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# On ontology-based indoor navigation for the visually impaired

## **Motivation**



- unique requirements on a navigation system for blind or visually impaired users
- easy to implement solution for owners of buildings
- I finding accurate and reliable user location
- ı avoid the trial and error process
- upgrade user's familiarity with an unknown environment

## **Requirements I**



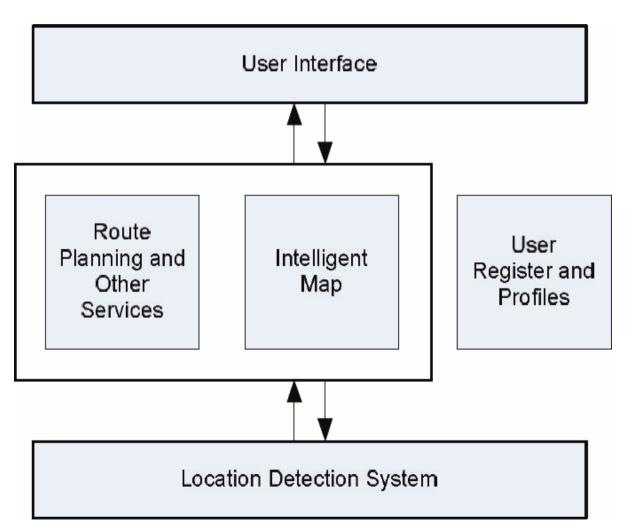
- route planning and management (save, edit, share)
- adaptive start to end route following
- accurate relative and absolute progress feedback
- up to date **hazard warning** and avoidance guidance
- I general environment information

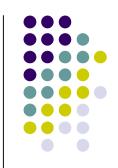
## **Requirements II**



- I non-blocking of other senses (headphones)
- voice navigation on demand
- I graduated levels of functionality (novice  $\rightarrow$  expert)
- I emergency request for assistance

## Concept





### Ideas

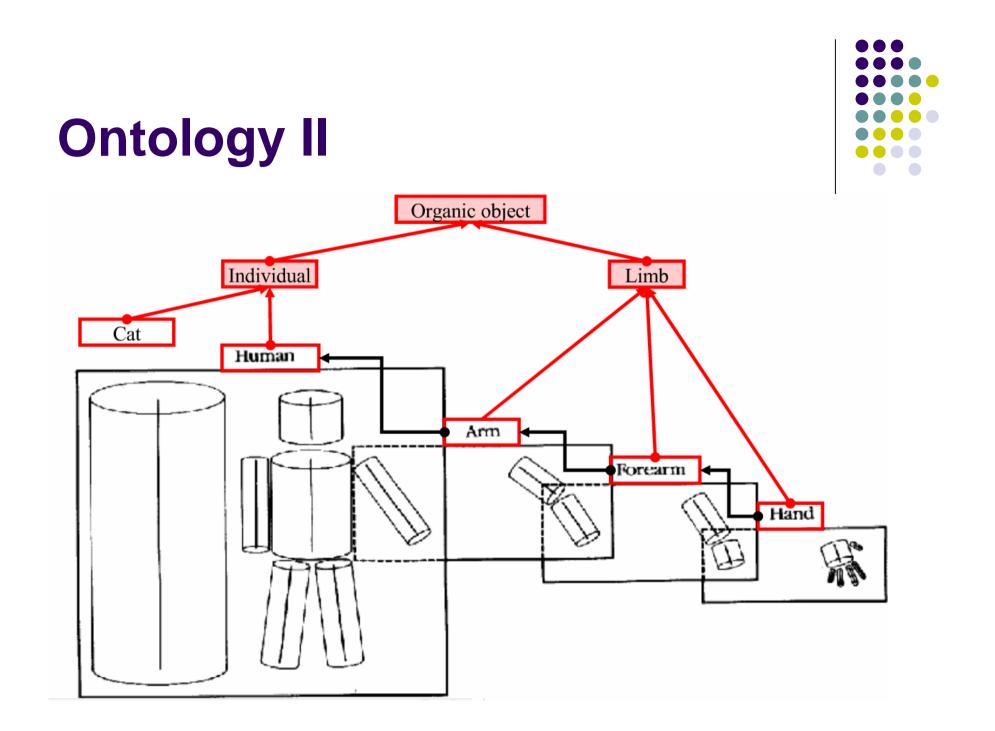


- I adoption of smart phones as "the device"
- absence of assistive tools for navigation (e.g. the long cane, guide dogs)
- I QR codes for fully sighted, "wireless" for blind
- routing in ontology-based maps

## **Ontology** I

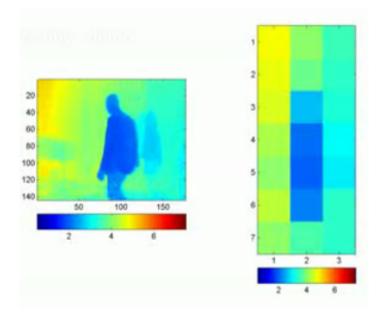


- Def: a logical theory which gives explicit, partial account of a conceptualization
- I Def: an intensional semantic structure which encodes the implicit rules constraining the structure of a piece of reality



## **Special canes – Ven ze tmy**

- I acoustics signals overlays natural sound of the surroundings
- i information is primary send to the body skin
- information about locale
  obstacles in front of whole
  user body
- detection based on stereo and 3D cameras
- representation of depth map







## **Special canes – RF Guide**

- concept of intelligent buildings
- routes are *marked* by **RFID** and magnetic beacons
- cheap and available
  solution
- "You are at the second floor. There is door number 210 three meters behind you.
   Watch: on both sides of the corridor are benches."



## Summary



- i to provide assistance on demand
- up to date hazards identification and level based warnings
- I sharing of knowledge
- i independency of visually impaired user
- to build ontology-based maps