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FACULTY OF AUTOMATIC CONTROL AND COMPUTERS

COMPUTER SCIENCE DEPARTMENT

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MASTER THESIS

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# Sinopsis

Sinopsisul proiectului are rol de introducere, conținând atât o descriere pe scurt a problemei abordate cât și o enumerare sumară a rezultatelor și a concluziilor. Se recomandă ca sinopsisul să fie redactat într-un limbaj accesibil unei persoane nefamiliarizate cu domeniul, dar în același timp destul de specific pentru a oferi rapid o vedere de ansamblu asupra proiectului prezentat.

Sinopsisul proiectului va fi redactat atât în română cât și în engleză. Ca dimensiunea recomandată aceasta secțiune va avea maxim 200 de cuvinte pentru fiecare variantă. Împreună, ambele variante se vor încadra într-o singură pagină.

# Abstract

The abstract has an introductory role and should engulf both a brief description of the issue at hand, as well as an overview of the obtained results and conclusions. The abstract should be formulated such that even somebody that is unfamiliar with the projects’ domain can grasp the objectives of the thesis while, at the same time, retaining a specificity level offering a bird’s eye view of the project.

The projects’ abstract will be elaborated in both Romanian and English. The recommended size for this section is limited to 200 words for each version. Together, both versions will fit in one page.

# INTRODUCTION

Indoor localization represents the capability of detecting objects or people inside covered buildings, places where in most cases the GPS signal is weak or non-existent [1], it being limited to outdoor areas where the signal strength of the satellites is stronger, thus having good enough coverage only in open spaces. This is why people had to come with new ideas of detecting objects without the need of GPS, so additional technologies have started to emerge.

## Context

Indoor localization is achieved using multiple indoor positioning systems (IPS), those being passive or active, consisting of networks of interconnected sensors and devices that generate data that can be used to estimate the position of an item in the real world relative to predetermined fixed points.

Some of the main areas where this type of navigation could improve our lives are:

* Smart workplaces – using this technology, the employees could find each other with ease or could find key points in the building (meeting rooms, utilities, their colleague’s location), in this way enhancing the company’s productivity and security. Also, the companies could create floor heatmaps of the most popular places to improve the quality of the work environment (additional disinfection, improving or remodeling the areas with poor traffic);
* Airports – using indoor localization, travelers could easily find points of interest that might otherwise be harder to find (luggage lanes, available check-in points, shops, restaurants, bathrooms) and they could also be guided effectively to their designated gateway, thus avoiding mistakes, and lowering the probability of missed flights caused by the plane departing from other lanes than the initial ones;
* Retail stores – with the help of indoor localization, customers could easily find the target stores that they want to reach, and they can also access a personalized route depending on their shopping preferences/habits. Stores could also introduce personalized ads based on the users once they are approaching them or are nearby. In addition, in the case of malls, they could also implement customized strategies based on the flow of people and the areas most visited by them, thus being able to optimize the resources allocated to increase profits;
* Assistance systems for people with disabilities – through an indoor navigation system, people with special needs could have it much easier to find different areas or products, without the need of a special person to guide them, it would also lower the effort needed to establish the surrounding environment;
* Universities – with the help of indoor localization systems, it would be much easier to students who are not yet familiar with the university’s layout to find their classrooms and laboratories, being especially helpful for persons who must be in different places within short timeframes. It could also help visitors to find the important attractions in case of events like tech fairs or job finding events organized by companies;
* Other locations and events with many people, where finding others is difficult due to the lack of an exact position in space (festivals, concerts, sport events).

Taking into consideration the tremendous advancements of the smartphone devices, with their integrated sensors and processing power, but also their high availability to a majority of the population, many new technologies and algorithms have emerged in order to resolve the issue at hand and its multitude of possibilities, making mobile devices the perfect tool for indoor positioning applications.

## Problem

Due to the inability to provide an accurate position inside buildings with the help of global positioning systems, it is necessary to use other types of technologies that can be implemented for indoor localization, such as radio frequencies, light waves, acoustic waves, images, or internal mechanical systems (Figura 1) [2].

Diagram

Description automatically generated

Figura 1. Categorization of the technologies used for idoor positioning, image taken from [2]

Each of the technologies shown in Figure 1 has it’s own unique characteristics, capabilities and restrictions, their usage being highly influenced by several factors, such as the element to be located, the device that verifies the location, the size of the area checked, etc. Considering all those factors, many devices and services are developed in order to make location based applications perform as highly accurate as possible, ranging from mobile helper robots in factories to product searching applications inside retail stores.

While this is a highly researched domain and great efforts have been made to increase the precision of the indoor positioning, especially for smartphone-based applications, there are still not enough large-scale high accuracy localization algorithms that could be easily implemented in different types of locations and dynamic environments without extensive data mapping or adding new infrastructure.

## Objectives

This paper aims to present the research of a smartphone-based deep learning interior localization algorithm that uses the data from its integrated inertial and Wi-Fi sensors. We will analyze the effectiveness and performances of deep learning algorithms for the issue at hand, will compare and evaluate the accuracy and the reliability of the used algorithms in the context of indoor positioning and will enhance the presented models in order to achieve a higher result accuracy.

To validate the proposed algorithms against existing state-of-the-art approaches for indoor positioning and highlight their advantages and potential improvements.

With this objective in mind, we will present the used data and its processing, but also the algorithms used to estimate the user’s position, their implementation and the final results.

By doing this, we hope to further advance the research for a future highly-accurate, reliable and easy to implement smartphone-based indoor localization method that could help humans eliminate the constraints of indoor positioning systems.

## Structure

This paper is organized as follows. In Chapter 2 we will present the State of the art for the indoor localization field

# RELATED WORK

Navigation systems are technologies that help users to get to the desired point in unknown areas without prior knowledge of the specific place. Due to the fact that the GPS can’t provide reliable results in the case of indoor positioning by not having direct line of sight with the satellites, it is necessary to use other methods of localization inside buildings.

## Technologies used for interior positioning systems

Among the main types of technologies that are currently used for indoor localization with the help of smartphones, we have [2] [3] [4] [5]:

1. **IMU (Inertial Measurement Unit)** – is uses integrated sensors such as the accelerometer, gyroscope or magnetometer to detect the direction, distance and speed at which the device is moving through space. One of the bigges disadvantages of this technology is the rapid accumulation of errors in the classic aproaches, where even the smallest deviation can lead to gross errors in estimating the user’s location. In order to minimise these problems, we must apply complex algorithms so that every movement of the user and the phone are detected correctly;
2. **RFID (Radio Frequency Identification)** – represent smart tags containing an integrated circuit and antenna that can be detected by a reader via an electromagnetic field. They can be passive (needing to be turned on by a reader before they can be scanned), or active (they have a built-in battery and can transmit a signal continuously throughout their operating time).

In the case of passive labels, RFIDs can be positioned on the ground’s surface as to form matrices that, after detection, can estimate the location of the reader [6] [7] [8];

1. **BLE (Bluetooth Low Energy)** – this technology doesn’t require a big quantity of energy to work, having also a relatively low cost, it is created for data transfers at short distances and low data loads [9]. For this type of identification, several transmiters have to be mounted in the building, the user’s location being calculated by measuring the distance between the smartphone and the three nearest signal transmiters. BLE devices operate on a 2.4 GHz frequency and have their own battery and can be placed on any surface of the location where the localization is desired to be made (being in opposition to the Wi-Fi acces points that have to be located near a power source). In addition, most of them have an open source protocol, being compatible with the operating systems of all existing mobile companies [3];
2. **Wi-Fi** – this technology is based on Wide Local Area Networks (WLAN) and is based on the IEEE 802.11 standard, operating on frequencies betweehn 2.4 GHz and 5 GHz. The position of the target device is calculated by determining either the distance or angle between it and the nearest acces points or by the strength of the signal, these values being then included in different algorithms for a more accurate location. Due to the fact that the Wi-Fi acces points are not mainly used for localization, but for the transmission of information, it is necessary to use complex algorithms for interpreting the data obtained from them.

In terms of information usage, Android systems provide developers with their own API for capturing information related to the signal and access points, but it has some disadvantages caused by security reasons introduced starting with Android 8.0., such as limiting the frequency of Wi-Fi scans allowed. For Apple devices, wireless signal verification is more difficult, as there is currently no API for iOS systems.

1. **UWB (Ultra-Wideband)** – it is an alternative technology ti Wi-Fi and Bluetooth, it works at very high frequencies, the detection being made by calculating the distance between the transmitter and the receiver located in the smartphone (or any other device that we want to localize). This system is very efficient in terms of energy consumption, but it has the disadvantage of a short detection distance [2]. The positioning systems that use UWB are quite precise, they can reach an accuracy between 0.1 and 0.2m [10], but the devices are still quite expensive and for localization there is the need of installing the extra hardware infrastructure.
2. **Cellular networks** – uses long-range wireless networks, which are distributed over cells consisting of several antennas. Among the advantages of using this technology are the existing infrastructure, the very high coverage, the availability of different frequencies and the applicability on different types of mobile phones. With the use of the new generations of 5G technologies, the accuracy of indoor location can evolve considerably compared to previous generations due to high bandwidth and increased information transmission capabilities.

Currently, for the internal location of users via mobile phones, the most common detection methods are via Bluetooth, Wi-Fi, UWB and integrated IMU.

UWB technology is very promising in terms of accuracy, having the ability to penetrate materials such as cement, glass or wood, these being the main constituent elements of a building, but it is a relatively new technology, being integrated only in some of the the latest smartphone models (Samsung S21, Samsung S21 +, Galaxy Note 20 Ultra, iPhone 11/12), also having a fairly small coverage area (less than 100m).

Bluetooth technology is very good in terms of power consumption, the localization with this method is fairly widespread today, but its use involves relatively high additional costs, to use it is necessary to install transmitters 100m apart on the entire surface of the building.

Techniques and algorithms for calculating human actions can be used to estimate an user’s position through the IMU integrated in a smartphone, but the data obtained in this manner can lead tovery large errors by not having any external elements that can correct the estimation, the main focus of the recent research being the improvement of the localization based on past activites.

Locating smartphones via Wi-Fi is very promising, many researches being focused on developing new techniques and algorithms that can make the detection as accurate as possible in relation to the real user. Unlike Bluetooth and UWB technology, Wi-Fi hotspots are widespread, already existing in most large populated buildings (office buildings, malls, airports, hospitals), thus offering an economic advantage. A disadvantage of using this technology is the large number of factors that can disrupt the signal quality (walls, people, various materials), reducing the accuracy of detection.

Taking into account all the above mentioned factors, this paper’s research will be focused on researching, developing and enhancing state-of-the-art localization algorithms based on Wi-Fi signal strength and on the integrated inertial sensors of mobile devices.

## Positioning algorithms and principles for measuring distances using wireless signals and inertial sensorsTODO: CHANGE AND ADD IMU

# METHOD

Ce soluții similare există pe piață? Care sunt limitările lor / pentru ce cazuri de utilizare sau pentru ce tip de clienți produsele existente pe piață nu răspund cerințelor? Care sunt indicatorii pe baza cărora sunt evaluate aceste produse, de către potențiali clienți, și unde sunt lipsurile/ care este oportunitatea generată de lipsurile acestea?

# IMPLEMENTATION

Ce soluții similare există pe piață? Care sunt limitările lor / pentru ce cazuri de utilizare sau pentru ce tip de clienți produsele existente pe piață nu răspund cerințelor? Care sunt indicatorii pe baza cărora sunt evaluate aceste produse, de către potențiali clienți, și unde sunt lipsurile/ care este oportunitatea generată de lipsurile acestea?

# RESULTS

Acest capitol trebuie să răspundă, în principiu, la **2 întrebări** și să se încheie cu **o discuție** a rezultatelor obținute. Cele doua întrebări la care trebuie sa se răspundă sunt:

# CONCLUSIONS

În acest capitol este sumarizat întreg proiectul, de la obiective, la implementare, si la relevanta rezultatelor obținute. În finalul capitolului poate exista o subsecțiune de „Dezvoltări ulterioare“.  
Criterii pentru calificativul *Nesatisfăcător*:

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