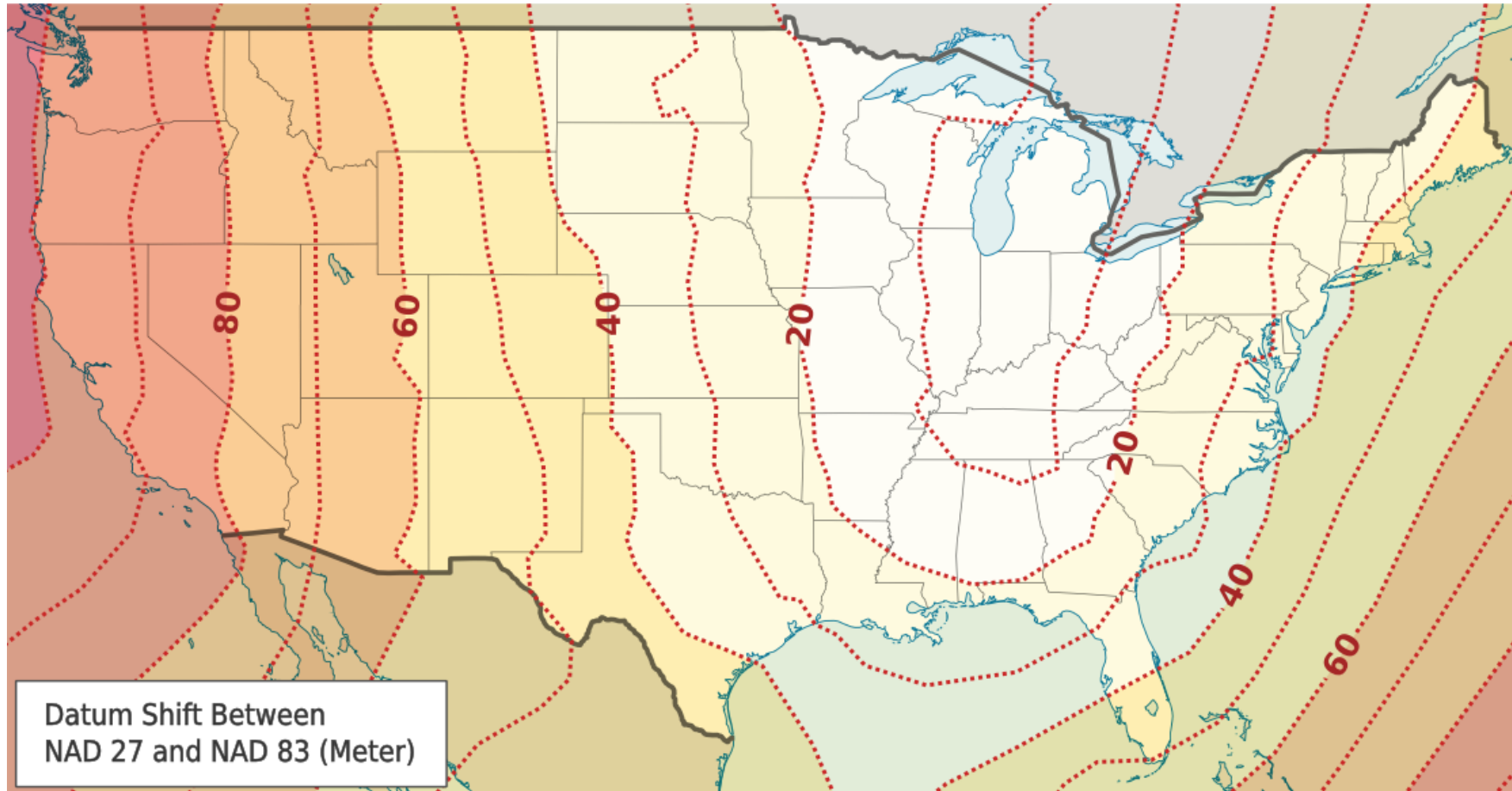


Positioning

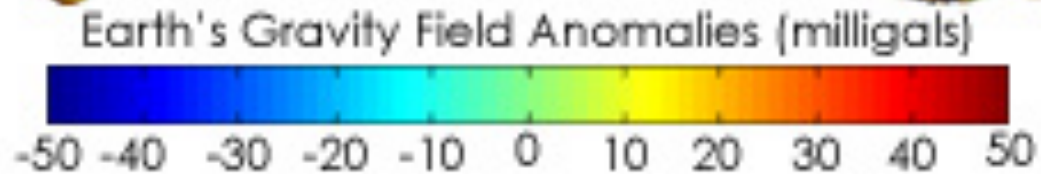
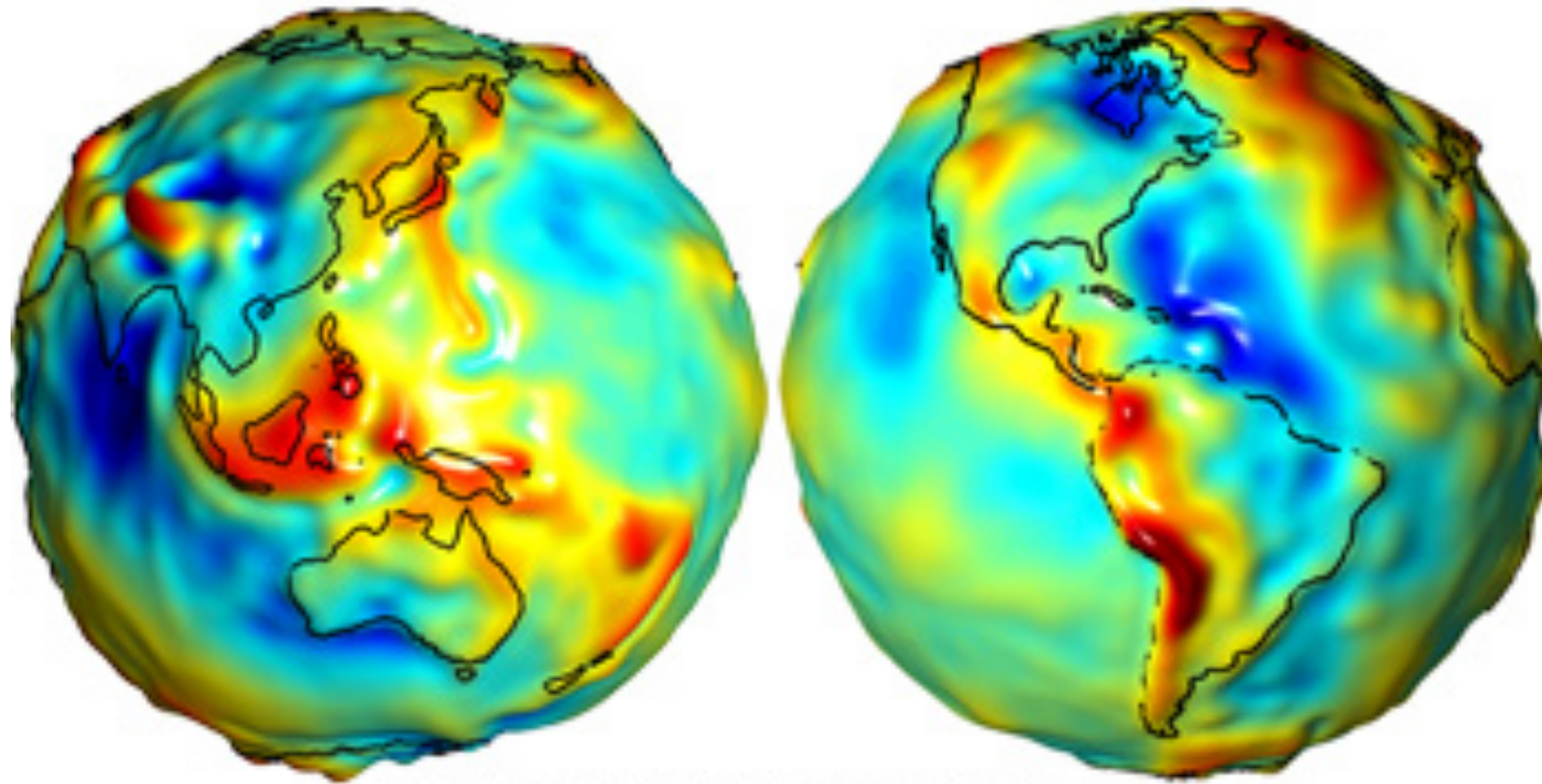
6.S062 Class 2 – 2/15/2017

Sam Madden

NAD27 vs NAD83 (WGS84)

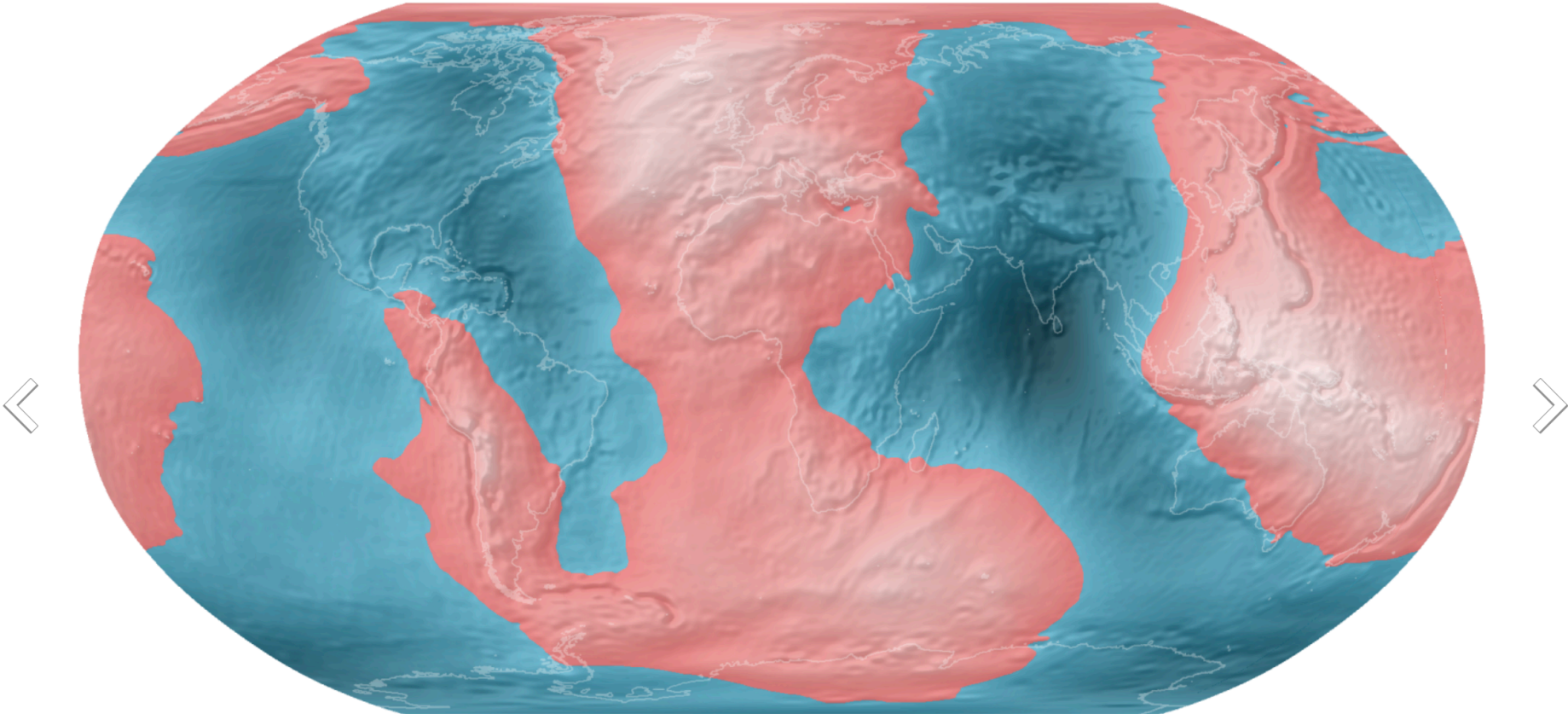


Geoid Undulations – 360 degree spherical harmonic

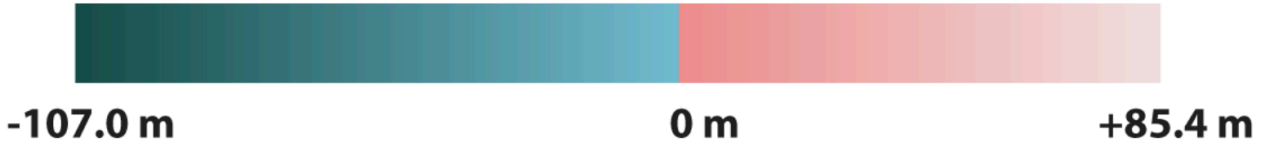


Deviation of the Geoid from the idealized figure of the Earth

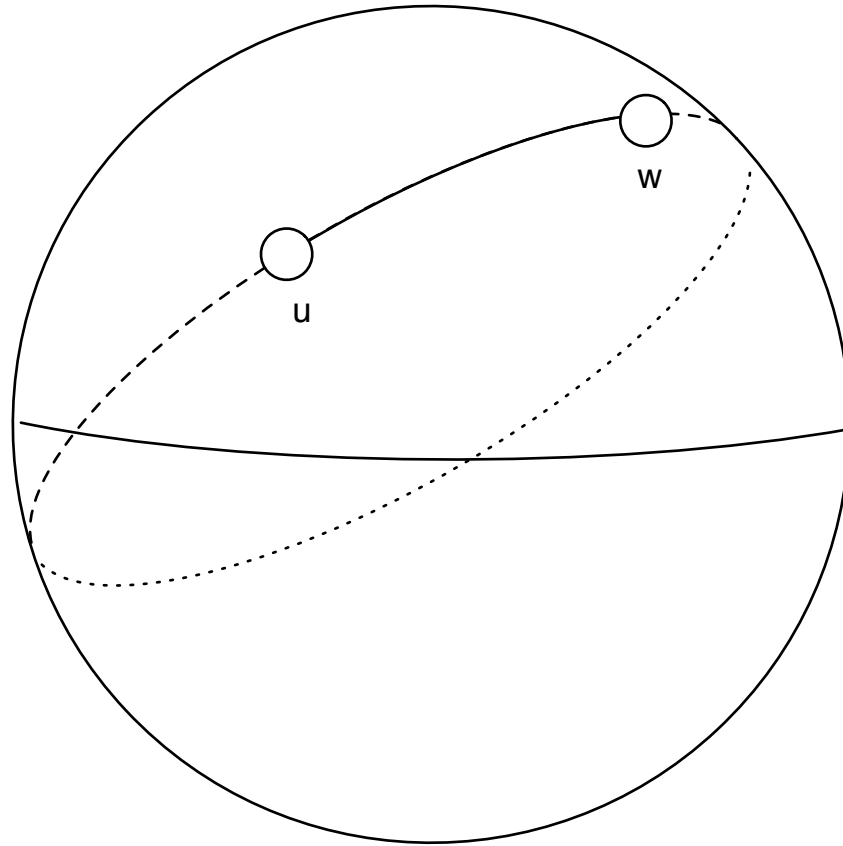
(difference between the EGM96 geoid and the WGS84 reference ellipsoid)



Red areas are above the idealized ellipsoid; blue areas are below.



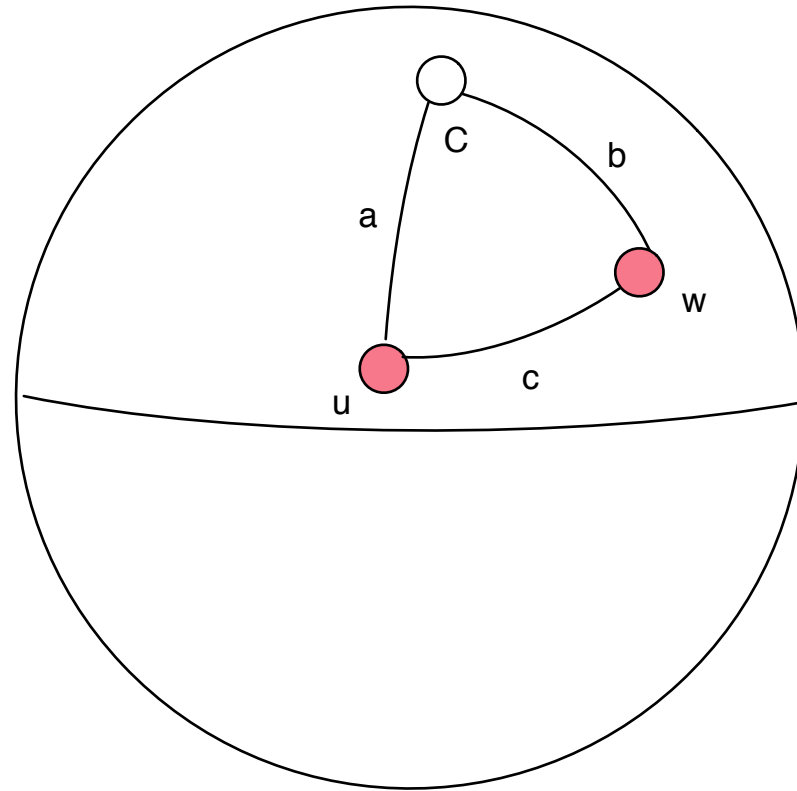
Finding the Distance Between Two Points



Law of haversines (hav)

$$\text{hav}(\theta) = \sin^2\left(\frac{\theta}{2}\right) = \frac{1 - \cos(\theta)}{2}$$

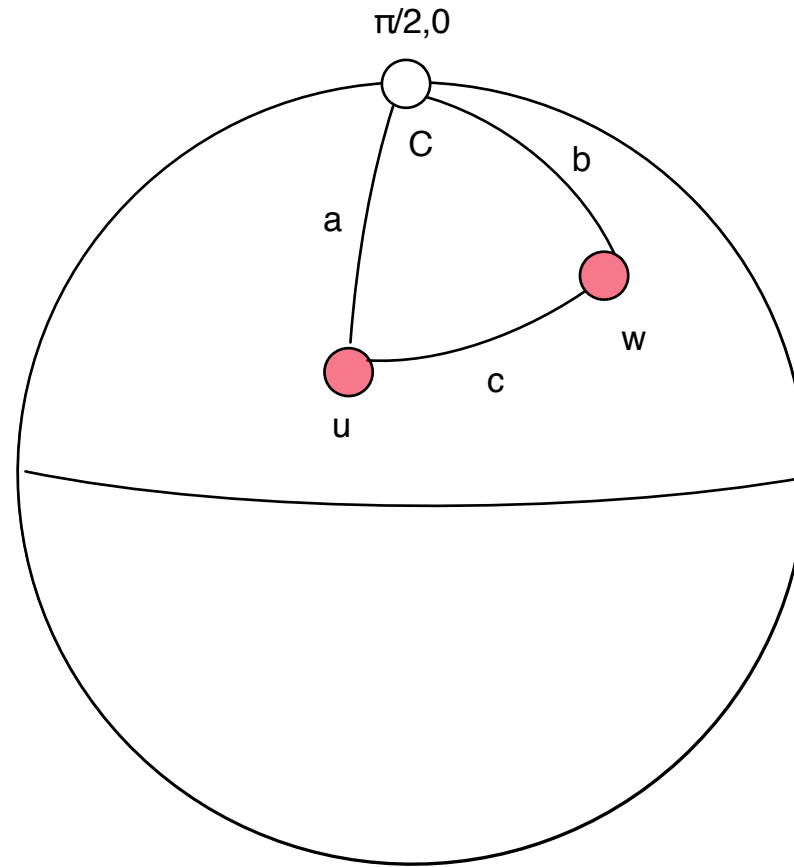
$$\text{hav}(c) = \text{hav}(a - b) + \sin(a) \sin(b) \text{hav}(C).$$



Law of haversines (hav)

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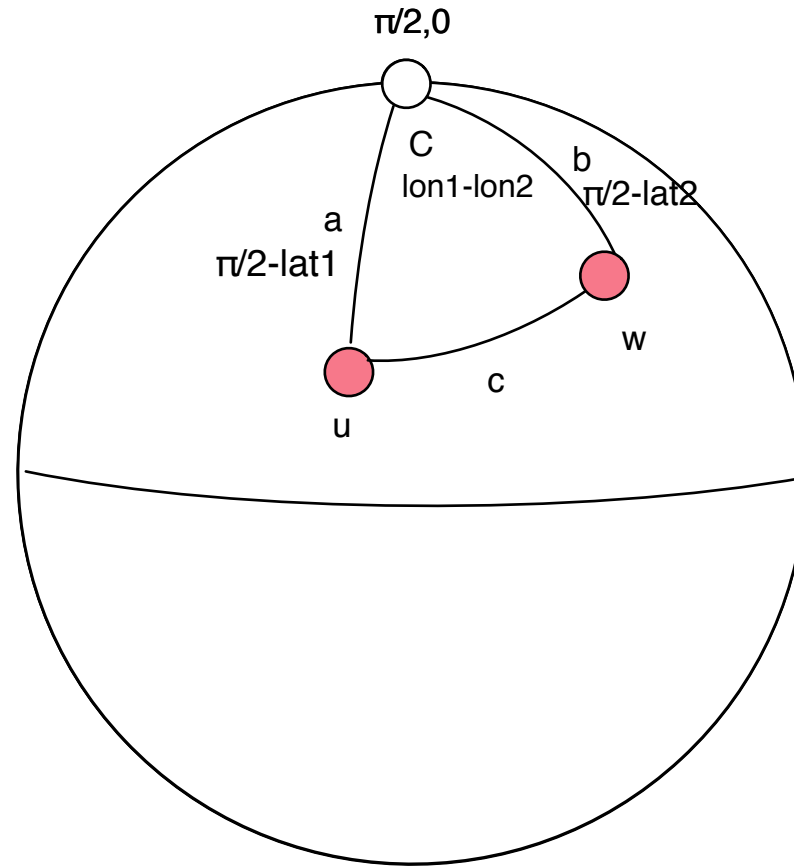
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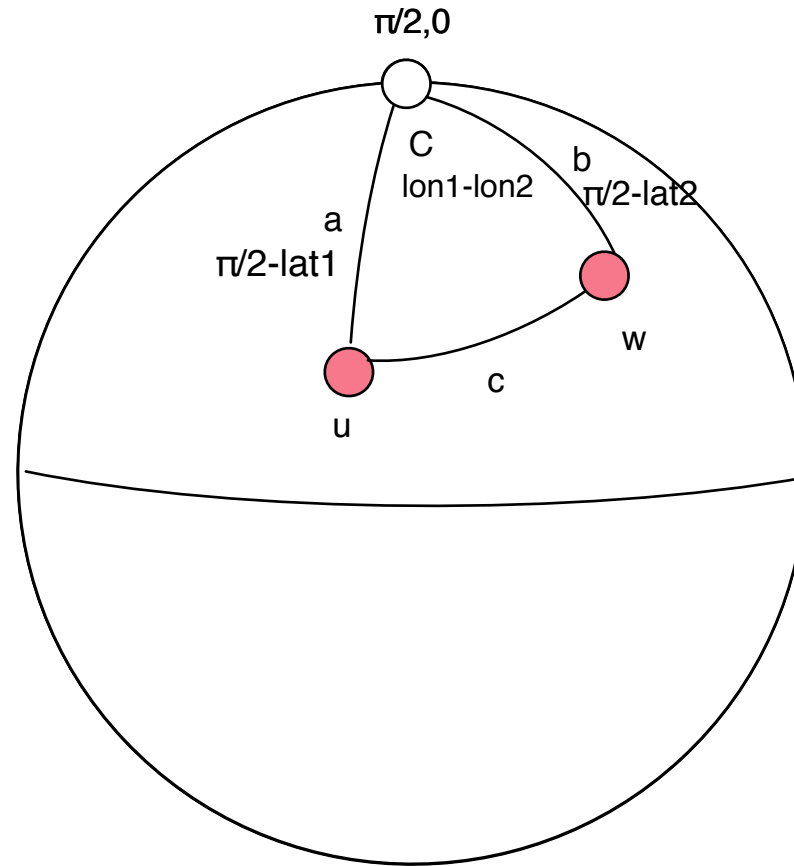


Law of haversines (hav)

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$$\text{hav}(c) = \text{hav}(a - b) + \sin(a) \sin(b) \text{hav}(C).$$

$$\sin(\pi/2 - \theta) = \cos(\theta)$$



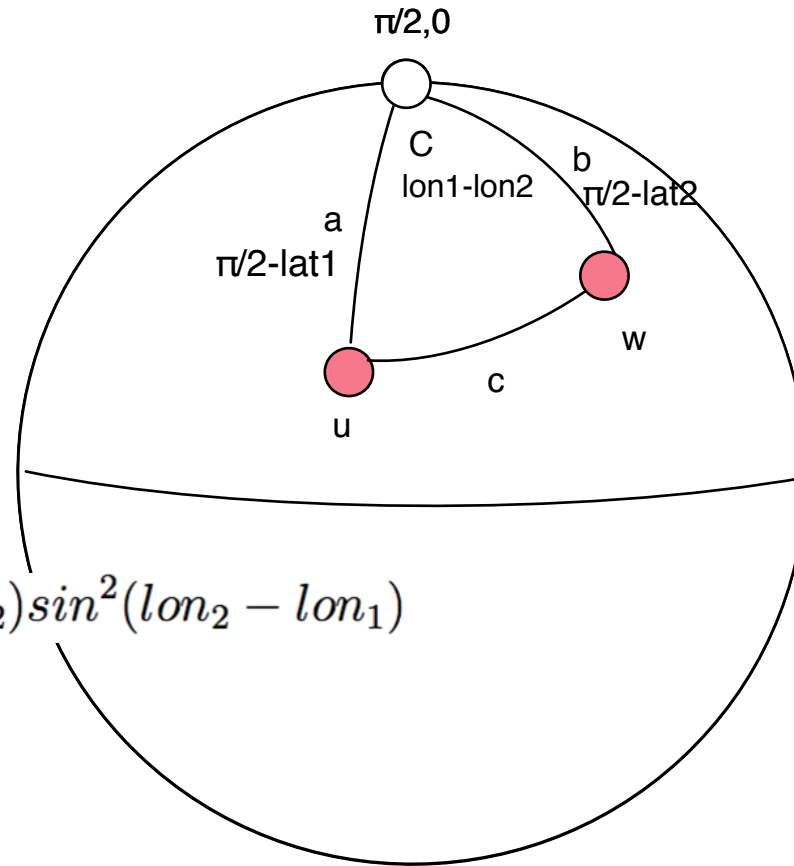
Law of haversines (hav)

$$\text{hav}(\theta) = \sin^2\left(\frac{\theta}{2}\right) = \frac{1 - \cos(\theta)}{2}$$

$$\text{hav}(c) = \text{hav}(a - b) + \sin(a) \sin(b) \text{hav}(C).$$

$$\sin(\pi/2 - \theta) = \cos(\theta)$$

$$\sin^2(c/2) = \sin^2((\text{lat}_2 - \text{lat}_1)/2) + \cos(\text{lat}_1) \cos(\text{lat}_2) \sin^2(\text{lon}_2 - \text{lon}_1)$$



Law of haversines (hav)

$$\text{hav}(\theta) = \sin^2\left(\frac{\theta}{2}\right) = \frac{1 - \cos(\theta)}{2}$$

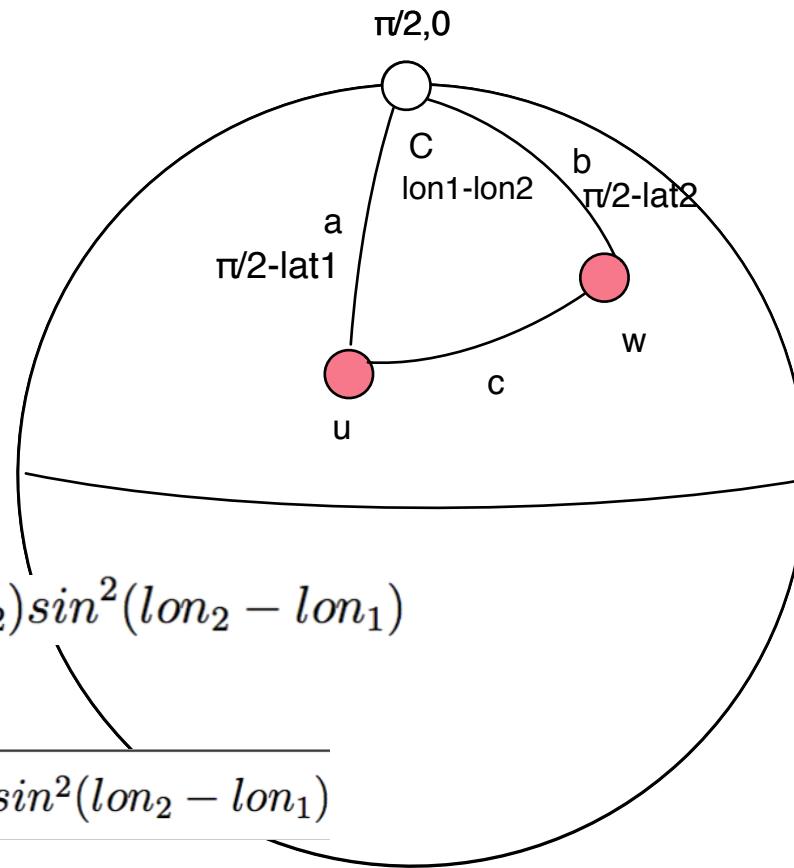
$$\text{hav}(c) = \text{hav}(a - b) + \sin(a) \sin(b) \text{hav}(C).$$

$$\sin(\pi/2 - \theta) = \cos(\theta)$$

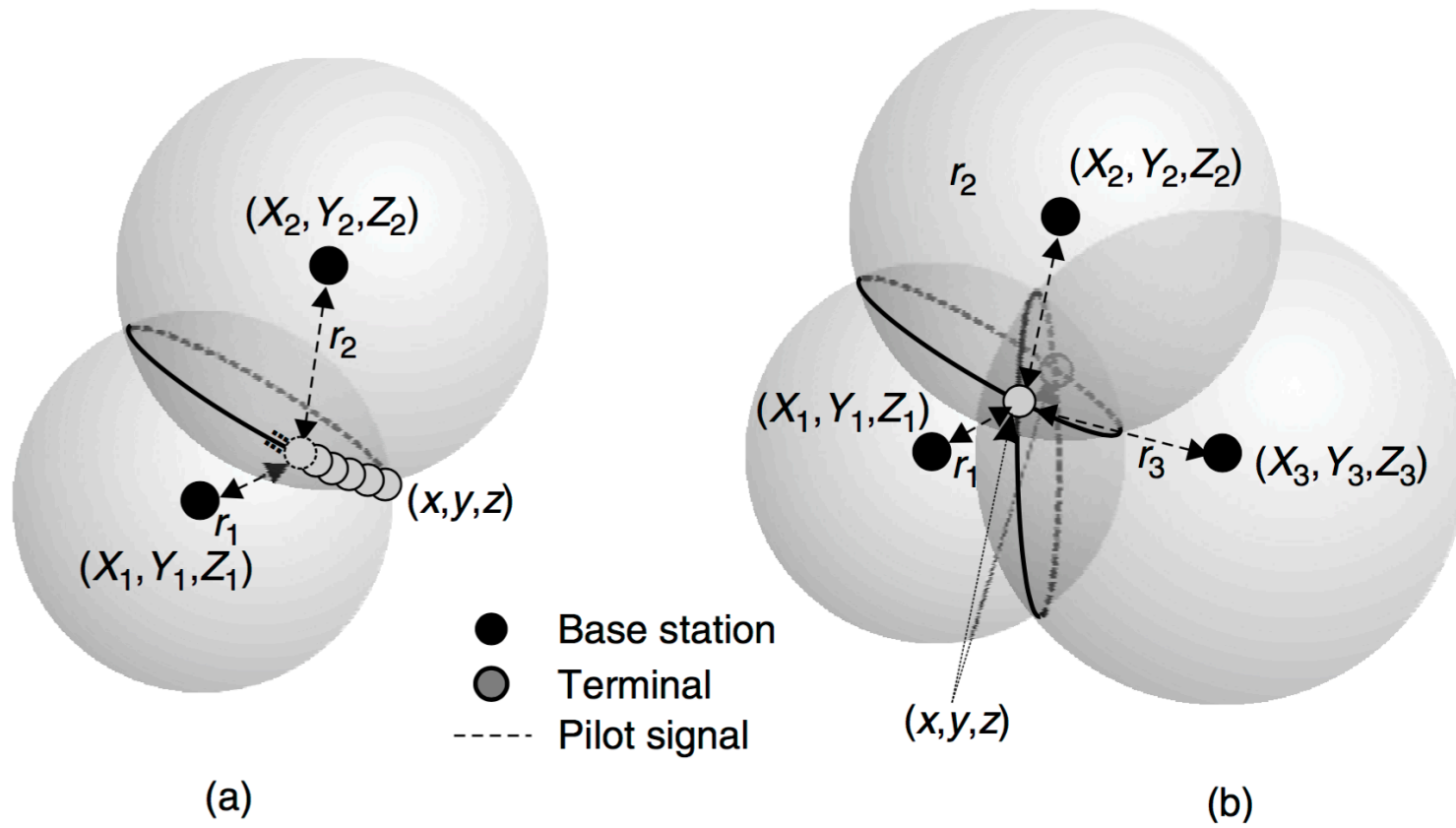
$$\sin^2(c/2) = \sin^2((lat_2 - lat_1)/2) + \cos(lat_1) \cos(lat_2) \sin^2(lon_2 - lon_1)$$

$$c = d/R$$

$$d = 2R \arcsin \sqrt{\sin^2((lat_2 - lat_1)/2) + \cos(lat_1) \cos(lat_2) \sin^2(lon_2 - lon_1)}$$



Trilateration in 3D



Positioning APIs

```
locmgr = [[CLLocationManager alloc] init];  
locmgr.desiredAccuracy = kCLLocationAccuracyThreeKilometers; //cellular?  
locmgr.desiredAccuracy = kCLLocationAccuracyHundredMeters; //wifi?  
locmgr.desiredAccuracy = kCLLocationAccuracyBest; //gps?  
  
[locmgr startUpdatingLocation];  
  
(void)locationManager:(CLLocationManager *)manager  
didUpdateLocations:(NSArray<CLLocation *> *)locations {  
    ....  
}
```

Ranging APIs

```
-(void) init {
    locMgr = [[CLLocationManager alloc] init];
    static NSString * const activeUUID= @"B8FED863-9F1C-447C-8F82-DF0C2E067DEA";
    CBUUID *uuid = [[NSUUID alloc] initWithUUIDString:activeUUID] ;
    region= [[CLBeaconRegion alloc] initWithProximityUUID:uuid
    identifier:@"region"];
    [locMgr startRangingBeaconsInRegion:region];
}

-(void)locationManager:(CLLocationManager *)manager
    didRangeBeacons:(nonnull NSArray<CLBeacon *> *)beacons
    inRegion:(nonnull CLBeaconRegion *)region
{
    ...
}
```

Indoor Ranging Performance

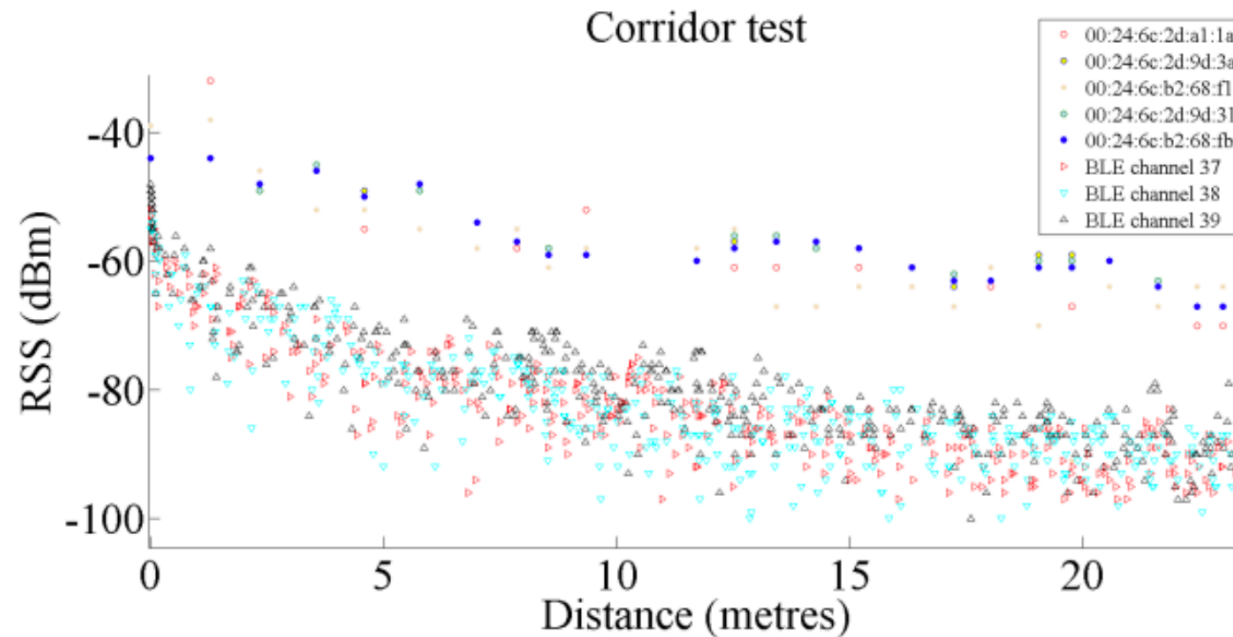


Figure 6 shows the WiFi RSS data (circles) and the iPhone BLE data separated out by channel number (triangles) as the user moved away from the transmitters.

Geocoding APIs

```
CLGeocoder *geocoder = [[CLGeocoder alloc] init];
```

```
...
```

```
[geocoder reverseGeocodeLocation:location //location is a CLLocation  
completionHandler:
```

```
^(NSArray< CLPlacemark *>* placemarks, NSError* error){  
    if ([placemarks count] > 0) {  
        NSLog(@"%@\\n%@\\n%@",  
            placemarks[0].name,  
            placemarks[0].thoroughfare,  
            placemarks[0].locality]);  
    }  
}];
```