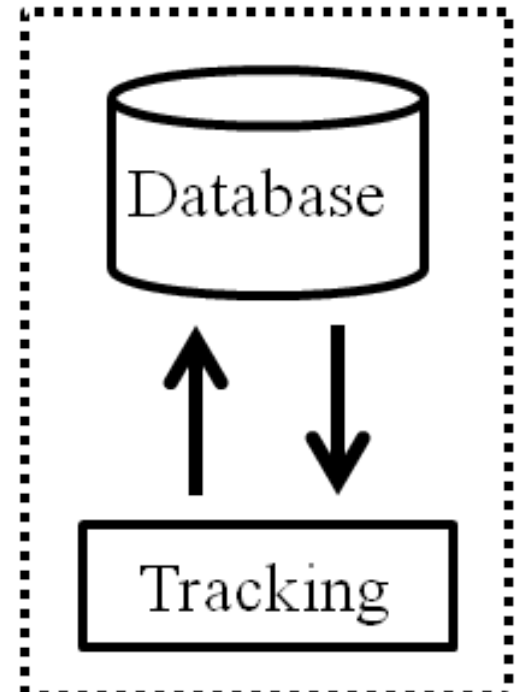


# Indoor Localization Supporting Smartphone Advertising

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## System Overview

ARTAS  
Adaptive Real-Time Advertising Server



$n_i$  = Anchor node  
 $t_i$  = Target tag  
 $c_i$  = Customer  
 $X$  = Item  
 $\mathbf{p}$  = Position vector  
 $\mathbf{v}$  = Velocity vector

$\mathbf{p}(x, y, z, t)$   
Clicked advertisements

Advertisements

Retail Store

Ultra-wideband (UWB) hardware  
from OpenRTLS

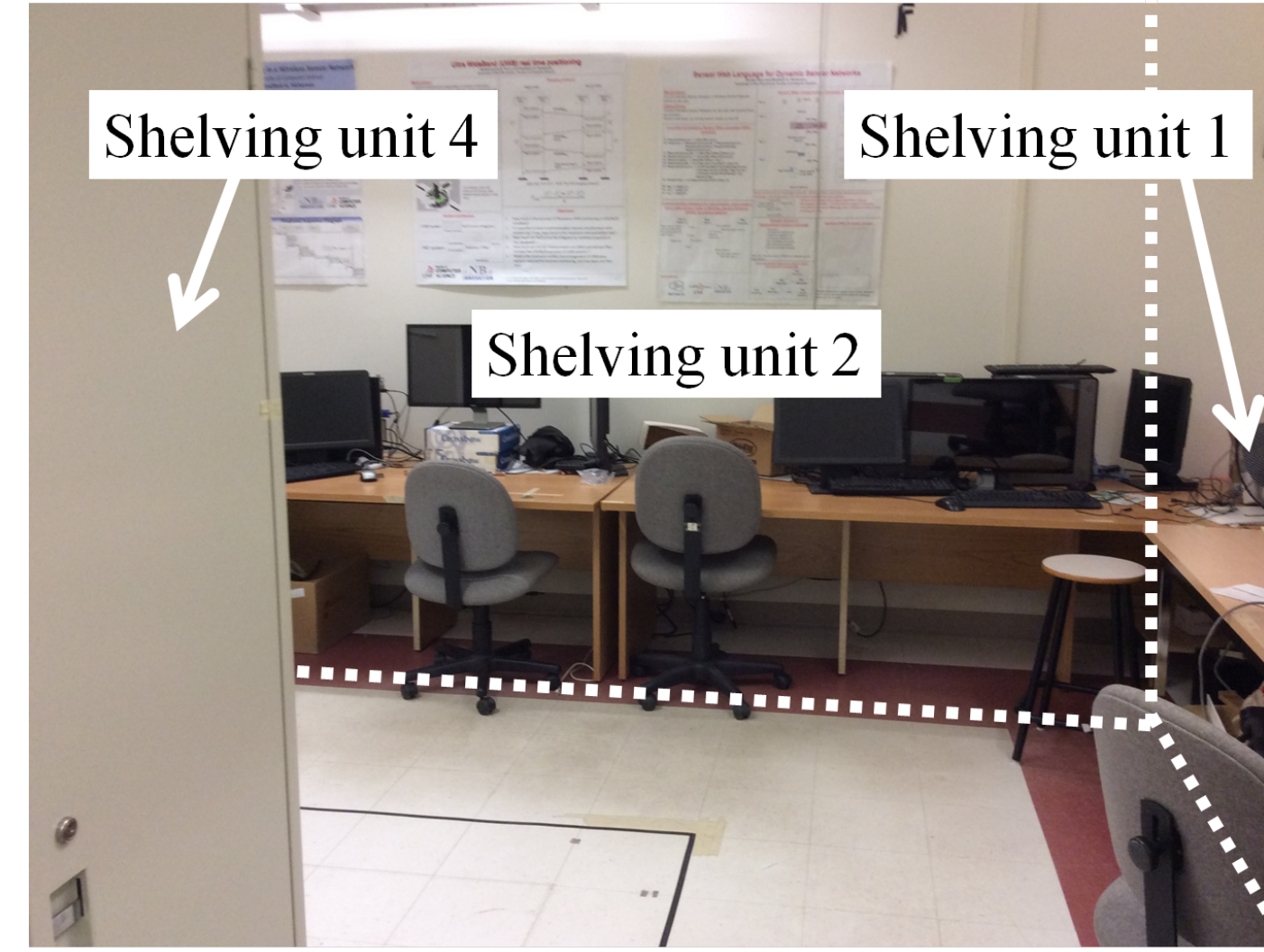


- 3 anchor nodes
- 1 master anchor node
- 1 tag

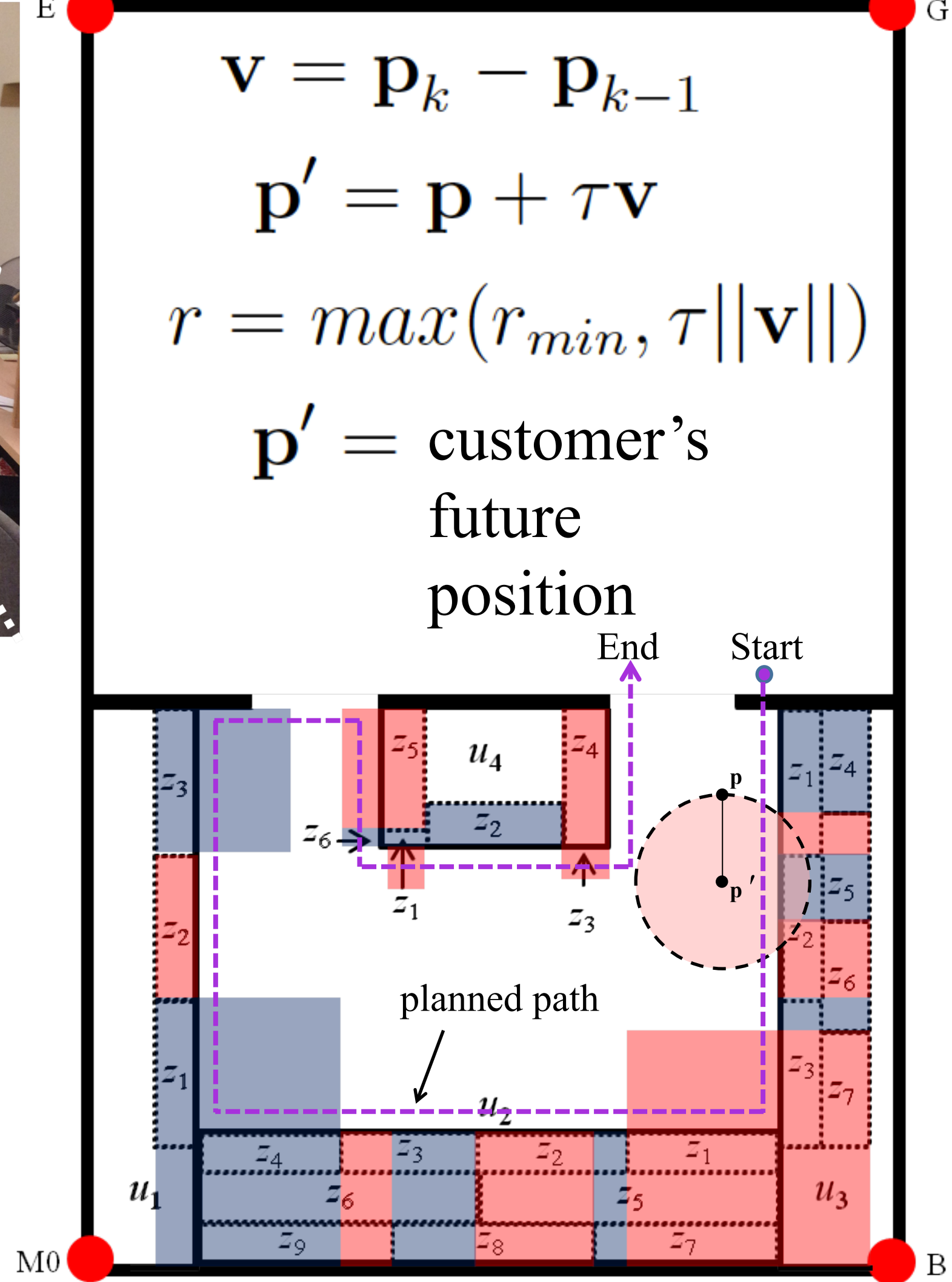
$$S = \frac{\sum_{i=1}^N s_i}{N} = \frac{\sum_{i=1}^N \frac{T+0.5R}{M}}{N}, \quad \bar{S} = \frac{\sum_{i=1}^n S_i}{n}$$

- Advertising score  $S$  measures the number of advertisements correctly ranked ( $S \in [0, 1]$ )
- $T$  is the number of times all advertisements from a zone  $z_i$  were top ranked when the a simulated customer is nearest to zone  $z_i$
- $R$  is the number of times at least half of all advertisements were ranked when near a zone
- $M$  is number of advertisements sent to the customer near a zone
- $N$  is the number of overlapping zones (18 in the experiment)
- $\bar{S}$  is the average  $S$  in one or more experiments
- $n$  is the number of test cases: 16 for a single experiment, 32 for LOS and NLOS, or 64 for all experiments

## Experiment

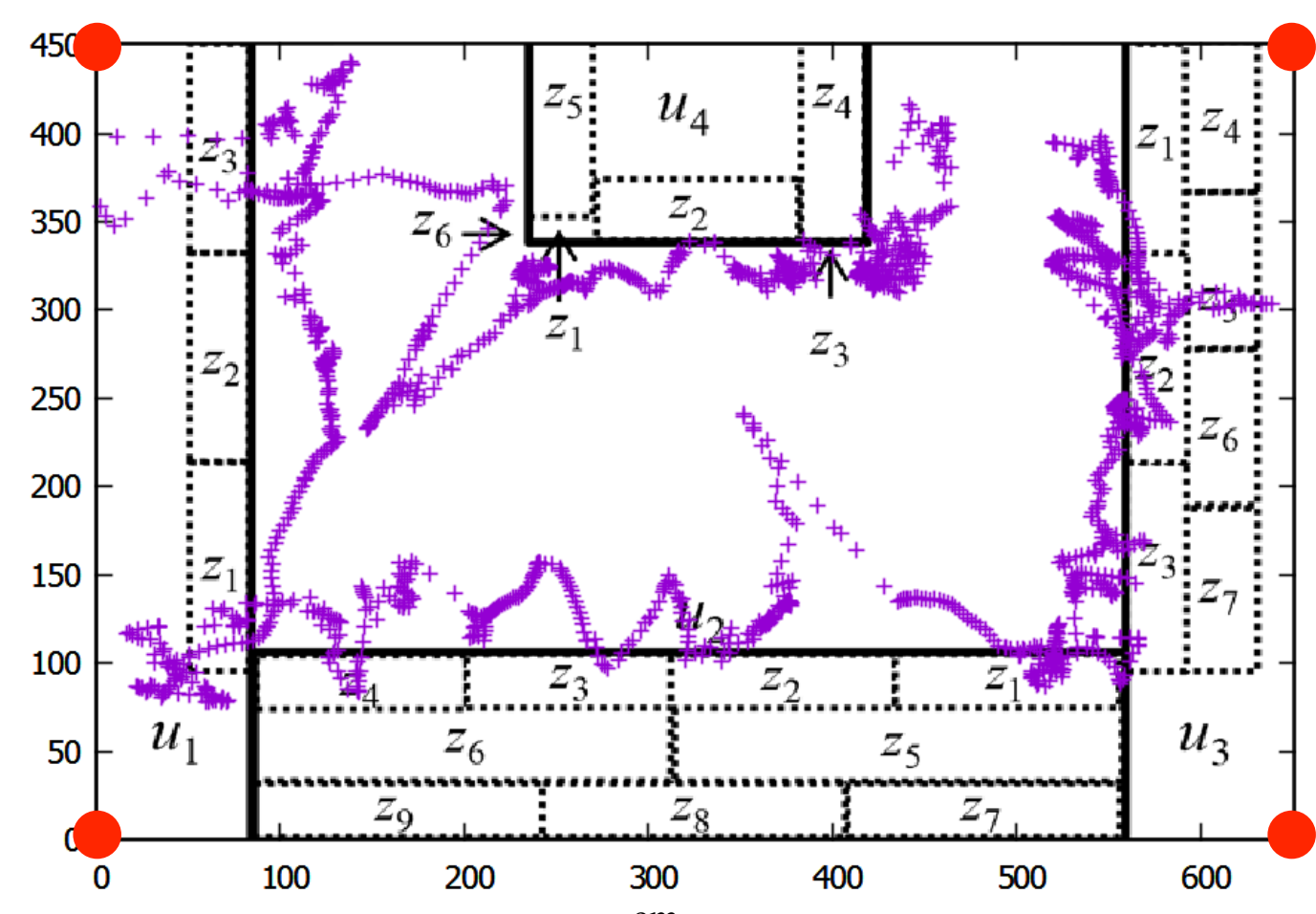


- UNB Computer Science IB214
- 4 simulated shelving units, 25 zones
- 57 items, 26 advertisements

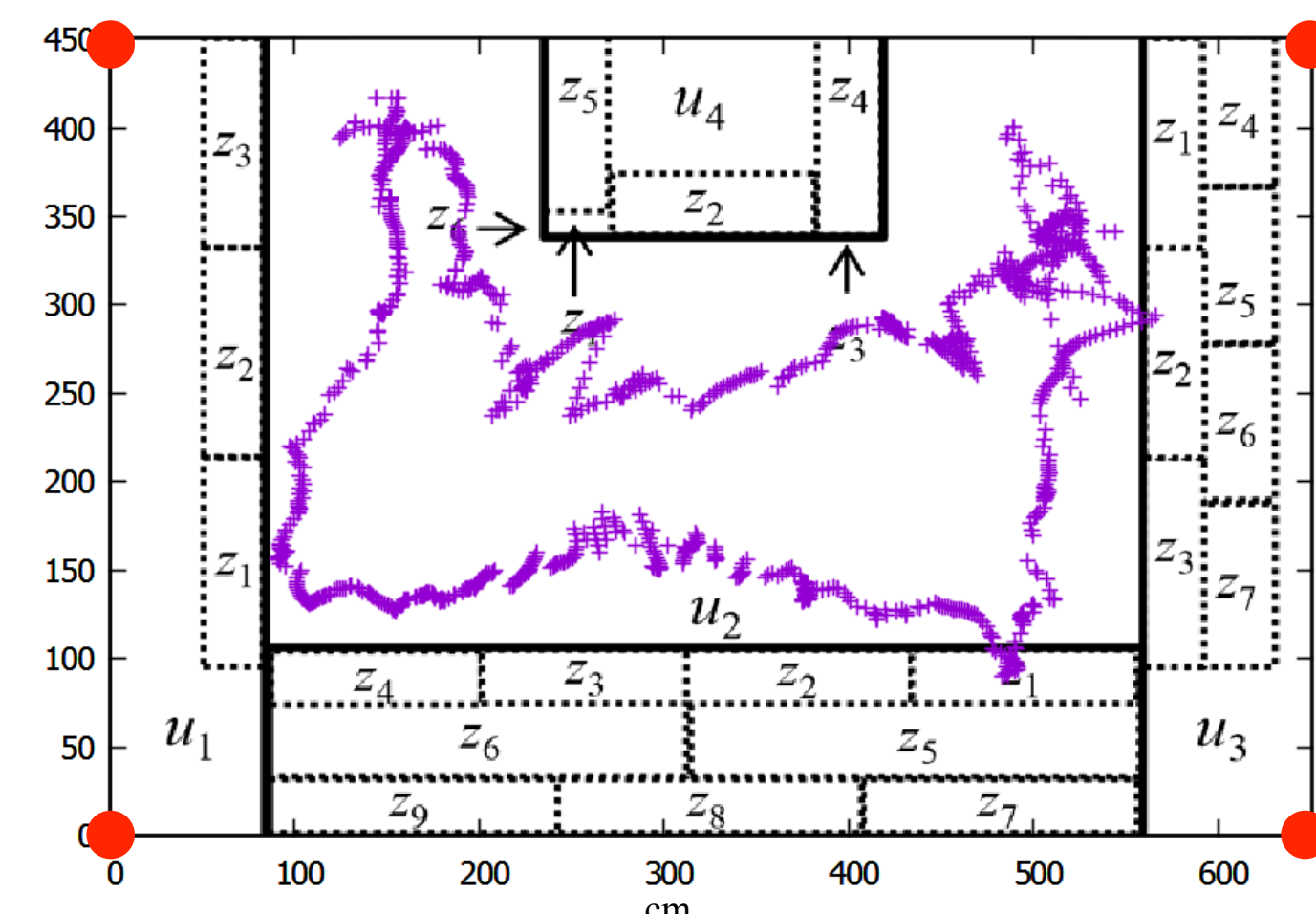


Non-line-of-sight (NLOS) setup with 4 anchor nodes showing 18 overlapping zones arising from 25 advertising zones in the simulated store

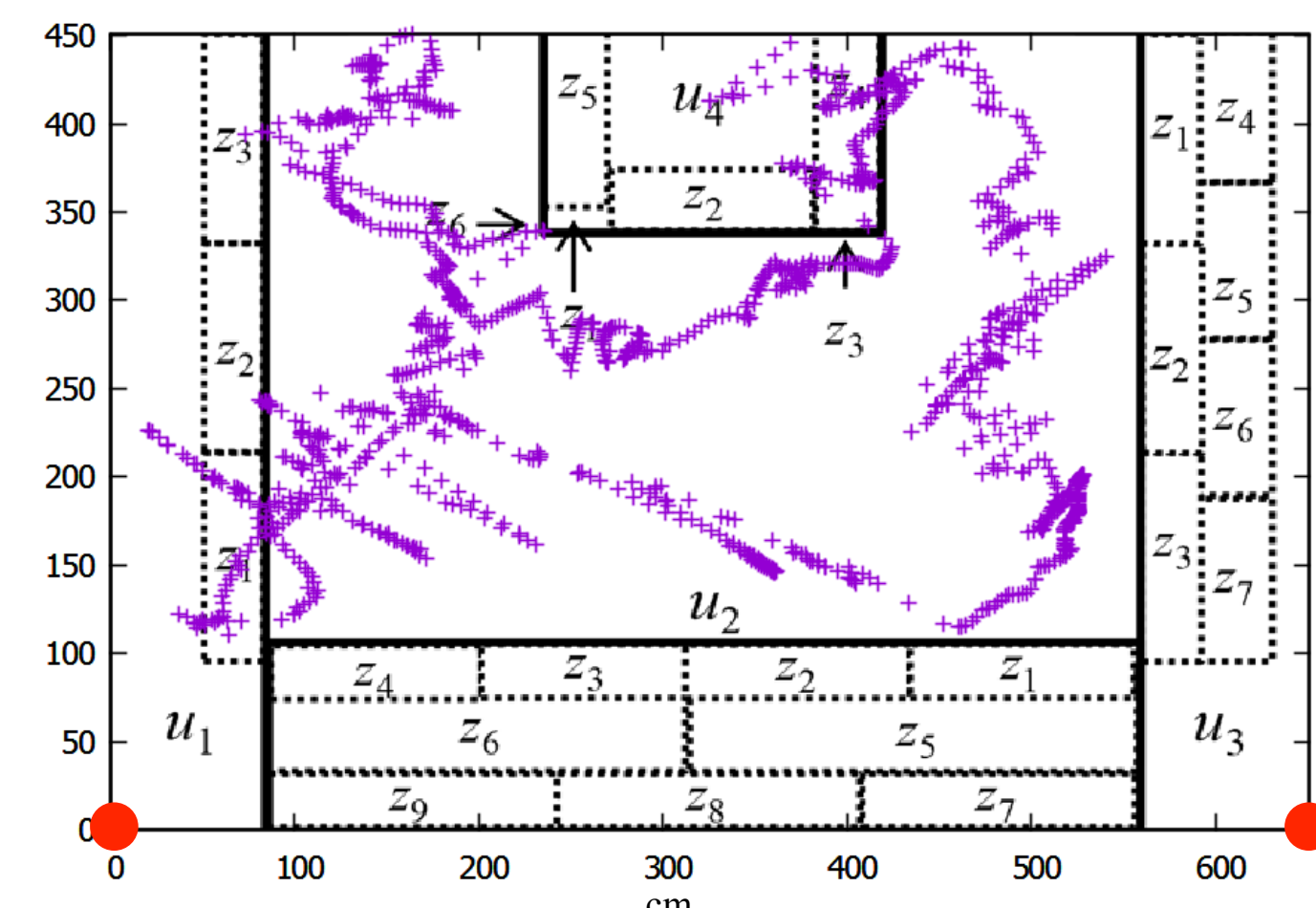
## Simulated Store Results



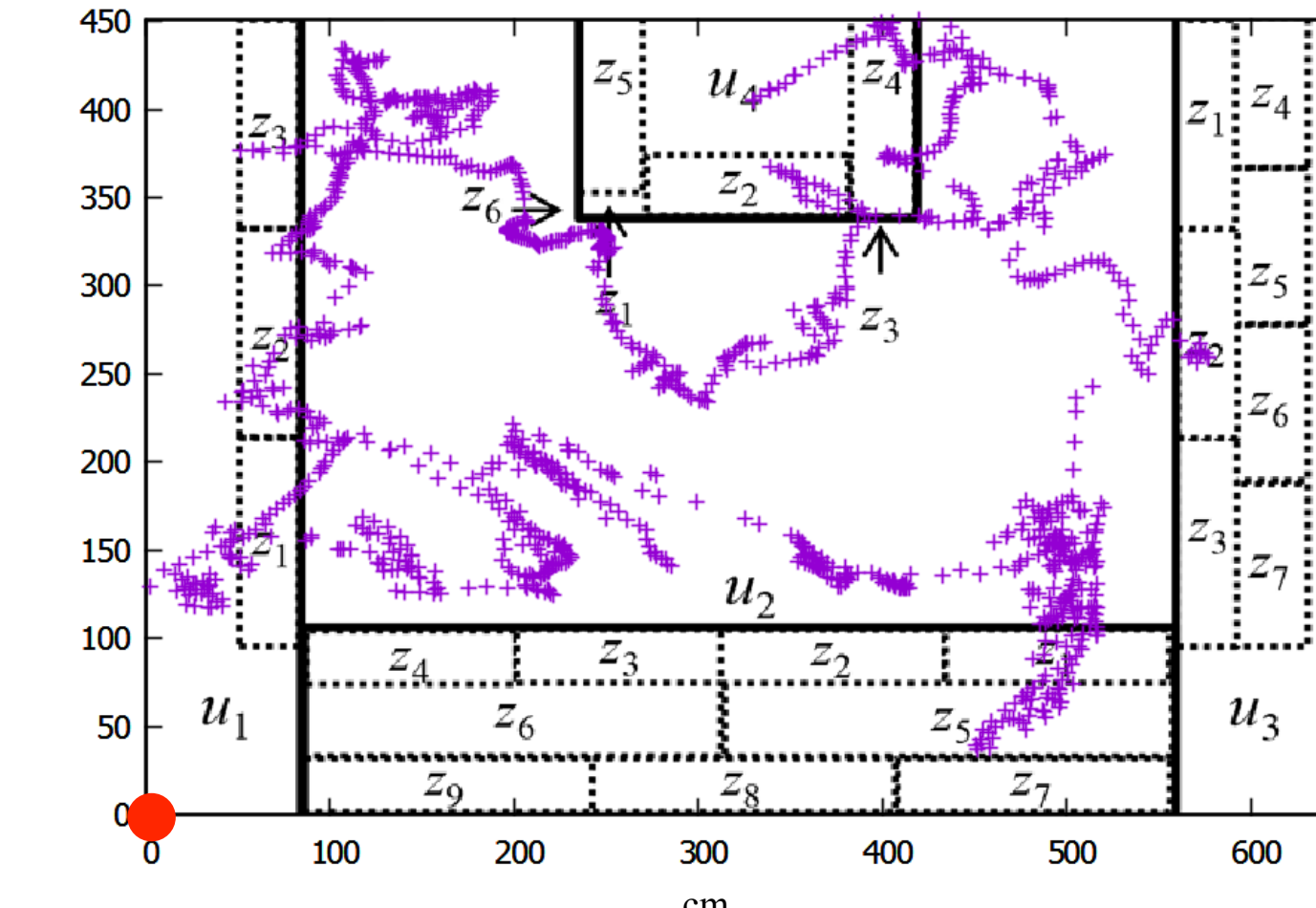
Experiment 1 (LOS)



Experiment 2 (LOS)



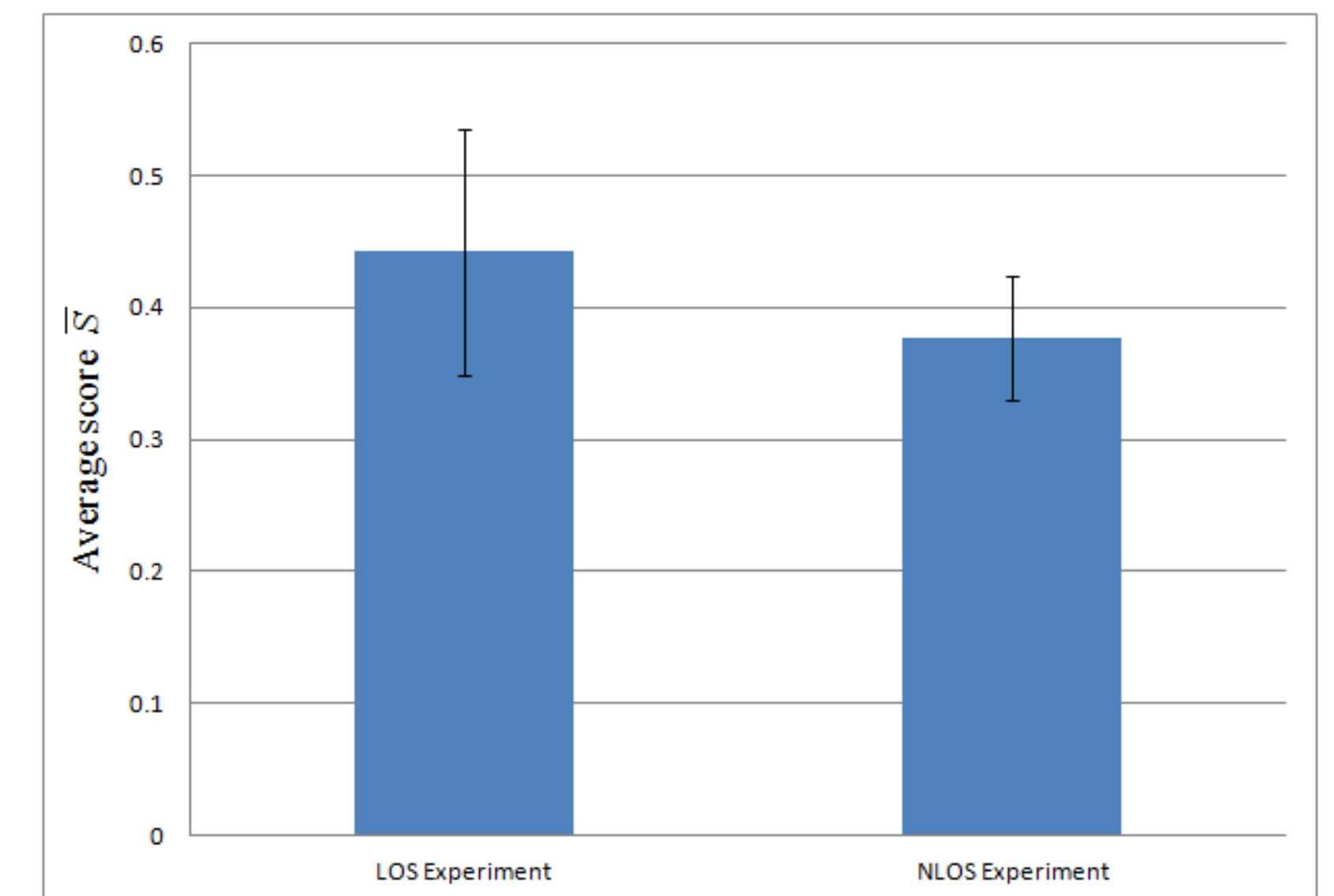
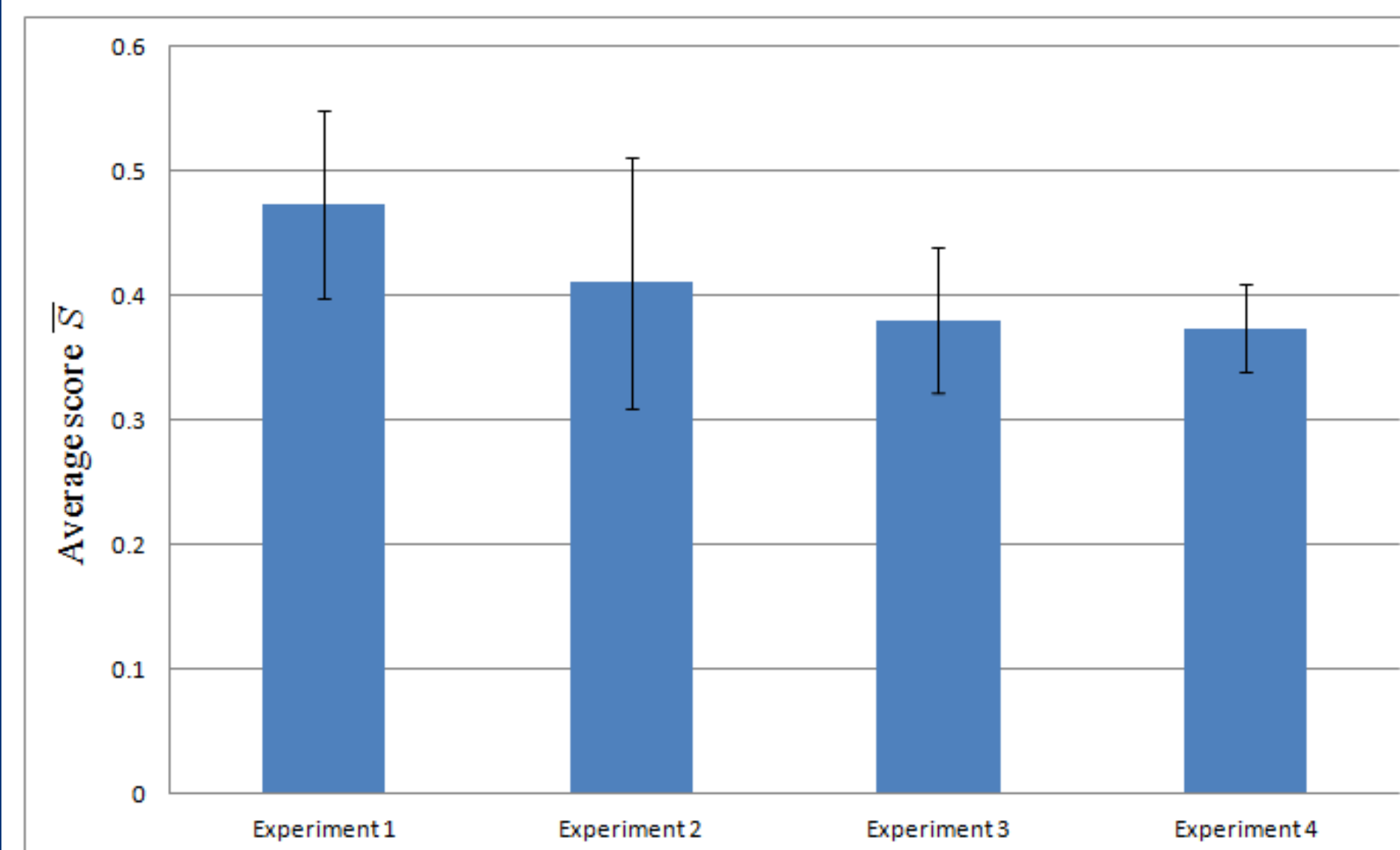
Experiment 3 (NLOS)



Experiment 4 (NLOS)

- Position estimates for line-of-sight (LOS) experiments (1 and 2) and non-line-of-sight (NLOS) experiments (3 and 4)

## Conclusions



Experiment	$\bar{S}$ with current zones	$\bar{S}$ with current and next zones
1	0.473808363	0.610741116
2	0.410399146	0.564978273
3	0.380403349	0.468347866
4	0.373495182	0.424841859
LOS	0.442103754	0.587859694
NLOS	0.376949266	0.446594862
All	0.40952651	0.517227278

- Difference of means statistical test showed LOS and NLOS experiments are statistically different at 99% confidence level
- In a LOS environment correct advertisements are top ranked 44.4% to 48.6% of the time using position update rate  $\alpha = 0.1$  seconds, advertisement update rate  $\beta = 1$  second, advertisement delay  $\omega = 0$  seconds, time scale factor  $\tau = 1$  second, and minimum radius  $r_{\min} = 50$  cm.
- In a NLOS environment correct advertisements are top ranked 33.3% to 35.7% of the time using  $\alpha = 0.5$ ,  $\beta = 1$ ,  $\omega = 0$ ,  $\tau = 2$ , and  $r_{\min} = 50$
- Counting advertisements from current and next zones increases average advertising score  $\bar{S}$  by 0.108 (26.3%)