Location Estimation Methods for Open, Privacy Preserving Mobile Positioning

Brendan Johan Lee

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June 21, 2011

Notes

A short terminology



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

A short terminology

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[June 21, 2011] [2/36]

- 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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A short terminology



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.)
- Location Provider Service that provides an estimated location using network Location Estimation

Notes



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

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Thesis' Four Main Parts



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

Thesis' Four Main Parts

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[June 21, 2011] [3/36]

- 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

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Thesis' Four Main Parts



- 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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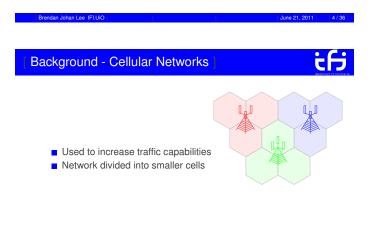
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Used to increase traffic capabilities



Background - Cellular Networks Used to increase traffic capabilities Network divided into smaller cells Frequencies are re-used

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Background - Cellular Networks



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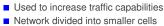


Used to increase traffic capabilities

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- Cells are often sectored into three or more sectors







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Background - Cellular Networks



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Background - Cellular Networks

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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 therefor be used for determining location.
- Neighboring cell information tracked and used for cell re-allocation [June 21, 2011] [4 / 36]

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Background - Location Estimation



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

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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:

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Background - Loc	ation Estin	nation]	Ċ	F
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 - Signal Strength

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Background - Location Estimation



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Background - Location Estimation



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Background - Location Estimation	
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 In this thesis focus on methods using GSM/UMTS and/or WLAN networks

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Divided into three (often overlapping) types:

Background - Location Estimation



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

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

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Divided into three (often overlapping) types:

- Network-based
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- Mobile-assisted or hybrid

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Background - Location Estimation



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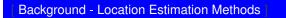
Background - Location Estimation

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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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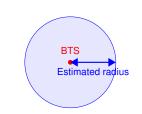
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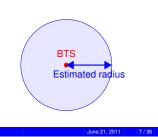


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Background - Location Estimation Methods

Cell Global Identity (CGI)

Uses only the ID of access point (cell) in use



Background - Location Estimation Methods

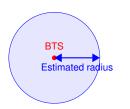
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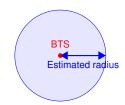
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Background - Location Estimation Methods

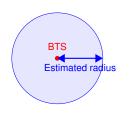
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Cell Global Identity (CGI)

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- Can be based on the known position of the access point,
- the known coverage of the access point,
- the estimated coverage of the access point
- or a combination of the above



Background - Location Estimation Methods

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Cell Global Identity (CGI)

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Enhanced Cell Global Identity (E-CGI)



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Background - Location Estimation Methods

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 - Enhances CGI by including a value that can be translated to distance such as rxlevel or timing values



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Background - Location Estimation Methods

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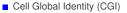
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Background - Location Estimation Methods



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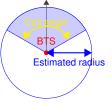
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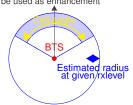
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Background - Location Estimation Methods

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- Cell Global Identity (CGI)
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Background - Location Estimation Methods

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Background - Location Estimation Methods

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Background - Location Estimation Methods

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Background - Location Estimation Methods

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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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Background - Location Estimation Methods

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Background - Location Estimation Methods

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Background - Location Estimation Methods

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Background - Location Estimation Methods

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 - Quality control when testing location estimation methods

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Notes

Many different suggested methods

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Background - Privacy - Cloaking



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- Many different suggested methods
- All involve somehow hiding the client from the server, hence named cloaking

Background - Privacy - Cloaking

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Background - Privacy - Cloaking

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Background - Privacy - Cloaking



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Common methods:

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Background - Privacy - Cloaking



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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

Motivation

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Status Quo: Corporations own your location. You have to pay to determine your own location with your privacy.

Motivation

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[June 21, 2011] [9 / 36]

Two main motivational factors behind this thesis:

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- 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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- 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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Suggested Location Provider (Brief Summary)

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

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 - incentive
 - precision

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Suggested Location Provider (Brief Summary)	
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 - Direct upload
 - Pre-generated database (estimated or gathered)
 - Clients amend query results if needed
- Brendan Johan Lee IFI.UiO | June 21, 2011 | 11 / 36 | Suggested Location Provider (Brief Summary)



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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Intersecting Areas Method



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

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Intersecting Areas Method



- Motivation: Combine the strengths of *DCM* with the simplicity of CGI/E-CGI
- Areas are stored surrounding all observations of a unique network measurement

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Intersecting Areas Method

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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
 - 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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Intersecting Areas Method

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

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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.

Notes

Intersecting Areas Method





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Intersecting Areas Method



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

Intersecting Areas Method

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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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Intersecting Areas Method - Benefits



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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

Brendan Johan Lee IFI.UIO June 21, 2011 15 / 36 Intersecting Areas Method - Benefits



Low data transfer size and frequency (specially for updates)

- Embodies the simplicity of CGI/E-CGI
- Embodies the power of CGI/E-CGI

Intersecting Areas Method - Benefits

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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

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Intersecting Areas Method - Benefits



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

Notes

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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

June 21, 2011 | 15/36 | Brendan Johan Lee IFI.UiO Intersecting Areas Methods - Limitations



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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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Test System



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Consists of three main parts:

Test System



Notes

Consists of three main parts: 1. Data collection tools

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Consists of three main parts:	
 Data collection tools Back-end 	
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[Test System]	
[Test System]	Notes
Consists of three main parts:	
 Data collection tools Back-end Data visualization tool 	
5. Data visualization too	
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[Test System - Data Collection Tools]	
	Notes
■ Hardware	
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Brendan Johan Lee IFI.UIO June 21, 2011 18 / 36	
	Notes
Test System - Data Collection Tools Hardware	Notes
(Test System - Data Collection Tools)	Notes
Test System - Data Collection Tools Hardware	Notes
Test System - Data Collection Tools Hardware	Notes
Test System - Data Collection Tools Hardware	Notes

- 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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Test System - Data Collection Tools

Notes

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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Test System - Data Collection Tools



[June 21, 2011] [18 / 36]

Hardware

- Custom logging hardware
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- Android, Symbian and OpenMoko Phones

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Test System - Data Collection Tools

Hardware

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- External or internal GPS

Notes

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Test System - Data Collection Tools

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Notes

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

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[June 21, 2011] [18 / 36]

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Hardware

Custom logging hardware

Test System - Data Collection Tools

- Created to be able to collect all information about all networks
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- Android, Symbian and OpenMoko Phones
- External or internal GPS
- Software
 - PC logger software for custom hardware logger

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Test System - Data Collection Tools



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Hardware

- Custom logging hardware
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 - $\ensuremath{\mathsf{9-24V}}$ 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

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Test System - Data Collection Tools

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

Notes

Test System - Data Collection Tools

Notes

Notes

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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Test System - Data Collection Tools



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Hardware

- Custom logging hardware
 - Created to be able to collect all information about all networks
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- Android, Symbian and OpenMoko Phones
- External or internal GPS

Software

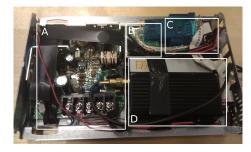
- PC logger software for custom hardware logger
 OpenMoko logger software for custom hardware logger
- OpenMoko logger software
- Android logger software
- Symbian S60 logger software

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Hardware logger



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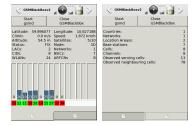
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OpenMoko Software



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Symbian Series 60 Software



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Test System - Back-end

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[June 21, 2011] [22/36]

Created to gather data and test any location estimation method

Test System - Back-end



- 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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Test System - Back-end

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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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Test System - Back-end



- 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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Test System - Back-end



[June 21, 2011] [23 / 36]

- 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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Test System - Back-end



- 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

Test System - Back-end

Notes

- 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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Test System - Back-end

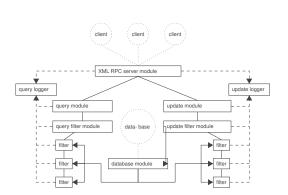


[June 21, 2011] [23 / 36]

- 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

Test System - Back-end

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Test System - Visualization



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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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Test System - Visualization



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

Test System - Visualization

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[June 21, 2011] [25 / 36]

- 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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Tests

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Data gathered with Android and Nokia handsets

Tests

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

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Tests

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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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Tests



[June 21, 2011] [26 / 36]

- 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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Tests]

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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Tests



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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
 - Simple, well described in literature DCM method, on 3. GSM/UMTS serving cell and WLAN
 - Simple, well described in literature DCM method, on 4. GSM/UMTS serving cell and neighboring cells

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Tests



- 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
 - Simple, well described in literature DCM method, on GSM/UMTS serving cell, neighboring cells and WLAN

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Tests

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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
 - 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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Tests



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

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Tests



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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
 - 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 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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wo Individual Tests	ifi

First test

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Two Individual Tests

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First test

System trained on all data

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Two Individual Tests



- First test

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

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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

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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

Notes

Notes

First test

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Two Individual Tests

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

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Two Individual Tests



- First test

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

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Notes

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
 - Run algorithm on measurement and log
 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
 - Run algorithm on measurement and log
 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



[June 21, 2011] [27 / 36]

First test

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

Notes



Notes

Notes

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
 - Run algorithm on measurement and log
 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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Two Individual Tests



First test

- System trained on all data
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 - 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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Two Individual Tests



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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
 - Run algorithm on measurement and log
 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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Problems and Results



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



Notes



- 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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Results - Training Time

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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

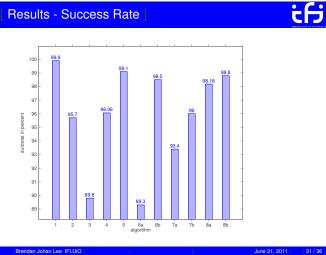
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Results - Fingerprint Processing Time

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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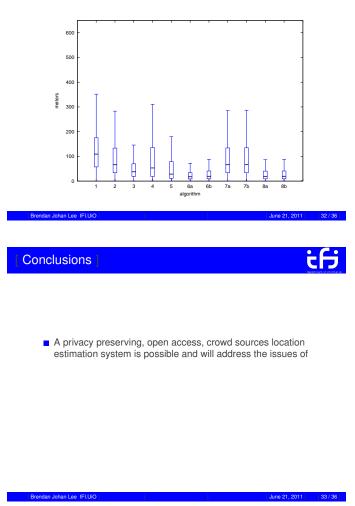
Results - Success Rate



Notes

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Conclusions]



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

Privacy

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Conclusions



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Notes

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

Privacy

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Data ownership and payment

Notes



Notes

- A privacy preserving, open access, crowd sources location estimation system is possible and will address the issues of
 - Privacy
 - Data ownership and payment
 - Location cloaking services degrading location estimation services

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Conclusions



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

Conclusions

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[June 21, 2011] [34 / 36]

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

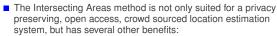
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Conclusions



- Higher precision than standard DCM
- Much lower memory, storage and processing fingerprint than standard DCM

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Notes

Conclusions



- The Intersecting Areas method is not only suited for a privacy preserving, open access, crowd sourced location estimation system, but has several other benefits:
 - Higher precision than standard DCM
 - Much lower memory, storage and processing fingerprint than standard DCM
 - The problem of the varying optimal penalty value of standard DCM is non-existent.

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Conclusions

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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:
 - Higher precision than standard DCM
 - Much lower memory, storage and processing fingerprint than standard DCM
 - The problem of the varying optimal penalty value of standard DCM is non-existent.
 - Provides a flexibility towards data, handsets, areas and future devices and technologies not found in the other tested methods.

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Conclusions]



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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:
 - Higher precision than standard DCM
 - Much lower memory, storage and processing fingerprint than standard DCM
 - The problem of the varying optimal penalty value of standard DCM is non-existent.
 - 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

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Conclusions



- The Intersecting Areas method is not only suited for a privacy preserving, open access, crowd sourced location estimation system, but has several other benefits:
 - Higher precision than standard DCM
 - Much lower memory, storage and processing fingerprint than standard DCM
 - The problem of the varying optimal penalty value of standard DCM is non-existent.
 - 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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Future Work



- During the work on this thesis we have found enough possible future work for a small herd:
 - The suggested mobile location estimation system

Future Work

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[June 21, 2011] [35 / 36]

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

- The suggested mobile location estimation system
 - A mathematical optimization method should be found allowing the protection of the integrity of the training data

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- More work needs to be done investigating the relations between quality control, system integrity, user privacy and incentive.

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Notes



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Future Work



June 21, 2011 35 / 36

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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 Autorally the system should be implemented and used

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Future Work

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

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



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- During the work on this thesis we have found enough possible future work for a small herd:
 - The suggested mobile location estimation system
 The Intersecting Areas location estimation method
 - Extend logger hardware to support UMTS

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Future Work



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- During the work on this thesis we have found enough possible future work for a small herd:
 - The suggested mobile location estimation system
 The Intersecting Areas location estimation method
 - - Extend logger hardware to support UMTS
 Software needed to lock logger hardware to a single cell and log thoroughly

Future Work

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[June 21, 2011] [35 / 36

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 - The benefits of using concave hulls should be tested

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Notes

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 - Extend logger hardware to support UMTS
 Software needed to lock logger hardware to a single cell and log thoroughly
 - 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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Future Work



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

Future Work

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

- The suggested mobile location estimation system
- The Intersecting Areas location estimation method
 The location estimation test system
- - The same, or similar, mathematical optimization method suggested above should be implemented to allow filtering of training data

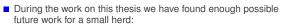
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Future Work



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 - Several large datasets in different locations, both urban, sub-urban and rural should be gathered and released freely

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Future Work

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[June 21, 2011] 35 / 36]

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 - Several large datasets in different locations, both urban, sub-urban and rural should be gathered and released freely
 - The system should be polished and released freely

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Resources



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Notes

- 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
- $\verb+http://opengsmloc.org/thesis/thesis-final-print.pdf$ 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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