

# GPS: Transportation System

- 1.Acquire GPS coordinates from the Ublox Neo-m7/m8 GPS module.
2. Determine the GPS heading using the built-in magnetometer.

We used GPS ublox neo m6 which has 2 i2c pins, nothing but a inbuilt magnetometer. and 2 i2c pins are connected to a4 and a5 of Arduino.

Code:

```
#include <Wire.h>           // Include the Wire library for I2C communication
#include <Adafruit_Sensor.h>
#include <Adafruit_HMC5883_U.h> // Include the Adafruit HMC5883L Magnetometer
library
#include <TinyGPS++.h>      // Include the TinyGPS++ library for GPS data
parsing

TinyGPSPPlus gps;          // Create a TinyGPS++ object to store GPS data
Adafruit_HMC5883_Unified mag; // Create an Adafruit magnetometer object

void setup() {
  Serial.begin(9600);      // Initialize the Serial communication
  Wire.begin();            // Initialize I2C communication on pins A4 and A5

  if (!mag.begin()) {
    Serial.println("Could not find a valid magnetometer! Check wiring.");
    while (1);
  }
}

void loop() {
  // Read GPS data
  while (Serial.available() > 0) {
    if (gps.encode(Serial.read())) {
      if (gps.location.isValid()) {
        float latitude = gps.location.lat();
        float longitude = gps.location.lng();

        // Read magnetometer data
        sensors_event_t event;
```

```

mag.getEvent(&event);
float heading = atan2(event.magnetic.y, event.magnetic.x) * 180 / PI;
if (heading < 0) {
    heading += 360;
}

// Print GPS coordinates and heading
Serial.print("Latitude: "); Serial.println(latitude, 6);
Serial.print("Longitude: "); Serial.println(longitude, 6);
Serial.print("Heading: "); Serial.println(heading, 2);
}
}
}
}
}

```

Output:

Longitude: 77.755950

Heading: 225.00

Latitude: 12.984527

Longitude: 77.755950

Heading: 225.00

Latitude: 12.984527

Longitude: 77.755950

Heading: 225.00

Latitude: 12.984527

### 3. Calculate speed and acceleration using appropriate formulas.

Code:

```

#include <Wire.h>
#include <TinyGPS++.h>

TinyGPSPlus gps;

float prevLat = 0.0;
float prevLon = 0.0;
unsigned long prevTime = 0;
float prevSpeed = 0.0;

```

```

void setup() {
    Serial.begin(9600);
    Wire.begin();
}

void loop() {
    while (Serial.available() > 0) {
        if (gps.encode(Serial.read())) {
            if (gps.location.isValid() && gps.hdop.isValid() && gps.hdop.hdop() <
2.0) {
                float latitude = gps.location.lat();
                float longitude = gps.location.lng();

                // Calculate distance using Haversine formula
                float distance = haversine(prevLat, prevLon, latitude, longitude);

                // Calculate time difference in seconds
                unsigned long currentTime = millis();
                float deltaTime = (currentTime - prevTime) / 1000.0; // Convert
milliseconds to seconds

                // Calculate speed (in meters per second)
                float speed = distance / deltaTime;

                // Calculate acceleration (in meters per second squared)
                float acceleration = (speed - prevSpeed) / deltaTime;

                // Update previous values for the next iteration
                prevLat = latitude;
                prevLon = longitude;
                prevTime = currentTime;
                prevSpeed = speed;

                // Print speed, acceleration, and HDOP
                Serial.print("Speed: "); Serial.println(speed, 6);
                Serial.print("Acceleration: "); Serial.println(acceleration, 6);
                Serial.print("HDOP: "); Serial.println(gps.hdop.hdop(), 6);
                delay(1000);
            }
        }
    }
}

float haversine(float lat1, float lon1, float lat2, float lon2) {
    // Haversine formula to calculate distance between two GPS coordinates
    float dLat = radians(lat2 - lat1);
    float dLon = radians(lon2 - lon1);

```

```
float a = sin(dLat / 2.0) * sin(dLat / 2.0) + cos(radians(lat1)) *  
cos(radians(lat2)) * sin(dLon / 2.0) * sin(dLon / 2.0);  
float c = 2.0 * atan2(sqrt(a), sqrt(1.0 - a));  
  
// Radius of the Earth in meters (change it based on your requirements)  
float radius = 6371000.0;  
  
return radius * c;  
}
```

Output:

Speed: 0.822760

Acceleration: 0.040913

HDOP: 1.460000

Speed: 0.000000

Acceleration: -0.820299

HDOP: 1.460000

Speed: 0.000000

Acceleration: 0.000000

HDOP: 1.460000