GuideMe
A Networked Application for Indoor Orientation and Guidance

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Outline

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Introduction

- There is an increasing demand for efficient indoor navigation systems, demand that mainly derive from smart cities, robots and visually impaired people.
- As far as outdoor navigation and pathfinding are concerned, the Global Positioning System (GPS) is still considered among the most commonly used technologies but the inability to use the GPS technology inside buildings makes indoor navigation more complicated.
- Indoor navigation is very important to us and has many applications for humans and robots. Two of the most common issues that arise are a) the fact that physical obstacles inside building that have cannot be labeled as obstacles from the GPS and b) the fact that signals cannot be absorbed by walls inside buildings.
- The direct need for new applications and technologies that can efficiently tackle such issues.
Motivation

• Globally, at least 2.2 Billion people have a vision impairment or blindness
• They can’t move easily one place to another without helping
• We need to make people feel more comfortable visiting public places
• Paper aims on providing security in case of emergencies
• It targets at designing and developing a tracking and navigation system aimed at people that experience difficulties in indoor orientation using a wearable device
• The user takes direction from the wearable device for the indoor orientation through voice commands helping him to avoid obstacles.

The motivation of this paper is designing a device that provides the ability to navigate and route by voice commands, based on the device's location and orientation capabilities.
Related Work

- Location estimation on Low Power Wide Area Networks (LPWAN) presenting Multilateration, Trilateration and PSO algorithms to calculate the location
- Evaluating performance in interior scenario gathering all existing algorithms for UWB positioning
- Overview of indoor positioning using UWB
- SWOT of UWB in indoor positioning
- Various positioning enabled wireless technologies for indoor navigation
System Architecture [1/2]

The main component is a small wearable using UltraWide Band technology

System has the ability to locate the user

It determines the orientation of the user

The device receives voice commands

It transmits voice instructions to guide the visually impaired people.
Smart devices communicated to anchors through UWB

The device routes and navigates the user by voice commands

Anchors calculating the distance between user and anchor

Distance transfers to a local server to measure all the parameters

Position of user and building map used for guidance

Directions are given to smart device through wireless headphones
Proposed System 1/2

**Indoor Positioning - Trilateration Algorithm**

- For each anchor the user communicates with a circle is created with center the position of the user and the radius the distance between the user and the anchor.
- At least 3 anchors
- The intersection is the location of the user
Proposed System 2/2

**Indoor Navigation - Algorithm A***

- A path tree is constructed from the start node
- The travel cost is used and estimates the costs required to the final node
- Selects the path that minimizes $f(n) = g(n) + h(n)$
- Terminates when an acceptable extension is found
Conclusions and Future Work

• The paper is about a project contributing in indoor navigation and positioning for people with difficulties using a wearable device
• The user takes directions from the wearable device through voice commands helping him to avoid obstacles
• Extension of the current work by covering outdoor areas through the application
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Thank you!

Questions?

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