## List of Figures

1.1 1.2	Figure (a) is an example of outdoor trajectory. Figure (b) is the illustration constraints on GPS	. 1 . 2
<ul><li>2.1</li><li>2.2</li><li>2.3</li></ul>	Illustration of the difference between positioning, tracking, and navigation	. 4 . 5 . 6
$3.1 \\ 3.2$	System ArchitectureIllustration of people's movement	. 13 . 15
4.1	Illustration of four different paths which are used for testing. These paths are on the single floor. The difference of each path lies in the walking direction. Figure (a) shows the direction of walking is to the north. Figure (b) shows the direction of walking is to the south. Figure (c) shows the direction of walking is diagonal. While the Figure (d) is a path with the combination	
	of the three previous paths	. 17
4.2	Illustration of mobile device usage as pedometer when walking	. 18
4.3 4.4	Illustration of mobile device usage as pedometer when running Figure (a) is an illustration of how to use analog compass. While Figure (b) is the illustration of how to hold mobile devices in	. 18
	this minor thesis, with adaptation of analog compass usage. $% \left( {{{\bf{x}}_{{\rm{s}}}}} \right)$ .	. 18
4.5	Illustration of threshold implementation	. 19
4.6	Illustration of mobile device position when the device is held .	. 20
4.7	Illustration of range walking in data retieval. The time taken to test each scenario is 16 seconds. The scenario of Figure (a) is walk for two seconds, and stop for the next two seconds. The scenario of Figure (b) is walk for four seconds, and stop for the next four seconds. While scenario of Figure (c) is walk for eight seconds, and stop for the next eight seconds. Each scenario is repeated up to 16 seconds	. 20

4.8	Summary of accuracy in each device position with threshold	
	form 1 to 5	23
4.9	Direct comparison between the real path and the reconstruction	
	in threshold of 2 with device position at an angle of $0^{\circ}$	23
4.10	Direct comparison between the real path and the reconstruction	
	in threshold of 2 with device position at an angle of $30^{\circ}$	23
4.11	Direct comparison between the real path and the reconstruction	
	in threshold of 2 with device position at an angle of $60^{\circ}$	24
4.12	Graph visualization number of steps based on device positions	
	changes	25
4.13	Direct comparison between the real path and the reconstruction	
	in device position with angle of $0^{\circ}$	25
4.14	Direct comparison between the real path and the reconstruction	
	in device position with angle of $30^{\circ}$	26
4.15	Direct comparison between the real path and the reconstruction	
	in device position with angle of $60^{\circ}$	26
4.16	Direct comparison between the real path and the reconstruction	
	with scenario a of range walking	27
4.17	Direct comparison between the real path and the reconstruction	
	with scenario b of range walking	27
4.18	Direct comparison between the real path and the reconstruction	
	with scenario c of range walking	28