SensingKit: A Multi-Platform Mobile Sensing Framework

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Introduction

Motivated by the lack of a universal, multi-platform library, we present SensingKit, an efficient, open-source, client-server system that supports both **iOS** and **Android** mobile devices. SensingKit is capable of continuous sensing the device's motion, orientation, location and proximity to other smartphones

Power Consumption



and transmit the data to a server for further analysis over any Internet connection. We believe that this platform will be beneficial to all researchers and developers who need to perform mobile sensing in their applications and experiments.

Platform Characteristics

- Works in Android and iOS mobile systems.
- Supports most of the available smartphone sensors: Accelerometer, Gyroscope, Magnetometer, Device Motion, Motion Activity, Pedometer, Altimeter, Battery, Location, Microphone, Ambient Temperature, Light.
- Power efficient proximity sensing using **iBeaconTM** / **Eddystone**TM technology over Bluetooth Smart (BLE).
- Easily extensible using a modular design.

Walking in Sync

We used smartphones to capture the motion of two groups of people during a 12 minute walk in a park using high frequency accelerometers.



(b) Scenario 2 (3 People)

- Automated time sync and data processing on the server.
- Available in open-source under the GNU LGPL v3.0.

Platform Architecture





Pearson Correlation applied to windows of 1 sec (with 50% overlap)

Future Work





Multi-sensory modelling of different qualities of social interactions. (Narasimhan, 2014)

SensingKit System Architecture

CrowdSense for iOS / Android

A free continuous sensing tool, based on **SensingKit** open source library. It provides an easy way for researchers to capture sensor data using any iOS or Android device.



References

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