

# Maintenance and Emergency Management with an Integrated indoor/outdoor Navigation Support

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#### Context

- Complex and large systems of buildings with activities of maintenance and emergency
  - implies movements of people in a non fully known environment.
  - Hospitals, industrial plan, airports, etc.
- **Personnel does not know** the position of every room and service device or tool (POI, Point of Interest) that can be needed to perform activities of rescue or maintenance
- Conditions and positions can change, and teams and people may be not aware about those changes in real time









#### State of the art

- Digital documentation → Aug. Reality, ...
- Present solutions for navigation
  - Tables and books for navigation
  - RFID, QR codes for making points and devices
  - Paper and wall maps for indoor navigation
  - Navigators for outdoor navigation
  - Pedometer for indoor inertial navigator

#### • Lack of:

- integrated indoor/outdoor navigation
- Precision in the indoor inertial navigation





### Overview and aim of Mob Emerg.

#### Managing team and singles

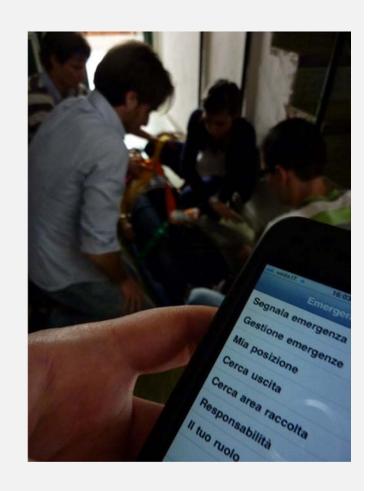
 Communication, collaborative work, access to on line documentation, recovering people, Creating Teams, etc.

#### Moving teams and singles

- pushing them towards meeting points,
  POI, emergency points, recalling them,
  etc.
- help them to get the exists !!

#### • Aim:

- Reduction of Costs!!
- Reduction of the intervention time!!
- Access to updated information in real time!! (maps, manuals, guidelines, ...)







### How they use

- Improving the coordination among personnel (medical and/or for maintenance)
  - Sending instruction to form teams and join other colleagues
  - Signaling about critical conditions and intervention
  - Continuous connection and communication with the central station for monitoring and emergency
- Delivering fresh and updated information
  - Documentation, exits,
  - positions of POI and colleagues

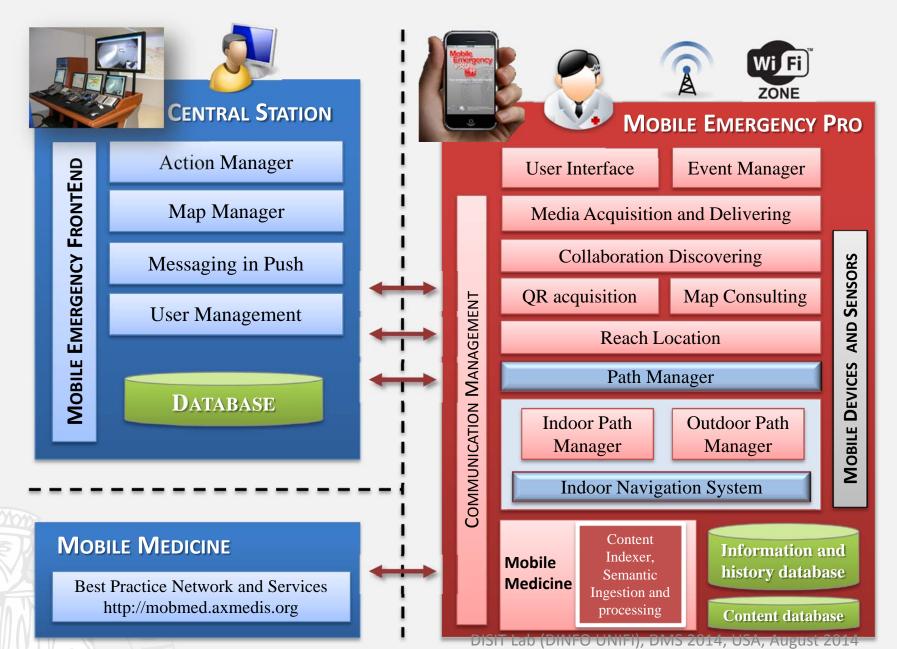








#### **General Architecture**





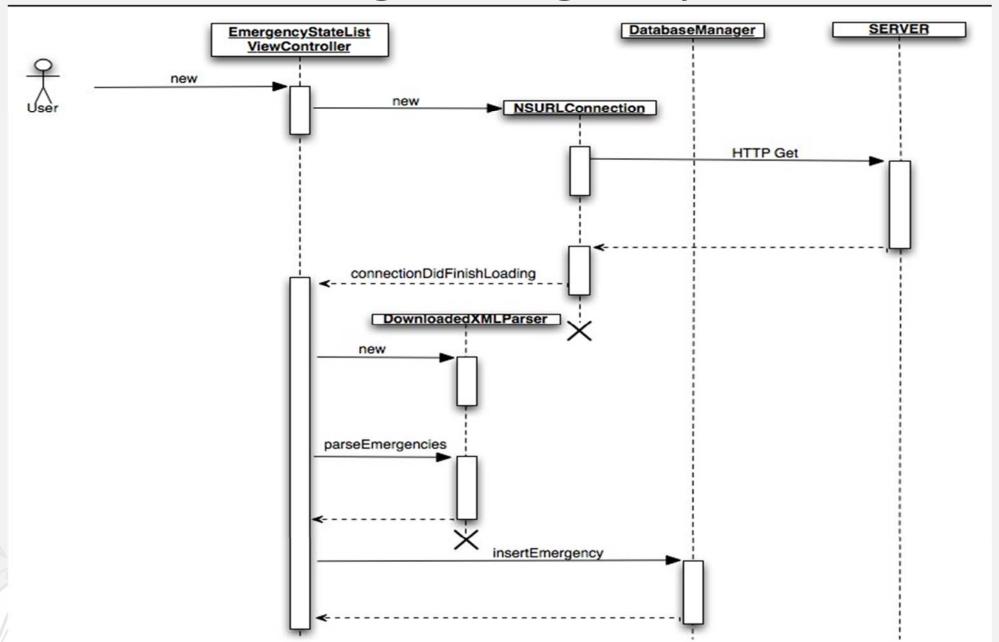
### **Central Station**

- receives alarms/requests for intervention with a suitable protocol
- supports people involved in the event:
  - Providing: event status, viable exits, position of personnel, POIs,
  - Moving people and patients, moving materials, establishing teams
- Sends messages in push via APN, or polling to recall personnel, interrupts, etc.





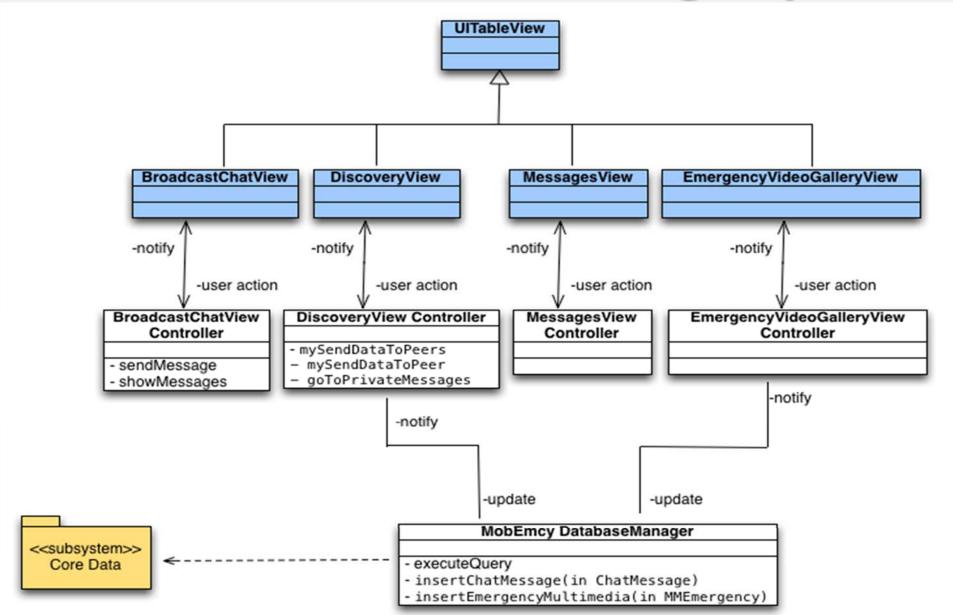
### Recovering emergency status







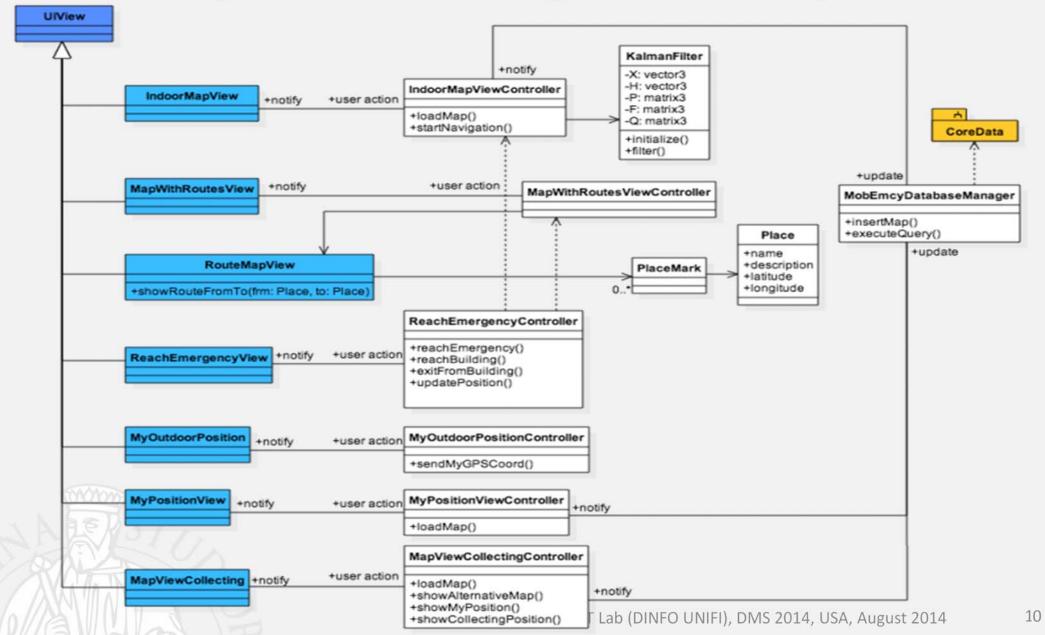
# collaboration discovering aspects



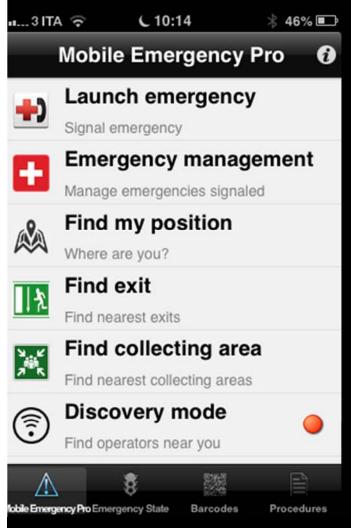




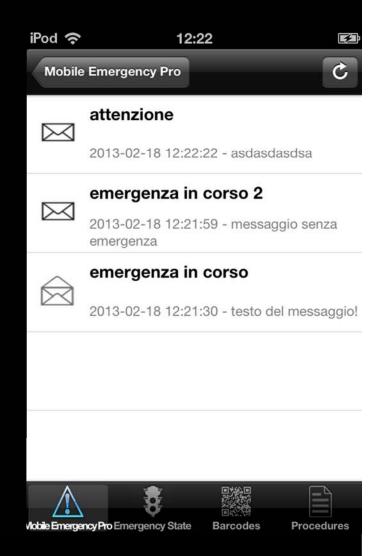
# integrated navigation aspects



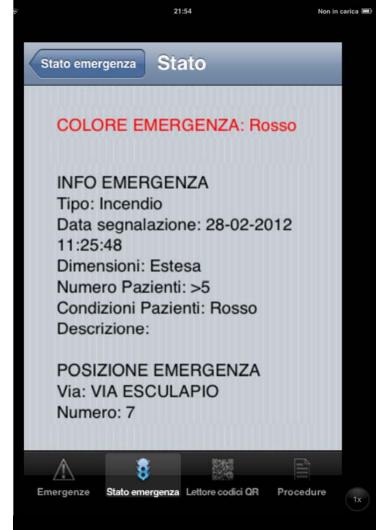
# Mobile Emergency

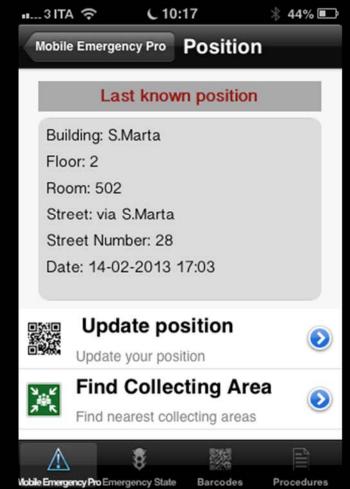






# Mobile Emergency



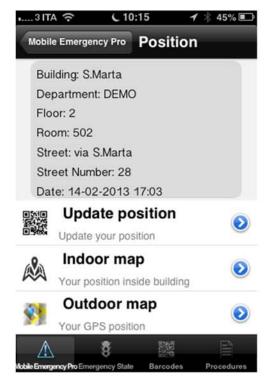






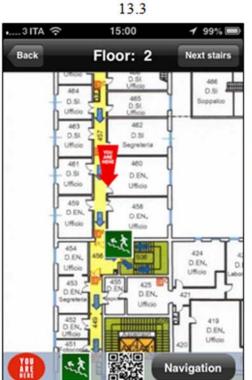














14.1 14.2 14.3



## Indoor / Outdoor Navigation

- Outdoor navigation based on GPS: Google Map,
  Open Street view, etc.
- Indoor navigation based on Markers and Fields:
  - RFID, QR, Laser, Wi-Fi, images,...
- Detection of Indoor/outdoor passages:
  - changes in signal power of GPS
  - presence of markers: QR, NFC (on android)
  - Hyp: Access to specific knowledge and maps integrating outdoor and indoor connected points (doors, windows, etc.)





### **Get position**

QR code aspect

Description and meaning of the QR code for location, an example

Map provided to standard QR readers



"00039": position identifier of QR

"n": control code based on SHA-1

algorithm.

String BarCode:

http://mobmed.axmedis.org/me/ID00

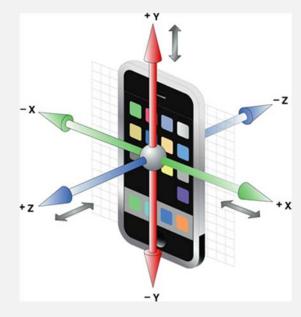
<u>039n</u>





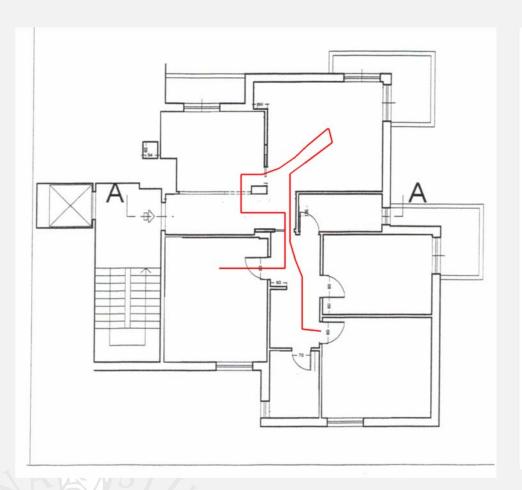
## Indoor navigation

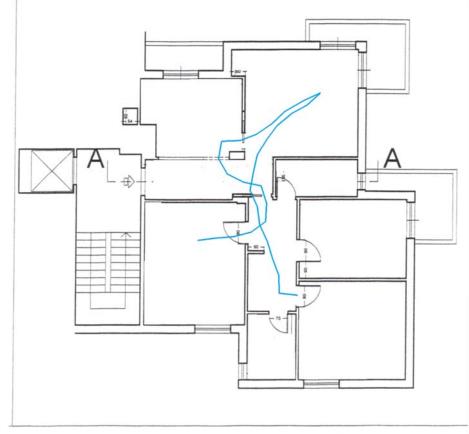
- Once marked a point in an indoor Map, a precise inertial navigation support is needed to reach the successive point,
  - for example by using internal sensors of the mobile device:
    - gyroscopes, magnetic compass, accelerometers
    - as an Inertial Navigation System
- → STOA lead to cumulative error in space and time:
  - step counters, dead reckoning
  - traditional Kalman filter





# Inertial Navigation









## Kalman Filtering, in "short"

$$x_k = Ax_{k-1} + w_{k-1}$$

A = state transition model

$$z_k = Hx_k + v_k$$

H= observation model: true state space into observed space

- · Wk, Vk model the noise of process and measure, respectively
- $p(w_k) \sim N(0, Q_k)$ ,  $p(v_k) \sim N(0, R_k)$ , white and normal distrib of noise
- Q and R are covariance of noise on state and measure, respectively

#### Predict, estimate next:

- state:  $\hat{x}_{k|k-1} = A\hat{x}_{k-1|k-1}$
- covariance:  $P_{k|k-1} = AP_{k-1|k-1}A^T + Q_k$

#### Update (a posteriori):

- gain:  $K_k = P_{k|k-1}H^T(HP_{k|k-1}H^T + R_k)^{-1}$
- state:  $\hat{x}_{k|k} = \hat{x}_{k|k-1} + K_k(z_k H\hat{x}_{k|k-1})$
- covariance:  $P_{k|k} = (I K_k H) P_{k|k-1}$

error covariance matrix

 $Q_k \rightarrow 0$  (full trust)  $Q_k \rightarrow \infty$  (no trust)

Q can be heuristically estimated or dynamically





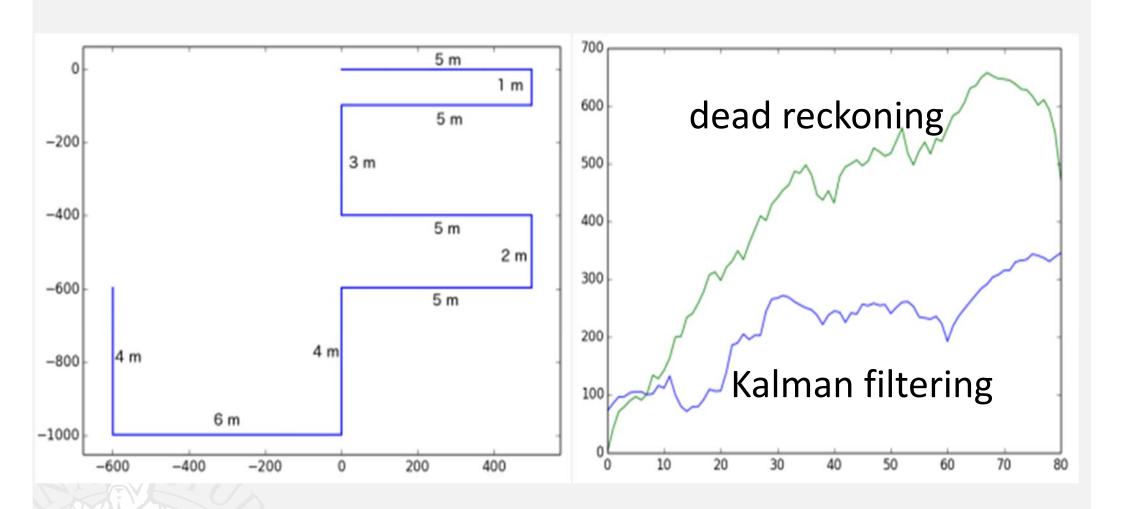
### notes

- Once derotated
- two Kalman filters have been applied for the accelerations along the x and y axes
- State vector are the positions, velocity and accelerations
- Hyp. acceleration is constant A  $\rightarrow$
- H = (0,0,1) observation model
- $A = \begin{pmatrix} 0 & \Delta T & \frac{1}{2} \Delta T^2 \\ 0 & 1 & \Delta T \end{pmatrix}$ R = 0.00064 measured observing sys. of meas.
- initially supposed to be constant diagonal matrix
- heuristically estimated  $\rightarrow$  adaptive





## Dear Reckoning vs Kalman filtering

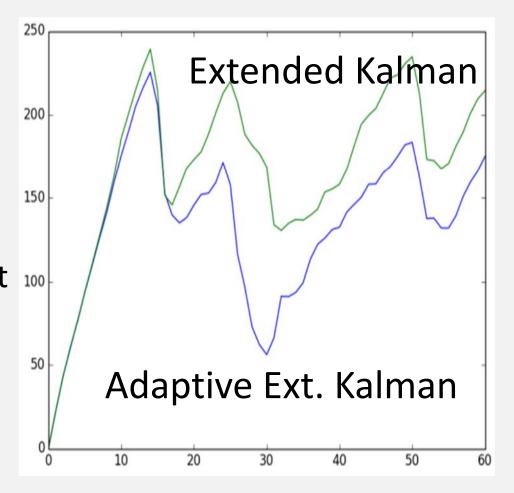






## **Extended Kalman Filtering**

- First Kalman was with costant Q
- Extended Kalman addresses the non linearity
- Adaptive Ext. Kalman adapted Q using
  - Q at the previous time instant and a corrective scale factor (estimated on the basis of the ratio from the innovation covariance and the predicted value)
  - Q reported at Qo when singularity are detected.





### **Conclusions**

- A solution for integrated indoor/outdoor inertial navigation has been proposed, addressing
  - map and knowledge modeling
  - adaptive Extended Kalman filtering
- Compared with state of the art solutions, the proposed solution obtained
  - errors < 20 cm at the end of the path, 40mt.</p>
  - saving 18% in time to reach the target point for team that do not know the area



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# Thank you!

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