



#### Indoor Positioning and User Analytics for a Smart City

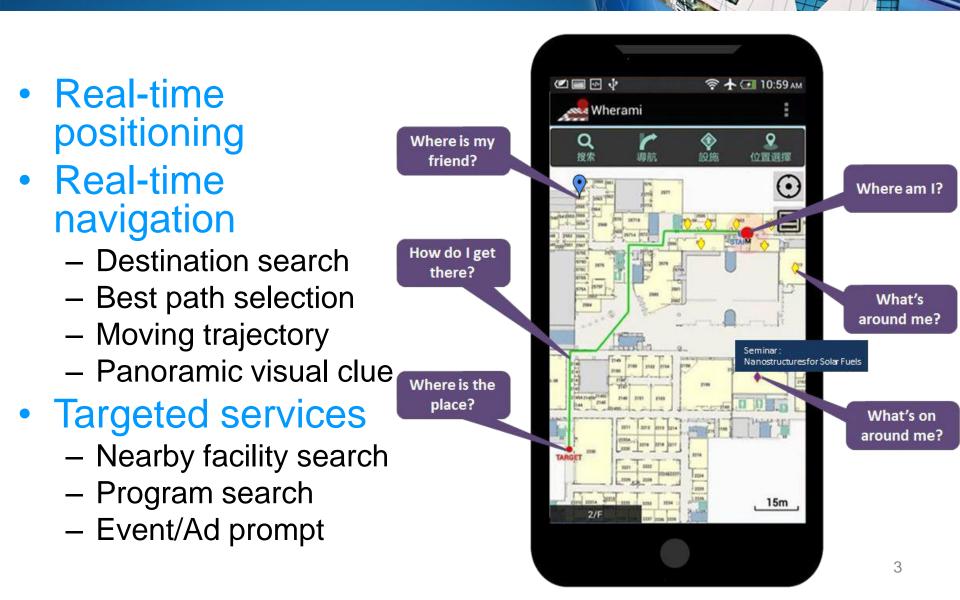
Gary Chan Professor, Department of Computer Science and Engineering Director, Entrepreneurship Center Chair, Committee on Entrepreneurship Education Program HKUST

#### A Scenario: Personalized Location-based Ads



2

### Wherami: Client-based Indoor Localization Technology



1.0

### Fingerprinting Integrating with Other Signals



- Wi-Fi
- Bluetooth (BLE)/iBeacon
- Dead reckoning/INS (inertial navigation system)
  - Step counter, gyroscope, accelerometer, etc.
- Magnetic field
- GPS/AGPS/NLP (Network location provider)
- Barometer
- Ultrasound
- RFID
- Etc.



### Cutting-edge Technologies

- Accurate and efficient
  - Precision 2m ~ 5m
  - Instant Update with estimation time < 1s</li>
  - Seamless indoor-outdoor roaming
- Low cost, easy to deploy and use
  - Based on WiFi fingerprinting
  - Non-intrusive and transparent to existing WiFi infrastructure
- Seamless integration with other applications with dedicated API

### Deployment At Union Hospital





- Where is the Pathology Centre?
- I am coming for a body check, have just taken Xray, what should I do next?
- Where is the nearest toilet?





# Deployment at shopping mall



- Where is shop XYZ?
- How to get to there?
- How to get there on wheelchair?
- What promotions are there?





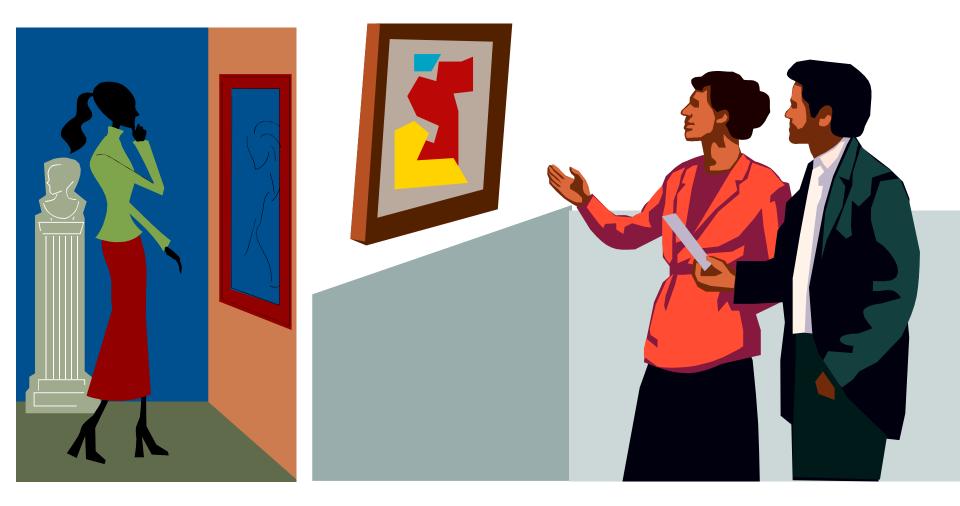
#### **Shopping Mart or Superstore**

- Aim for better shopping experience in large area with many aisles
  - Location-based promotions
  - For bargain hunters
  - For shoppers with a shopping list
- Targeted advertisement (behavior analysis)



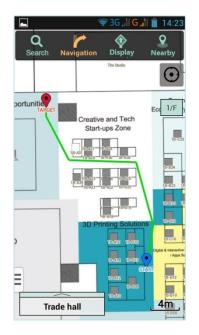


Context-aware Computing or Smart Space: Museum and Theme Parks

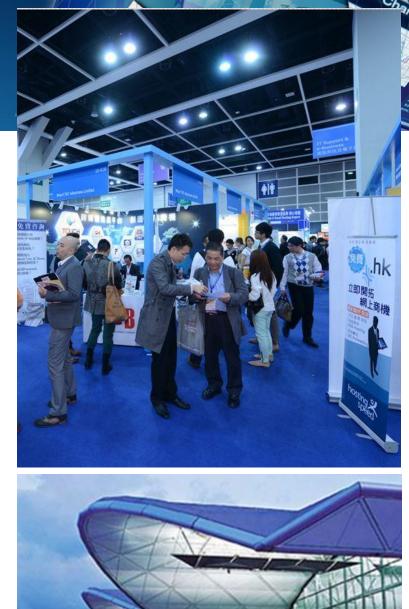


### Hong Kong Convention and Exhibition Centre

- Where is the xyz company booth?
- Are there any forum discussions this afternoon and where are they held?
- Where is the "3D Printing Solutions" zone?
- Where is my friend?





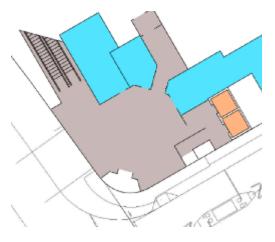


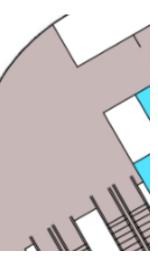
### Sensor-Based IoT Solution for Wi-Fi Tracking



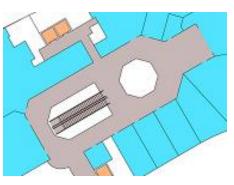
## Experiments in a Shopping Center

 G/F, 1/F, 2/F and 3/F in a Shopping Center











1.

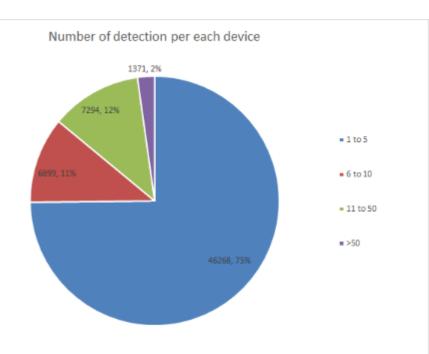






### Dwell Time: Number of records collected per detected device

- Number of records detected for each individual devices indicate the station time of the customer
- Most of devices are detected 1-10 times (86%)
  - Peoples walk through the area without stop
  - Go to the MTR through the mall
  - Go into the wet market in 1/F
- 11% of devices are detected 11-50 times
  - Peoples walk around the shops
  - Students play around the toy shops in 2/F
  - The parents/domestic helpers wait to pick up the kids after tutorial class/interest group in 3/F
- Only 2% of devices are detected more than 50 times
  - Elderly persons sit and walk around
  - Shop keepers, security guards

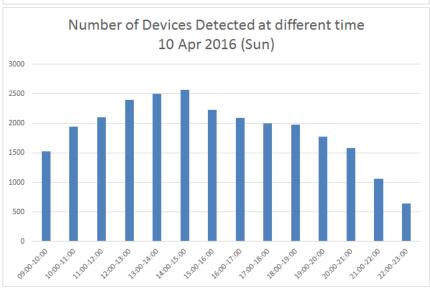


## Number of devices detected at different time

- A camel shape of the bar chart on Fri indicates there is small increase in people during lunch and dinner time
- More peoples are detected on Sun than Fri
- There is a peak of people in the shopping mall in Sunday afternoon

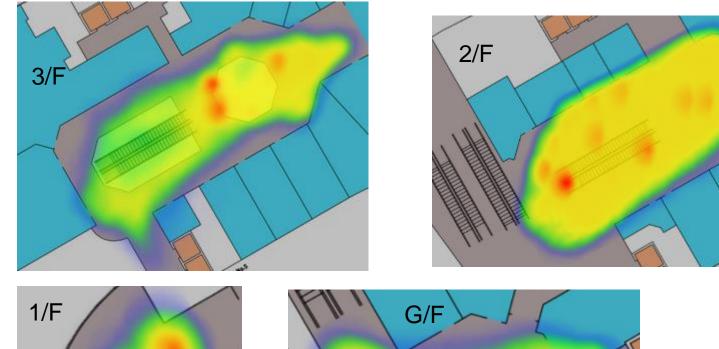
8 Apr 2016 (Fri) 01800 01600 01400 01200 01000 00800 00600 00400 00200 00000 10:00:1:00 11.00.12:00 09:00:10:00 12:00:13:00 13:00:14:00 14:00:15:00 15:00:16:00 16:00:17:00 17:00-18:00 18:00:19:00 19:00:20:00 20:00-21:00 22:00-23:00 21:00-22:00

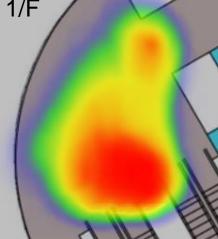
Number of Devices Detected at different time

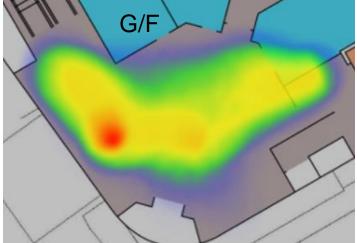


### Heatmap of 8 Apr 2016 (09:00-22:00)



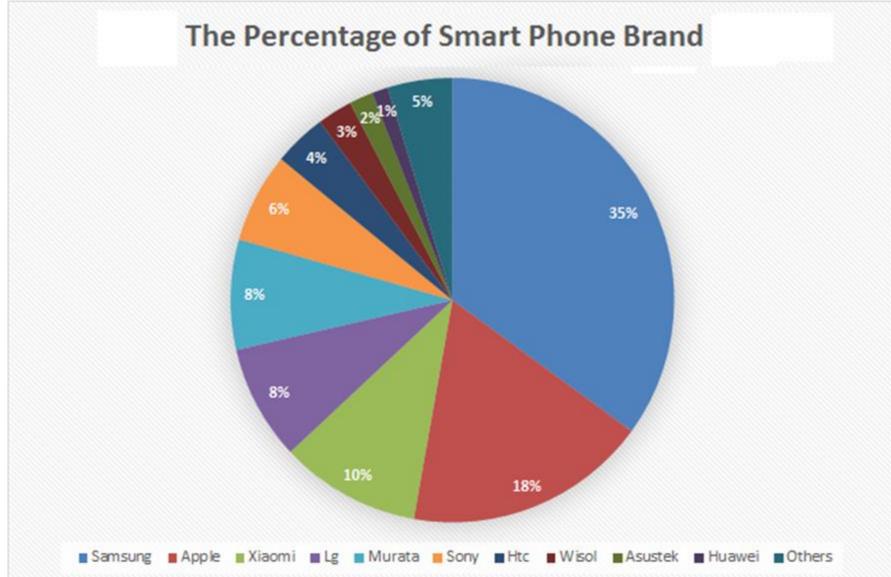






#### Vendors of the devices

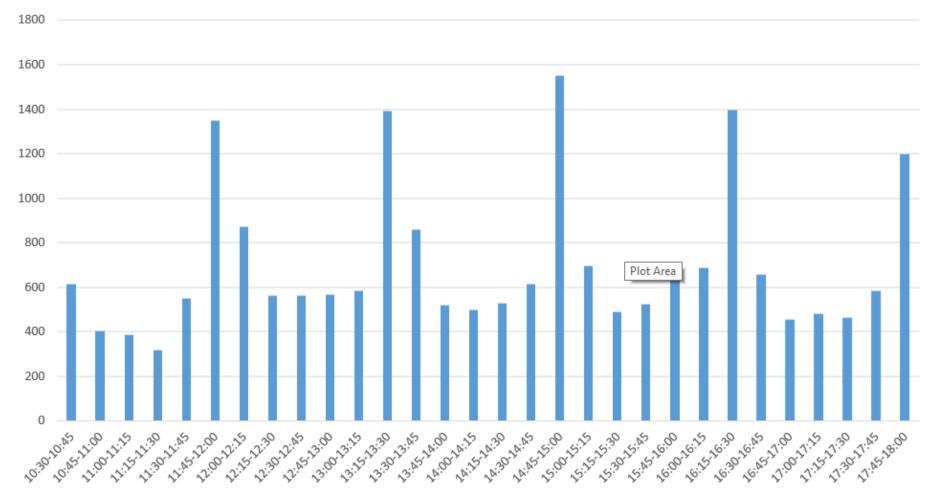




### HKUST: Number of devices detected at different time

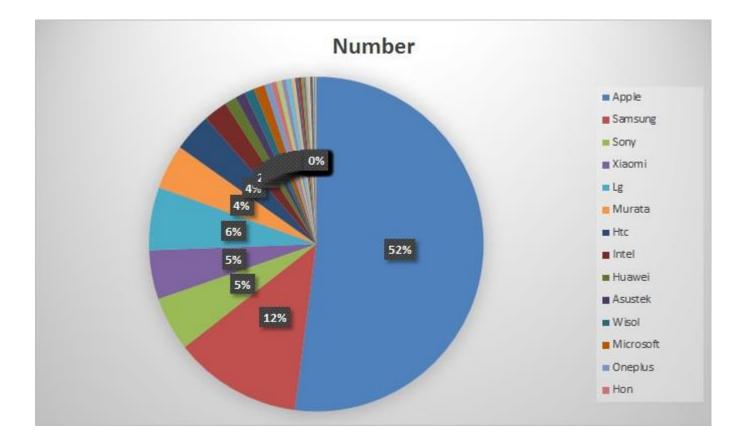


#### Number of devices detected every 15 mins



#### Vender of the devices





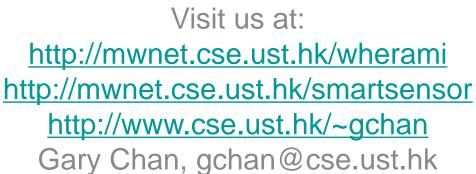
#### Location, Location, Location!

- A multi-billions market
- Save energy
- Traffic or crowd control
- Malls, super-marts or exhibition centers
  - Help customers to find items, shops or booths
  - Location-based recommendations, mobile advertisement and marketing
  - Enable O2O (online-to-offline) business
  - Track people and crowd/flow analysis
  - Customer behavior
- Airports
  - Help tourists to find their gates for flights
  - Shop while waiting for flights
- Health care and hospitals
  - Track people, patients, staff, etc.
- Social applications: finding nearby people sharing the same interest
- Location-based games (e.g., treasure hunt)
- Track assets









hank you