

Locy: Energy-efficient sensing with Android smartphones.

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Introduction

- Phone sensing may be utilized by mobile applications to provide **advanced services** such as navigation systems.

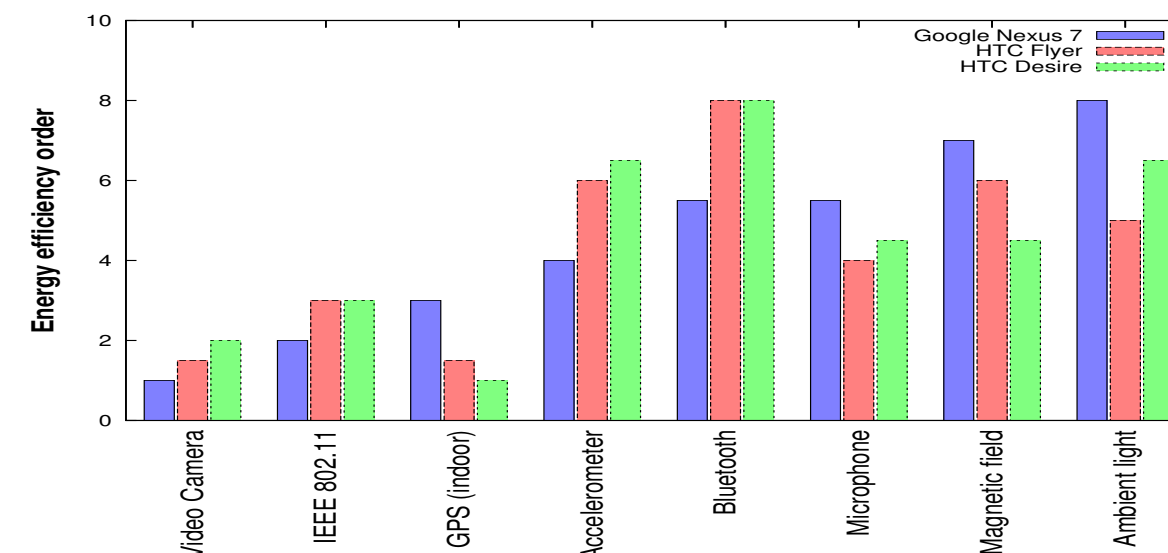


- Phone sensing** fetches raw sensor data (e.g. from an accelerometer) and tries to extract high-level information from it (e.g. a user is walking).
- Phone sensing has **high energy demands**, which is crucially important to mobile phone users.
- To solve the problem:
 - investigate three different devices.
 - establish the energy efficiency of their sensors.
 - leverage results for energy-efficient sensing.
 - build **Locy**, an energy efficient sensing library.
 - evaluate its energy efficiency in real-life scenarios.

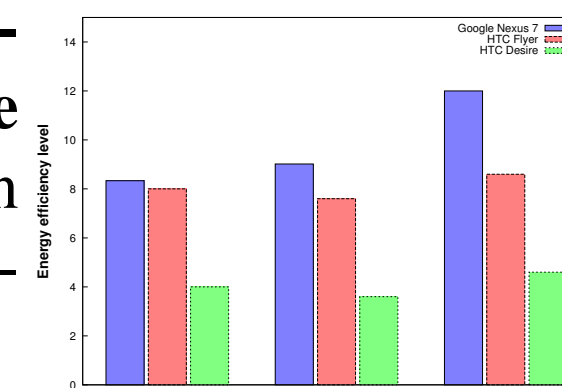


Solution

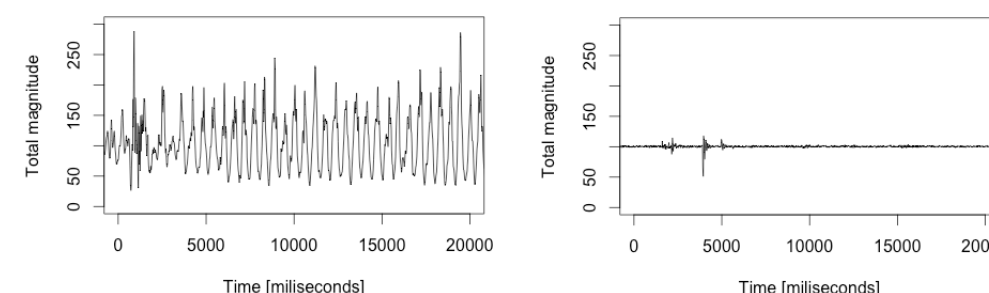
- Energy efficiency of sensors are **different among the three devices**.



However, **accelerometer is always more energy-efficient** than the standard localization sensors.



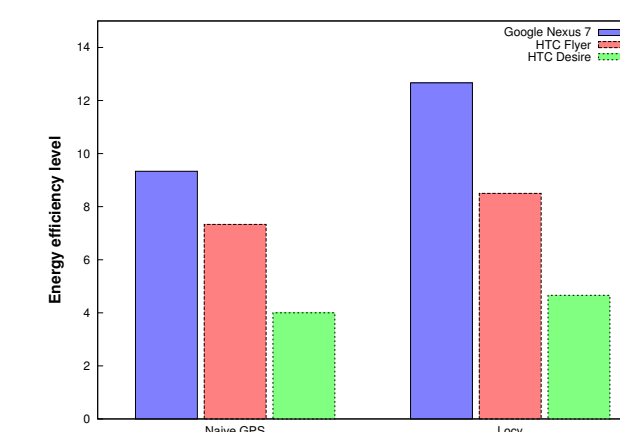
- Locy** leverages an efficient **accelerometer**:
 - if a user is not moving, it **switches off GPS**.
 - movement detection** based on "peaks" (steps):



- Locy** uses **duty-cycling sampling** (sleeping periods interleaves sampling), whose ratio (sampling over sleeping period) is **adaptive according to current battery life**.

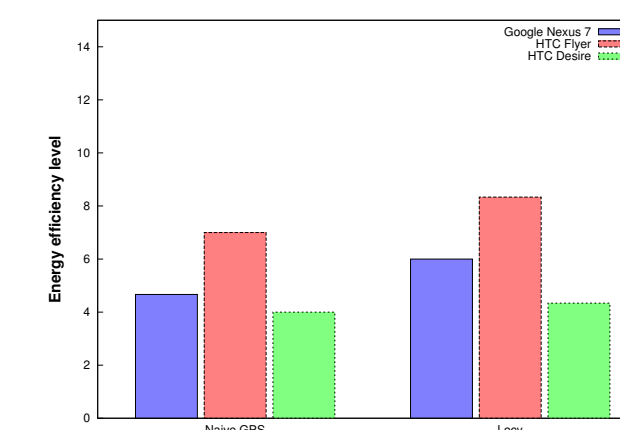
Evaluation

- the **first scenario**:



While a user is staying in one place, Locy is more energy-efficient than the naive GPS localization.

- the **second scenario**:



While a user is half of the time moving and the rest of the time he is staying in one place, Locy is more energy-efficient than the naive GPS localization.

Conclusions

Locy is more energy-efficient than the standard Android implementation.

