
RFIdentify: Speaker Presence Sensing

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Abstract

Designing a location aware system to allow large conferences to work seamlessly has been a problem in the past. There have been past try's at trying to create a location aware network and many successful implementations. But none of these successes has yet to allow an instantaneous notification of presence.

1 Introduction

Location aware hardware is slowly gaining ground in the past few years. The hardware has continued to grow from Sonar to GPS to cellphone triangulation. The main motivation for this technology is ease of use from the user side. New services have been created to help third parties track users of such devices as means of recommendations or alerts.

This technology can be useful during a large conference with numerous speakers. Keeping track of which speakers are currently presenting is a daunting task. It requires constantly looking at a time and the speaker order while also keeping track of any changes to the speaker order.

In this paper, we show how location aware hardware can be used to allow better speaker recognition during a conference. Are main goal is to alert the attendees when new speakers start to present. This allows the attendee to determine when a speaker of interest begins his/her talk.

Past designs to create a speaker aware system have been different in the past.

2 Related Work

1. **F8 Conference** Facebook Presence for all attendees as well as speakers.
2. **Marc Petit-Huguenin** Original designer for microphone RFID system

3 Outline

In Section 4, we introduce the use cases of the new software and hardware combination. In Section 5 describes are strategy and design of the new system with further details in Section 6. Finally, we describe future work in Section 7.”

4 Problem

5 Approach

By using an RFID reader near the presenter location, the speaker can effectively be identified. The use of a RFID tag can raise security concerns from the users. RFID readers have been shown to be able to read tags from few meters away.

5.1 Server

1. Dependencies

5.2 Client

1. Dependencies
2. Configure Handling
3. Avahi Loop
4. Reader Loop

6 Technologies

The Client and server were implementing using open source software and other well known libraries to create a well tested code base.

6.1 Server

1. Apache Server core implementation for handling client requests. The httpcore.jar used in the implementation handles low level functionality of client handling from opening ports to passing the requests onto higher level HTTP request handlers.
2. TextMarks
3. SIMPLE SIP message passing implementation. Used to alert a presence server that a current speaker is presenting.

6.2 Client

1. avahi/mDNS DESCRIPTION
2. pthreads
3. cURL DESCRIPTION

6.3 Hardware

1. DLP
2. FTDI/Big Reader

7 Future Works

Create code for SenseEverything

8 Summary and Future Work

often repeats the main result

9 Acknowledgements

10 Bibliography

<http://www.facebook.com/presence/>