



A Hidden Markov Model for Indoor Tracking Based on Bluetooth Fingerprinting and Grid Filtering

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ICA Commission on
Location Based Services



Outline

- Background
- Introduction of Fingerprint-based location
- Methods and Algorithms
- Experiments
- Conclusion

Background

➤ Indoor Pedestrian Navigation :

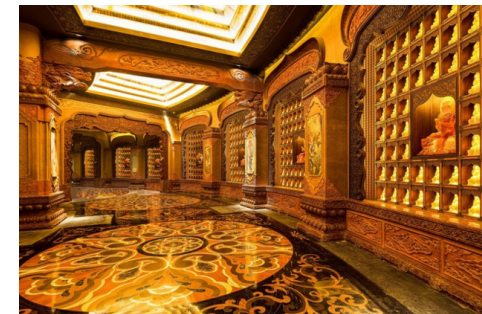
- Oriented "human "services
- Indoor High similar pedestrian
- The Complexity of indoor environment
- High demand of real-time



Train station



Museum



Tourist

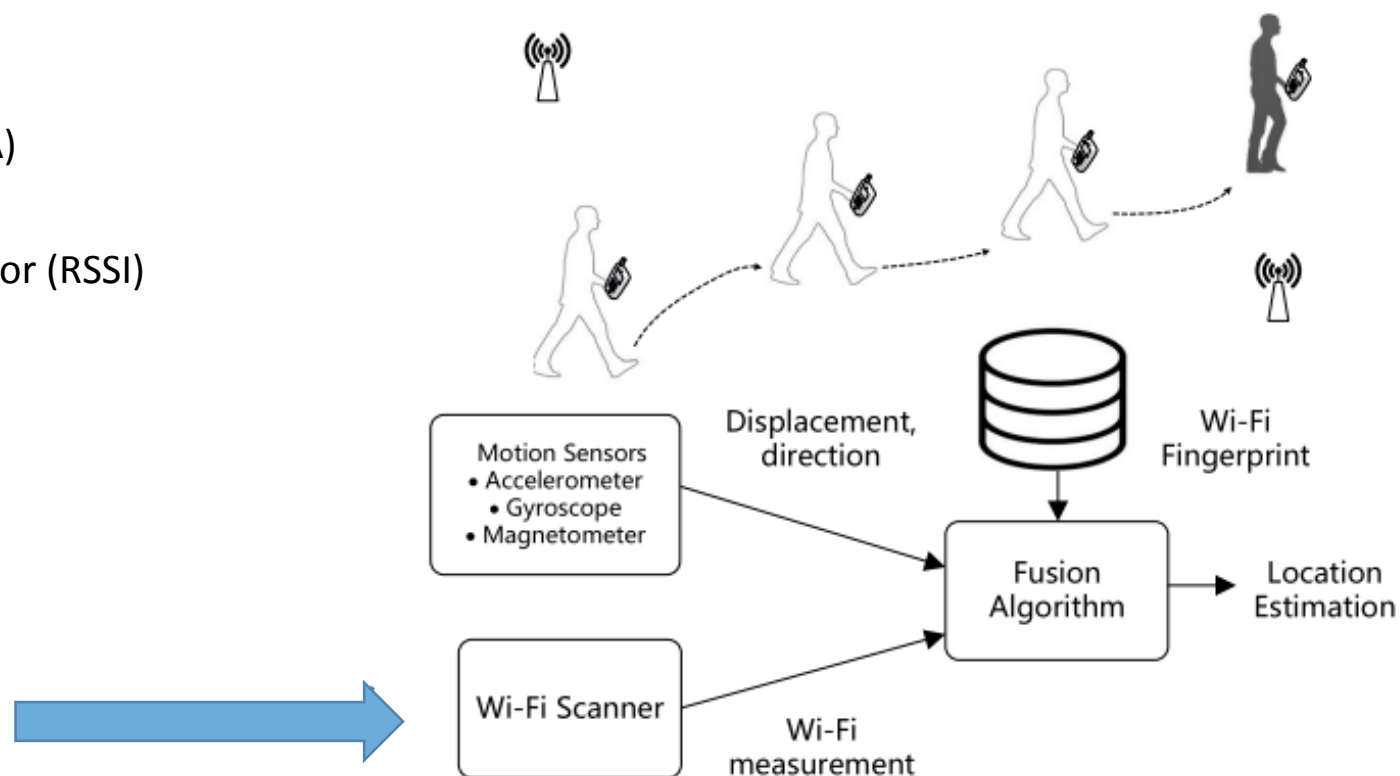
Techniques for Positioning/Location Tracking

◆ Measurement types

- Time of arrival (ToA)
- Time difference of arrival (TDoA)
- Angle of arrival (AoA)
- Received signal strength indicator (RSSI)

◆ Location estimation methods

- Cell of origin (CoO)
- Distance-based
e.g., trilateration
- Fingerprinting
e.g. pattern recognition



Challenge: the balance with the accuracy and efficiency

Introduction of Fingerprint-based Location



- Fingerprint method is RSS-based localization

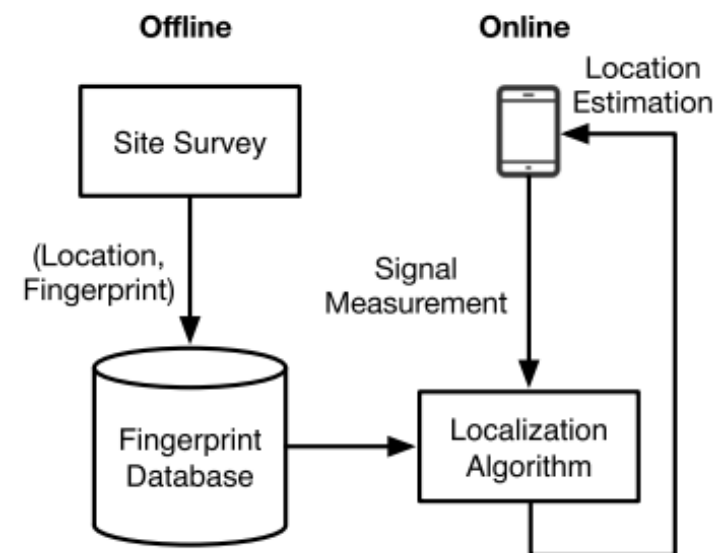
■ **Probabilistic**, e.g.,

➤ **Bayesian** $(x|y) = p(y|x)p(x)/p(y)$

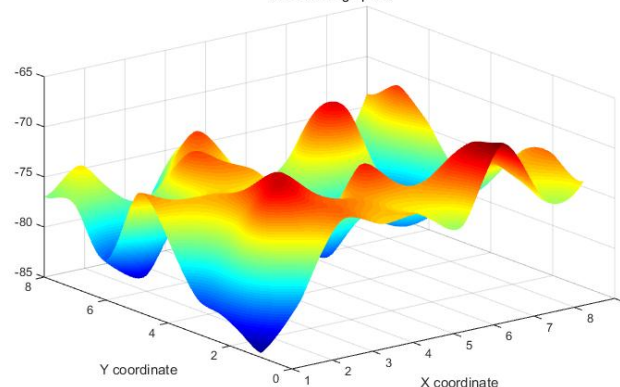
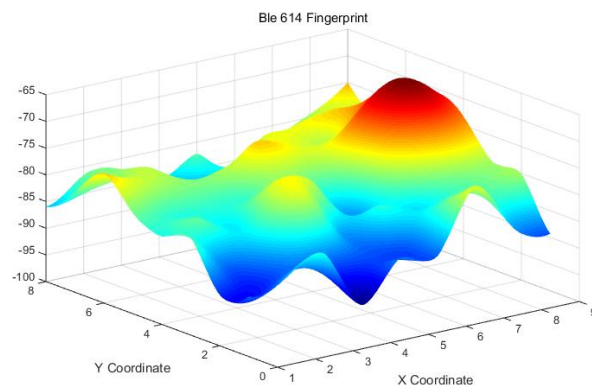
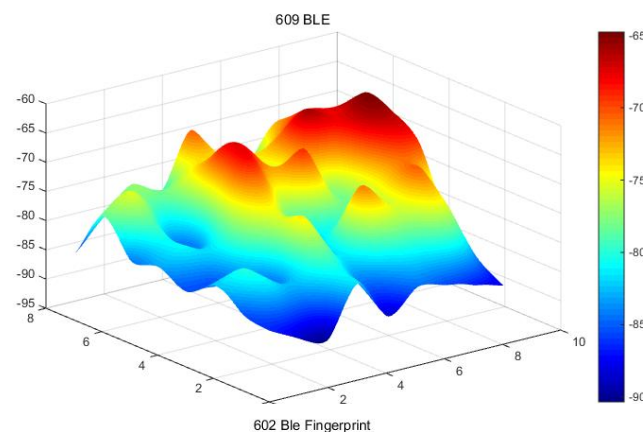
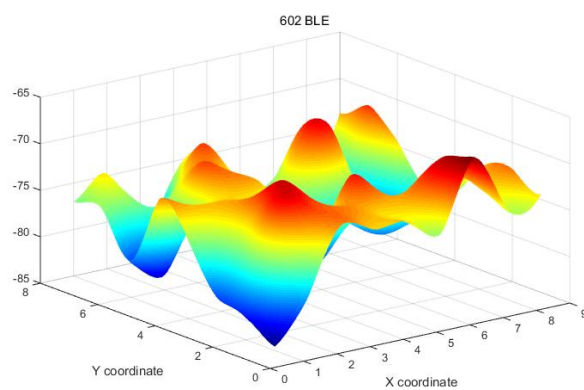
■ **Deterministic**, e.g.,

➤ **Nearest Neighbor**

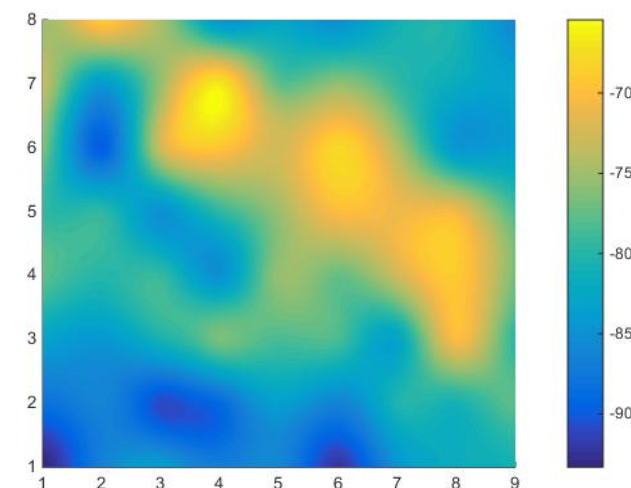
$$\text{Min } \delta = \sqrt{\sum_{i=1}^n (S_i - S_{mi})^2}$$



Bluetooth Fingerprint similarity



Bluetooth Fingerprint



Signal similarity



Spatial similarity

◆ Signals may have a high similarity in certain regions due to the refraction and diffraction of the signal

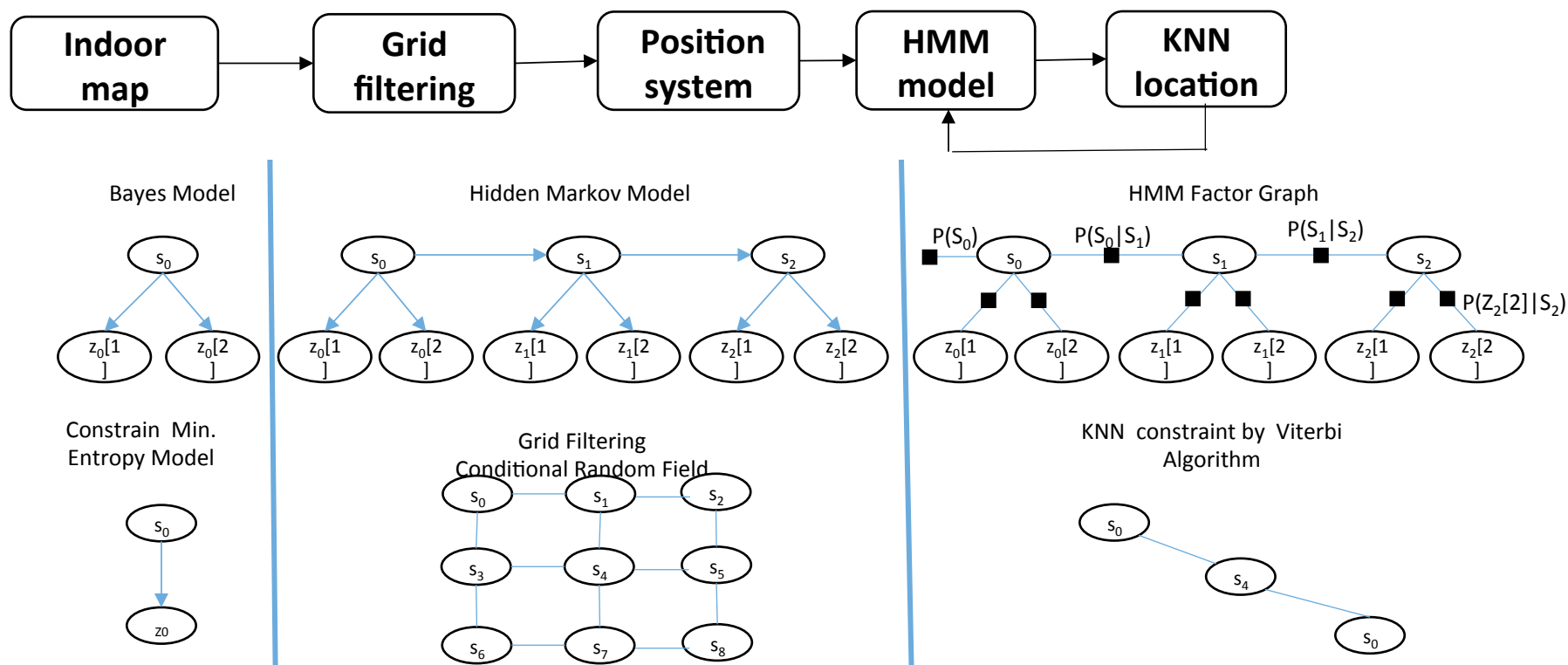
Brief review

Category	authors	Location Algorithm	Details
MOTION-ASSISTED	A. Rai, K. K. Chintalapudi(2012)	Particle Filter	Simple step detection can be based on peak detection or zero crossing of acceleration readings.
	W. Sun(2014)	Graph-fusion	Simplify the indoor map model ,get high accuracy for narrow corridors.
<i>Temporal patterns</i>	Y. Kim, H. Shin,(2012)	Walking direction	Use the Rssi peak in a temporal sequence get 2M accuracy in corridor.
	H. Wang <i>et al.</i> (2012)	Fingerprint	Through Wifi landmark
Fusion sensors	Z. Yang, X. Feng,(2014)	<i>Kalman filter</i>	some advanced and efficient models between wireless signals and motion to locate the target
Map information	Z. Xiao, H. Wen, A. Markham(2014)	Map Craft	Use the Step counts and heading direction, but rely on large training data
HMM	Jingbin Liu(2014)	Bayesian	Use the HMM and Viterbi to increase the accuracy in cooridors which is about 2M

Our Approach for fingerprint

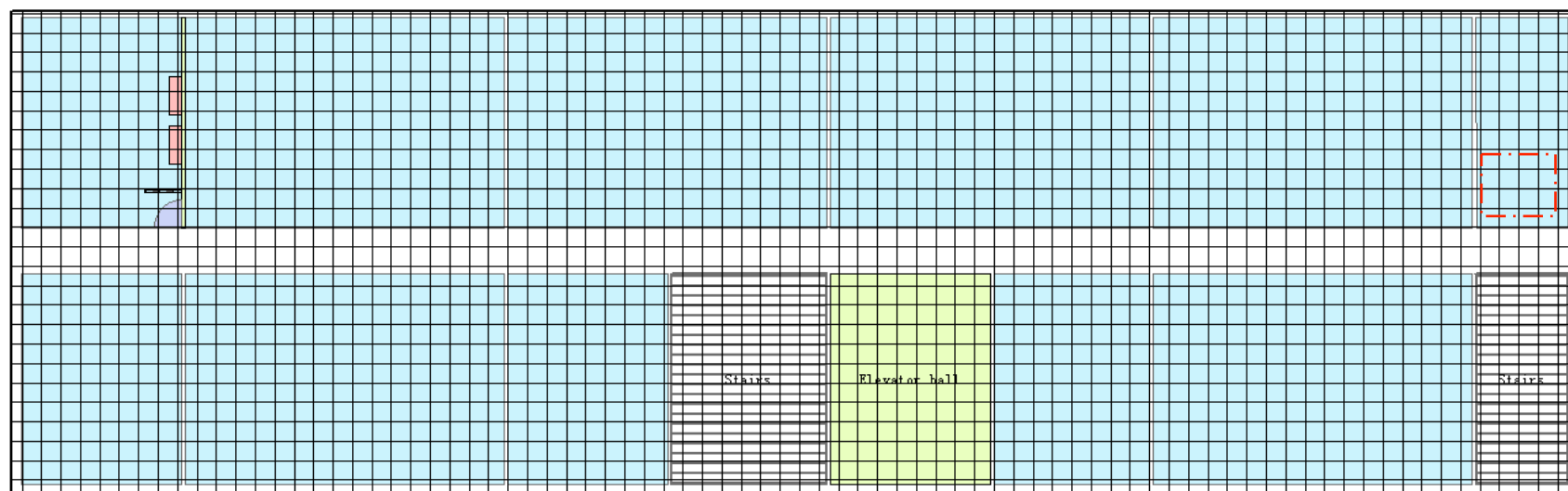
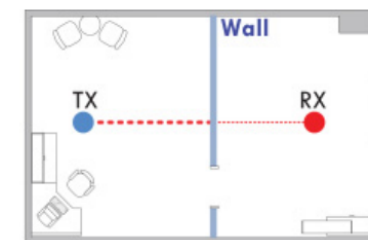
For improving location accuracy and reduce the calculating-time and complexity of fingerprinting

Combine the Bayesian and Nearest Neighbor ,Use the map information and grid filtering ,give map constrains and update the HMM model.



Principle of the New Algorithm (1)

- ◆ grid filtering
- distance
- accessibility
- topology



A1	A2	A3
A4	A0	A5
A6	A7	A8

Principle of the New Algorithm (2)

1. $S = \{S_1, S_2, S_3, \dots, S_N\}$ characterized

2. $O = \{O_1, O_2, O_3, \dots, O_T\}$

3. $A = a_{ij} = P[q_{t+1} = S_j | q_t = S_i], 1 \leq i, j \leq N$

4. $\pi = \{\pi_i\} \pi_i = P[q_1 = S_i]. \quad q=1$

5. $V = \{v_1, v_2, v_3, \dots, v_M\}$

6. $B = \{b_j(k) \text{ at } t | q_t = S_j\}, 1 \leq j \leq N, 1 \leq k \leq M.$

- S is the set of possible state, is the set of possible states, where a state in grid.
- A is the state transition probability distribution between states i and j ,
- O is a sequence of observations,
- π is the initial state probability distribution,
- V is the set of possible observation symbols,
- B is the observation symbol probability distribution in state j

$[a_{11} \dots a_{1j} \dots a_{1N}]$

O_1									
O_2									
O_3									
O_4									
O_5									
O_6									
	1	2	3	9	t-1			

Viterbi Algorithm

Viterbi Algorithm determining the most likely path.

1. Initialization

$$\delta_1(i) = \pi_i b_j(O_1), 1 \leq i \leq N$$

$$\varphi_1(i) = 0$$

2. Recursion

$$\delta_t(j) = \max_{1 \leq i \leq N} [\delta_{t-1}(i) a_{ij}] b_j(O_t), \quad 1 \leq t \leq T, 1 \leq j \leq N$$

$$\varphi_t(j) = \operatorname{argmax}_{1 \leq i \leq N} [\delta_{t-1}(i) a_{ij}], \quad 2 \leq t \leq T, 1 \leq j \leq N$$



$$\delta_T(j) = \max_{1 \leq i \leq N} [\delta_{T-1}(i) a_{ij}] b_j(O_T), \quad 1 \leq j \leq N$$

$$\varphi_T(j) = \operatorname{argmax}_{1 \leq i \leq N} [\delta_{T-1}(i) a_{ij}], \quad 1 \leq j \leq N$$

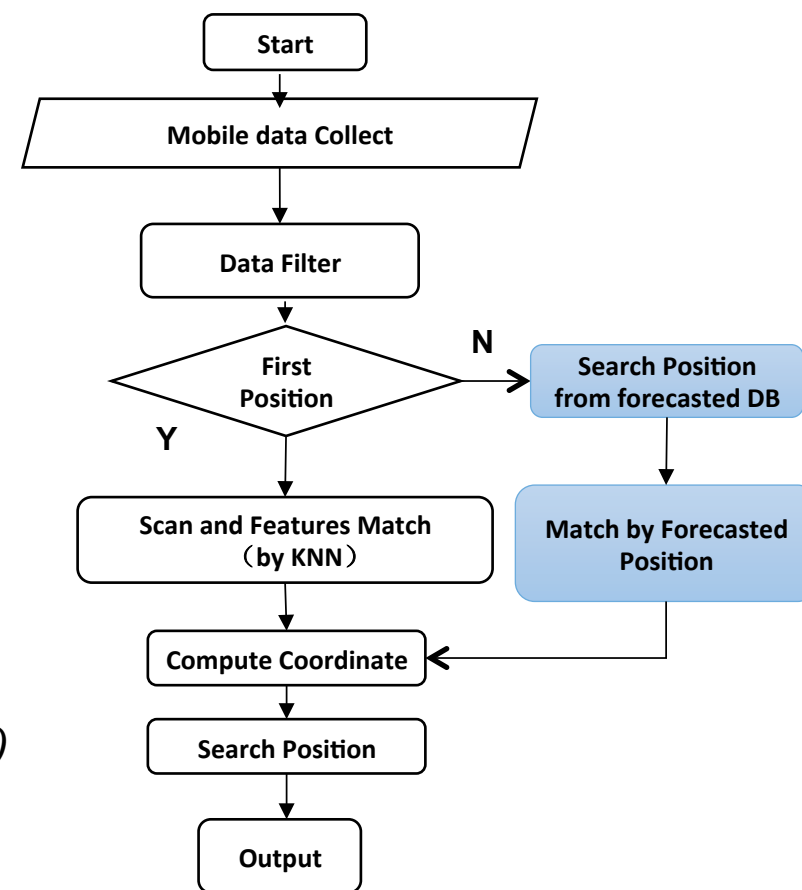
Principle of the New Algorithm (3)

1. According to the last point, query prediction point knowledge base,
2. **Matching** fingerprint database, get the positioning results.

N=Estimate.length, usually below 9.

3. With the update the position data, the HMM model would change

$$\operatorname{argmin}_{\gamma \in \Omega} (l=1/n \sqrt{\sum_{i=1}^n w_i^2 (s_{l+1-i} - s_{l-r+1-i})^2})$$



Experiment

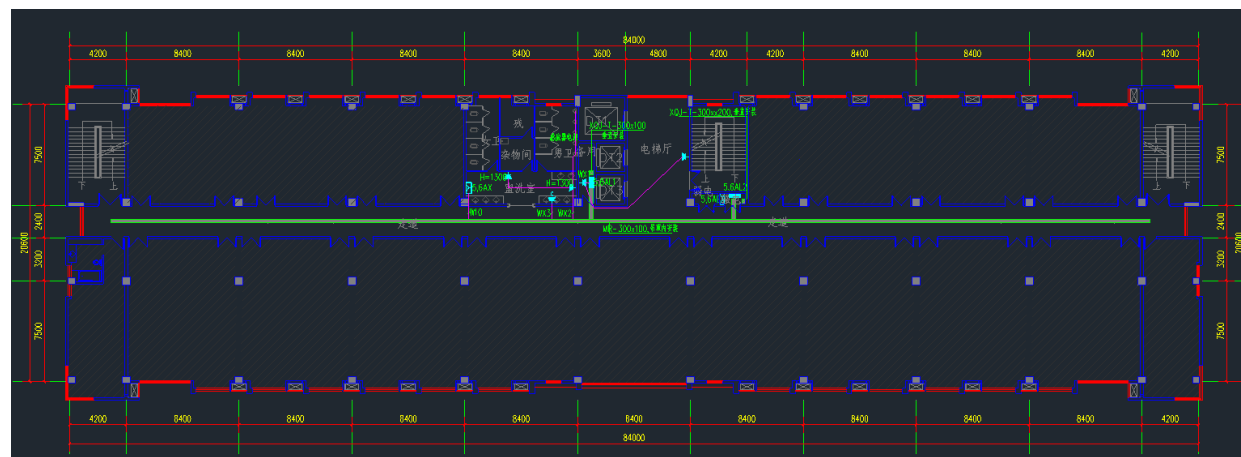
On 6 floor, at JinGang
Science Park No. 4
Using mobile phone S5
and ibeacons equipment.

Plan one:

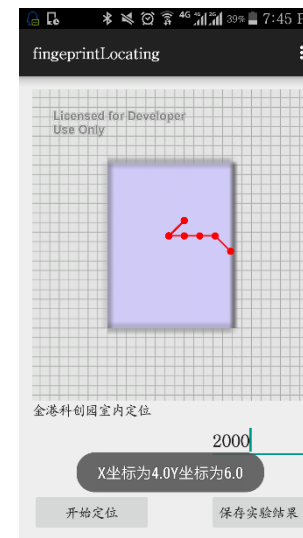
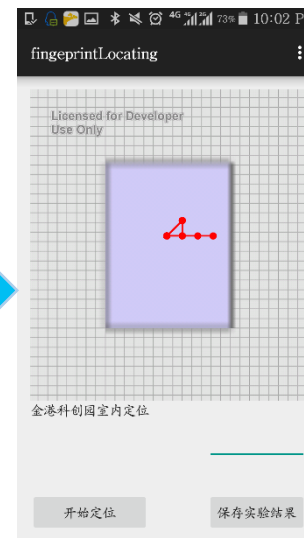
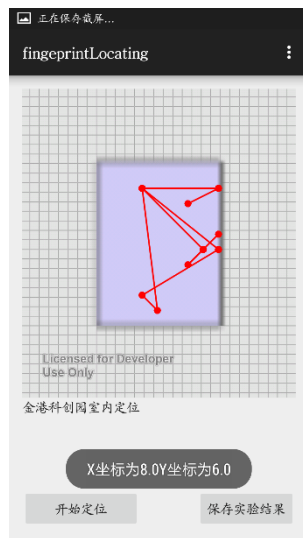
using KNN algorithm
for open areas

Plan two:

Using HMM+Grid+KNN
algorithm for rooms

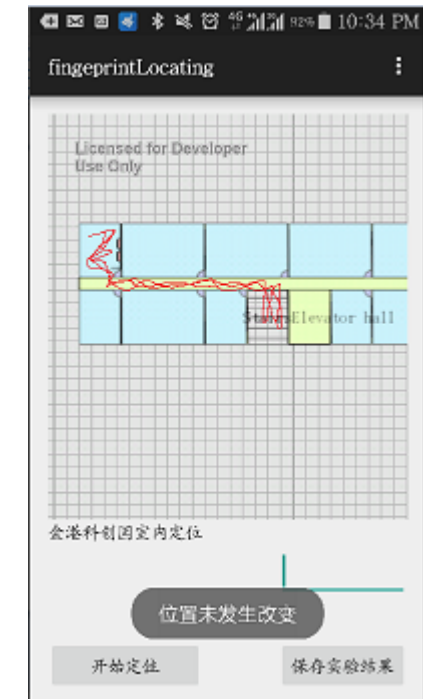


Analysis of results



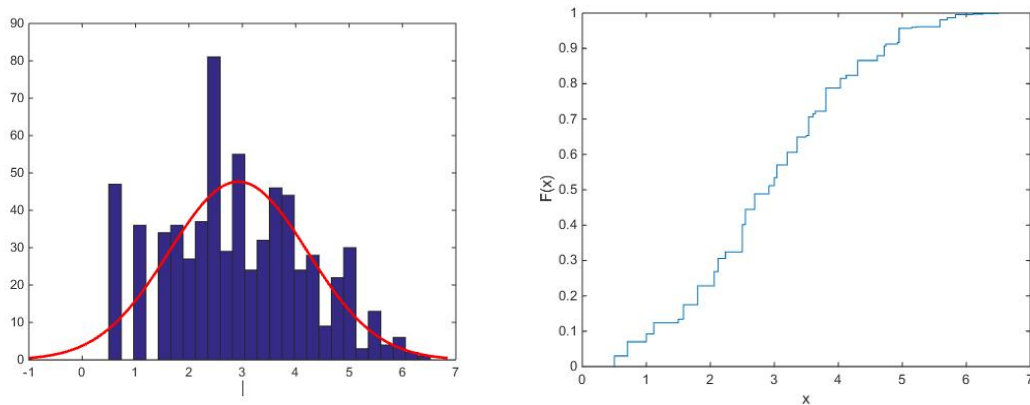
- KNN method

Our method

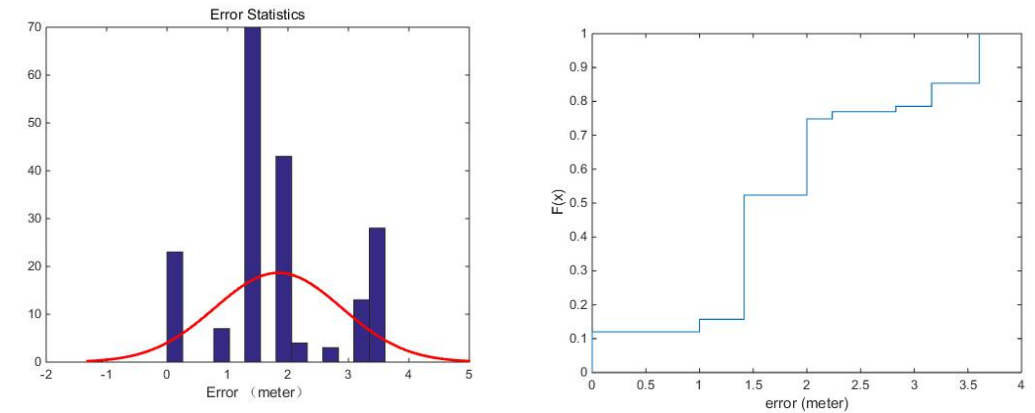


Analysis of results

KNN accuracy error



Our approach accuracy error



Positioning Method	Accuracy/m	Time/s
KNN	2.95	3.1
HMM-grid-knn	2.15	1.1

Conclusions

- This paper proposes a Hidden Markov Model for indoor position with grid filtering that can use in the open area. The experiment proved the improvement of accuracy and stability on indoor location.
- The first point go wrong would not affect seriously. It would move toward the right direction.

Future work

- Need more tracks and big data to train the HMM.
- Use the combination of ibeacon and pdr algorithm.

Thank you!
Welcome question!

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My paper is supported by the National Science Foundation of China(General Program).Grant No.41571382

