User Interaction: Intro to Location

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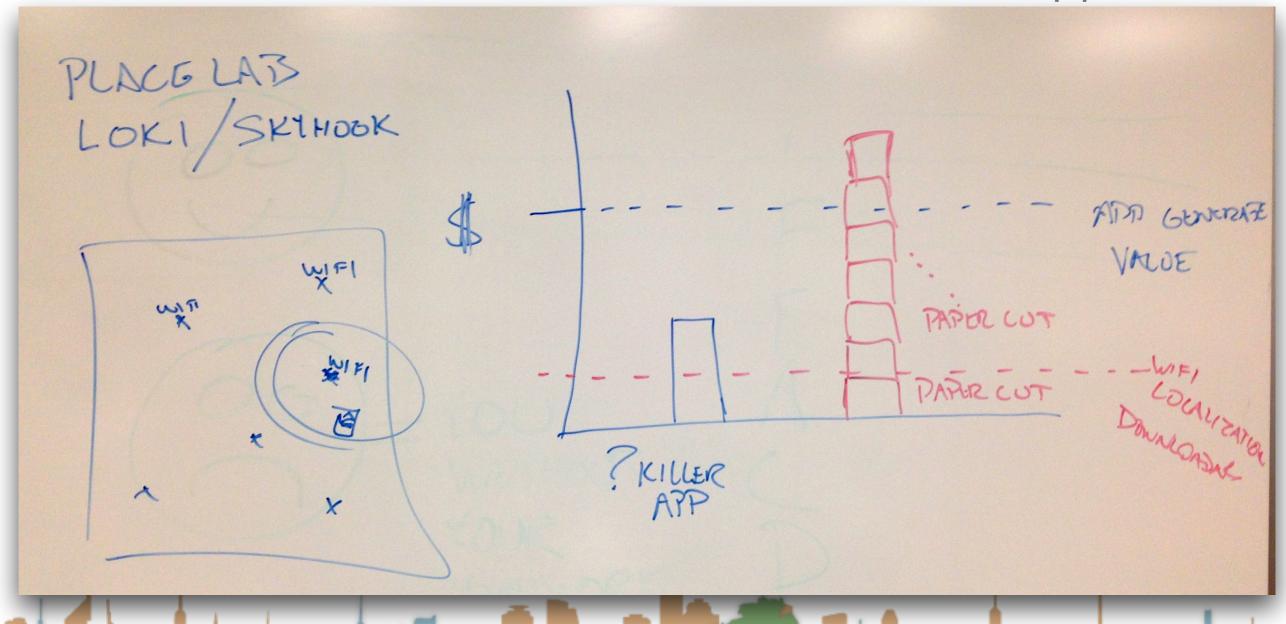


Computing with Location

- Navigation
- Global Location
 - All things GPS
- Model-based localization vs. fingerprinting
 - Localization beyond GPS
- Beyond localization
 - Nomatic*IM context



The value of location vs the value of the killer app



Tools for Navigation

- Navigation Tools
 - Clocks
 - Odometer
 - Electronic Aids
 - Radio navigation aids
 - ground-based
 - space-based







Tools for Navigation

- Who calculates position?
 - User
 - 3rd party
- What's the impact?





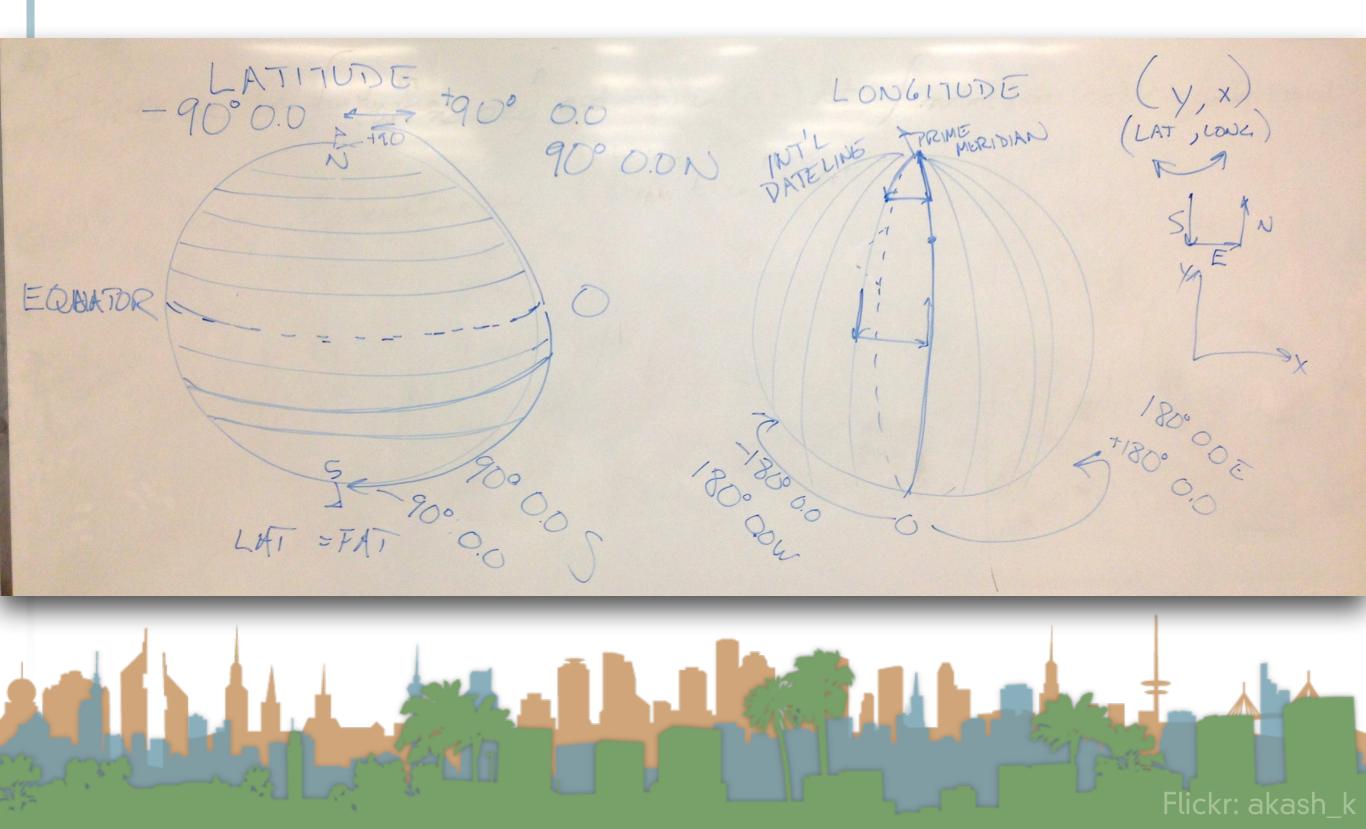
- Latitude and Longitude
 - What are they?
 - Datum

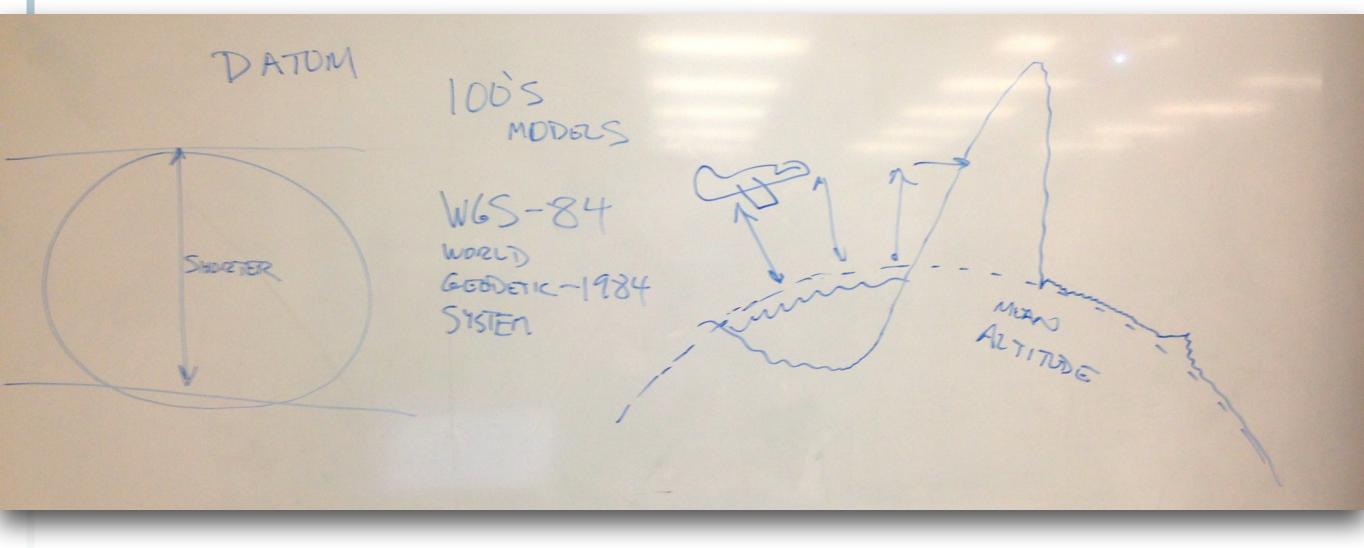




- Describe Lat, Long
 - (x,y)
- Datum
 - mean
 - earth models



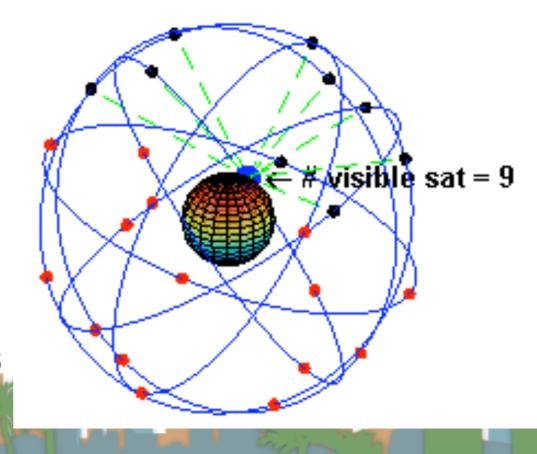






- Current GPS
 - Fully operational
 - accurate, continuous, global 3-D position and velocity
 - also distributes universal coordinated time
 - 24 original satellites
 - 6 orbital places
 - 4 satellites per plane
 - not geosynchronous
 - world-wide monitoring stations





- Current GPS
 - Based on
 - Time Of Arrival (TOA) of radio signal
 - knowledge of satellite orbits
 - Satellites have atomic clocks on board
 - 2 frequencies
 - L1 1575.42 MHz
 - L2 1227.6 MHz

- Current GPS
 - Broadcasts
 - Time of transmission
 - Ephemeris: Precise satellite orbital info
 - Almanac: System health info, rough orbital info for all satellites



- Current GPS
 - Receiver requirements
 - Must have local clock
 - 3-D position requires four satellites
 - four unknowns (what are they?)
 - time or height reduces this



- Basic concept is based on the foghorn paradigm
 - but in 3-D



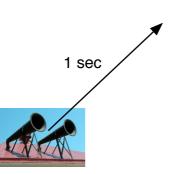
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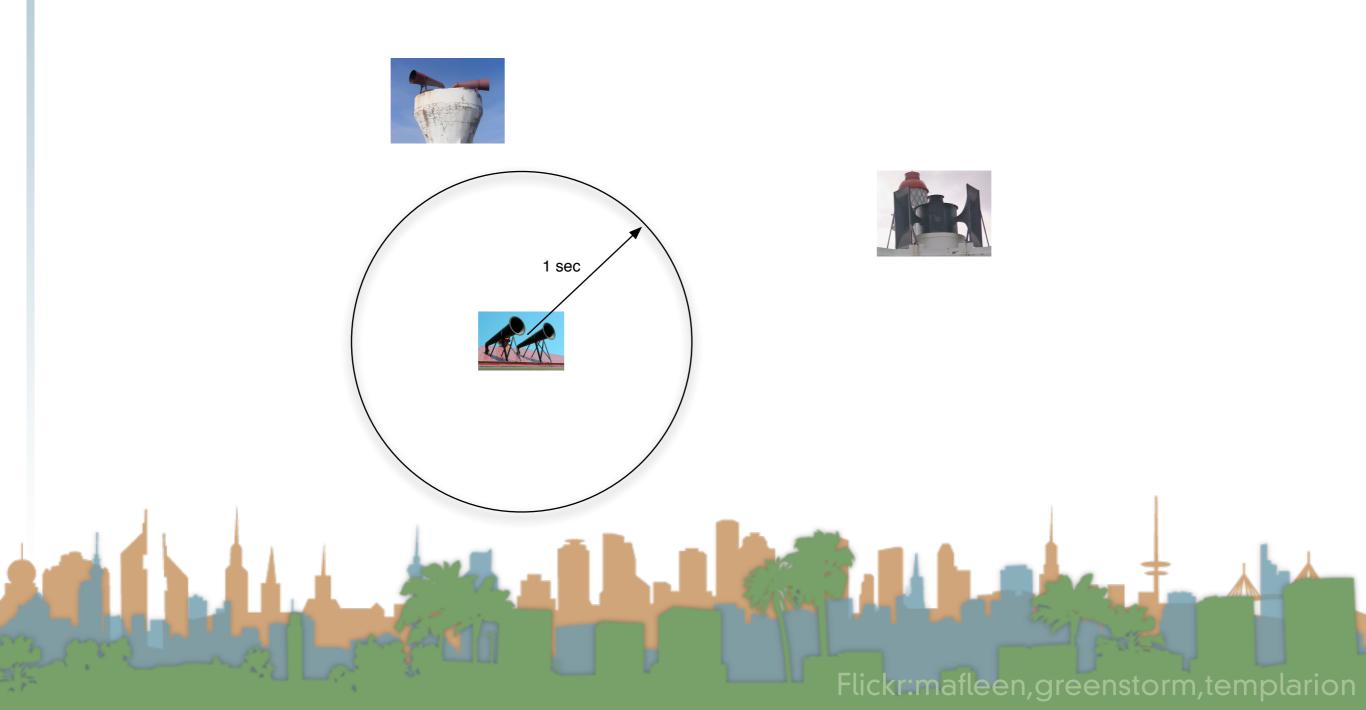


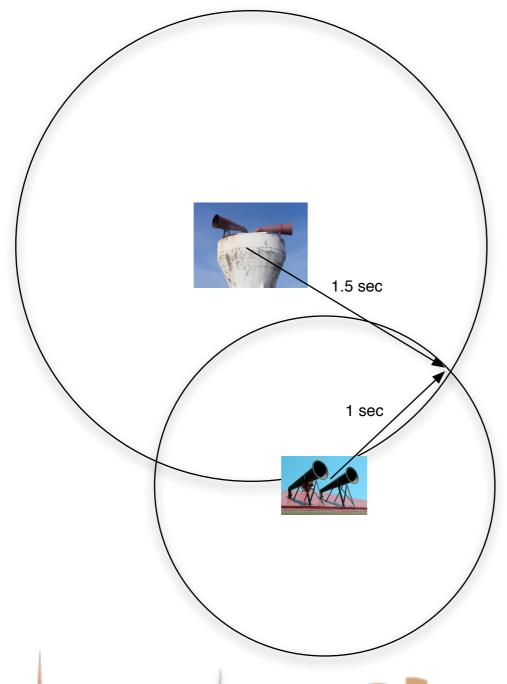




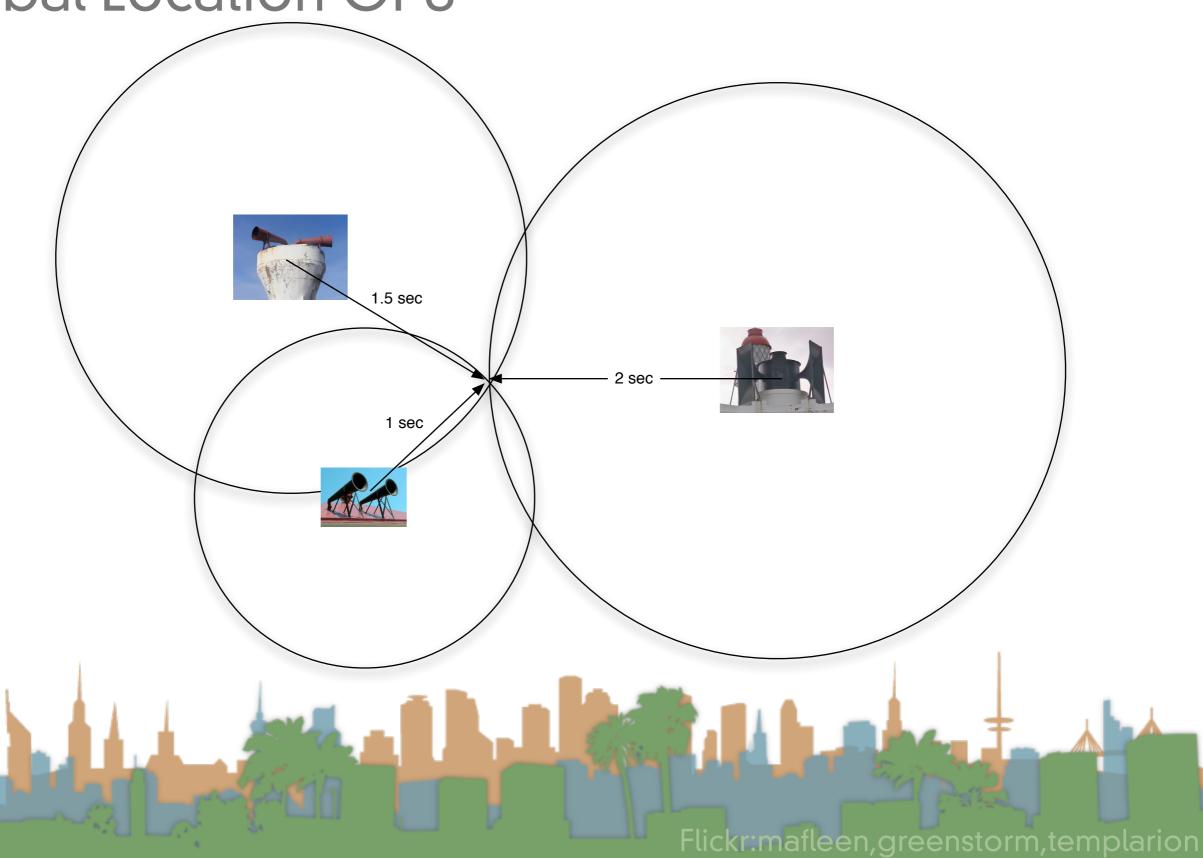






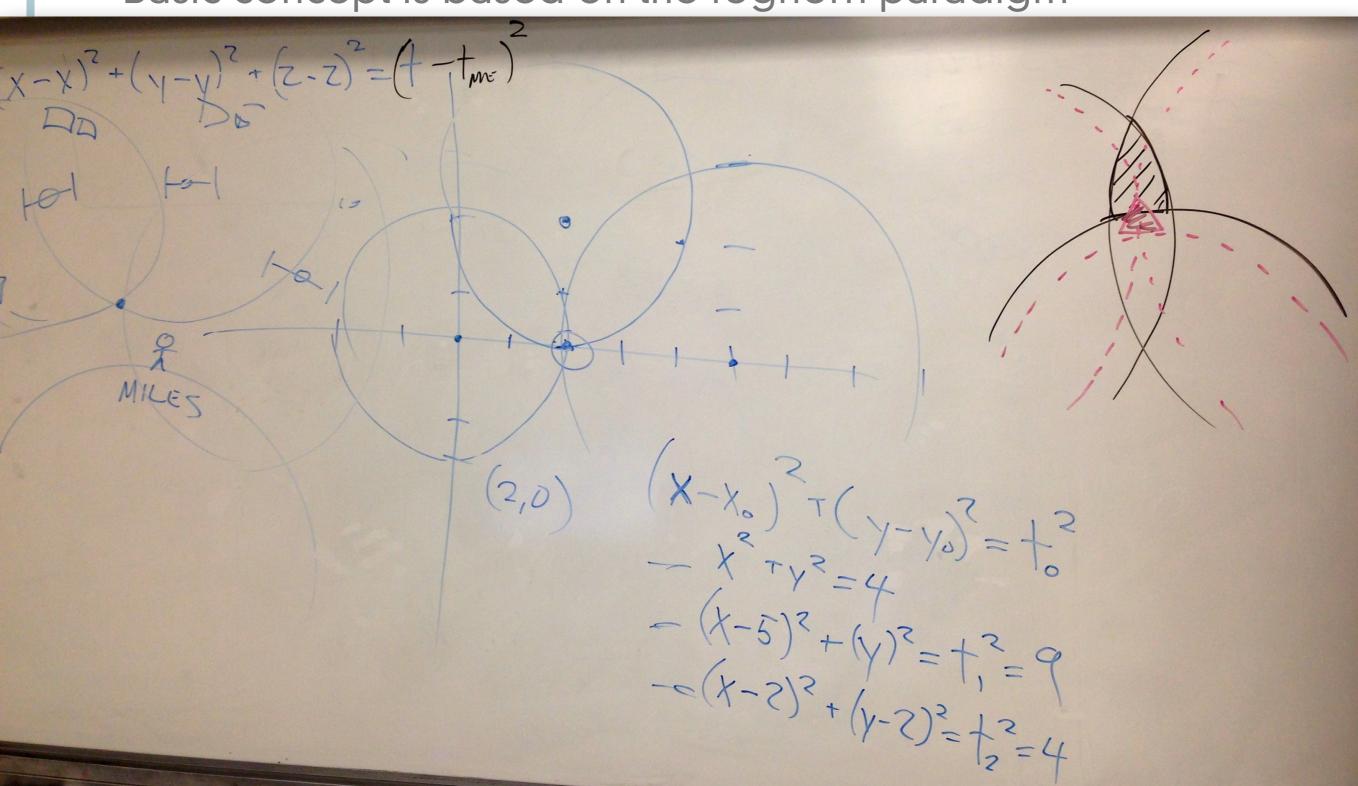




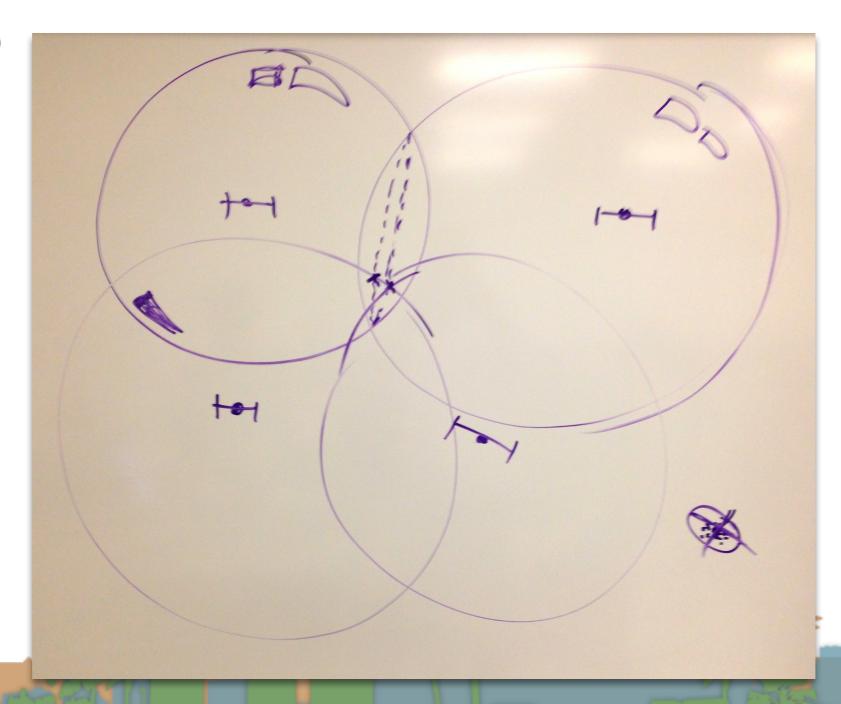


Global Location GPS

Basic concept is based on the foghorn paradigm



- Basic concept is based on the foghorn paradigm
 - but in 3-D



- What are the implications of this design on
 - scalability of the system?
 - privacy of users?
 - security of users?
 - reliability?
 - implications on device?



