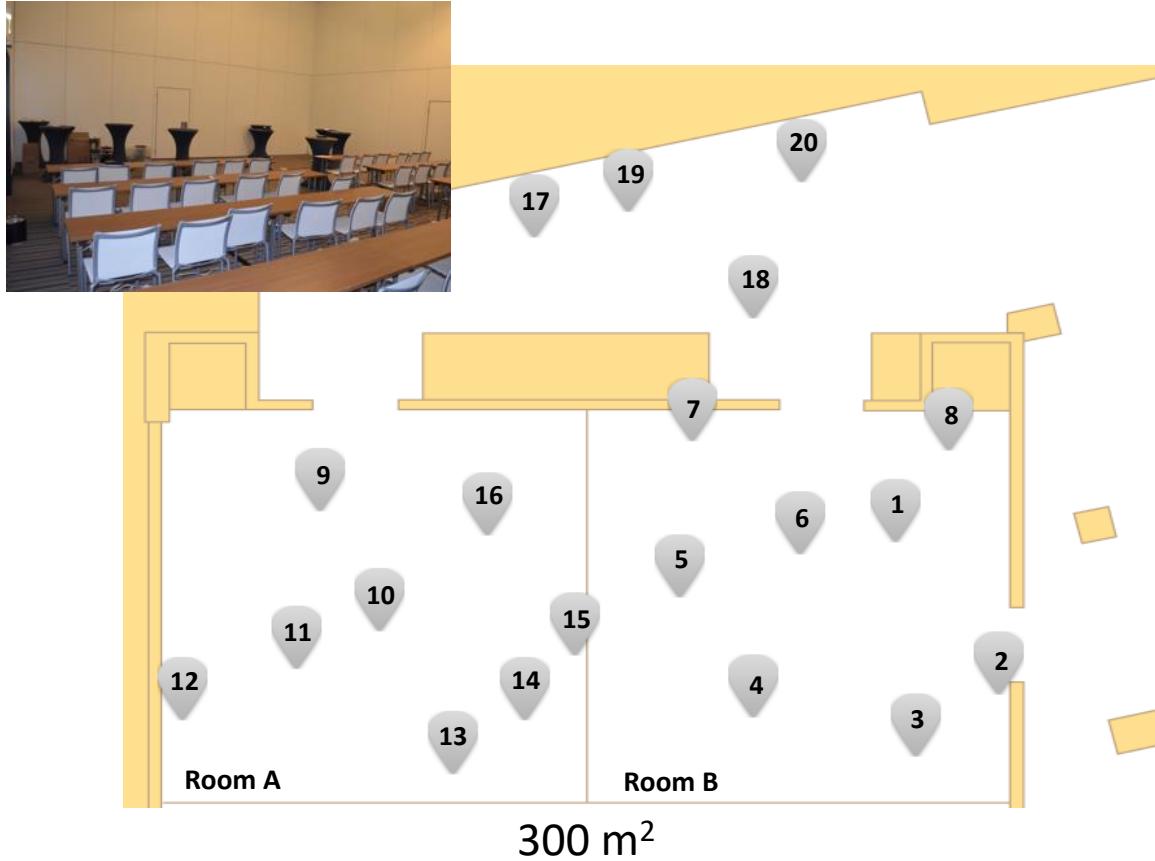


2018: Porto

Microsoft Indoor Location Competitions

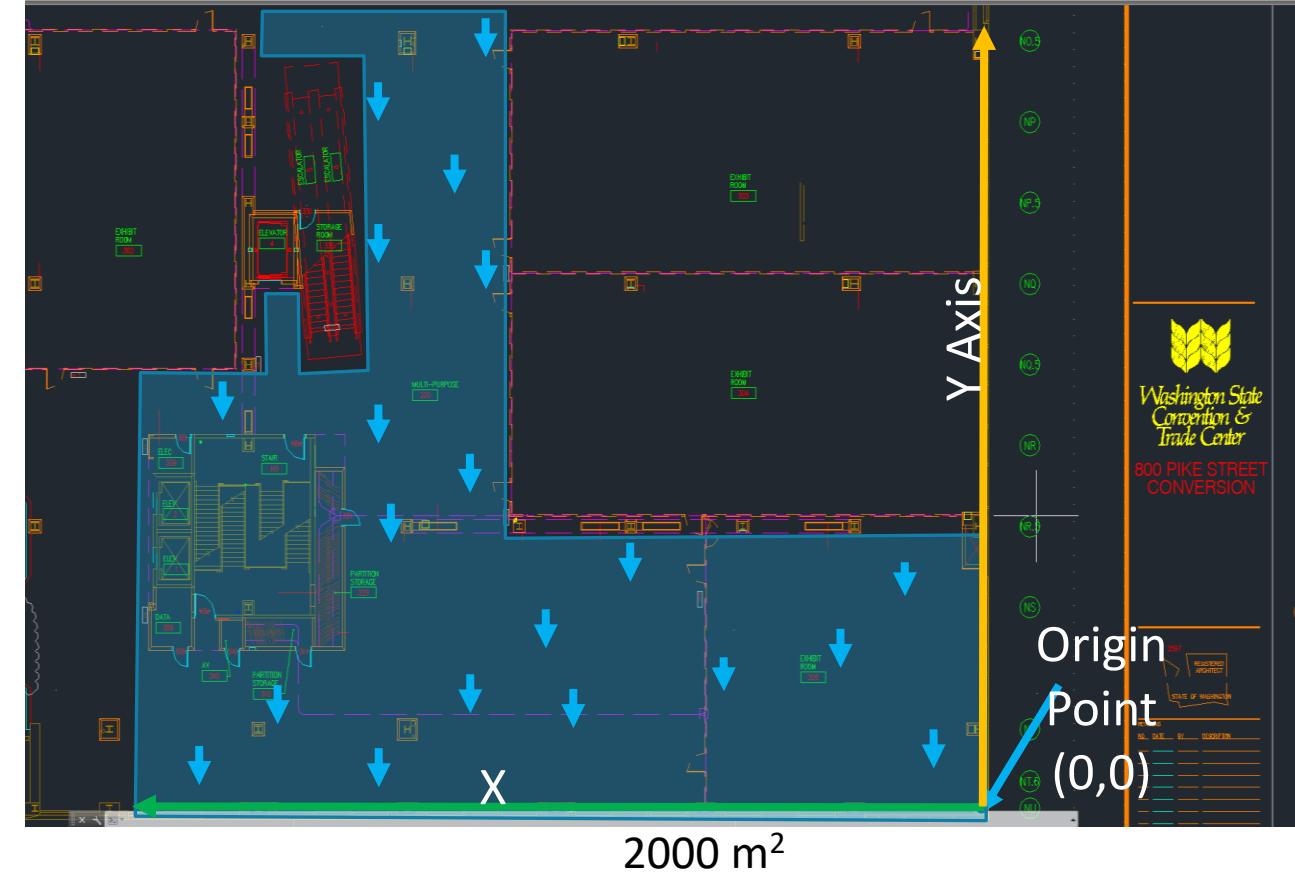
2014

- 36 teams signed up, 22 competed



2015

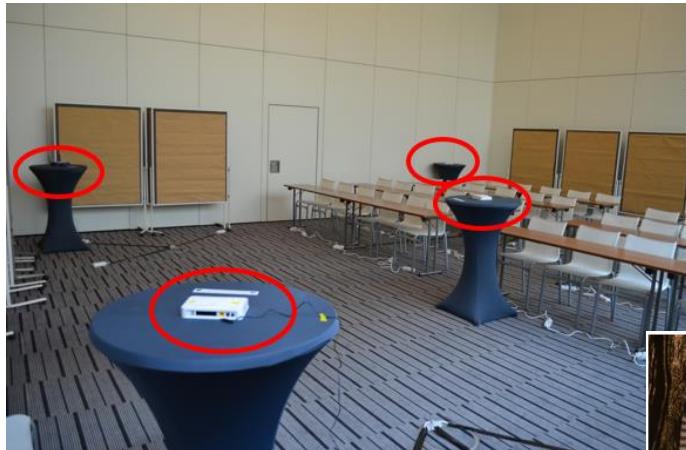
- 48 teams signed up, 23 competed



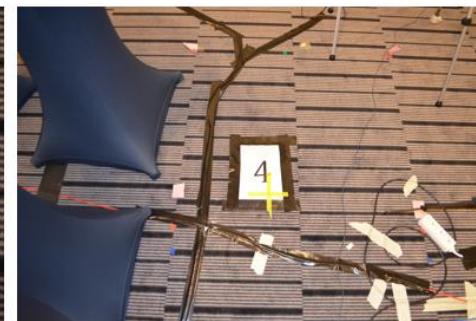
Basic Rules

INFRASTRUCTURE FREE

- Pre-deployed 10 WiFi AP for everyone.



- 8 hours of setup up time
- Unknown evaluation points
- Individually evaluated to prevent interference.

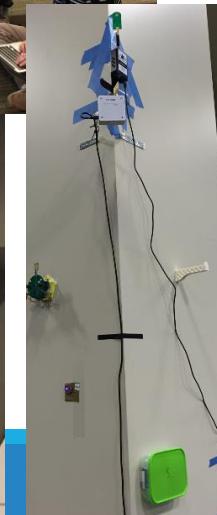
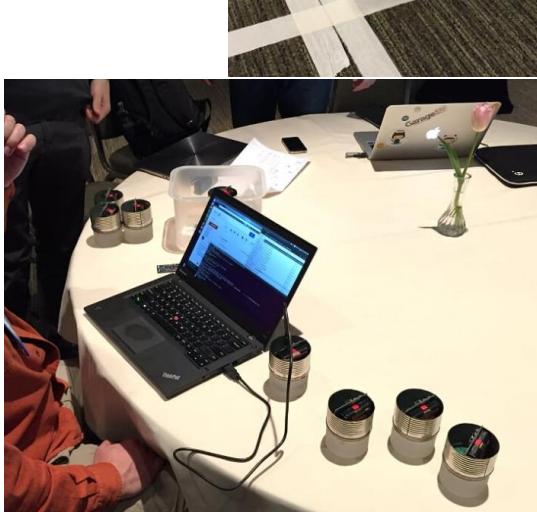


INFRASTRUCTURE ASSISTED

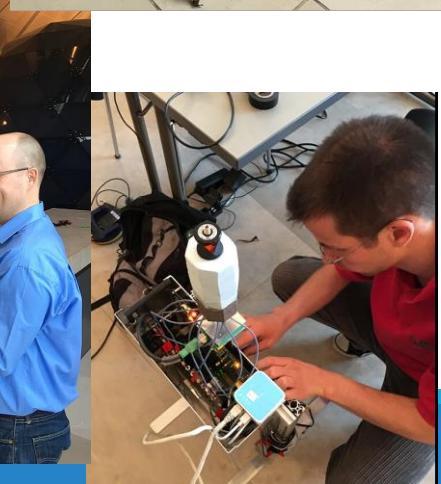
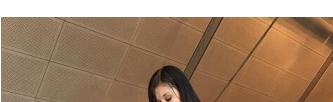
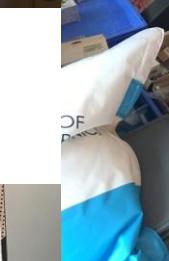
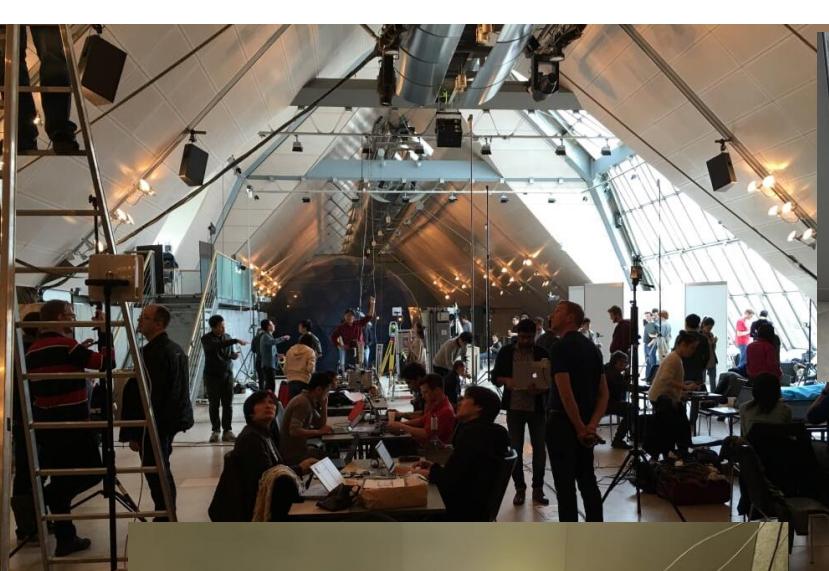
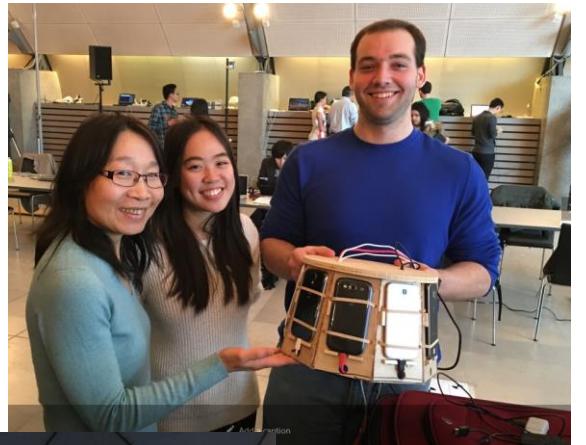
- Allow deployment of up to 10 devices



Craziness



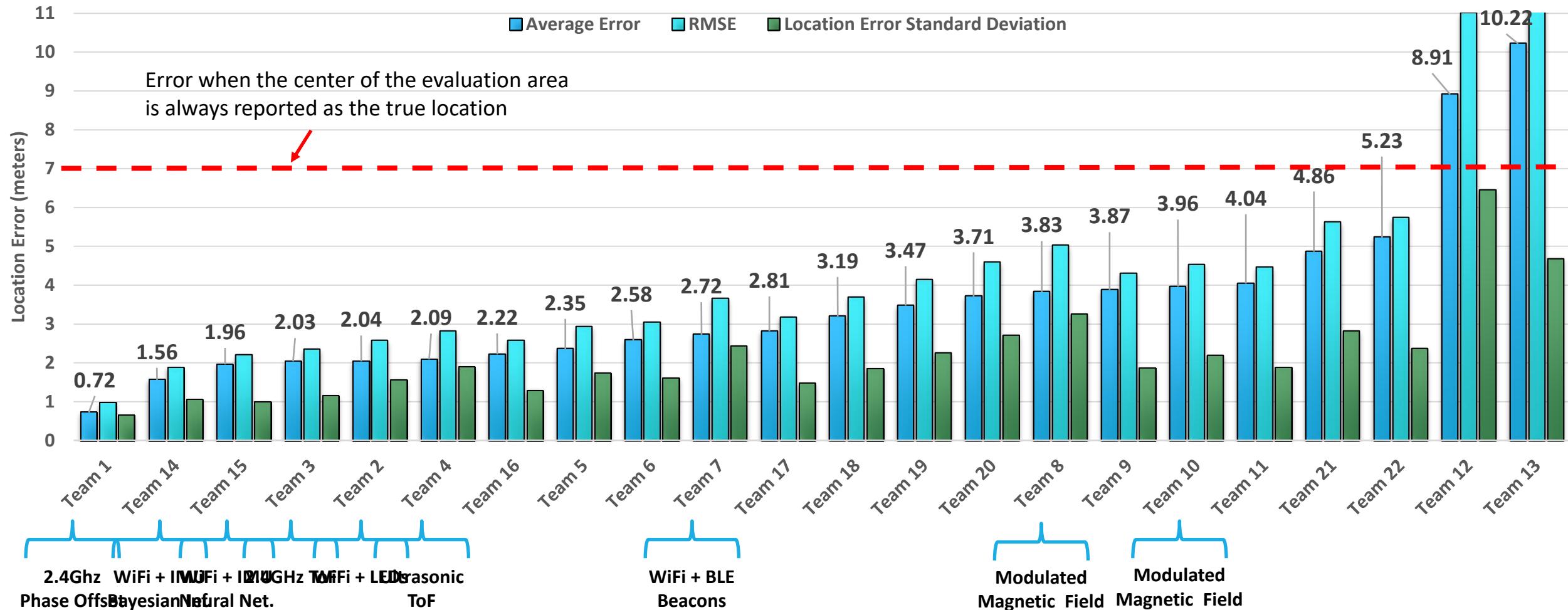
Craziness



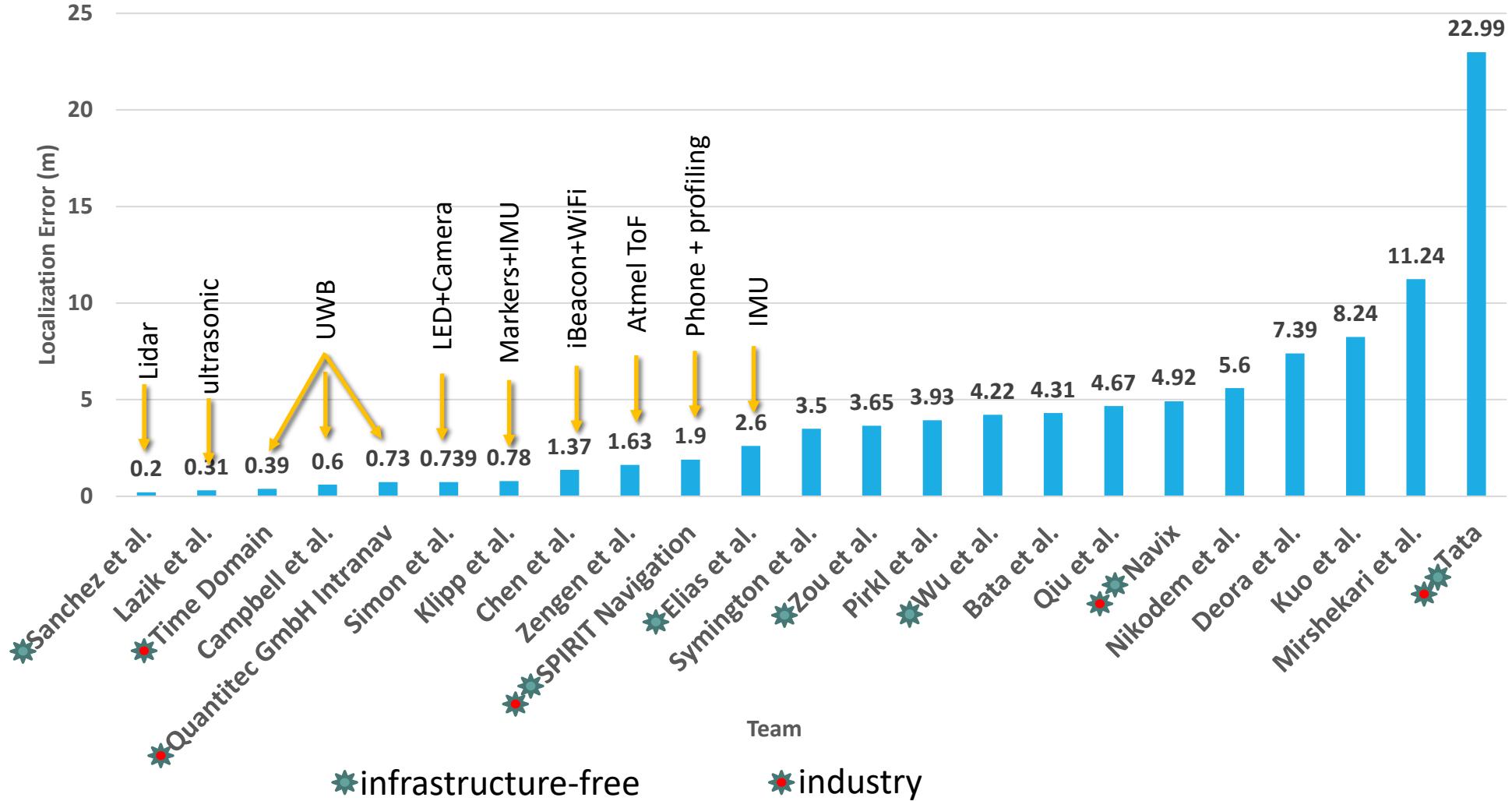
More Craziness



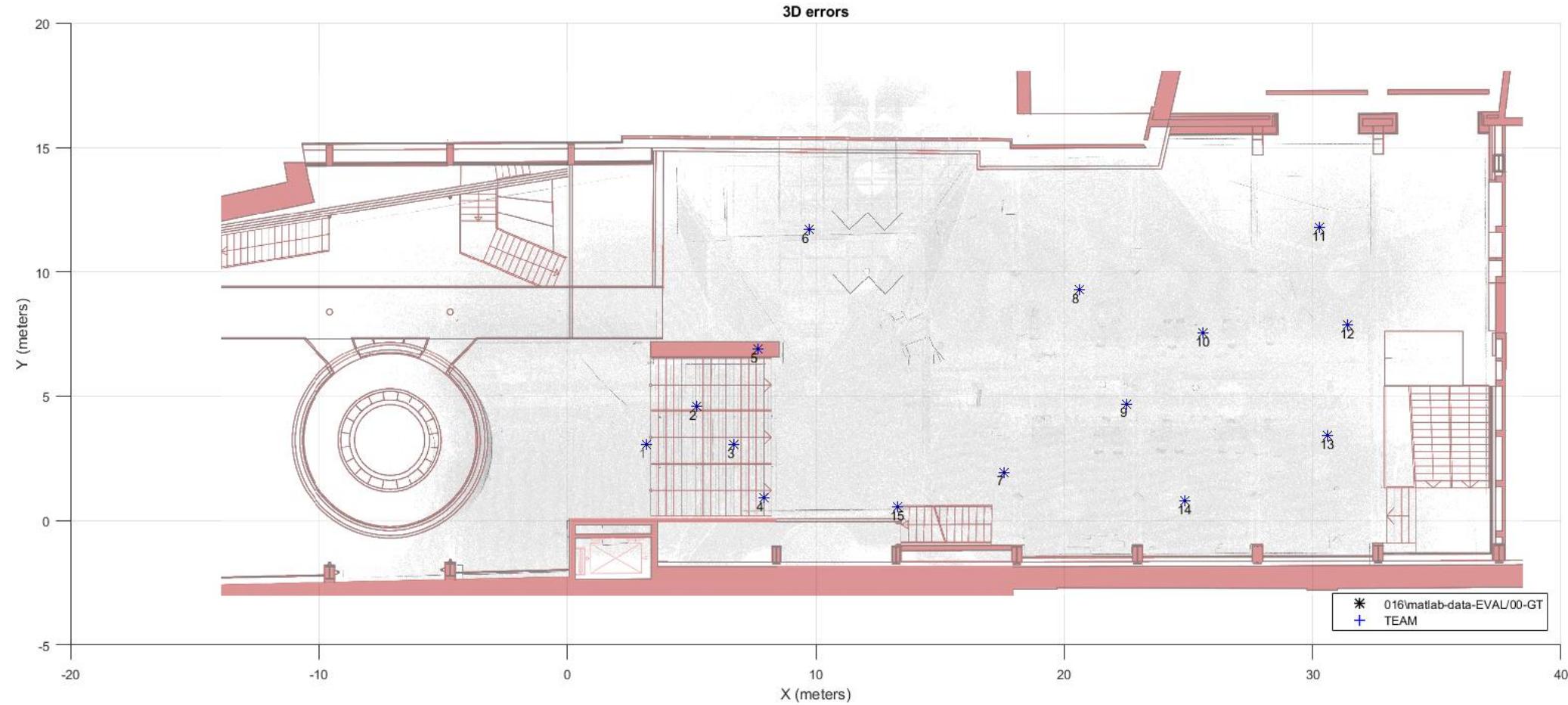
2014 Localization Accuracy

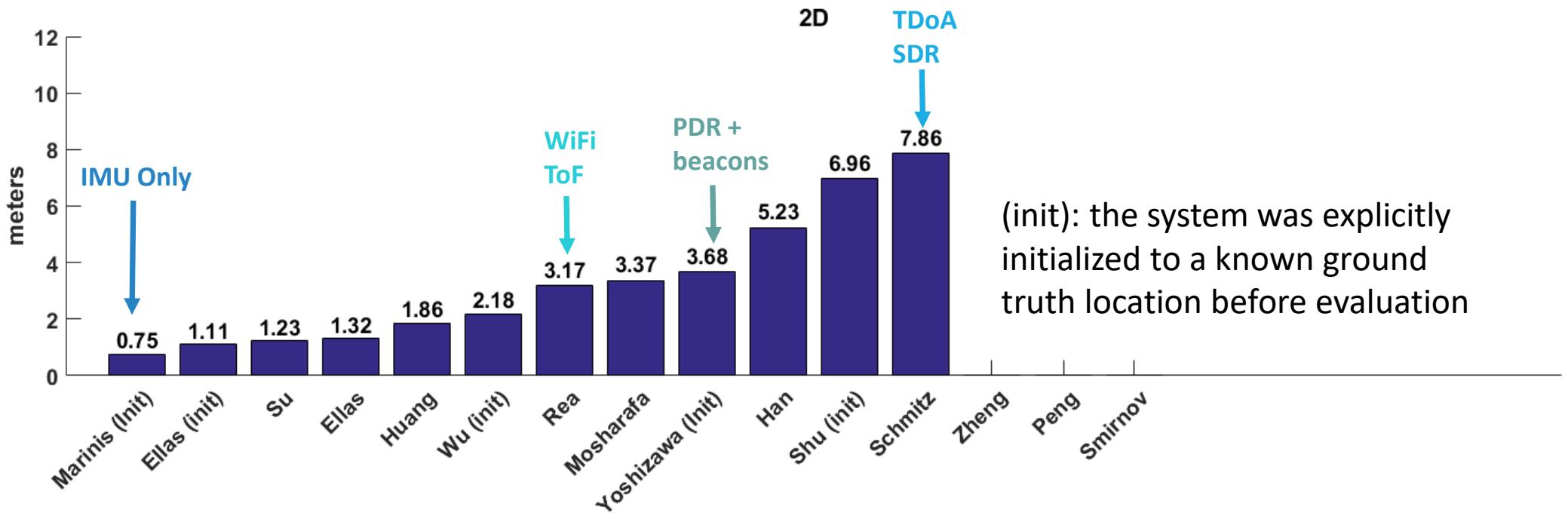
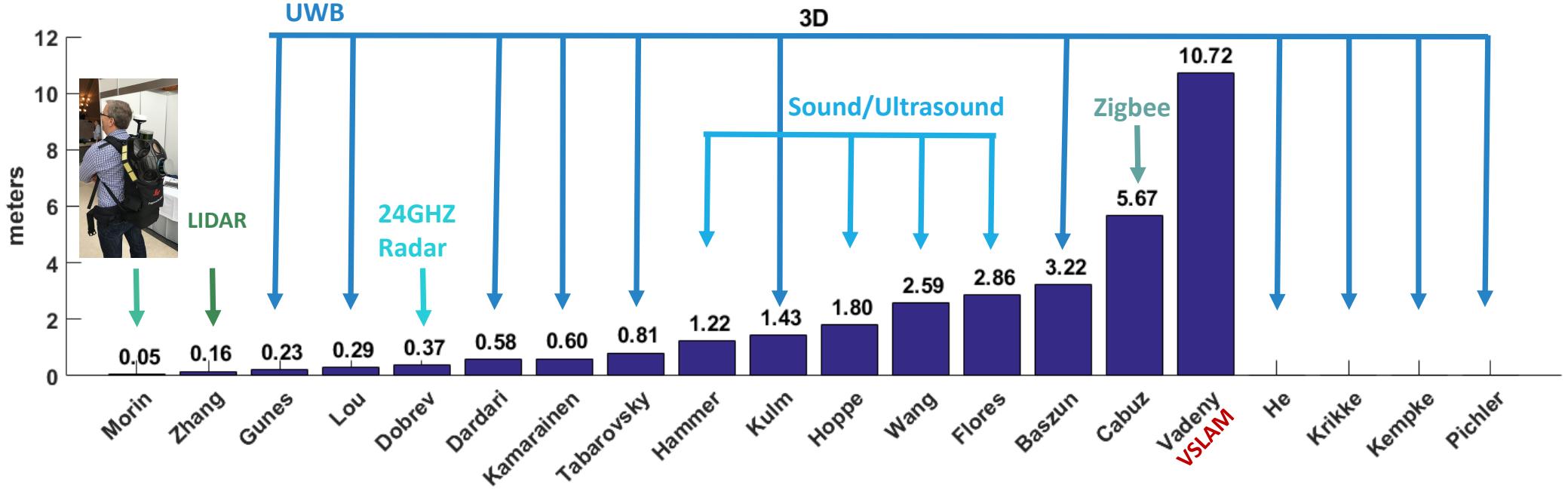


2015 Results

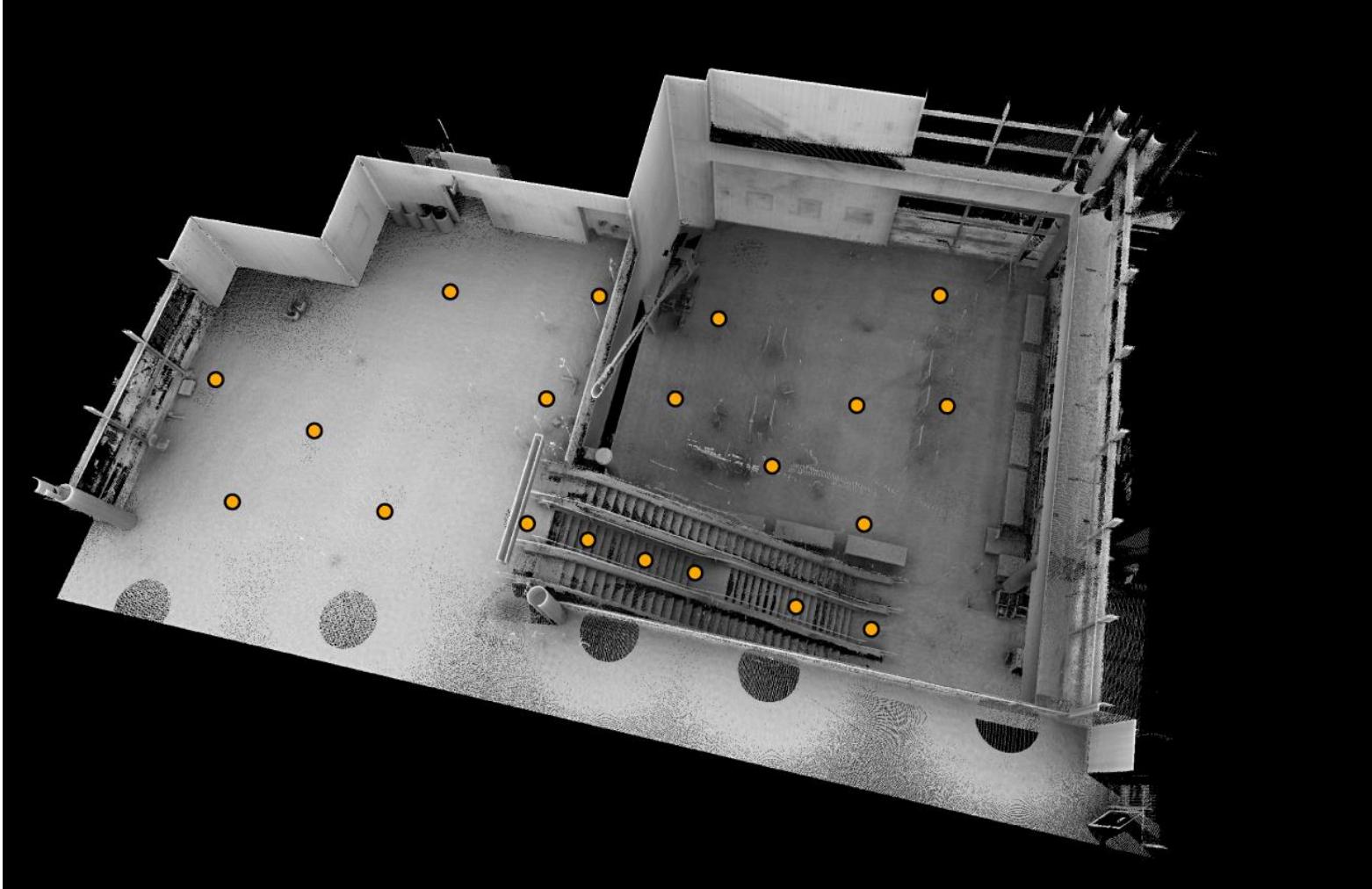


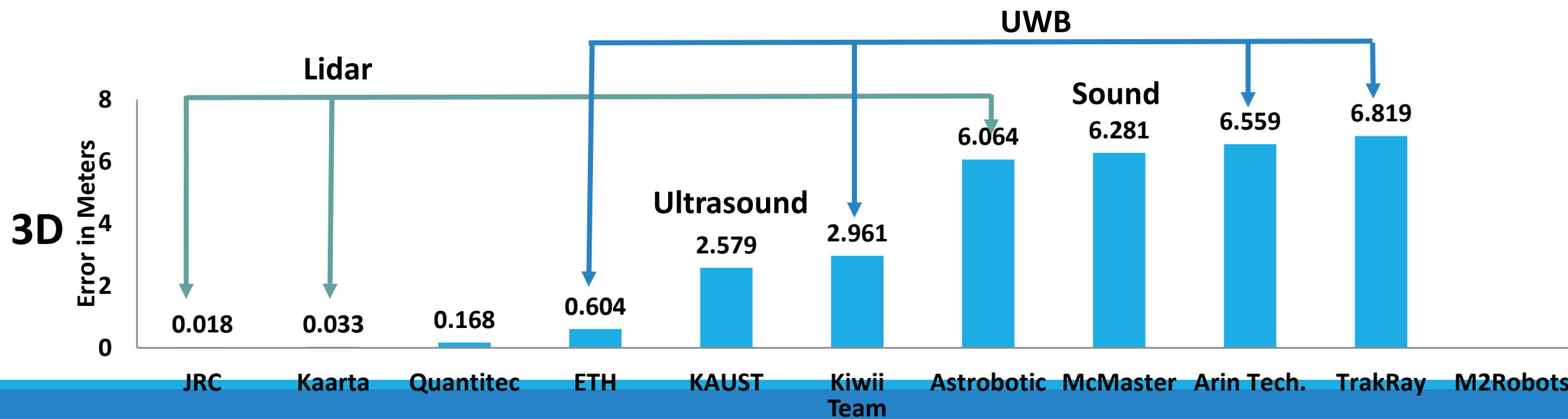
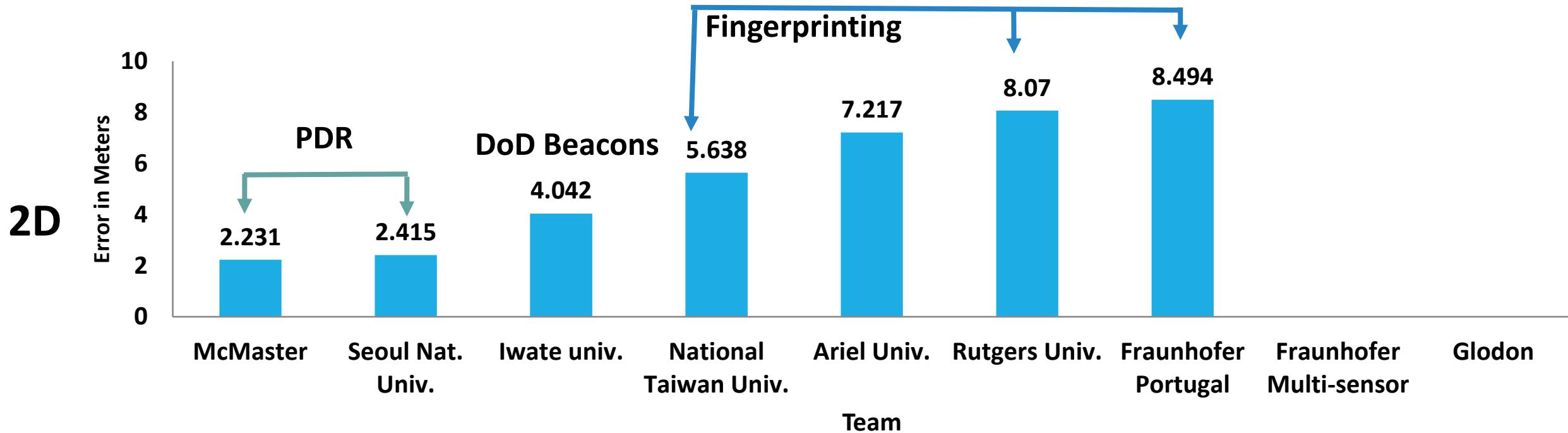
2016: 465m² Evaluation Area, Two Levels



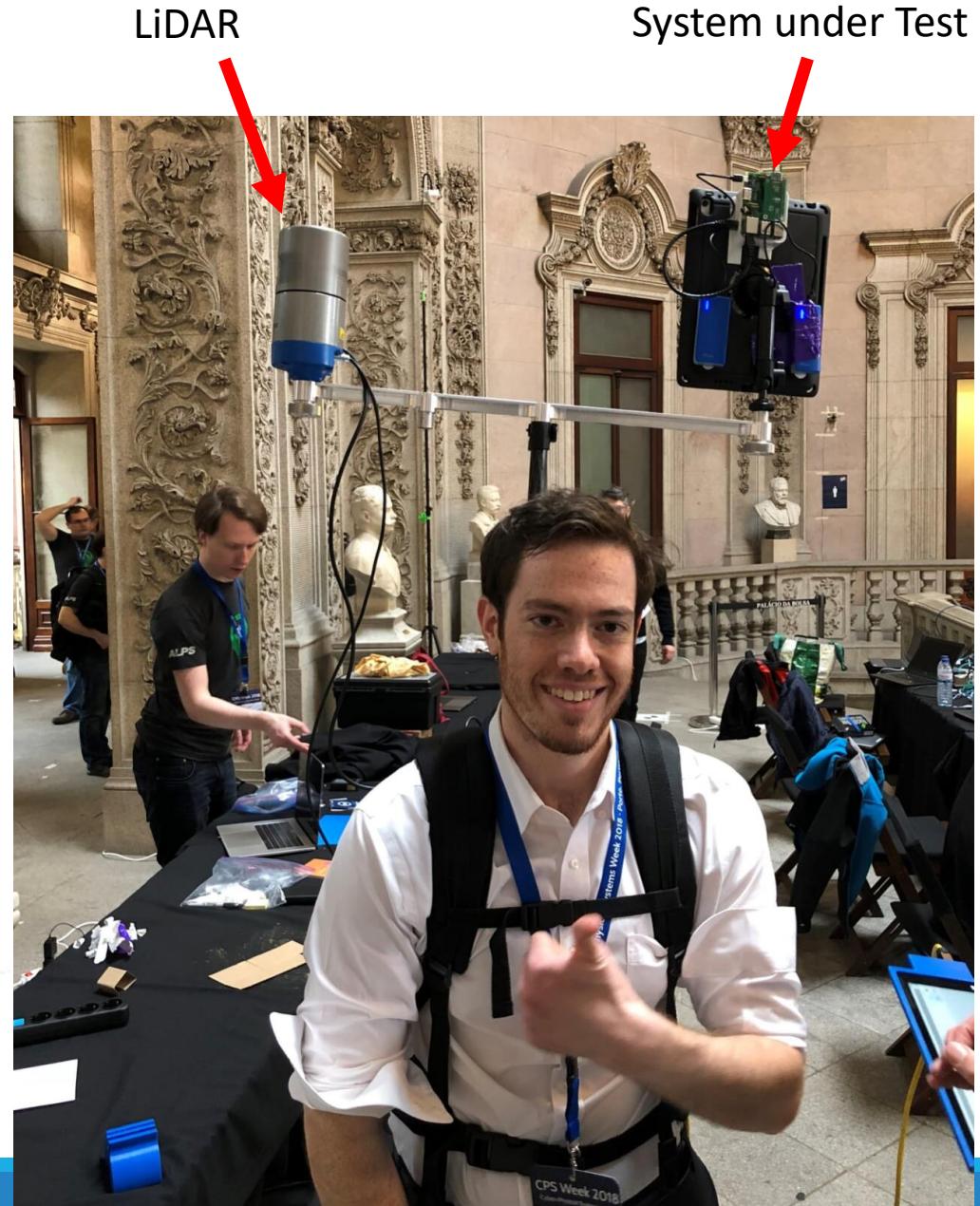
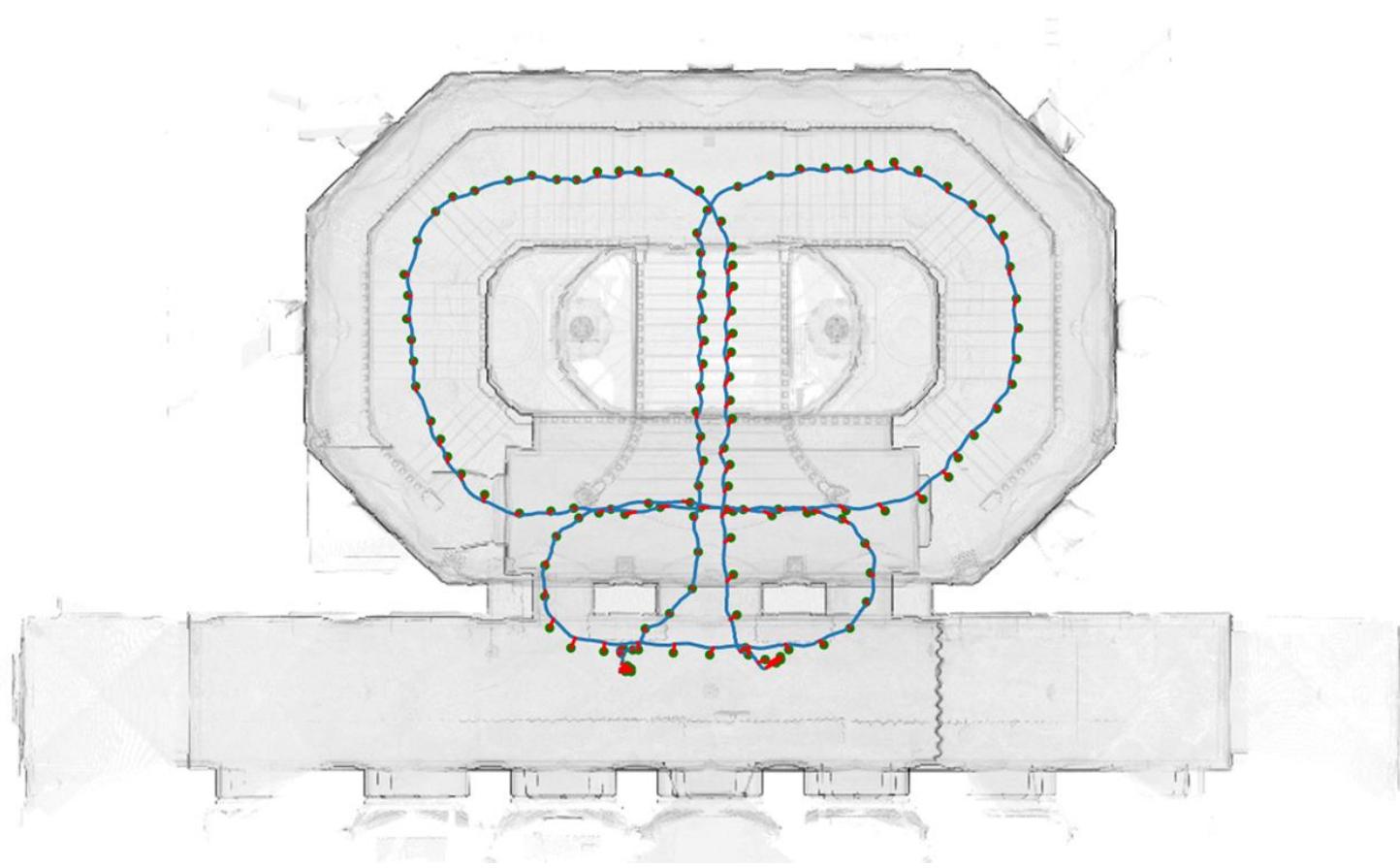


2017: 600m² Evaluation Area - Two Floors

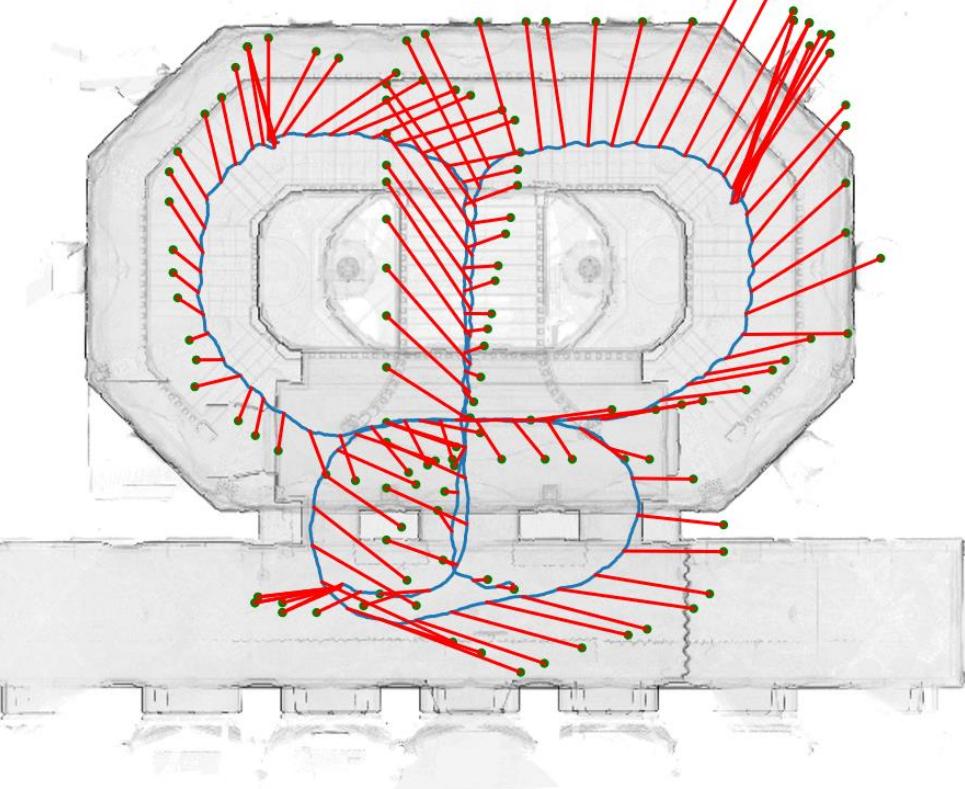




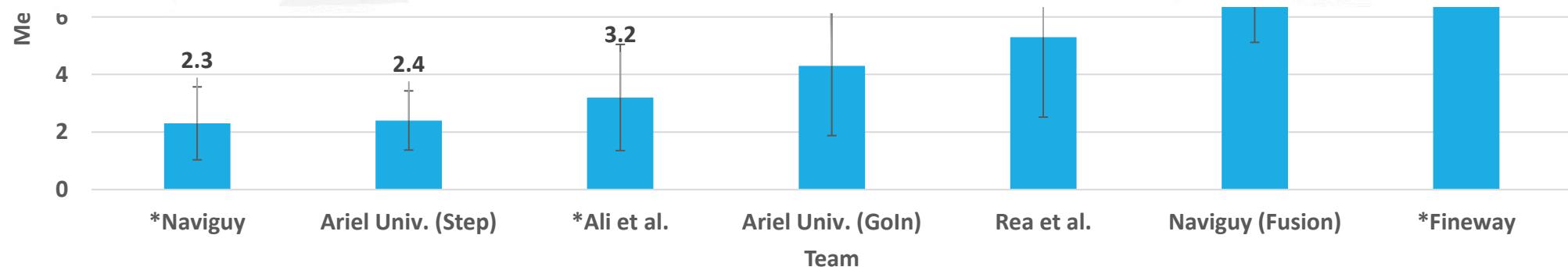
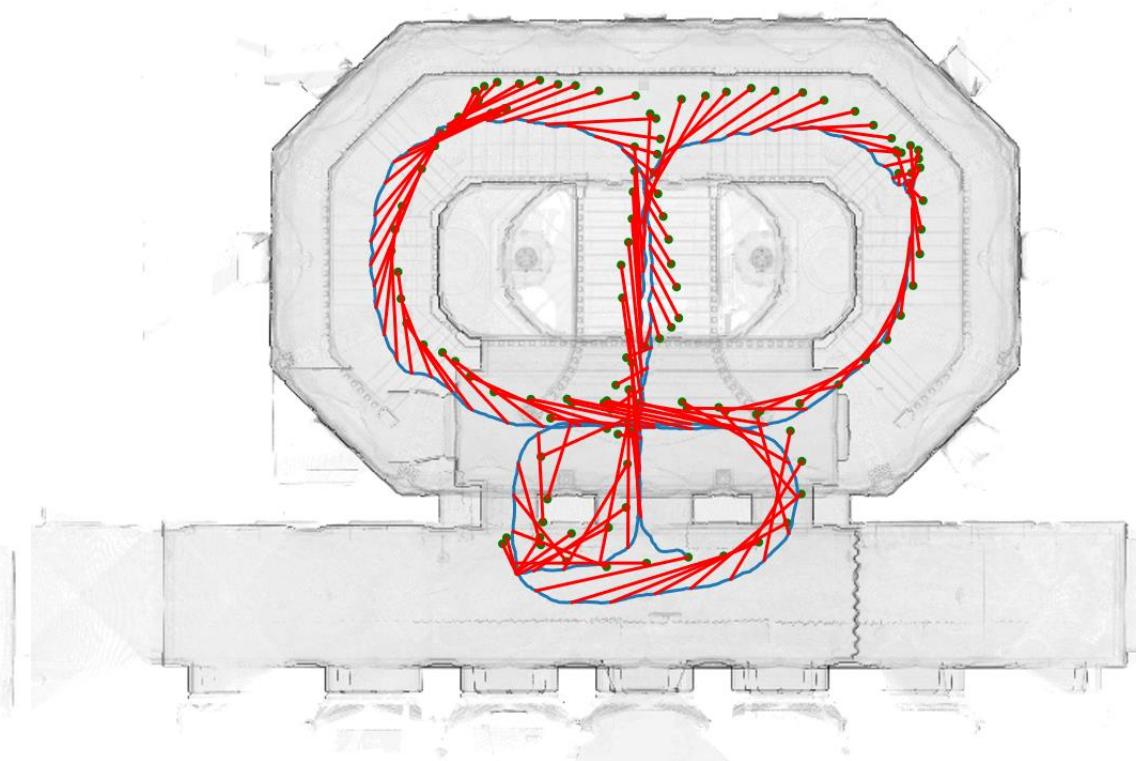
2018: Two Levels



Naviguy



Ariel Univ. (Step)

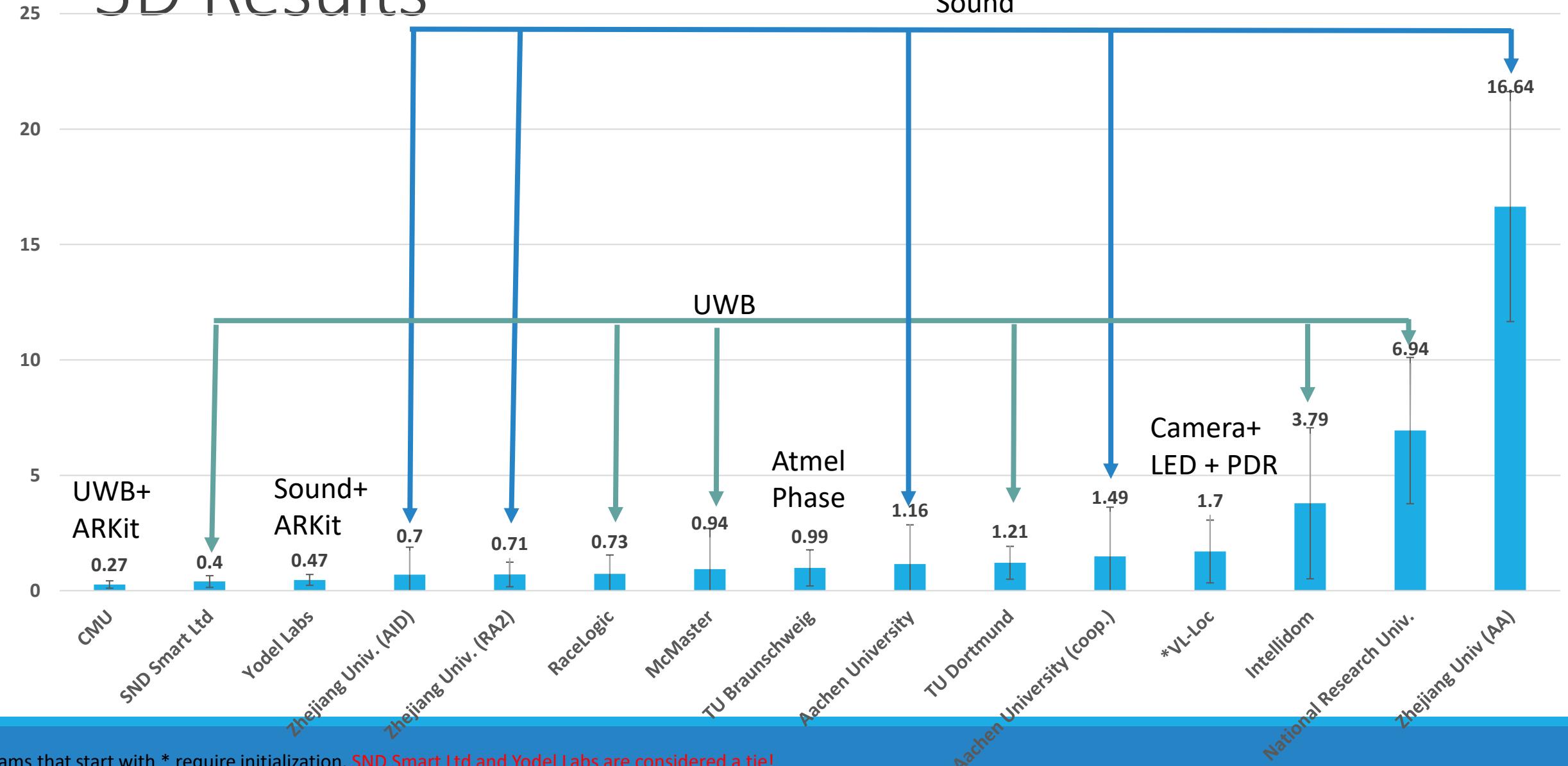


Teams that start with * require initialization.

Naviguy and Ariel Univ. were considered a tie! Ariel University is the winner as Naviguy required initialization while Ariel University did not.

3D Results

Sound



3D Re

25

20

15

10

5

0

UWB+
ARKit

0.27

CMU

0.4

SND Smart Ltd

Yodel Labs

Zhejiang Univ. (AID)

Zhejiang Univ. (RA2)

RaceLogic

McMaster

TU Braunschweig

Aachen University

TU Dortmund

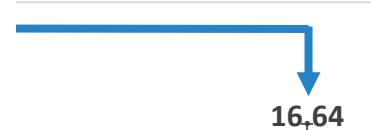
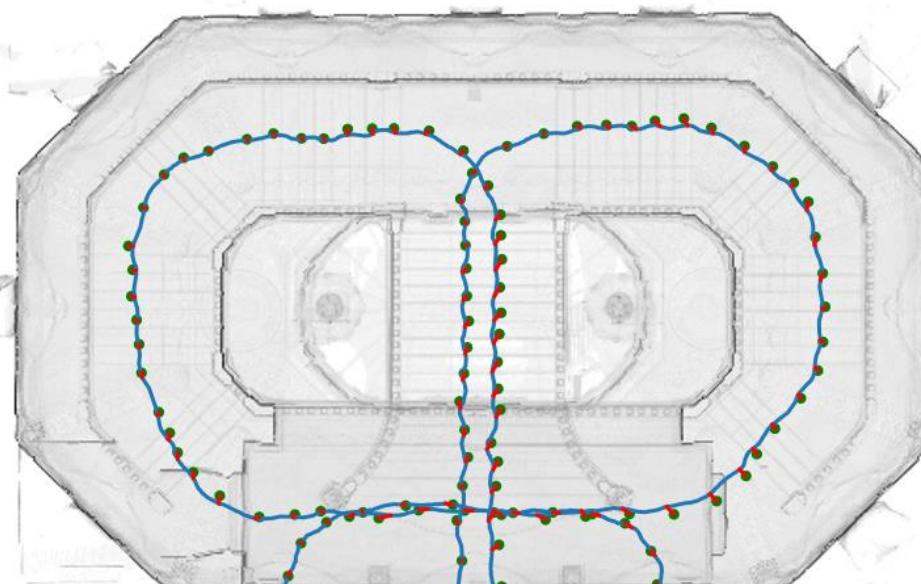
Aachen University (coop.)

*VL-Loc

Intellidom

National Research Univ.

Zhejiang Univ (AA)



6.94

16.64

3D Res

25

20

15

10

5

0

UWB+
ARKit
0.27

SND Smart Ltd
0.4

Sc
AI
0

Yodel Labs

Zhejiang Univ. (AID)

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RaceLogic

McMaster

TU Braunschweig

Aachen University

TU Dortmund

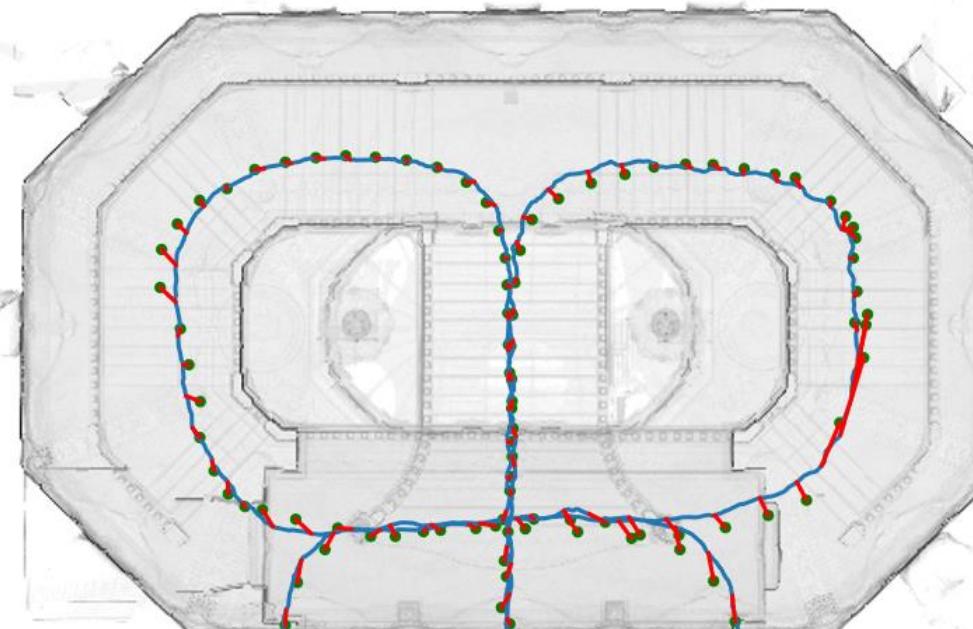
Aachen University (coop.)

*VL-Loc

Intellidom

National Research Univ.

Zhejiang Univ (AA)



16.64

14

12

10

8

6

3D Result

25

20

15

10

5

0

UWB+
ARKit

0.27

Sound+
ARKit

0.47

Yodl Labs

SND Smart Ltd

Zhejiang Univ. (AID)

Zhejiang Univ. (RA2)

RaceLogic

McMaster

TU Braunschweig

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*VL-Loc

Intellidom

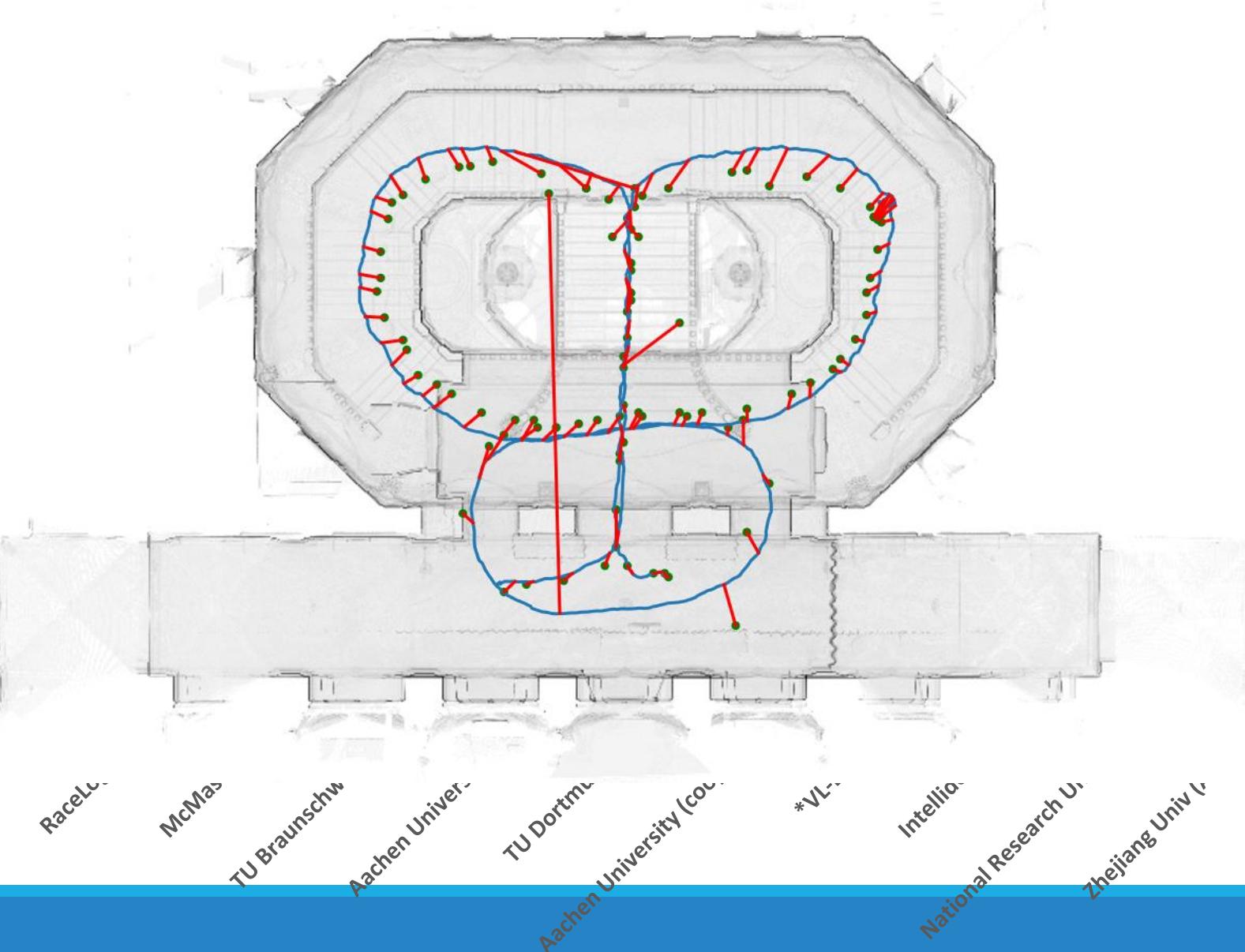
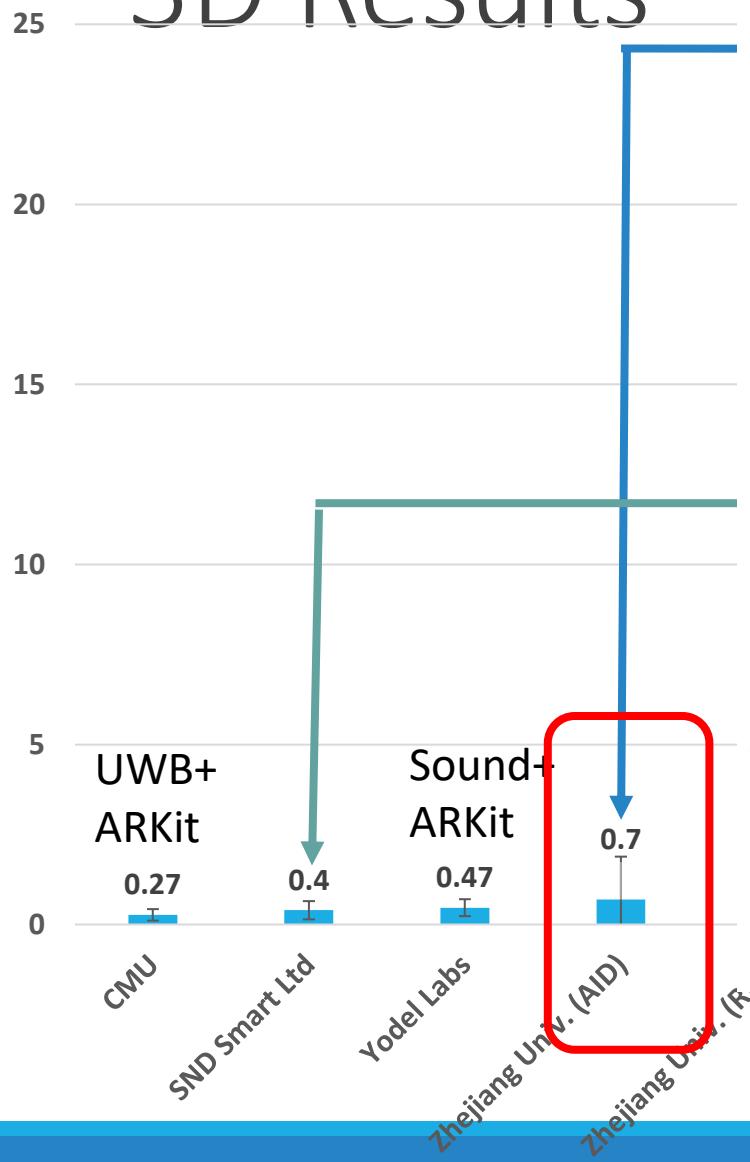
National Research Univ.

Zhejiang Univ (AA)



16.64

3D Results



3D Results

25

Sound

20

15

10

5

0

UWB+
ARKit

0.27

Sound+
ARKit

0.4

±

0.47

±

Yodel Labs

0.7

±

Zhejiang Univ. (AID)

0.71

±

Zhejiang Univ. (RA2)

0.71

±

RaceLogic

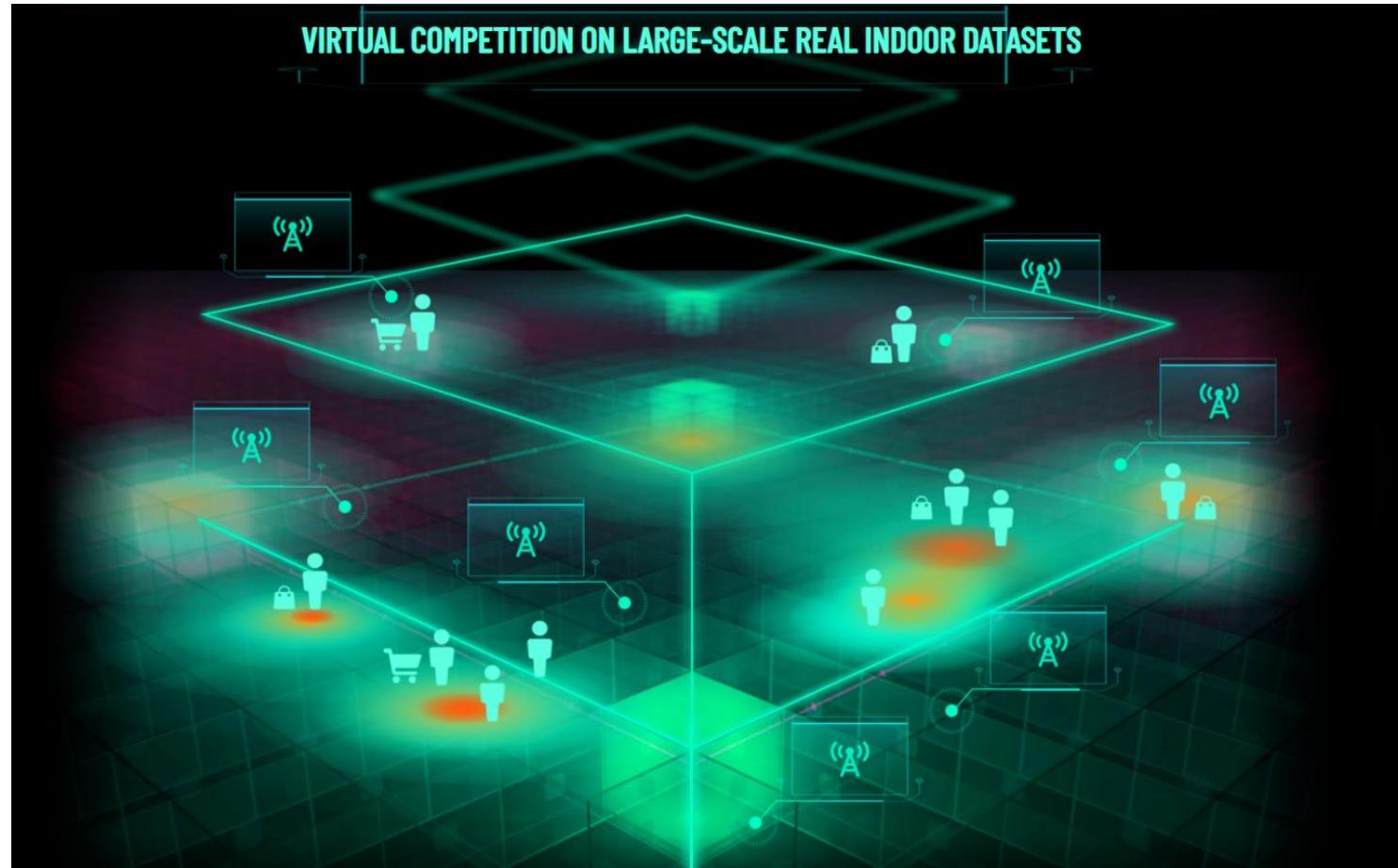
0.73

±

RaceLogic



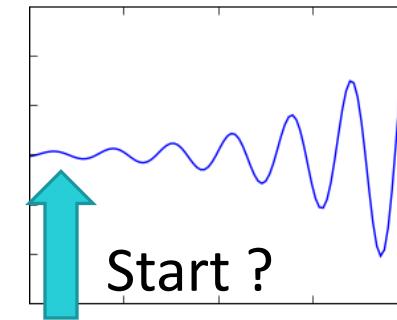
2020: Indoor Location Competition 2.0



- Completely Virtual, Open Competition
- 30,000 traces from over 200 buildings
- \$10,000 Award
- 1,170 teams participated!
- Best results:
Average Location Error < 1.5m

Practice: What's Hard About Indoor Localization

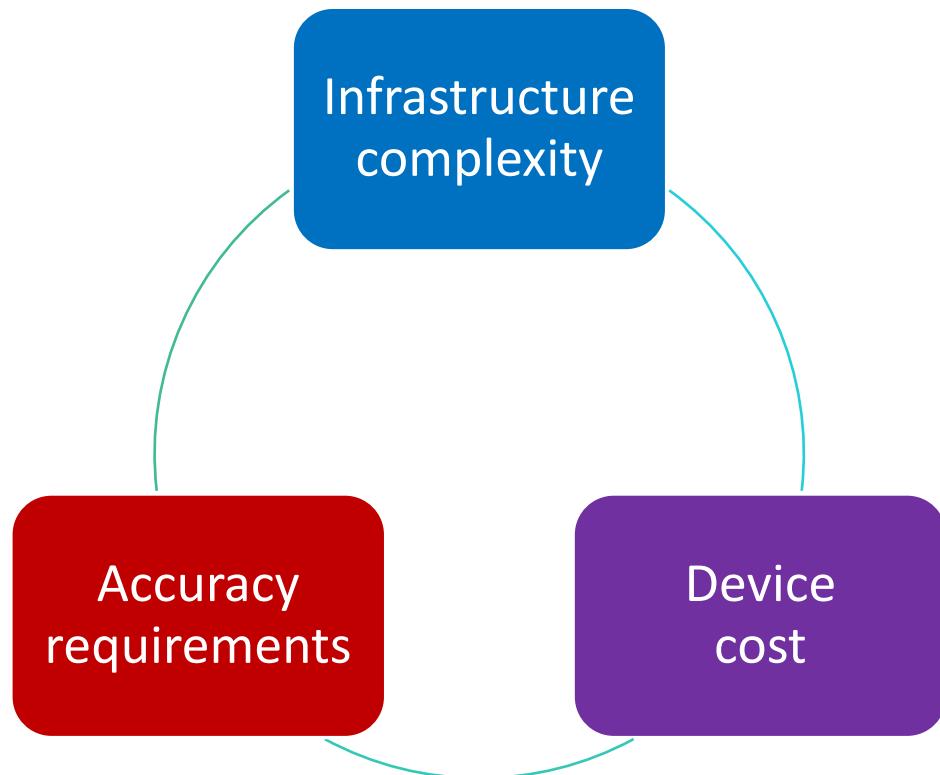
- **Inaccurate measurements**
 - Receiving signal phases and amplitudes (higher frequencies and higher bandwidths are better)
 - Time synchronization
 - Multi-paths fading and reflections
 - Missing line of sight
- **Environments change over time**
 - Setup re-arranged
 - Signal source (beacons) replaced
 - Signal inference
 - Human movements
- **Device variations**
- **Infrastructure cost**



Detecting the start of Rx is hard due to “gradual signal build up”

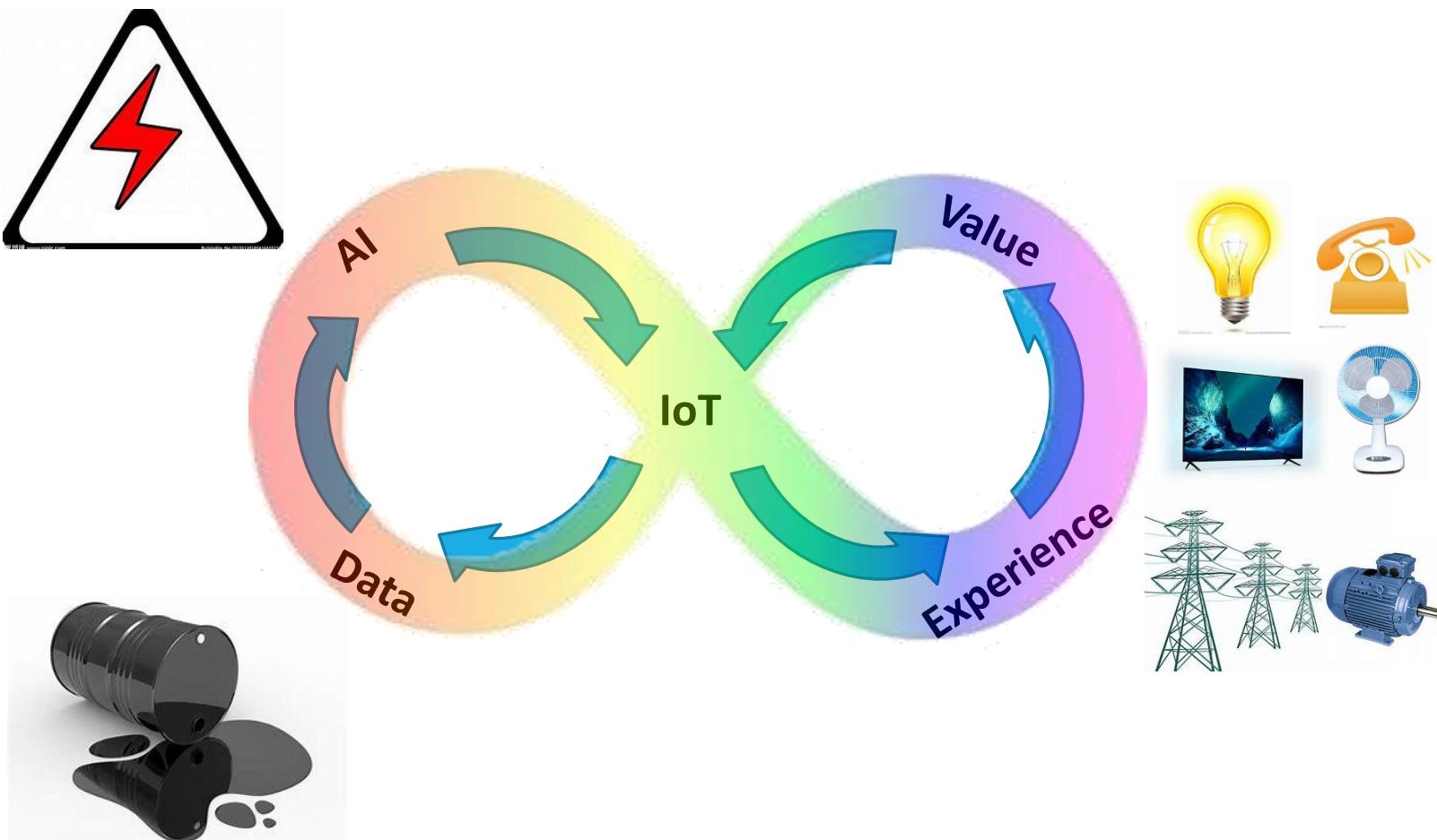
There is NO Single Best Solution

Find the right one, not the best one



- There is a huge variety of signals and techniques for indoor location sensing.
- A pushpin is not the end.
 - Indoor maps
 - Place semantics
 - Adoption paths

Close the Loop with Value Proposition



Acknowledgements



Bodhi
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Gerald
DeJean



Michel
Goraczko



Jacky
Shen



Yuanchao
Shu



Qiang
Xu