

An Indoor location System for an IOT BASED Smart College

Prof.P.S.Kulkarni¹, Reena Dagadkhair², Vishal Dongare³, Vinod Shirsikar⁴, Anavika Mandhare⁵

Professor, Computer Dept., NBNSCOE, Pune, India¹

Student, Computer Dept., NBNSCOE, Pune, India^{2,3,4,5}

Abstract: The new technologies characterizing the internet of Things permit realizing real sensible environments ready to offer advanced services to the users. Recently, these sensible environments also are being exploited to renovate the users' interest on the cultural heritage, by guaranteeing real interactive cultural experiences. During this paper, we have a tendency to style and validate an inside location-aware design ready to enhance the user expertise during adiposity. Above all, the projected system depends on a wearable device that mixes place recognition and Localization capabilities to mechanically offer the users with cultural contents associated with the determined artworks. The localization data is obtained by a Bluetooth infrastructure put in within the College. Moreover, the system interacts with the Cloud to store multimedia system contents created by the user and to share environment-generated events on his/her social networks.

Keywords: Bluetooth, Place recognition, IoT, Tracking system, Location-awareness, SoA, Smart College.

I. INTRODUCTION

The purpose of the College project was to enhance access to the College details and to upgrade internal info by making joint databases. Ideally, the information systems would manage all reference info referring to the college internal and external content. During this means, the college internal necessities for management, research, field work, education and communication would be coated. It had been additionally requested that the systems ought to suits the external demands of the authorities and society relating to open access to info concerning our common cultural and natural heritage. The bulk of the reference info within the colleges existed on paper. Visual impairment is a qualitative term that describes the college condition whereby individuals have no light perception as a result of total vision loss. Visual impairment also refers to those who have so little vision that they have to rely predominantly on other senses as vision substitution skills. On the other hand, visual impairments is a qualitative term used when the condition of vision loss is characterized by a loss of visual functions at the organ level, such as the loss of visual acuity or the loss of visual field. In the present society utilizing an advanced mobile phone is ordinary. This project presents a prototype model and a system concept to provide an IoT for Smart College. This system is intended to provide overall measures object detection, human detection, and real-time Assistance system consist of microcontroller, ultrasonic sensor and a smart phone (GSM Module) and vibratory circuit. This project aims at the development of an IoT College kit to help the people to guide path. This project presents a prototype model and a system concept to provide an IoT College for visual impairment people. This system is intended to provide overall measures object detection, and send information related to college.

II. SYSTEM ARCHITECTURE

Over the centuries, many colleges and art galleries have preserved our various cultural heritages and served as necessary sources of education and learning. Particularly, it's tough to outline earlier a tour for all the visitors, as a result of interests could vary from person to person. Therefore, interactive and personalised repository tours ought to be developed. Finally, many location-aware services, running within the system, management the atmosphere standing additionally in line with users' movements. These services act with physical devices through a multi-protocol middleware. The system has been designed to be simply extensible to alternative IoT technologies and its effectiveness. The effectiveness of the planned design is evaluated in 2 sequential phases. First, the performance of each the image recognition rule and therefore the localization service is analysed through specific stressing tests, whereas the full design is evaluated in an exceedingly real situation staged at college.

III. SYSTEM ANALYSIS

- **The localization service:**

Here, the localization info is keep and created accessible to different services.

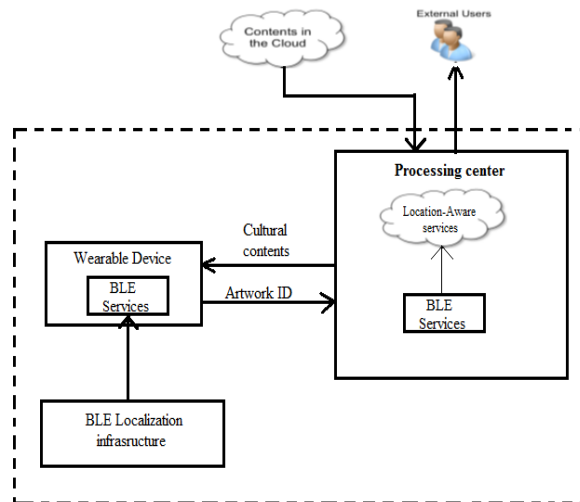


Fig. 1 shows the overall structure of the proposed system architecture. It is composed, as described below, of two main building blocks

- **The processing centre:**

It is the core of the business logic. It accesses, within the Cloud, the cultural contents needed by the users and well provides such contents on many interactive platforms. Then, it permits the execution of many location-aware services by providing them with the positioning data returning from the localization infrastructure.

- **Indoor localization :**

As said, many system parts depend upon the localization service. It consists of 3 main elements: (i) Associate in infrastructure of wireless landmarks that sporadically send localization info, (ii) a service put in on the wearable good entrance of college data, and (iii) the service running on the process center that receives the situation of the user and provides it to the opposite services. Mores pacifically, the network of wireless landmarks consists of embedded devices equipped with Bluetooth Low Energy(BLE) interface and placed separately within the completely different rooms of the building. The selection of BLE is principally attributable to its low energy consumption before of a communication vary comparable with that of the standard Bluetooth. Each device of the BLE infrastructure sends its location identification (ID) along with the transmission (TX) power value. The service running on the user's wearable device collects location knowledge from all the landmarks at intervals its listening vary and so determines the area during which it's located.

The interpretation of the design symbol will result in 2 potential results:

1. Associate audio description of the design on the user's wearable device;
2. Multimedia cultural contents on interactive walls of the college

IV. EXPERIMENTAL SETUP

We have used Bluetooth and Aurdino for hardware. Hardware is integrated with software application. Longitude and latitude values are given by hardware. Android application is setup done on smart phone. Software interface is a way of interacting with other applications with the help of hardware. Here the software product includes the following interfaces:

Java : In this system the client uses a windows application for adding files in database. The required software specifications are –

1. Name: Java
2. Version number: 4.0 or updated version.

MYSQL : In this system at back end, we are using the MYSQL as a software interface. Both the bank and the merchant will use same software. The required software specifications are-

1. Name: MYSQL
2. Version number: 5.0

V. RESULT AND CONCLUSION

User is provided with login and registration. User will fill all details. After registration, login credentials are provided for application. After entering into college, longitude and latitude are calculated as shown in fig. 1(a) and (b)

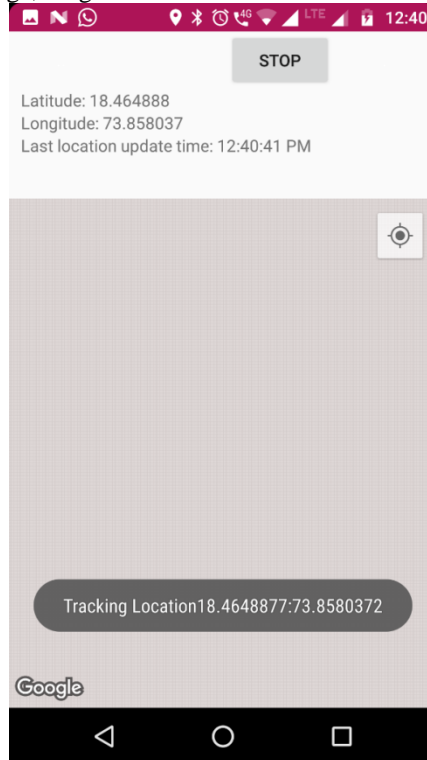


Fig.1(a)

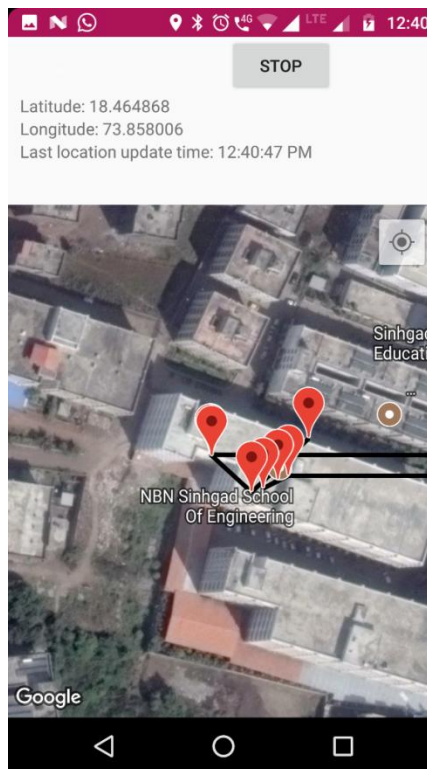


Fig. 1(b)

Co-ordinates are detected. Map will be displayed on android application. Directions are shown in application.

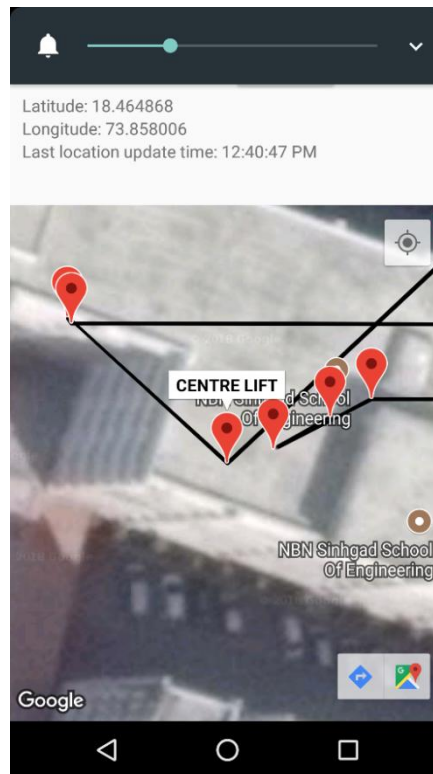


Fig. 2

VI. CONCLUSION

In this work, an interior location-aware design for smart college was designed and valid. In additional detail, the projected system depends on a wearable device equipped with place recognition and localization capabilities to mechanically offer users with cultural contents associated with the determined college. The power to spot the user's position is secure by associate degree infrastructure of Bluetooth Low Energy transmitters. The design additionally consists of a process centre, wherever the particular business logic is responsible to (i) retrieve from the Cloud the college info associated with the determined college and (ii) manage the standing of the indoor surroundings in accordance to users' position.

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