(CONTINUED FROM PREVIOUS PAGE)

Feature	SDK	Lite Client	*▢ ▢1	API XML (SERVER)
Clustering	✔	✔	✔	✔
Quarantine	✔	✔	✔	✔
Offline Location	✔	✖	✖	✖
Tokening	✔	✖	✖	✖
Historically Observed Location**	✔	✔	✔	✔
Hybrid GPS / Wi-Fi / Cell	✔	✔	✔	✔
Client Power Optimizations	✔	✖	✖	✖
Certified Location	✔	✖	✖	✖
IP Location	✔	✖	✖	Avaliable separately
Global Location	✔	✔	✔	✔
Location Smoothing	✔	✖	✖	✖
MAC address collapsing	✔	Server side	Server side	Server side

* Integration requirements:
SDK - The SDK only requires being included into your project, turning on a few settings, and calling the correct code
API – The API requires the implementer to write the code to perform the scans and then simply send the data to our servers.
LC - The Lite Client will perform the scans but may need to be ported over to the correct OS.
Embedded Client – The Embedded Client requires the implementer to write the code to perform the scans and then simply send the data to our servers.

** When a device requests location from Skyhook, it packages the nearby access points and cell towers (and their respective signal strength in dBm and age of each reading in milliseconds) along with available GPS data. Skyhook's first-party location network contains historical records of each of those location beacons as Skyhook has observed them in the past. This allows our network to self-learn and self-heal as the coordinates of each location beacon evolve with each location request. It also allows Skyhook to deliver the most confident, historically-informed positioning available in the market today.