# GuideDroid: Low Cost Indoor Navigation Assistant for the Visually Impaired

Mauricio Porto, Carlos Santos, Juliano Vacaro, Joao Ambrosi

(All email addresses are firstname.lastname@hp.com)

# Abstract

*This paper presents an innovative, low cost indoor navigation system for the visually impaired which takes advantage of the emerging communication technology Near Field Communication (NFC). The main idea is to orient users by NFC enabled mobile phones that gathers the current position from NFC tags and tells user the way to follow to reach her desired destination possibly using intermediate checkpoints. The system also provides a collision detection mechanism that warns user for near obstacles.*

*Since it was implemented on Android and behaves like a guide dog, we named it GuideDroid.*

# Problem statement

Among the many challenges faced by the visually challenged persons are the constraints of independent mobility and navigation in an unfamiliar indoor environment. Finding the location and path to some desired location including public utilities inside the building can be an arduous task. Besides, constant changes in the workplace and on the street offer collision risks much higher than the familiar environment for the visually impaired.

GPS based navigation that is now getting widely used is not feasible in an indoor environment due the weakness of satellite signal. Variety of technologies is tested and new designs are generated for indoor navigation in order to circumvent the lack of excellence.

The existing solutions for indoor navigation systems typically require the use of expensive and heavy sensors, or equipping rooms and hallways with radio-frequency technologies such as Bluetooth, Ultra Wide Band (UWB), Wi-Fi or RFID which are used to determine the user's location and most of them are not suitable for the visually impaired.

Although several attempts have been made at making such indoor navigation systems, none of them have found wide acceptance.

# Our solution

~~Through the extensive use of sensors and location features existing in smartphones and other mobile devices, assist people with visual disabilities and / or hearing in tasks such as locomotion, identification of places and services available, and the location and orientation courses.~~

**Design constraints**

* Uniformity of the geographic location model (latitude/longitude) to enable integration with existing outdoor navigation systems and its mechanisms.
* Cheap and off-the-shelf components.
* No changes in buildings infrastructure (no wireless network needed).
* Should be useful for both visually impaired or not.
* The user should not be obligated to start the navigation by some initial point; she should be able to start at any point when she feels lost, thus avoiding unnecessary help for well know paths.

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**System design**

nnnnn

Since it is necessary to maintain the same location model (latitude/longitude) widely used in outdoor navigation and indoor GPS signal is insufficient to obtain such information, how to solve the issue?

Our solution is to spread strategically NFC tags in the buildings, providing their precisely calculated coordinates and thus serving as landmarks for orientation (waypoints) in the same way as an open environment (outdoor). This is the main aspect of this innovative solution.

**How it works**

... turn-by-turn instructions between waypoints.

Let us consider the case where the user needs to reach a particular room in a building unknown. This building is represented in Figure 1.

Figure 1 – Navigating with NFC tags

At the entrance door, the user touches with her phone a poster with the NFC tag. Then the detection of a special URL that starts with "guidedroid://" triggers GuideDroid application that identifies the building and then downloads the XML file that describes it. Following, the application asks the user the desired room destination, presenting a list with the names of existing rooms in the building. Once chosen the destination, the application calculates the route using the Dijkstra's algorithm and asks the user to rotate the phone horizontally (see Figure 2) to determine the magnetic orientation of the first stretch of the route. When the magnetic orientation is found, the phone vibrates and announces the distance the user should walk in that direction. At the end of this passage, she will found another NFC tag that corresponds to the destination or an intermediate point (waypoint) where the process is repeated to determine a new stretch.

Exemplifying with Figure 1, we assume that the destination is the room 106. The user touches the NFC tag at the entrance with her phone and after any necessary initialization, the application determines the smallest path A, C, K, J, I to reach room 106. Then the user rotates her mobile phone that will vibrate when the direction that points to the tag C is reached and says "walk this direction by 4 meters." When she reaches this new tag C, the process repeats for the section between C and K, and so on until reaching the point I that represents the entrance of the room 106.

Figure 2 – Searching the direction

This process based on short stretches can be tedious at first, but it need not be repeated every time the user go through this same building. Once she learned the environment, she will only need the ask help to GuideDroid when the route is unknown. Semantically all the NFC tags are equal and the process can start at any of them.

# Evidence the solution works

# Competitive approaches

# Current status and Next steps