Abstract—Distance estimation identifies the distance between two machines (M2M: Machine to Machine) in wireless network. Such estimates are an important component of localization systems, because they are used by the position computation and localization algorithm components. Different methods, such as received signal strength indication (RSSI), time of arrival (ToA), and time difference of arrival (TDoA), can be used to estimate a M2M distance. Nowadays, a lot of systems have tried to estimate M2M distance using different models in wireless networks. For example, the Active Badge System used an infrared signal. Cricket, developed at MIT, uses TDoA method. Global Positioning System (GPS) uses ToA. RADAR, developed at Microsoft, uses RSSI to estimate M2M distance. It is primarily based on an 802.11 Wireless LAN. SpotON is a RSSI based ad-hoc localization system. We describe and analyze some of the major approaches and systems for M2M distance estimation in indoor wireless network.

Keyord— Machine to Machine, Distance estimation, received signal strength indication, time of arrival, time difference of arrival, wireless network.

Joonyoung Jung (M’11) became a Member (M) of IEEE in 2011. He received the B.S. and M.S. degrees in Computer Network Engineering from Soongsil University, Republic of Korea, in 1996 and 2000, respectively. Since 2000, he has been a researcher at Electronics and Telecommunications Research Institute. He currently develops the virtualization system and cloud computing technology. His research interests in cloud computing, virtualization system, and home multimedia network service.

Changseok Bae received his B.S. and M.S. degrees in electronic engineering from Kyungpook National University, Korea, in 1987 and 1989 respectively. He also received his Ph.D. degree in electrical and electronic engineering from Yonsei University, Korea, in 2003. From 1989 to 1996, he was a senior researcher at Systems Engineering Research Institute, where he worked on image processing and pattern recognition. From 1997 to 1999, he worked with Korea Ministry of Information and Communication, where he participated in establishing national software research and development policy. Since 2000, he has been a principal research staff of Post-PC Platform Research Team and Personal Computing Research Team at Electronics and Telecommunications Research Institute (ETRI). From 2004-2005, he was a Research Fellow at School of Information Technologies, University of Sydney, Australia. His research interests include image processing, multimedia codec, home server architecture, information hiding and data mining, cloud computing, social network, virtualization system.