

**Brendan Johan Lee**

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University of Oslo, Norway  
Simula Research Laboratory  
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**June 21, 2011**

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- Location Estimation - *Determining devices' physical location using properties of the data networks they are connected to.*

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- Location Estimation - *Determining devices' physical location using properties of the data networks they are connected to.*
- Location Based Services (LBS) - *Services that provide value based on a person's or device's location. (maps, augmented reality, games, dating, etc.)*

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- Location Based Services (LBS) - *Services that provide value based on a person's or device's location. (maps, augmented reality, games, dating, etc.)*
- Location Provider - *Service that provides an estimated location using network Location Estimation*

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1. Suggesting a *privacy preserving, community sourced, open access* mobile location provider

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1. Suggesting a *privacy preserving, community sourced, open access* mobile location provider
2. Suggesting a new location estimation method tuned towards privacy

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1. Suggesting a *privacy preserving, community sourced, open access* mobile location provider
2. Suggesting a new location estimation method tuned towards privacy
3. Creating a test system for testing location estimation methods based on field data
4. Gathering data and testing the suggested location estimation method and some of the more common methods and comparing them

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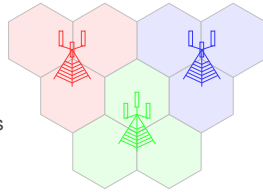
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- Used to increase traffic capabilities

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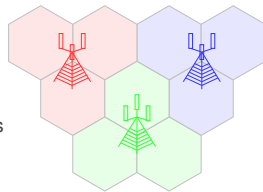
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- Used to increase traffic capabilities
- Network divided into smaller cells

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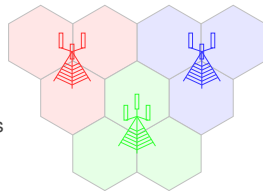
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- Used to increase traffic capabilities
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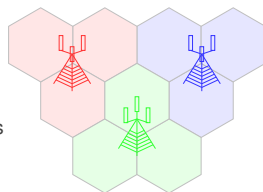
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- Frequencies are re-used
- Cells are often sectorized into three or more sectors

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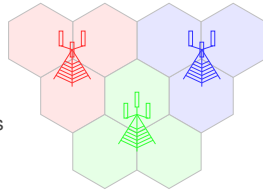
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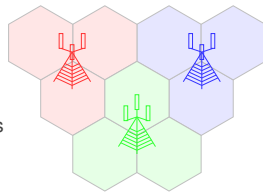
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- Time Difference Multiple Access (TDMA) such as GSM and UMTS networks use timing data. Such timing data must be corrected for propagation delay, and can therefore be used for determining location.

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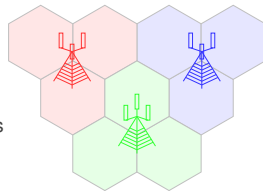
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- Used to increase traffic capabilities
- Network divided into smaller cells
- Frequencies are re-used
- Cells are often sectorized into three or more sectors
- Such small cells are great for location estimation
- Time Difference Multiple Access (TDMA) such as GSM and UMTS networks use timing data. Such timing data must be corrected for propagation delay, and can therefore be used for determining location.
- Neighboring cell information tracked and used for cell re-allocation

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- *Location Estimation* - Using features of a network to determine the spatial location of devices connected to said network.

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- Any type of network information that can be translated to location can be used:

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- *Location Estimation* - Using features of a network to determine the spatial location of devices connected to said network.
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  - ID of access point in use

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- *Location Estimation* - Using features of a network to determine the spatial location of devices connected to said network.
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  - Properties of received signal (angle, delay, etc.)

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- *Location Estimation* - Using features of a network to determine the spatial location of devices connected to said network.
- Any type of network information that can be translated to location can be used:
  - Signal Strength
  - Timing Data
  - ID of access point in use
  - Properties of received signal (angle, delay, etc.)
- In this thesis focus on methods using GSM/UMTS and/or WLAN networks

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- Divided into three (often overlapping) types:

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- Divided into three (often overlapping) types:
  - Network-based

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  - Mobile-based

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- Divided into three (often overlapping) types:
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  - Mobile-assisted or hybrid

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- Divided into three (often overlapping) types:
  - Network-based
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- In this thesis we focus on only Mobile-based methods

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- Divided into three (often overlapping) types:
  - Network-based
  - Mobile-based
  - Mobile-assisted or hybrid
- In this thesis we focus on only Mobile-based methods
- Most common methods described in thesis. Here only the tested methods are shown.

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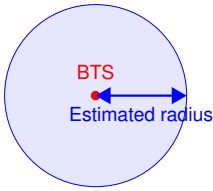
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- Cell Global Identity (CGI)



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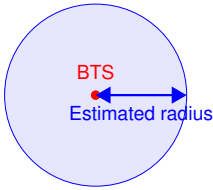
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- Cell Global Identity (CGI)
  - Uses only the ID of access point (cell) in use



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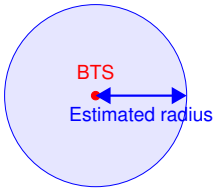
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- Cell Global Identity (CGI)
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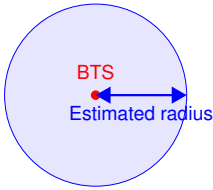
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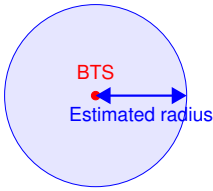
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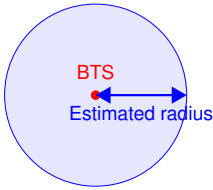
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- Cell Global Identity (CGI)
  - Uses only the ID of access point (cell) in use
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  - or a combination of the above



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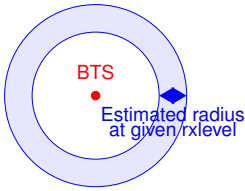
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- Cell Global Identity (CGI)
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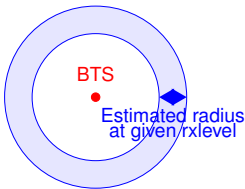
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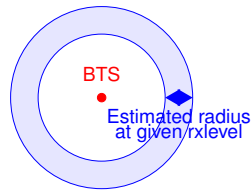
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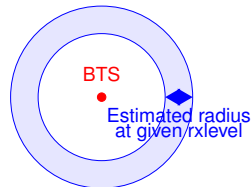
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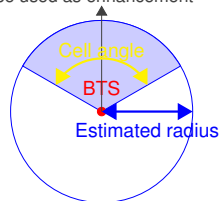
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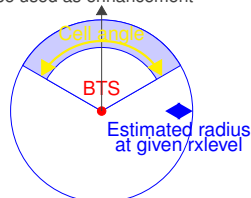
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- Cell Global Identity (CGI)
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- Database Correlation Methods (DCM)

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  - Algorithm is used to compare a fingerprint measured in the field with existing fingerprints in database
  - Known location of existing closest match is used as estimated location
  - Can be extended using heuristics and statistics

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- Cell Global Identity (CGI)
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    - Quality control when testing location estimation methods

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- Many different suggested methods

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- Many different suggested methods
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- Many different suggested methods
- All involve somehow hiding the client from the server, hence named cloaking
- Common methods:
  - Hiding one users among many
  - Hiding data among fake data
  - Onion routing
- Methods generally rely on a trusted third party cloaking service, a private network of clients, or both.

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Two main motivational factors behind this thesis:

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Two main motivational factors behind this thesis:

1. Ownership and payment

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Two main motivational factors behind this thesis:

1. Ownership and payment
  - *Status Quo*: Corporations own your location. You have to pay to determine your own location with your privacy.
  - *Should be*: You own your own location. You should be able to determine your location freely without selling your privacy to a corporation.

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Two main motivational factors behind this thesis:

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  - *Status Quo*: Corporations own your location. You have to pay to determine your own location with your privacy.
  - *Should be*: You own your own location. You should be able to determine your location freely without selling your privacy to a corporation.
2. Crowd sourced data and cloaking do not mix. Cloaking degrades crowd sourced data. By separating *location provider* from *LBS* this can be avoided, but then *location provider* must be *privacy preserving* by nature.

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- A system was suggested and used as a basis for creating a new location estimation method

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- A system was suggested and used as a basis for creating a new location estimation method
- Started by determining threats to the system, and defined a set of goals

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  - quality control
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  - incentive
  - precision

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- In addition the following issues where addressed:

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    - Clients amend query results if needed

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- In addition the following issues where addressed:
  - Data gathering:
    - Direct upload
    - Pre-generated database (estimated or gathered)
    - Clients amend query results if needed
  - Bootstrapping: *If system relies on amending queries, how to bootstrap a new area: No data exists to generate replies that can be amended*

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- Motivation: Combine the strengths of *DCM* with the simplicity of *CGI/E-CGI*

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- Areas are stored surrounding all observations of a unique network measurement

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- Areas are stored surrounding all observations of a unique network measurement
- Areas are stored as convex hulls surrounding the extreme locations hence:

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- Motivation: Combine the strengths of *DCM* with the simplicity of *CGI/E-CGI*
- Areas are stored surrounding all observations of a unique network measurement
- Areas are stored as convex hulls surrounding the extreme locations hence:
  - Small storage fingerprint

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  - Small storage fingerprint
  - Few updates are needed

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- Suggested improvements to areas for better precision:

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  - Few updates are needed
  - No stored data can be traced back to any individual
- Suggested improvements to areas for better precision:
  - Concave hulls
  - Limited areas, concave or convex hulls

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- Areas are stored surrounding all observations of a unique network measurement
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  - Small storage fingerprint
  - Few updates are needed
  - No stored data can be traced back to any individual
- Suggested improvements to areas for better precision:
  - Concave hulls
  - Limited areas, concave or convex hulls
- Location estimation: The intersection of the areas correlating to the network measurements in incoming fingerprint is calculated. The intersection, or the calculated center of the intersection is used as estimated location.

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- Can fall back to *E-CGI* with no extra data or code when not enough data available

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- Can fall back to *E-CGI* with no extra data or code when not enough data available
- Can fall back to *CGI* little extra data and code when not enough data available

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- Low data transfer size and frequency (specially for updates)

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- Low data transfer size and frequency (specially for updates)
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- Low data transfer size and frequency (specially for updates)
- Embodies the simplicity of *CGI/E-CGI*
- Embodies the power of *CGI/E-CGI*

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- Small storage, memory and processing footprint

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- Low data transfer size and frequency (specially for updates)
- Embodies the simplicity of *CGI/E-CGI*
- Embodies the power of *CGI/E-CGI*
- Small storage, memory and processing footprint
- Extremely flexible and adaptive to different network equipment and data

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- Low data transfer size and frequency (specially for updates)
- Embodies the simplicity of *CGI/E-CGI*
- Embodies the power of *CGI/E-CGI*
- Small storage, memory and processing footprint
- Extremely flexible and adaptive to different network equipment and data
- Used correctly ensures anonymity and privacy of stored data

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- Does not benefit the security and privacy of data transfer other than reducing the amount of updates needed
- *By design*: Precision cannot be gained using heuristics and statistics. Such methods require storing individuals' locations which is not compatible with privacy and open access

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- Consists of three main parts:

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- Consists of three main parts:
  1. Data collection tools

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- Consists of three main parts:
  1. Data collection tools
  2. Back-end

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- Consists of three main parts:
  1. Data collection tools
  2. Back-end
  3. Data visualization tool

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- Hardware

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- Hardware
  - Custom logging hardware

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- Hardware
  - Custom logging hardware
    - Created to be able to collect all information about all networks simultaneously in an area, including non-public GSM-networks

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- Hardware
  - Custom logging hardware
    - Created to be able to collect all information about all networks simultaneously in an area, including non-public GSM-networks
    - Less portable than mobile phone, but can be powered by any 9-24V power source for a long time

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  - Android, Symbian and OpenMoko Phones

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  - Android, Symbian and OpenMoko Phones
  - External or internal GPS

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  - External or internal GPS
- Software

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    - Less portable than mobile phone, but can be powered by any 9-24V power source for a long time
  - Android, Symbian and OpenMoko Phones
  - External or internal GPS
- Software
  - PC logger software for custom hardware logger

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- Hardware
  - Custom logging hardware
    - Created to be able to collect all information about all networks simultaneously in an area, including non-public GSM-networks
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  - Android, Symbian and OpenMoko Phones
  - External or internal GPS
- Software
  - PC logger software for custom hardware logger
  - OpenMoko logger software for custom hardware logger

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  - Android, Symbian and OpenMoko Phones
  - External or internal GPS
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  - PC logger software for custom hardware logger
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- Hardware
  - Custom logging hardware
    - Created to be able to collect all information about all networks simultaneously in an area, including non-public GSM-networks
    - Less portable than mobile phone, but can be powered by any 9-24V power source for a long time
  - Android, Symbian and OpenMoko Phones
  - External or internal GPS
- Software
  - PC logger software for custom hardware logger
  - OpenMoko logger software for custom hardware logger
  - OpenMoko logger software
  - Android logger software

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  - Custom logging hardware
    - Created to be able to collect all information about all networks simultaneously in an area, including non-public GSM-networks
    - Less portable than mobile phone, but can be powered by any 9-24V power source for a long time
  - Android, Symbian and OpenMoko Phones
  - External or internal GPS
- Software
  - PC logger software for custom hardware logger
  - OpenMoko logger software for custom hardware logger
  - OpenMoko logger software
  - Android logger software
  - Symbian S60 logger software

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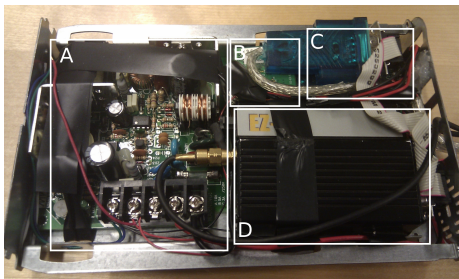
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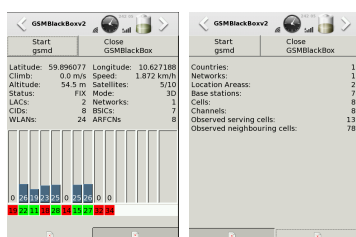
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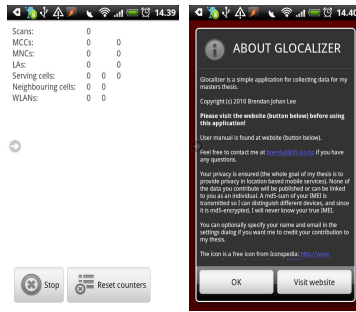
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- Created to gather data and test any location estimation method

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- Created to gather data and test any location estimation method
- Completely modularize so location estimation, storage and communication methods are implemented as plug-ins

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- Created to gather data and test any location estimation method
- Completely modularize so location estimation, storage and communication methods are implemented as plug-ins
- Four main parts:

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- Created to gather data and test any location estimation method
- Completely modularize so location estimation, storage and communication methods are implemented as plug-ins
- Four main parts:
  1. Communication interface

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- Created to gather data and test any location estimation method
- Completely modularize so location estimation, storage and communication methods are implemented as plug-ins
- Four main parts:
  1. Communication interface
  2. Storage/Database

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- Created to gather data and test any location estimation method
- Completely modularize so location estimation, storage and communication methods are implemented as plug-ins
- Four main parts:
  1. Communication interface
  2. Storage/Database
  3. Query handler

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- Created to gather data and test any location estimation method
- Completely modularize so location estimation, storage and communication methods are implemented as plug-ins
- Four main parts:
  1. Communication interface
  2. Storage/Database
  3. Query handler
  4. Update handler

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- Created to gather data and test any location estimation method
- Completely modularize so location estimation, storage and communication methods are implemented as plug-ins
- Four main parts:
  1. Communication interface
  2. Storage/Database
  3. Query handler
  4. Update handler
- All communications and settings are logged so they can be re-played (possibly with different settings or estimation methods) at a later time

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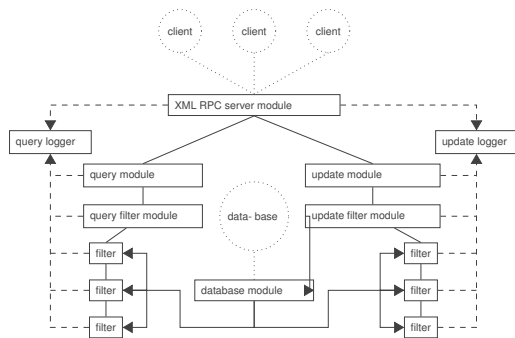
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- Used for analyzing and visualizing gathered data and the result of location estimation methods.

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- Used for analyzing and visualizing gathered data and the result of location estimation methods.
- Renders maps or satellite imagery from web-services (Google maps, Bing maps, Openstreetmaps, etc.)

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- Used for analyzing and visualizing gathered data and the result of location estimation methods.
- Renders maps or satellite imagery from web-services (Google maps, Bing maps, Openstreetmaps, etc.)
- Renders points, tracks and areas (polygons) on top of imagery

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- Used for analyzing and visualizing gathered data and the result of location estimation methods.
- Renders maps or satellite imagery from web-services (Google maps, Bing maps, Openstreetmaps, etc.)
- Renders points, tracks and areas (polygons) on top of imagery
- Can fetch data directly from back-end database or load from files

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- Data gathered with Android and Nokia handsets

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- Data gathered with Android and Nokia handsets
- Algorithms tested:

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- Data gathered with Android and Nokia handsets
- Algorithms tested:
  1. rxlevel *CGI* based on gathered not estimated *GSM/UMTS* data

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- Data gathered with Android and Nokia handsets
- Algorithms tested:
  1. rxlevel *CGI* based on gathered not estimated *GSM/UMTS* data
  2. rxlevel *E-CGI* based on gathered *GSM/UMTS* not estimated data

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- Data gathered with Android and Nokia handsets
- Algorithms tested:
  1. rxlevel *CGI* based on gathered not estimated *GSM/UMTS* data
  2. rxlevel *E-CGI* based on gathered *GSM/UMTS* not estimated data
  3. Simple, well described in literature *DCM* method, on *GSM/UMTS* serving cell and *WLAN*

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- Data gathered with Android and Nokia handsets
- Algorithms tested:
  1. rxlevel *CGI* based on gathered not estimated *GSM/UMTS* data
  2. rxlevel *E-CGI* based on gathered *GSM/UMTS* not estimated data
  3. Simple, well described in literature *DCM* method, on *GSM/UMTS* serving cell and *WLAN*
  4. Simple, well described in literature *DCM* method, on *GSM/UMTS* serving cell and neighboring cells

- Data gathered with Android and Nokia handsets
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  4. Simple, well described in literature *DCM* method, on *GSM/UMTS* serving cell and neighboring cells
  5. Simple, well described in literature *DCM* method, on *GSM/UMTS* serving cell, neighboring cells and *WLAN*

- Data gathered with Android and Nokia handsets
- Algorithms tested:
  1. rxlevel *CGI* based on gathered not estimated *GSM/UMTS* data
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  3. Simple, well described in literature *DCM* method, on *GSM/UMTS* serving cell and *WLAN*
  4. Simple, well described in literature *DCM* method, on *GSM/UMTS* serving cell and neighboring cells
  5. Simple, well described in literature *DCM* method, on *GSM/UMTS* serving cell, neighboring cells and *WLAN*
  6. Intersecting areas on *GSM/UMTS* serving cell and *WLAN* with and without *E-CGI* fall-back

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- Algorithms tested:
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  7. Intersecting areas on *GSM/UMTS* serving cell and neighboring cells with and without *E-CGI* fall-back

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- Data gathered with Android and Nokia handsets
- Algorithms tested:
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  3. Simple, well described in literature *DCM* method, on *GSM/UMTS* serving cell and *WLAN*
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  6. Intersecting areas on *GSM/UMTS* serving cell and *WLAN* with and without *E-CGI* fall-back
  7. Intersecting areas on *GSM/UMTS* serving cell and neighboring cells with and without *E-CGI* fall-back
  8. Intersecting areas on *GSM/UMTS* serving cell, neighboring cells and *WLAN* with and without *E-CGI* fall-back

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- First test

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- First test
  - System trained on all data

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- First test
  - System trained on all data
  - Methods tested on all data one measurement at a time

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- First test
  - System trained on all data
  - Methods tested on all data one measurement at a time
    1. Remove training for tested point

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- First test
  - System trained on all data
  - Methods tested on all data one measurement at a time
    1. Remove training for tested point
    2. Run algorithm on measurement and log

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- First test
  - System trained on all data
  - Methods tested on all data one measurement at a time
    1. Remove training for tested point
    2. Run algorithm on measurement and log
    3. Re-add training for tested point

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- First test
  - System trained on all data
  - Methods tested on all data one measurement at a time
    1. Remove training for tested point
    2. Run algorithm on measurement and log
    3. Re-add training for tested point
- Second test

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## [ Two Individual Tests ]



- First test
  - System trained on all data
  - Methods tested on all data one measurement at a time
    1. Remove training for tested point
    2. Run algorithm on measurement and log
    3. Re-add training for tested point
- Second test
  - Single dataset for Android, three for Symbian Series 60

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## [ Two Individual Tests ]



- First test
  - System trained on all data
  - Methods tested on all data one measurement at a time
    1. Remove training for tested point
    2. Run algorithm on measurement and log
    3. Re-add training for tested point
- Second test
  - Single dataset for Android, three for Symbian Series 60
  - Dataset randomly split in two

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## [ Two Individual Tests ]



- First test
  - System trained on all data
  - Methods tested on all data one measurement at a time
    1. Remove training for tested point
    2. Run algorithm on measurement and log
    3. Re-add training for tested point
- Second test
  - Single dataset for Android, three for Symbian Series 60
  - Dataset randomly split in two
  - Half of set used for training, half for testing

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## [ Two Individual Tests ]



- First test
  - System trained on all data
  - Methods tested on all data one measurement at a time
    1. Remove training for tested point
    2. Run algorithm on measurement and log
    3. Re-add training for tested point
- Second test
  - Single dataset for Android, three for Symbian Series 60
  - Dataset randomly split in two
  - Half of set used for training, half for testing
  - Repeated on the virgin dataset 10 times

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- First test
  - System trained on all data
  - Methods tested on all data one measurement at a time
    1. Remove training for tested point
    2. Run algorithm on measurement and log
    3. Re-add training for tested point
- Second test
  - Single dataset for Android, three for Symbian Series 60
  - Dataset randomly split in two
  - Half of set used for training, half for testing
  - Repeated on the virgin dataset 10 times
  - All algorithms tested over all datasets

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- First test
  - System trained on all data
  - Methods tested on all data one measurement at a time
    1. Remove training for tested point
    2. Run algorithm on measurement and log
    3. Re-add training for tested point
- Second test
  - Single dataset for Android, three for Symbian Series 60
  - Dataset randomly split in two
  - Half of set used for training, half for testing
  - Repeated on the virgin dataset 10 times
  - All algorithms tested over all datasets
  - Hence 30 Symbian and 10 Android tests for each algorithm

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- First test
  - System trained on all data
  - Methods tested on all data one measurement at a time
    1. Remove training for tested point
    2. Run algorithm on measurement and log
    3. Re-add training for tested point
- Second test
  - Single dataset for Android, three for Symbian Series 60
  - Dataset randomly split in two
  - Half of set used for training, half for testing
  - Repeated on the virgin dataset 10 times
  - All algorithms tested over all datasets
  - Hence 30 Symbian and 10 Android tests for each algorithm
- Each test was done individually for Android and Symbian S60 data

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- The penalty value for *DCM* is not static over different data sets, different areas and different handsets. Systems should therefore be continuously calibrated, which highly complicates using *DCM*

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- The penalty value for *DCM* is not static over different data sets, different areas and different handsets. Systems should therefore be continuously calibrated, which highly complicates using *DCM*
- The tests were comparable, only the second set of tests is presented here

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Algorithm	Time on 8218	time on L7555
1	.000050	.000019
2	.000071	.000038
6	.047350	.017171
6.1	.047350	.017171
7	.027986	.024339
7.1	.027986	.024339
8	.075265	.041472
8.1	.075265	.041472

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Algorithm	Time on 8218	time on L7555
1	0.005383	0.008095
2	0.005621	0.008930
3	0.749295	11.088524
4	16.210149	17.802947
5	18.815485	14.625443
6	0.021477	0.023968
6.1	0.037931	0.008301
7	0.003671	0.003938
7.1	0.003632	0.004676
8	0.005185	0.005112
8.1	0.005067	0.006172

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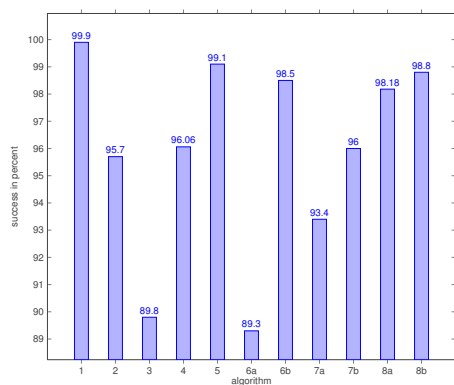
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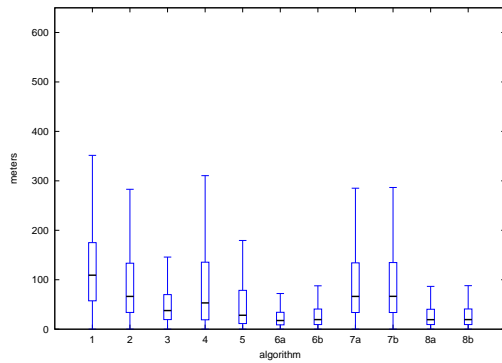
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- A privacy preserving, open access, crowd sources location estimation system is possible and will address the issues of

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  - Data ownership and payment

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  - Privacy
  - Data ownership and payment
  - Location cloaking services degrading location estimation services

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- The Intersecting Areas method is not only suited for a privacy preserving, open access, crowd sourced location estimation system, but has several other benefits:

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  - Provides a flexibility towards data, handsets, areas and future devices and technologies not found in the other tested methods.
  - Hence has a potential contribution also for other location estimation systems than the proposed
- We have discovered, and addressed, the need for a flexible location estimation test system allowing tests on any location data with any methods by anybody.

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- During the work on this thesis we have found enough possible future work for a small herd:

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    - A mathematical optimization method should be found allowing the protection of the integrity of the training data

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    - A scheme for protecting users privacy during data transfer is needed
    - Work needs to be done regarding convincing users to switch to a system not integrated on their device by default
    - Naturally the system should be implemented and used

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  - The suggested mobile location estimation system
  - The Intersecting Areas location estimation method

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    - Extend logger hardware to support UMTS

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    - The benefits of using concave hulls should be tested
    - The benefits of limiting areas should be tested
    - The precision when using *timing values* and other *network management values* should be tested

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  - The suggested mobile location estimation system
  - The Intersecting Areas location estimation method
  - The location estimation test system

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    - The same, or similar, mathematical optimization method suggested above should be implemented to allow filtering of training data

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    - The same, or similar, mathematical optimization method suggested above should be implemented to allow filtering of training data
    - A module should be created to measure the density of training data needed for individual algorithms to perform and to perform optimal.

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    - A module should be created to measure the density of training data needed for individual algorithms to perform and to perform optimal.
    - Several large datasets in different locations, both urban, sub-urban and rural should be gathered and released freely

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    - The system should be polished and released freely

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- This slide show is located at  
<http://opengsmloc.org/thesis/defence.pdf>
- The thesis itself is located at  
<http://opengsmloc.org/thesis/thesis-final-color-gloss.pdf>  
and  
<http://opengsmloc.org/thesis/thesis-final-print.pdf>
- The software and code used in this thesis is located at  
<http://opengsmloc.org/thesis/code.tar.gz>
- The data used and generated in this thesis is located at  
<http://opengsmloc.org/thesis/data.tar.gz>

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