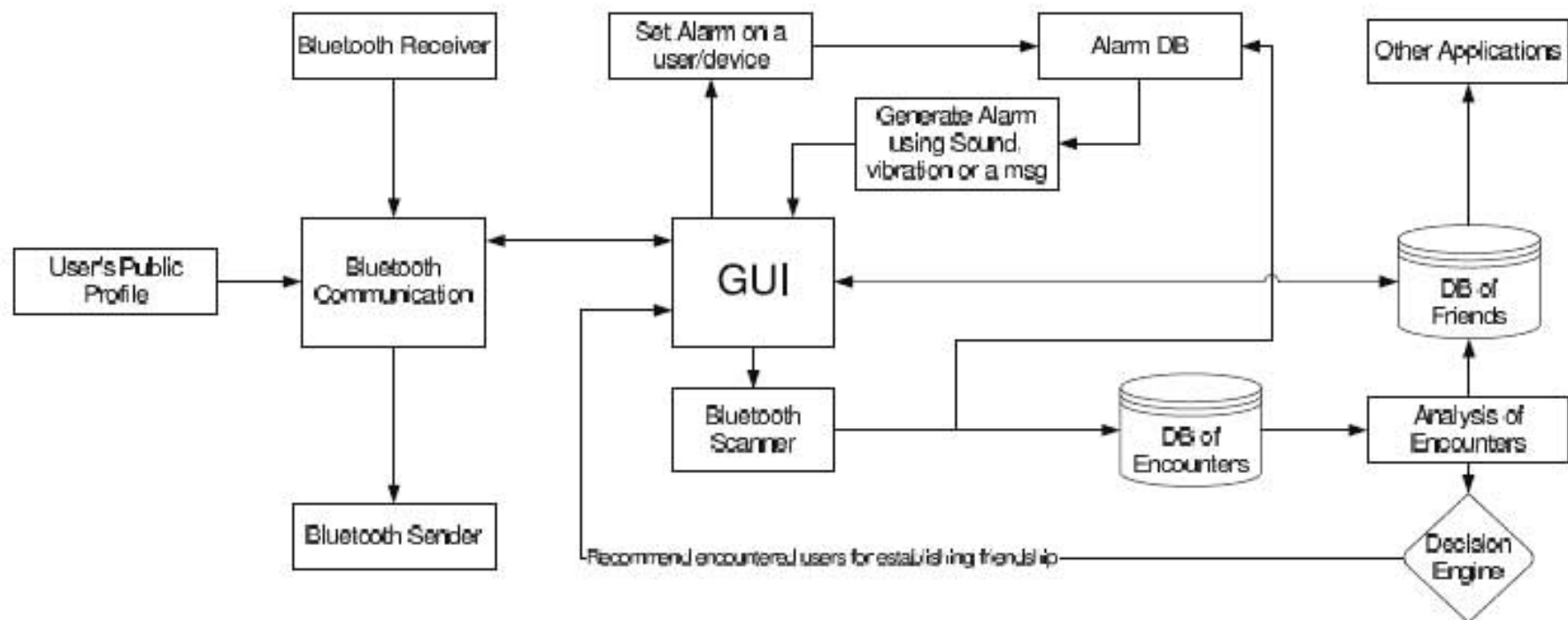


Mobile Networking Research Workshop

By:
*Mobile
Networking
Laboratory
(NOMADS group)*

- Presentation Topics
 1. Friend Finder Application Architecture
 2. SOS – Emergency and Alert messaging system
 3. Trace Processing – How and possible Usage
 4. Profile-Cast Application architecture
 5. Google Earth Simulation of user Density Distribution on UF-Campus

Friend Finder Application Architecture



Sending On-Demand Stress Signal

—

An On-Campus Emergency Alert Service

Motivation

- School and College campuses are facing a perceived threat of violent crime and abuse attacks.
- The current emergency, alert and public safety systems take **centralized approaches** and lack the essentiality to provide localized rescue services.

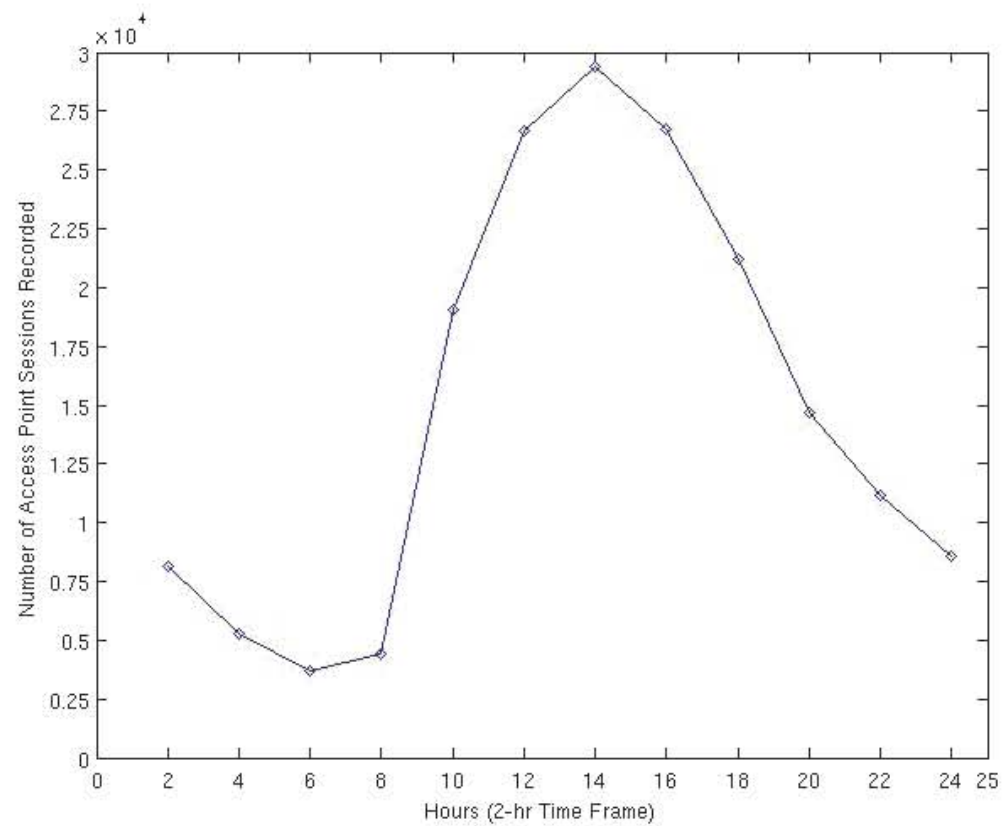
Motivation

- Sending On-Demand Stress Signal (SOS) application as an on-campus emergency and alert service that relies on **localized responses**.
- This system sends distress signals to few trusted nodes using **Bluetooth and WiFi**.

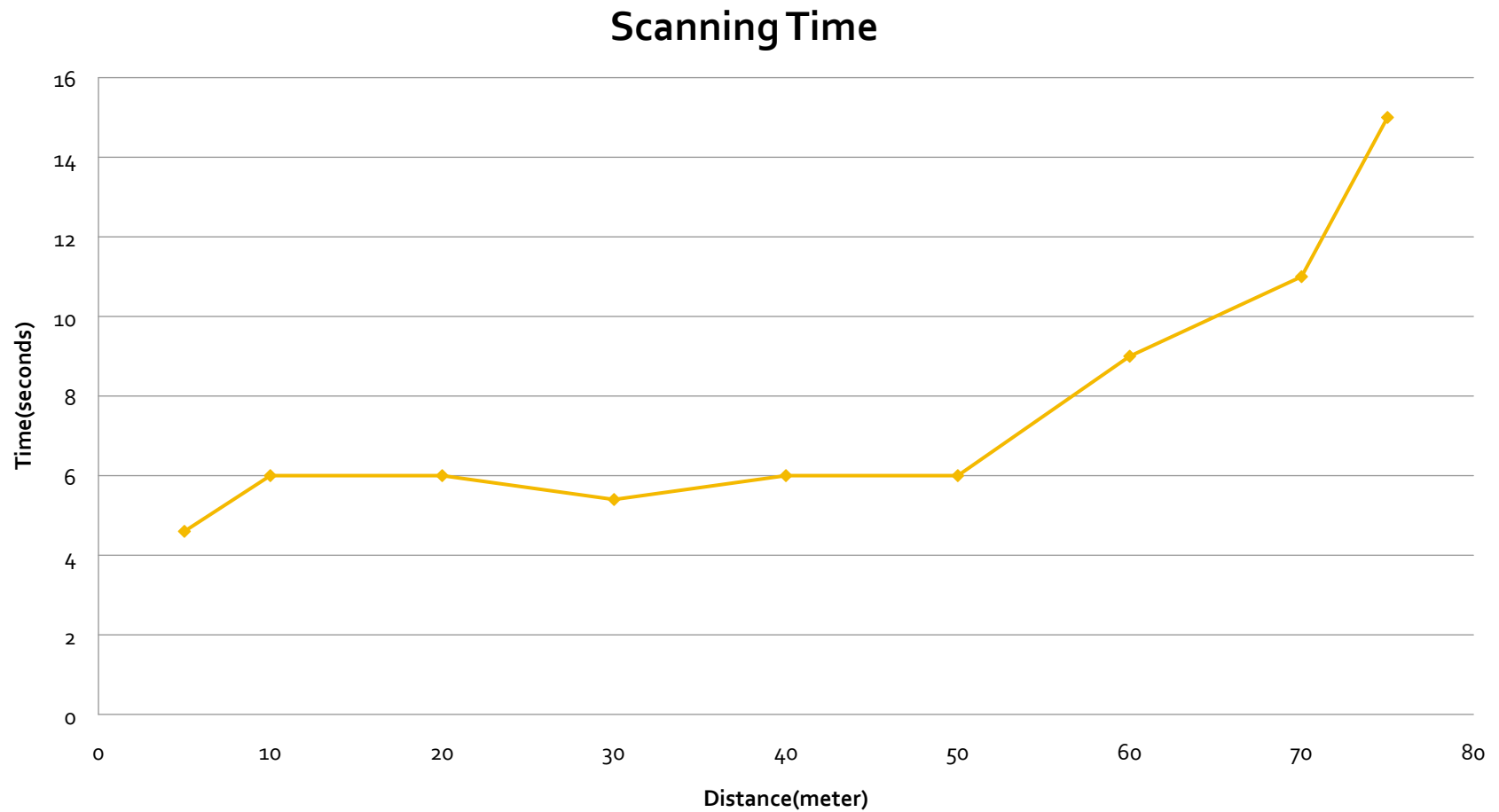
Solution

- Decentralized approaches of multi-sensor devices (like iPhones), which are capable to connect in more than just one ways
 - exploited for personal safety.
- Localized services based application.
 - tap local and surrounding help based on mutual trust and friend relationships

Login Patterns

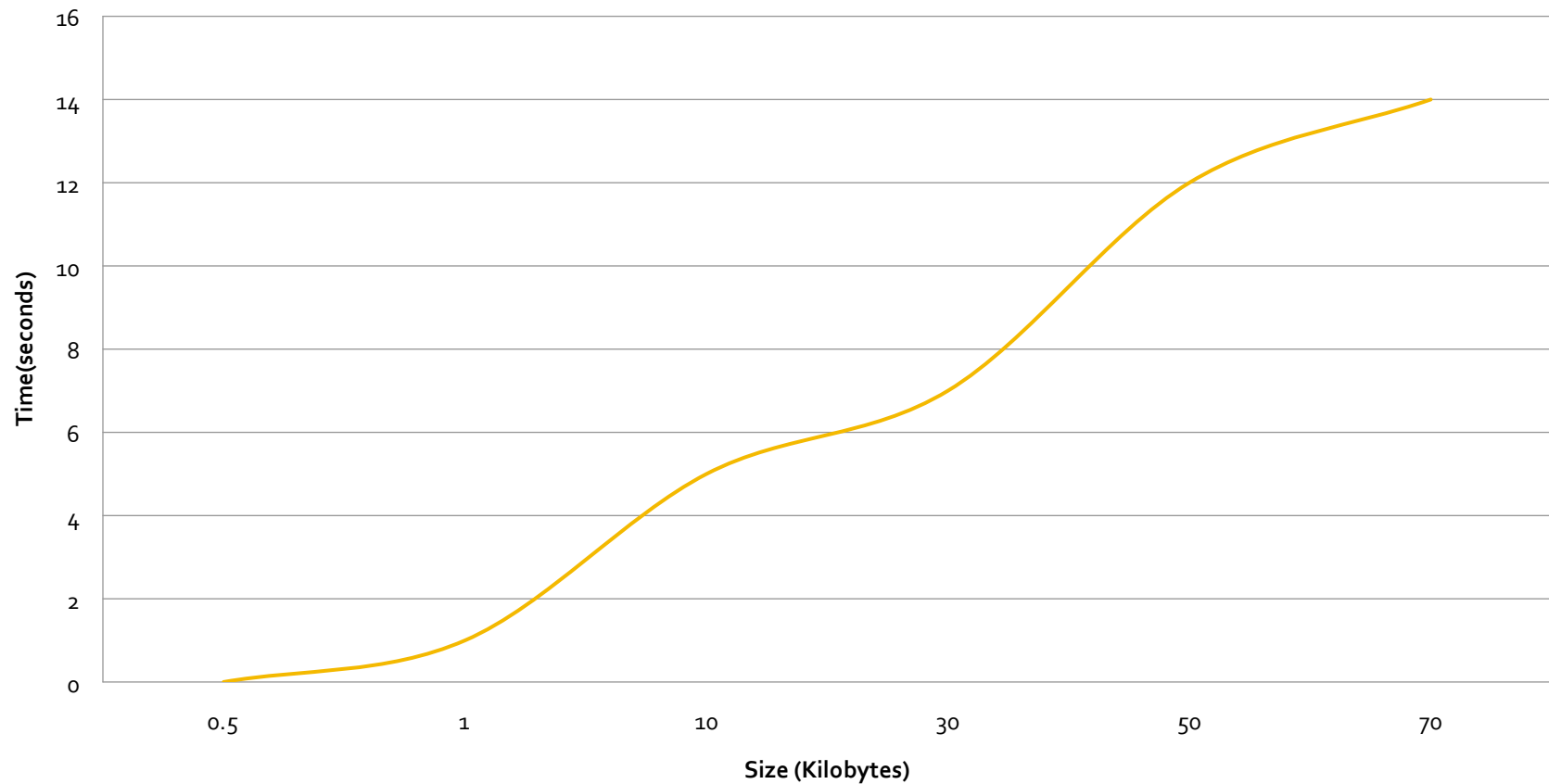


Scanning Time



Message Size Delivery

Format size vs Connection + Transfer Time

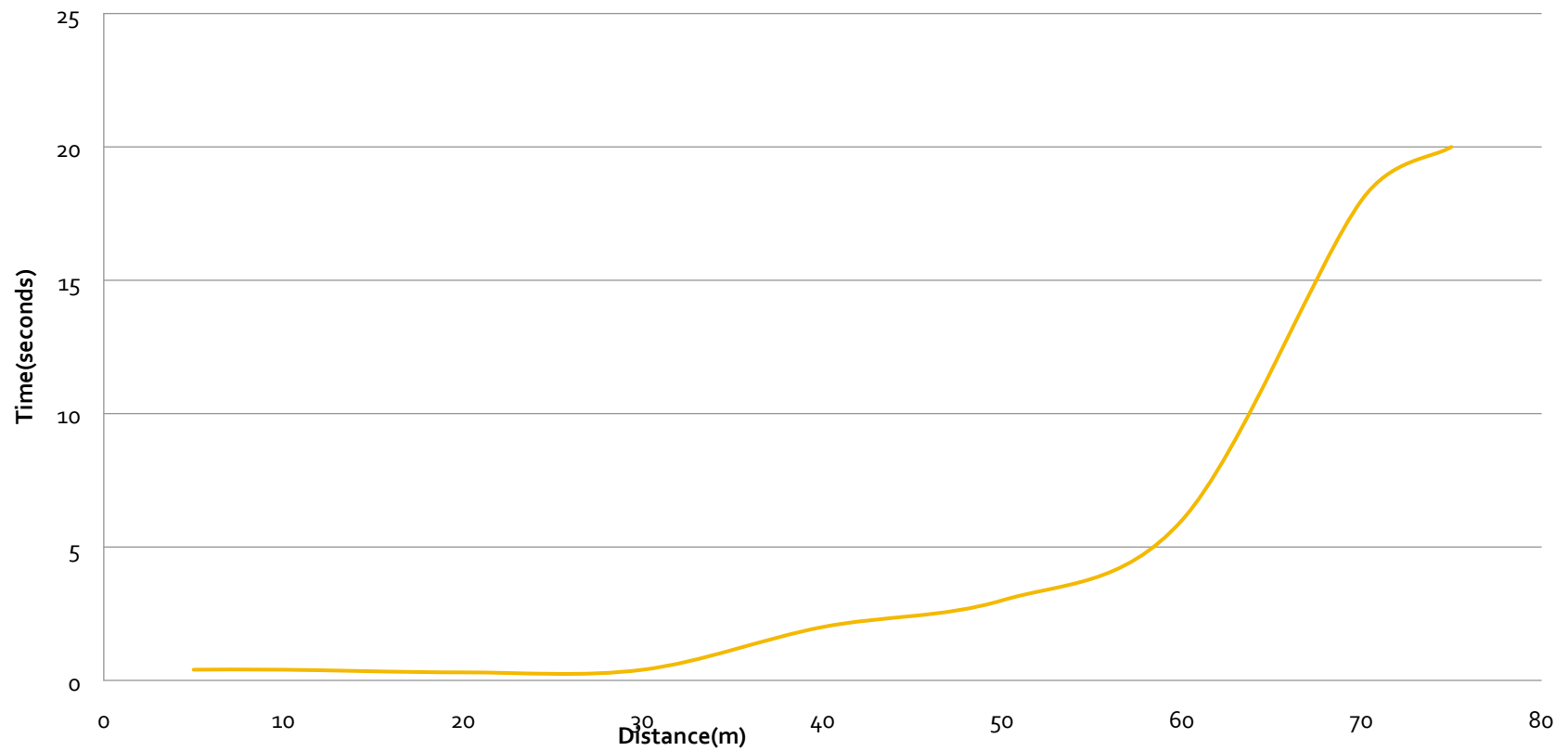


Results

- As the message size increases. It takes longer to transfer the complete message
- We have established an SOS Message format which is 184 bytes in size, we have observed very low transfer times over a range of 0 – 60 meters.

Connection Time

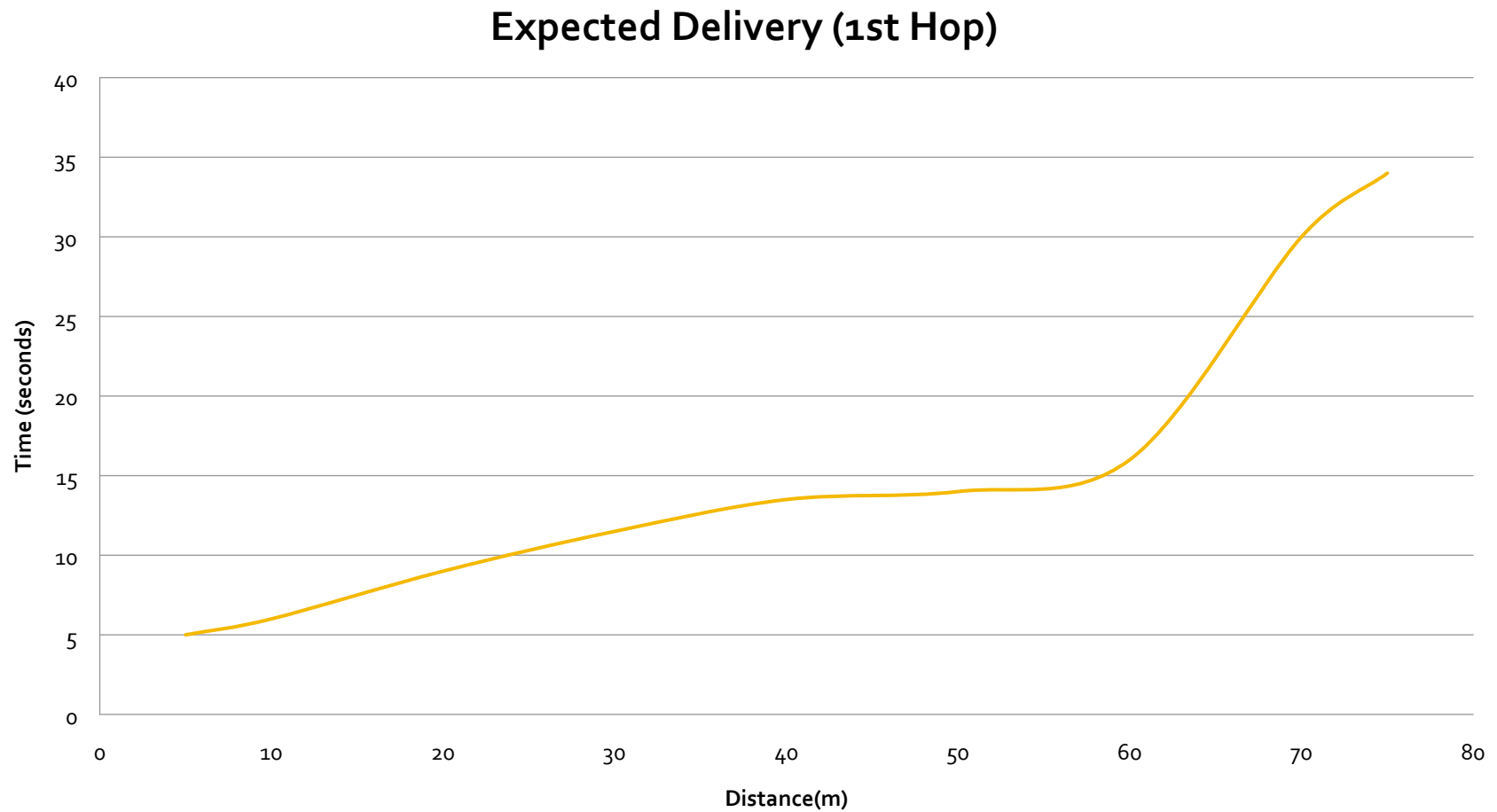
Connection Time(1st Hop)



Result Analysis

- Successful transfer of SOS Message up-to 60 meters can be achieved in less than 5 seconds.
- Beyond 60 meters, the time taken to establish a connection increases a lot due to increased interference

Expected Delivery Time

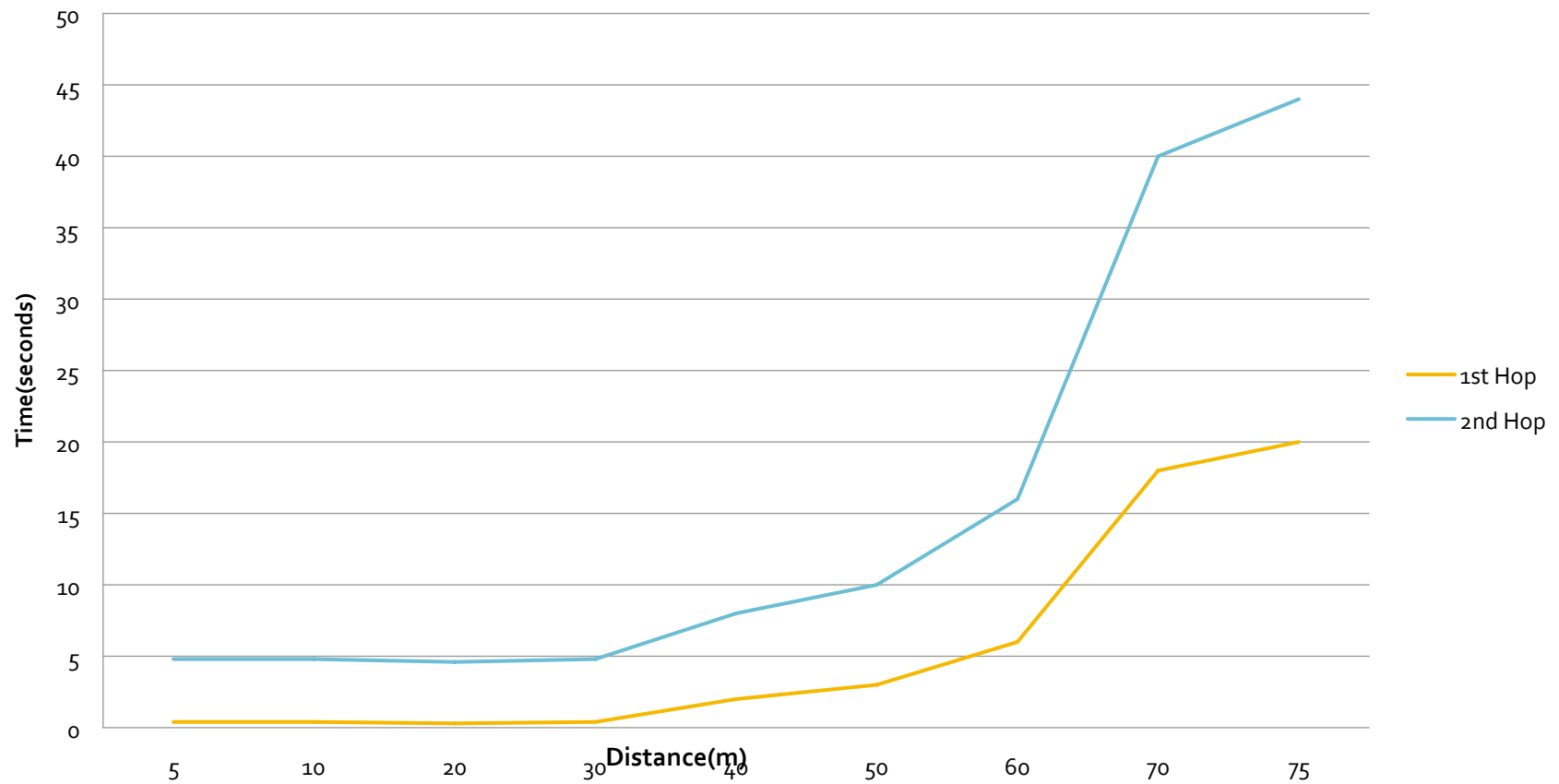


Result Analysis

- Up-to 60 meters, we can achieve successful communication within 15 seconds of time.
- Proposed application is efficient for SOS message transfer up-to 60 meter range.

Connection Time

Connection Time(1st & 2nd Hops)

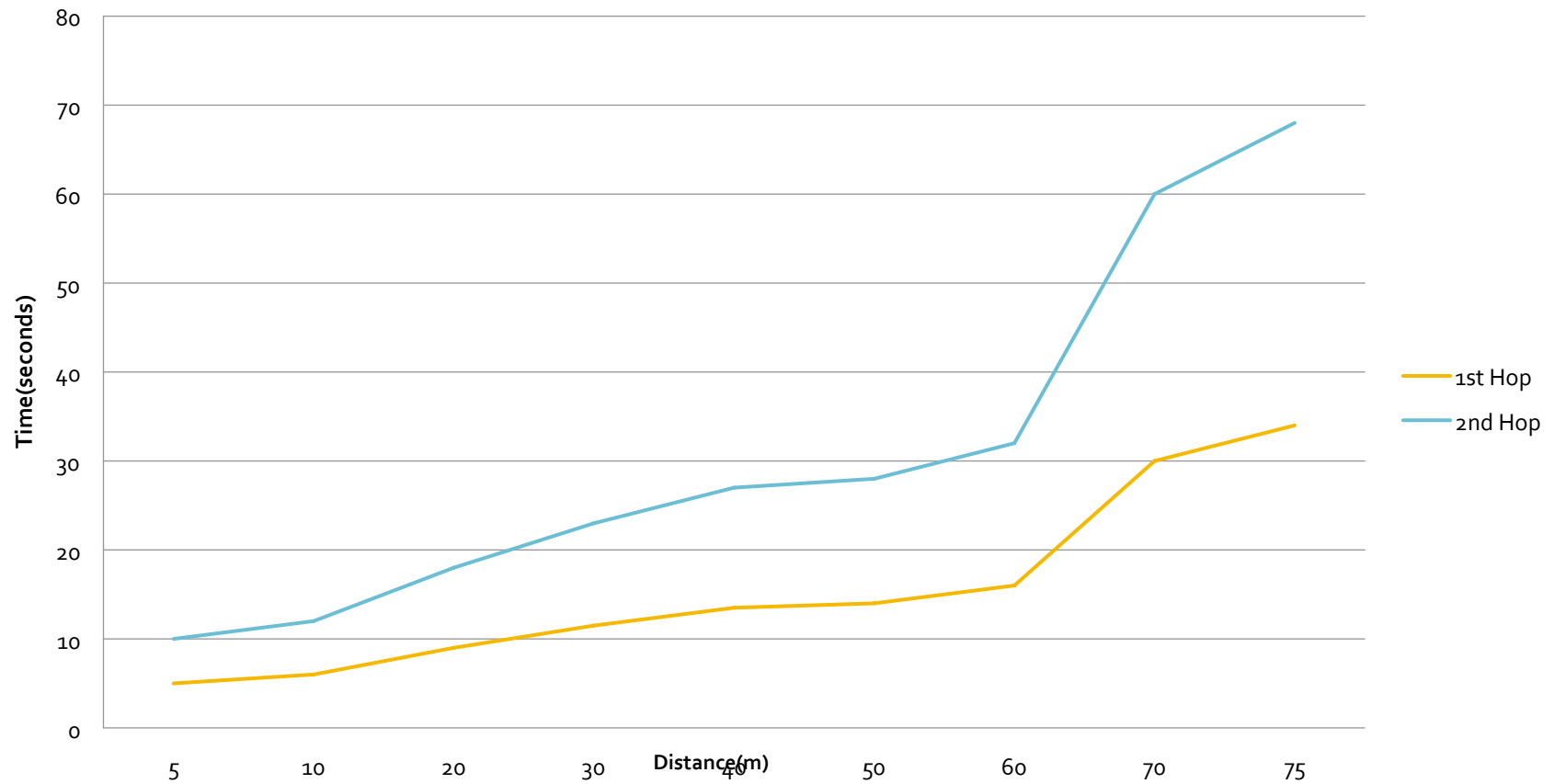


Result Analysis

- That basic metrics like scanning time etc., take the same time for both 1st and 2nd Hop.
- SOS Message up-to 60 meters can be achieved in less than 15 seconds

Expected Delivery Time

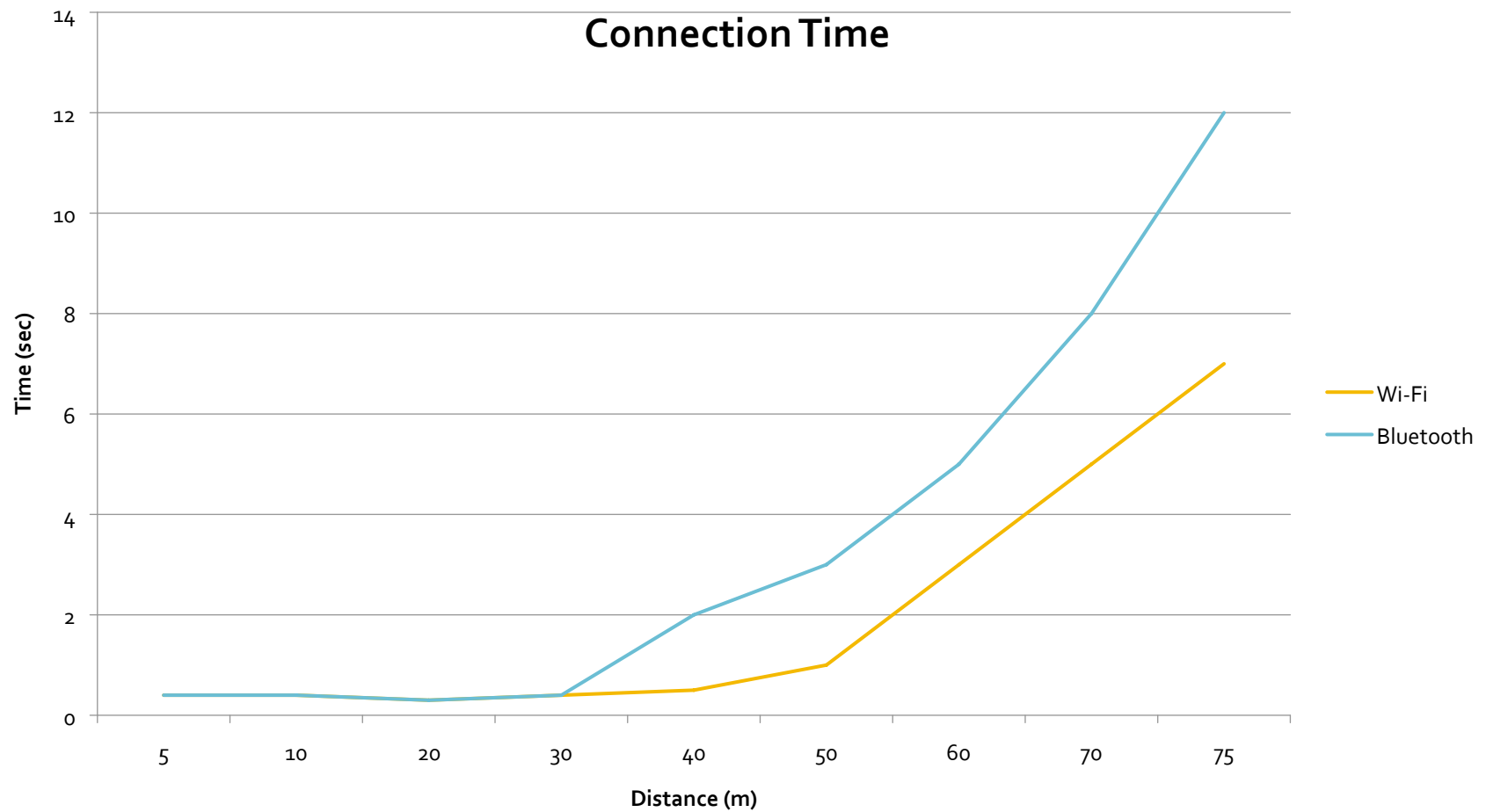
Expected Delivery (1st & 2nd Hops)



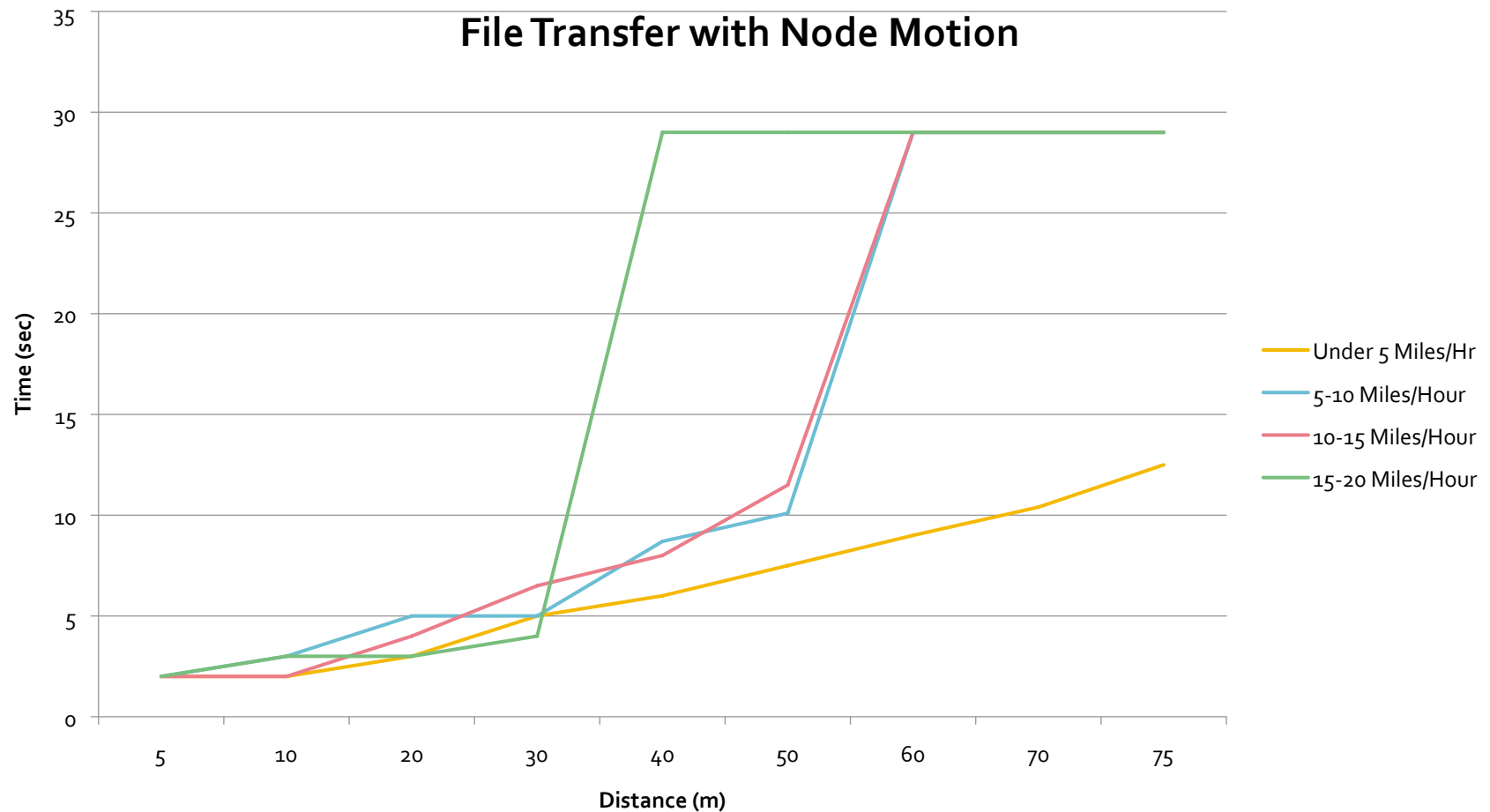
Result Analysis

- overall increase in the delivery time from 1st Hop to 2nd Hop Delivery is almost double
- Up-to 60 meters, we can achieve successful communication within 25 seconds of time and thus, our application is efficient for SOS message transfer up-to 60 meter range.

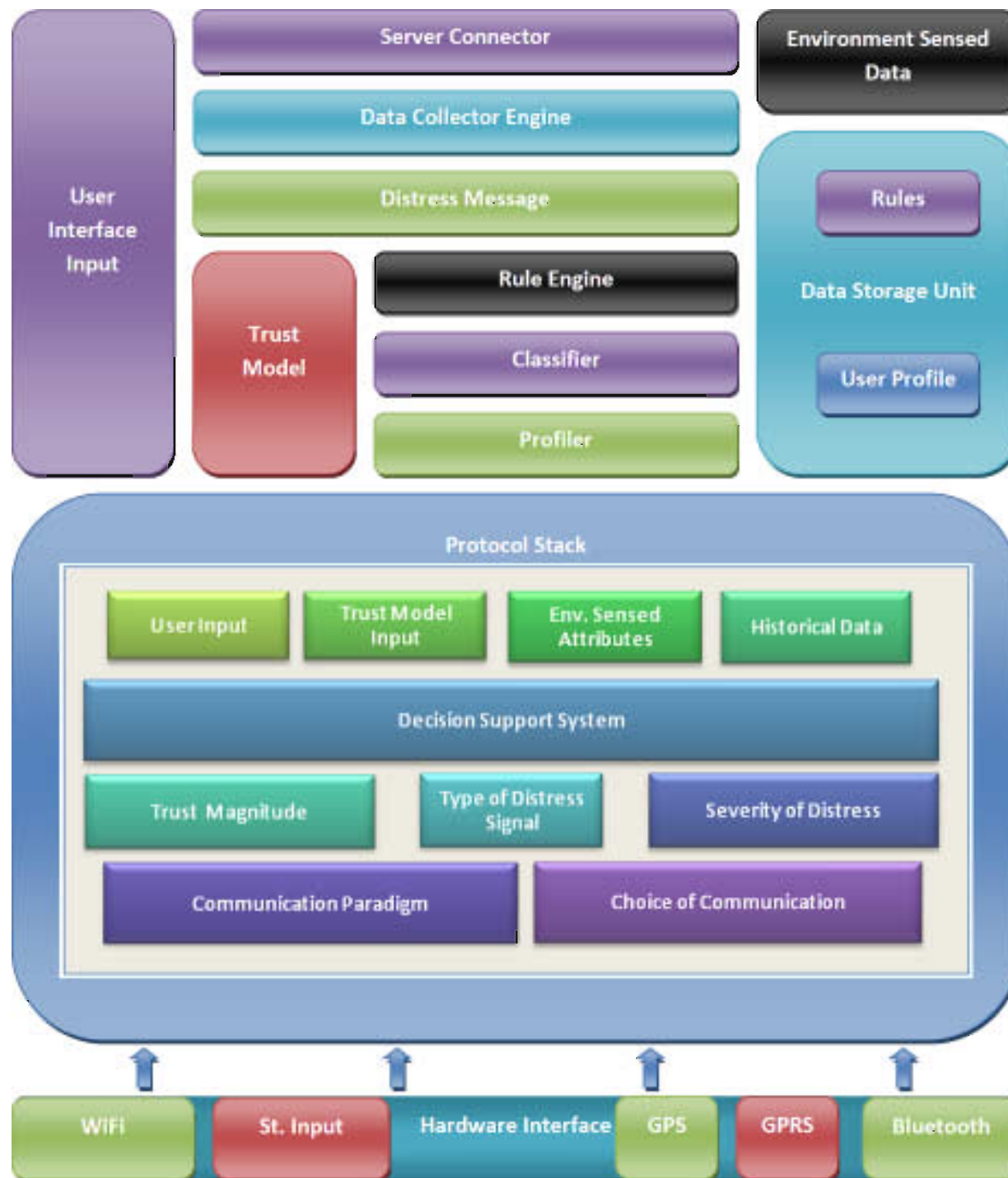
Bluetooth Vs. WiFi



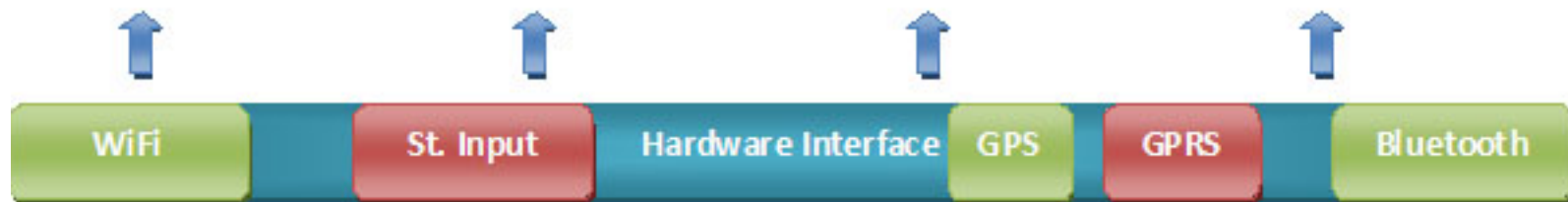
File Transfer with Node Motion



System Architecture of SOS Application

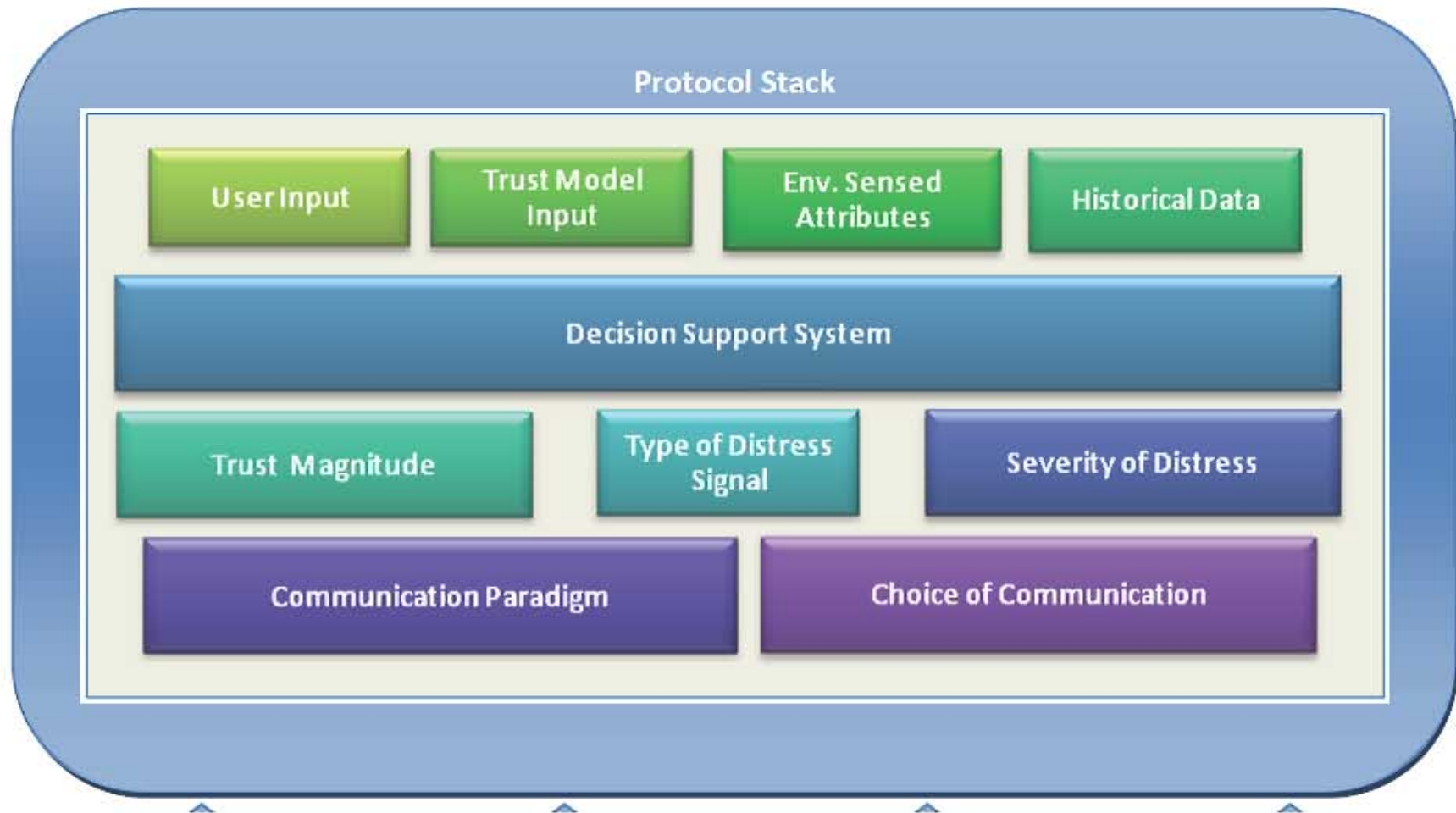


Hardware Interface

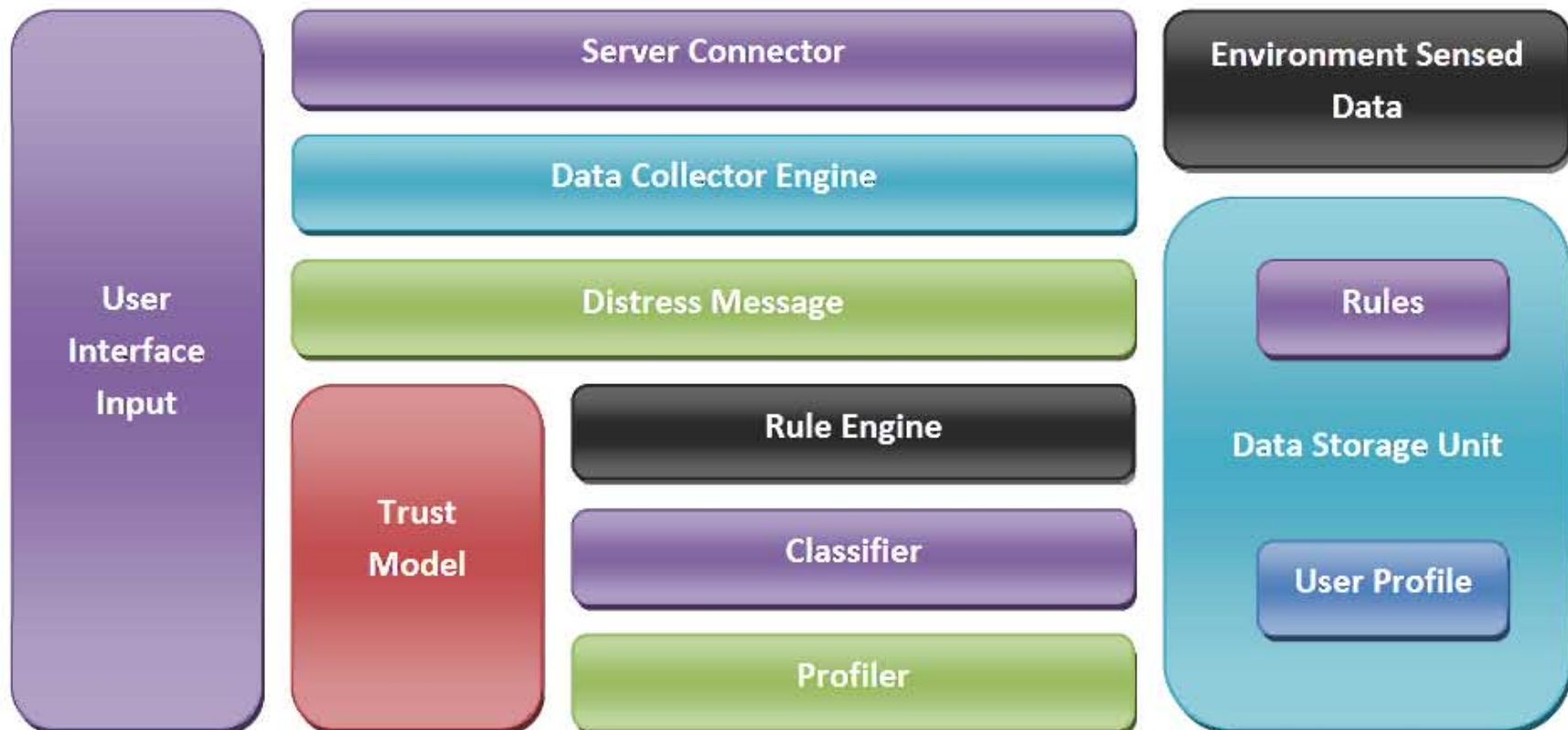


- The hardware interface provides connectivity with available radio technologies on the device.
- Current Implementation - Bluetooth

Protocol Stack



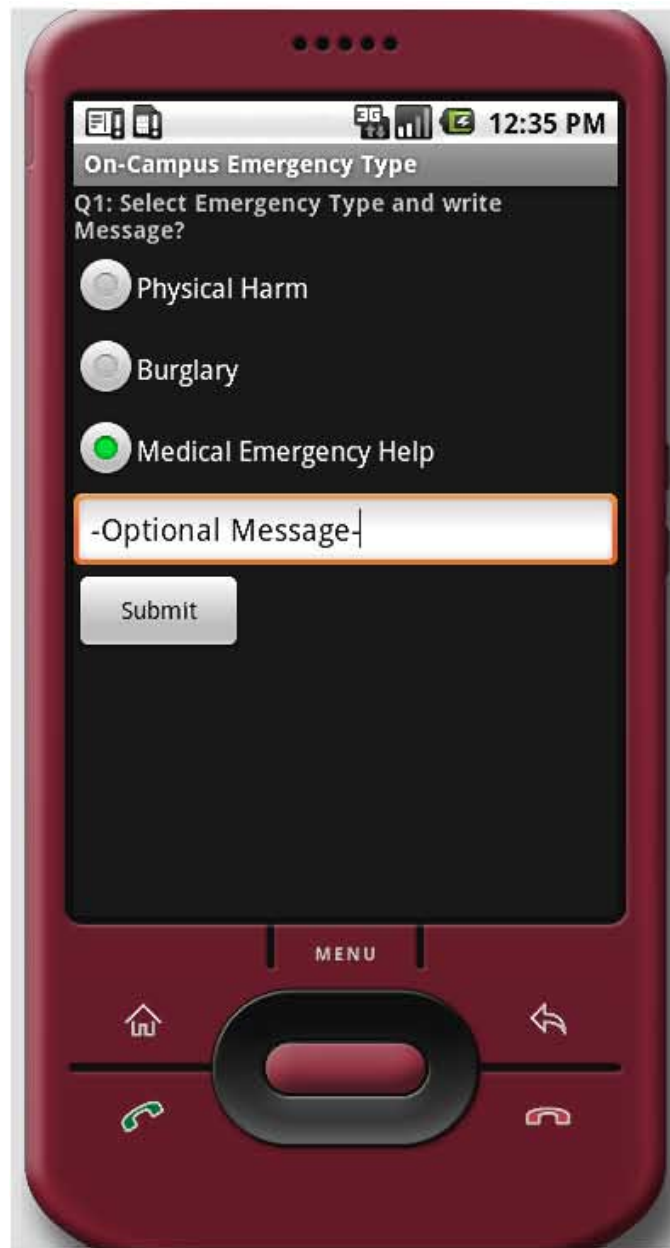
Profiler And Connectors



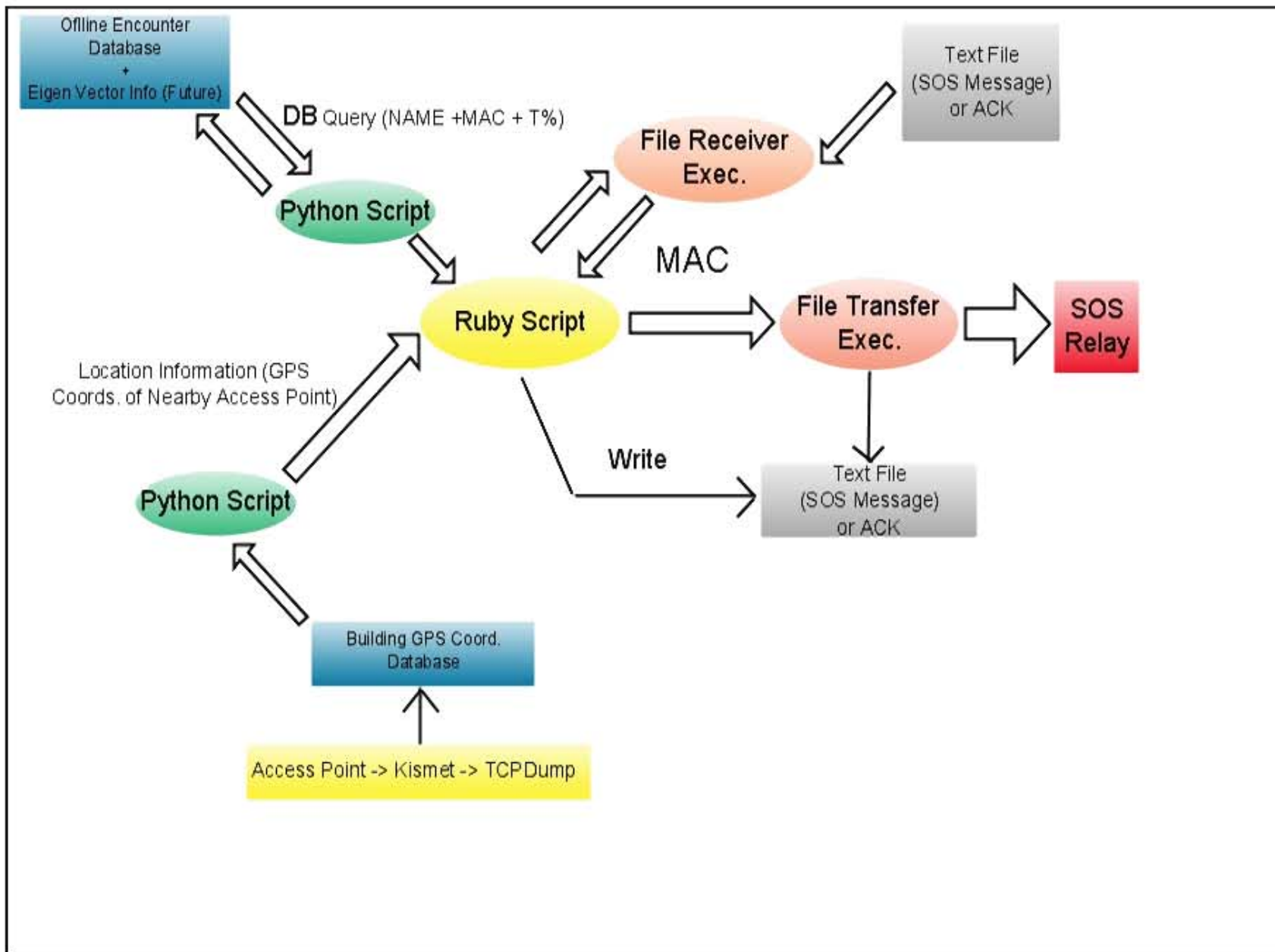
Trust Model

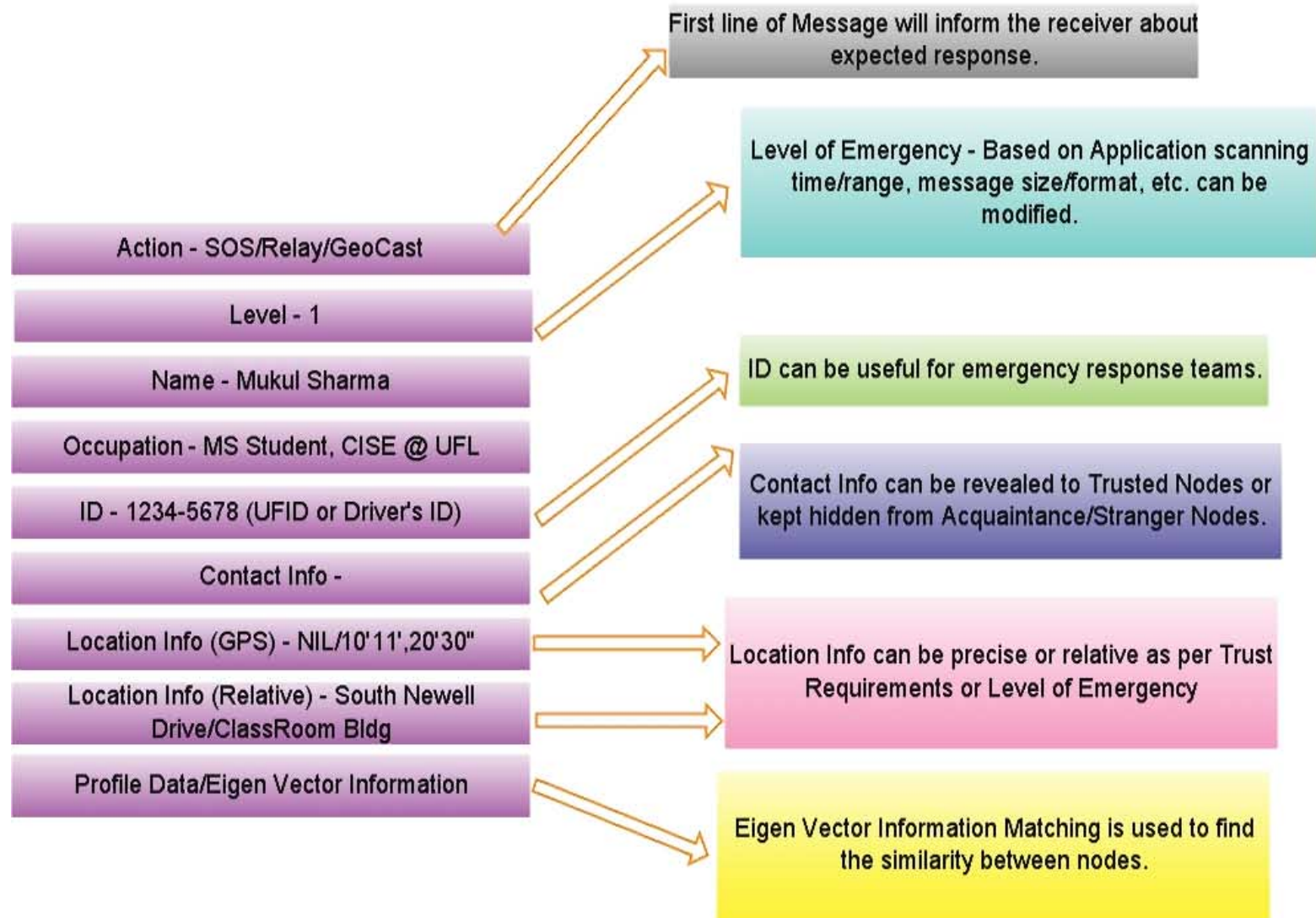
- Trust model is a rule-based classifier that recognizes Bluetooth encounter and assigns them into various classes of trust.
 1. Location and vicinity information of Bluetooth encounter
 2. Tags that define the level of trust with an encountered device. These tags are similar to ranks and status quo of a person, i.e. doctors, security personnel
 3. Duration, frequency and clock time of the encounter
 4. Devices encountered from the contact address books; and
 5. Activity based encounters, which describes the circumstances when Bluetooth encountered happened.











Trace Processing

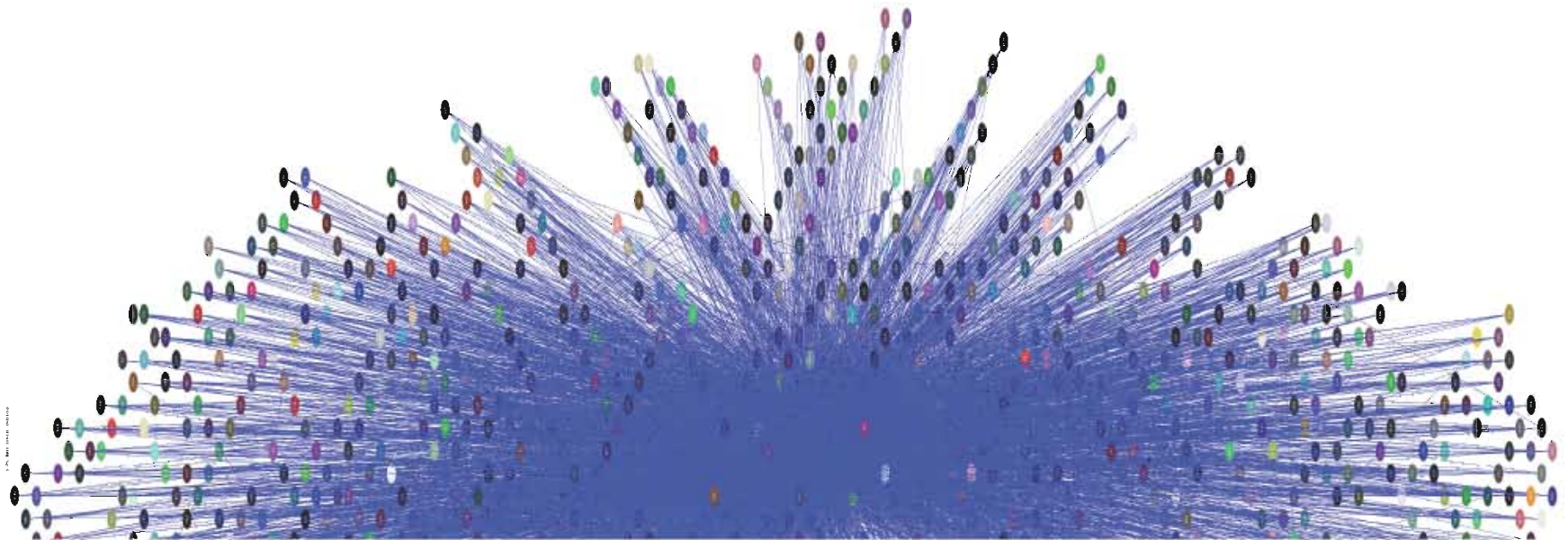
Typical Trace Structure

Start Time	Location/AP	Duration
306722	95	7404
314127	136	758
314885	2	1651
375121	57	8277
549427	57	5096
554523	95	3687
833145	147	4778
837923	57	1200
902333	109	1524
903857	126	4091
907948	57	3628
915513	69	1444

Possible Usages

- Generating Association Matrix
- Encounter Matrix
- Google Earth Location Density Maps
- Hourly, Weekly, Daily... Usage of Users
-

User Meetings in One Month - MIT



User Meetings in One Month - MIT



Profile-Cast Application Architecture

