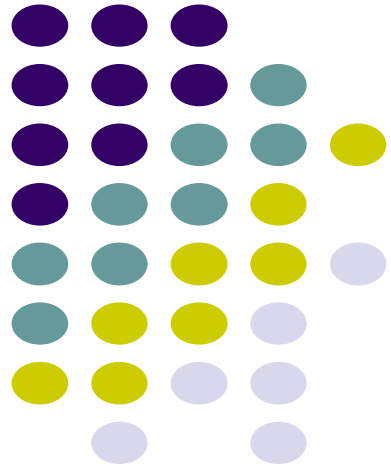
CS 528 Mobile and Ubiquitous Computing
Lecture 6b: Mobile and Location-Aware Computing

Emmanuel Agu

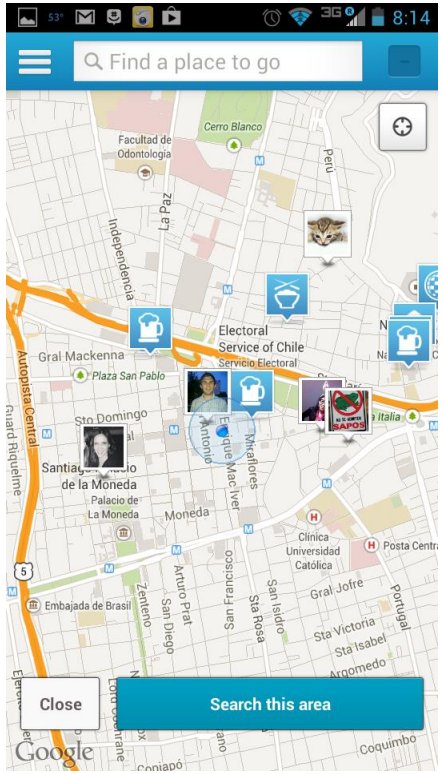


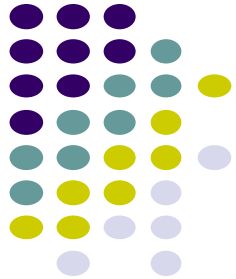
Location-Aware Computing

- **Definition:** Location-aware applications generate outputs/behaviors that depend on a user's location

- Examples:
  - Map of user's "current location"
  - Print to "closest" printer
  - Apps that find user's friends "closeby"
  - Reviews of "closeby" restaurants

- Apps above require first determining user's location

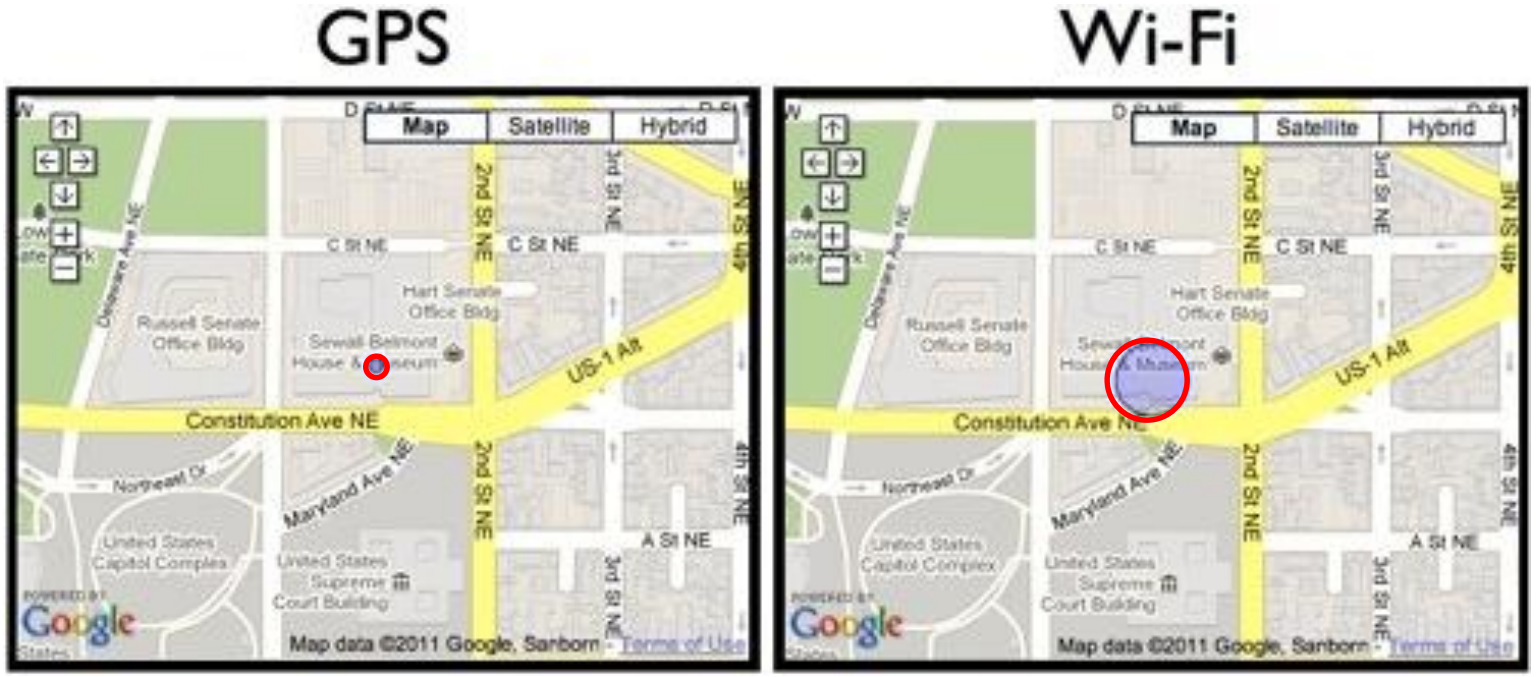




Determining User Location on Smartphones

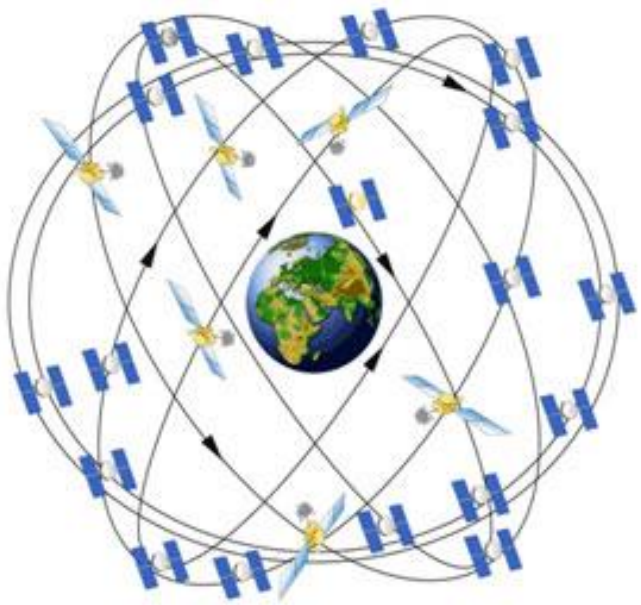
Location Tracking on Smartphones

- **Outdoors:** Uses GPS (More accurate but requires line of sight to satellites)
- **Indoors:** WiFi or cell tower signals (Location fingerprinting, less accurate)



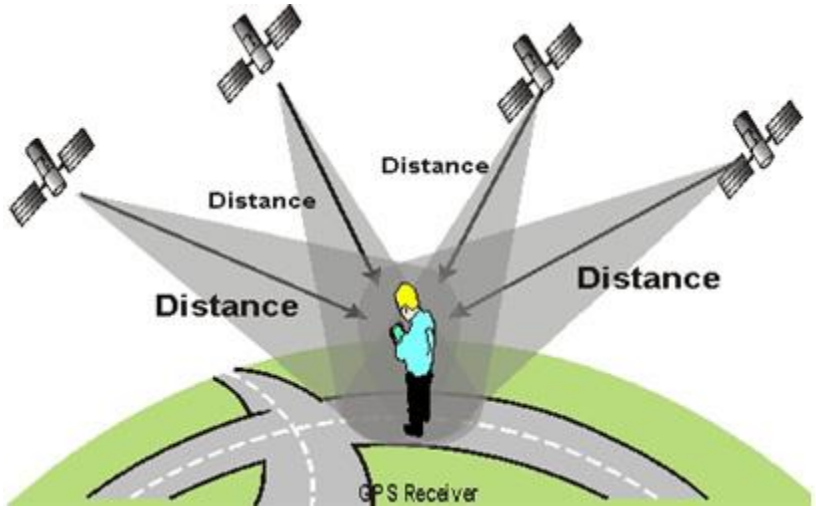
Global Positioning System (GPS)

- Originally 24 satellites orbiting earth, now 31
- **20,000 km above earth** (Medium earth orbit)
- 6 orbital planes with 4 satellites each
- 4 satellites visible from any spot on earth
- Location of any location on earth specified as <longitude,latitude>
- E.g. Worcester MA has **Latitude:** 42.2625,
  Longitude: -71.8027778

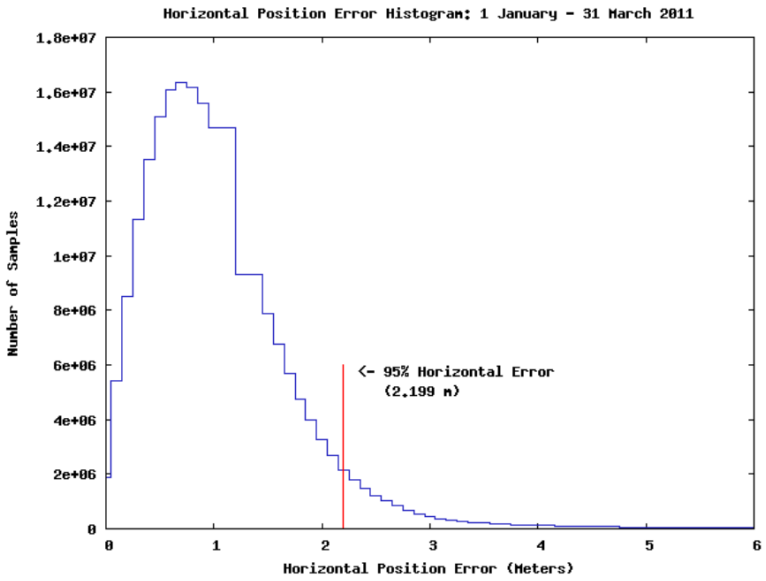


GPS User Segment

- **GPS satellites** broadcast accurate time-stamped packets
- GPS receiver calculates packet travel time/delay by comparing
  - Timestamps broadcast by satellite vs. time packet received
- **Trilateration:** GPS receiver compares delay from multiple satellites at known positions
- Accuracy within 16-32 feet (5 - 10 meters)

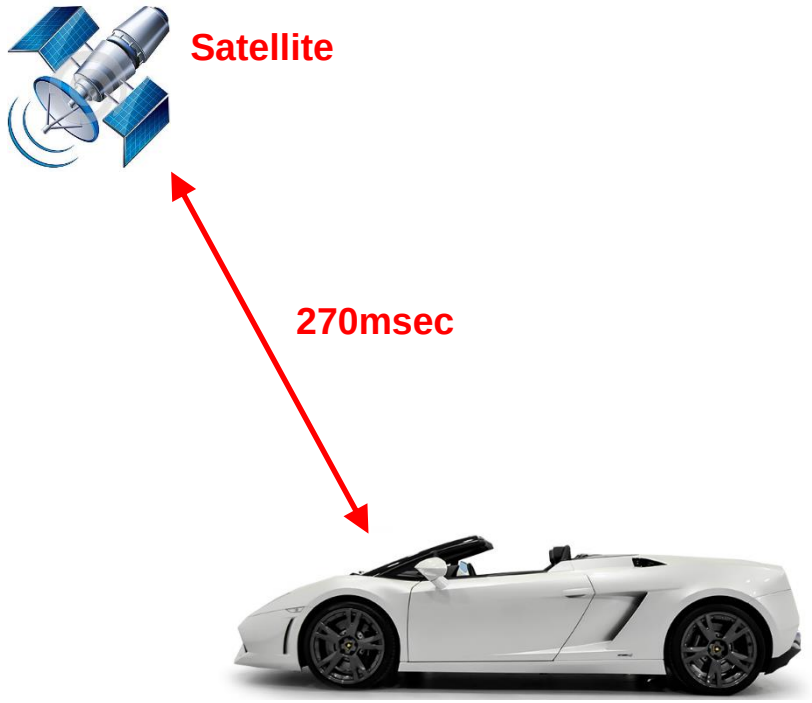


http://adamswalk.com/gpx-2/



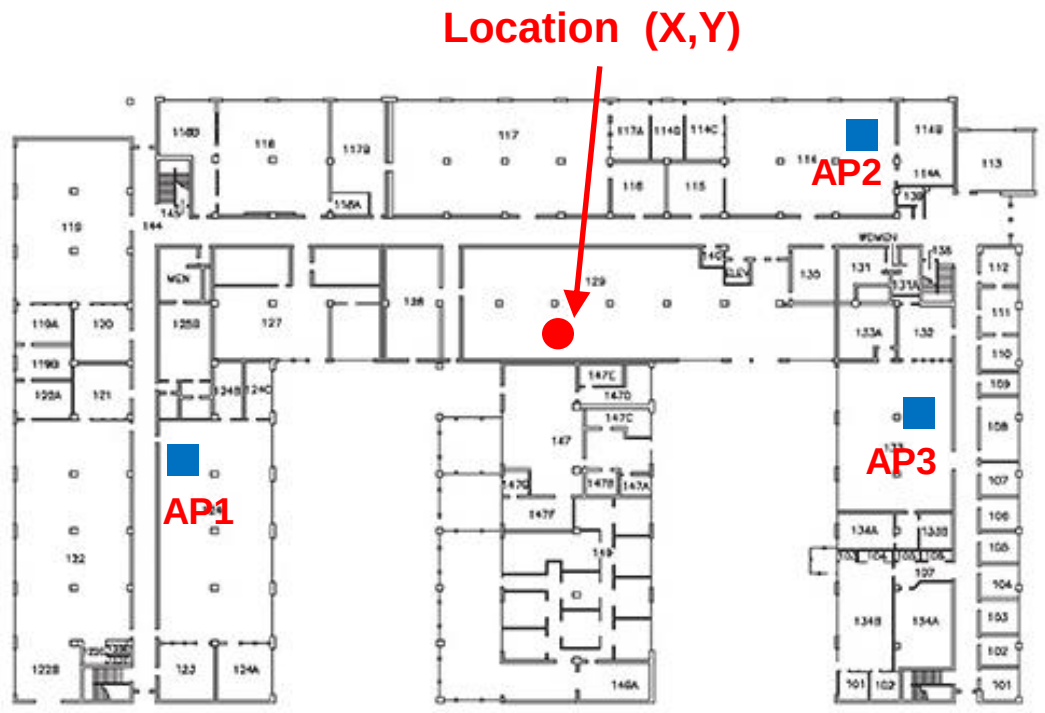
Determining User Location

- GPS reasonably accurate but
  - Requires line-of-sight between satellite and car receiver
  - Only works OUTDOORS (signals don't penetrate buildings)
  - ~270 msec **Lag/delay** in acquiring satellite signal, or re- acquiring if lost
  - Drains battery power
- **Alternative:** Use Wi-Fi location sensing indoors

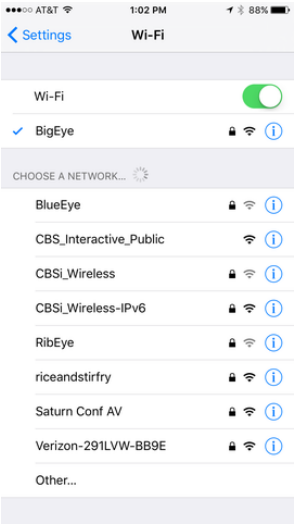


WiFi Location Fingerprinting

- **Key insight:** At each (X,Y) location, WiFi APs observed + their signal strengths, is unique



OBSERVED AP SIGNAL STRENGTH			
	AP1	AP2	AP3
(X,Y)	24	36	45



- **WiFi Location fingerprinting:** Estimate device's location based on combination of Wi-Fi access points seen + Signal Strengths

Location Estimation using Wi-Fi Fingerprinting

PRE-RECORDED TUPLES					
LOCATION		SIGNAL STRENGTH			
X	Y	AP1	AP2	AP3	AP4
:::	:::	:::	:::	:::	:::
80	145	32	28	12	8
40	145	36	20	10	6
:::	:::	:::	:::	:::	:::
220	355	-	25	36	44
260	355	4	21	39	42
:::	:::	:::	:::	:::	:::
350	210	16	-	28	36
:::	:::	:::	:::	:::	:::
380	145	22	12	-	44
:::	:::	:::	:::	:::	:::

OBSERVED SIGNAL STRENGTH			
AP1	AP2	AP3	AP4
-	24	36	45

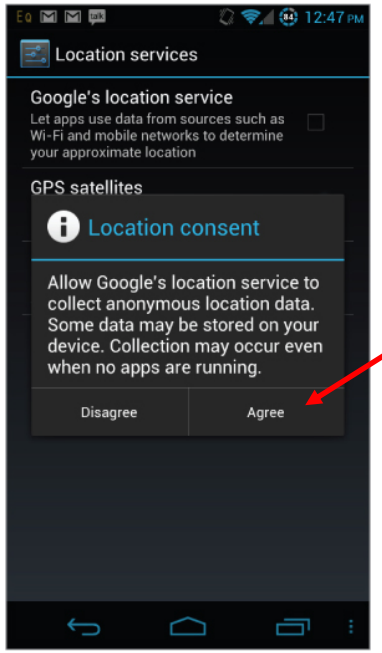
Location (X,Y)??

- Inference Algorithms
  - Min. Threshold
  - Euclidean Dist.
  - Joint Probability
  - Bayesian Filters

Google builds and stores this database (APs + Signal Strength) at each X,Y location)

How to Build table of APs observed at (X,Y) Locations?

- Devices (e.g. smartphone) with GPS and WiFi turned on simultaneously build table
- Send data to third party repositories (e.g. Google or Wigle.net)
- Also called **war driving**
- Can record cell tower signal strength instead of AP

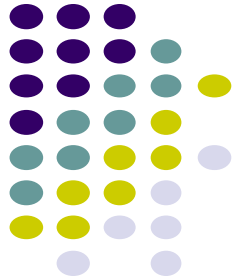


Google gathers Location, AP seen Data if you consent

PRE-RECORDED TUPLES					
LOCATION		SIGNAL STRENGTH			
X	Y	AP1	AP2	AP3	AP4
…	…	…	…	…	…
80	145	32	28	12	8
40	145	36	20	10	6
…	…	…	…	…	…
220	355	-	25	36	44
260	355	4	21	39	42

GPS gathers Location (X,Y)

WiFi card gathers APs seen + Signal Strengths



Location Sensing in Android Apps

Google Location APIs

https://developer.android.com/training/location

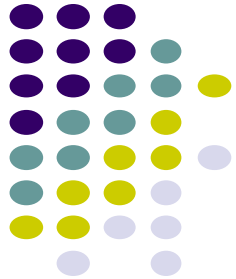
- Android now has 2 location APIs (older vs newer)

- Older Android framework location APIs (**android.location**)
  - Now phased out, still used in some older books, online sources.
  - Be careful what code you use!

- Newer location API is part of Google Play Services
- Need to set up Google Play services.
  - Download and install Google Play services component via SDK Manager
  - Set up Google Play service: https://developers.google.com/android/guides/setup

Google Location APIs: Get Last Known Location

https://developer.android.com/training/location/retrieve-current

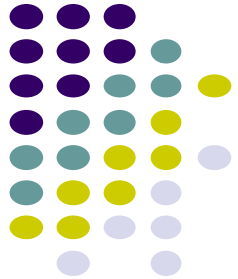


- **Fused location provider:** location API in Google Play services
  - Intelligently combines different signals (GPS, WiFi) to provide location information app needs
  - High level, allows specification of parameters (e.g., accuracy and power consumption)

- Location object retrieved from **fused location provider**, contains extensive location information including:
  - Geographical location (longitude, latitude)
  - Direction of horizontal travel (bearing)
  - Altitude (height above sea level)
  - Velocity of device

Google Location APIs: Location Methods

https://developer.android.com/training/location/retrieve-current

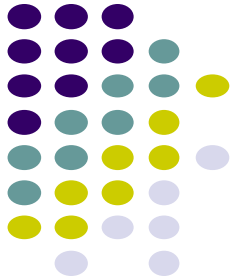


- Frequently just want device's current location (or last received location update, cached)
  - Multiple apps can subscribe for location updates
  - Each time request made, cached on device
  - **Get Last Location:** Your app gets last received location (for another app?)

- **Fused location provider:** has 2 methods to get location estimate
  - **getLastLocation( ):** Fast location estimate, cached,
    - Minimizes battery consumption
    - But may be out of date if no other subscribed app used location. Multiple apps can subscribe for location updates.
  - **getCurrentLocation( ):** Gets fresh, more accurate location
    - More power hungry

Google Location APIs: Get Last Known Location

https://developer.android.com/training/location/retrieve-current



- **Step 1:** Create location services client in **onCreate( )** method:

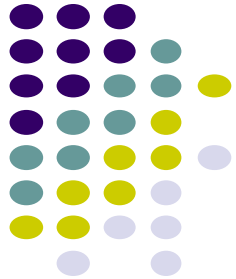
```
private lateinit var fusedLocationClient: FusedLocationProviderClient

override fun onCreate(savedInstanceState: Bundle?) {
    // ...

    fusedLocationClient = LocationServices.getFusedLocationProviderClient(this)
}
```

- **Step 2:** Get last known location using **getLastLocation( )** method

```
fusedLocationClient.lastLocation
        .addOnSuccessListener { location : Location? ->
            // Got last known location. In some rare situations this can be null.
        }
```

Google Location APIs: Change Location Settings

https://developer.android.com/training/location/change-location-settings



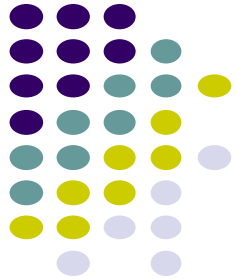
- Settings are defined by **LocationRequest** data object

- Can set/change location-related settings. E.g.
  - Level of accuracy (WiFi vs GPS)
  - Power consumption
  - Update interval (how frequent)

- Example settings:
  - **Update interval:** Use **setInterval( )** method to set app's preferred location update rate (in milliseconds)
  - **Fastest update interval:** Use **setFastestInterval( )** to set fastest rate in milliseconds at which app can handle location updates
  - **Priority:** Use **setPriority( )** to set priority. E.g.
    - **PRIORITY_BALANCED_POWER_ACCURACY:** consume less power, coarse accuracy (~100 meters), likely to use WiFi and Cell tower NOT GPS
    - **PRIORITY_HIGH_ACCURACY:** Use GPS or most precise location possible
    - **PRIORITY_LOW_POWER:** City-level precision (~10 kilometers)
    - **PRIORITY_NO_POWER:** Use negligible power. Receive updates trigged by OTHER apps. Does not request location updates

Google Location APIs: Change Location Settings

https://developer.android.com/training/location/change-location-settings



- Example code to create location request, set parameters:

```
fun createLocationRequest() {
    val locationRequest = LocationRequest.create()?.apply {
        interval = 10000
        fastestInterval = 5000
        priority = LocationRequest.PRIORITY_HIGH_ACCURACY
    }
}
```

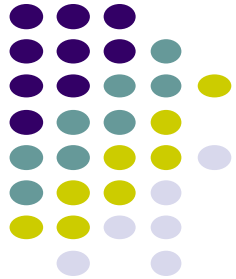
Preferred update rate →

Fastest update rate →

Use high accuracy (GPS) →

Google Location APIs: Getting Current Location Settings

https://developer.android.com/training/location/change-location-settings



- Can check location settings using the **settings client**
- First create **LocationSettingsRequest.Builder**
- Then add one or more location requests

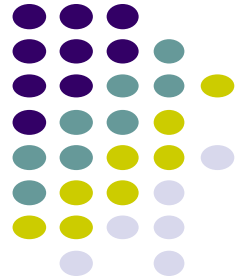
```
val builder = LocationSettingsRequest.Builder()
        .addLocationRequest(locationRequest)
```

- Can then check current location settings

```
val builder = LocationSettingsRequest.Builder()

// ...

val client: SettingsClient = LocationServices.getSettingsClient(this)
val task: Task<LocationSettingsResponse> = client.checkLocationSettings(builder.build())
```

Google Location APIs: Getting location updates

https://developer.android.com/training/location/request-updates



- Getting location updates:
  - Example use cases: user walking or driving (needs regular updates as location continuously changing)
- Can request regular updates on device's location using **requestLocationUpdates( )** method in fused location provider

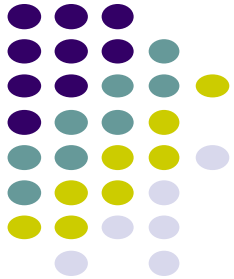
Restart continuous GPS updates in onResume( )

Function to request regular location updates

```
override fun onResume() {
    super.onResume()
    if (requestingLocationUpdates) startLocationUpdates()
}

private fun startLocationUpdates() {
    fusedLocationClient.requestLocationUpdates(locationRequest,
            locationCallback,
            Looper.getMainLooper())
}
```

Google Location APIs: Getting location updates

https://developer.android.com/training/location/request-updates



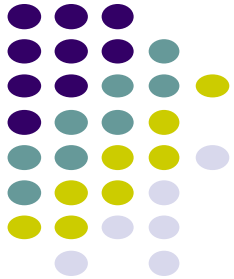
- To define the location update callback
- Called by Android to send our app location updates

```
private lateinit var locationCallback: LocationCallback

// ...

override fun onCreate(savedInstanceState: Bundle?) {
    // ...

    locationCallback = object : LocationCallback() {
        override fun onLocationResult(locationResult: LocationResult?) {
            locationResult ?: return
            for (location in locationResult.locations){
                // Update UI with location data
                // ...
            }
        }
    }
}
```

Update UI, app components that need location update

Google Location APIs: Getting location updates

https://developer.android.com/training/location/request-updates

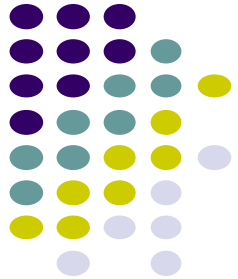


- To stop location updates, call **removeLocationUpdates( )** in **onPause( )** method

```
override fun onPause() {
    super.onPause()
    stopLocationUpdates()
}

private fun stopLocationUpdates() {
    fusedLocationClient.removeLocationUpdates(locationCallback)
}
```

Requesting User Permissions

https://developer.android.com/guide/topics/location/strategies.html

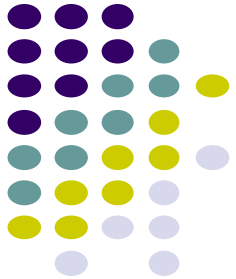


- Apps that use location services must request smartphone owner's permission
- Types of location access:
  - **Category:** foreground or background
  - **Accuracy:** precise or approximate location
  - **Foreground:**
    - Uses location information once or for defined time period. E.g. messaging app shares location once
    - Activity that belongs to app is visible
    - Declare **foreground service type** of **location**

```
<service
    android:name="MyNavigationService"
    android:foregroundServiceType="location" ... >
    <!-- Any inner elements would go here. -->
</service>
```

Requesting User Permissions

https://developer.android.com/guide/topics/location/strategies.html

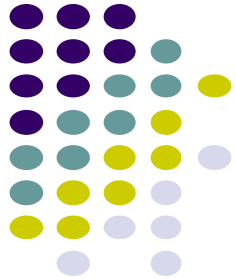


- Declare foreground location when app requests either:
  - **ACCESS_FINE_LOCATION:** GPS
  - **ACCESS_COARSE_LOCATION:** WiFi or cell towers

```
<manifest ... >
  <!-- Always include this permission -->
  <uses-permission android:name="android.permission.ACCESS_COARSE_LOCATION" />

  <!-- Include only if your app benefits from precise location access. -->
  <uses-permission android:name="android.permission.ACCESS_FINE_LOCATION" />
</manifest>
```

- Declare **background location** if app constantly shares location or uses **GeoFencing** API. E.g.
  - Example: App that turns on certain app features at specific locations (e.g. work vs. home)

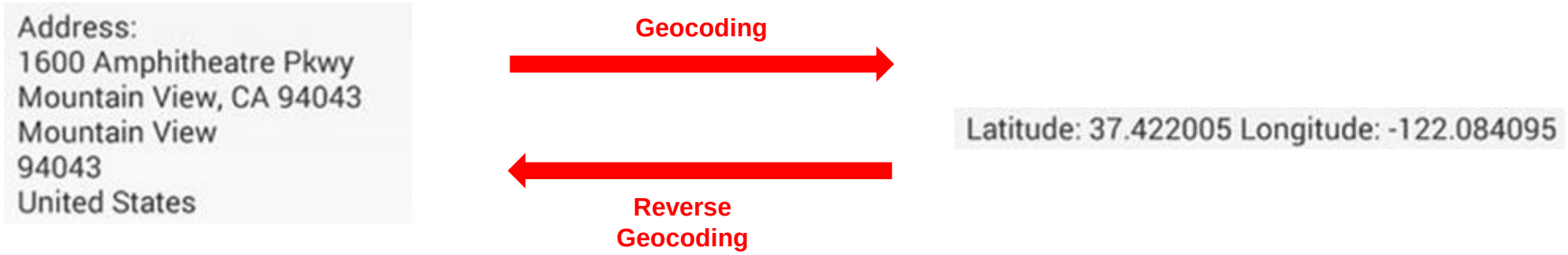
```
<manifest ... >
  <!-- Required only when requesting background location access on
       Android 10 (API level 29) and higher. -->
  <uses-permission android:name="android.permission.ACCESS_BACKGROUND_LOCATION" />
</manifest>
```



Location Representation

Semantic Location

- GPS represents location as <longitude,latitude>
- **Semantic location** is better for reasoning about locations
- **E.g.** Street address (140 Park Avenue, Worcester, MA) or (building, floor, room)
- **Android supports:**
  - **Geocoding:** Convert addresses into longitude/latitude coordinates
  - **Reverse geocoding:** convert longitude/latitude coordinates into human readable address



- **Android Geocoding API:** access to **geocoding** and **reverse geocoding** services using HTTP requests
  - https://developers.google.com/maps/documentation/geocoding/start

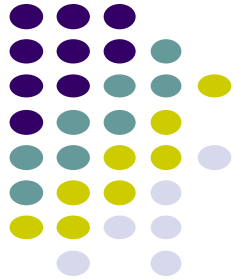
Google Places API Overview

https://developers.google.com/maps/documentation/places/web-service/overview

- Access **high-quality photos** of a place
- Users can also add place information to the database
  - E.g. business owners can add their business as a place in Places database
  - Other apps can then retrieve info after moderation

Google Places

https://developers.google.com/maps/documentation/places/web-service/overview



- **Place:** physical space that has a name (e.g. local businesses, points of interest, geographic locations)
  - E.g Logan airport, place type is **airport**
- **API:** Provides Contextual information about places near device, uses HTTP
- **Contextual information:**
  - Name of place
  - Address, geographical location
  - Place ID
  - Phone number
  - Place type,
  - Website URL,
  - etc.

Sample Place Types

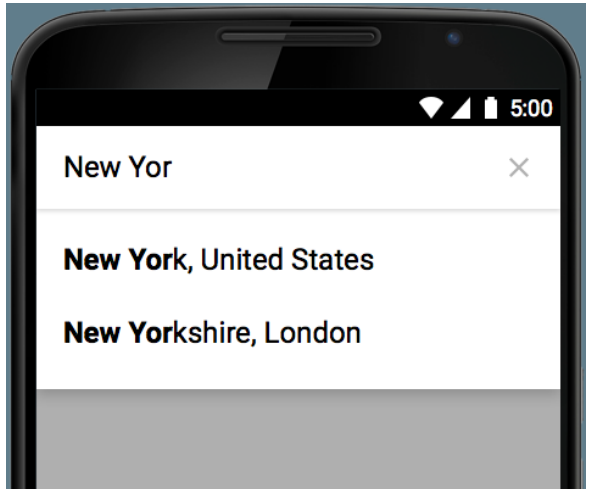
https://developers.google.com/maps/documentation/places/web-service/supported_types

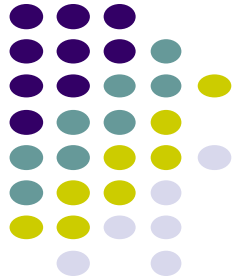
- accounting
- airport
- amusement_park
- aquarium
- art_gallery
- atm
- bakery
- bank
- bar
- beauty_salon
- bicycle_store
- book_store
- bowling_alley
- bus_station
- cafe
- campground
- car_dealer
- car_rental
- car_repair
- car_wash
- casino
- cemetery
- church
- city_hall
- lawyer
- library
- light_rail_station
- liquor_store
- local_government_office
- locksmith
- lodging
- meal_delivery
- meal_takeaway
- mosque
- movie_rental
- movie_theater
- moving_company
- museum
- night_club
- painter
- park
- parking
- pet_store
- pharmacy
- physiotherapist
- plumber
- police
- post_office
- convenience_store
- courthouse
- dentist
- department_store
- doctor
- drugstore
- electrician
- electronics_store
- embassy
- fire_station
- florist
- funeral_home
- furniture_store
- gas_station
- gym
- hair_care
- hardware_store
- hindu_temple
- home_goods_store
- hospital
- insurance_agency
- jewelry_store
- laundry
- real_estate_agency
- restaurant
- roofing_contractor
- rv_park
- school
- secondary_school
- shoe_store
- shopping_mall
- spa
- stadium
- storage
- store
- subway_station
- supermarket
- synagogue
- taxi_stand
- tourist_attraction
- train_station
- transit_station
- travel_agency
- university
- veterinary_care
- zoo

Google Places API Overview

https://developers.google.com/maps/documentation/places/web-service/overview

- **Place requests** available:
  - **Place Search** returns a list of places based on a user's location or search string.
  - **Place Details** returns more detailed information about a specific place, including user reviews.
  - **Place Photos** provides access to the millions of place-related photos stored in Google's Place database.
  - **Place Autocomplete** automatically fills in the name and/or address of a place as users type.
  - **Query Autocomplete** provides a query prediction service for text-based geographic searches, returning suggested queries as users type.
- **Autocomplete:** queries the location database as users type, suggests nearby places matching letters typed in



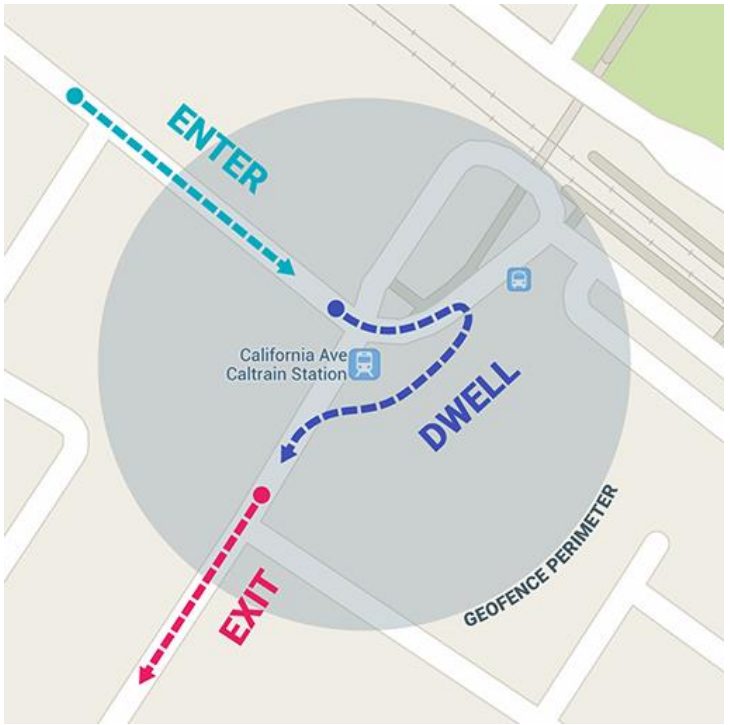


Other Useful Google Maps/Location APIs

GeoFencing

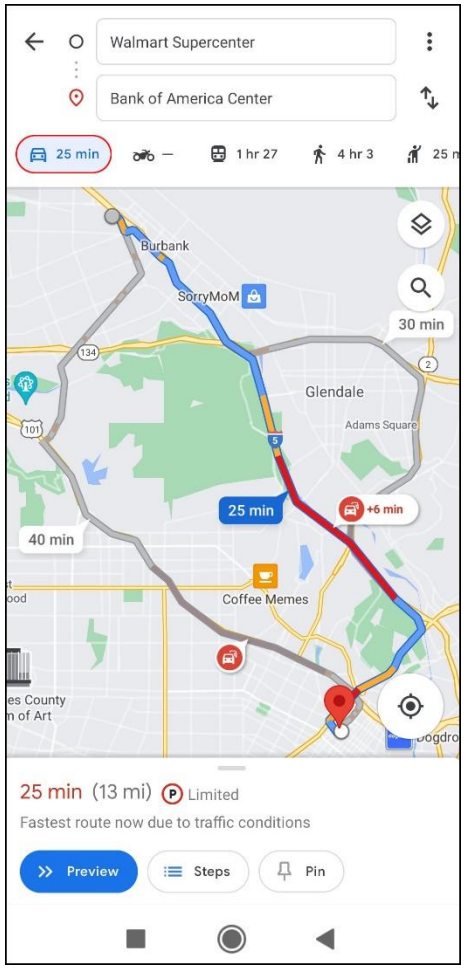
https://developer.android.com/training/location/geofencing

- **Geofence:** Sends alerts when user is within a certain radius to a location of interest (proximity)
- To specify geofence, indicating
  - Longitude, latitude of Geofence center
  - Radius of circle to monitor
- An app can specify up to 100 GeoFences
- Once geoFence configured, app receives:
  - **ENTER** event when user enters circle
  - **EXIT** event when user exits circle
- Can also specify a duration or **DWELL** user must be in circle before triggering event
- See Google tutorials on setting up GeoFence



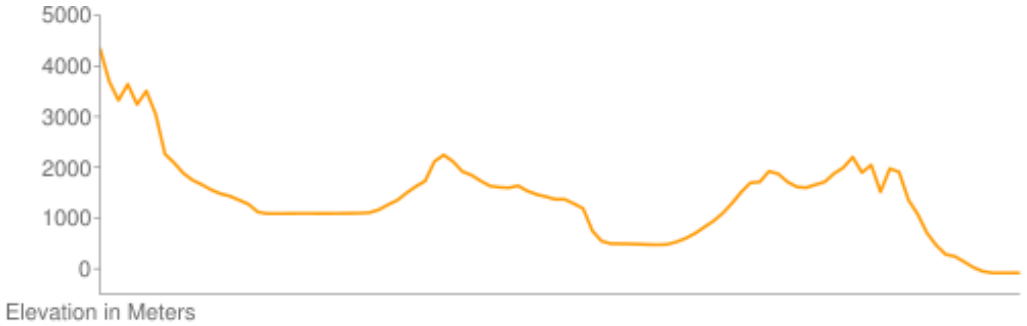
Other Maps/Useful Location APIs

- **Directions API:** calculates directions between locations (walking, driving) as well as public transport directions
  - https://developers.google.com/maps/documentation/directions/overview
- **Distance Matrix API:** Calculate travel time and distance for multiple origin-destination pairs
  - Returns duration, distance for each origin-destination pair
  - https://developers.google.com/maps/documentation/distance-matrix/overview

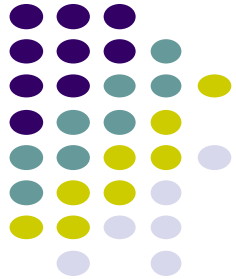


Other Useful Maps/Location APIs

- **Elevation API:** Returns elevation data for a location on earth
  - https://developers.google.com/maps/documentation/elevation/overview



- **Roads API:**
  - https://developers.google.com/maps/documentation/roads/overview
  - snaps set of GPS coordinates to road user was likely travelling on (best fit)
  - Returns posted speed limits for any road segment (premium plan)
- **Time Zone API:** request time zone for location on earth
  - https://developers.google.com/maps/documentation/timezone/get-started



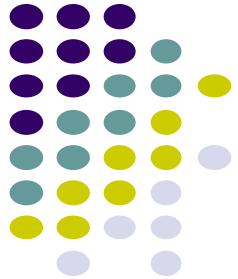
GPS Clustering & Analytics

Determining Points of Interest from GPS Location Sequences

- **Points of Interest:** Places where a person spends lots of time (e.g. home, work, café, etc)
- **Given a sequence GPS <longitude, latitude>** points, how to infer points of interest (PoI)
- **General steps:**
  - **Pre-process sequence of GPS points** (remove outliers, etc)
  - **Cluster points**
  - **Convert to semantic location**

LATITUDE	LONGITUDE
35.33032098	80.42152478
35.29244028	80.42382271
35.33021993	80.45339956
35.35529007	80.45222096

Step 1: Pre-Processing GPS Points (Remove Noise and Outliers)



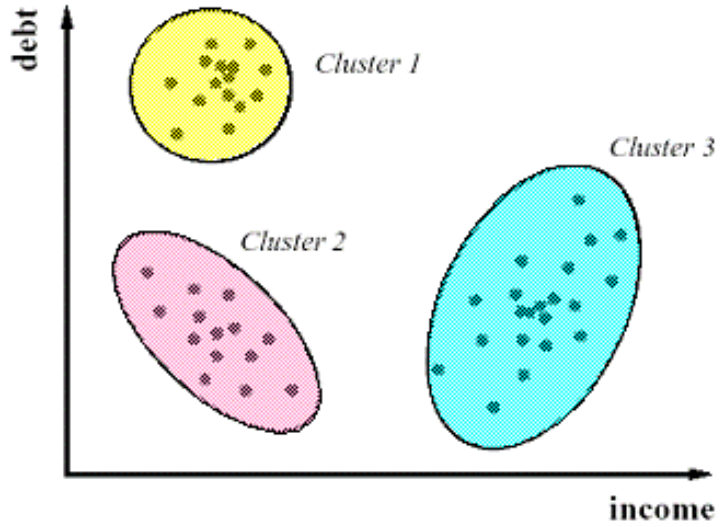
- **Remove low density points (few neighbors):**
  - i.e. places where little time was spent
  - E.g. radius of 20 meters, keep only clusters with at least 50 points
  - If GPS coordinates retrieved every minute, only considering places where you spent at least 50 minutes

- **Remove points with movement:**
  - GPS returns speed as well as <longitude, latitude> coordinates
  - If speed user is moving, discard that GPS point (Cannot be PoI)

- **Reduce data for stationary locations:**
  - When user is stationary at same location for long time, too many points generated (e.g. sitting at at chair)
  - Remove some points to speed up processing

Step 2: Cluster GPS Points

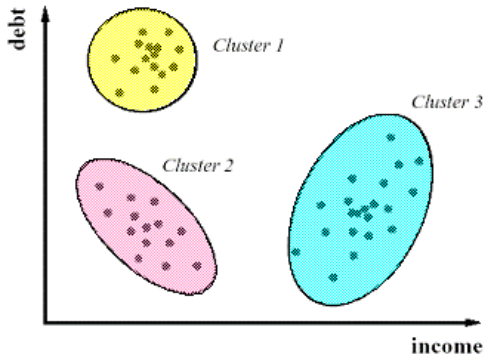
- **Cluster Analysis:** Group points



- Two main clustering approaches
  - K-means clustering
  - DBSCAN

K-Means Clustering

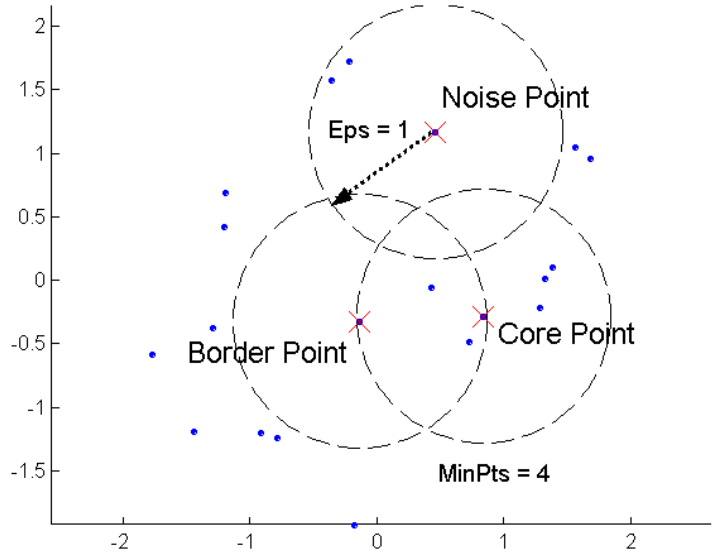
- Each cluster has a center point (centroid)
- Each point associated to cluster with closest centroid
- Number of clusters, *K*, must be specified
- Algorithm:



1: Select K points as the initial centroids.
2: **repeat**
3: Form K clusters by assigning all points to the closest centroid.
4: Recompute the centroid of each cluster.
5: **until** The centroids don't change

DBSCAN Clustering

- Density-based clustering
- **Density:** Number of points within specified radius (Eps)
- **Core points:** has > minPoints density
- **Border point:** has < minPoints density but within neighborhood of core point
- **Noise point:** not core point or border point



DBSCAN Algorithm

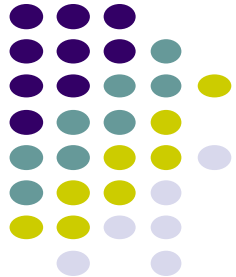
- Eliminate noise points
- **Cluster remaining points**

```
current_cluster_label ← 1
for all core points do
  if the core point has no cluster label then
    current_cluster_label ← current_cluster_label + 1
    Label the current core point with cluster label current_cluster_label
  end if
  for all points in the Eps-neighborhood, except i^th the point itself do
    if the point does not have a cluster label then
      Label the point with cluster label current_cluster_label
    end if
  end for
end for
```

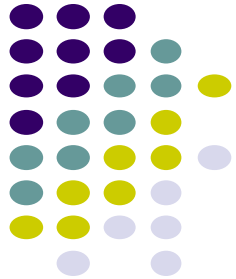
Number 1 cluster per cluster point 1.. N

Assign border points to closest cluster

Converting Clusters to Semantic Locations



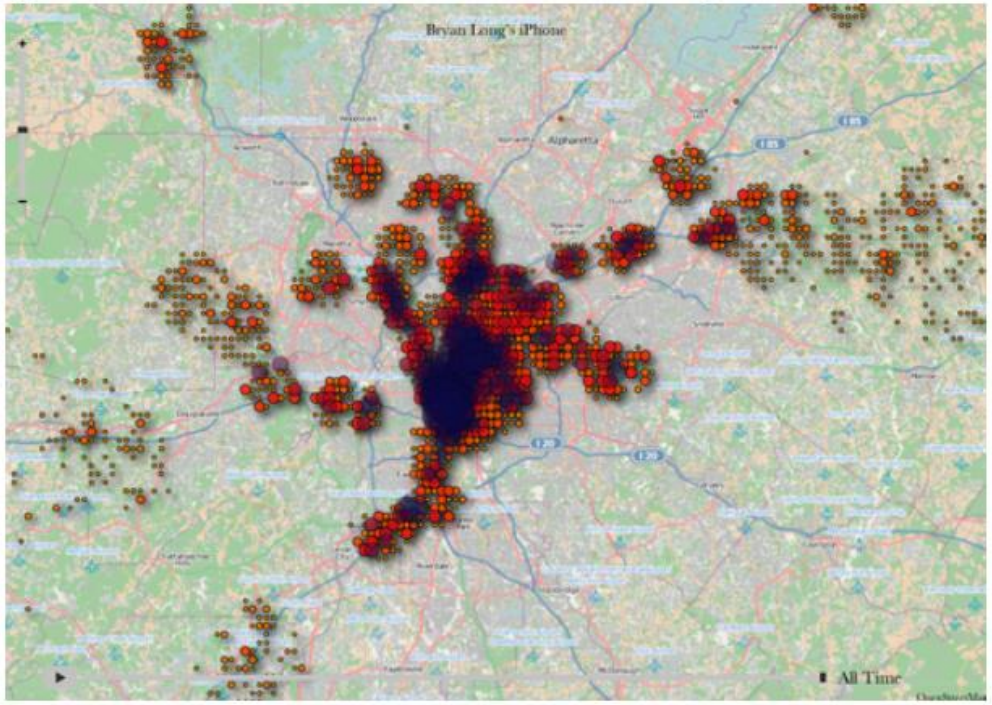
- Can simply call reverse geocoding or Google Places on the centroid of the clusters
- Determining work? Cluster where user spends longest time most of the time (9-5pm)
- Determining home? Cluster where user spends most time 6pm – 6am



Visualizing Points of Interests visited

Visualizing Points of Interest (PoIs)

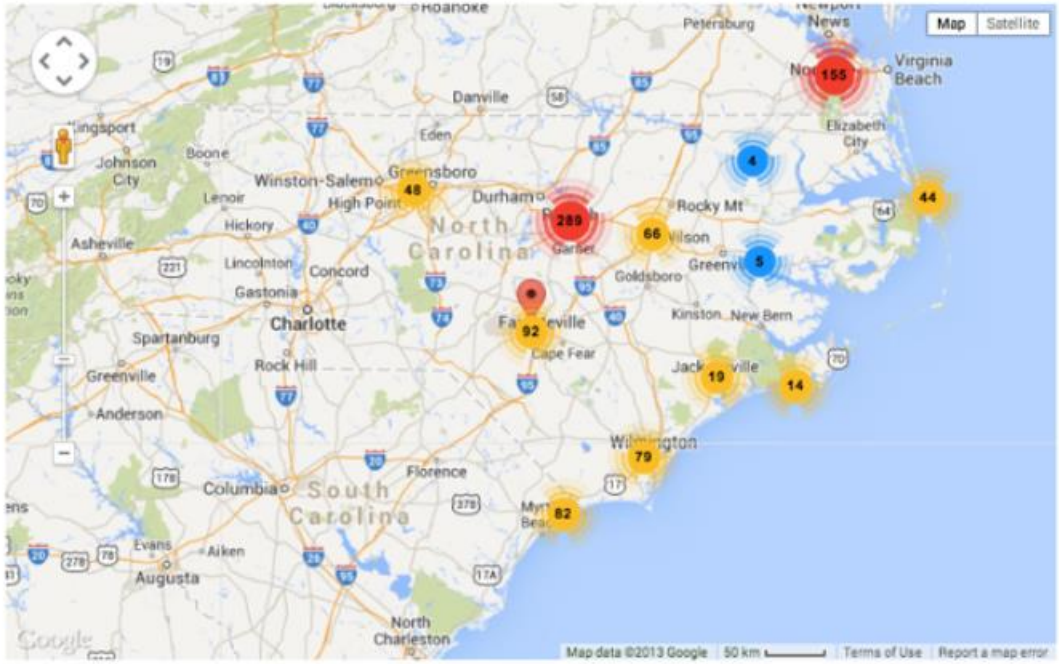
- Option 1:
  - Show a point for each location you visited?



Credit: Deepak Ganesan

Visualizing Points of Interest

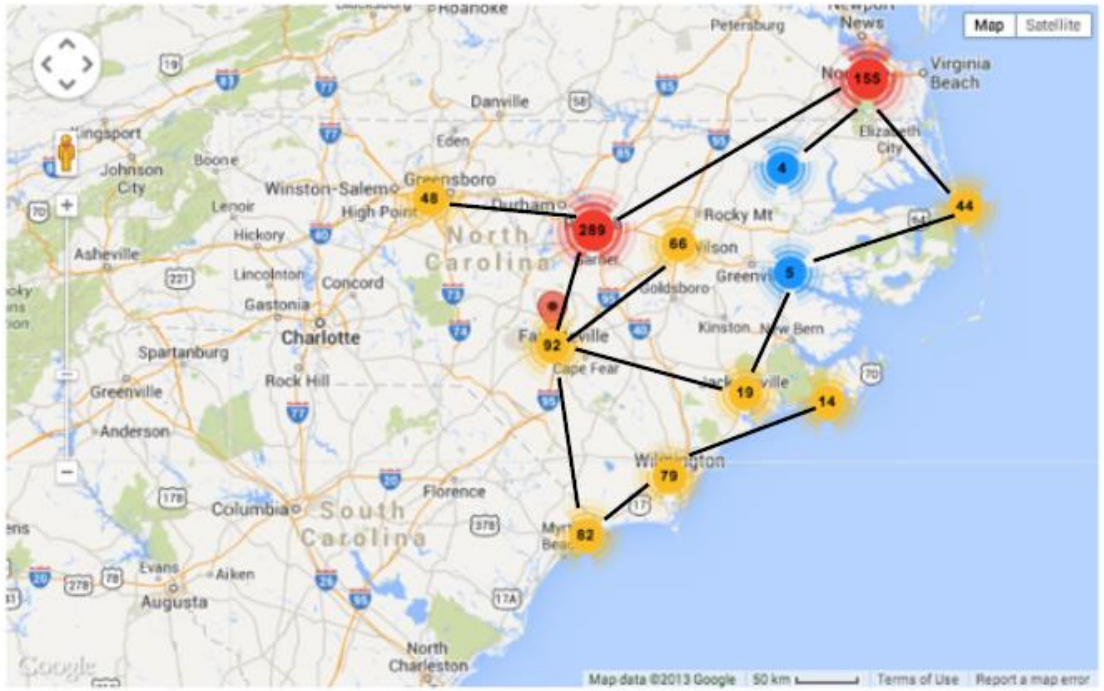
- Option 2:
  - Show a cluster for significant locations.



Credit: Deepak Ganesan

Visualizing Points of Interest

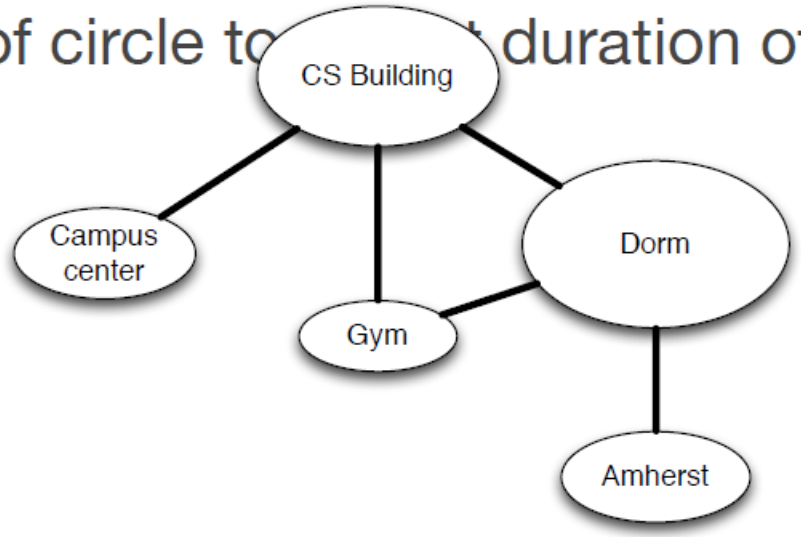
- Option 3:
  - Connect the clusters with lines



Credit: Deepak Ganesan

Visualizing Points of Interest

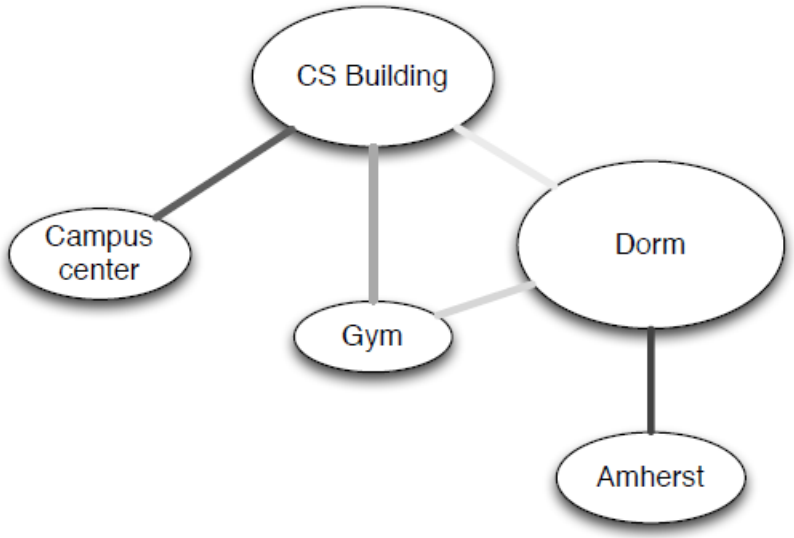
- Option 4
  - Show “semantic locations” instead of co-ordinates
  - Use size of circle to [illegible] duration of stay



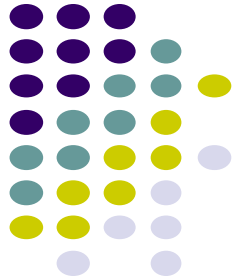
Credit: Deepak Ganesan

Visualizing Points of Interest

- Option 5
  - Show semantic locations with time-of-day encoded in line opacity/saturation.



Credit: Deepak Ganesan



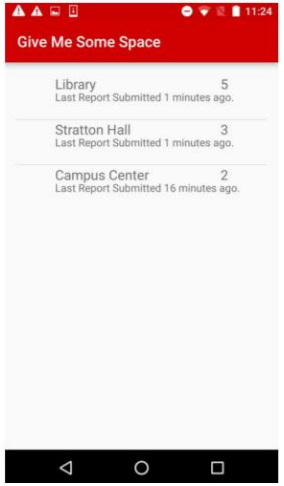
Some Interesting Location-Aware Apps

Location-Aware Final Projects from CS 4518 (Undergraduate offering)

- **Ground rules:**
  - Apps must use mobile, location or sensors
  - Try to solve problems of benefit to WPI community

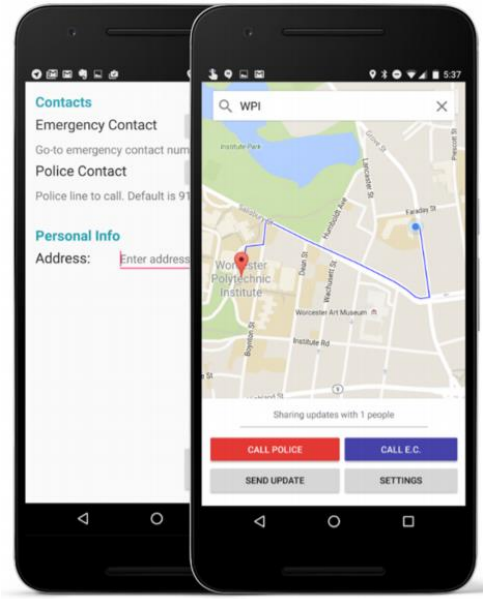
- More than half of apps used location.

- **Give me some space:** Bianchi, Chow, Martinez ’16
  - Find available study spaces on campus during exam week
  - Set up geoFences at study locations, count users in/out



Location-Aware Ideas from Previous Offerings

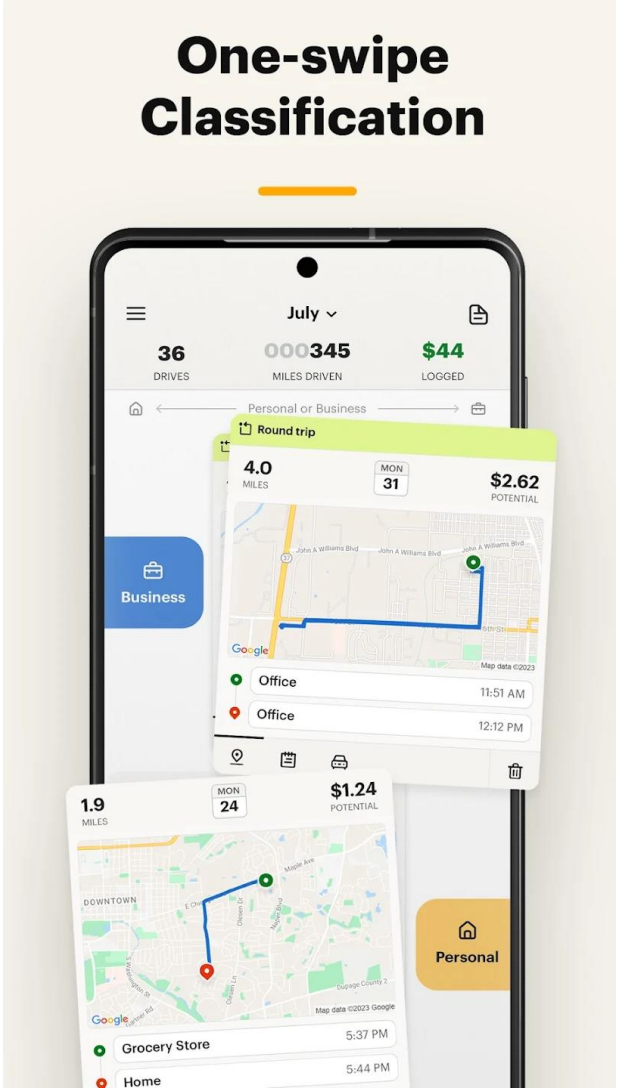
- **HomeSafe:** Nickerson, Feeley, Faust ’16
  - Safety app
  - Automatically sends message to users’ subscribers when they get home safely



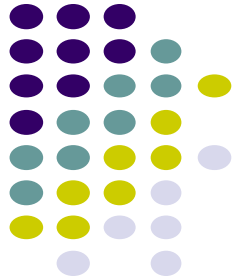
MileIQ

- **The Problem:** Mileage tracking is useful but a burden.
  - IRS deductions on taxes
  - Some companies reimburse employees for mileage,
- Passively, automatically tracks business mileage, IRS compliant
- Swipe right after drive to indicate it was a business trip
- A real existing business (https://mileiq.com)
- Project idea? Implement some of this functionality

- **What Android modules utilized? For what?**
- **What stats to decide if this is tackling important problem?**



References



- Android Nerd Ranch, 5th edition
- Google Android Tutorials