Abstract

With the recent development of technologies in wireless access and mobile devices, the mobile network has become a key component of today's Internet vision. Current mobile networks, which are being deployed worldwide, enable mobility features to new applications and also extend existing wired web applications to mobile terminals. The advent of sensor, wireless, and portable device technologies will soon enable us to embed computing technologies transparently in the environment to provide uninterrupted services for our daily life. Today, many wireless technologies such as Bluetooth, WI-Fi (802.11), and 3G global communication networks are available. Although these technologies vary in many aspects, we can look at them as an abstract cellular model where users access information through access points.

In terms of LBS, Various GPS-based tracking systems have been successfully deployed and utilized in various applications such as fleet and vehicle location identification, and in route guidance. Recently, systems that integrate GPS and GSM technologies with Google earth to provide real-time data have also been proposed. However, for indoors and closed environments GPS systems fall short and it becomes difficult to acquire the necessary satellites for accurate position computation. Different technologies to provide a varying mix of resolution, accuracy, stability and challenges have been developed. In this detail we are going use one of the technologies to implement the Location based services in a ubiquitous indoor positioning environment.

There are two basic approaches to disseminating data to mobile clients. In on-demand access, a mobile client submits a request to the server, which then returns the results to the mobile client directly via point-to-point connection. In periodic broadcast, data is broadcast periodically on a wireless channel. A mobile client listens to the broadcast channel and downloads the desired data from the channel according to a query issued from the user or a stored profile of interest on the client. Ours is an on-demand access which can be a temporal based request to the server.