

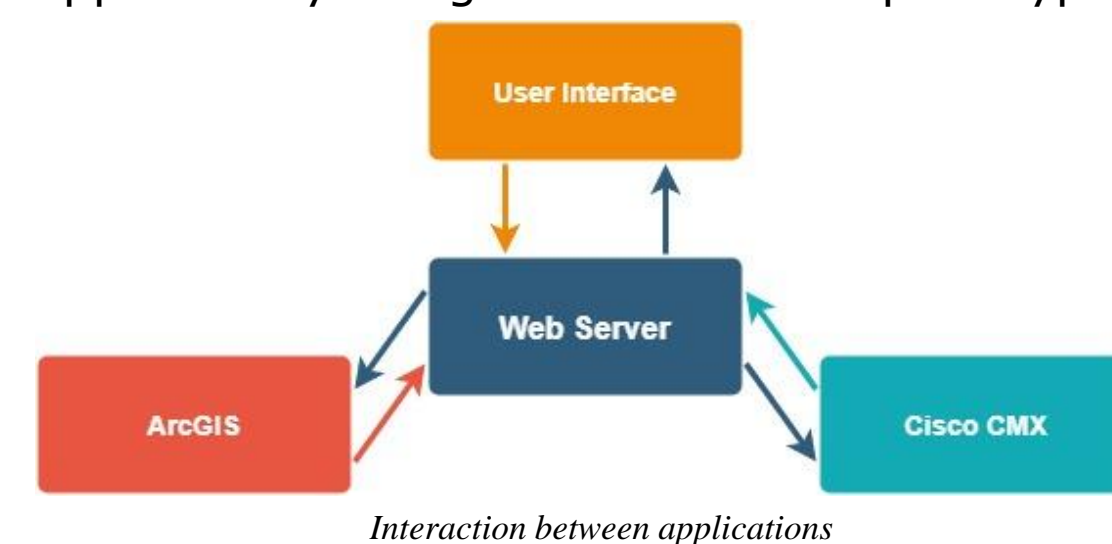


Indoor Navigation App: Overview

Ankita Bantey, Nikita Bantey, William Bumpass, Akshay Durvasula, Christopher Fan, Andrew Fu, Jessica Hird, William Ingarfield, Michael Kasman, Andrew Nguyen, Priyanshu Swar, Josh Wiedemeier
The Anson L. Clark Summer Research Program

Abstract

- GPS does not work indoors
- Indoor Navigation uses Wi-Fi tracking
- Uses Wi-Fi Access Points and Building Blueprint to track location and enable indoor navigation
- We have demonstrated the feasibility of this approach by using Green Hall as a prototype



Architecture

Graphical User Interface (GUI)

- Enables user to specify current start and stop locations
- Shows current position via Cisco CMX

Cisco CMX

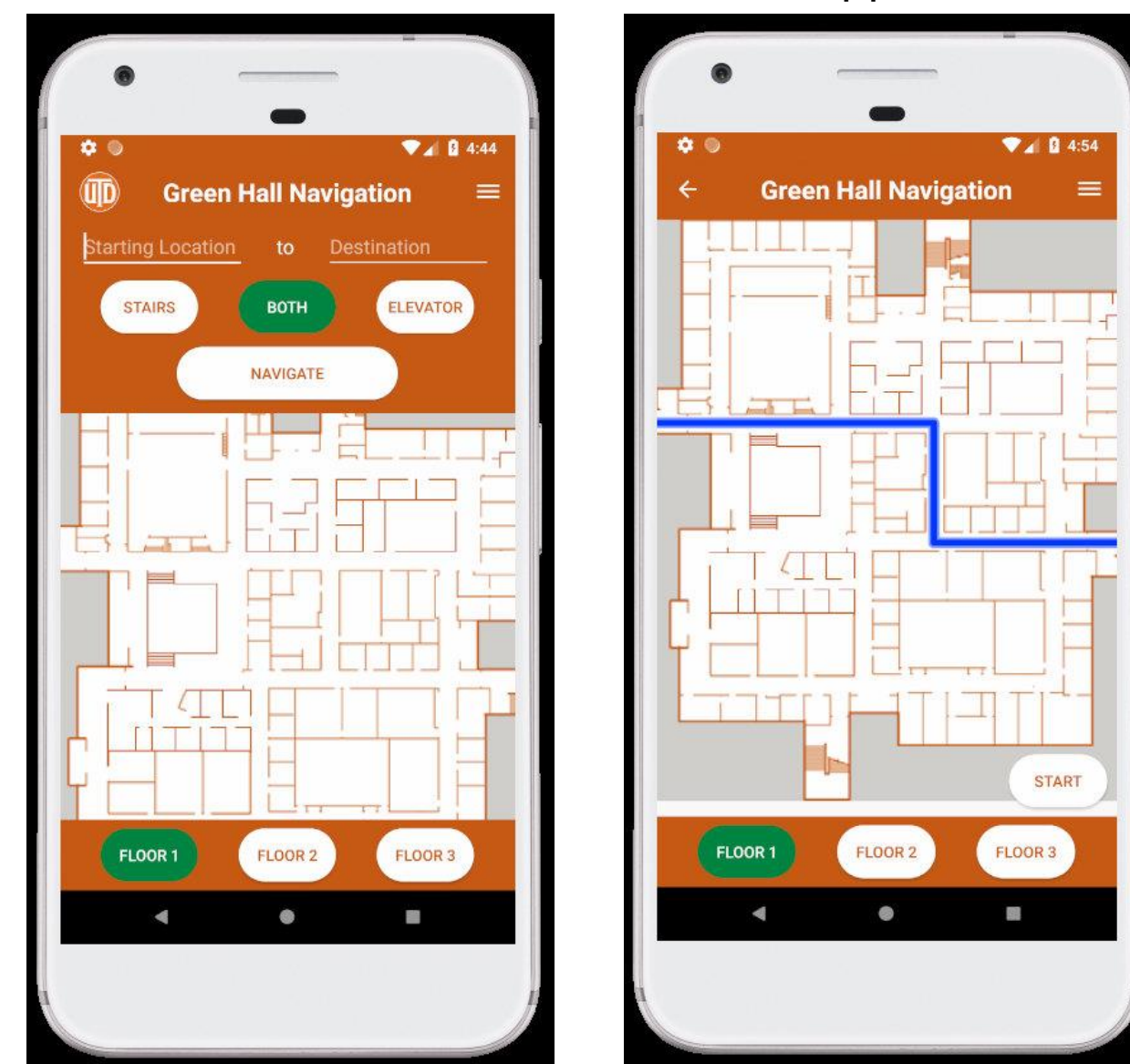
- Locates Wi-Fi points on a map
- Places the user's location using triangulation from Access Points

ArcGIS

- Plots path between the source and destination
- Uses Dijkstra's Shortest Path Algorithm

Web Server

- Provides a common URL for all users to access the service
- Hides internal details from the users
- Coordinates between all the applications



Home Screen of Navigation App

Routing Screen of Navigation App

Method Calls

Java GUI

- Display the path from the user's current location to the selected destination, allow user to choose preferred paths
- Notify the user if they stray from the current path and reroute
- Notify the user upon reaching destination
- Manually terminate the route upon request

Web Server

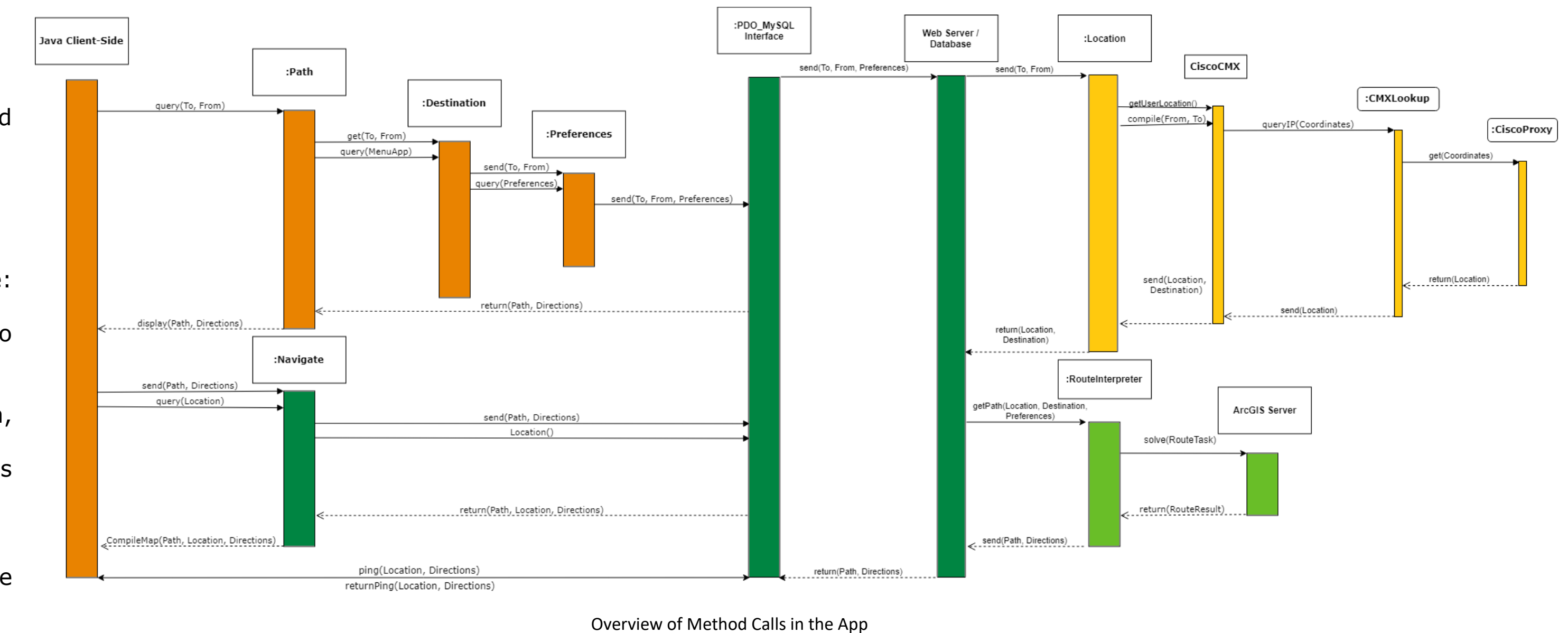
- The dependencies need to install onto the Linux server are: Apache, MySQL, MySQL Workbench
- MySQL Workbench as a MySQL GUI Program to allow us to create tables, databases, etc. in a much simpler manner

Cisco CMX

- Find IP addresses with position information, map information, and statistics about accuracy
- Ensure that the origin of the request and the IP address requested are the same

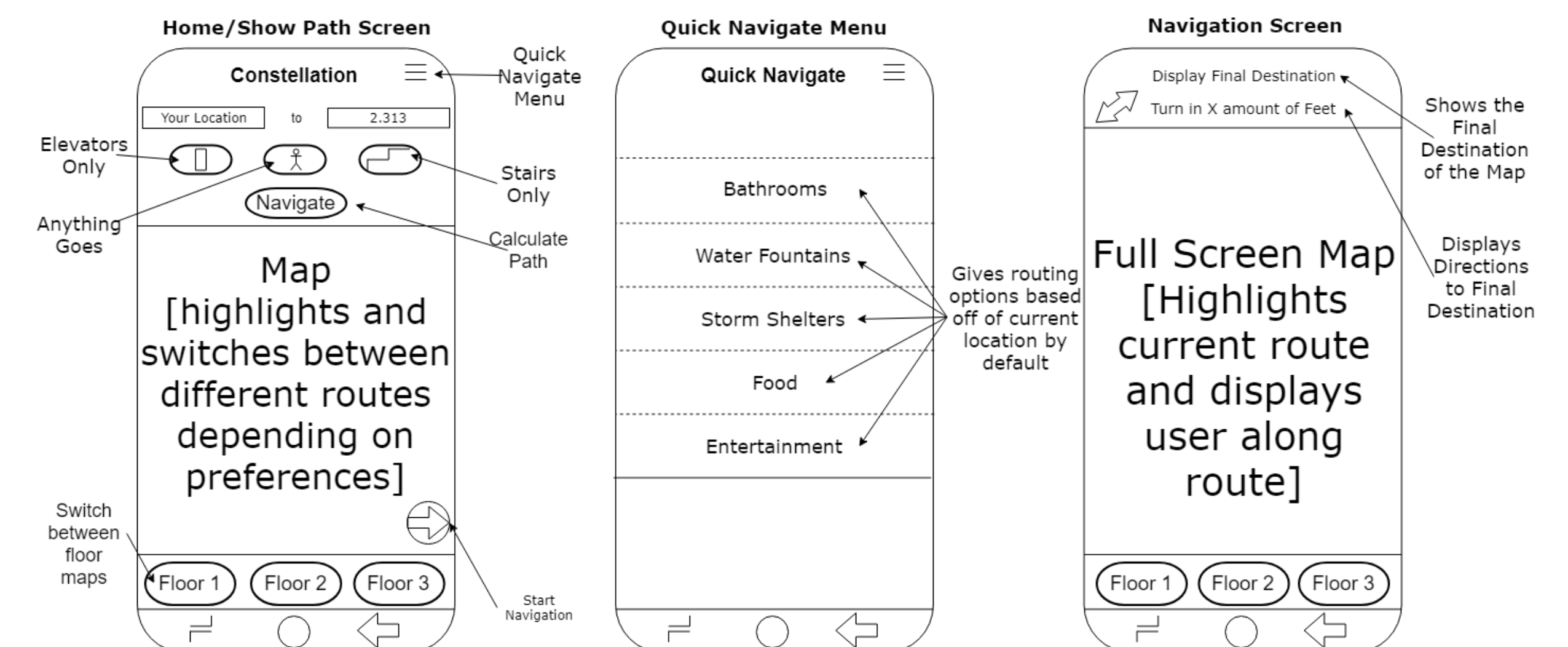
ArcGIS

- Compute the shortest path between two points
- Communicate the path in a compressed fashion through the web server to the client
- Return an error if the destination is unreachable



UI Implementation – Routing and Recalculation

- When the user's location is more than 10 meters (determined using a 95% confidence interval) from the path, the app will query the user to determine whether or not to recalculate the path from the user's current location
- Path recalculation will be accomplished by sending a new navigation request, as the web server does not store the path of any individual user



Conclusion

- The UTD Indoor Navigation app is intended to eventually be expanded to function wherever there is Wi-Fi access on campus
- Cisco CMX has a field of 6-10 meters where it's 95% confident of where the user is
 - This confidence interval can be improved in the future using Hyper location Technology to increase the accuracy to 1-2 meters

Contact and Acknowledgments

For contact: Dr. Ravi Prakash, ravip@utdallas.edu
We would like to thank Dr. Prakash, Eric Chen, Rahul Singh, Ron Rihoo, Wayne Peterson, Wun Chiou, Brian Dourty, Brent Dell, Ansel Chetty, and Darius Bruno for their encouragement, insight, technical support during this project.