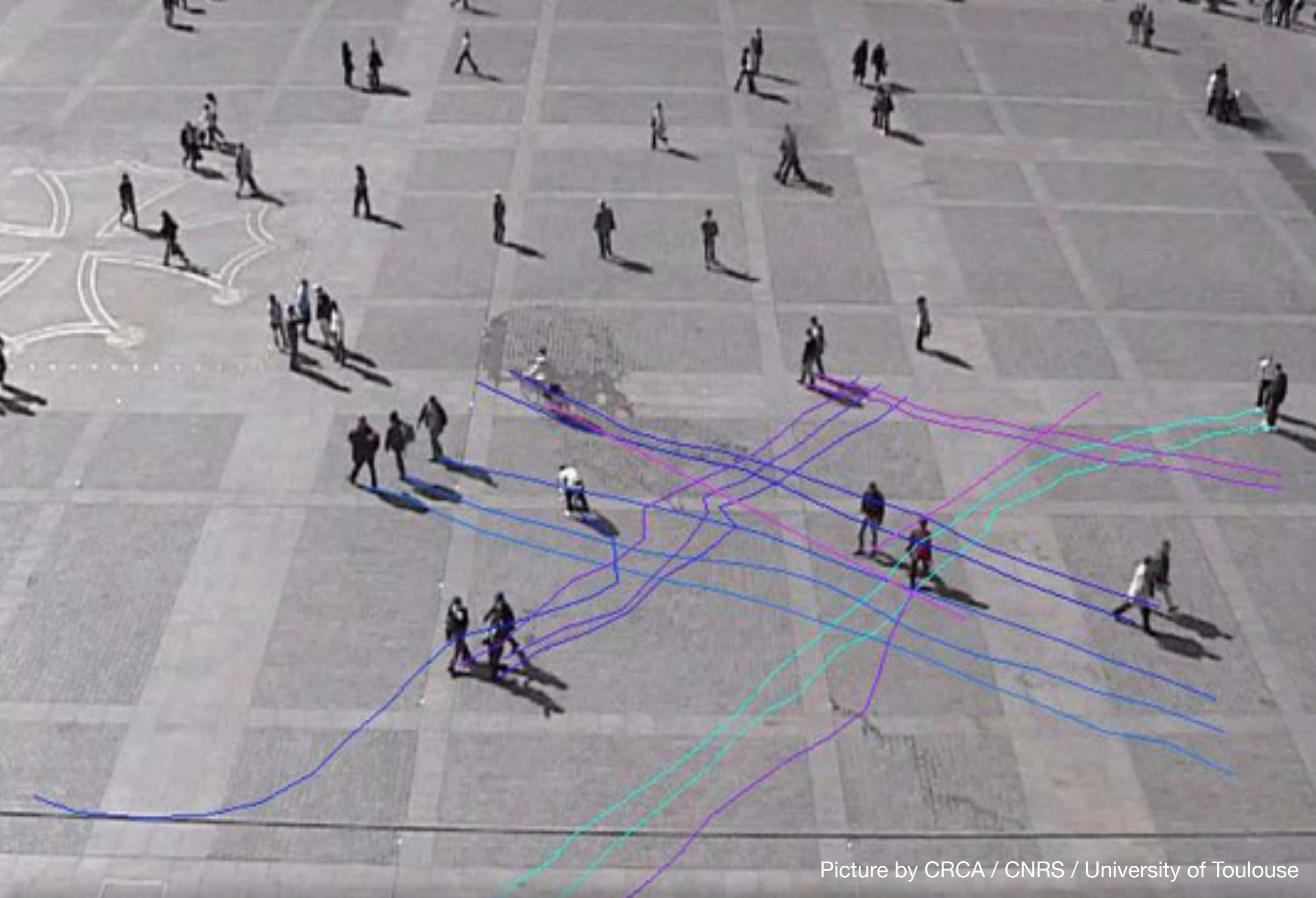


Detecting Group Formations using iBeacon Technology

Kleomenis Katevas, Hamed Haddadi, Laurissa Tokarchuk, Richard G. Clegg

<https://www.sensingkit.org>

4th International Workshop on Human Activity Sensing Corpus and Application:
Towards Open-Ended Context Awareness



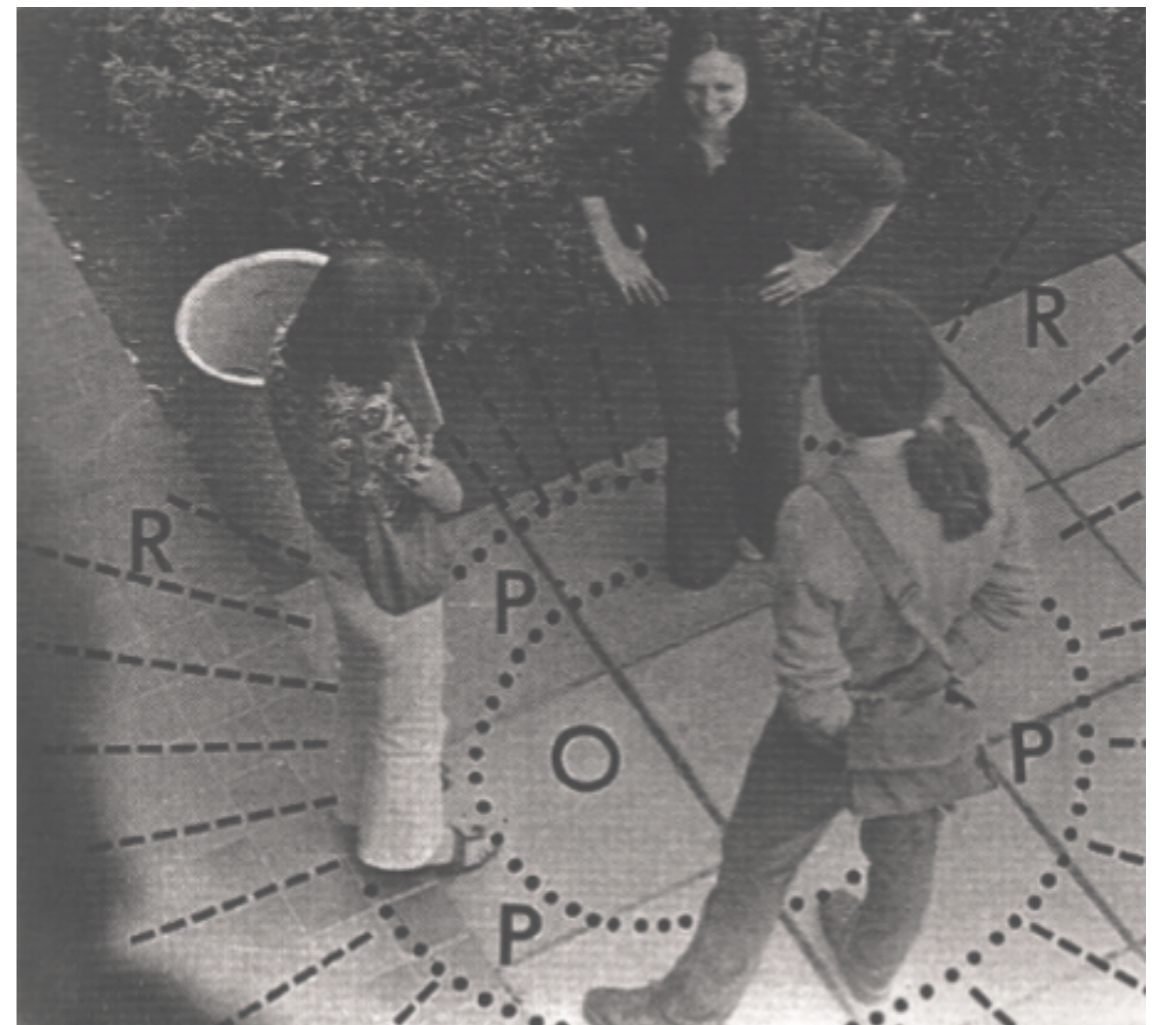
Picture by CRCA / CNRS / University of Toulouse



Kendon's F-formation System

“two or more people cooperate together to maintain a space between them to which they all have direct and exclusive access”
(Kendon, 1990)

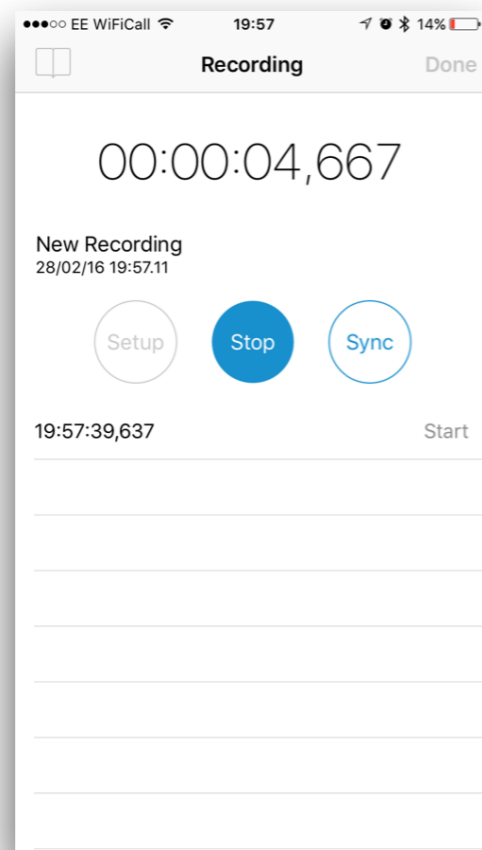
- Directly facing each other.
- A distance between people exists (O-space).
- Rarely cross the “O-space”.
- Re-adjusting their position to maintain the F-formation.
- They remain structured and organised among most situations.





Detecting Proximity

CrowdSense for iOS

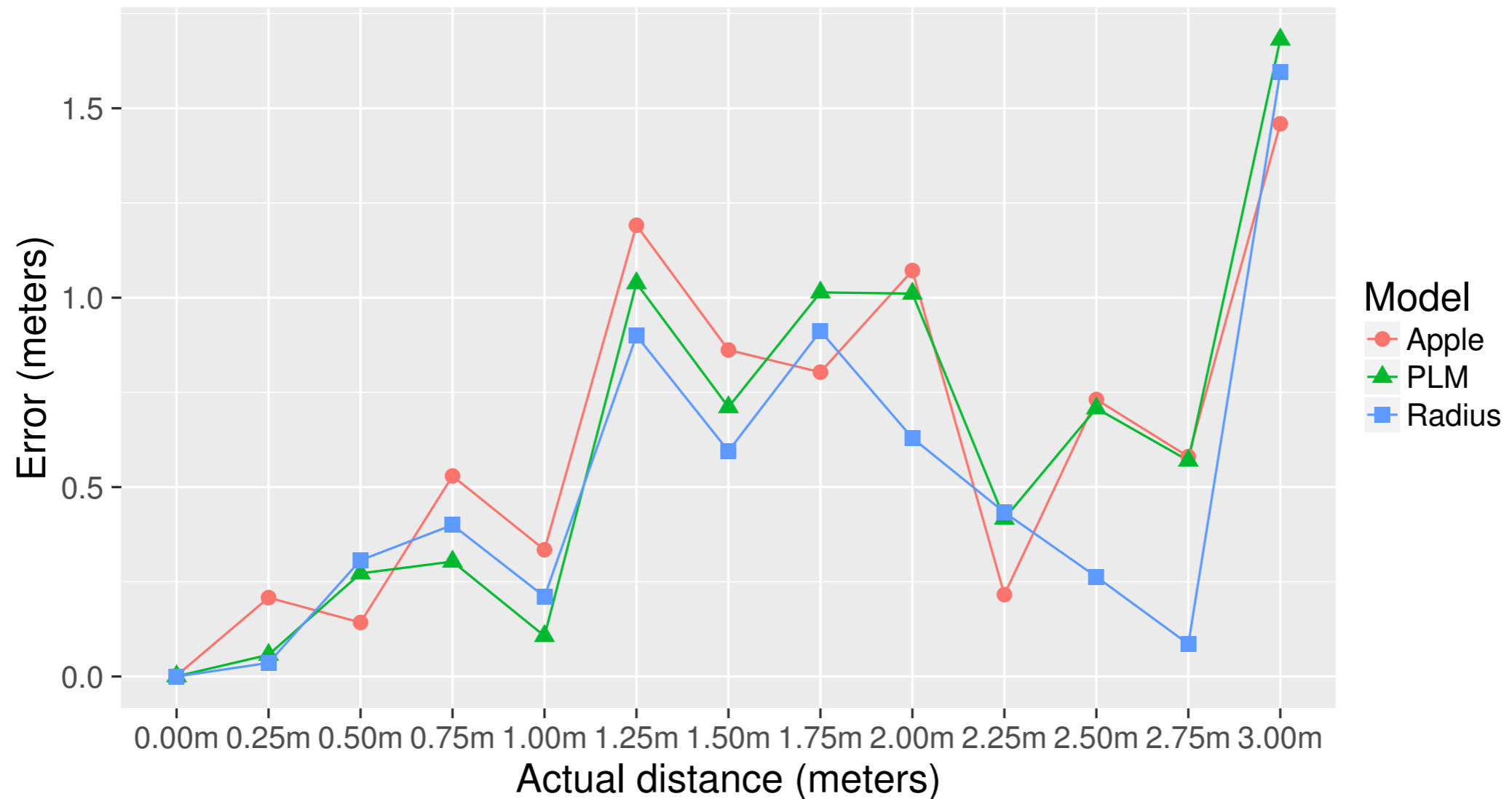


- 2 iPhone devices (5S and 6S) running CrowdSense App.
- Recording iBeacon Proximity data for 5 minutes in various distances (0m - 3m by 0.25).

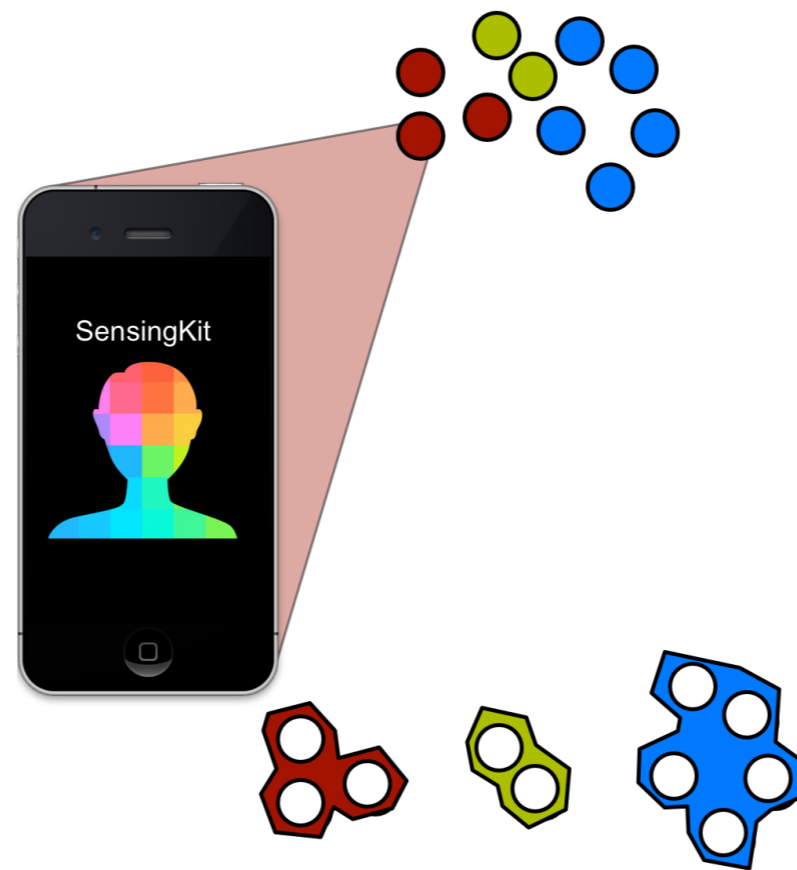


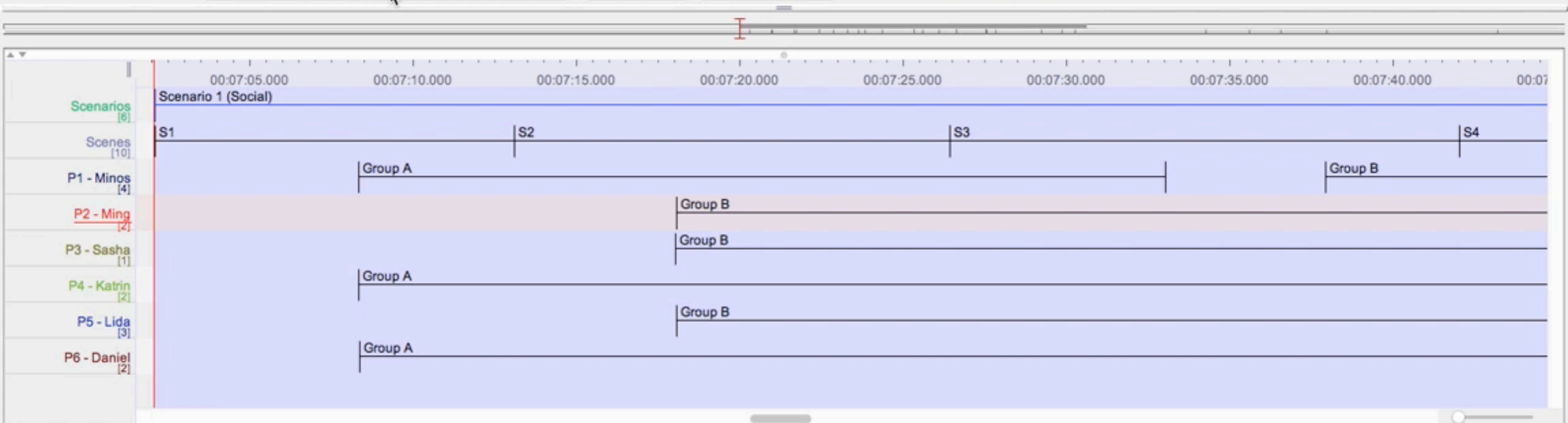
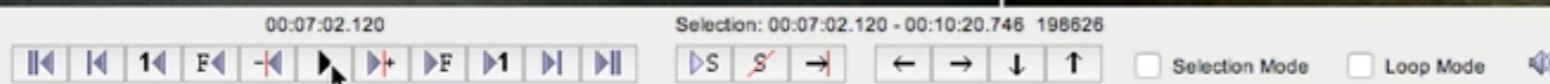
GNU LGPL v3

Detecting Proximity



Detecting Group Formations





141
142
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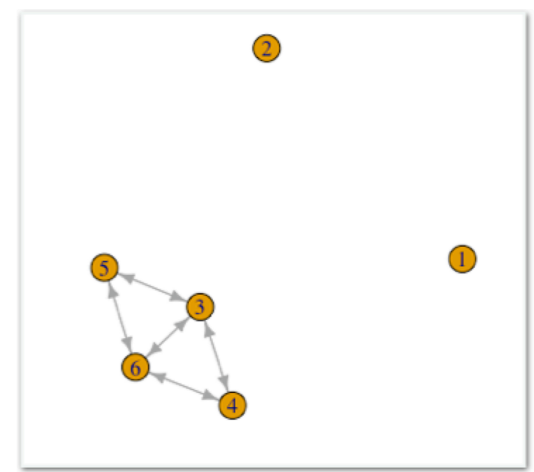
time (sec)

	P1	P2	P3	P4	P5	P6
P1		5.72	21.78	29.07	39.95	30.60
P2	5.72		15.45	29.06	19.67	25.41
P3	21.78	15.45		4.60	3.94	1.22
P4	29.07	29.06	4.60		10.49	2.43
P5	39.95	19.67	3.94	10.49		3.04
P6	30.60	25.41	1.22	2.43	3.04	

(a)
Weighed Adjacency Matrices

	P1	P2	P3	P4	P5	P6
P1		0	0	0	0	0
P2	0		0	0	0	0
P3	0	0		1	1	1
P4	0	0	1		0	1
P5	0	0	1	0		1
P6	0	0	1	1	1	

(b)
Binary Adjacency Matrix



(c)
Graph

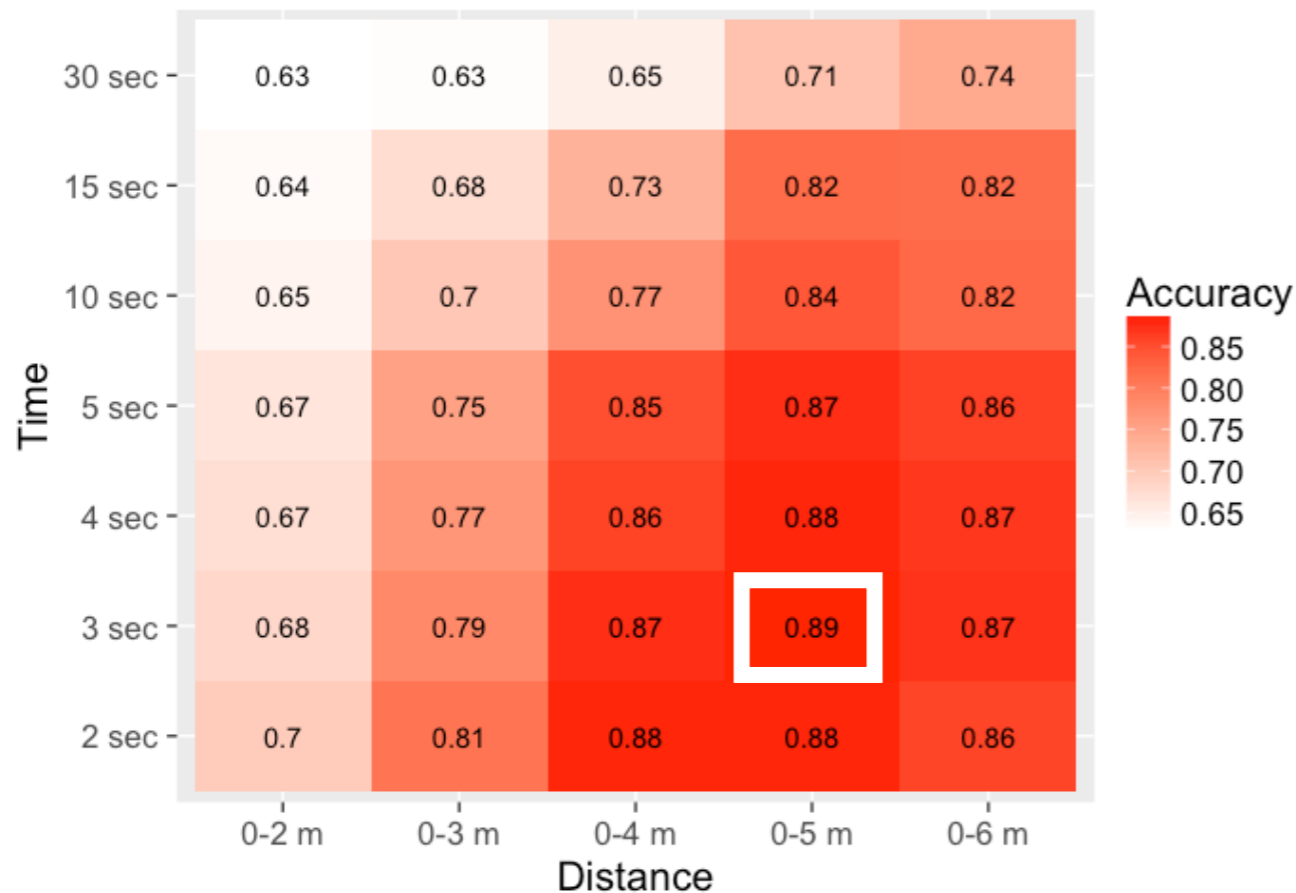
Algorithm 1 Vertice creation of binary adjacency matrix

```

if activity is not stationary then
   $w \leftarrow 0$ 
else
  if  $from \leq distance \leq to$  and  $time \geq x$  then
     $w \leftarrow 1$ 
  else
     $w \leftarrow 0$ 
  end if
end if

```

Results



Confusion Matrix

Actual / Predicted	Positive	Negative	Total
Positive	1052	248	1139
Negative	87	1598	1846
Total	1155	1830	2985

precision = 0.809, accuracy = 0.888

Conclusions

- We introduced an early work that detects group formations with a variety of sizes inside crowds.
- Detection depends entirely on the embedded sensors of smartphone devices.
- Using graph theory models, we were able to predict group formations inside a small group of people with 89% accuracy.
- We believe that this work will lead to more complex techniques capable of detecting actual social interactions in variety of crowd sizes.

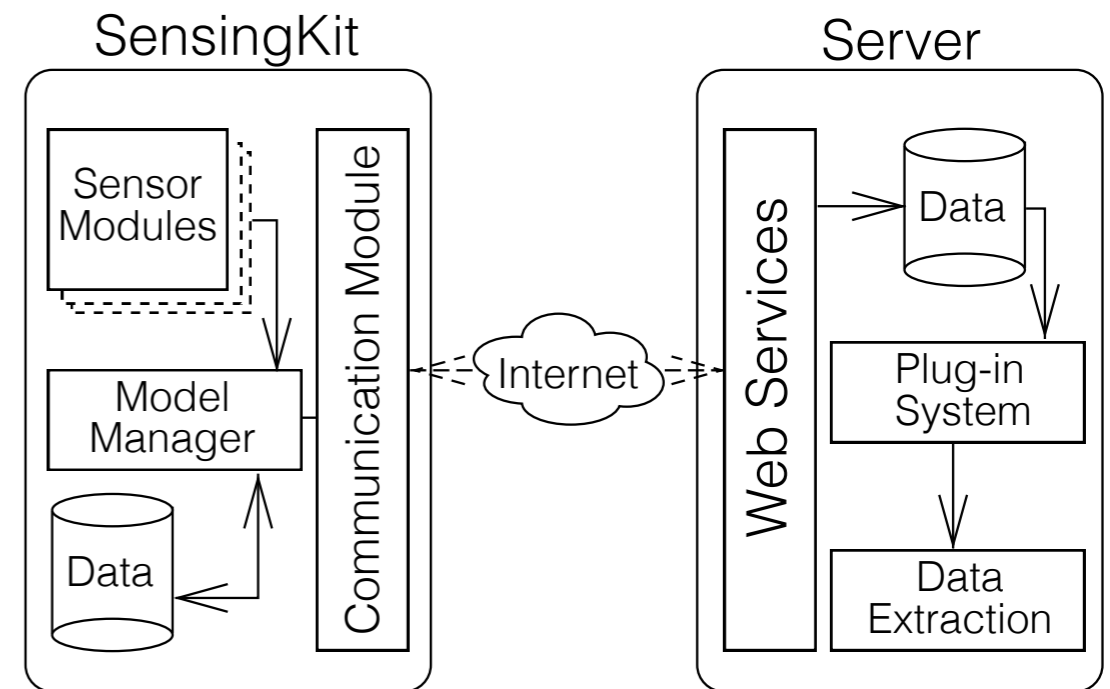
Future Work

- Improve the proximity estimation using trained regression models.
- Explore the use of the gyroscope sensor for estimating the orientation of each user.
- Repeat the experiment in a real-world social event, evaluate its accuracy and finally present analytics about the ways in which people are interacting.

SensingKit: A Multi-Platform Mobile Sensing Framework

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 iBeacon™ / Eddystone™ technology over Bluetooth Smart (BLE).
- Easily extensible using a modular design.
- Available in open-source under the GNU LGPL v3.0.



SensingKit

Available at www.sensingkit.org



Hamed Haddadi



Laurissa Tokarchuk



Richard G. Clegg

Supported by funding from [dstl]

Thank you!

More about SensingKit:

Kleomenis Katevas, Hamed Haddadi and Laurissa Tokarchuk, “SensingKit: Evaluating the Sensor Power Consumption in iOS devices”, 12th International Conference on Intelligent Environments (IE'16), September 2016, London, UK.

K. Katevas, H. Haddadi, and L. Tokarchuk. Poster: Sensingkit: A multi-platform mobile sensing framework for large-scale experiments. In Proceedings of the 20th Annual International Conference on Mobile Computing and Networking, MobiCom '14, pages 375–378, New York, NY, USA, 2014. ACM.

Available at www.sensingkit.org