Scientific Python

IoT indoor positioning system for disabled people

# Project dEstriptcion

The aim of the project is to develop a tool, which makes independent living easier for the blind and visually impaired people. The basic idea is to locate essential objects in indoor areas. There are four sensors which measure the distance of a specific object, then transfer the data to a central server. The server calculates the exact position depending on the signal strength of four sensors. These coordinates are uploaded to a database. The user-end of this tool is an online GUI, since voice commands are out of the objects of this project.

# Implementation

Since the project has to be implemented in python language and the available devices on the market mostly supported C++ language, we simulate the IoT part of the system. To simulate we use a GUI where the tester can control the type and the place of the objects in the indoor area.

The server uses RethinkDB as a nonSQL database for data storage and archiving. The advantage of this tool is that the queries can subscribe to a particular table and whenever the table is changed, the queries and the client’s data automatically updates.

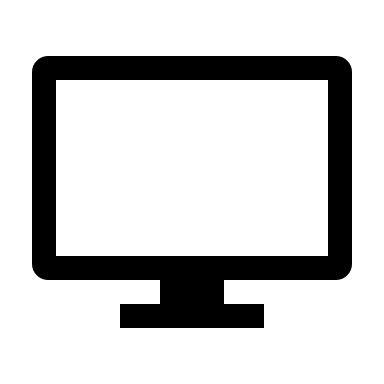
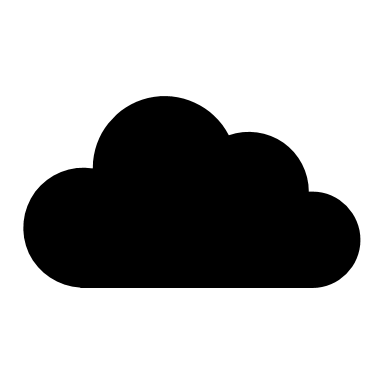
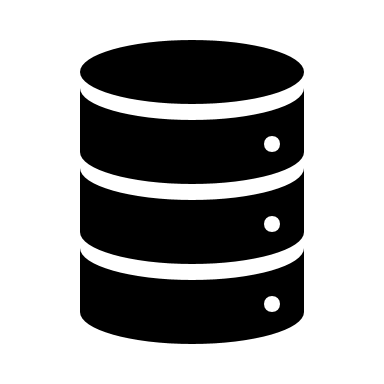
The user-end interface uses a similar GUI as the simulated sensors but instead of set the objects, users can identify the type and the current places of the objects.

# Task distribution

Bence Keömley-Horvat is in charge of the IoT simulation, with the use of ‘blueprint.gif’. The communication between the IoT device and the server has to be via JSON files. The JSON file should contain id, type, measured\_distances fields.

Balázs Lükő is the leader of server implementation. The server calculates the x, y positions from the measured\_distances. Data is uploaded to the database server in JSON format as well, containing id, type and coordinates fields.

Péter Kovách’s main responsibility is to implement the user-end interface using ‘blueprint.gif’. The program loads the data from the RethinkDB. The objects are visualised on the blueprint, with various colour, depending on the type of the opject.



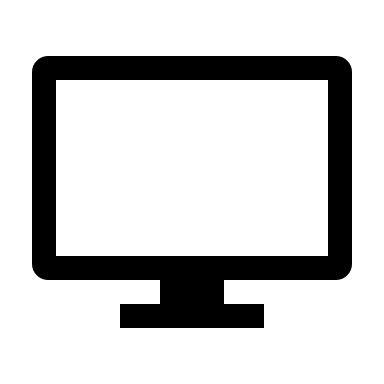
QUERY

JSON I

JSON II

RethinkDB Server

* Calculate position
* Upload to DB
* Store data
* Notify queries



User-end interface IOT simulation

* Query data
* Visualise objects
* Type & position simulation
* Send JSON to server

# documentation

## User-end Interface

The source of user-end interface is the Client.py script. The GUI has a blue script part where the user can track the marked objects and has a filter panel where the user can choose which objects should displayed on the blue print.

## Implemented Functions and Classes

### Client class

This class implement the GUI (children of tkinter’s Frame) and the functions and data structures of the user-end interface.

### \_\_init\_\_()

Input arguments: master

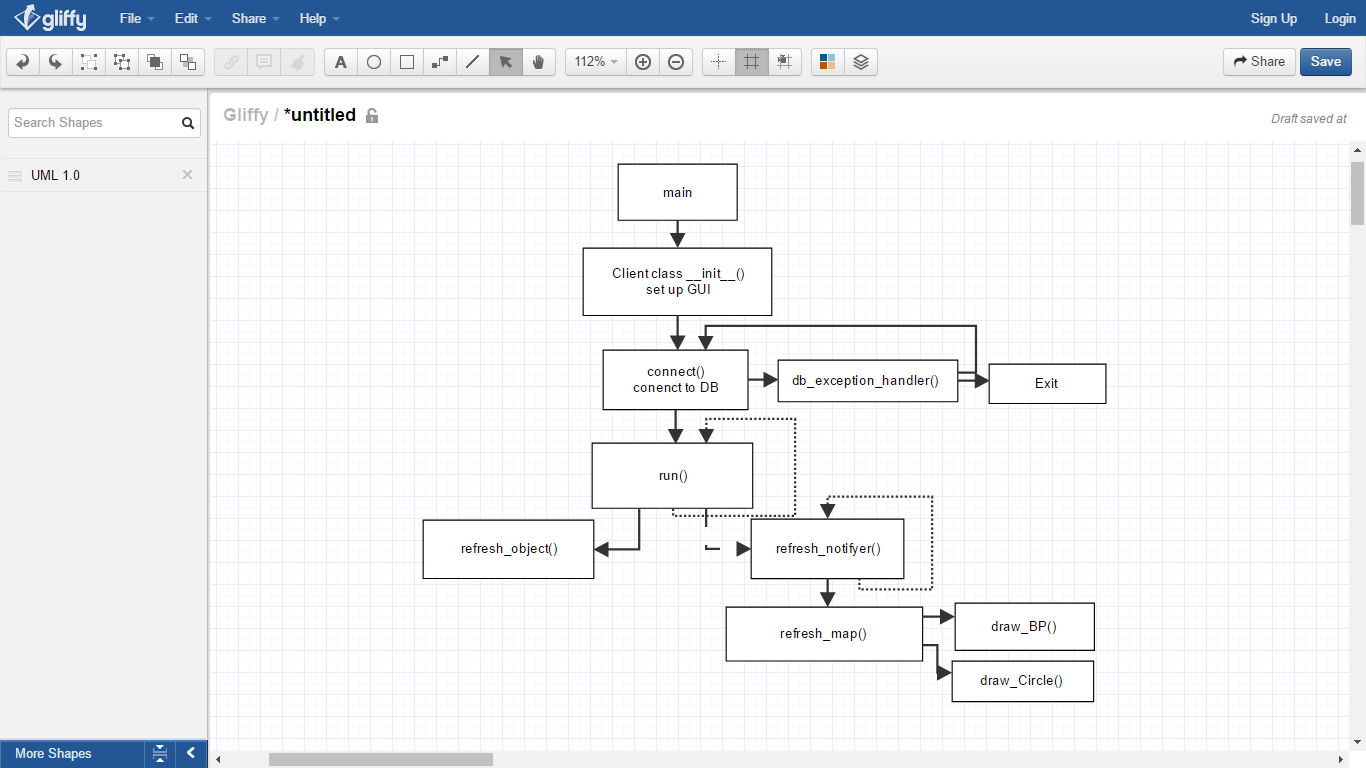
master: set the master frame to root.

Init generate the GUI and try to connect to the database.

### set\_changes()

Whenever the GUI needs to be updated this function raise a flag, which result in GUI update.

### connect()

Try to connect to the RethinDB database.

### db\_exception\_handler()

Visualize the generated errors and try to reconnect or close the application.

### draw\_BP()

Draw blue print

### draw\_circle()

Draw circle onto the blue print in given colour at a given position.

### refresh\_cursor()

Try to refresh the query from the database. If not possible call the db\_exception\_handler() function.

### refresh\_object()

Refresh object from the database.

### refresh\_map()

Refresh blue print and the selected objects.

### run()

Actualise the objects positions from the database.

### refresh\_notifyer()

This function call a refresh event in every 0.5 second when the changes flag is true.