

ORAL PRESENTATION · INDOOR PEDESTRIAN NAVIGATION

Seeing Around the Corner

Fusing Visual Flow and Inertial Sensors for Indoor Pedestrian Navigation.

Noah Meißner

Chair of Information Science · University of Regensburg

Tim Sieber

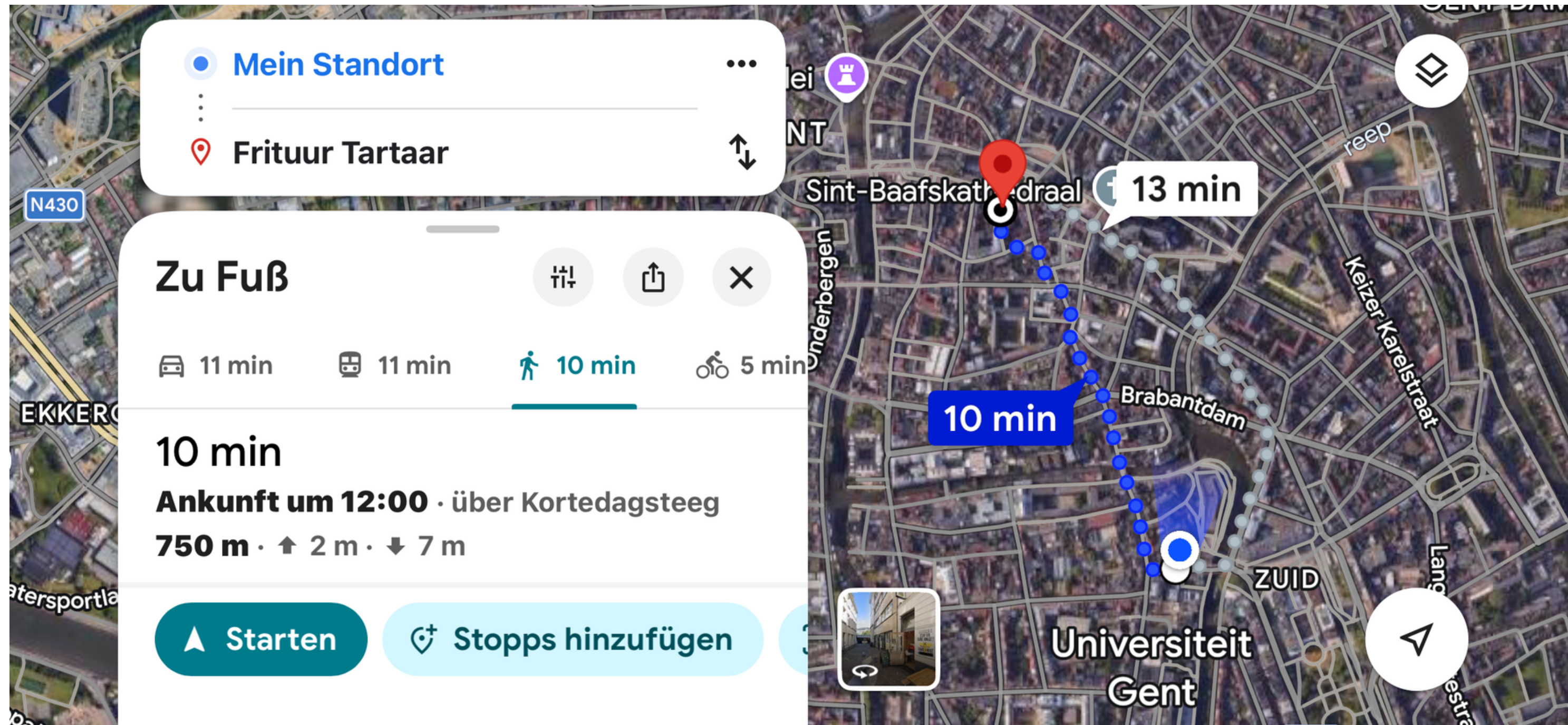
Chair of Information Science · University of Regensburg

Bernd Ludwig

Chair of Information Science · University of Regensburg



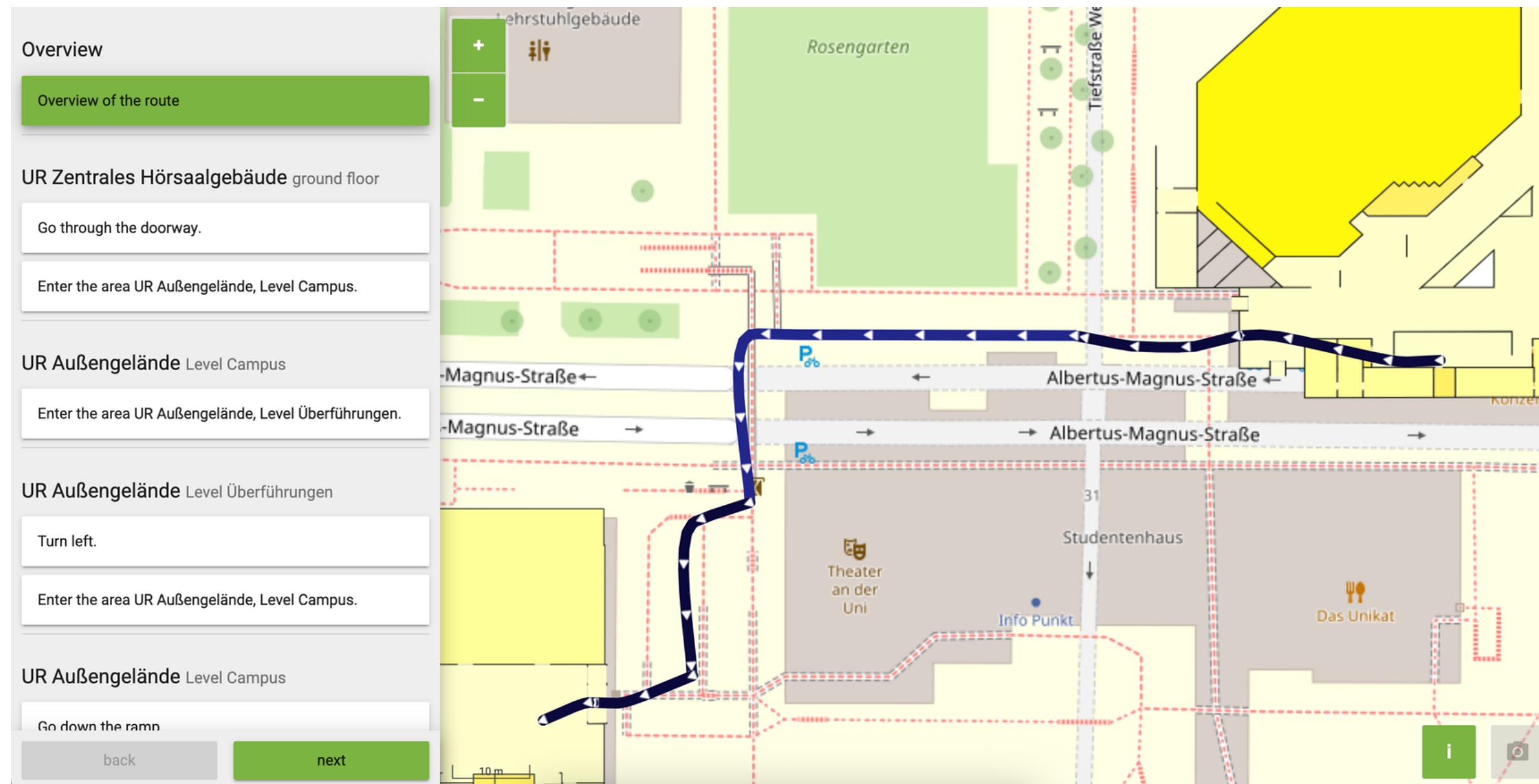
Where is the next Frituur shop?



How can we find a space in the building?

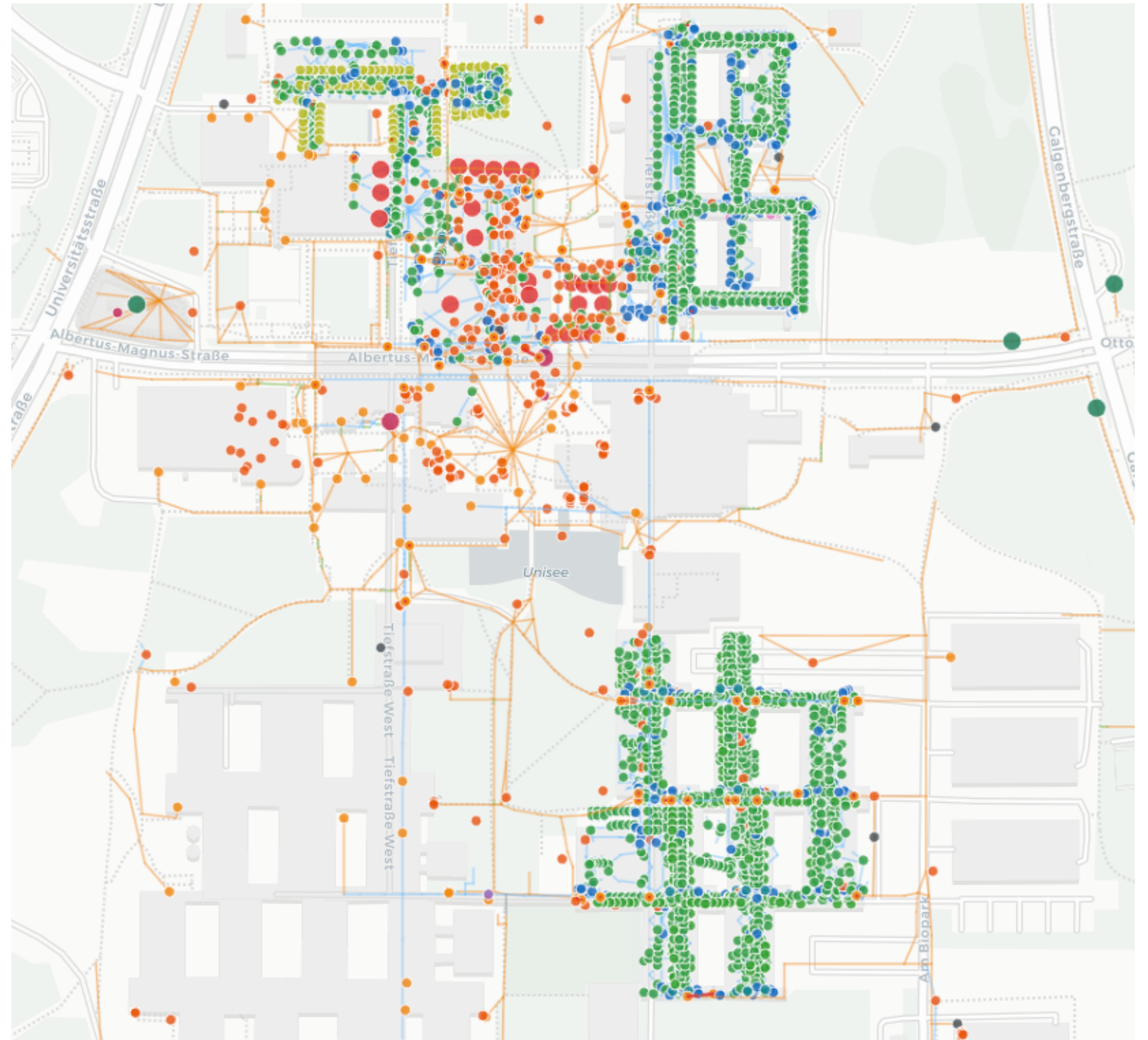


URWalking - Live System



Campusnavigation - UR Walking

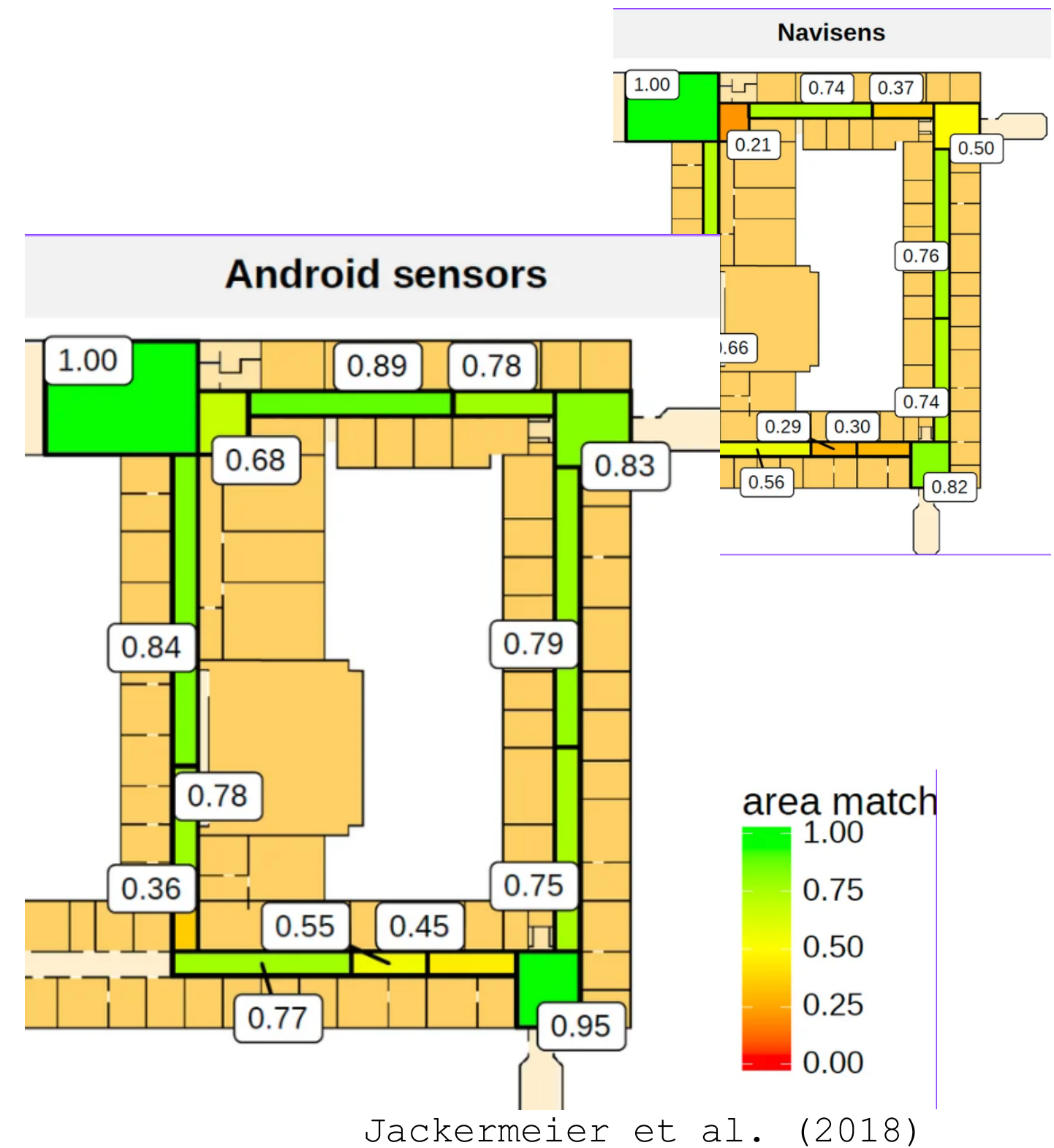
- 01 **5000 rooms**
Located in 30+ Buildings
- 02 **50.000 search requests**
since 2018
- 03 **Live System**
urwalking.de



Top 3 Buildings (request history)

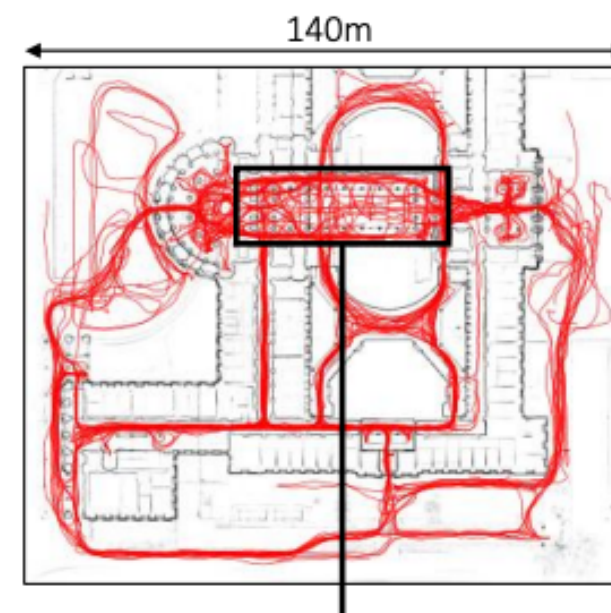
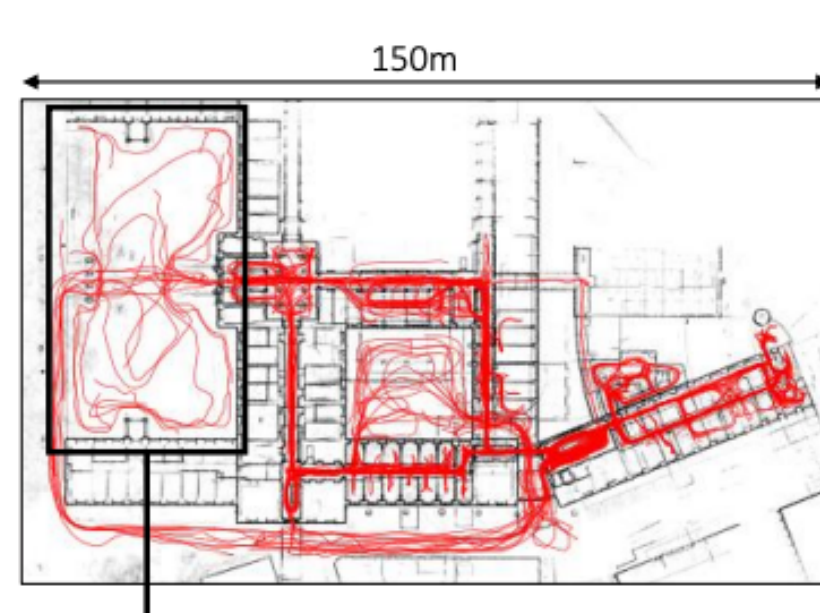
Pedestrian Dead Reckoning (PDR)

- 01 **Turns increase localisation error** in Area Matching Jackermeier et al. (2018)
- 02 **Difficult to create a ground truth** LIDAR Sensors as Ground Truth Sarlin et al. (2024)
- 03 **URWalking needs scalability** 5000 rooms, 30+ buildings
- **User base shows importance** especially disabled people



Dataset - LaMAR

- 01 **45000m²** Sarlin et al. (2024)
around different buildings
- 02 **But Time consuming** Sarlin et al. (2024)
Use Laser Scans as ground truth
- 03 **URWalking needs scalability**
5000 rooms, 30+ buildings
- **We do not need <1cm error**



GT from laser scanners



- trolley motion
- 6x 113° 1080p RGB cameras every 1-3m
- lidar points
- WiFi, BT
- poses from lidar SLAM

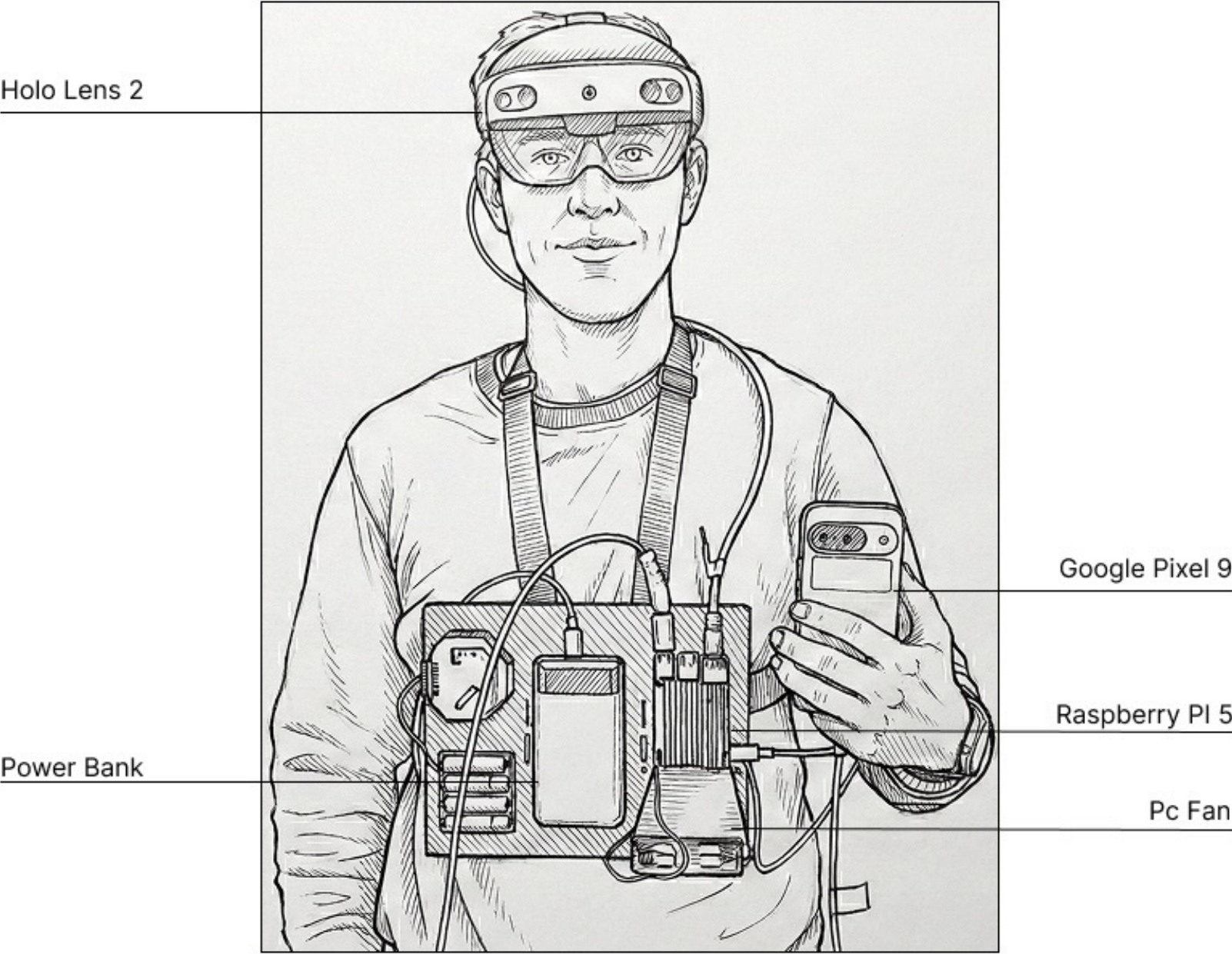


- backpack motion
- 4x 90° 1080p RGB cameras every 1-3m
- lidar points
- WiFi, BT
- poses from lidar SLAM

Sarlin et al. (2024)

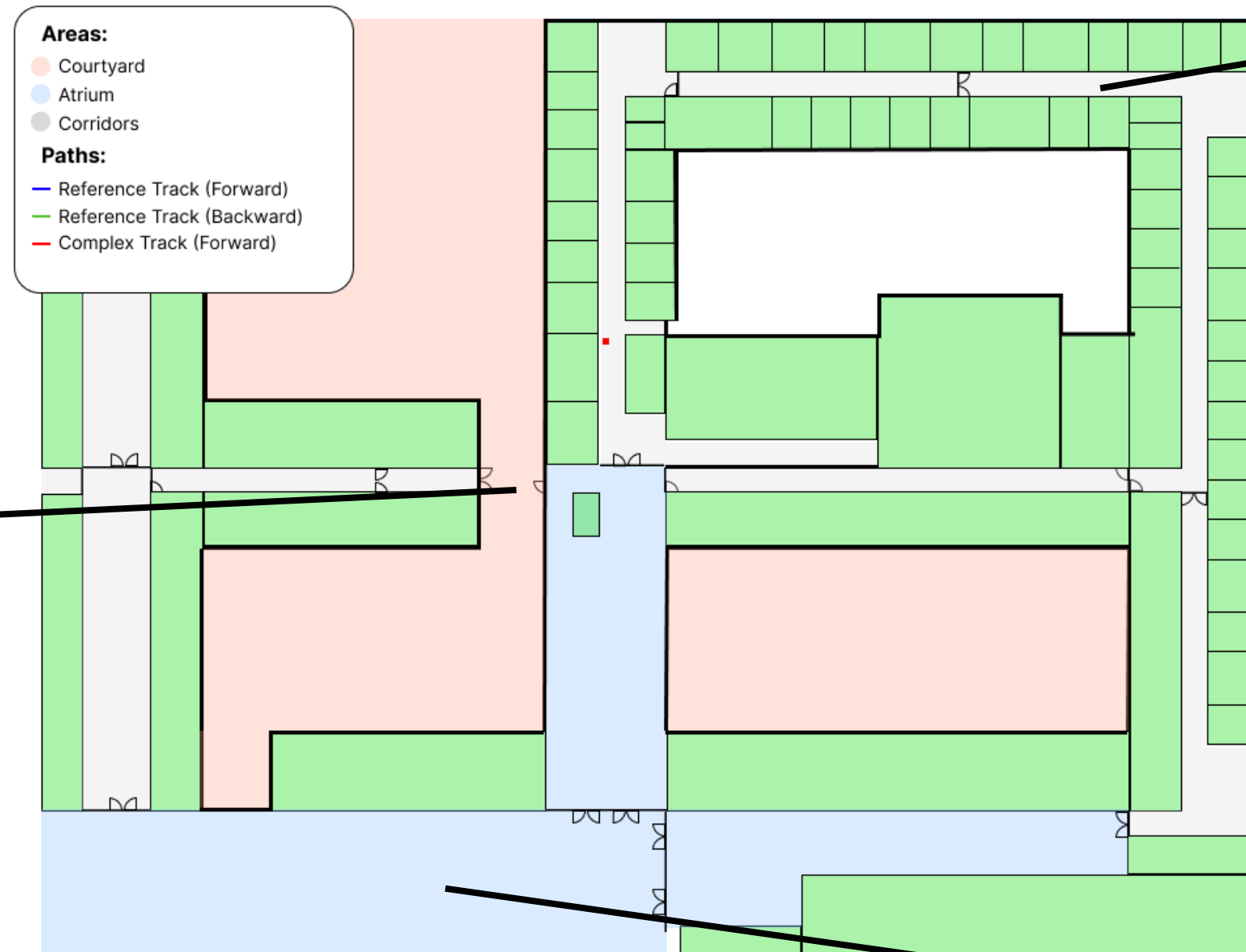
PDR-Tracking System

01	Microsoft HoloLens 2 head-mounted · World-Locking SLAM	6DOF POSE · GT
02	Google Pixel 9 chest-mounted upright · rear camera forward · 30–40 cm offset	TARGET DEVICE
03	Raspberry Pi 5 chest plate · UDP time-stamping at 30 Hz · power bank + PC fan	CENTRAL TIME NODE
—	Recorded streams Video · IMU · 6DoF pose · eye tracking	7.95 ± 0.24 MS LATENCY



Does this work?

Where can we test the System?



Dataset Creation

01 10 Participants
158cm to 185 cm height

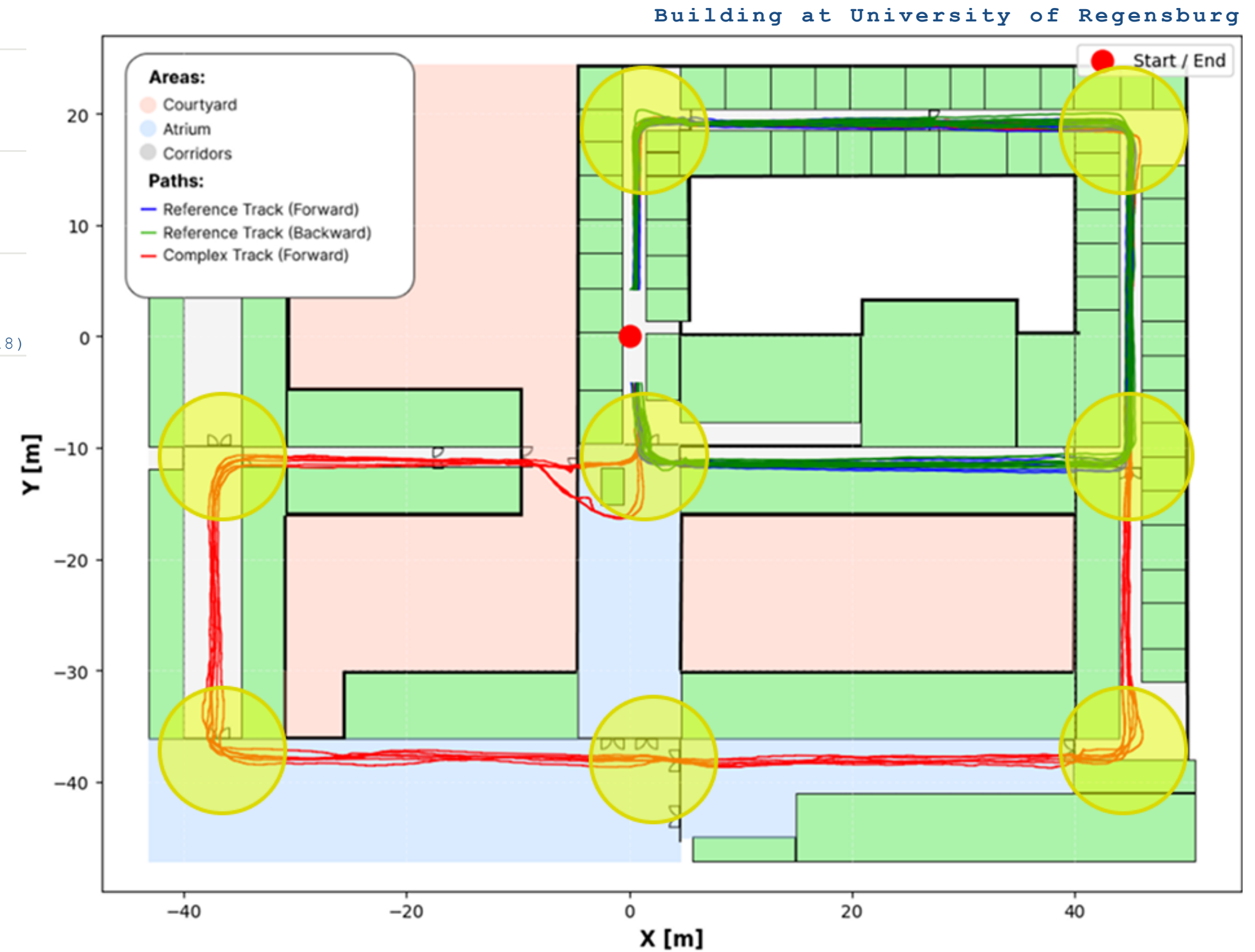
02 27 Trajectories

03 Reference track

Jackermeier et. al (2018)

0,13% (52 cm)
Mean Error
399 m

0.05% (8cm)
Mean Error
176 m



Optical Flow Calculation

1. Smooth optical Flow Signal

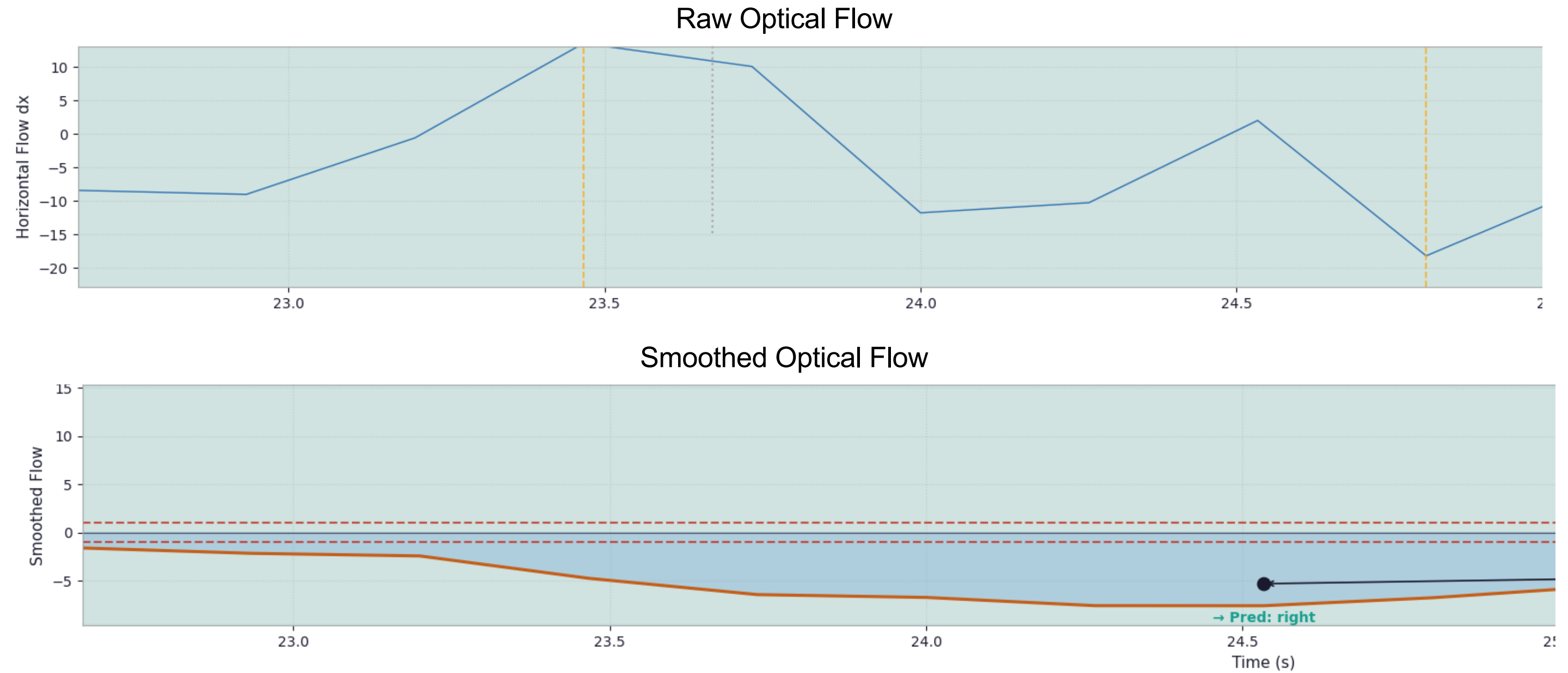
$$\text{signal} = \frac{1}{|F_z|} \sum_{f \in F_z} o_f$$

2. Signal Translation

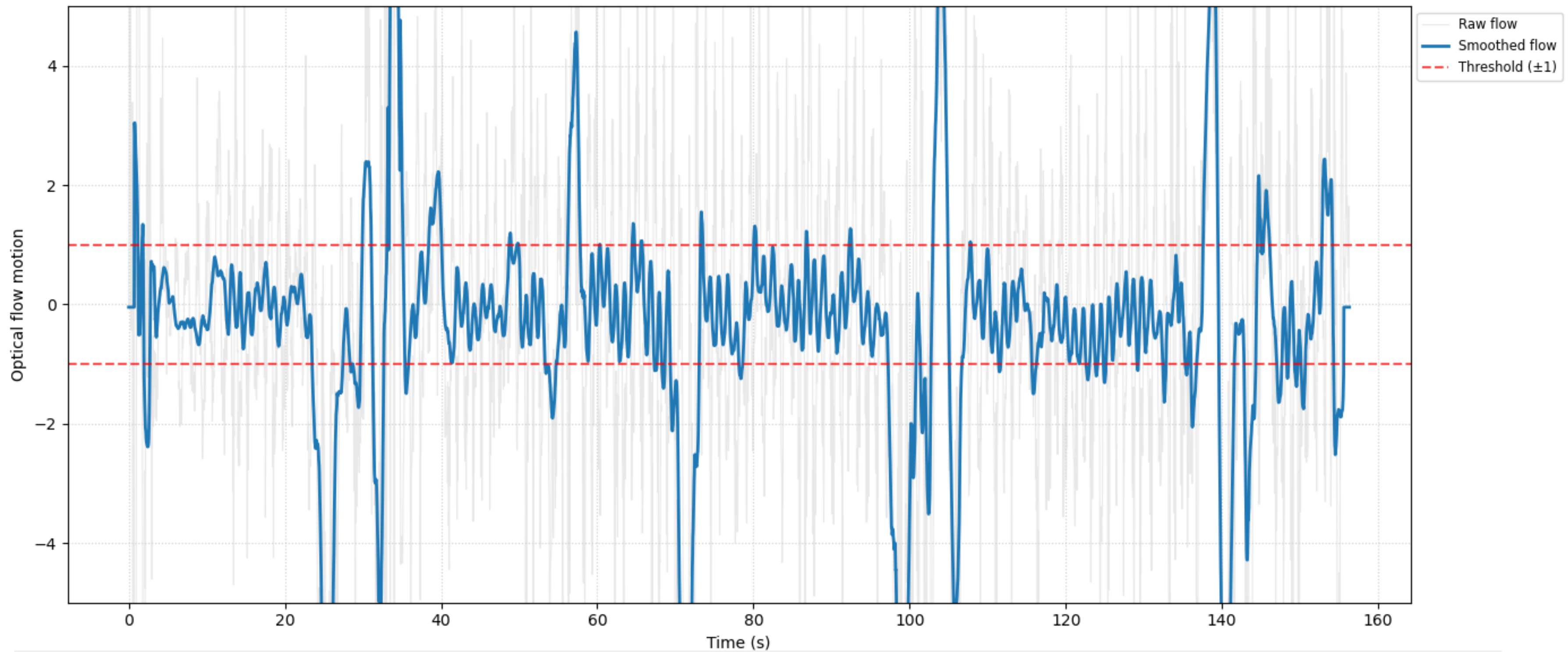
signal < 0 Right
 signal = 0 Straight
 signal > 0 Left



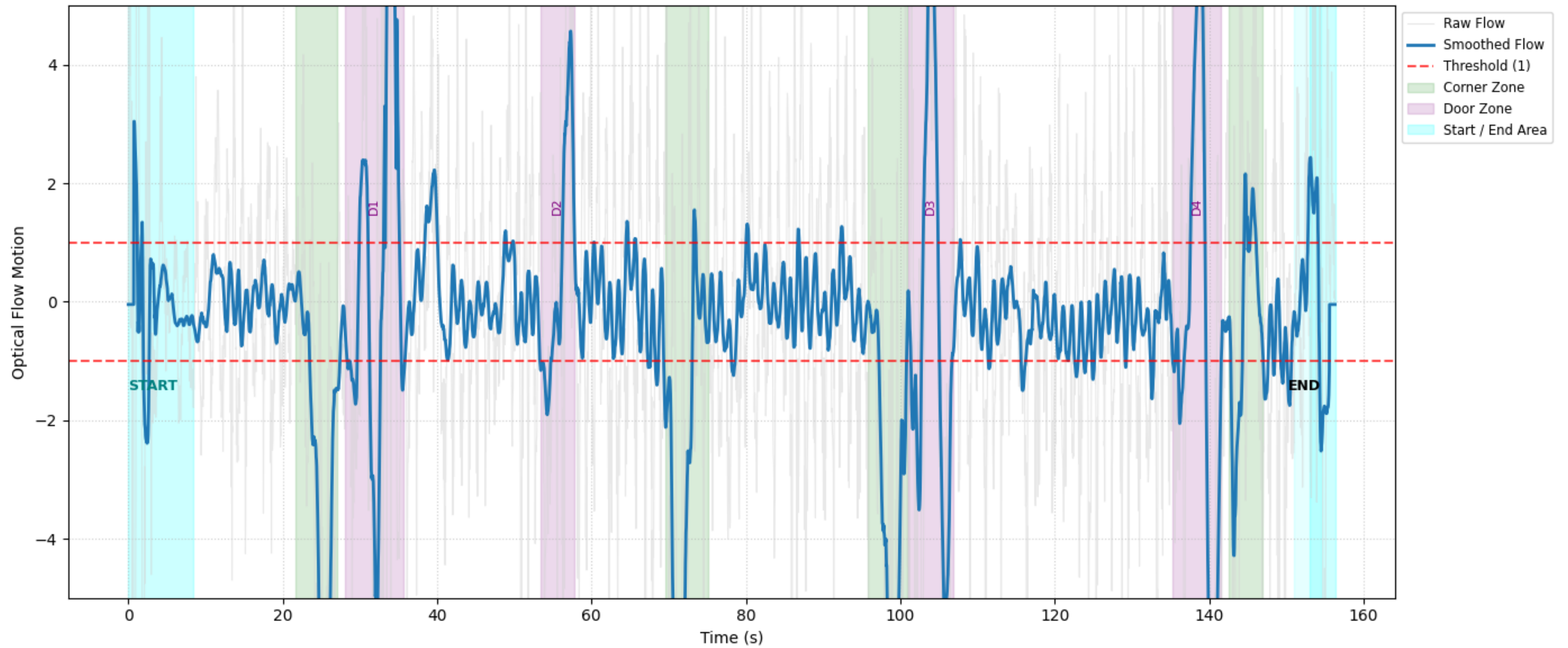
Optical Flow Calculation



Optical Flow - raw signal



Optical Flow - motion



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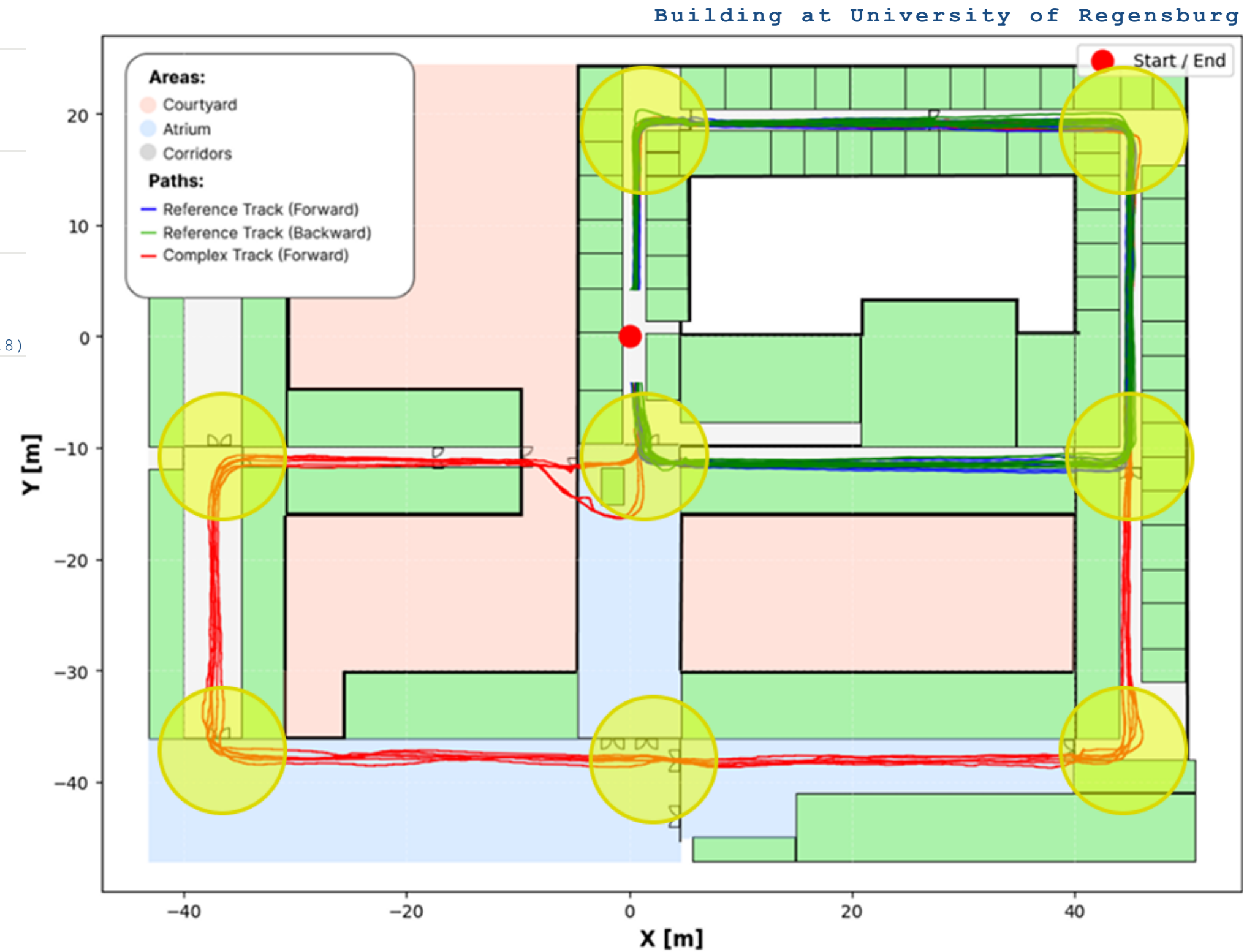
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Classification Results

Dataset	N	Accuracy	F1 Left	F1 straight	F1 right
Long	56	0.929	0.77	0.87	0.99
Forward	40	0.9	-	-	0.95
Back	36	1	1	-	-

Configuration: Radius 450, Threshold 1.0

Limitations

01

Unbalanced Dataset

Right 57%, Left 33% , Straight Ahead 11%

02

Limited Decision Zones

8 decision zones

03

10 participants

04

Incomplete class coverage per fold

04

Fixed spatial parameters

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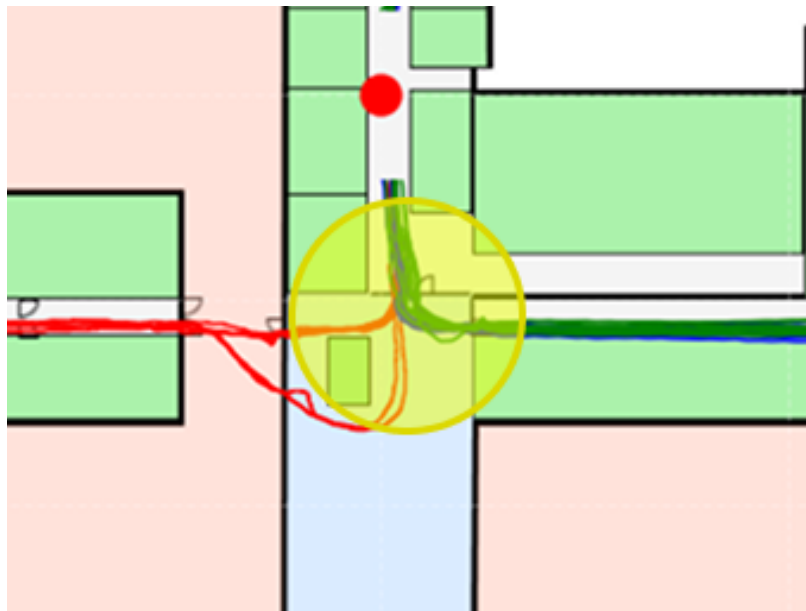
04

Incomplete class coverage per fold

04

Fixed spatial parameters

Classification Error Analysis



01 Decision Zone - no turn

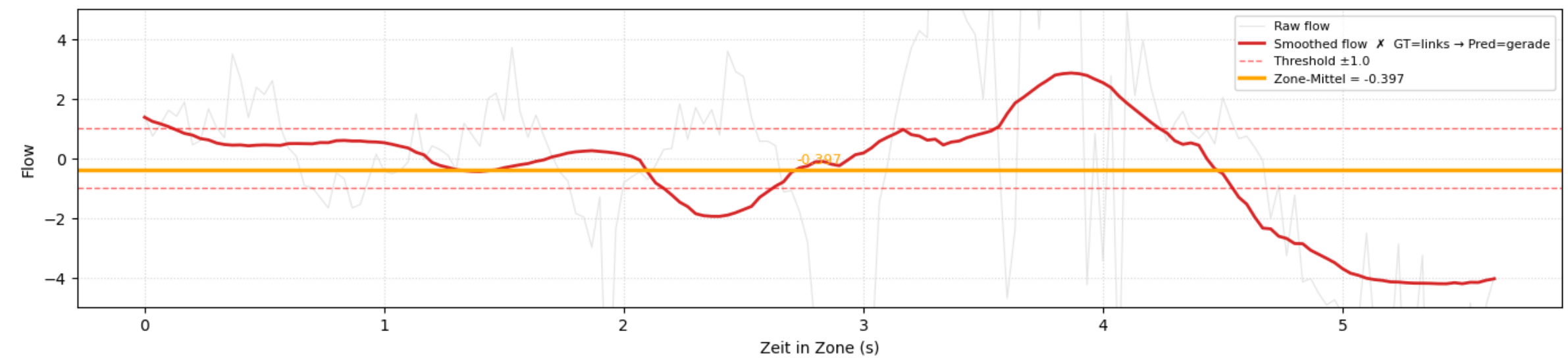
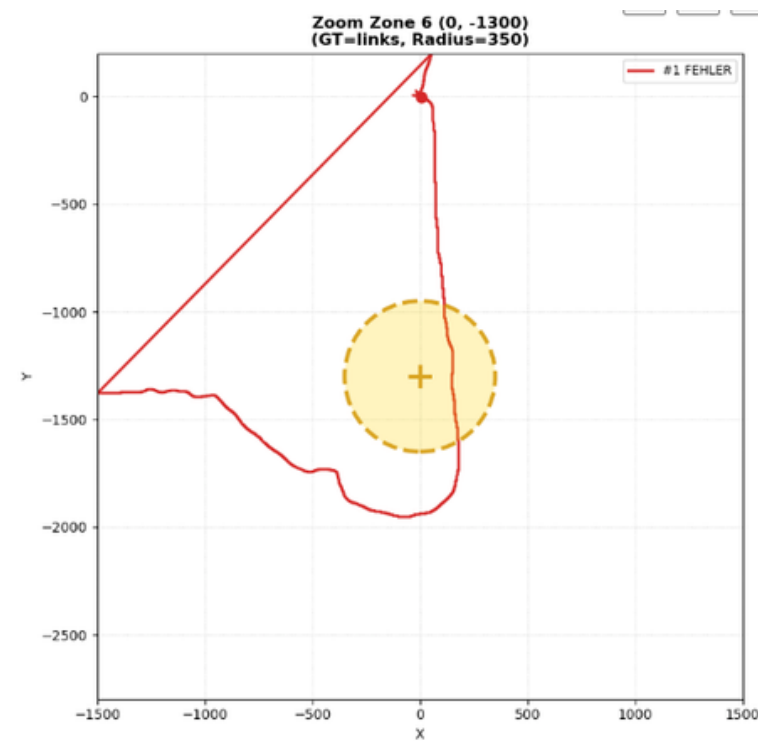
turn happens earlier

02 Prediction straight

classifies what happens

03 Limitation in the method not the classification

— shows need of classification in no decision areas



Conclusion & Future Work

- **Plug & Play Ground Truth:** Scalable 6DoF reference without offline scans
- **Spatial Grounding Works:** 90% accuracy with a minimal baseline, overcoming the typical PDR drop.

Future Work

- **Real-time Integration:** Closing the loop in a live PDR pipeline.
- **Data Scaling & End-to-End Learning:** Multimodal sensor fusion and learned representations based on this setup.



Linkedin



Github



Paper