Scotty Maps

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A system that aims to provide indoor navigation to help students find their next class

18500 Capstone / Team B7

Use Case

Problem

Students waste time find the rooms their classes are in, current navigational software utilizing GPS only works outdoors

Solution

An indoor localization and navigation system that guides students to specific rooms in buildings

<u>ECE Areas</u>

- Software
 Systems
- Signals and Systems

Use Case Requirements

Localization Accuracy



- Provide location of user to within 1 meter, as this about the width of a door and the tightest hallways, making it sufficient for modelling building features
- Determine orientation/heading of the student within 1 second of movement, as an average student walks at about 1 meter/second
- Should remain robust even if environmental factors change, such as obstructions and interference

Use Case Requirements

Responsive Directions



- Find the shortest route to the desired class, providing instructions to navigate around obstructions such as walls, corners, and other rooms
- Low latency (< 1 second) to update UI with directions and current position, to keep in line with our localization update time
- Environment is mapped manually beforehand, such that all relevant features are included

Use Case Requirements

Device Characteristics

- Size should be less than 0.3 cubic feet and weigh less than 3 pounds, similar to the size and weight of laptops
- Battery life should last at least 4 hours of use, as we estimate that this is the maximum amount of time that a student walks in a day, ensuring all-day use

Technical Challenges



Localizing the user

- Design an accurate method of localization robust to environmental interference (i.e. pre-existing Wi-Fi signals)
- Fusing data from multiple sensors to provide accurate localization

Responsiveness

- Implement efficient localization algorithm that runs quickly on embedded device
- Design webapp UI that quickly reflects changes in location

Technical Challenges

Map Directions

• Finding the shortest path within a building, even with walls and other obstacles present

Portability

- Device needs to run on low power to last long enough on a charge
- Power switch/sleep mode when the device is not used

Solution Approach: Localization

- Esp32 as Wi-Fi access points
- Raspberry Pi as the Wi-Fi receiver
- Use received signal strength indicator (RSSI) to get distances from access points
- Use Triangulation and Trilateration for localization



Solution Approach: Block Diagram

- User interface with Django Webapp
- Display user location and directions on phone screen
- Use A* for navigation



Testing, Verification, Metrics

<u>Wi-Fi Points</u>

- Set up our nodes across a single floor of a building on campus
- Ensure the range of the nodes is >25 meters

Receiver

- Record predictions of locations and compare them with actual location and ensure the RMS error is <1 meter
- Ensure localization algorithm takes <500 ms
- Test power consumption so battery life is >4 hours

Web App

- Navigation should follow true shortest path directions through building
- Test usefulness of directions with clients, utilizing a survey to rate satisfaction out of five

Tasks and Division of Labor

Ifeanyi

• Wi-Fi access points

Weelie

Design of receiver and localization algorithms

Jeff

• Web app, mapping features

Schedule

Scotty	Scotty Maps					Project start: Sun, 2/4/2024											
18500 Capstone / Team B7 / Development Schedule					Display week: 1												
					Feb 5, 2024	Feb 12, 2024	Feb 19, 2024	Feb 26, 2024	Mar 4, 2024	Mar 11, 2024	Mar 18, 2024	Mar 25, 2024	Apr 1, 2024	Apr 8, 2024	Apr 15, 2024	Apr 22, 2024	
TASK	ASSIGNED TO	PROGRES	START	END	5 6 7 8 5 14 H T W T F S	5 H T W T F S	18 19 8 21 8 8 8 8 S H T W T F S S	8 8 8 8 8 1 2 3 5 H T W T F S S	4 5 6 7 8 9 10 H T W T F S S	11 12 13 14 15 14 17 1 H T V T F S S 1	18 19 8 21 8 8 1 H T W T F S 1	8 8 8 8 8 8 8 3 5 H T V T F S S	1 1 2 3 4 5 6 5 H T W T F S	7 # 9 10 11 12 13 1 S H T W T F S 1	1 15 14 17 18 19 8 21 H T W T F S S	H T W T F S S	
Planning																	
Ideation	Al	100%	2/4/24	2/7/24													
Proposal Slides	Al	100%	2/1/24	2/4/24													
System Design research	Al		2/4/24	2/7/24	1												
Acquire Components	All		2/8/24	2/11/24		and the second											
Research design of rece	ver Weelie, Jeff		2/9/24	2/14/24													
Research design of nod	s lfeanyi, Jeff		2/9/24	2/14/24													
Development																	
Set up Django App	Jeff		2/12/24	2/14/24													
Frontend display building	Jeff		2/15/24	2/20/24													
Create Graph of a Buildi	g Jeff		2/21/24	2/26/24													
Navigation Algorithm	Jeff		2/27/24	3/3/24													
Set up Rpi, test RSSI	Weelle		2/19/24	2/22/24													
Triangulation Algorithm	Weelle		2/23/24	2/28/24													
Trilateration Algiorithm	Weelie		2/29/24	3/3/24													
Position Estimation	Weelie		3/11/24	3/14/24													
Communication with we	app Jeff		3/15/24	3/21/24													
Set up Esp32	lfeanyi		2/19/24	2/22/24													
Setup network w/ Rpi	lfeanyi		2/23/24	2/28/24													
RPilMU	lfeanyi		2/29/24	3/3/24													
Vi-Fi Housing/Circuitry	lfeanyi		3/11/24	3/15/24													
Mapping location	Weelie, lfeangi		3/16/24	3/21/24													
Refinement of Localizati	on All		4/1/24	4/8/24													
Slack	Al		4/15/24	4/22/24													
Testing and Valid	Testing and Validation																
Test, troubleshoot local	ratio All		3/22/24	3/27/24													
Test navigation	Al		3/28/24	4/1/24													
Full Scale Testing	All		4/9/24	4/14/24													
Deliverables																	
Design Presentation	AI		2/13/24	2/18/24													
Design Document	All		2/19/24	3/1/24													
Interim Demo	AI		3/2/24	4/1/24													
Final Presentation	Al		4/2/24	4/21/24													
Final Documents			4/22/24	4/24/24													