



SurroundSense: Mobile Phone Localization Using Ambient Sound and Light

Martin Azizyan (Duke), Romit Roy Choudhury (Duke)

1. Goals

- ❖ **Mobile phone Apps need location:**
 - Location expresses relevance of information
 - E.g., Location-specific advertising, GeoTagging data, MicroBlog ...
- ❖ **Physical Localization unsuitable**
 - GPS accuracy around 30m
 - Cannot distinguish two adjacent contexts
 - E.g., Is user located in Starbucks, or adjacent RadioShack
 - Remarkable precision necessary to discern
 - Such precision unlikely on cheap phones
- ❖ **Localization needs to be logical**

Hypothesis

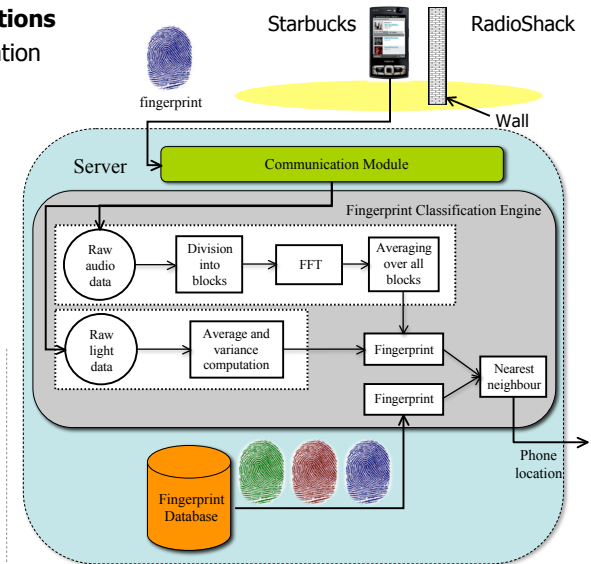
Its possible to localize phones by sensing ambient data such as sound, light, images, ...

2. Intuition

- ❖ **Proximate locations likely to have diversity in ambiances**
 - Not profitable to spatially cluster businesses with similar look & feel
 - Ambiance diversity available by design

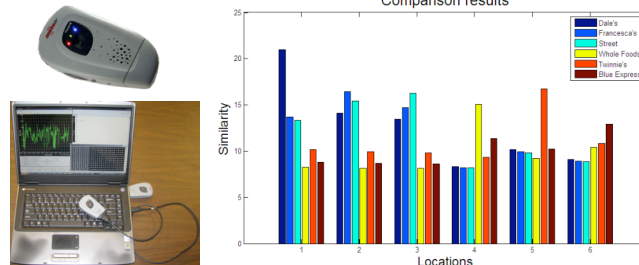
3. SurroundSense: Basic Idea, Architecture, Algorithms

- ❖ **Develop photo-acoustic fingerprint for different locations**
 - Fingerprint consists of sensed sound/light from user's location
 - A database of fingerprints stored on a server
- ❖ **Phone transmits sensed photo-acoustic fingerprints**
 - Client-server communication in real time
- ❖ **Phone location computed**
 - Using simple classification algorithms



4. Prototyping

- ❖ **We used Tmote notes on behalf of mobile phones**
 - Equipped with light sensor and microphone
- ❖ **Mobile phones expected to be more powerful**
 - Better audio sensing (Larger freq. range than 20-250hz)
 - Better light sensing with camera



Fingerprint matching works well in Duke Campus

5. Ongoing Work

- ❖ **Porting SurroundSense on Nokia N95s**
- ❖ **Sophisticated fingerprint generation**
 - Images, accelerometers, compasses, P2P ...
- ❖ **Energy implications**
- ❖ **Exhaustive training and testing**
 - Correlation to time of day, lighting, sub-store localization ...