

# Exploiting User Movement for Position Detection

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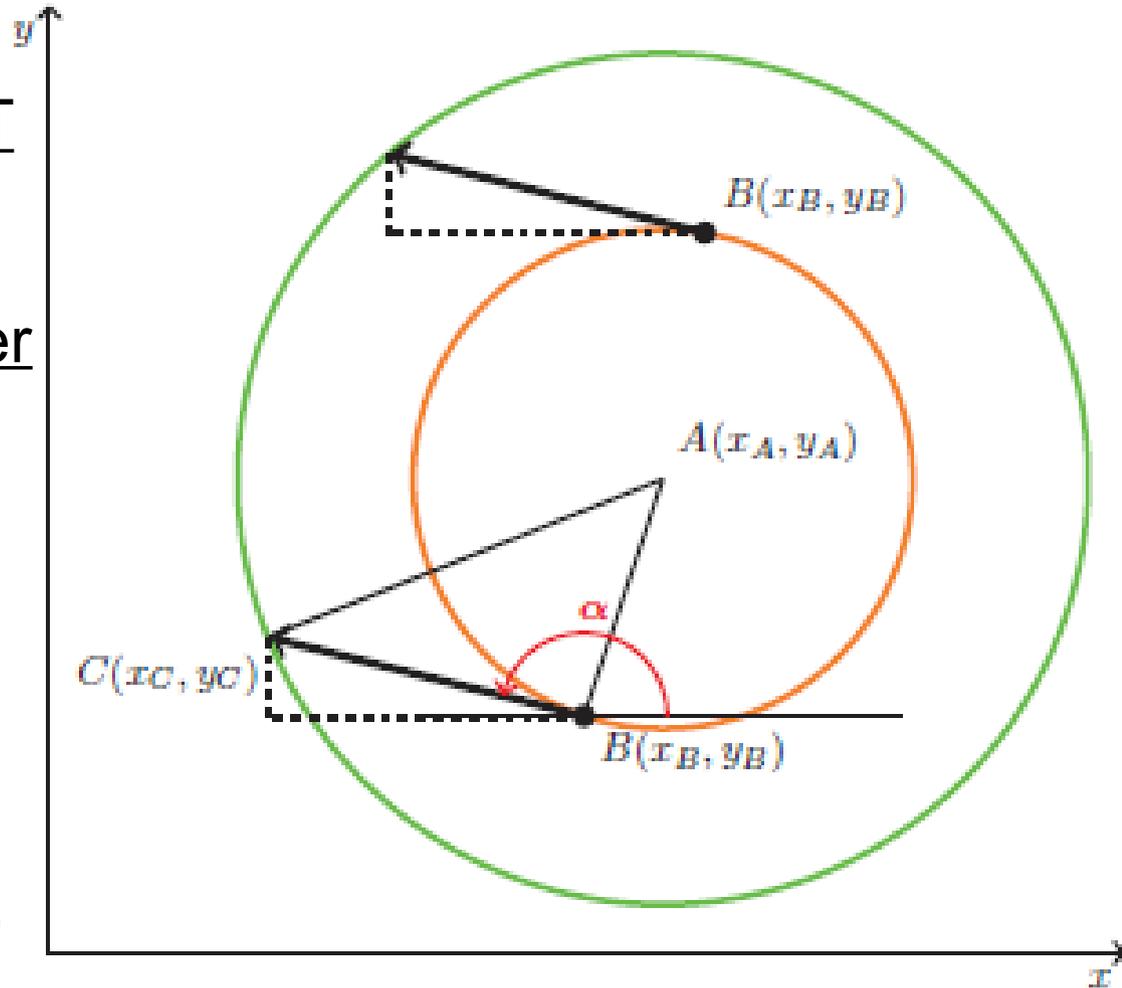
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# 1. Introduction

- This study propose a new method called "Two-Step Movement" which is geometry-based and it can determine user position by only using one redereence point(RP) and exploiting user's simple movement.
- Assumptions:
  - 1.The position of the RP is known.
  - 2.The mobile terminal(MT) is capale of measuring the distance between itself and the RP.
  - 3.The MT capale of measuring the distance and the angle(direction) of its movement.

## 2. System Design

- **A** is the Reference Point.
- **B** is the initial position of the MT that is unknown and yet to be found.
- **C** is the position of MT right after the first movement,  $(x_C, y_C)$ , which is also unknown.
- MT is capable of measuring the distance and the angle.
  - The distances **AB** and **AC** are given.
  - **BC** and the angle  $\alpha \in (0, 2\pi]$  (with respect to the positive x-axis) are also measurable.



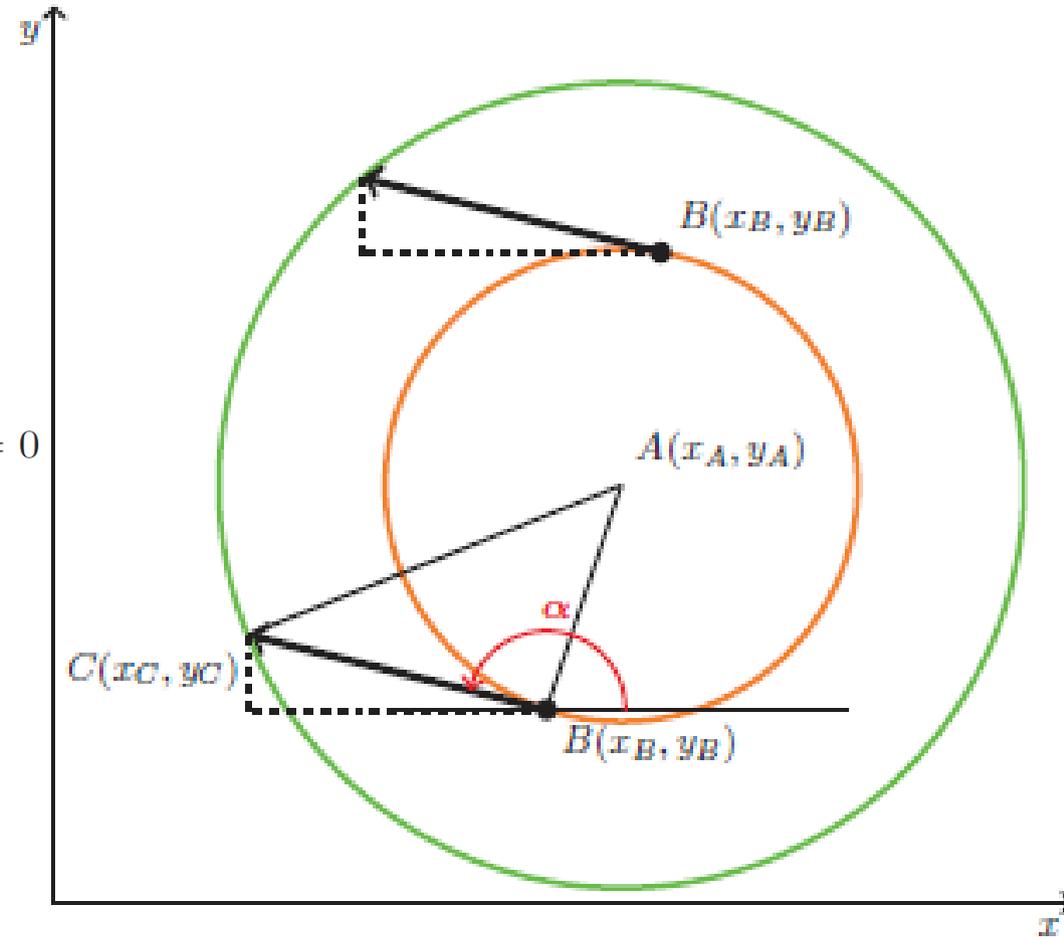
# (1) One-Step Movement

Suppose that  $A(x_A, y_A)$ ,  $AB, BC, AC$ , and  $a$  are known.

We can derive a quadratic equation

$$(1+a^2)x_B^2 - 2x_B(x_A - a(b - y_A)) + x_A^2 + (b - y_A)^2 - AB^2 = 0$$

It will give two points  $B_1(x_{B1}, y_{B1})$  and  $B_2(x_{B2}, y_{B2})$ , which are the possible solutions for  $B$ .



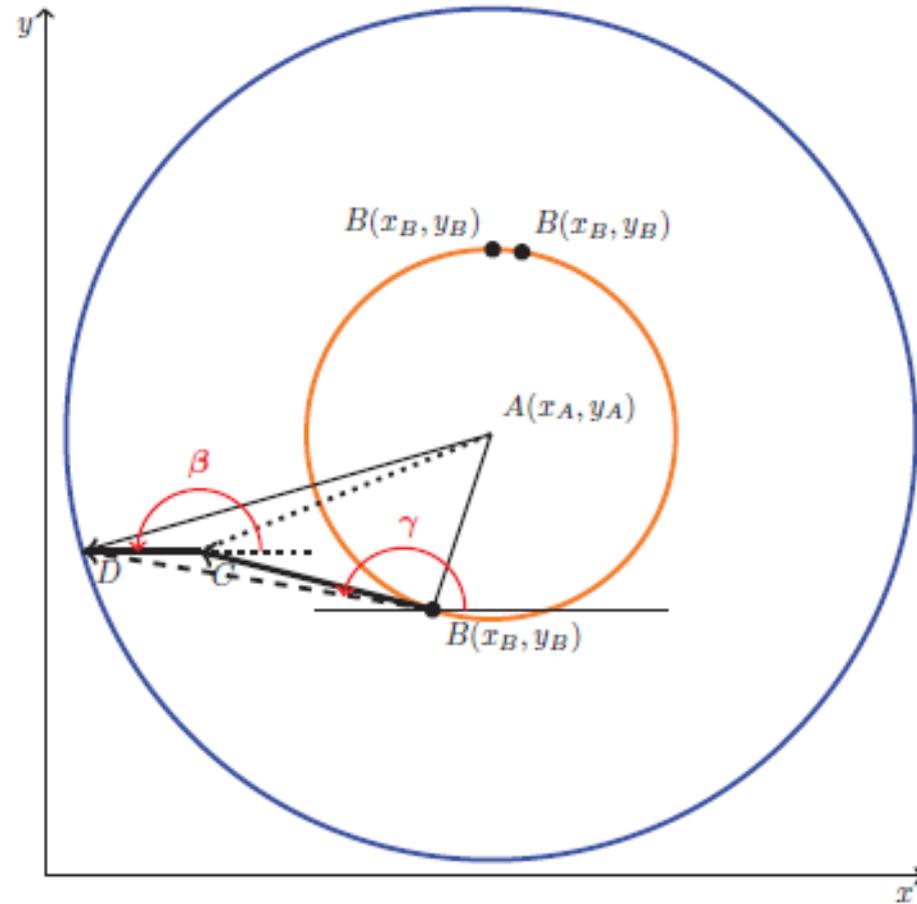
## (2) Two-Step Movement

In 1SM, we have two possible locations, but cannot determine which one is the true location.

2SM is a combination of two consecutive 1SM.

The MT makes the second movement from C to D in the direction of angle  $\beta$ .

Note that the direction of the two movements should not be parallel.



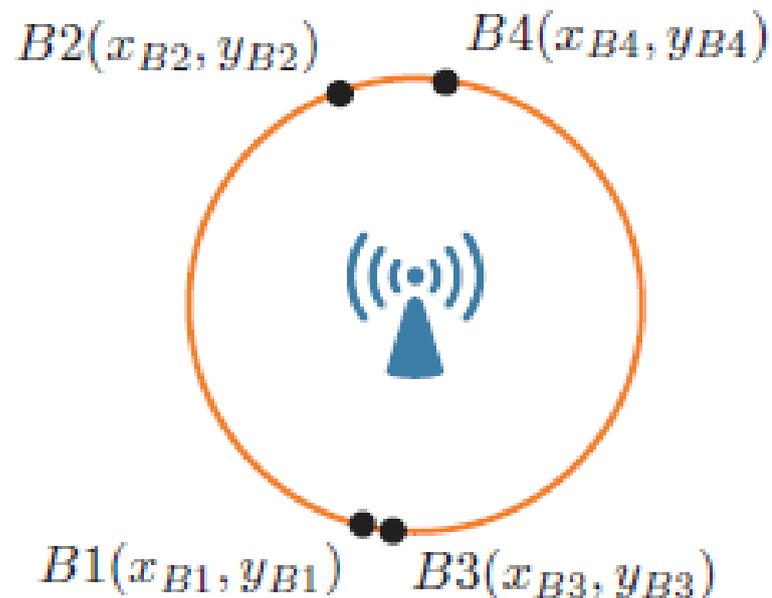
# (3) Amiguity elimination

In this case, the first movement may give us two possible solutions denoted by  $B1(x_{B1}, y_{B1})$  and  $B2(x_{B2}, y_{B2})$ , but the second movement may give us another two possible solutions denoted by  $B3(x_{B3}, y_{B3})$  and  $B4(x_{B4}, y_{B4})$ .

To solve this problem, we can choose the pair of points that have the smallest distance, i.e., solving  $\min\{d(P1, P2) | P1 \neq P2\}$ , for  $P1, P2 \in \{B1, B2, B3, B4\}$  where  $d(P1, P2)$  denotes the Euclidean distance of points  $P1$  and  $P2$ .

After that, we take their mean as the estimate of the MT's position for minimizing the error.

In general, one can formulate it as an optimization problem and find the optimal result.



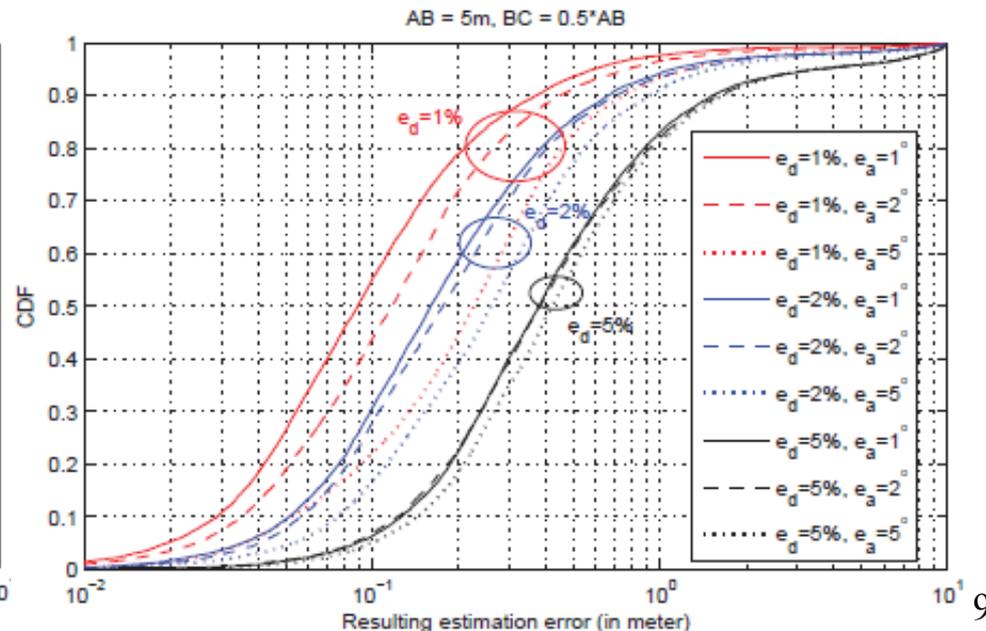
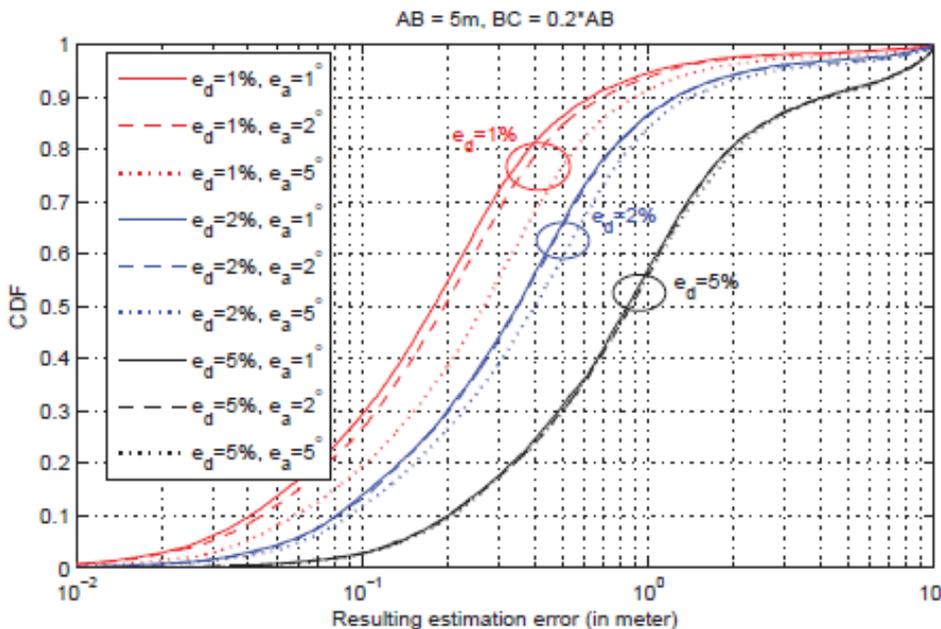
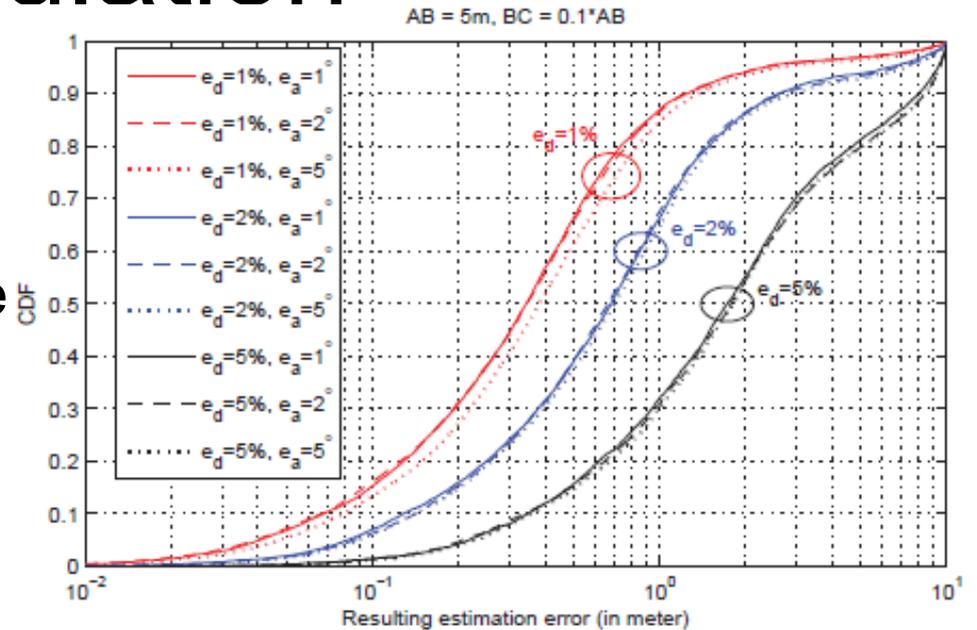
# 3. Simulation

- The RP is placed at the center of a room, i.e.,  $A = (0, 0)$ .
- MT's location is randomly distributed in the room.
- We consider three distances (1, 5, and 10 meters) between the MT and the RP.
- Also, we assume that the direction from B to A is uniformly distributed in  $(0, 2\pi]$ .
- For a given AB, the movement from B to C or from C to D is equal to 0.1, 0.2, and 0.5 times of AB.
- Estimation error to the measurement of distances AB, AC, AD, and BC, is considered to be bounded in  $[-1\%, 1\%]$ ,  $[-2\%, 2\%]$ , and  $[-5\%, 5\%]$ , for comparison.
- The bound on the angle measurement error is denoted by  $e_a$  such that  $e_a = 1, 2,$  and  $5$  degrees.

	$e_d = 1\%$ $e_a = 1^\circ$	$e_d = 1\%$ $e_a = 2^\circ$	$e_d = 1\%$ $e_a = 5^\circ$	$e_d = 2\%$ $e_a = 1^\circ$	$e_d = 2\%$ $e_a = 2^\circ$	$e_d = 2\%$ $e_a = 5^\circ$	$e_d = 5\%$ $e_a = 1^\circ$	$e_d = 5\%$ $e_a = 2^\circ$	$e_d = 5\%$ $e_a = 5^\circ$
$AB = 1 (BC=CD= 0.1AB)$	0.1412	0.1434	0.1581	0.2583	0.2640	0.2708	0.5530	0.5608	0.5691
$AB = 1 (BC=CD= 0.2AB)$	0.0808	0.0859	0.1036	0.1463	0.1508	0.1631	0.3202	0.3340	0.3417
$AB = 1 (BC=CD= 0.5AB)$	<b>0.0484</b>	0.0566	0.0896	0.0753	0.0804	0.1086	0.1701	0.1759	0.1868
$AB = 5 (BC=CD= 0.1AB)$	0.7194	0.7279	0.8027	1.2797	1.3012	1.3668	2.7913	2.9031	2.9226
$AB = 5 (BC=CD= 0.2AB)$	0.3957	0.4235	0.5513	0.7145	0.7480	0.8246	1.6222	1.6372	1.6587
$AB = 5 (BC=CD= 0.5AB)$	<b>0.2193</b>	0.2831	0.4481	0.4136	0.4412	0.5448	0.8738	0.8829	0.9134
$AB = 10 (BC=CD= 0.1AB)$	1.4165	1.4348	1.6130	2.4798	2.6257	2.7011	5.7899	5.8059	5.8929
$AB = 10 (BC=CD= 0.2AB)$	0.8006	0.8602	1.0845	1.4779	1.1508	1.5112	3.2304	3.3131	3.3873
$AB = 10 (BC=CD= 0.5AB)$	<b>0.4987</b>	0.5601	0.9362	0.8180	0.8798	0.1058	1.7551	1.7652	1.8750

# 3. Simulation

As expected, the estimation error in determining the position of the MT also increases as  $e_a$  increases. However, when  $e_d$  is relatively large (5%), the impact of the considered  $e_a$  is relatively less significant. Roughly speaking,  $e_d$  is more dominating.



# 4. Conclusion

- This paper have proposed a new method called Two-Step Movement (2SM) to estimate the position of MT.
- It requires only one reference point (RP) by exploiting useful information given by the position change of the MT or user movement.
- One can therefore reduce the number of RPs required and also the system cost.

**Thank You!**