



Indoor Guidance Application

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Outline



Introduction

Design Overview

Feasibility Study

Implementation

Limitations & Future Goals

System Demonstration



Introduction to Guidance System

“SWIM ACROSS THE ATLANTIC OCEAN (ONLY 3,464 MILES)”
RECOMMENDED BY GOOGLE MAP

Introduction to Guidance System

❖ What is Guidance / Navigation System?

- **Google Map** can be consider as a guidance system since it *giving advice on how to get to somewhere from a given location.*

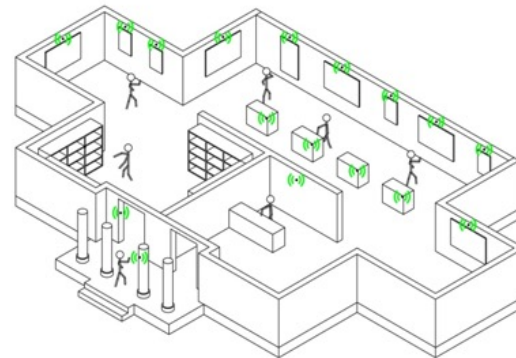
❖ Types of Navigation System?

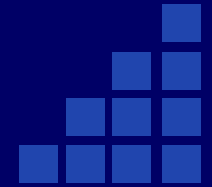
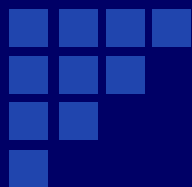
- **Outdoor Navigation System**
 - Requires Outdoor positioning
- **Indoor Navigation System**
 - Requires Indoor positioning

Introduction to Guidance System

❖ Indoor Navigation System (INS)

- GPS cannot provide indoor position service.
- INS can locate people or object inside the building by using beacons, Wi-Fi, NFC etc.
- Beacon technologies showed up in recent year which make a new trend of INS.



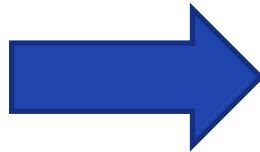


Motivation

Motivation

❖ In this semester, we have made a completed carpark indoor guidance service.

- But why we choose carpark?



Motivation

❖ Why we choose carpark?

- Lots of INS focus on the behaviors of walking
E.g. exhibition indoor guidance
- There are some limitations in driving scenario
E.g. traffic congestion, barricades.

Challenge!

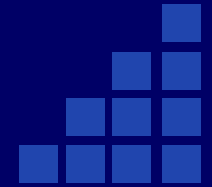
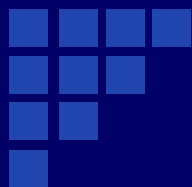
Motivation

❖ What problems are drivers facing to through parking?

- May take time to search available parking spaces
- Forgot where they have parked the car
- Hard to find the entrance and exit

Our app can benefit to drivers!!





Design Overview

*“IF YOU GIVE ME SIX HOURS TO CUT DOWN A TREE,
I WILL SPEND FOUR HOUR SHARPENING MY AXE.”
BY ABE LINCOLN*

Design Overview

❖ Car-park Guidance System

- How to archive guidance in car park?

Design Overview

❖ Car-park Guidance System

- How to archive guidance in car park?

❖ 2 things

- Current Location (Where am I?)
- Target Location (Where am I going?)

Design Overview

❖ Car-park Guidance System



Design Overview

❖ Car-park Guidance System



1. Set the Destination to Beacon Region

- Example: Guide user to the lift lobby (assume there is a Beacon)
- Example: Guide the driver to the drive to next floor
- Example: Guide the driver to the Electronic Vehicle Charger

parkinghk.com



Design Overview

❖ Car-park Guidance System

2. Ask server where is my Next Hop

- Just like “Next Hop” Routing in Computer Networking
-



Current Location

Destination



Server



Routing Table



4/F Carpark

For Identification

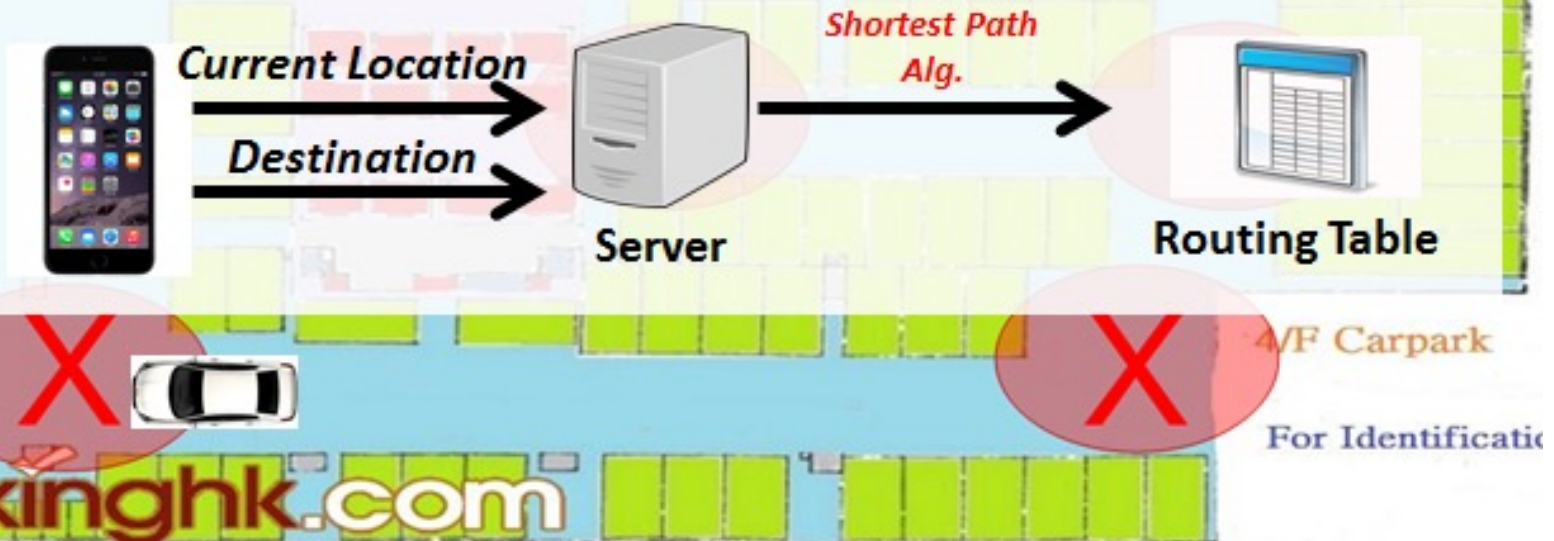
parkinghk.com

Design Overview

❖ Car-park Guidance System

2. Ask server where is my Next Hop

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-

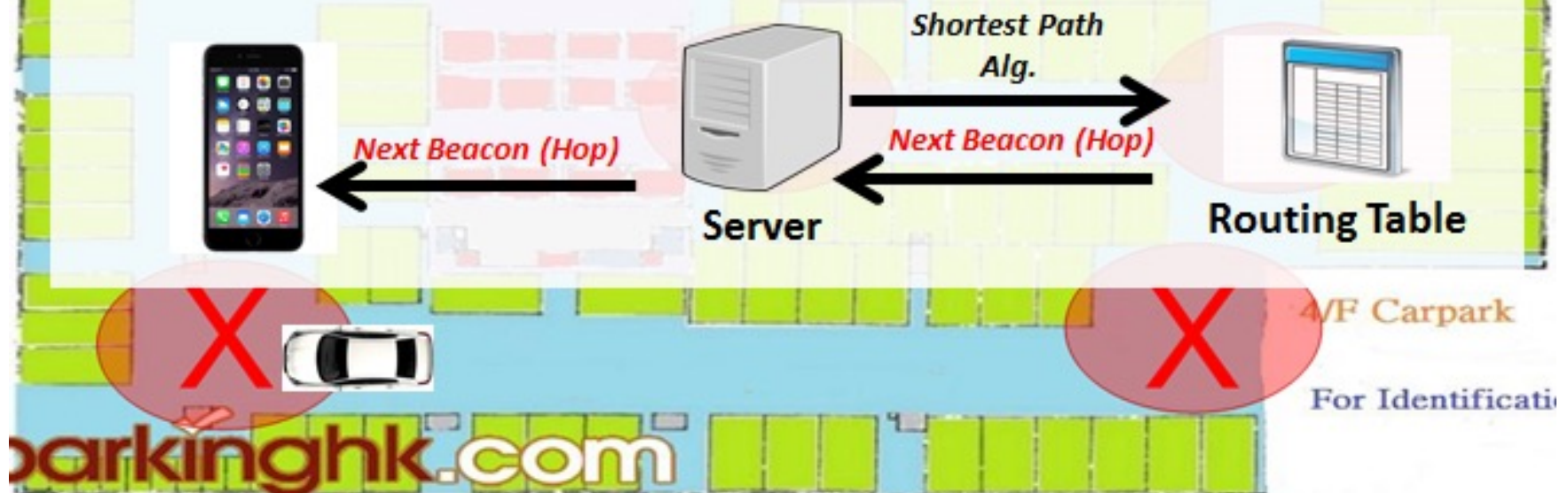


Design Overview

❖ Car-park Guidance System

2. Ask server where is my Next Hop

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-

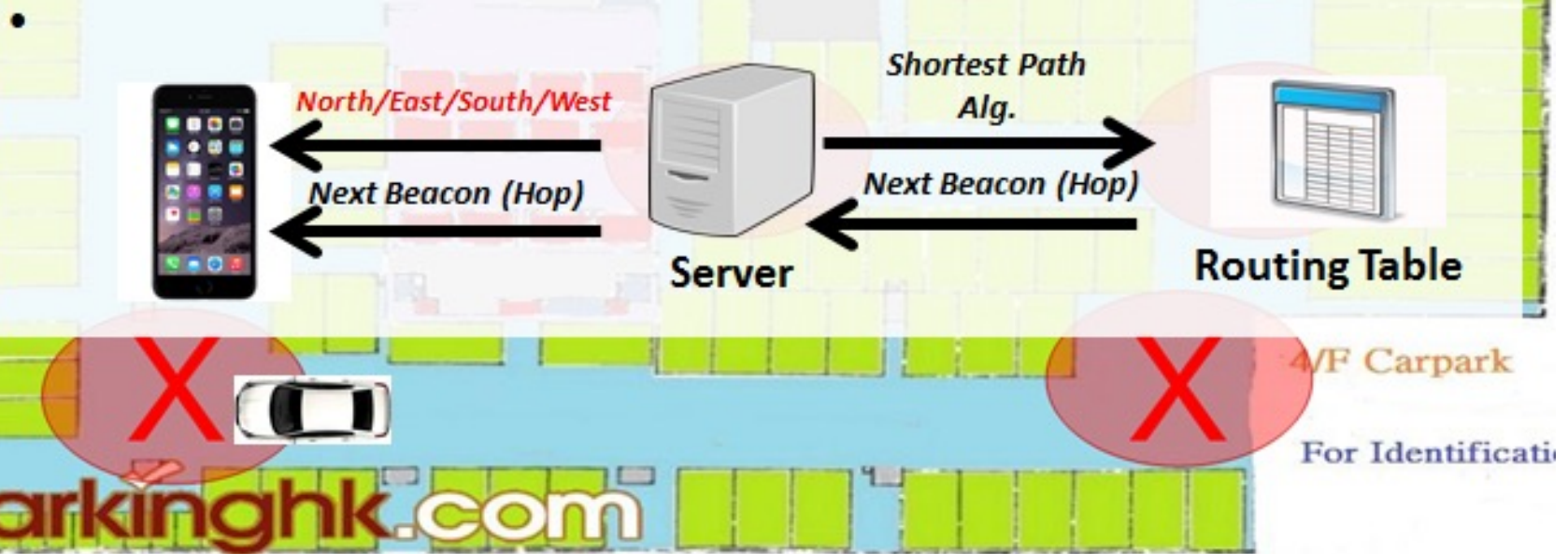


Design Overview

❖ Car-park Guidance System

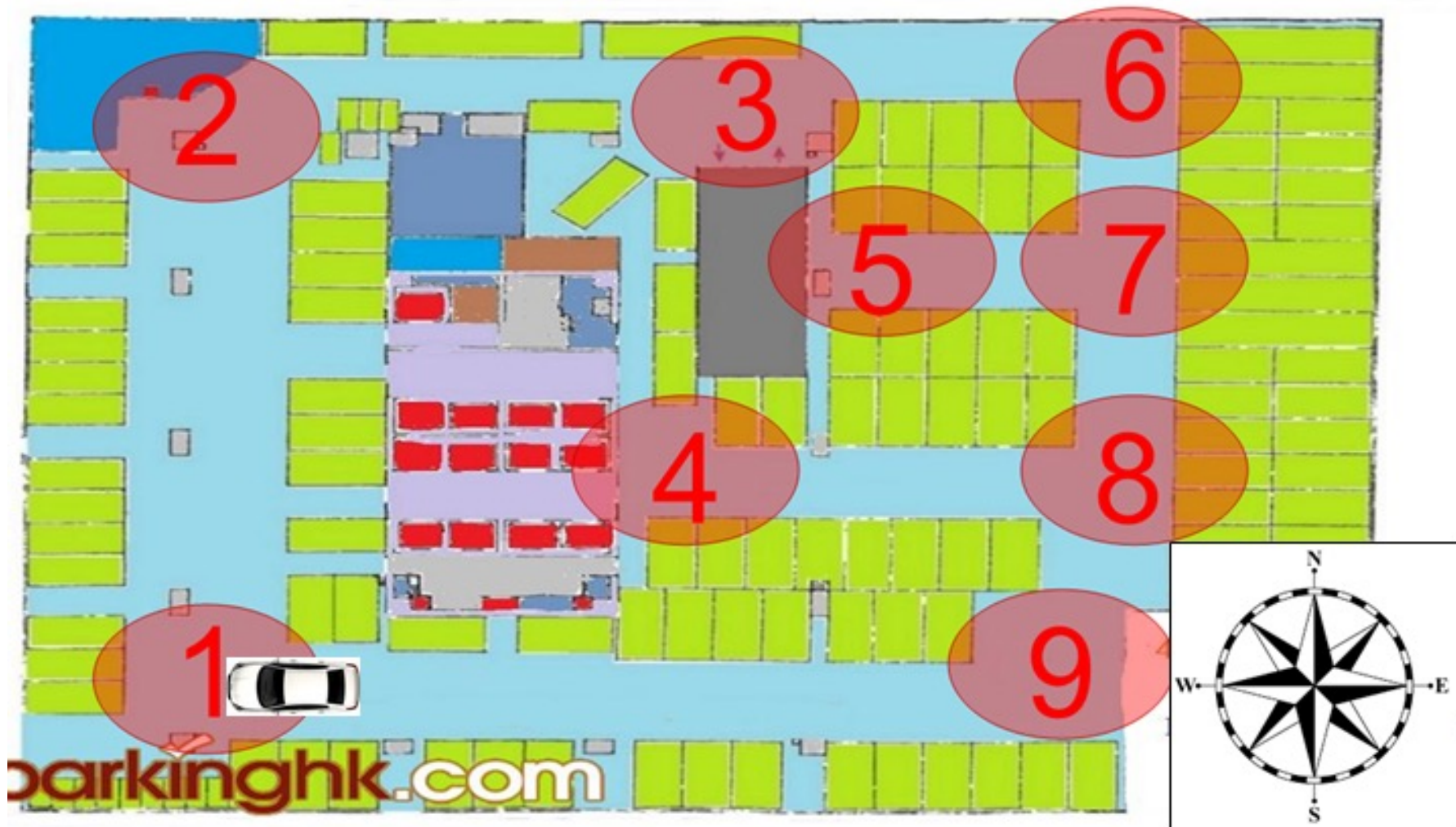
2. Ask server where is my Next Hop

- Just like “Next Hop” Routing in Computer Networking



Design Overview

❖ Example (From *Beacon 1* to *Beacon 3*)



Design Overview

❖ Example (From *Beacon 1* to *Beacon 3*)



Design Overview

❖ Example (From *Beacon 1* to *Beacon 3*)



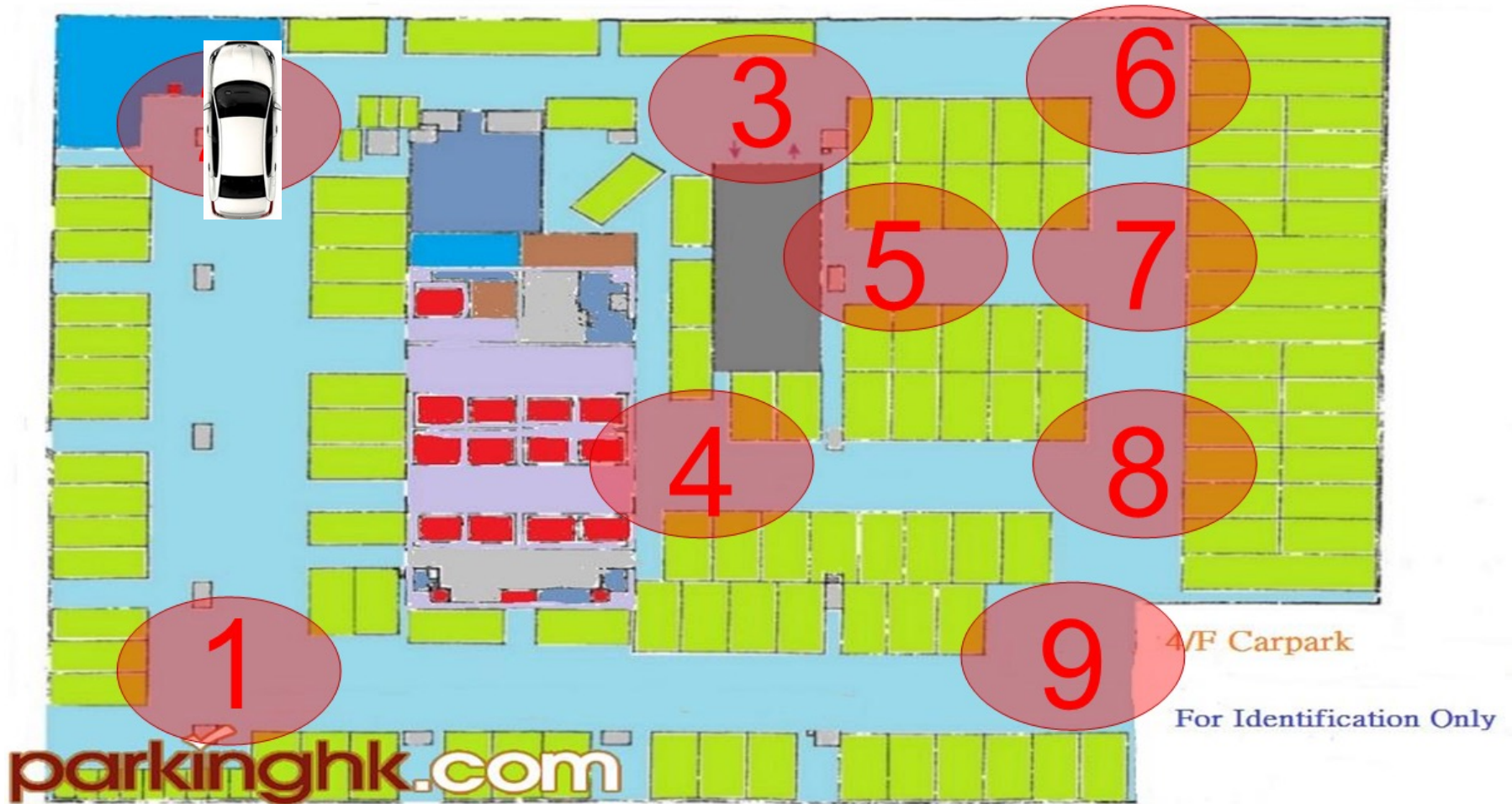
Design Overview

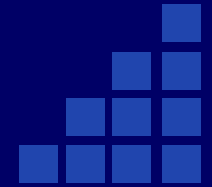
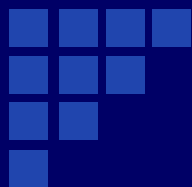
❖ Example (From *Beacon 1* to *Beacon 3*)



Design Overview

❖ Example (From *Beacon 1* to *Beacon 3*)



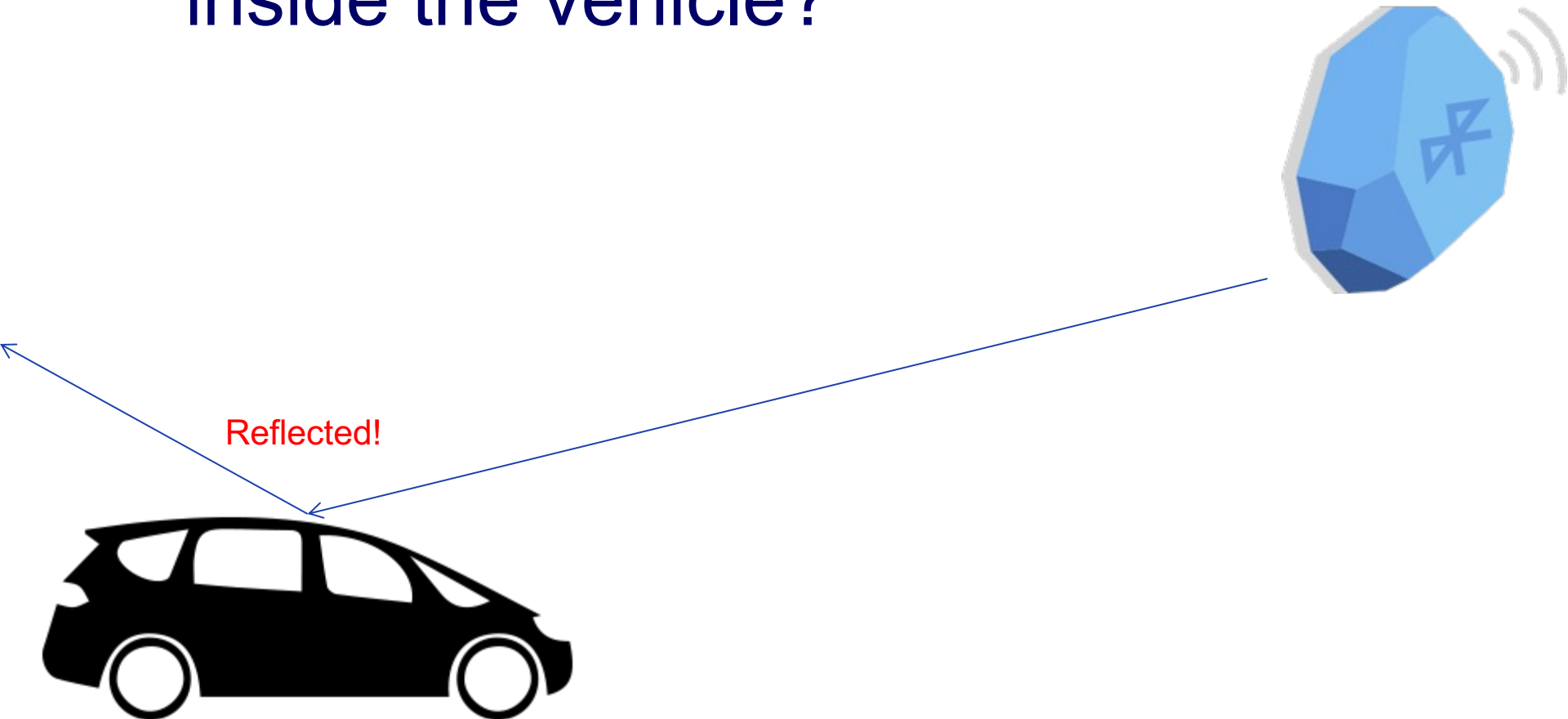


Feasibility Study

“NOTHING IS IMPOSSIBLE.”
BY MY BOSS

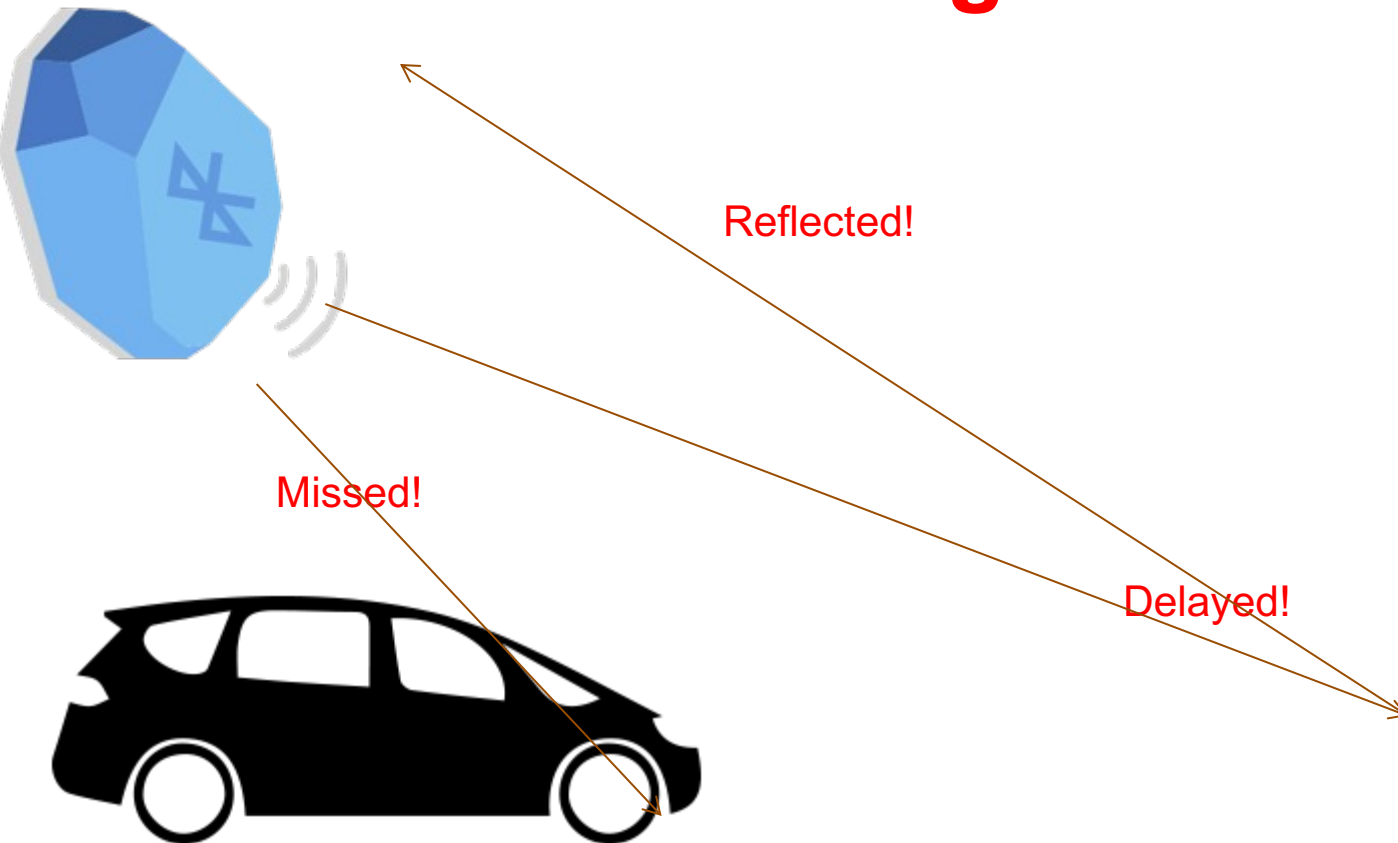
Feasibility Study

❖ Beacons are detectable when I'm inside the vehicle?



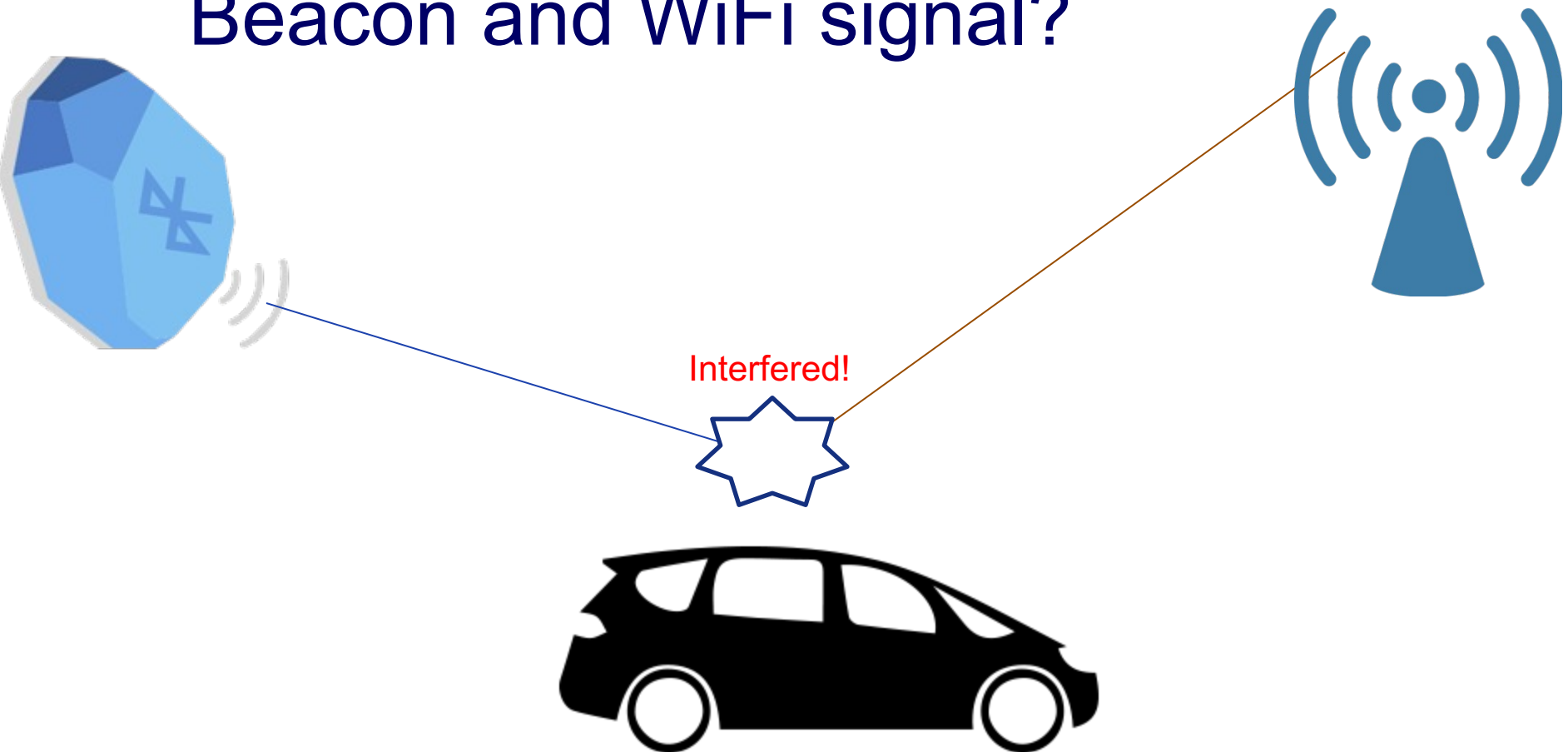
Feasibility Study

❖ Beacons are detectable when I'm inside the **moving** vehicle?



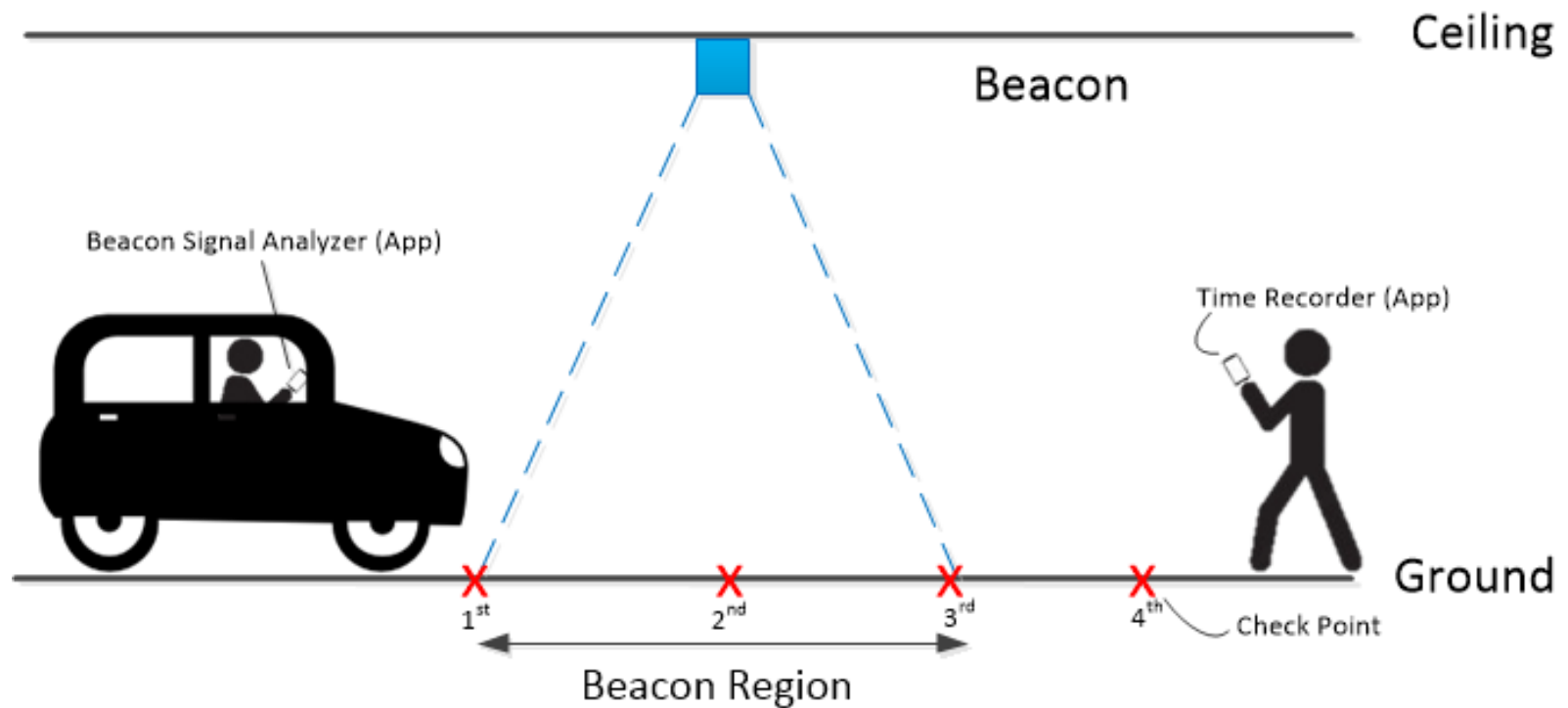
Feasibility Study

❖ Inter-Symbol Interference between Beacon and WiFi signal?



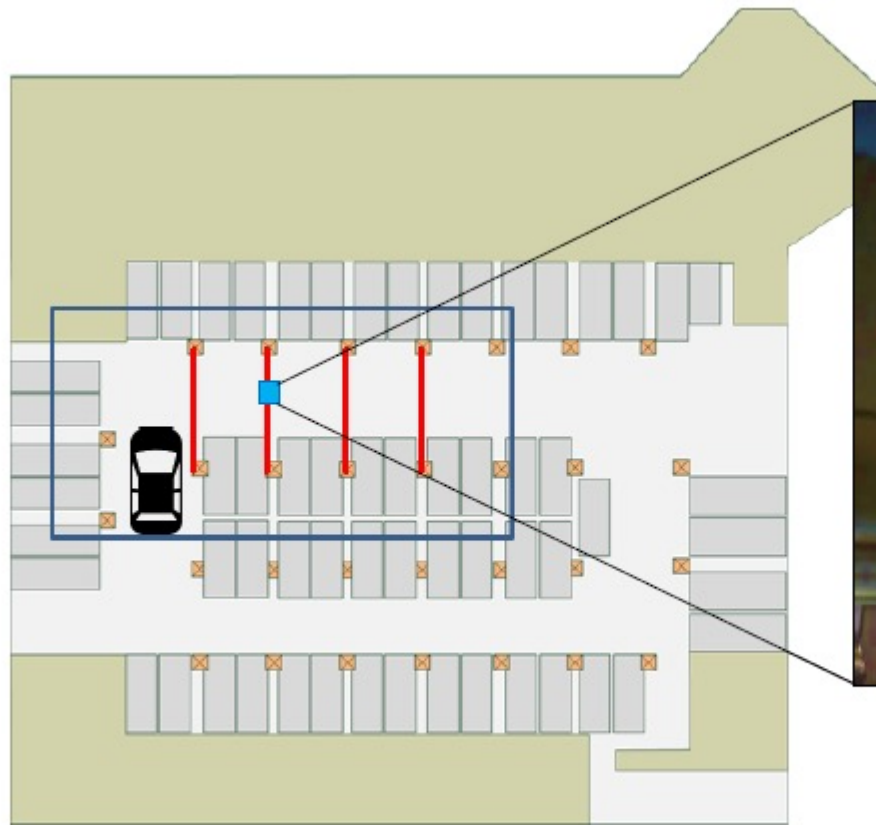
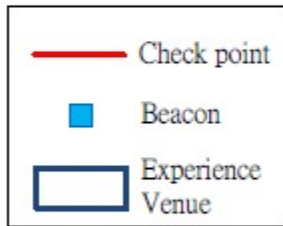
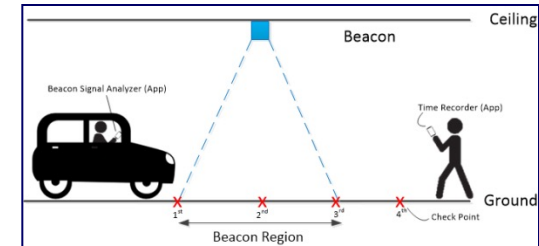
Feasibility Study

❖ Experiment



Feasibility Study

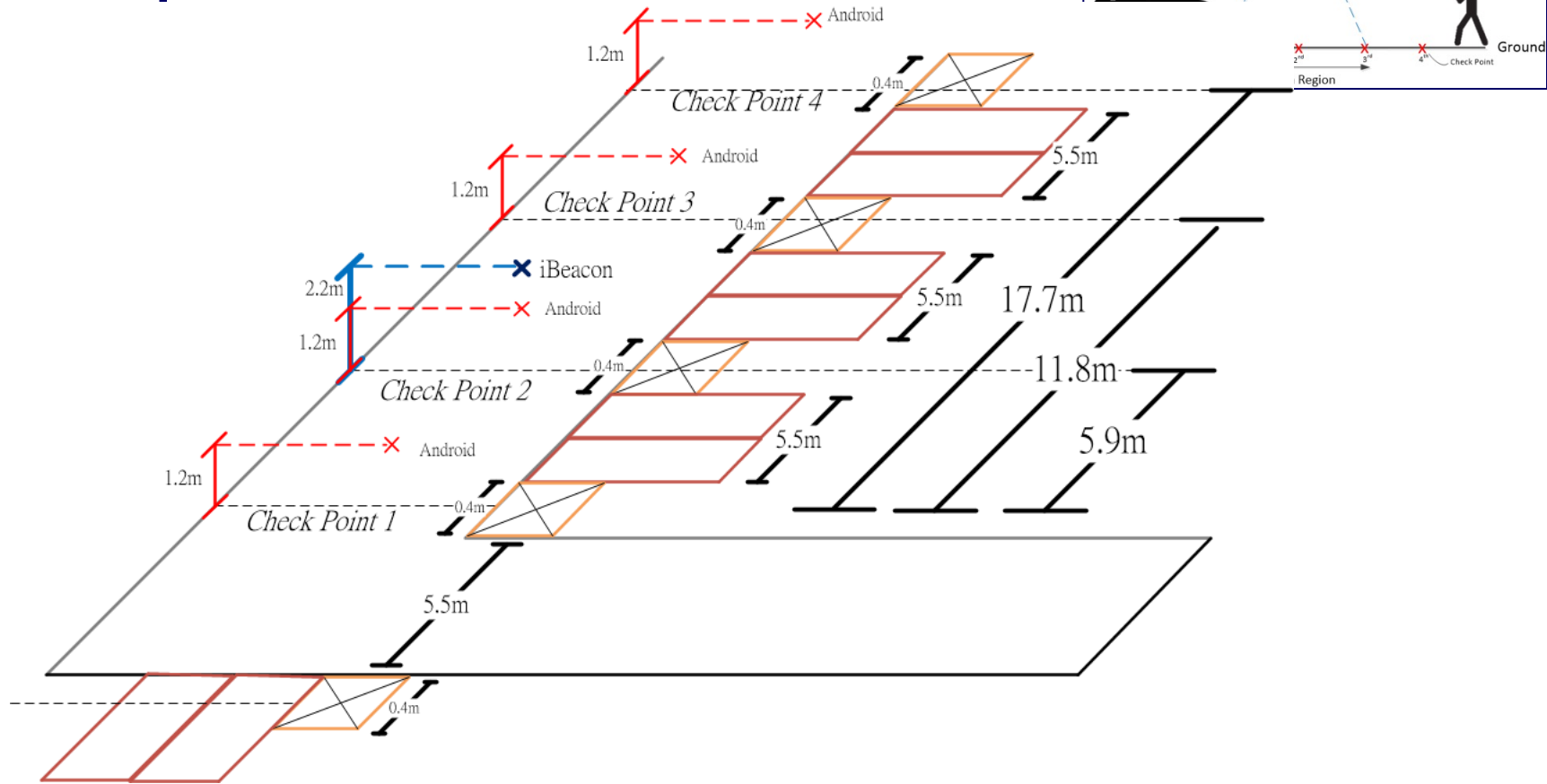
❖ Experiment Venue



CUHK Lady Shaw Building
Car-park 2nd Floor

Feasibility Study

Experiment Venue



CUHK Lady Shaw Building
Car-park 2nd Floor

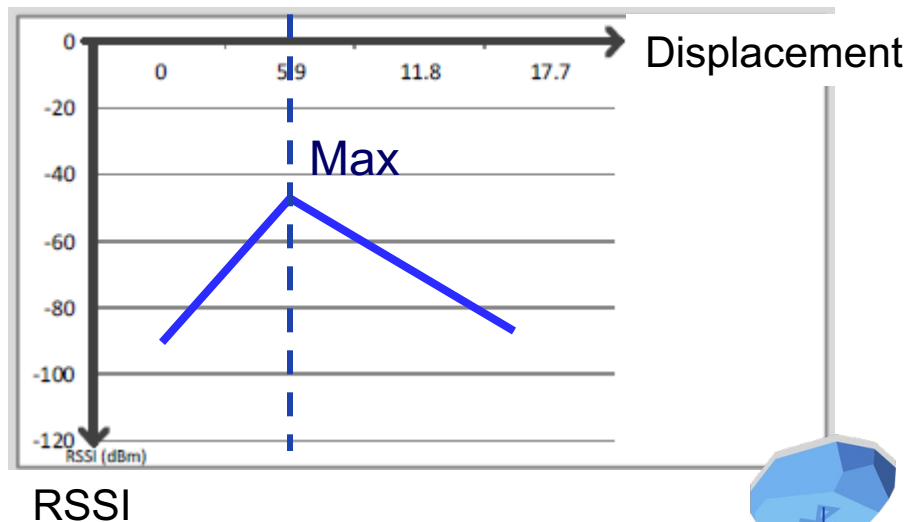
Feasibility Study

❖ Experiment Objective

- ❖ Measure the **RSSI** of Beacon's signal **against displacement** of a moving vehicle
- ❖ Analyze the **Delay Error**, and **Signal Dissipation**.

Feasibility Study

❖ RSSI against Displacement graph:



❖ Expected Result:

- ❖ Increasing RSSI = entering Beacon's coverage
- ❖ **Max. RSSI = just under Beacon**
- ❖ Decreasing RSSI = leaving Beacon's coverage



0

5.9

11.8

17.7

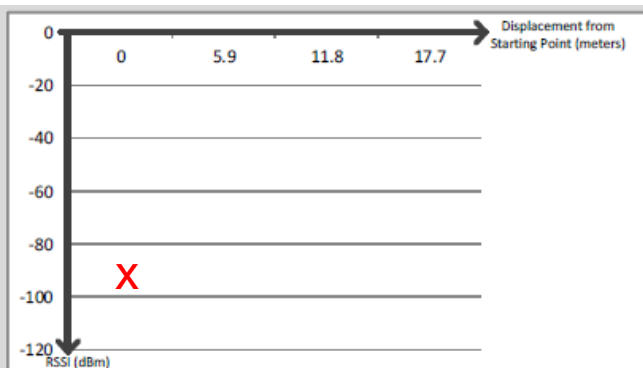
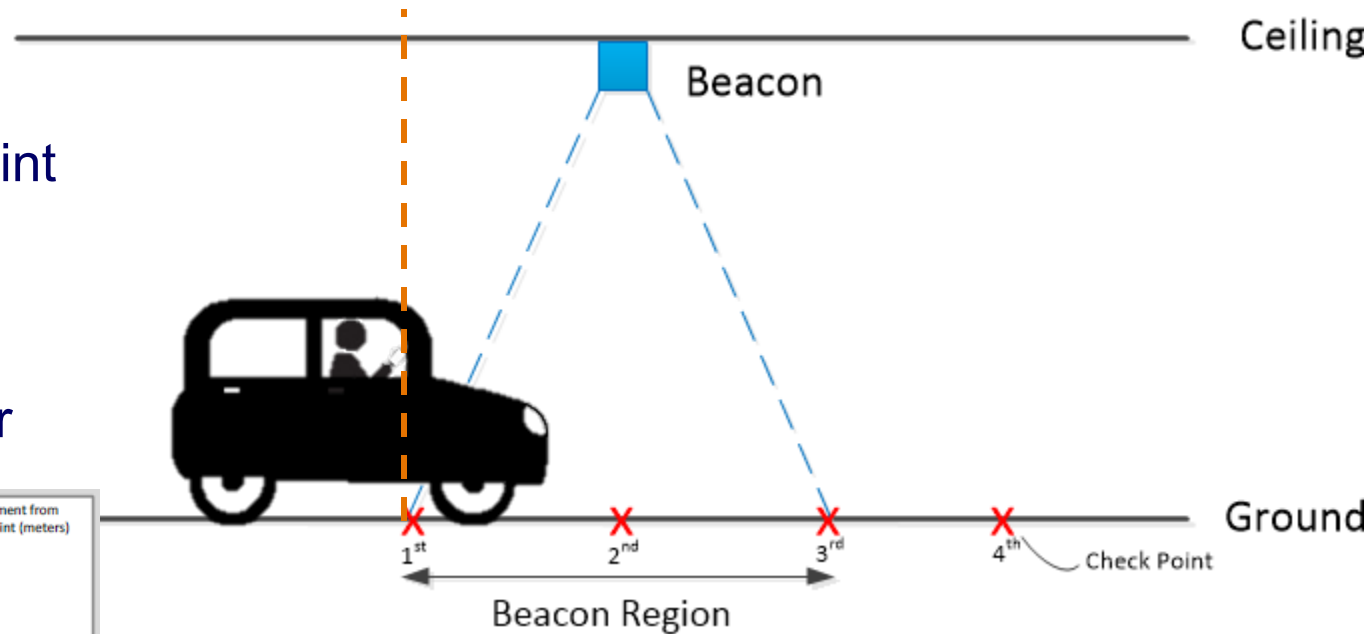
Feasibility Study

❖ Experiment Result:

Position: **1st** Check point

RSSI : **-96** dBm

Displacement: **0** meter



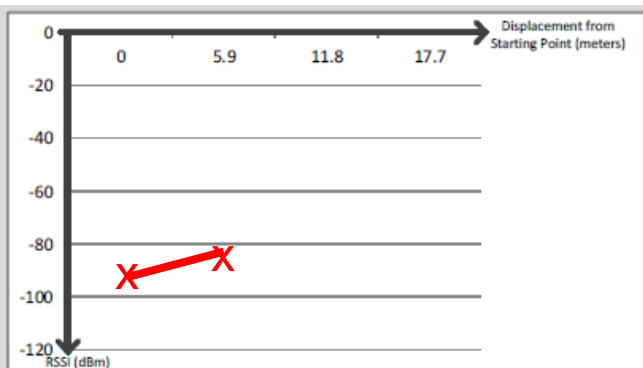
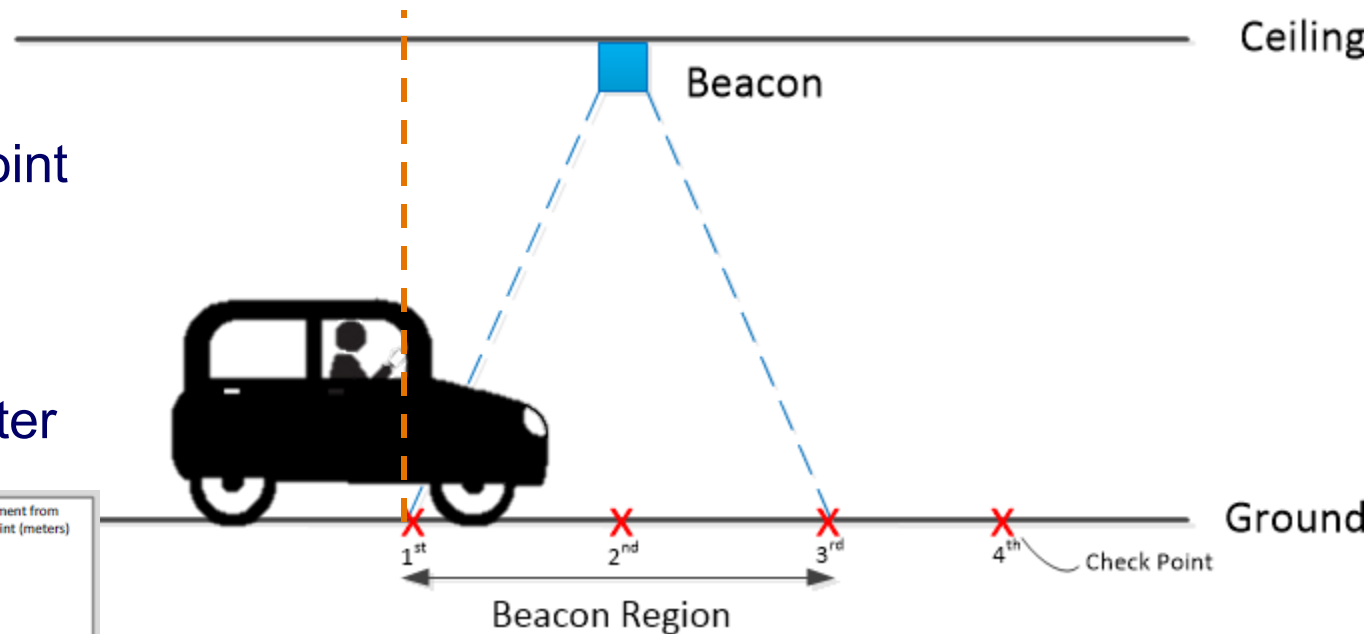
Feasibility Study

❖ Experiment Result:

Position: **2nd** Check point

RSSI : **-84** dBm

Displacement: **5.9** meter



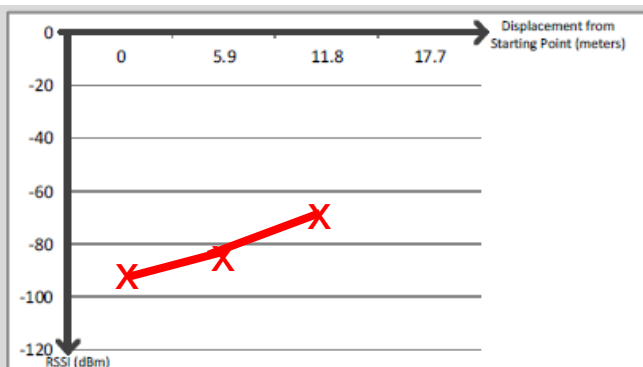
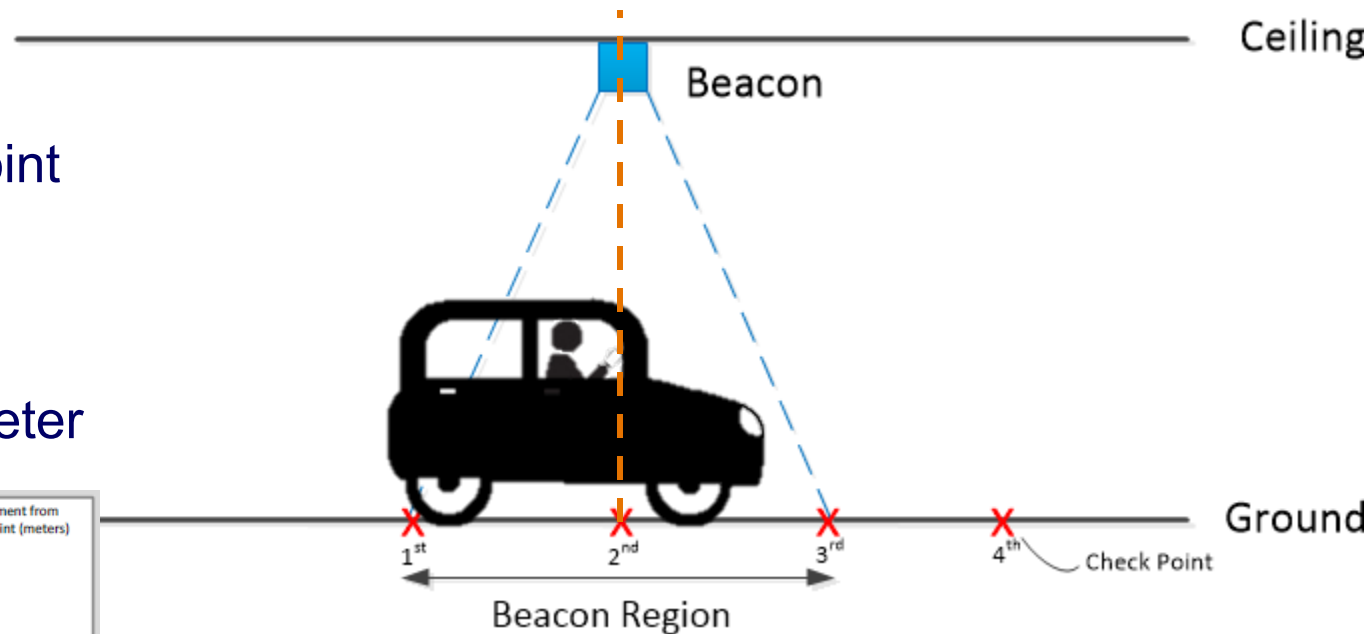
Feasibility Study

❖ Experiment Result:

Position: **3rd** Check point

RSSI : **-71** dBm

Displacement: **11.8** meter



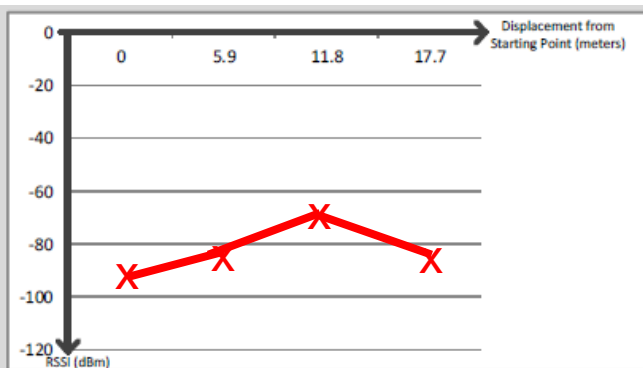
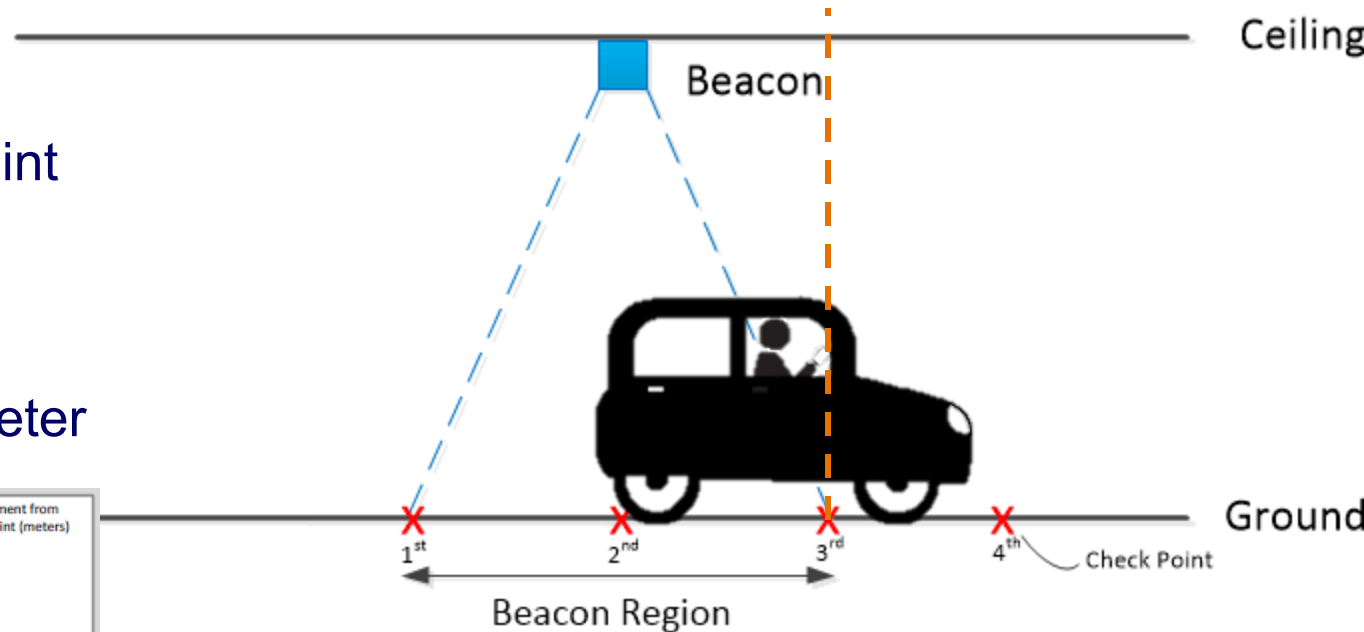
Feasibility Study

❖ Experiment Result:

Position: **4th** Check point

RSSI : **-84** dBm

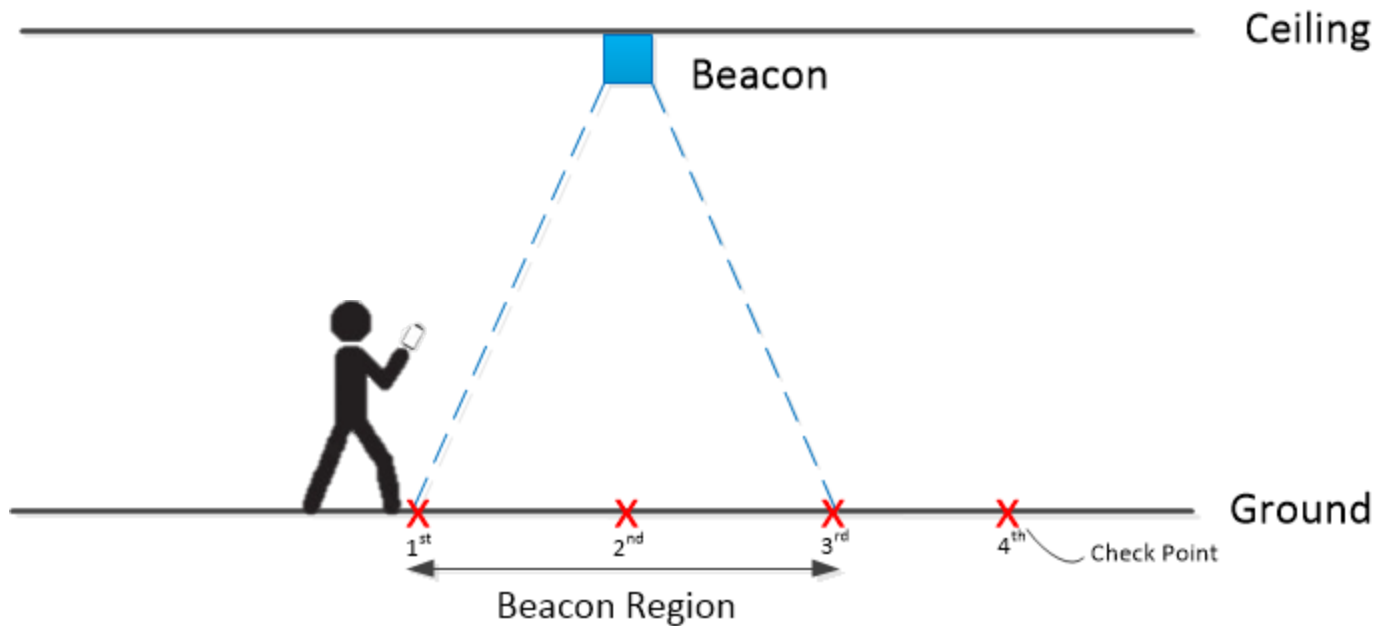
Displacement: **17.7** meter



Feasibility Study

❖ Controlled Experiment

- ❖ Measure the **RSSI** of Beacon's signal for each check point



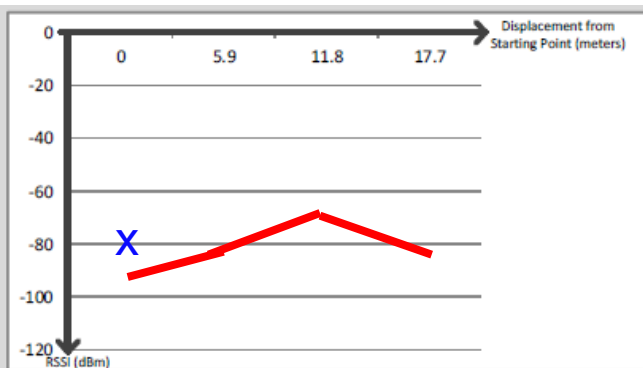
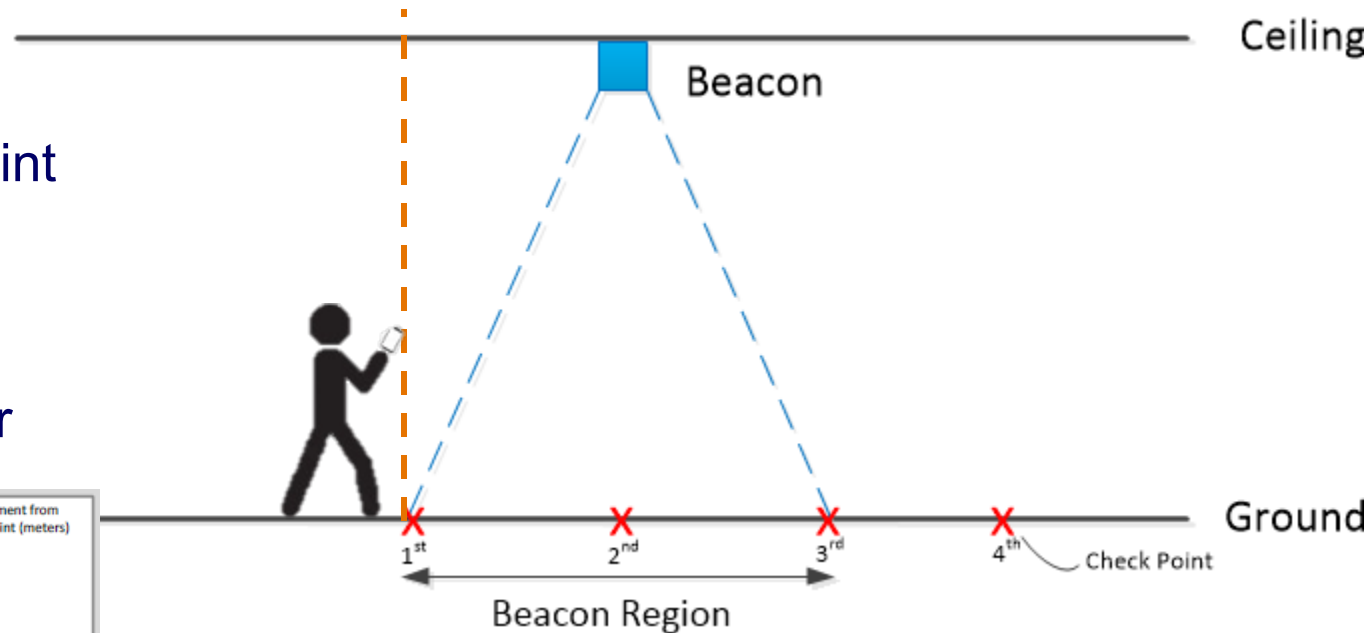
Feasibility Study

❖ Controlled Experiment Result:

Position: **1st** Check point

RSSI : **-80** dBm

Displacement: **0** meter



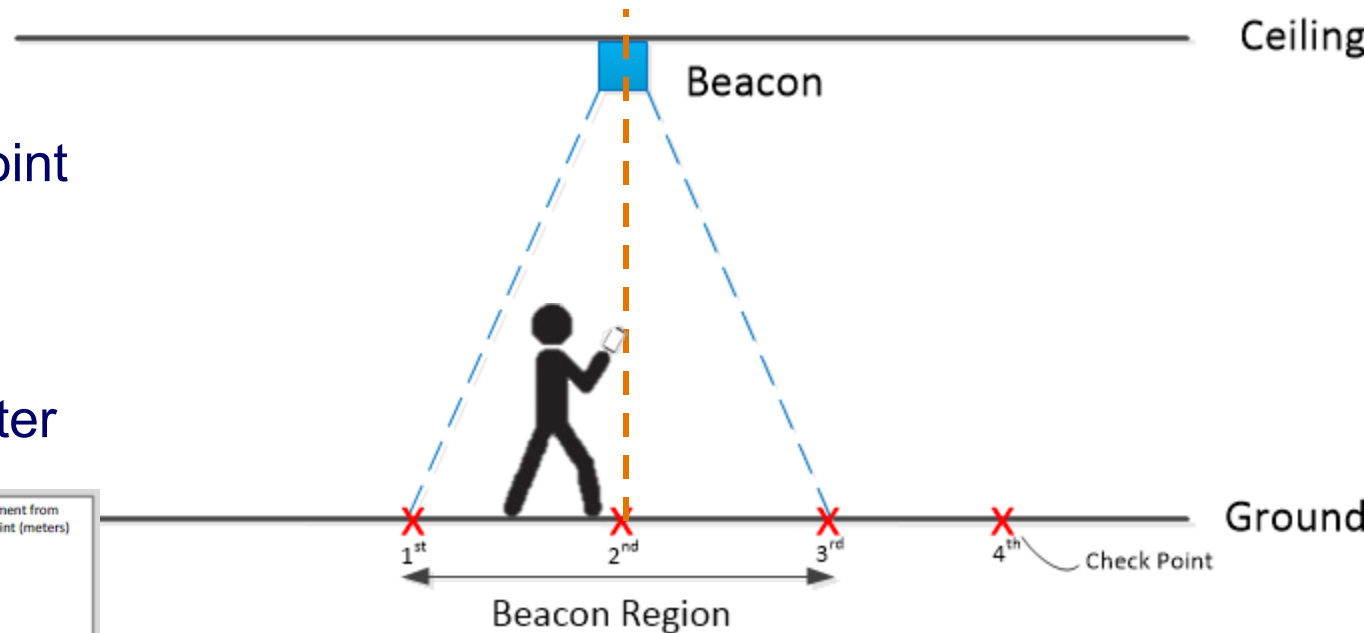
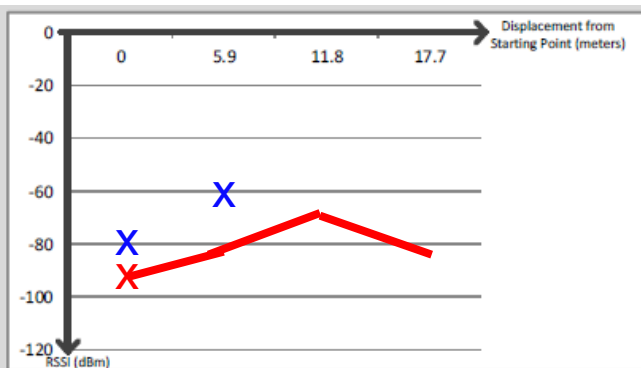
Feasibility Study

❖ Controlled Experiment Result:

Position: **2nd** Check point

RSSI : **-61** dBm

Displacement: **5.9** meter



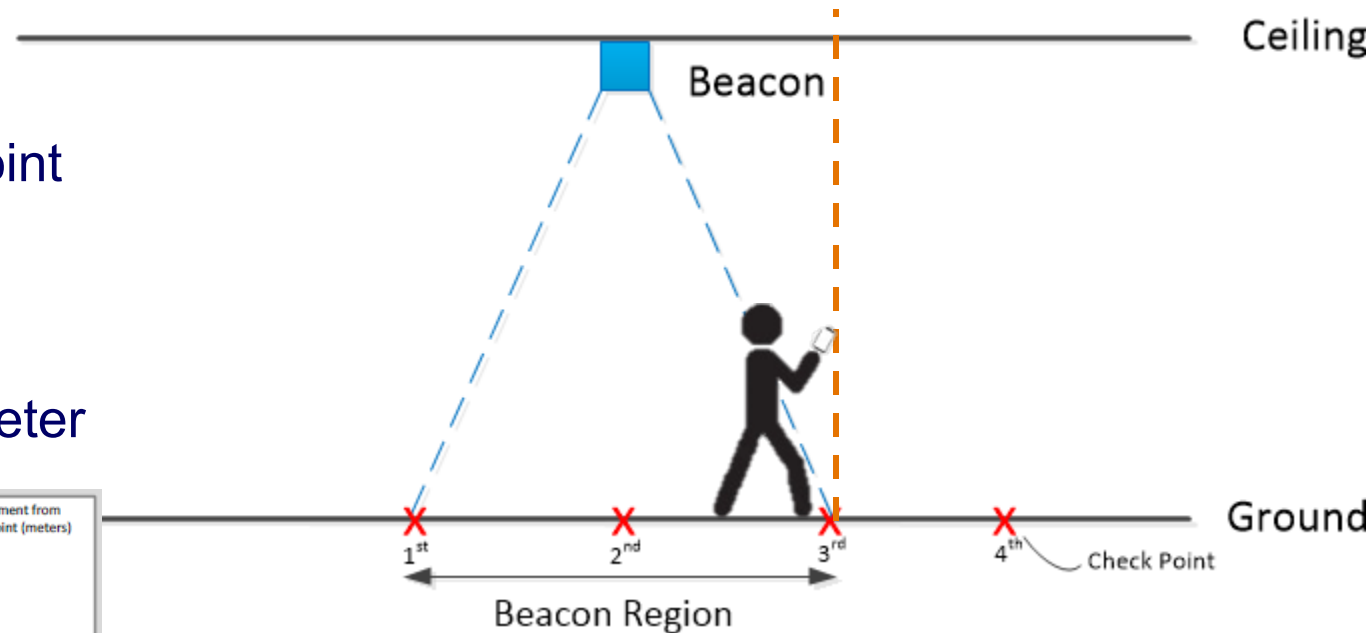
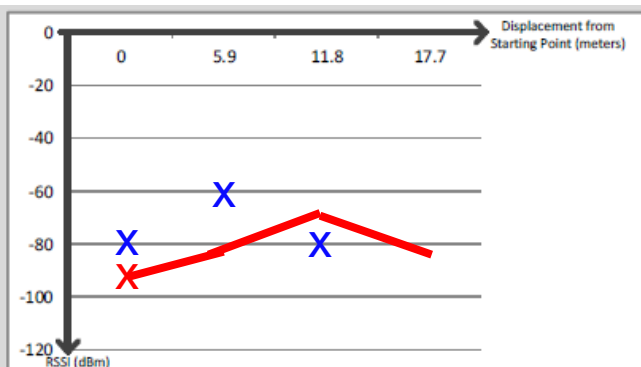
Feasibility Study

❖ Controlled Experiment Result:

Position: **3rd** Check point

RSSI : **-81** dBm

Displacement: **11.8** meter



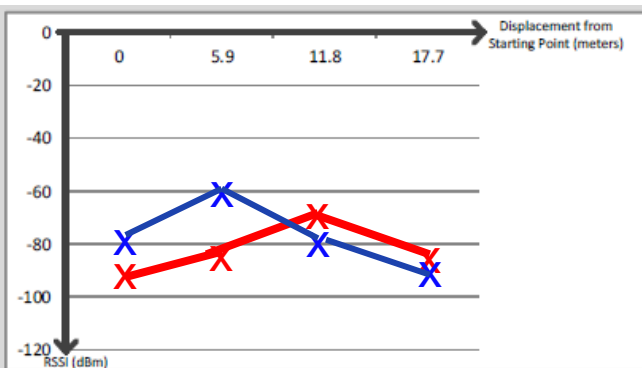
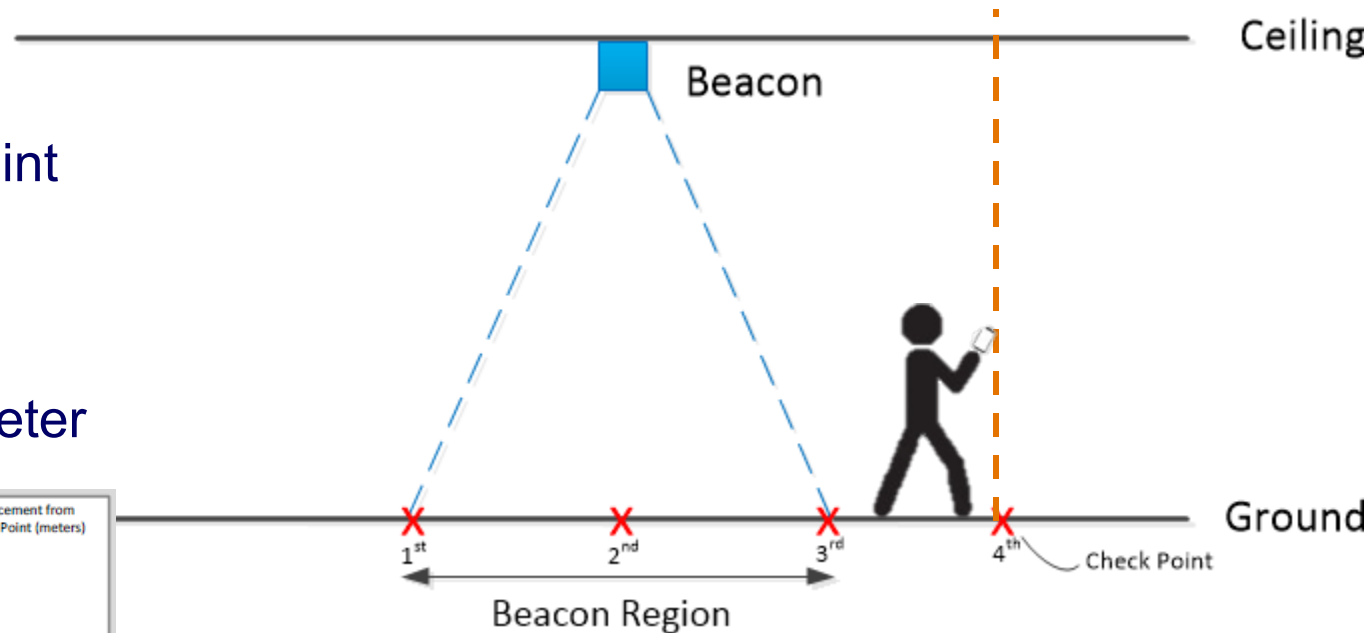
Feasibility Study

❖ Comparing Results:

Position: **4th** Check point

RSSI : **-88** dBm

Displacement: **17.7** meter



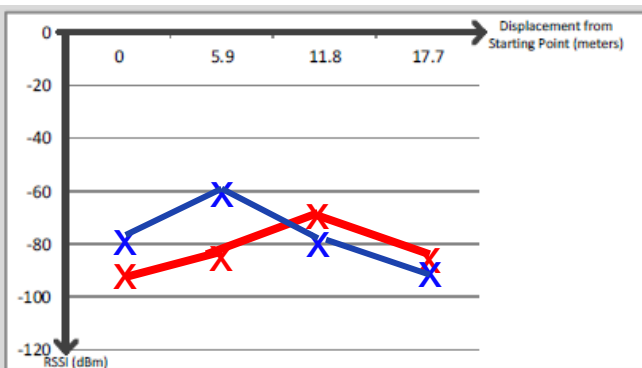
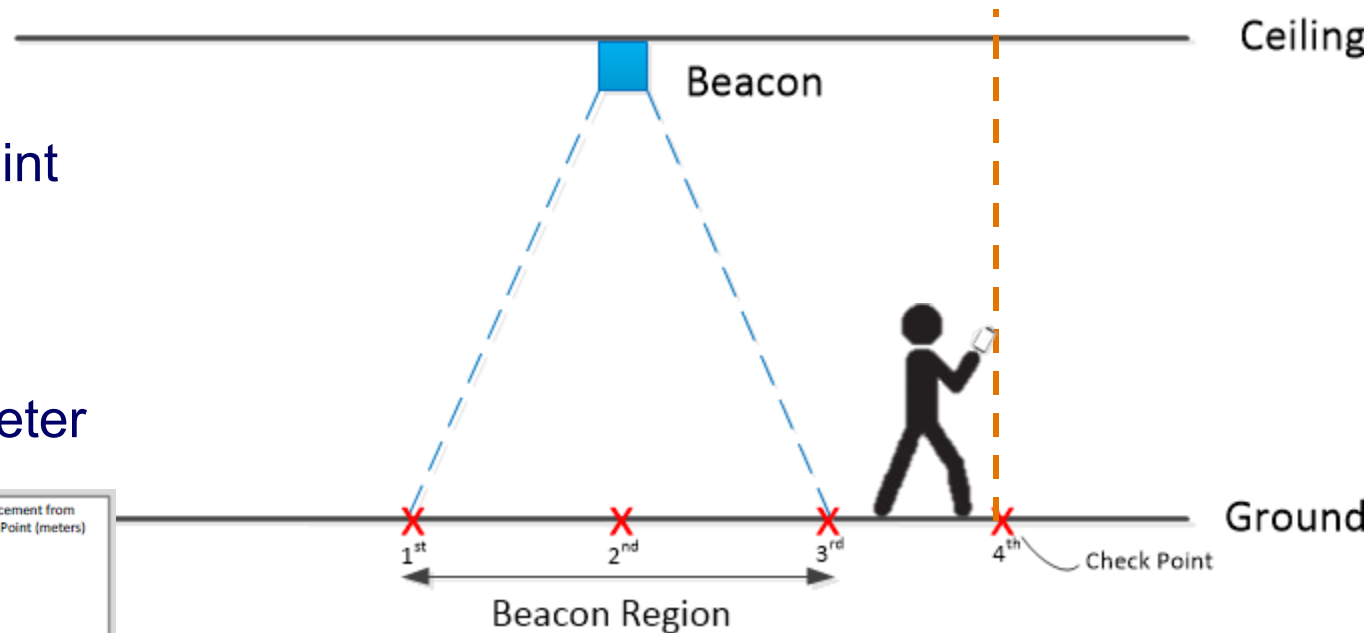
Feasibility Study

❖ Comparing Results:

Position: **4th** Check point

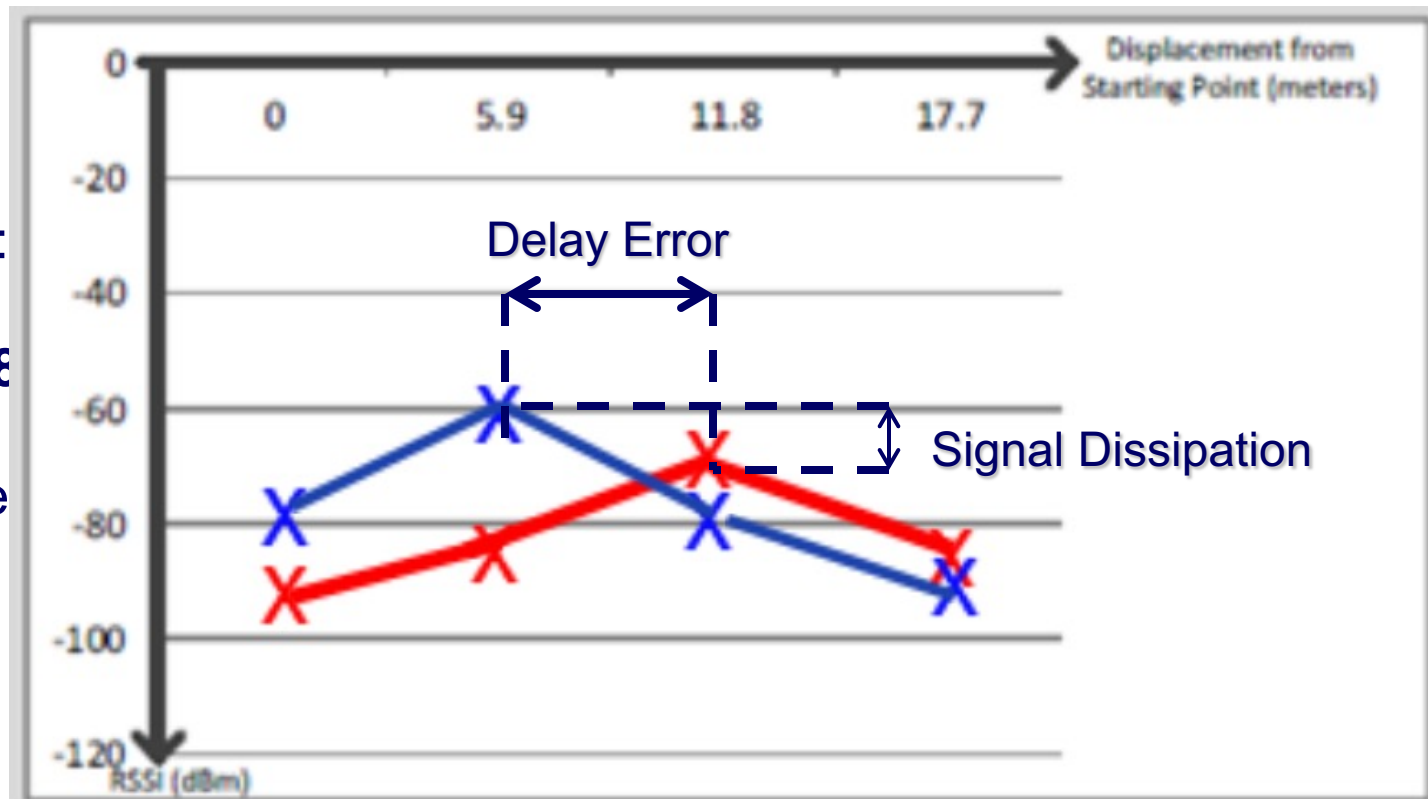
RSSI : **-88** dBm

Displacement: **17.7** meter



Feasibility Study

❖ Comparing Results:



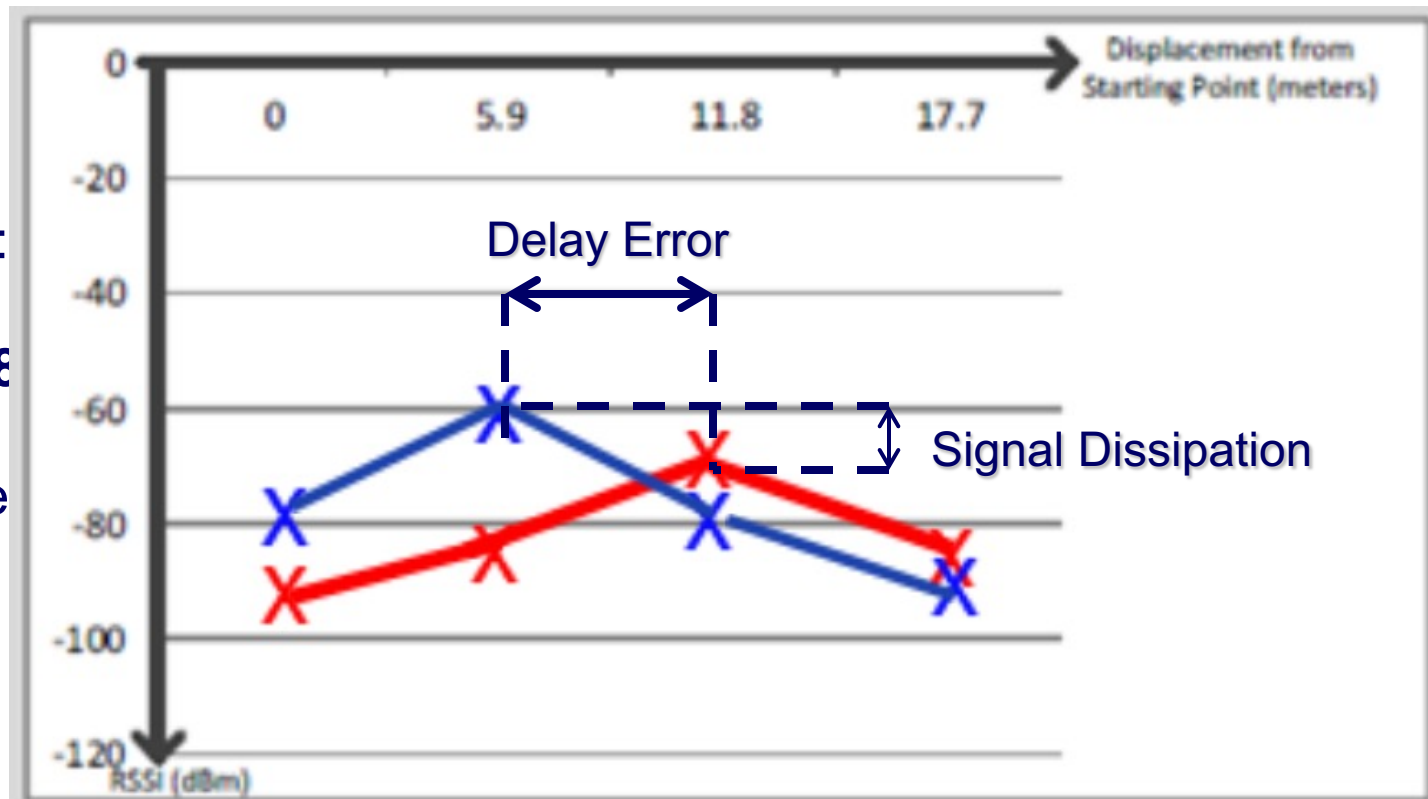
Position:

RSSI : -8

Displace

Feasibility Study

❖ Comparing Results:



Position:

RSSI : -8

Displace

Feasibility Study

❖ Experiment Conclusion:

1. Beacons' signal is detectable within moving vehicle
2. Beacons' signal is dissipated by $\sim 10\text{dBm}$ due to car's metal shell
3. Beacons' signal is delayed by $\sim 5.9\text{m}$ due to vehicle motion

Feasibility Study

❖ Experiment Conclusion:

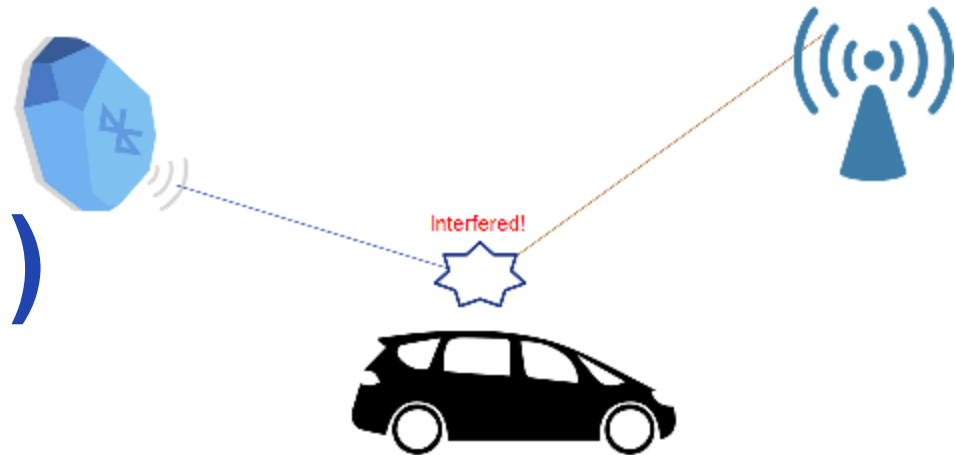
1. Beacons' signal is detectable within moving vehicle
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3. Beacons' signal is delayed by $\sim 5.9\text{m}$ due to vehicle motion

So, to migrate the problem:

1. Place Beacon 5.9 meters earlier than the original place
2. Reduce the RSSI threshold value by 10dBm than normal

Feasibility Study

❖ Inter-Symbol Interference (ISI)



❖ 2.4GHz Free License Band

❖ Bandwidth for Beacon (1MHz)
for WiFi (20MHz)

❖ If both channels overlapped, ISI occurs.

Feasibility Study

❖ Inter-Symbol Interference (ISI)

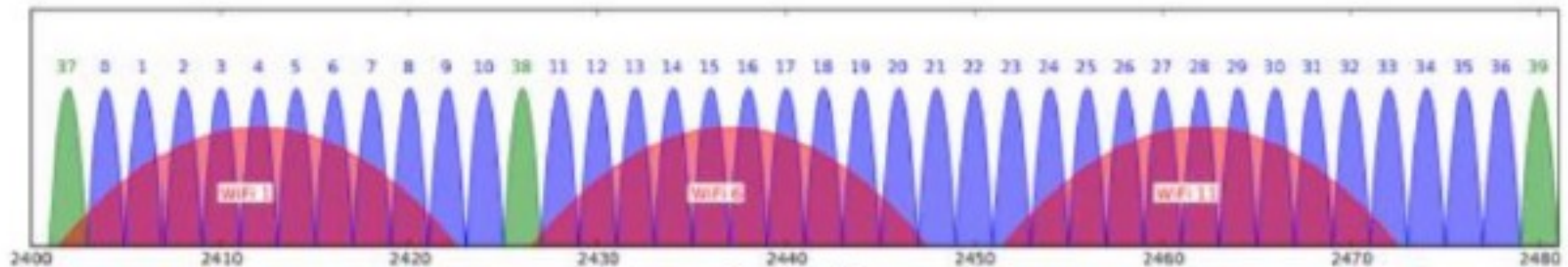
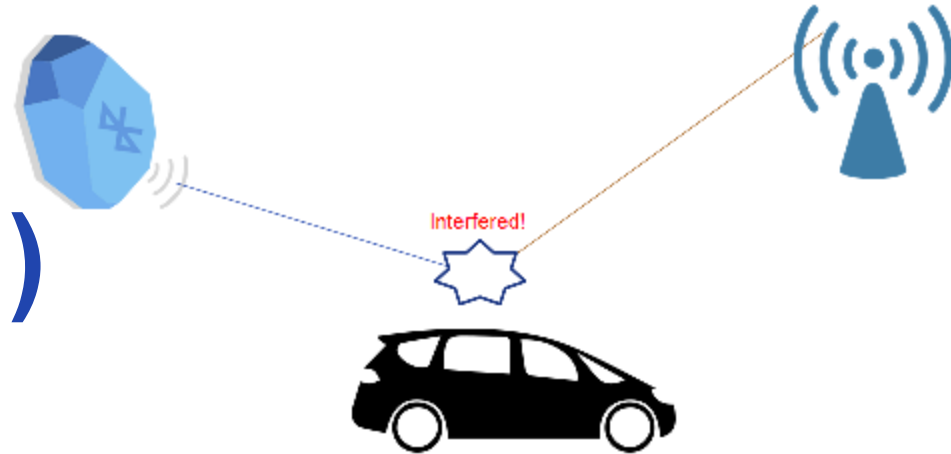


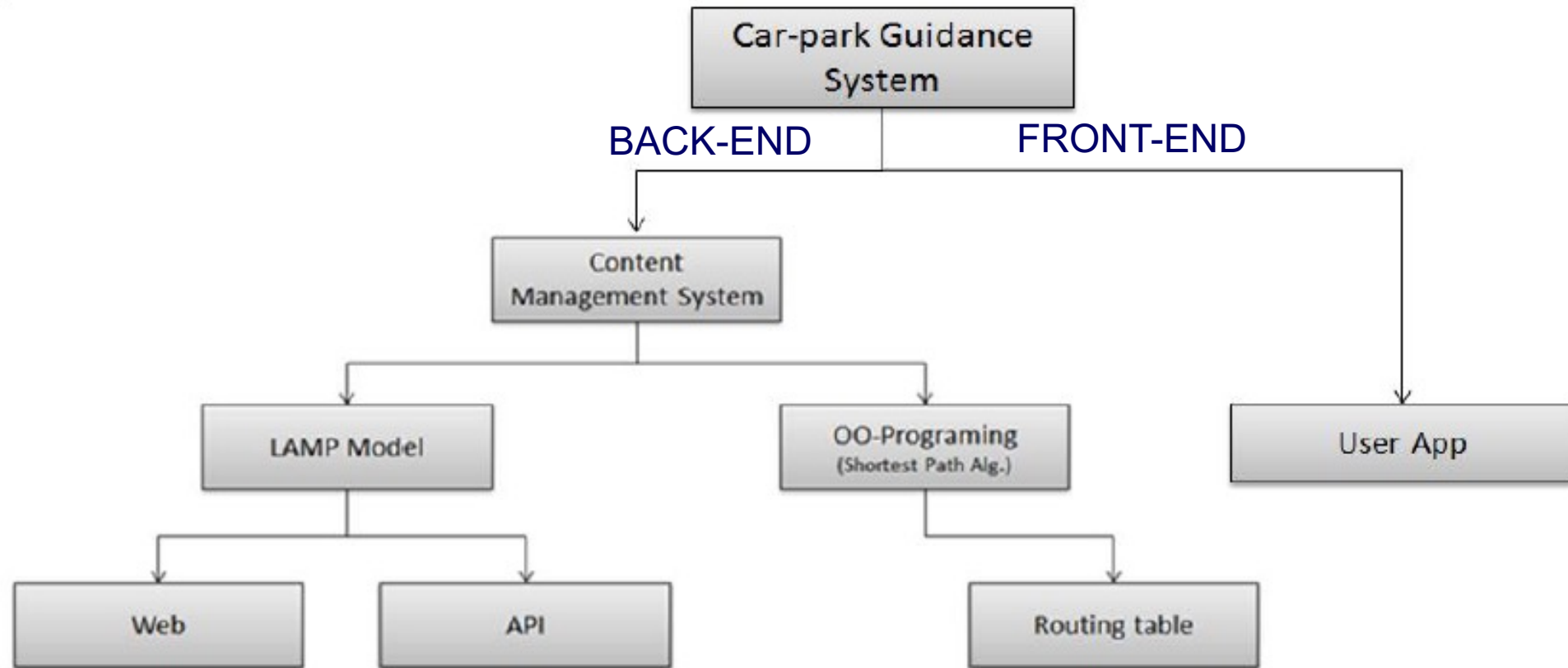
Figure 2 shows the 40 BLE channels within the 2.4 GHz band. The green channels are the advertising channels used by BLE beacons. Three WiFi channels are shown for comparison (red).



Implementation

*“IDEAS ARE EASY. IMPLEMENTATION IS HARD”
BY GUY KAWASAKI*

Implementation



Implementation

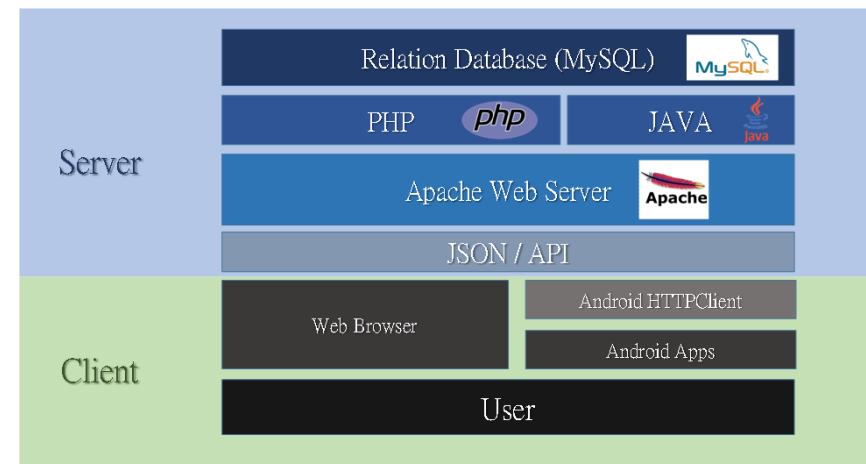
❖ Back-end of System

- Content Management System (CMS)
- Target User: Car-parks' Administrator
- Functions:
 - Manages the information of **Car-park, Users, Beacons, Routes between Beacons**

Implementation

❖ Content Management System (CMS)

- Can further divided into **WEB, API, ROUTING TABLE.**
- WEB and API are Based on LAMP Model



Implementation

❖ Content Management System (CMS)

- Can further divided into **WEB, API, ROUTING TABLE.**
- ROUTING TABLE is Based on JAVA (OO-Program) to calculate shortest path by using existing *graph data structure* library (JgraphT).



+



Implementation

❖ Content Management System (CMS)

- The functions of CMS will be demonstrated in the last section.
- So, now let's focus on the front-end of system.

Implementation (APP)

❖ Support Beacon Types

- iBeacon
 - Simple and easy to implement
- Eddystone
 - Flexible but more complicated to code



	iBeacon	Eddystone
Protocol	Close source	Open source
Packet	Broadcast 1 packet	Broadcast 3 packets
(Unique ID number)	UUID, Major, Minor	Eddystone – UID
(URL address)		Eddystone – URL
(Telemetry based on sensor)		Eddystone – TLM

Implementation (APP)

❖ iBeacon

- UUID
 - Same for all iBeacons working with a specific app.
- Major, Minor
 - “Major” and “Minor” IDs are used to identify each beacon uniquely.

Company Name	SAY_HI_TO_FYP					
UUID	A8C5DB1E-6785-1A25-778B-5E25DA57BC82					
Store Location	Tai Po			ShaTin		
Major	1			2		
Products	Books	CDs	Pens	Books	CDs	Pens
Minor	20	30	40	20	30	40

Implementation (APP)

❖ Eddystone

■ UID

- Similar as UUID
- Divided into “Namespace” and “Instance” ID

■ URL

- Beacon format for the “Physical Web
- NOT require a custom app but require a beacon browser

■ TLM

Includes

- 1) Beacon’s battery state
- 2) Temperature
- 3) The time since power-on
- 4) A count of the advertising packets



Implementation (APP)

❖ Why we develop on Android but not iOS?

- iOS doesn't provide a mechanism to find unknown beacons
 - Application must know all UUID of Beacons for monitoring.
- The number of Beacons can be scanned at a time is limited to 20

Implementation (APP)

❖ In our app,

- We have lots of functions.

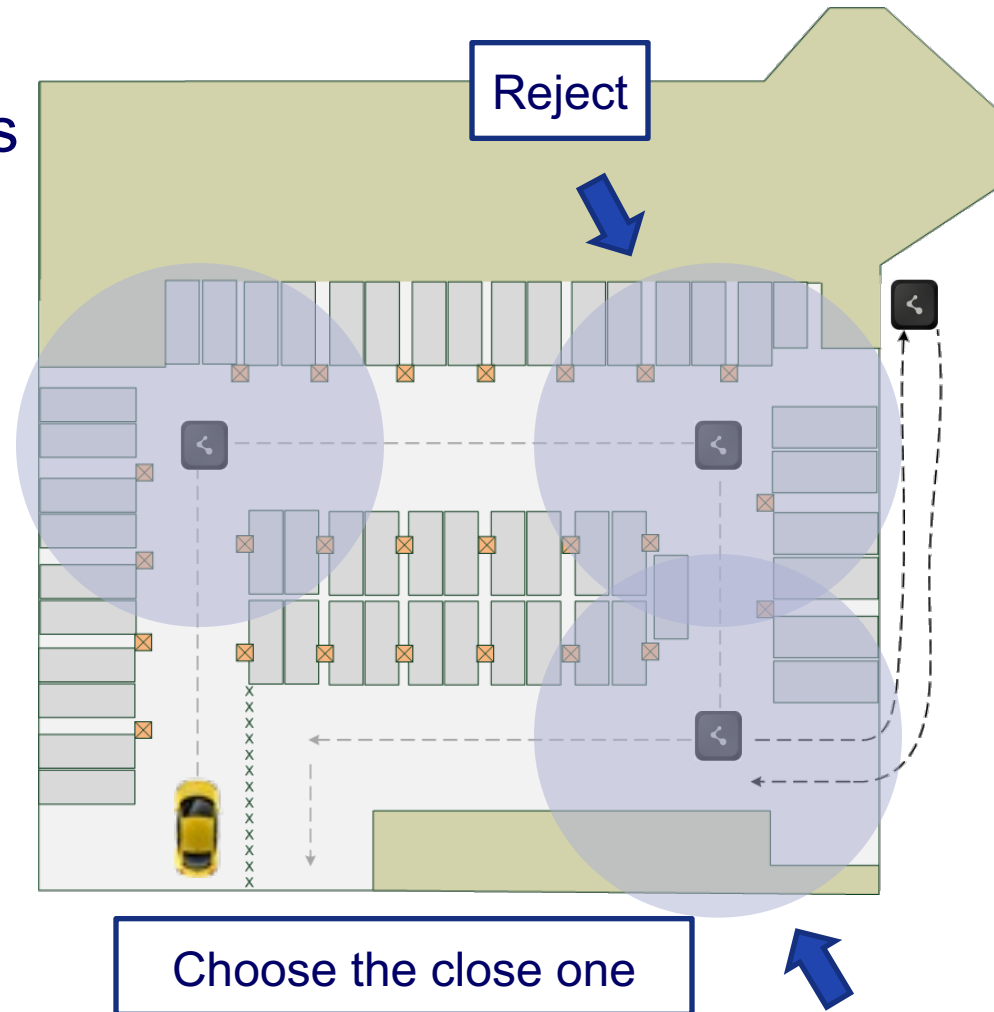
❖ Important functions

- 1) Scan a beacon
- 2) Guidance pointer
- 3) Notification...

Implementation (APP)

❖ How can we guide?

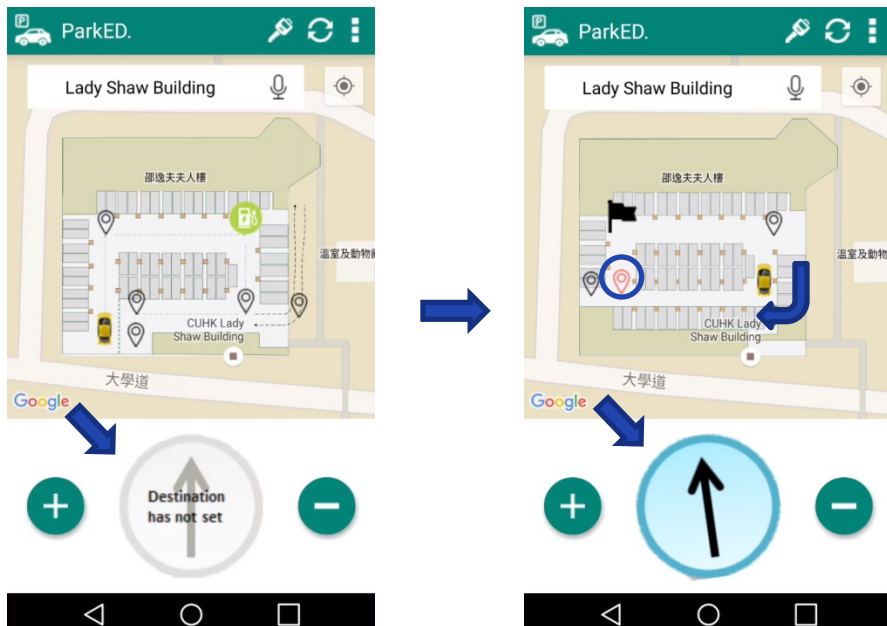
- By using Ranging to keep sensing beacons



Implementation (APP)

❖ Guidance Pointer

- How its work?
- Always point to next beacon

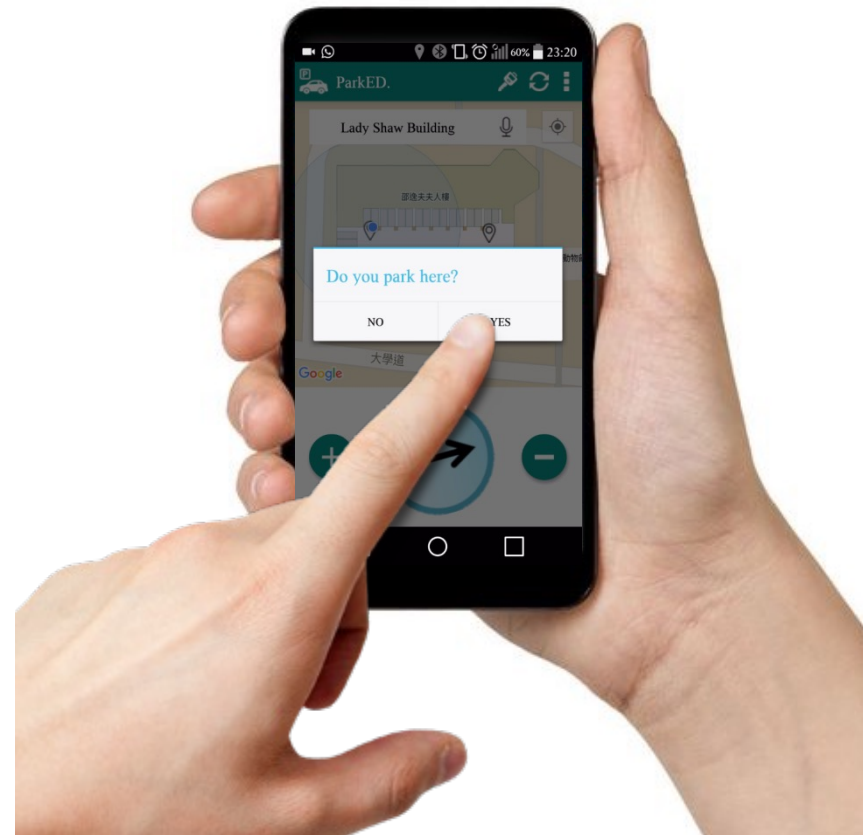


Implementation (APP)

❖ Notification

- How its work?

1) Press “YES” Confirm parking



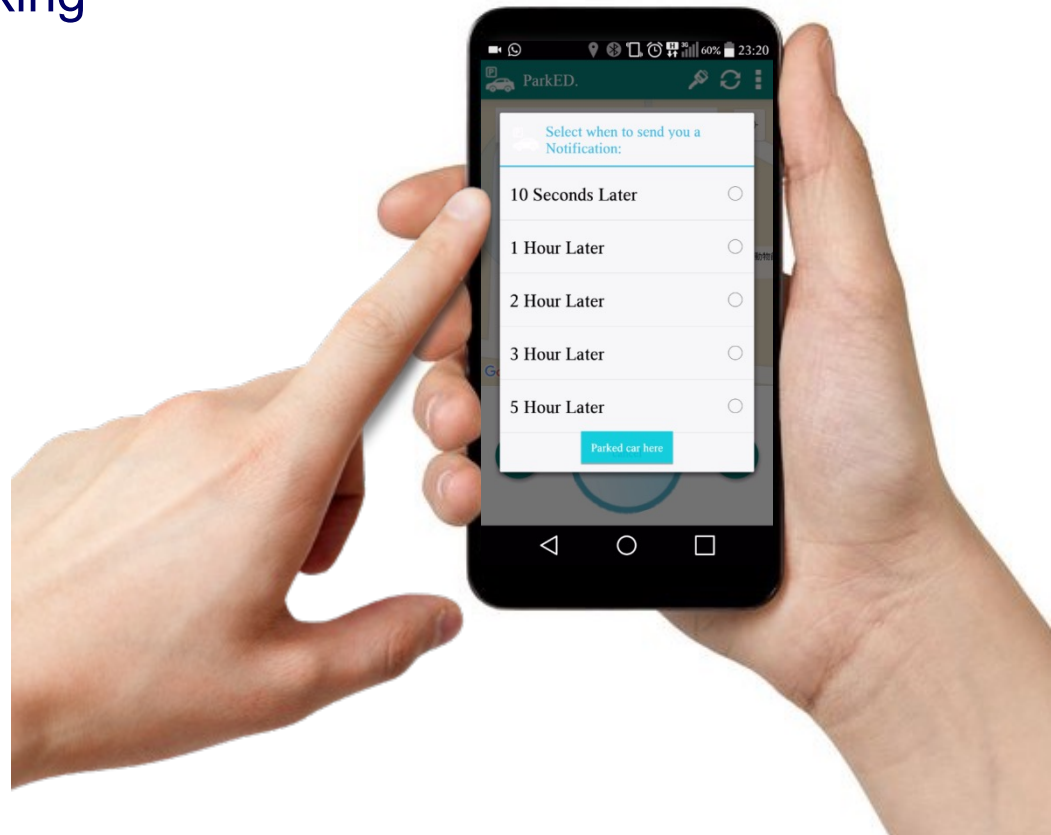
Implementation (APP)

❖ Notification

- How its work?

1) Press “YES” Confirm parking

2) Choose the parking time
(E.G. 10 seconds)



Implementation (APP)

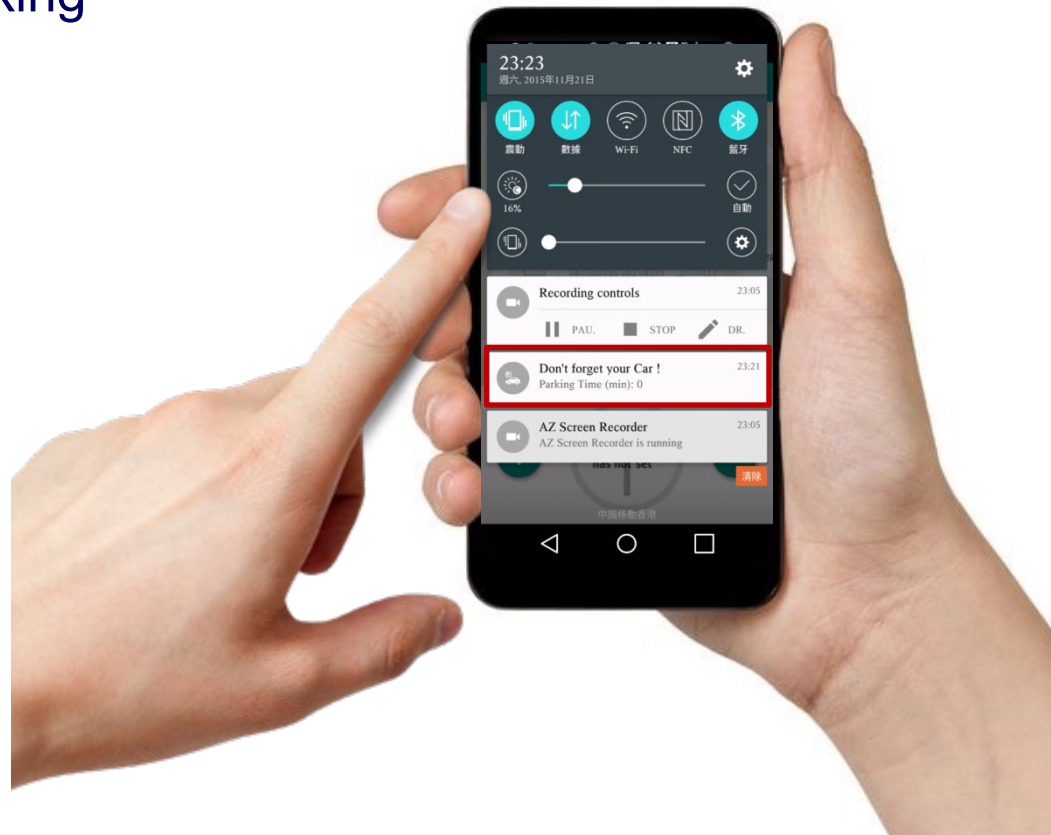
❖ Notification

- How its work?

1) Press “YES” Confirm parking

2) Choose the parking time
(E.G. 10 seconds)

3) Notification will show up
(After 10 seconds)



Implementation (APP)

❖ Notification

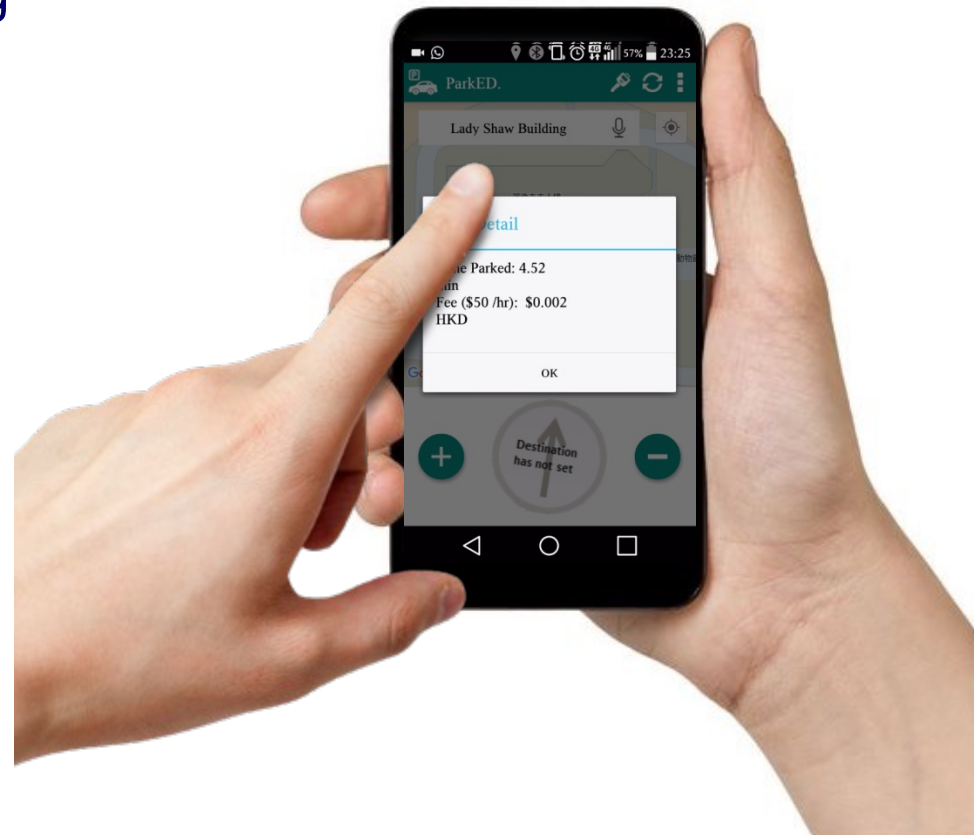
- How its work?

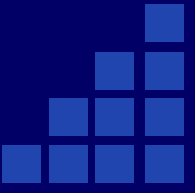
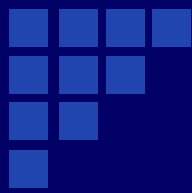
1) Press “YES” Confirm parking

2) Choose the parking time
(E.G. 10 seconds)

3) Notification will show up
(After 10 seconds)

4) After that you can get
the car





Limitation & Future Goals

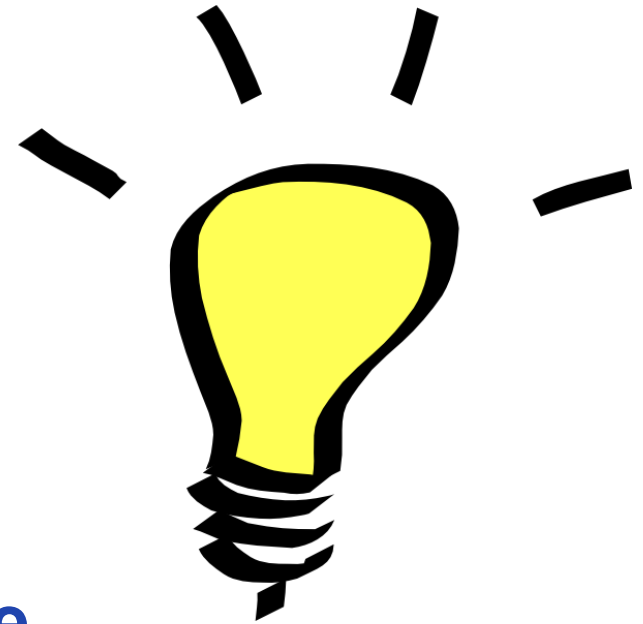
Limitation

- ❖ Network
- ❖ Not enough beacons
- ❖ Don't have permission to install beacon.
- ❖ Hard to test in real case
(We cannot drive.)



Next semester

- ❖ **Dynamic Routing**
(dynamic route cost based on different situation)
- ❖ **Data Analytic**
- ❖ **Graph Database Engine**
- ❖ **Prediction on user preference**



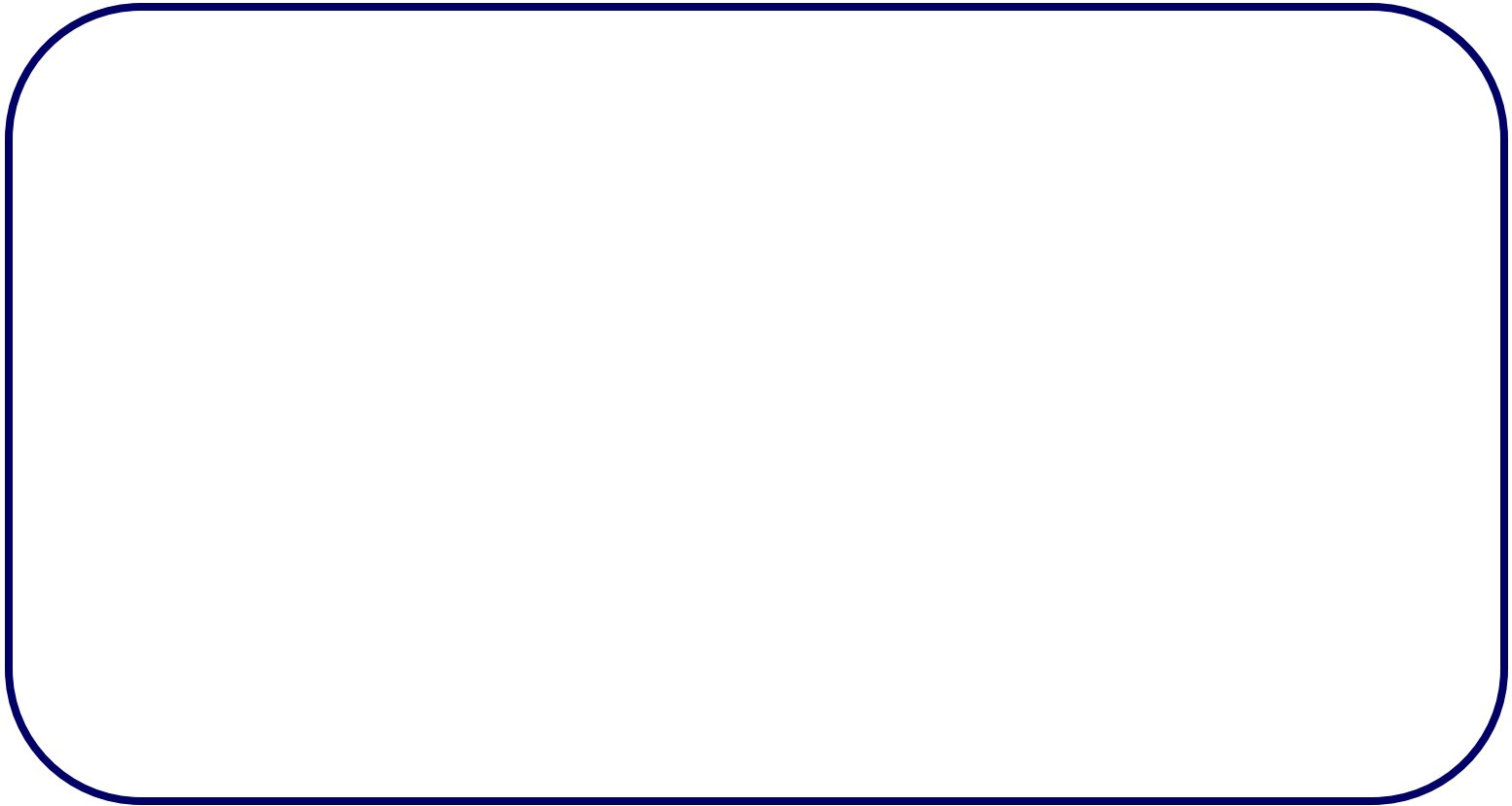


System Demonstration

*“WHAT YOU DO, IS NOT WHAT YOU THINK”
EDWARD @ VIEWLAB, CUHK*

Demo

❖ Video



Q&A

