



Bachelor's Thesis

**Design and Implementation of an Interactive Floorplan for an Access
Management System**

**Design und Implementierung eines interaktiven Gebäudeplans für
ein Zugangskontrollsystem**

by

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Potsdam, July 20, 2019

(Tim Hehmann)

Abstract

Guaranteeing the safety in facilities is one of the main tasks of the facility management. This includes ensuring a safe evacuation in case of an alarm, the quick reaction to possible threats and also the protection of the doors and gates. Especially with the deployment of *Behavioural Authentication* the safety level for each of these access points can be finely set. In large office buildings this management and the guarantee of the safety can only be done with the help of visual aids.

This thesis presents an implementation of one possible visual aid: the interactive floorplan. Furthermore it will showcase the tools that are available for creating such a plan and also evaluate how good it performs in different simulation environments.

Zusammenfassung

Die Sicherheit in Gebäuden zu gewährleisten gehört zu einer der Kernaufgaben der Gebäudeverwaltung. Dazu zählt die Gewährleistung einer Evakuierung im Notfall, die schnelle Reaktion auf mögliche Gefahren, aber auch die Absicherung der einzelnen Türen. Bei letzterem ist besonders mit dem Einsatz von verhaltensbasierter Authentifizierung es möglich, feingranulare Sicherheitsstufen für die einzelnen Türen festzulegen. Bei großen Bürokomplexen kann diese Verwaltung und Sicherheitsgewährleistung nur mit visuellen Mitteln bewältigt werden.

Diese Arbeit präsentiert eine Umsetzung einer dieser Mittel: den interaktiven Gebäudeplan. Dabei wird darauf eingegangen mit welchen Werkzeugen ein solcher Plan implementiert werden kann und auch gleichzeitig evaluiert, wie performant dieser ist in verschiedenen Simulationsumgebungen.

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1 Introduction

In order to protect critical areas from unauthorized access, most office buildings use an access control system that grants or denies access to gates and doors based on the permissions of the employee.

The most common way to authenticate in these systems is either by knowledge (keypad with pin login) or ownership (NFC chipcard). But not only office buildings, also gyms, public transportation services and universities use access control systems with the same ways to authenticate. This results in a lot of different cards and passwords for the user. The management of these can easily be overwhelming and once a thief obtained one of these there is a possibility for an attack.

1.1 Context of the project

The bachelors project from 2016 'Passwords Are Obsolete - User Authentication Using Wearables And Mobile Devices' tried to solve this problem and came up with *BAuth*¹ (short for Behavioural Authentication), an app that makes it possible to authenticate the user solely on his behaviour. This is done by continuously analysing the sensor data from smartphone/-watch and calculating a *trustlevel*, a value that determines how certain it is, that the device is in possession of the correct owner.

This new way of authenticating solves the management issue of cards and passwords by authenticating directly with the device. It also lowers the security risk in an event of a theft, because reading a *wrong* behaviour just for a few meters results in a significant drop in trustlevel, thus denying access almost immediately.

But due to the fact that existing access management solutions don't work with this authentication method, the desired protection of certain areas is left open. This is where the scope of this years bachelors project started.

¹<https://play.google.com/store/apps/details?id=com.nexenio.behaviourauthentication&hl=de>

The goal of our project was to create an access management platform that is suited to work with BAuth. The facility management and also companies should be able to define which employees can access which gates. It should also be possible to set the minimal trustlevel that is needed to enter or leave a certain gate, which enables to define which rooms need more protection than others.

With this solution, BAuth could be used in a real world scenario.

1.2 Context of this thesis

TODO: erklären was interactive genau heisst, Nachteile von Behavioral Auth (z.B. wenn Schuh sich ändert, oder generell verhalten, kommt man nicht mehr rein und so

The management of an office building with multiple floors and multiple gates can be a challenging task for the facility management team. To prevent losing the overview of the facility, the usage of an interactive floorplan can be helpful. The implementation of such a plan was also part of our projects scope.

In our access management system this graphical plan gives insight about the different gates in the building, including the access decisions made at these and information about the person that tried to access. Furthermore it visualises how many persons are approximately in a room and at which gates an alarm occurred.

This information could be used by the facility management team to see how heavily the gates are used, where a possible security threat exists and also if a room is currently at risk of not being evacuated safely. In general it improves the overall view of the facility and could lead to a faster use of our other access management tools.

This bachelor thesis will compare different approaches for implementing such a floorplan and present the chosen approach for this project. To accomplish this it will be guided by the following structure:

In the second chapter, related work gets discussed. This will showcase the different technologies that are available right now for creating an interactive floorplan, including the strengths and weaknesses for each one. In this chapter we will also give a short introduction to the tools and formats we will mention in

the further chapters.

The third chapter describes our chosen approach and the architecture and components behind it.

In the fourth chapter we will present our implementation for a live indoor floorplan. This will show the solutions used for logging gate events and displaying a real-time floorplan with an integrated heatmap.

The topic of the fifth chapter is evaluation. In this chapter the performance of a live plan in differently sized simulation environments gets analysed. Furthermore it will discuss the protection of privacy in a live plan, especially focussing on the personal informations that get shown in the floorplan.

The sixth chapter will present what further features could be implemented in the future and what needs to be done before actually deploying it into production.

The seventh and last chapter will wrap the thesis up.

2 Background

The following features were required for the floorplan:

- **Interaction:** The floorplan should be an interactive map. This means that the user is able to interact with the map by zooming, panning and clicking. This includes the possibility to set markers at a specific location on the map, which then can be linked with gates. A click on a marker then shows information about that specific gate.
- **Real-time Data Visualization:** Events at the gates should be displayed in real-time on the map. This includes information about the access, which enables to quickly view who entered at what gate at what time.
- **Eventlogging:** There needs to be an interface for the gates to send these events to. These need to be persisted as logs for later analytics.
- **Heatmap:** The plan should visualize the number of people in a room and render a "heat" on the map, thereby presenting the occupancy status of each room.
- **Alarm Localization:** The floorplan needs to visualize alarms, which is needed to locate threats on the map.
- **Upload Functionality:** Because of the fact that every user has different floorplans the upload of own floorplans must be possible.

3 Related Work

3.1 Infsoft

Infsoft is a German software company, which specializes in Indoor Tracking, Positioning and Navigation. They use custom *infsoft Locator Nodes*², which enable to detect the position of devices through WiFi or Bluetooth, but can also track the location of RFID chips or utilize Ultra-wideband technology.

This location data is then analyzed to track the path of employees, visitors or objects. These analytics are available in real-time over a web interface, which includes a live rendering of a heatmap, showing locations with heavy or low traffic. But also a history of location data can be displayed. The location data of each device is anonymized and can't reveal information about the owner of the device.

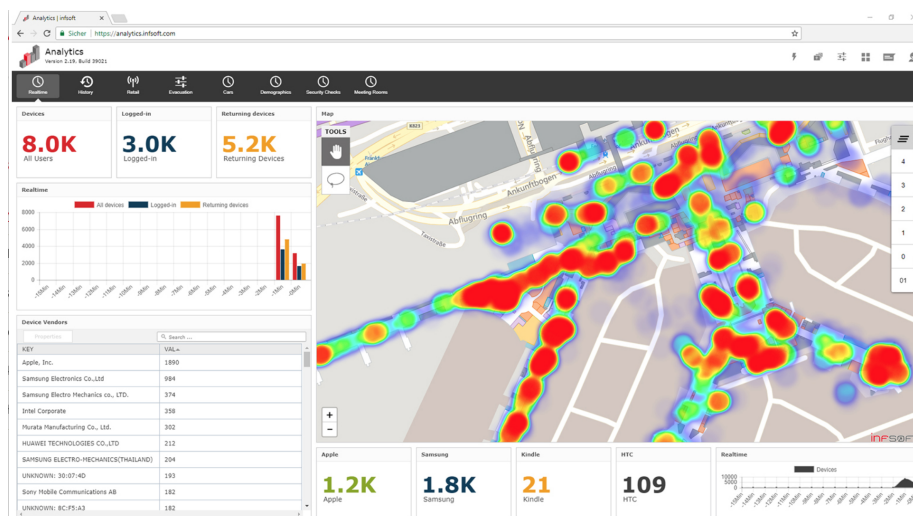


Figure 1: Infsoft Analytics Web Application

²<https://www.infsoft.com/de/technologie/hardware/infsoft-locator-nodes>

3.2 Moca

Moca is a platform for helping companies find out insights about the shopping behavior of their customers. This contains also analytics about the movement paths of the customers in a shopping mall. This can be utilized to learn how the customer gets to the retailshop or what they do after leaving the shop.

To achieve this, they use the existing WiFi network setup in the building to track the location of the devices, which has an accuracy of approximately 10 meters³. The data is then displayable in a real-time floorplan view with a heatmap overlay. They also allow real-time playbacks of location data from the past days and import of floorplans.

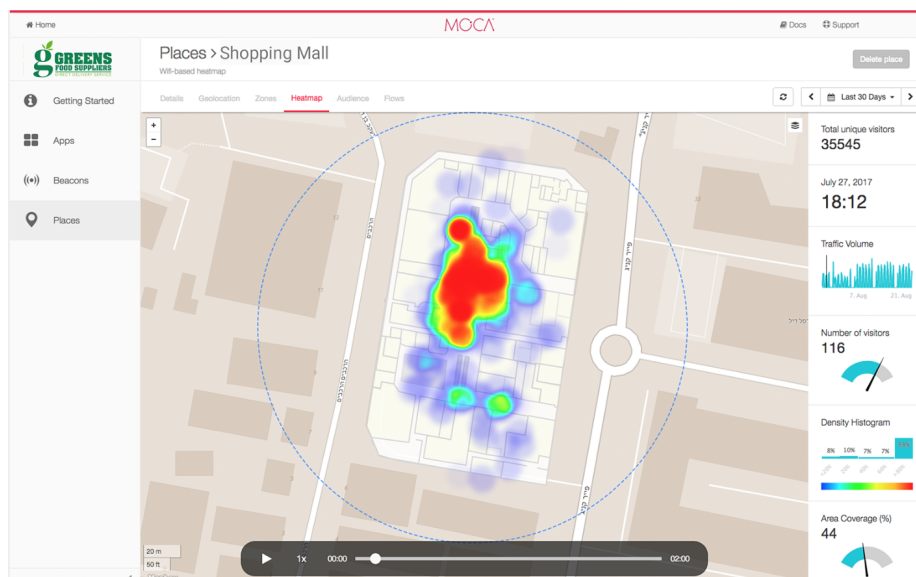


Figure 2: Moca Web Application

³According to <https://www.mocaplatform.com/blog/moca-indoor-location-mobility-flows-for-venu>

3.3 Roommaps

Roommaps is another indoor information and navigation system, which is primarily focussing on apps for Android and iOS, but is also available as a web application.

The system is also able to track device locations via WiFi signals or Bluetooth beacons and display a heatmap based on this data. But unlike the other solutions they support setting detailed data privacy options for each floor. This helps protecting data privacy even more, as it is possible to precisely configure the access rights for each user for each floor. Additionally, the services are also available for deployment in third party applications.

3.4 Summary

All these solutions already offer a great set of functionality. But these are based on the location of devices, which can be determined through a WiFi network or a set of Bluetooth beacons. This makes it unapplicable to our project, because the only data that is available for us are the locations of the gates and the access decisions made at these and not the location of the devices themselves.

Although Roommaps provides their services for third party applications, these services cannot be extended or customized for our use case.

Additionally, all these services are not open-source products and come with costs regarding hardware and software. Since our project partner requires the use of open-source and free software, the interactive floorplan of our project cannot be based on the related work that was presented and needs to be build from the ground up.

4 Concept

To be able to meet the requirements of our interactive floorplan, the events from the gates need to be logged and displayed in real-time. For this to work, there are multiple components involved. A general overview about the architecture can be seen in figure 2.

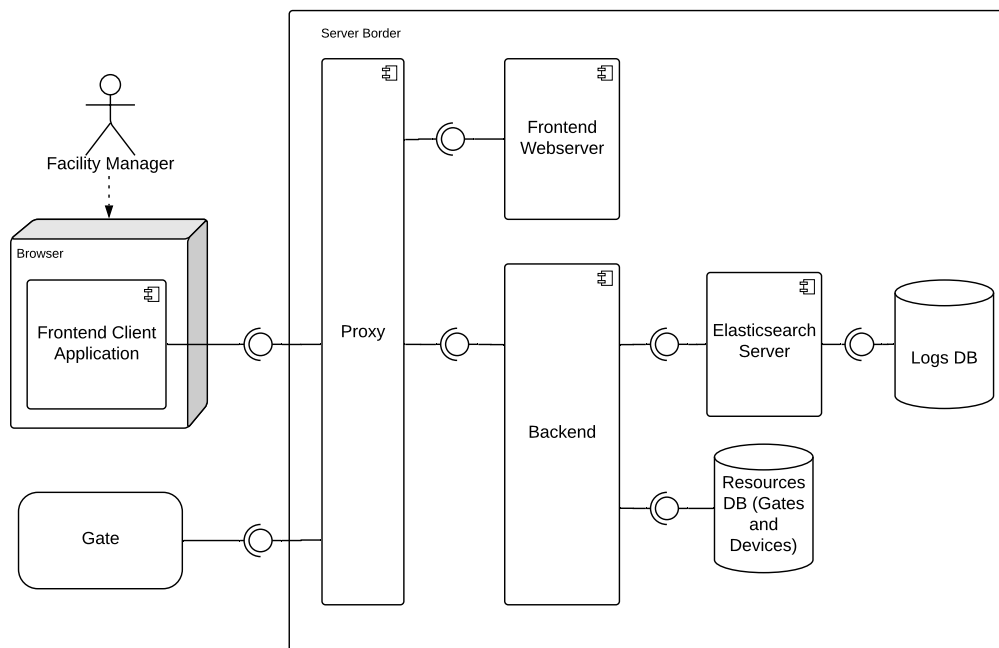


Figure 3: Component diagram

4.1 Gates

The gates take care of capturing different informations once a person tries to access through a gate. They gather information about the device that communicates with them, if they granted or denied the access and if the person tries to enter or exit through the gate. In case of an alarm they need to store other useful information about that incident.

The gate then is responsible of sending this information to our system via an

API.

4.2 Backend

The backend offers interfaces for the gates and also the frontend. For the gates it provides an interface which allows the gates to send events to, which then will be persisted as logs. For the frontend it provides routes for retrieving all logs and also analytical results based on these.

Once a gate transmits data through the available interface, the backend emits a notification that an event occurred together with the event data.

4.3 Frontend

The frontend presents the interactive floorplan to the facility management with clickable markers for each gate. It features the adding and deleting of markers and the possibility to link them to a gate. A click on a specific marker shows useful informations about the gate, such as the minimal entry and minimal exit trust level required for this gate.

For the possibility of displaying data in real-time, it listens for the gate event notification sent from the backend. When a notification is emitted the frontend the event data gets visualized to the user. This also triggers a recolorization of the room that is connected to the gate where the event occurred, thereby showing the up-to-date occupancy of that room.

4.4 Elasticsearch Server

The Elasticsearch takes care of storing the events in a log database. It offers endpoints for creating events and also for searching through the events. This allows to calculate the number of people in a room for example.

5 Implementation

As this was part of our access management platform we implemented this floorplan also in our web application.

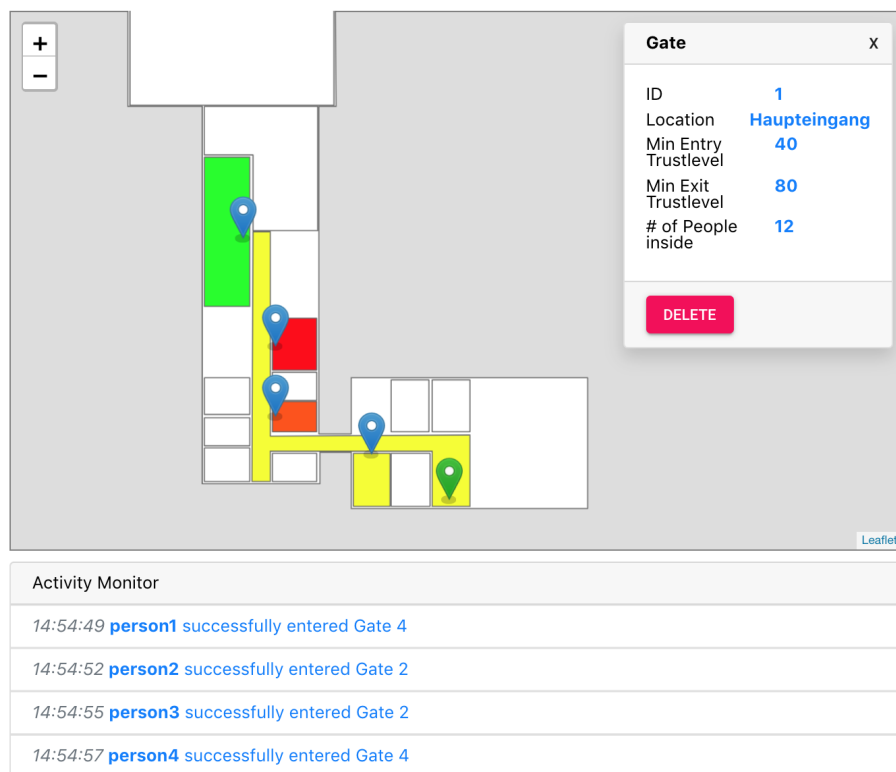


Figure 4: Implemented interactive floorplan

5.1 Technology Discussion

5.1.1 Google Maps

In March 2011, Google introduced the first indoor floorplans in their map. The intention was to increase the overview in public areas like train stations, malls and airports. Users can upload own floorplans (valid formats include for example PNG, PDF or JPEG) to the map, with restriction to only publicly available

areas.

Google Maps also offers a very popular API for their services. This allows the integration of the Google Maps Services in your own website. The usage is free for commercial use up until 28000 calls per day⁴ and requires an API key. The Maps JavaScript API comes with direct support for importing GeoJSON and can be customized with own content. Its designed to load maps quickly and is optimized for mobile use. Aside from that it also offers a versatile visualization library, which also includes a Heatmap Layer that helps with visualizing a heatmap (Figure 2.1.).

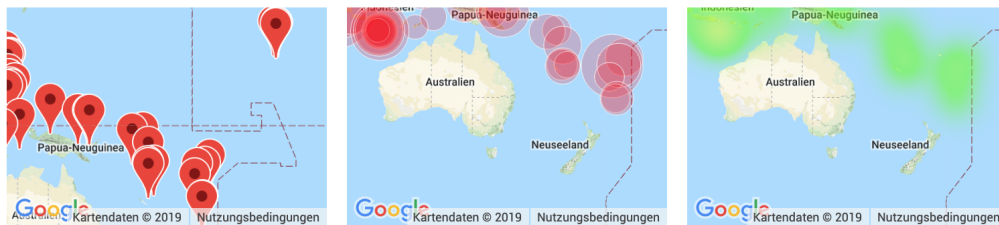


Figure 5: Example of visualization options in Google Maps

Although this looks very promising for creating our indoor floorplan, there are quite a few problems for us.

Because the API needs an internet connection, offline development is not possible. Furthermore the Google Maps API would request payment after hitting the threshold of API calls mentioned above and therefore needs to be linked to an account where billing is activated. Although hitting this threshold could only happen in production, our project partner set the requirement to only use free and also open-source software and linking a billing account of our partner to use the API was not possible.

Therefore Google Maps was not applicable to our task of creating an interactive floorplan.

⁴According to <https://cloud.google.com/maps-platform/pricing/sheet/?hl=de>

5.1.2 OpenLayers

OpenLayers is an open-source JavaScript library for displaying interactive maps. Out of the box it comes with various features like map rotation, direct mobile support and import of GeoJSON, TopoJSON, KML⁵ or GML⁶ data⁷. Unlike Google Maps, OpenLayers is a pure client-side library with no server-side dependencies.

Because it has a lot of features already bundled together, it offers far more functionality than we need to meet the requirements of our floorplan.

This also results in a heavyweight module. With a minified bundle size of 330.1 kB (Version 5.3.3) it takes up to 1.6 seconds to download on 3G⁸. Although this can be lowered for production by deleting unused modules, it takes extra effort to see which modules are really not used.

Due to the limited time we had for the implementation of the floorplan (due to it being the last feature on our roadmap) and only beginner knowledge of JavaScript, we needed something that is easy to understand and lets beginners output something useful in a short time. Because the abstraction layer of OpenLayers is quite low, the learning curve can be pretty steep. Compared to Leaflet it takes a lot more code to get the same results.

Therefore we thought that OpenLayers doesn't fit our task.

5.1.3 Leaflet

Leaflet is another open-source JavaScript library for creating interactive maps. With its first version released in 2011, it is a well established and tested library.

By only including core features for map visualization, it only has a bundled size of 138.6KB⁹, making it a very lightweight library.

⁵Keyhole Markup Language

⁶Geography Markup Language

⁷<https://openlayers.org/>

⁸<https://bundlephobia.com/result?p=ol@5.3.3>

⁹<https://bundlephobia.com/result?p=leaflet@1.5.1>

Furthermore Leaflet supports every browser and can easily be extended by plugins from the community. This also includes plugins for creating indoor maps [1] and real-time maps with Socket.IO.

5.1.4 GeoJSON

GeoJSON is a format for interchanging geospatial data and is based on JavaScript Object Notation. With the publishing of RFC 7946 in August 2016 it has a standardized format specification. Different Geometries can be represented in a GeoJSON file. These include for example Lines, Linestrings, Polygons or Multipolygons¹⁰.

This can be used to encode the geometry for countries, houses and streets on a map, but also for encoding data for indoor rooms, stairs and hallways.

5.2 Display of indoor features

The indoor map plugin extends Leaflet by an `Indoor` class, which is able to load in geospatial data from a GeoJSON file:

```
1 ...
2 this.map = L.map('floorplan-container', {
3     center: new L.LatLng(49.41873, 8.67689),
4     zoom: 20,
5 });
6
7 const indoorLayer = new L.Indoor(this.props.geoJSON, {
8     ...
```

This renders the GeoJSON data on a map with a HTML layer for each feature.

TODO: latitude, longitude erklären

Hier erwähnen das jedes feature eine ID benötigt und so.

¹⁰<https://tools.ietf.org/html/rfc7946>

5.3 Interactive Floorplan

The floorplan handles mouse clicks on each room that is displayed. If a click event occurs, it adds a new marker at this position, which is then automatically linked with the room where the click occurred.

```
1 handleClickOnRoom = (event) => {  
2   this.addMarker(  
3     event.latlng ,  
4     { gateId: undefined , assignedRoomId: event.target.feature.id },  
5     true );  
6   };
```

To create this connection between the room and the marker, each feature/room in the GeoJSON file has to have a distinguishable member attribute *id*. This is still following the GeoJSON format specification.

After setting the marker it needs to be linked with a gate. This is done by a selection input.

Bild rein von selection

5.4 Logging of Gate Events

5.4.1 Elastic Stack

The Elastic Stack consists of mainly three open-source projects: *Elasticsearch*, *Logstash* and *Kibana*. Together they form a pipeline that can be used to analyze, search and visualize logs created from different sources.

The component of the first stage of this pipeline is Logstash, which is responsible for collecting data from different locations and transforming it for the next step. Elasticsearch then indexes these logs and provides a RESTful API for searching. Kibana uses this API from Elasticsearch to provide meaningful visualization of the logs. Through a smart indexing technology the Elastic Stack promises a fast response time even for large data sets and is used by companies like Netflix for

monitoring security related logs or Medium for debugging production issues ¹¹.

In our project logs sent from the gates need to be analyzed and visualized to give the FM Team more insights about the access decisions made. These informations get also displayed in the floorplan and the heatmap gets calculated based on the gate event logs. To ensure a fast display of the access decision data and to also ensure the possibility in the future to search and visualize logs not only from the gates, but from other sources also, we decided to include the Elastic Stack into our project.

5.4.2 Elasticsearch Server

Since we're working with own custom visualization, we will ignore Kibana for our implementation. And since we're only receiving events from one source - the gates, we can skip the Logstash pipeline and send event data directly to the Elasticsearch server, which then will be stored in a database and indexed.

Since data of any form can be sent to the Elasticsearch server, it performs an automatic type detection for each property that is sent. This can result in wrong datatypes, causing the server to reject future events because they're not fulfilling the required datatypes¹² To prevent this, we first have to create a template for our gate event objects, which strictly declares the datatypes for each property in the event object:

```
1 curl -v -X PUT 'localhost:9200/_template/gates' -H 'Content-Type: application/json' -d '  
2 {  
3   "index_patterns" : ["gates"],  
4   "settings": {  
5     "number_of_shards": 1  
6   },  
7   "mappings": {  
8     "_source": {  
9       "enabled": true  
10    },  
11  }
```

¹¹<https://hackernoon.com/elastic-stack-a-brief-introduction-794bc7ff7d4f>

¹²For example: The first event has a member id with the value "1234", then Elasticsearch will automatically cast it to an Integer. If the following event now has an id of "fe123d" Elastic will not accept the event.

```
11   "properties": {  
12     "timestamp": { "type": "date" },  
13     "loglevel": { "type": "keyword" },  
14     "gateId": { "type": "keyword" },  
15     "deviceId": { "type": "keyword" },  
16     "accessType": { "type": "keyword" },  
17     "wasSuccessful": { "type": "boolean" },  
18     "message": { "type": "text" }  
19   }  
20 }
```

To enable the fast search mechanism we then have to create the index for the gate:

```
1 curl -v -X PUT 'localhost:9200/gates'
```

This server then offers an REST API endpoint for creating gate event logs:

```
1 function postGateEvent(eventData) {  
2   return fetch('http://${elasticsearchBasePath}/gates/_doc', {  
3     headers: {  
4       'Content-Type': 'application/json',  
5     },  
6     body: eventData,  
7     method: 'POST',  
8   })  
9     .then(response => errorHandler.checkResponseOk(response, msg.getCreateEventFailMsg(  
10       response)))  
11 }
```

This endpoint is available from outside and protected by a preshared token that need to be set in the Authorization Header. The gates have to transmit the ID of the device that tried to access, the access type (entry or exit), the gate ID and if the entry or exit was successful. Moreover they can send the optional parameters loglevel and message. The loglevel can be used to signalize an alarm event and the message parameter can be used to send over more detailed information.

The Elasticsearch server also offers an interface to search for logs satisfying specific conditions. This is how we can look up all the events at a gate that are of a

specific access type:

```
1 function fetchAllEventsAtGateWithAccessType(gateId , accessType) {
2     const now = new Date().toISOString();
3     const officeOpening = getOfficeOpeningDatetime().toISOString();
4
5     const url = 'http://${elasticsearchBasePath}/gates/_search?sort=timestamp:desc&'
6         + 'q=gateId:${gateId}'
7         + '%20AND%20'
8         + 'accessType=${accessType}'
9         + '%20AND%20'
10        + 'timestamp:[${officeOpening}+TO+${now}]';
11
12     return fetch(url, {
13         headers: {
14             Accept: 'application/json',
15         },
16     })
17     .then(response => errorHandler.checkResponseOk(response));
18 }
```

5.5 Real-time Floorplan

5.5.1 Socket.IO

Socket.IO is a JavaScript library that makes it possible to implement real-time applications. This is achieved through an event-based, bidirectional communication between the client and the server.

Although Socket.IO also uses WebSockets for transportation it is not an implementation of the WebSocket-protocol. It extends and combines multiple real-time protocols and switches between them if needed. Therefore a connection can only be established between a Socket.IO client and a Socket.IO server¹³.

Socket.IO offers an easy to understand API and also comes with a lot of benefits like creating reliable connections by having different fallback real-time methods, auto reconnection support and the detection of disconnections.

¹³<https://socket.io/docs/index.html>

5.5.2 Backend

We first have to create a `Socket.IO Server`[2] instance by binding it to the existing HTTP server we have for our backend:

```
1 //app.js
2 const server = http.createServer(app);
3 socketHelpers.handleSockets(server);
4
5 //socket.helpers.js
6 function handleSockets(server) {
7   // creates Socket.IO Server
8   const io = socketIo(server);
9   ...
10 }
```

To ensure that we only send data to clients that are authenticated, we need to verify the token that is sent with each packet. This is done by installing a middleware on to our Socket.IO Server that includes a function that gets executed for every packet that is sent. This function verifies that the token sent is a valid Keycloak Access Token.

```
1 io.use((socket, next) => {
2   const { token } = socket.handshake.query;
3   const verifyToken = keycloakHelpers.verifyToken(token);
4   return verifyToken
5     .then(() => next())
6     .catch(err => next(err));
7 });
```

Everytime a frontend client now connects to the server, the server extracts the `userId` from the token that was sent by the client. We then create a `Room`[3] - a separated communication channel - with this `userId`, so that we can emit notifications only to that specific user. If the logged in user is also an admin, he gets added to an admin room, where all other admins that connected are also inside.

```
1 io.on('connection', (socket) => {
2   const { token } = socket.handshake.query;
```

```
3      const parsedToken = jwt.decode(token);
4
5      const isAdmin = parsedToken.realm_access.roles.includes('admin');
6      const userId = parsedToken.sub;
7
8      if (isAdmin) socket.join('admin');
9      socket.join(userId);
10    });
```

We can then emit messages to specific users or to all admins through a helper function:

```
1 module.exports.emitMessage = (user, emitType, message) => {
2     // user can be either a userId or 'admin'
3     // all current client sessions with logged in user will receive message
4     io.to(user).emit(emitType, message);
5 }
```

This method now gets called everytime the gates send an event through our backend interface that we presented earlier. We use the room 'admin' to notify all admins at the same time.

```
1 function notifyAboutEvent(data) {
2     if (data.loglevel.toUpperCase() === constants.ALARM_LOG_LEVEL) {
3         notificationHelpers.notifyAdminOnAlarm(data);
4     } else {
5         socketHelpers.emitMessage('admin', socketHelpers.GATE_EVENT, data);
6     }
7 }
```

5.5.3 Frontend

The frontend has to install the Socket.IO JavaScript library and then initialize a `Socket`[4]. Handlers are then registered to that `Socket` for the different notification events from the backend.

```
1 listenForGateEvents = () => {
2     const socket = io({
```



```
3      secure: true ,
4      // only use WebSocket as transportation method
5      transport: [ 'websocket' ],
6      query: {
7          token: sessionStorage.getItem( 'kctoken' ),
8      },
9      jsonp: false ,
10  });
11
12  socket.on( 'gateEvent' , (event) => { this.gateEventHappened(event); });
13  socket.on( 'gateAlarm' , (event) => { this.gateAlarmHappened(event); });
14  });
```

5.5.4 Heatmap

Everytime an event occurs the marker that is linked with the gate Id of the event object is searched. Then the room id that is connected with this marker is recolored based on the updated number of people that are behind this gate:

```
1  gateEventHappened = (event) => {
2      const gateMarker = this.findGateMarkerWithId(event.gateId);
3
4      if (gateMarker) {
5          this.applyPulseEffectToMarker(gateMarker);
6
7          const { assignedRoomId } = gateMarker.options;
8          getNumberOfPeopleForGateWithId(event.gateId)
9              .then((data) => {
10                 this.updateGateInfoOfCurrentSelectedMarker(gateMarker, data);
11                 this.colorizeRoom(assignedRoomId, data.count);
12             });
13      }
14  };
```

To calculate the number of people we use an endpoint in our backend. This endpoint looks at the datetime of the office opening at the day the request to the endpoint is made. At this time we expect that no people are inside the office. It then counts all entries and exits at the gate with the given id that were successful and after the office opening. By subtracting the exits from the entries we get the number of people that are behind this gate.

This result is then the input for coloring the room:

```

1  colorizeRoom = (roomId, numberOfPeople) => {
2      let occupancyRate = numberOfPeople / constants.ROOM_PERSON_COUNT_LIMIT;
3      if (occupancyRate > 1) occupancyRate = 1;
4      if (occupancyRate < 0) occupancyRate = 0;
5
6      const room = this.findRoomWithId(roomId);
7
8      room.setStyle({ fillColor: this.getColorForOccupancyRate(occupancyRate) });
9  };

```

Because we can only work with events from the gates and no indoor-positioning technology, we're unable to locate the exact position of single device. Therefore we colorize the entire room evenly.

To represent the occupancy of a room we use colors on a scale from green to red, with green representing a room with no people inside and with red a room that hit its maximum capacity.

```

1  getColorForOccupancyRate = (rate) => {
2      /*
3          input: value from 0 to 1
4          returns: a hsl color on a scale from green to red
5      */
6      const hue = ((1 - rate) * 120).toString(10);
7      return ['hsl(', hue, ', 100%, 50%')].join(' ');
8  };

```

5.5.5 Access Decision Information

More information about the access decisions get also displayed in real-time in a table (*Activity Monitor*) below the interactive floorplan (Figure 3).

Because the gates transmit the deviceId in the event object, the relationship to the owner of the device can be made:

```

1  addMessage = (logMessage) => {
2      const { logMessages } = this.state;

```

```
3
4      // only show 100 log messages at a time
5      if (logMessages.length >= 100) {
6          logMessages.shift();
7      }
8
9      // get user information with the device ID provided in the event object
10     getDeviceById(logMessage.deviceId)
11     .then(device => getUserById(device.userId))
12     .then(user => {
13         logMessages.push({ ...logMessage, username: user.username });
14         this.setState({ logMessages });
15         this.scrollToBottom();
16     });
17 }
```

Now information about the time of the event, the person that is connected with the event, the access type, the success of the access and the gate Id can be displayed.

5.5.6 Alarm

To visualize an alarm event at a gate we colorize the marker red and display a red log message in the Activity Monitor:

```
1 gateAlarmHappened = (event) => {
2     const gateMarker = this.findGateMarkerWithId(event.gateId);
3     if (gateMarker) {
4         this.pulsateMarker(gateMarker, 'red');
5     }
6     };
```

Furthermore the backend automatically sends an email to all admins with the information about the incident.

```
1 function notifyAdminOnAlarm(alarmEvent) {
2     socketHelpers.emitMessage('admin', socketHelpers.GATE_ALARM, alarmEvent);
3     // send mail to every admin
4     return getMailsOfAdmins()
5     .then((mails) => {
6         for (const mail of mails) {
```

```
7         if (mail) mailHelpers.sendAlarmMail(mail, alarmEvent);  
8     }  
9     });  
10 }
```

5.6 Persisting Data

MySQL Database, Sequelize, Endpunkte fuer marker zeigen (speichern gateId, lat, lng, roomId)

6 Evaluation

6.1 Setup

6.2 Simulation Sizes

Zeigen wie schnell die anfragen zu elastic sind etc

Wie lange dauert rendern

Verschiedene groesse der waittime

6.2.1 Empire State Building Mittagspause

6.2.2 Small

6.2.3 Medium

6.2.4 Large

6.3 Data Privacy

7 Future Works

This work leaves a lot of tasks open before the deployment into a production environment would be possible.

The most important feature is the functionality to link gates together, thereby creating a gate graph. Currently, gates are directly connected to one room and define the number of people for that room. But in an office where multiple gates are installed, some gates can only be reached by passing another gate first. The current version of the implemented floorplan would lead to wrong calculations for the number of people in the rooms if situation occurs: An entry event through a gate g_2 that is behind another gate g_1 would add one person to the room connected to g_2 but not subtract the person from the room connected to g_1 where the person came from. To implement this, we would need further information from the user about the predecessors and successors of each gate.

Further, the current implementation only supports connecting a gate to exactly one room, but of course multiple rooms could be protected by a single gate. Therefore the user should have the ability to connect multiplerooms to a gate.

Office buildings usually have more than one floor. But the implemented floorplan is not designed to work with multiple floors yet. This could be implemented through the already mentioned indoor plugin for Leaflet, which features the option to handle GeoJSON files with integrated data about the floorlevel of each feature and included map controls to switch between the different floors. We would then also need to persist the floorlevel for each marker, so we can add them to the correct floors.

This also leads to another usability issue: the manual positioning of the gates. A better solution would be to integrate with already existing GeoJSON where gates are also included as features.

The next improvement would be the option for the facility manager to set the maximum limit of persons in a room themselves or define a person per squaremeter limit (which would require to know or calculate the squaremeters of each room). Currently this maximum value is hardcoded and therefore is the same

for large and small rooms.

Every time an event happens, a request is send to the backend for the updated number of people that are behind the gate where the event occurred. This results in a lot of traffic at each notification about an event. By only requesting the number of people for each gate at startup and the client updating the occupancy state by itself (simply adding to or subtracting from the amount of people in the room), this traffic could be reduced and improve the performance of the floorplan.

Some of the work presented in the Related Work chapter include the option to review and replay events from the past. This could also be useful for our use case. Through this option the facility manager could view how the heatmap developed over time and also replay missed events, giving them insights about which time intervals and areas are critical for the safety of the employees.

8 Conclusion

References

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