

# [ Master's Thesis Defence ]

## [ Location Estimation Methods for Open, Privacy Preserving Mobile Positioning ]

**Brendan Johan Lee**

Department of Informatics  
University of Oslo, Norway  
Simula Research Laboratory  
`brendajl@simula.no`

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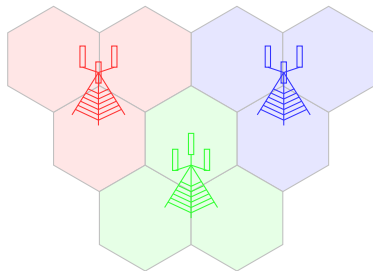
## Thesis' Four Main Parts

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Joke about that was as much as I managed to slim it down

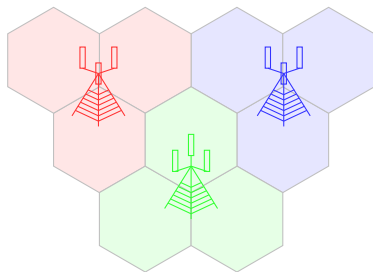


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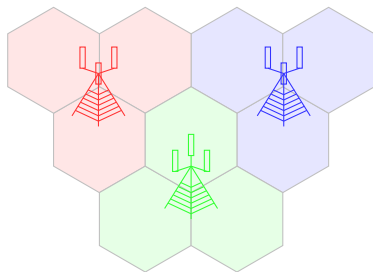


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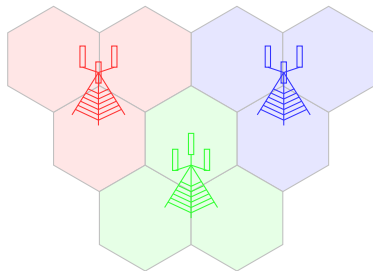


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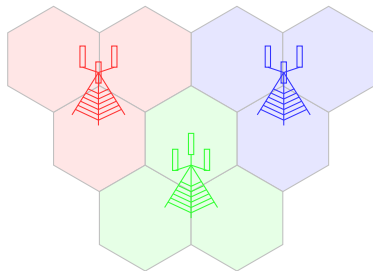


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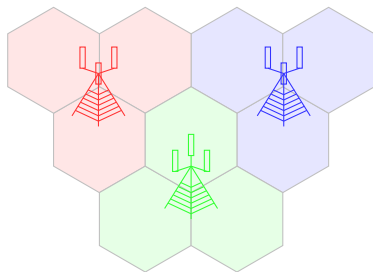


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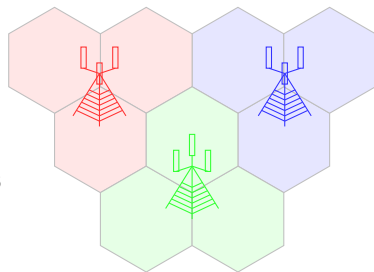




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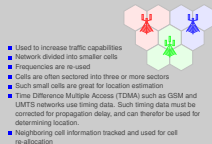




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- Neighboring cell information tracked and used for cell re-allocation



## Background - Cellular Networks



- Give example of frequency re-use. Explain what TDMA is (instead of own frequency, each unit gets a timeslot), how it relates to propagation delay and can be used for determining location.
- Cells are not really hexagons.
- Little bit about how neighboring cells work



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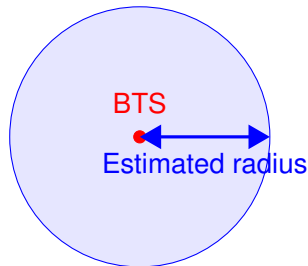
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Emphasis on more available in thesis

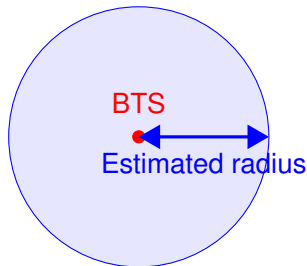


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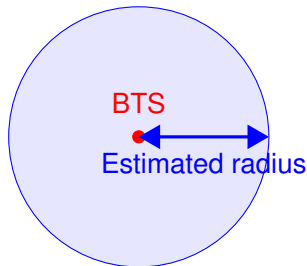


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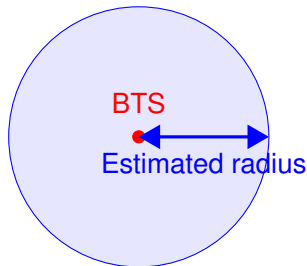


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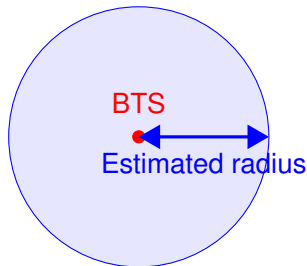


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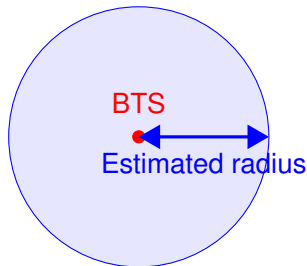


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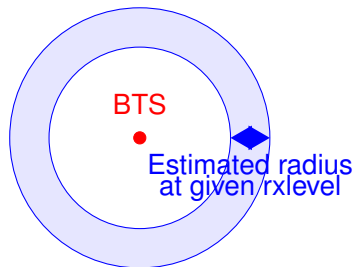


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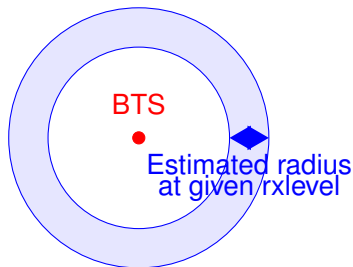


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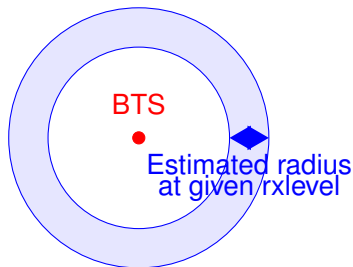


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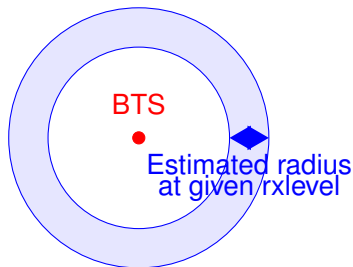


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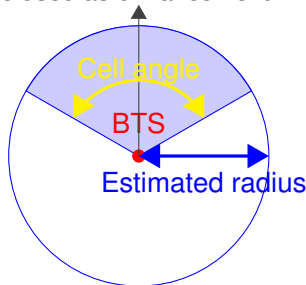


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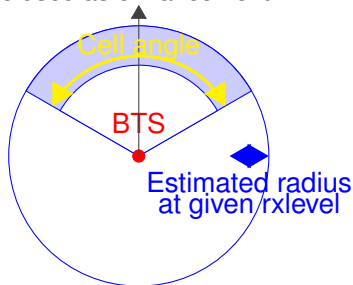


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Say quickly what onion routing is. Can elaborate here if time.



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Also say something about the problem of licenses



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Say this will only be very brief, more in thesis



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Say that we looked into, but did not conclude, about the bootstrapping



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- 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.



## └ Intersecting Areas Method

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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:
  - 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.

What is a unique network measurement







## └ Intersecting Areas Method





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



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



## └ Intersecting Areas Method

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



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



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



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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



## └ 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
- Used correctly ensures anonymity and privacy of stored data



- 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



## └ Intersecting Areas Methods - Limitations

- 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

Make joke about nobody perfect



- Consists of three main parts:



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



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



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



## └ Test System

Test System

tf

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



- Hardware



- Hardware
  - Custom logging hardware



- 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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- 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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- Software

- PC logger software for custom hardware logger



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### ■ Android, Symbian and OpenMoko Phones

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## ■ 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

## ■ Software

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



## ■ Hardware

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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 9-24V power source for a long time

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### ■ 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

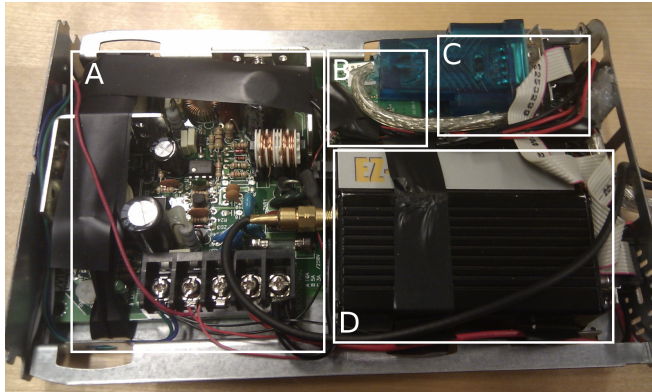


## Test System - Data Collection Tools

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
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- Software
  - PC logger software for custom hardware logger
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  - OpenMoko logger software
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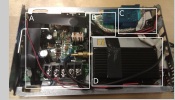
2011-06-21

## Master's Thesis Defence

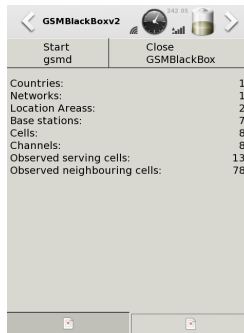
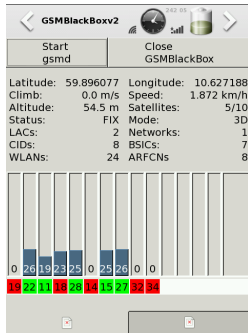
└ Hardware logger

Hardware logger

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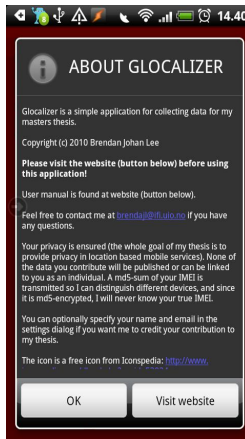
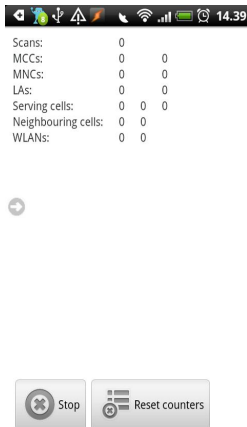




— OpenMoko Software









2011-06-21

# Master's Thesis Defence

└ Android Software





GSMBLackBox v 2.0  
GSM lo... GPS ▶

||||| GSM logging...

|                 |    |           |
|-----------------|----|-----------|
| Countries:      | 1  | 242       |
| Networks:       | 1  | 5         |
| Location Areas: | 1  | 2010      |
| Cells:          | 1  | 6042      |
| Observations:   | 29 | RXlev: 83 |

Valg Avslutt

GSMBLackBox v 2.0  
GPS WLAN ▶

||||| GSM logging...

|             |                    |
|-------------|--------------------|
| Latitude:   | 59.89570959048     |
| Longitude:  | 10.627234068091    |
| Satellites: | 4 H acc: 169.86    |
| Altitude:   | 80.50 V acc: 14.00 |
| Speed:      | 1.95 Acc: 9.46     |
| Heading:    | 198.15 Acc: 120.46 |

Valg Avslutt

GSMBLackBox v 2.0  
GPS WLAN ▶

||||| GSM logging...

evalg-ice

|               |          |
|---------------|----------|
| prod          | Nets: 35 |
| itfbu_1       | Obs: 78  |
| ITFBU-Simula  |          |
| avoice        |          |
| allkopionline |          |
| itfbu_1       |          |
| ITFBU-Online  |          |
| ITFBU-COMP    |          |
| prod          |          |
| allkopionline |          |
| ITFBU-Simula  |          |
| itfbu_1       |          |

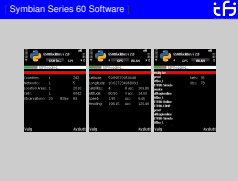
Valg Avslutt



2011-06-21

## Master's Thesis Defence

└ Symbian Series 60 Software





- Created to gather data and test any location estimation method



- 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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- Completely modularize so location estimation, storage and communication methods are implemented as plug-ins
- Four main parts:



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- All communications and settings are logged so they can be re-played (possibly with different settings or estimation methods) at a later time

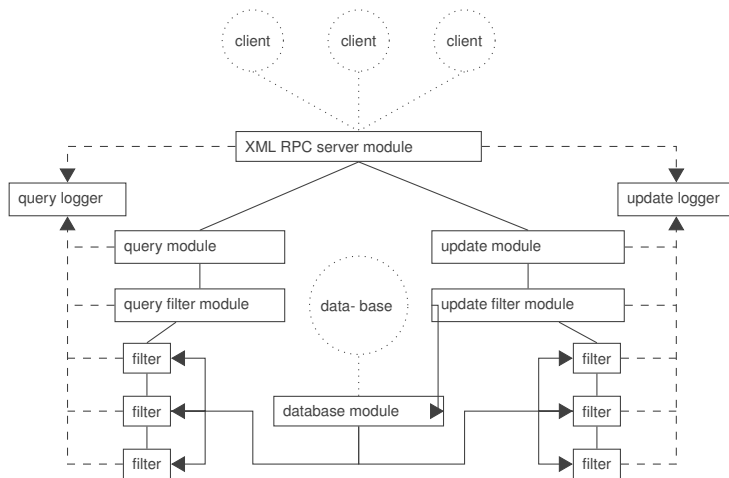


## └─ Test System - Back-end

Test System - Back-end

- Created to gather data and test any location estimation method
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- Four main parts:
  1. Communication interface
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# Test System - Back-end





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



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- Renders maps or satellite imagery from web-services (Google maps, Bing maps, Openstreetmaps, etc.)



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- 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



## └─ 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
- Can fetch data directly from back-end database or load from files

Say that the example of Intersecting Areas method is a printout from this tool



- Data gathered with Android and Nokia handsets



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



- 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*



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  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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  8. Intersecting areas on *GSM/UMTS* serving cell, neighboring cells and *WLAN* with and without *E-CGI* fall-back



## Tests

Tests

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

- For the exact handsets and amount of data, see thesis.
- For a description of the DCM method, see thesis (no time here).



- First test



- First test
  - System trained on all data



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



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



- 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



## ■ 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



## ■ 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



## ■ 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



## ■ 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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## ■ Second test

- Single dataset for Android, three for Symbian Series 60
- Dataset randomly split in two



## ■ 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



## ■ 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



## ■ 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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## ■ 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



## ■ 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



## ■ 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



## 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
  - 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

Individually for each handset type since different data - S60 lacking neighboring cell info, and the possibility of comparing the performance on the different platforms/handsets



- 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 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



## 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*
- The tests were comparable, only the second set of tests is presented here

No time to talk about the penalty value. Please see thesis.



| 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       |



## Results - Training Time

| Algorithm | Time on S218 | time on L7555 |
|-----------|--------------|---------------|
| 1         | .000050      | .000019       |
| 2         | .000071      | .000036       |
| 6         | .047350      | .017171       |
| 6.1       | .047350      | .017171       |
| 7         | .027986      | .024339       |
| 7.1       | .027986      | .024339       |
| 9         | .075265      | .041472       |
| 8.1       | .075265      | .041472       |

Nothing specific to note here other than that the time spent training is trivial compared to the time spent estimating locations and is also a one time event. And that training time for CGI and E-CGI as expected is much lower.



| 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      |

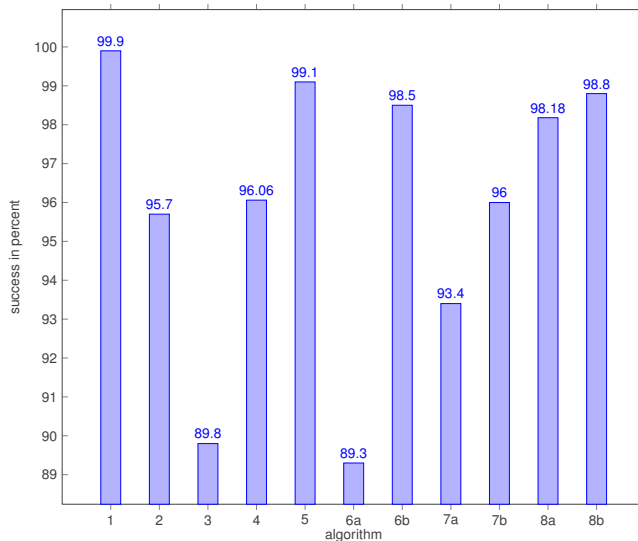


## Results - Fingerprint Processing Time

| Algorithm | Time on S218 | 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     | 0.005172      |

- Processing time for DCM MUCH higher than Intersecting Areas
- Processing time for Intersecting Areas somewhat higher than CGI AND E-CGI
- The weird unexplainable processor difference on algo 3



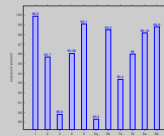




2011-06-21

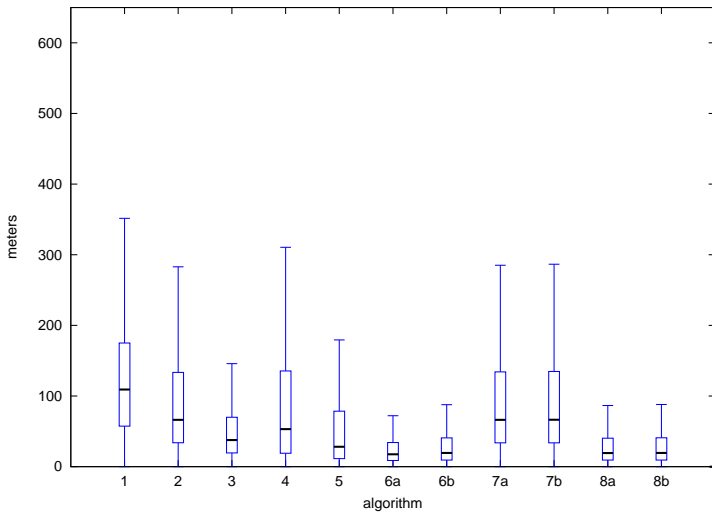
## Master's Thesis Defence

Results - Success Rate



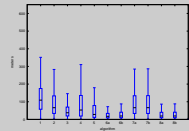
- CGI clearly but not surprising highest success
- E-CGI fairly low, but could match CGI if fall-back to CGI was used
- Naturally DCM and Intersecting Areas relying on WLAN are much lower since WLAN not everywhere
- Intersecting Areas is somewhat outperformed by DCM
- However, when using fall-back to E-CGI Intersecting Areas outperforms or matches DCM







## Results - Precision



- The Intersecting Areas method is the most precise method compared to both CGI, E-CGI (not surprising) and DCM.
- Methods relying solely on neighboring cells (not WLAN) have much lower precision, hardly providing any benefits compared to E-CGI.
- Methods relying on both neighboring cells and WLAN have a somewhat lower precision.
- This is due to neighboring cells being much larger than WLAN hot spots.
- However, relying solely on WLAN generally only works in urban areas with high WLAN-density.



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