

# Beyond the Blue Dot

New features in Android Location

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#### Plan

- What's changed?
- Deep Dive on the New Stuff
- Looking Ahead





# What's changed?

Growing Importance of Location



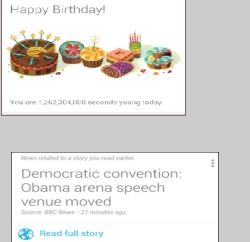
New Type of App: Contextual Apps

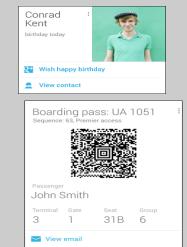


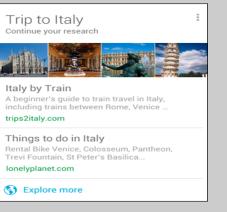
# Location-using cards: 21



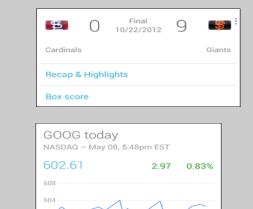
#### All cards: 28+



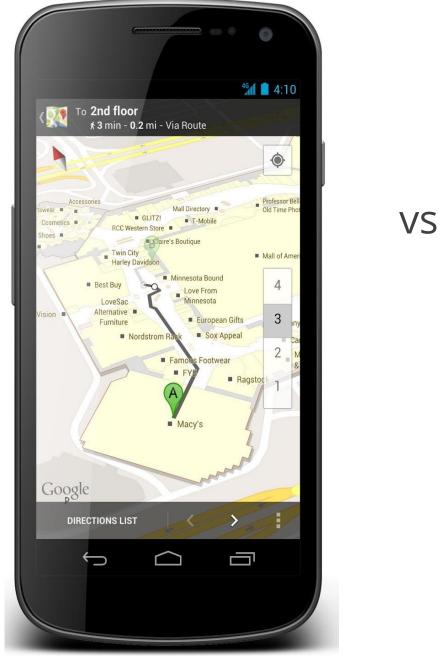












Cubs Mets Recap & Highlights Box score San Francisco PARTLY CLOUDY ஆ gmph FRI SAT SUN THU 73° 72° 73° 70° 55°  $\bigcup$ 

requirements?

On when?

Power?

Real-time vs historical?

Accuracy?

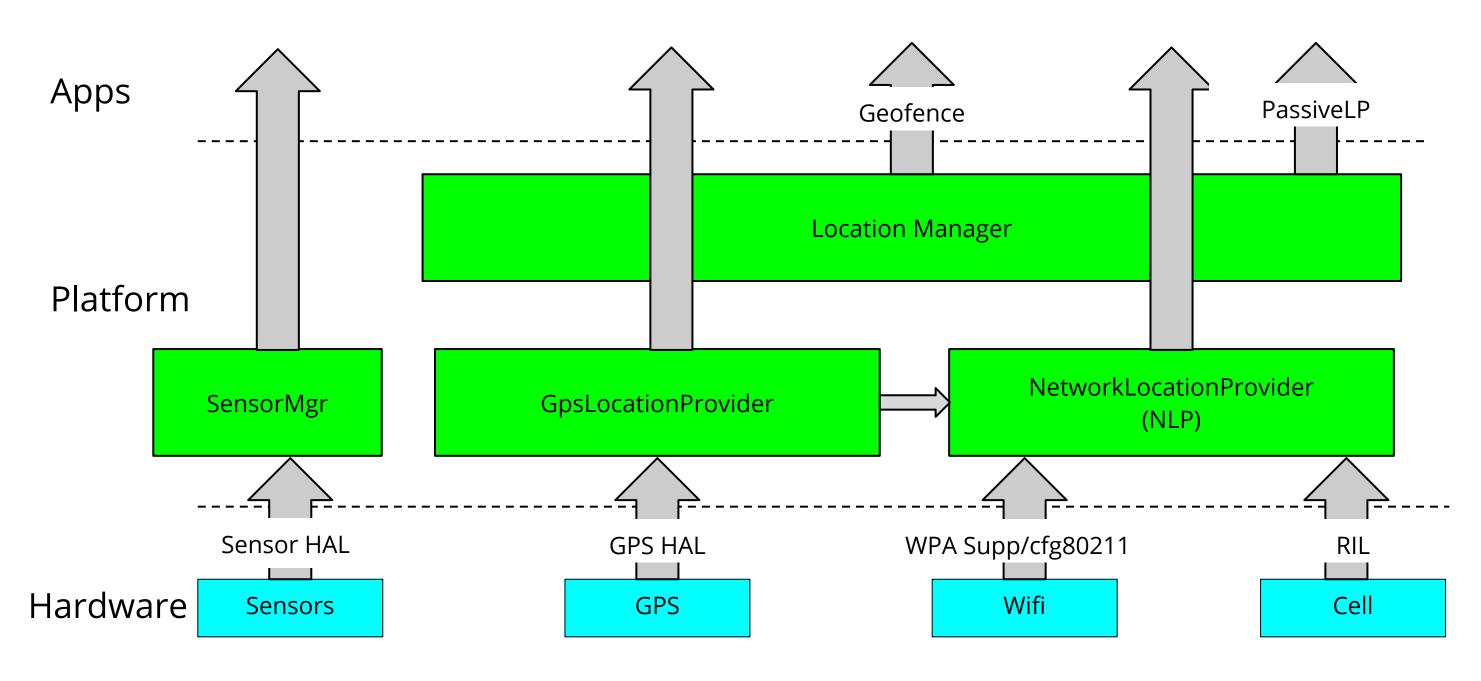


# Complexity

	GPS	WiFi	Cell	Sensors
Power				
Accuracy				
Coverage				



#### Current State Of Platform APIs





### Location Strategies

#### Flow for obtaining user location

Here's the typical flow of procedures for obtaining the user location:

- 1. Start application.
- Sometime later, start listening for updates from desired location providers.
- 3. Maintain a "current best estimate" of location by filtering out new, but less accurate fixes.
- 4. Stop listening for location updates.
- 5. Take advantage of the last best location estimate.

Figure 1 demonstrates this model in a timeline that visualizes the period in which an application is listening for location updates and the events that occur during that time.

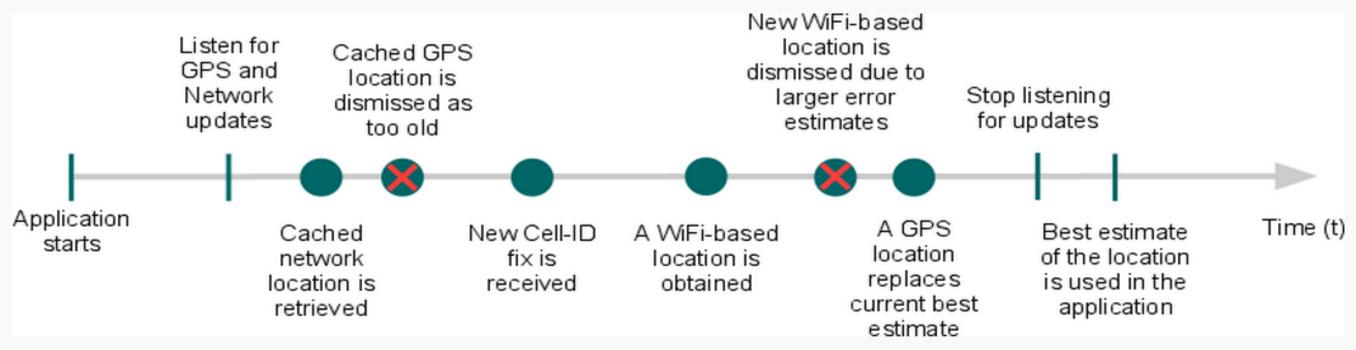


Figure 1. A timeline representing the window in which an application listens for location updates.



#### Sensors?

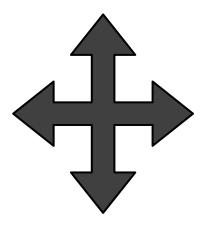
	GPS	WiFi	Cell	Sensors
Power				
Accuracy				
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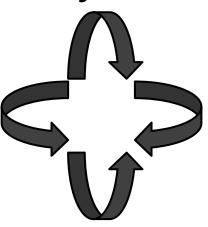


#### Sensors

Accelerometer



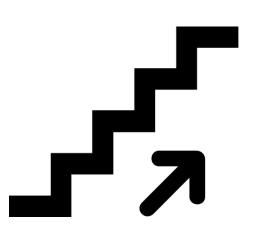




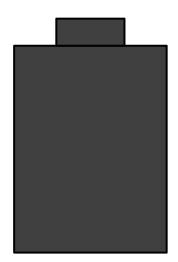
Compass



Barometer



Save Power



**Detect Activity** 



Indoor location





#### Animations

- High Quality indoor location with sensors
- Underlying wifi jumpiness



# Goals of the Changes

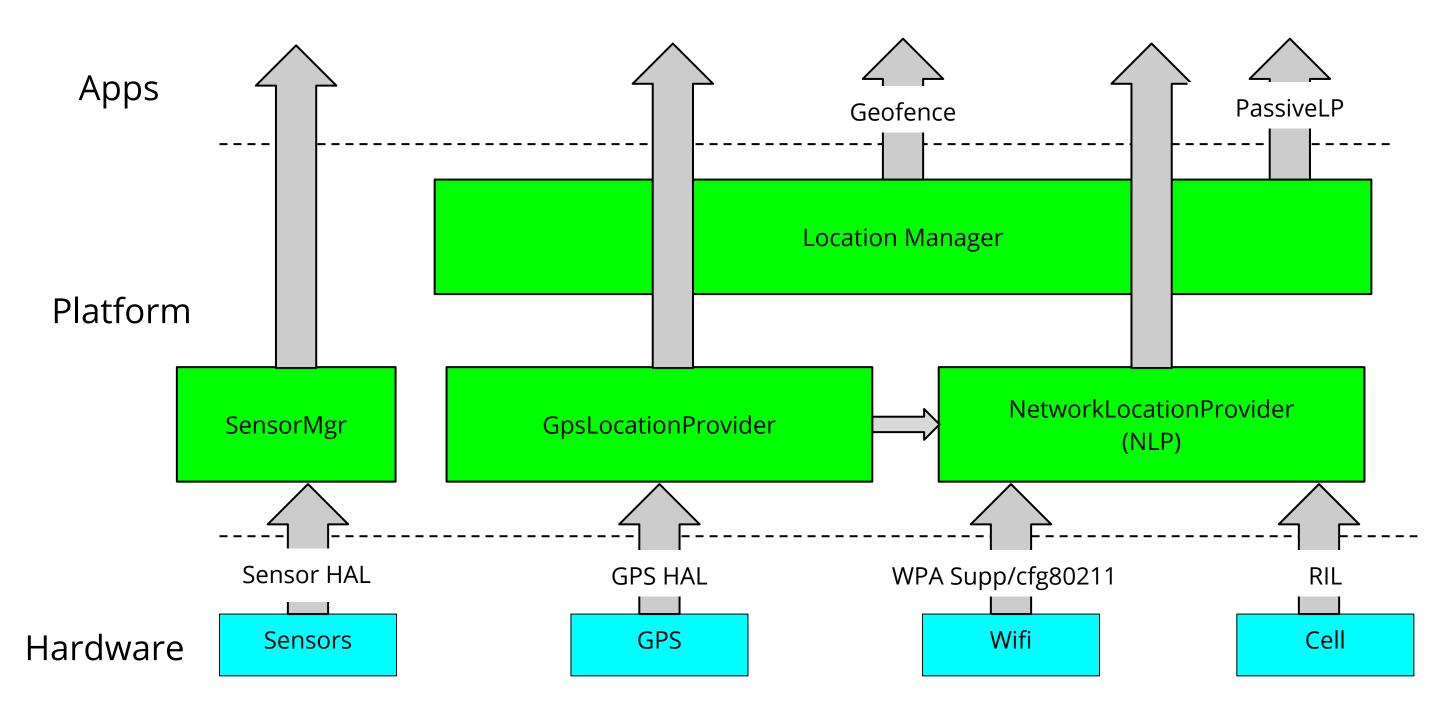
- Reduce Power
- Improve accuracy
- Simplify the APIs
- Expose cool new features
- and make it available on most Android devices.





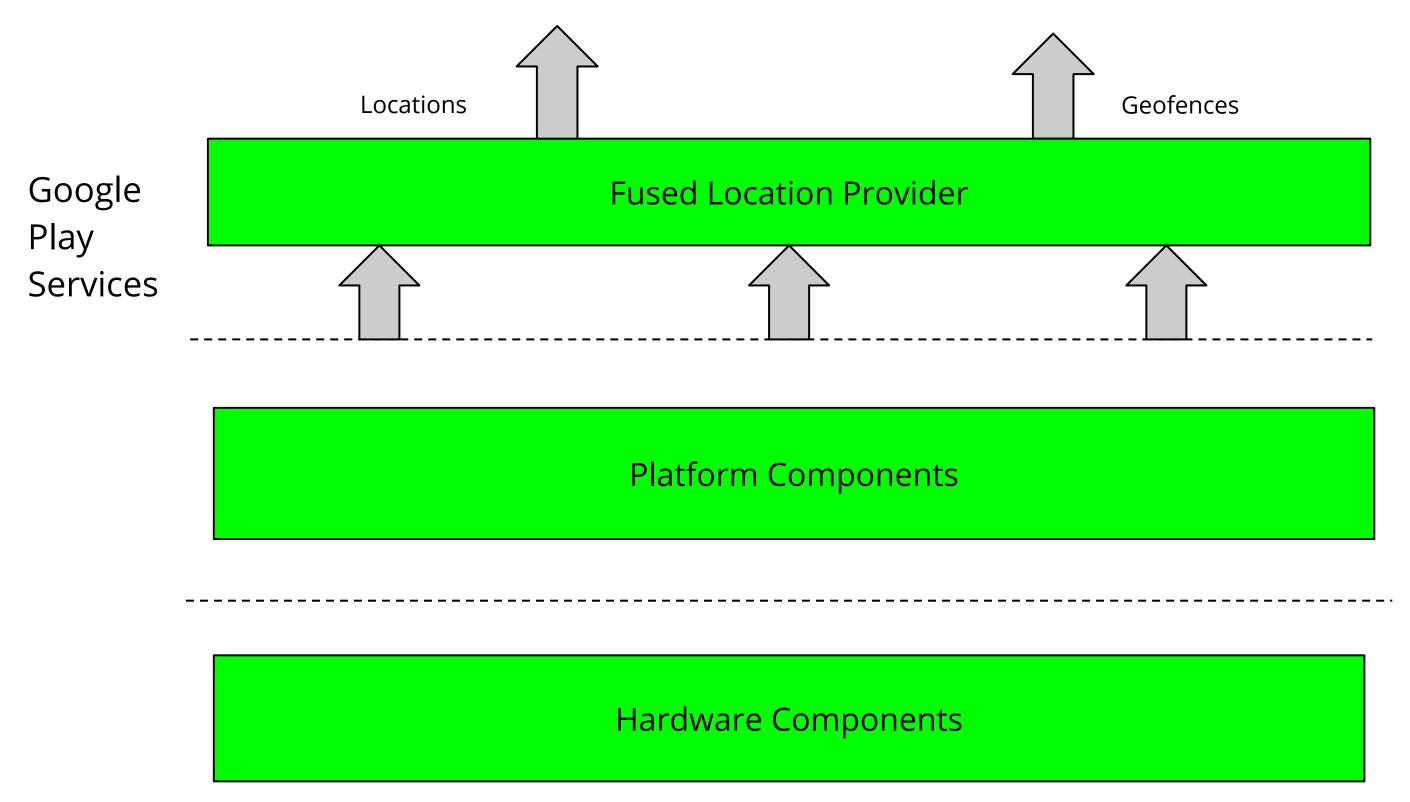
# Deep Dive

#### Fused Location Provider - From This ...





#### ... To This





#### Fused Location Provider

Animations



Listeners vs Pending Intent

Foreground vs Background



```
mLocationClient = new LocationClient(....)
mLocationClient.connect();
// public void onConnected(Bundle bundle)
// Get the latest known location. Useful when you need location quickly.
Location location = mLocationClient.getLastLocation();
// Create location request.
LocationRequest locationRequest = LocationRequest.create()
   .setInterval(5000).setPriority(LocationRequest.PRIORITY_HIGH_ACCURACY);
```



```
LocationListener mLocationListener = new LocationListener() {
    @Override
    public void onLocationChanged(Location location) {
        Log.i(TAG, "Received a new location " + location);
};
// Request updates.
mLocationClient.requestLocationUpdates(locationRequest, mLocationListener);
```

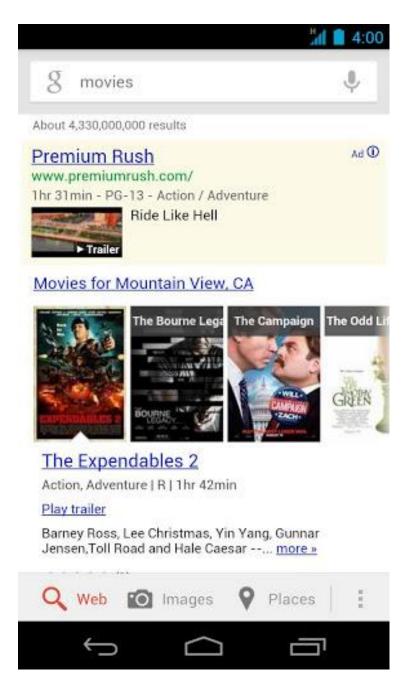


```
PendingIntent mIntent = PendingIntent.getService(...);
mLocationClient.requestLocationUpdates(locationRequest, mIntent);
public void onHandleIntent(Intent intent) {
   String action = intent.getAction();
   if (ACTION_LOCATION.equals(action)) {
       Location location = intent.getParcelableExtra(...)
```

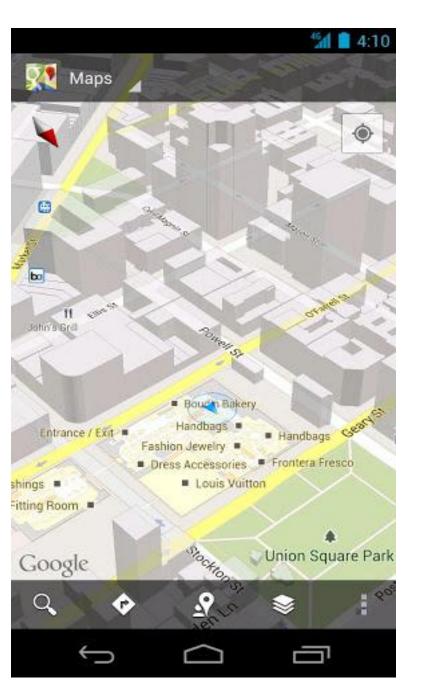


#### Fused Location Provider

getLastLocation()



#### LocationRequest APIs





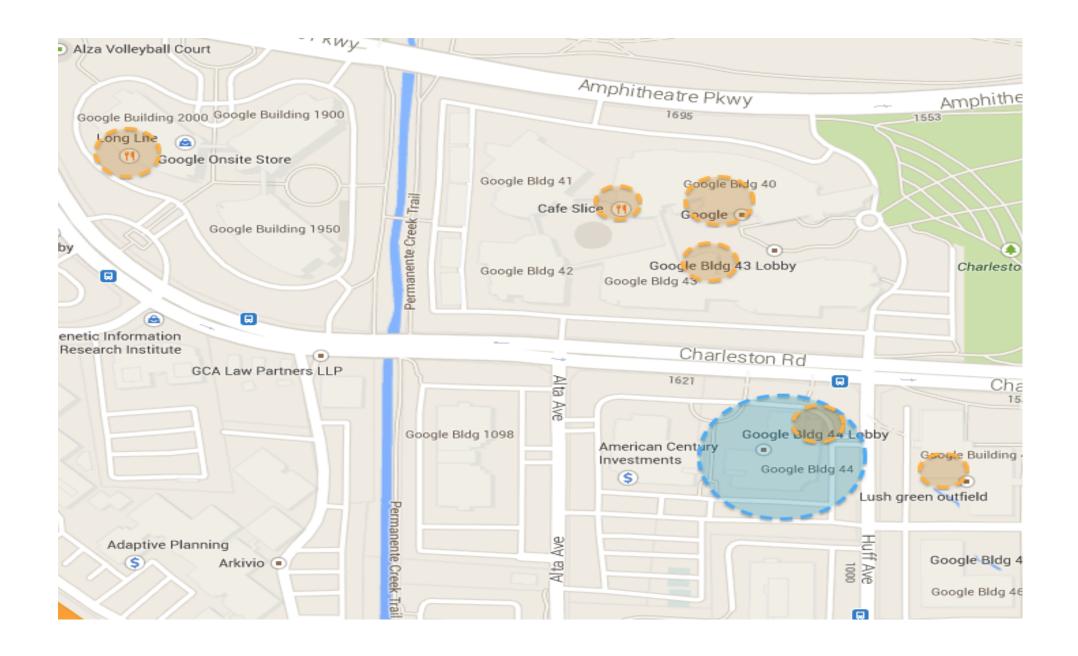
# Fused Location Provider: Priority options

Galaxy Nexus (over multiple tests)

Priority	Typical Interval	Battery Drain per Hour (%)	Accuracy*
HIGH_ACCURACY	5 seconds	7.25%	~10 meters
BALANCED_POWER	20 seconds	0.6%	~40 meters
NO_POWER	N/A	small	~1 mile?



# Geofencing





# Geofencing- Demo

- Demo app with Mocked Location
- Zillow with Mocked Location



### Geofencing - Closer Look At The APIs

```
mLocationClient = new LocationClient(....)
mLocationClient.connect(); - Entry point for Location and Geofence APIs
public void onConnected(Bundle bundle) {
     Geofence geofence = new Geofence.Builder().setRequestId(stringId)
           .setTransitionTypes(transitionTypes)
           .setCircularRegion(getLatitude(), getLongitude(), getRadius())
           .setExpirationDuration(expiration).build();
     mLocationClient.addGeofences(List<Geofences> geofences,
           PendingIntent intent, ...);
```

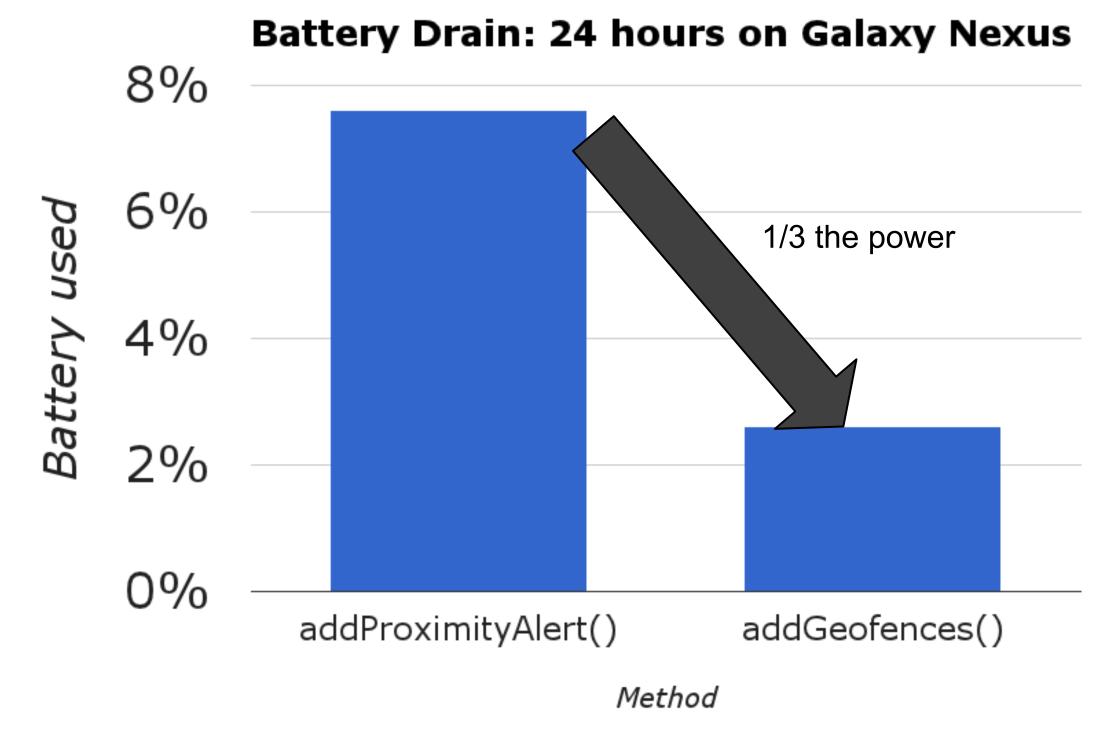


### Geofencing - Closer Look At The APIs

```
public void onReceive(Context context, Intent intent) {
     String action = intent.getAction();
     if (GeofenceActivity.ACTION_GEOFENCE.equals(action)) {
        // This is an intent that indicates geofence transition.
         handleGeofenceCrossed(context, intent);
 private void handleGeofenceCrossed(Context context, Intent intent) {
     int transition = LocationClient.getGeofenceTransition(intent);
     List<Geofence> crossedGeofences = LocationClient.getTriggeringGeofences(intent);
```



### Geofencing - addProximityAlert() vs addGeofences()



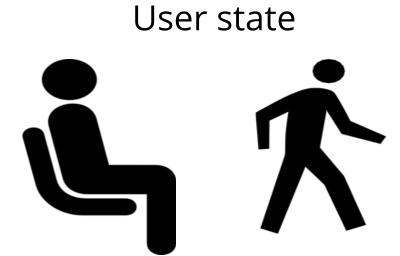


# Geofencing - Power Management

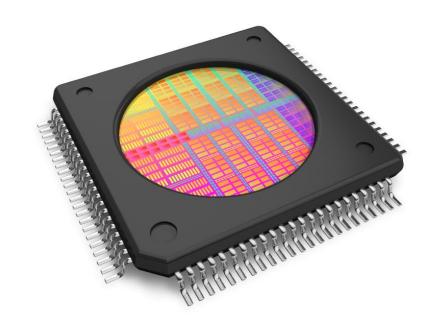
User versus Geofence Location







Doing things in Hardware





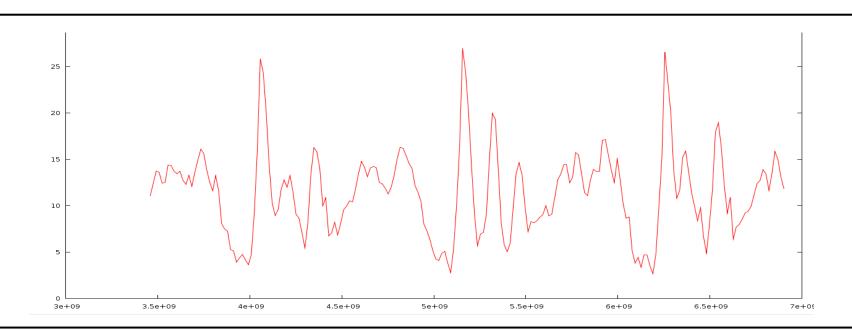
### Activity Recognition

Detect the user's activity using sensor data

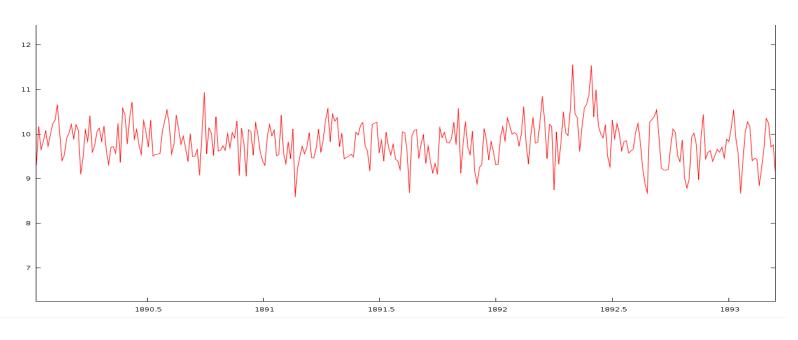




# Activity Recognition - "How Does It Work?"



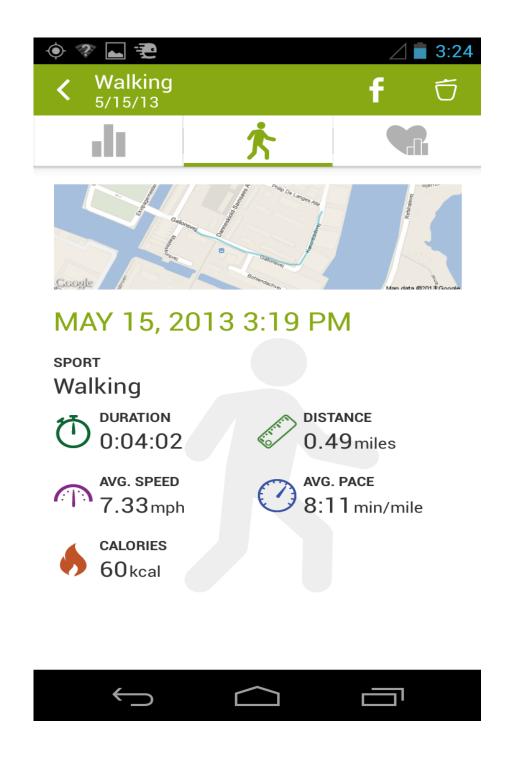
The user is walking

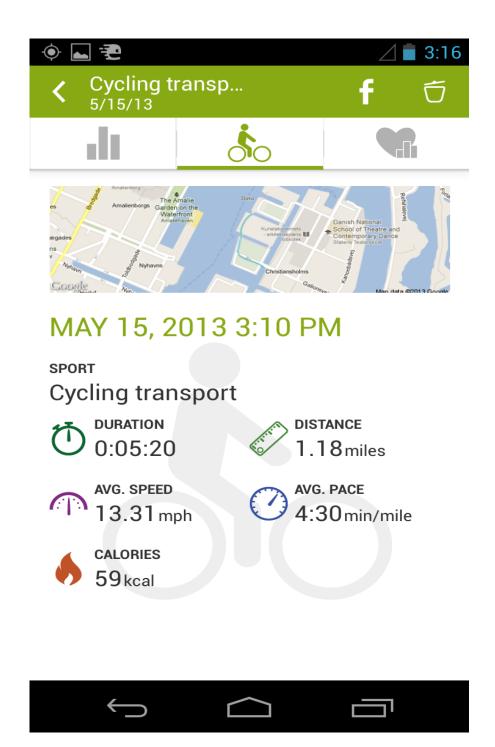


The user is in a car



# Activity Recognition - Endomondo







# Activity Recognition - Moves App Demo



### Activity Recognition - Closer Look At The APIs

```
ActivityRecognitionClient mActivityClient = new ActivityRecognitionClient(...);
mActivityClient.connect();
// Called when a connection to the ActivityRecognitionService has been established.
public void onConnected(Bundle connectionHint) {
   mActivityClient.requestActivityUpdates(30000, callbackIntent);
/**
* public void requestActivityUpdates (long detectionIntervalMillis,
          PendingIntent callbackIntent)
*
*/
```



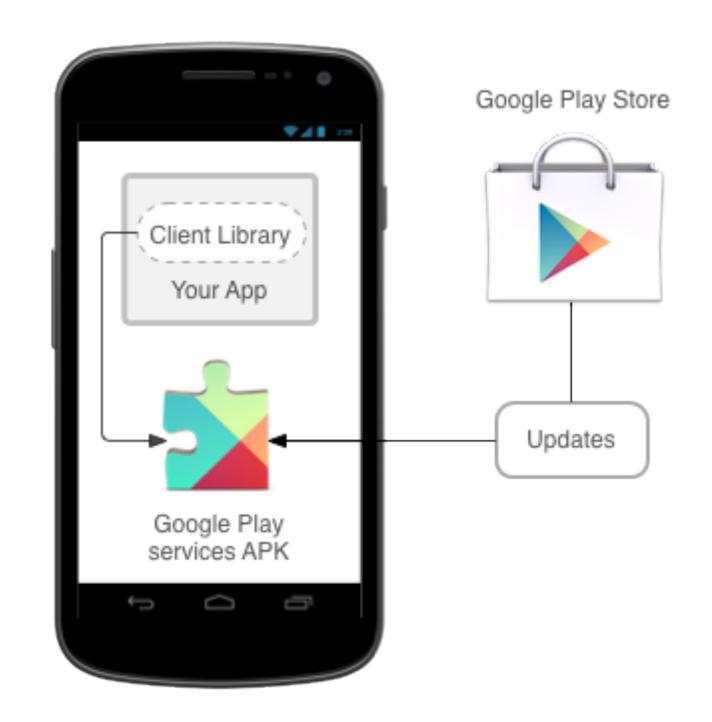
# Activity Recognition - Closer Look At The APIs

```
protected void onHandleIntent(Intent intent) {
    if (ActivityRecognitionResult.hasResult(intent)) {
       ActivityRecognitionResult result =
                ActivityRecognitionResult.extractResult(intent);
        DetectedActivity activity = result.getMostProbableActivity());
// DetectedActivity - IN_VEHICLE, ON_BICYCLE, ON_FOOT, STILL, TILTING
// Detected Activities have associated probabilities.
// Apps would need to use new ACTIVITY_RECOGNITION permission
```



## Making It Available Everywhere

- All new APIs available today
  - Fused Location Provider
  - Activity Recognition
  - Geofencing
- App built with Client library





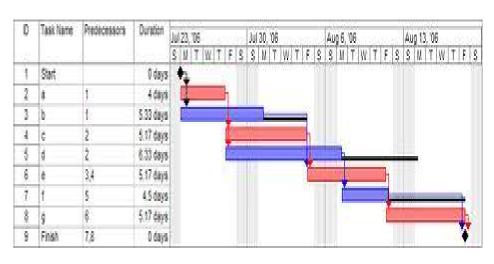
# Google Play Services - "Why?"

Backward compatible to Froyo

Google Data Models



#### Shorter Release Cycle



Source: Wikipedia

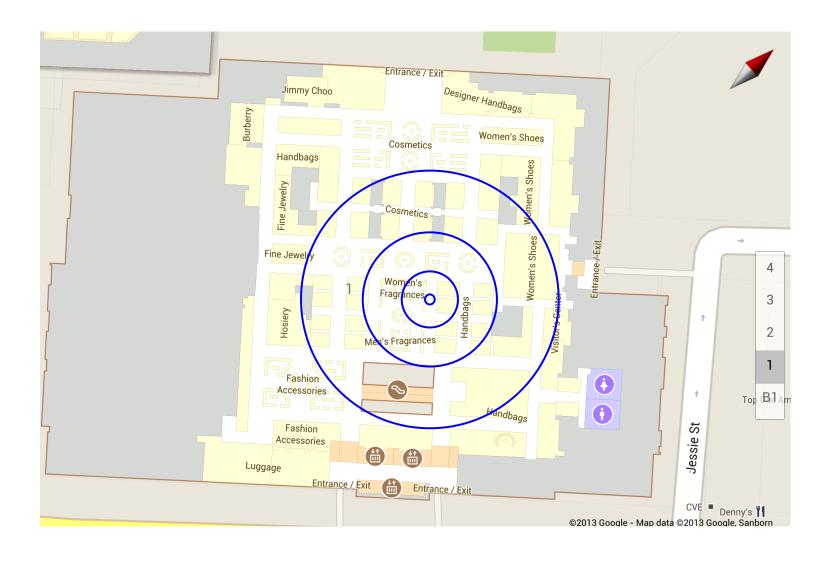




# What's next

### Improvements

- Improving accuracy
- Reducing power
  - Working with the hardware vendors
- Better coverage





# Key Takeaways

- Our focus is on improving power, accuracy, coverage, simplicity and coolness.
- New and improved APIs
  - Fused Location Provider: simpler, lower power and more accurate
  - Geofencing
  - Activity Recognition: just darn cool
  - all available today in Google Play Services
- Adding more features soon!
- Can you make your app smarter by using location and context (like activity)?



#### **Thank You**



On behalf of the entire Android location team at Google

Feedback Code Lab - May 17, 11:15 am - 1:15, Room 9

