Journal of Engineering and Technology Journal of Engineering and Technology Journal of Engineering and Technology

ISSN 2180-3811 eISSN 2289-814X https://jet.utem.edu.my/jet/index ISSN 2180-3811 eISSN 2289-814X https://jet.utem.edu.my/jet/index

ISSN 2180-3811 eISSN 2289-814X https://jet.utem.edu.my/jet/index DOI: https://doi.org/10.54554/jet.2024.15.2.004

A REVIEW OF CURRENT TREND IN INDOOR PEDESTRIAN NAVIGATION DEDECTORMENT TREND IN INDUCT AND A LOCAL BEDECTORMENT AND A LONG-PEDESTRIAN NAVIGATION

N. S. M. Khairi¹, A. A. Rahman¹ and K. Abdulrahim^{*1} **TREALTHY PATIENTS IN A FOR UNITS IN THE CONSTRUMENT OF A FOR UNITS AND A FOR UNITS AND A FOR UNITS AND A FOR UNITS AND THE CONSTRUCTION OF ENGINEERING 1** and Built Engineering and Built Environment, Universiti Sains Islam Malaysia, 71800 Nilai, Malaysia. *corresponding: khairiabdulrahim@usim.edu.my **ACCESSIME IN ACCEPT FOR TREMOR REFAILING**

N. S. M. Khairi¹, A. A. Rahman¹ and K. Abdulrahim^{*1} 2 Department of Electrical Engineering, Mewar University, Chittorgarh,

Rajathan, India.

Article history:

Article history: Revised Date: 1 21 July 2024 Revised Date: 5 8 Ariguet 2024 **Article history:** 11 March 2024 Revised Date: 19 21 July 2024 July 2024 Accepted Date: 8 August 2024 Received Date:

Keywords: l ihra Simulation Library, Simulation Navigation,

Recovery.

Absorption A is the interpersonal transposed in meach antes, bientening emerent herigeaen an cagn complex mader crimicimiento cach traditional methods. This study addresses the methods. The contract of the study and the study and the study of the st to similarly have chart in anciens beamings and to eight are nego and reneemers, redding to referred to the massive permanal processing $t_{\rm H}$ of $t_{\rm H}$ is considered using the model using σ $f(x) = \frac{f(x)}{g(x)}$ and $f(x) = \frac{f(x)}{g(x)}$ for contract $f(x) = \frac{f(x)}{g(x)}$ for the second one interest in the province procedured muscle control and virtual reality i in j interactive and i in j and i in j in i in j levels. The game was dependent of the game was dependent Tableton graphical user the proaccess and video settings, start the settings of modern times, facilitating efficient navigation through complex indoor environments such as malls and airports. Traditional GPS technology falls short in these settings due to signal blockage and reflections, leading to the emergence of indoor positioning systems (IPS). Leveraging technologies like Bluetooth beacons, Wi-Fi triangulation, and ultra-wideband signals, IPS provides precise real-time navigation within buildings. Augmented reality (AR) and virtual reality (VR) further enhance the indoor navigation experience, offering visual cues and prenavigation simulations. Despite challenges such as precise mapping and signal **Abstract**— Indoor pedestrian navigation systems have become indispensable in the emergence of indoor positioning
systems (IPS). Leveraging technologies like
Bluetooth beacons, Wi-Fi triangulation, and
ultra-wideband signals, IPS provides
precise real-time navigation within buildings.

This is an open-access journal that the content is freely available without charge to the user or corresponding institution licensed under a Creative Commons Attribution-NonCommercialcorresponding institution licensed under a Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International (CC BY-NC-ND 4.0).

interference, the adoption of indoor navigation technologies has increased, driven by the demand for better user experiences. This abstract explores the methods, technologies, and challenges associated with indoor pedestrian navigation, providing insights into current trends and future developments.

I. Introduction

Systems for positioning and navigation are among the most vital instruments that are utilized by all people in the modern world. Pedestrians often must orient themselves in new towns or places. Pedestrian navigation is particularly handy when pedestrians need guidance to reach their destination in these kinds of situations. Not only that, but pedestrian navigation has become an important topic for theoretical and practical research in several fields, including mapping, geographic information science, global and indoor location, spatial behaviour, psychology, sociology, and neuroscience. To put it simply, pedestrian navigation is the process of directing pedestrians between designated origins and

destinations. The main target of pedestrian navigation is to deliver relevant assistance whenever and wherever it is needed, uniquely customized to the pedestrians or user's specific information needs and presented in their preferred formats.

GPS technology has long been used for outdoor navigation in urban contexts, but as we spend more time indoors, navigating through confined spaces like malls, airports, and office buildings becomes more difficult. This is because, in indoor navigation system, GPS cannot work properly as the materials of walls in building will block or reflect GPS signals, preventing them from entering the space making satellite signals cannot be effectively received, and the weak signal within the room makes it hard to

determine one's location [1]. Thus, there is a need for an accurate indoor navigation system for better pedestrian navigation.

A combination of cutting-edge technologies, creative mapping techniques, and user-centered design has led to a notable advancement in indoor pedestrian navigation. Indoor positioning systems (IPS) are the backbone of real-time navigation apps because they precisely locate people within buildings using a variety of technologies, including Bluetooth beacons, Wi-Fi triangulation, UWB (Ultra-Wideband) signals, and magnetic positioning [2-3]. For instance, pedestrians or app users can improve their navigation experience by using augmented reality (AR) and virtual reality (VR) aspects in these apps. AR provides visual hints, while VR provides prenavigation simulations. In fact, some companies have realized the benefits of these systems and have implemented them to enhance visitor experiences at airports, shopping centres,

warehouses, and museums. Even with these advancements, issues including precise mapping, interference from signals, data security, and affordability still exist [1, 4]. The current trends influencing indoor pedestrian navigation are examined in depth in this article. This article explores the methods used in indoor navigation systems alongside their techniques and challenges.

Over the past ten years, there has been a noticeable increase in the adoption and utilization of several cutting-edge technologies for indoor navigation, including Bluetooth beacons, Wi-Fi triangulation, ultra-wideband (UWB), and magnetic positioning and many more. This trend has especially picked up steam from the middle of 2010s onward. Since then, there has been an especially quick uptake of these technologies due to several causes, including the growing popularity of location-based services, the growing cost of hardware, and the need for better user experiences in intricate interior spaces [5]. In the next

years, we may anticipate even more cutting-edge and seamless indoor navigation systems as these technologies continue to develop and converge. The methods or technology that are now widely applied will be described in this section along with their usage or contributions in indoor pedestrian navigation field.

II. Methodology Review A. Bluetooth Beacons

Around 2013 or so, Bluetooth beacons gained popularity as businesses started using them for indoor navigation and proximity marketing. But this method only allows for basic position and area estimation because Bluetooth signals are susceptible to interference from the outside world [6]. Bluetooth beacons are tiny, wireless gadgets that send signals via Bluetooth Low Energy (BLE) technology [7]. Nearby smartphones, tablets, and other compatible devices take up these signals. Beacons are frequently positioned in real places, such shops, airports, or museums, to launch locationbased applications or send

relevant material to users' devices. They function by transmitting distinct identifiers that applications running on compatible devices can identify, enabling location-aware interactions, proximity-based notifications, and personalized experiences [8].

Indoor pedestrian navigation with Bluetooth support is a potential solution to pedestrian navigation in small spaces, but it has several limitations. Placing Bluetooth beacons in strategic locations across indoor spaces makes it easier for smartphones or other Bluetooth-enabled devices to locate users. The key to this system's power is its realtime guidance capability, which it provides via specialized mobile applications. It does this by utilizing the signals these beacons broadcast to predict users' whereabouts [9].

However, several variables affect how effective Bluetoothbased navigation systems are. The quantity and placement of beacons can interfere with accurate location determination, making precise navigation difficult in some situations.

Furthermore, these systems' dependability may be impacted by signal interference from other wireless devices or physical impediments, which could occasionally result in inaccurate placement [10].

Despite these obstacles, Bluetooth-enabled indoor navigation systems have proven to be adaptable in a few industries. For example, by guiding customers to preferred stores or products, they expedite shopping experiences in the retail industry. These approaches can be used to help passengers locate gates or facilities at transportation hubs like airports and improve event attendees' experiences at events by helping them navigate big venues more effectively.

Although Bluetooth technology provides a practical way for pedestrians to navigate indoor spaces, these systems' dependability and precision can be affected by external circumstances. When further developed and improved, it has the potential to greatly enhance indoor navigation experiences, even in the face of occasional

restrictions given its broad use in a variety of situations.

Table 1 describes a few examples of research papers/articles that make use of Bluetooth beacons in indoor navigations. The focus, technologies used, and their strengths and weakness are also described briefly.

These papers present various Bluetooth-based indoor pedestrian navigation strategies, each with benefits and drawbacks of their own. The optimal option is determined by the requirements and surroundings. For complex public buildings, [3] offers a thorough answer. But, if accuracy is the primary concern, [11] would be preferable. Meanwhile, for cost-effective and low-power applications, [12] offers a simpler option, but paper [11] or [13] might be better for higher accuracy or specific use cases.

B. Ultra-Wideband (UWB)

Over the past few years, indoor positioning systems have increased their use of ultrawideband (UWB) technology.

From 2018 to 2020, major breakthroughs in standards and hardware have emerged, paving the way for UWB adoption across a wide range of industries. UWB technology may interfere with GPS and aircraft navigation radio equipment, as well as existing systems that operate in the ultra-wide spectrum, even though it offers many other benefits, such as high accuracy positioning, low power consumption, license-free operation, high level of multipath resolution, large bandwidth, and high data rate communication. UWB systems have become one of the most popular indoor positioning technologies compared to other technologies, and they are now utilized in a far wider range of applications [5].

Since UWB popularity has grown over the years, a lot of research discuss the usage of UWB in indoor navigation alongside its benefits and drawbacks. Table 2 shows six research publications, each with a different approach, addressing the application of UWB

technology for indoor pedestrian navigation.

Based on the papers mentioned above, the application of UWB for precision and resilience will be hybrid systems that combine UWB with other technologies such as INS or PDR. Meanwhile UWB-based SLAM made deployment easier by allowing for on-the-fly mapping. Other than that, one of the review papers also offered insightful information on UWB's potential for clever logistics. The optimal option ultimately depends on specific needs, such as high accuracy in challenging situations, ease of setup, or knowledge of UWB in logistics. Though there is still work to be done to solve issues like cost and NLoS, UWB provides a lot of potential for safe and dependable indoor navigation.

C. Inertial Navigation

Utilizing inertial navigation, indoor pedestrian navigation tracks changes in orientation and movement by utilizing sensors such as gyroscopes and accelerometers built into the device itself. Although there are

certain benefits to this approach, there are also some underlying drawbacks. Systems that use inertial navigation continually measure changes in direction and velocity to track a user's movements. They are especially helpful in places where GPS signals are not available, including interiors where satellite signals cannot get through. But these systems have built-in flaws, such as drift, which causes errors to compound over time and result in inaccurate position estimation [11] [20]. Furthermore, to keep accuracy, inertial navigation needs to be calibrated and corrected frequently.

Despite these difficulties, inertial navigation offers certain benefits. It functions without the need for external infrastructure and provides continuous tracking even in situations when GPS is not available. When used in conjunction with Wi-Fi or Bluetooth-based systems, inertial navigation can improve accuracy and be a useful addition to existing indoor positioning techniques [21-22]. Inertial navigation is used for

indoor pedestrian navigation in a variety of settings, such as storage facilities, industrial facilities, and visually impaired people. It also helps with location-based applications.

Simply put, to sum up, in situations where GPS is unavailable, inertial navigation is an invaluable aid for indoor pedestrian navigation. Although it provides continuous tracking capabilities, more developments and integration with complementing positioning technologies are required and being investigated/researched now to increase overall accuracy and dependability due to its drift susceptibility and frequent calibration requirements.

Table 3 illustrates the relatively recent developments in inertial navigation that have benefited pedestrian indoor navigation for various reasons. The reviewed research publications experimented using few types of IMU and they all bring different focus and benefaction.

In short, significant progress in indoor pedestrian navigation with IMUs is demonstrated in all six publications. The optimal method will vary depending on certain requirements and preferences, including the kind of movement (walking, running, etc.), the form factor of the device, and the required accuracy. It may be possible to increase accuracy and robustness even further with additional study in sensor fusion algorithms, lower limb model integration, and adaptive error correction techniques.

D. Map Matching and Dead Reckoning

Using map matching and dead reckoning techniques, indoor pedestrian navigation offers a systematic way to estimate user positions in confined spaces. This technique continuously updates and approximates a user's location as they travel around an indoor area by fusing sensor data with previously created maps [29].

Map matching is the process of matching known reference points on a map with sensor data, such as gyroscope and accelerometer readings. This is enhanced by dead reckoning,

which continuously determines a user's position based on movement, direction, and recognized landmarks or reference points. Using these methods, an interactive model of a user's path across the mapped indoor environment is produced. Although dead reckoning and map matching allow for continuous tracking, they are prone to compounding mistakes [30]. Over time, cumulative disparities in predicted positions can result from minor errors in sensor readings or deviating from the intended course; this phenomenon is referred to as "drift." The precision of the estimated position may be impacted by this drift, particularly in intricate interior spaces with lots of twists and turns.

Nevertheless, several indoor navigation applications have shown benefit from these techniques, such as helping customers navigate intricate building layouts, leading them across expansive facilities like malls, and supporting locationbased services in manufacturing or warehouse environments.

Among the map matching and dead reckoning-based indoor navigation technologies that are popularly used and investigated now are as in Table 4. Table 4 reviews and explains the methods used in each paper along with their strengths and weaknesses.

The technological difference between the method used in publications papers:

• Sensor Fusion vs. Single Sensor:

[31] and [32] employ sensor fusion to improve accuracy, but [33] and [34] depend on single sensors due to their affordability and ease of use.

- Algorithm Complexity: [33] and [34] concentrate on low-complexity algorithms for real-time performance, whereas [31] and [32] use sophisticated filtering and estimating approaches.
- Integration of Smartphones: For user comfort and accessibility, papers [32] and [34] make use of smartphones.

These interior navigation techniques vary mostly in how they aim for accessibility,

complexity, and accuracy. With their sophisticated map matching and sensor fusion algorithms, [23] and [32] are the most precise, but their complex methods require more computer power and more hardware, such as radio systems and footmounted sensors. However, [33] and [34] promote efficiency and simplicity by using widely available cell phones and lowcomplexity algorithms, which makes them ideal in situations where resources are limited. But at the expense of a slightly reduced accuracy.

To summarize, indoor navigation and continuous tracking are made possible via map matching and dead reckoning algorithms. These techniques are useful for assisting users in navigating confined environments, even if they are prone to cumulative errors, particularly in complicated spaces. They have the potential to be further improved by improving sensor technology and map databases.

E. Magnetic Positioning

Although magnetic location is not as widely used as other technologies, it has been researched and developed over the past 10 years, with various stages of application and research focused mostly on its applicability for interior navigation scenarios. Due to strong magnetic field interference and abnormalities brought on by the building's metal structure, numerous studies have discovered recently that accurate interior positioning based on magnetic fingerprints will become achievable. The validity of an indoor magnetic field-based locating method is examined by researchers considering the layout of the building, the kinds of smartphones, where they are placed, whether there is furniture there, and whether there are any metallic objects that are personal [35].

When compared to Wi-Fi fingerprints, this method which is magnetic field fingerprintbased positioning offers numerous benefits which are; magnetic fields are ubiquitous and don't require additional

specialized infrastructure for deployment, the distribution of the magnetic field remains relatively constant over a period of several months and the density of people in an area has minimal impact on the magnetic field [35]. Evidently, there has been a rise in the use of ambient magnetic-based indoor locating techniques for pedestrians with smartphones. Besides, as GPS and other related technologies is said to be expensive as the implementation and maintenance process can be quite costly, magnetic provides a less expensive, dependable, and effective method of indoor navigation [36].

There are a few articles that delve into and explore the use of magnetic fields in indoor navigation technology. [37] implemented the combination of magnetic matching and dead reckoning, supported by innovative mismatch detecting methods. This led to the result's accuracy obtained in this paper is high (45.9%-67.9% error reduction, as mentioned in the paper). Meanwhile, [38] concentrates on simulating

pedestrian movement and uses a better particle filter together with sophisticated step detection to increase resilience and accuracy. Its main objective is to improve pedestrian movement modelling. This research improves accuracy and resilience by utilizing an enhanced particle filter and sophisticated step detection, demonstrating its ability to handle a variety of conditions. Other than that, [39] offers device independent performance and makes use of a fingerprint database of magnetic patterns, requiring no initial position. This approach provides independence from devices and ease of usage. No matter the smartphone is being used, its fingerprint database of magnetic patterns achieves an impressive 2-3 m error rate for 50% of users, eliminating the necessity for initial position determination.

Meanwhile [40] addresses the mitigation of gyroscope errors by creating a new quasi-static magnetic field detecting technique that provides better heading error suppression. Its exclusive focus is on solving gyroscope error, which is a recurring problem in interior navigation. Its unique quasistatic magnetic field sensing technique efficiently reduces heading errors, making it a useful instrument in circumstances where gyroscope accuracy is at risk. [35] demonstrates its effectiveness in many settings with remarkable accuracy from 0.64m to 2.34m RMS. The synergistic combination of dead reckoning, Kalman filtering methods, and magnetic field sequences is credited with this achievement. In the meantime, [41] employs a modified particle filter with magnetic fingerprint maps for efficient accuracy improvement. The utilization of a modified particle filter in conjunction with magnetic fingerprint maps results in a significant improvement, with an error range of 0.6-0.8m within a designated testing area.

The most ideal approach depends on the specific priorities or needs for the indoor navigation technology and the environment. By understanding the strengths and limitations of each method, magnetic fields can be deployed righteously in this indoor navigation field. In contrast, it can be concluded that the methods used in [35] and [37] led to the highest accuracy, and methods used in paper, [39] and [41] are more flexible and user-friendly.

F. Augmented Reality (AR) Integration

The integration of Augmented Reality (AR) in navigation apps is an important advancement in indoor navigation, as it completely transforms the way users interact and perceive their environment in confined places. AR overlay-enabled navigation apps use the camera and sensors on a smartphone or other device to seamlessly overlay digital data onto the screen representation of the actual environment. This combination produces an augmented view that improves the user's understanding of their surroundings by superimposing useful visual signals and directions in real-time over the actual location [44-45].

These augmented reality overlays provide users with clear direction when navigating indoor areas. For example, directional indicators or augmented reality markers may overlay the real world and show up on screens as users hold up their devices, directing them to their destination [44]. To make navigation simpler and more user-friendly, these markers which may be arrows, lines, or icons which could be superimposed onto walls, floors, or other points of reference within the indoor environment.

Additionally, dynamic and interactive elements are made possible by AR integration in navigation apps. Users that are interested in particular areas of interest within the indoor space may receive multimedia content or additional contextual information [44]. For instance, pointing the device at an exhibit in a museum may prompt further information or launch a virtual tour guide that overlays historical details about the display, improving the user's experience.

Because these AR overlays are real-time, users may get instant and useful information, which greatly enhances their experience navigating intricate indoor spaces. AR integration improves spatial awareness and facilitates better self-orientation by superimposing digital information onto the real environment. This makes indoor navigation simpler and more effective. Due to the recent emergence of AR, a lot of research publications that investigate various AR-powered navigation techniques as well as examine their advantages and possible uses have been published. Table 5 reviews and explains the methods used in each paper along with their advantages and limitations.

This collection of studies explores a wide range of indoor navigation options, including generic guidance systems and customized apps for use in libraries and by people with visual impairments. While machine learning, sensor fusion, and visual recognition fuel these many approaches, user experience and accuracy remain

vary, with each solution showing its own set of constraints. Future studies may focus on improving accuracy, accessibility, and user involvement, which would improve the ability to navigate indoor environments inclusively and easily.

Table 1: Review of papers that uses Bluetooth technology in indoor navigations Table 1: Review of papers that uses Bluetooth technology in indoor navigations

73

Table 3: Reviews of IMU-based indoor navigation papers Table 3: Reviews of IMU-based indoor navigation papers

Table 5: Reviews of papers that uses AR technology in indoor navigation field Table 5: Reviews of papers that uses AR technology in indoor navigation field

III. Conclusion

The ever-evolving landscape of indoor spaces necessitates a corresponding advancement in the tools that guide us within them. Indoor pedestrian navigation technologies have risen to this challenge, each presenting a unique solution to the intricate puzzle of efficient movement. Through this review, we have delved into the strengths and limitations of Bluetooth beacons, UWB, inertial navigation, mapmatching, magnetic positioning, and augmented reality, unveiling a tapestry of possibilities woven from their diverse capabilities. Technologies for indoor navigation are developing quickly, with many competing to become the "ultimate guide." Bluetooth beacons are the most economical option; UWB is the most accurate; and inertial navigation is the most independent. However, no one technique is infallible. Their strengths will be smoothly blended in the future through synergy. Consider a system that uses inertial navigation as a backup, switches to UWB for

precise tasks, and uses beacons for initial location. Userfriendliness is ensured via magnetic placement and mapmatching, which refines the journey. Interactive experiences add the finishing touches to augmented reality paintings. Analyzing different approaches to indoor pedestrian navigation highlights their unique benefits and drawbacks. Every method has applications in various indoor contexts. However, they face similar difficulties, such as enhancing accuracy and managing external influences. These techniques will probably be combined in the future to create more dependable systems by merging their advantages into an integrated approach. Technological developments could lead to more reliable indoor navigation in a variety of enclosed situations.

IV. Acknowledgement

The research leading to this paper was partly supported by Universiti Sains Islam Malaysia.

V. References

- [1] E. J. Alqahtani, F. H. Alshamrani, H. F. Syed and F. A. Alhaidari, "Survey on Algorithms and Techniques for Indoor Navigation Systems," in *21st Saudi Computer Society National Computer Conference (NCC)*, Riyadh, Saudi Arabia, April $2018.$ Techniques for Indoor Navigation
Techniques for Indoor Navigation
Systems," in 21st Saudi
Computer Conference (NCC),
	- [2] Q. Wang, H. Luo, J. Wang, L. Sun, Z. Ma, C. Zhang and F. Zhao, "Recent Advances in Pedestrian Navigation Activity Recognition: A Review," *IEEE Sensors Journal*, vol. 22, no. 8, pp. 7499-7518, April 2022. Q. Wang, H. Luo, J. Wang, L.
Sun, Z. Ma, C. Zhang and F.
Zhao, "Recent Advances in
Pedestrian Navigation Activity
Recognition: A Review," *IEEE*
Sensors Journal, vol. 22, no. 8,
	- [3] O. Czogalla and S. Naumann, O. Czogalla and S. Naumann,
"Pedestrian indoor navigation for complex public facilities," in *International Conference on Indoor Positioning and Indoor Navigation (IPIN)*, Alcala de Henares, Spain, 2016. *International Conference on Indoor Positioning and Indoor Positioning and Indoor Navigation (IPIN)*, Alcala de
	- [4] W. Sakpere, M. Adeyeye-Oshin and N. B. Mlitwa, "A State-ofthe-Art Survey of Indoor the-Art Survey of Indoor
Positioning and Navigation Systems and Technologies," Systems and Technologies,"
South African Computer Journal, vol. 29, no. 3, pp. 145-197, 2017.
	- [5] Alarifi, A. Al-Salman, M. Alsaleh, A. Alnafessah, S. Al-Hadhrami, M. A. Al-Ammar and H. S. Al-Khalifa, "Ultra-Wideband Indoor Positioning Technologies: Analysis and Wideband Indoor Positioning
Technologies: Analysis and
Recent Advances," *Sensors*, vol. 16, no. 5, p. 707, May 2016. Al-Salman,
	- [6] Blasio, A. Quesada-Arencibia, C. R. García, J. M. Molina-Gil and

Harsh Environments Based on Wi-Fi and Bluetooth Low Energy," Sensors, vol. 17, no. 6, p. 1299, 2017. C. Caballero-Gil, "Study on an Harsh Environments Based on Wi-Fi and Bluetooth Low Energy," *Sensors*, vol. 17, no. 6, p. 1299, 2017.

- [7] X. Li, J. Wang and C. Liu, "A Bluetooth/PDR Integration Algorithm for an Indoor Positioning System," Sensors, vol. 15, no. 10, pp. 24862-24885, Sept 2015. Bluetooth/PDR Integration
Algorithm for an Indoor
Positioning System," *Sensors*, vol. 15, no. 10, pp. 24862-24885, Sept 2015.
- $[8]$ J. Tosi, Santacatterina, R. Sannino and D.
Formica, "Performance" Formica. "Performance evaluation of bluetooth low evaluation of bluetooth low
energy: A systematic review," *Sensors*, vol. 17, no. 12, p. 2898,
2017. *z*₀₁₇. [8] J. Tosi, F. Taffoni, M.
- [9] Kalbandhe and S. C. Patil, "Indoor Positioning System using
Bluetooth Low Energy," in Bluetooth Low Energy," in International Conference on *Computing, Analytics and Computing, Analytics and International Conference on Computing, Analytics and Security Trends*, 2016.
- [10] S. d. Blasio, J. C. Rodríguez-Rodríguez, C. R. García and A. Quesada-Arencibia, "Beacon-Related Parameters of Bluetooth Low Energy: Development of a Semi-Automatic System to Study Their Impact on Indoor Positioning Systems," Sensors, vol. 19, no. 14, p. 3087, 2019. E. J. Alqahtani, F. H. Alshannrani, Indoor Positioning System for H. F. Systems, "Survey on Algorithms and Energy," Sonoss, vol. 17, no. 6, "Survey on Algorithms and Energy, "Sonoss, vol. 17, no. 6, S_{V} Systems, "in Low Energy: Development of a Semi-Automatic System to Study Their Impact on Indoor Positioning Systems," *Sensors*, vol. 19, no. 14, p. 3087, 2019.
	- [11] Chen, B. Zhou, S. Bao, X. Liu, Z. Gu, L. Li, Y. Zhao, J. Zhu and Q. Li, "A Data-driven Inertial Navigation/Bluetooth Fusion Algorithm for Indoor Localization," IEEE Sensors Gu, L. Li, Y. Zhao, J. Zhu and Q.
Li, "A Data-driven Inertial
Navigation/Bluetooth Fusion
Algorithm for Indoor
Localization," *IEEE Sensors*
Journal, vol. 22, no. 6, pp. 5288-5301, 2022.
- [12] H. Namie and O. Suzuki, "Indoor" location estimation by bluetooth low energy for pedestrian navigation," *IEEJ Journal of Industry Applications*, vol. 10, no. 1, pp. 45-52, 2020.
- [13] S.-S. W. Wang, "A BLE-Based Pedestrian Navigation System for Car Searching in Indoor Parking Garages," *Sensors*, vol. 18, no. 5, p. 1442, 2018.
- [14] F. Hartmann, D. Rifat and W. Stork, "Hybrid indoor pedestrian navigation combining an INS and a spatial non-uniform UWBnetwork," in *19th International Conference on Information Fusion (FUSION)*, Heidelberg, Germany, 2016.
- [15] C. Gentner and M. Ulmschneider, "Simultaneous localization and mapping for pedestrians using low-cost ultra-wideband system and gyroscope," in *International Conference on Indoor Positioning and Indoor Navigation (IPIN),* Sapporo, Japan, 2017.
- [16] M. Elsanhoury, P. Mäkelä, J. Koljonen, P. Välisuo, A. Shamsuzzoha, T. Mantere, M. Elmusrati and H. Kuusniemi, "Precision Positioning for Smart Logistics Using Ultra-Wideband Technology-Based Indoor Navigation: A Review," *IEEE Access*, vol. 10, pp. 44413 - 44445, 2022.
- [17] H. Tong, N. Xin, X. Su, T. Chen and J. Wu, "A Robust PDR/UWB Integrated Indoor Localization

Approach for Pedestrians in Harsh Environments," *Sensors*, vol. 20, no. 1, p. 193, 2020.

- [18] S. Guo, Y. Zhang, X. Gui and L. Han, "An Improved PDR/UWB Integrated System for Indoor Navigation Applications," *IEEE Sensors Journal*, vol. 20, no. 14, pp. 8046 - 8061, 2020.
- [19] Y. Zhang, X. Tan and C. Zhao, "UWB/INS Integrated Pedestrian Positioning for Robust Indoor Environments," *IEEE Sensors Journal*, vol. 20, no. 23, pp. 14401-14409, 2020.
- [20] Correa, M. Barcelo, A. Morell and J. L. Vicario, "A review of pedestrian indoor positioning systems for mass market applications," *Sensors*, vol. 17, no. 8, p. 1927, 2017.
- [21] T. M. H. Mohammed and B. R. Trilaksono, "Integrated INS/GPS navigation system," International *Journal on Electrical Engineering and Informatics* , vol. 10, no. 3, pp. 491-512, 2018.
- [22] J. Morales and Z. M. Kassas, "Tightly coupled Inertial Navigation System with Signals of Opportunity Aiding," *IEEE Transactions on Aerospace and Electronic Systems*, vol. 57, no. 3, pp. 1930-1948, 2021.
- [23] Y. Xu, X. Chen and Y. Wang, "Two-mode navigation method for low-cost inertial measurement unit-based indoor pedestrian navigation," *Simulation*, vol. 92, no. 9, pp. 839-848, 2016.
- [24] F. Woyano, S. Lee and S. Park, "Evaluation and comparison of performance analysis of indoor inertial navigation system based on foot mounted IMU," in *18th International Conference on Advanced Communication Technology (ICACT)*, PyeongChang, Korea (South), February 2016.
- [25] Y.-L. Hsu, J.-S. Wang and C.-W. Chang, "A Wearable Inertial Pedestrian Navigation System with Quaternion-Based Extended Kalman Filter for Pedestrian Localization," *IEEE Sensors Journal*, vol. 17, no. 10, pp. 3193- 3206, 2017.
- [26] M. A. Hasan and M. N. Mishuk, "MEMS IMU Based Pedestrian Indoor Navigation for Smart Glass," *Wireless Personal Communications* 101.1, vol. 101, no. 1, pp. 287-303, 2018.
- [27] M. N. Muhammad, Z. Salcic and K. I.-K. Wang, "Indoor Pedestrian Tracking Using Consumer-Grade Inertial Sensors with PZTD Heading Correction," *IEEE Sensors Journal*, vol. 18, no. 12, pp. 5164-5172, 2018.
- [28] W. Li, Z. Xiong, Y. Ding, Z. Cao and Z. Wang, "Lower Limb Model Based Inertial Indoor Pedestrian Navigation System for Walking and Running," *IEEE Access*, vol. 9, pp. 42059-42070, 2021.
- [29] S. Taneja, B. Akinci, J. H. G. Jr. and L. Soibelman, "Algorithms for automated generation of

navigation models from building information models to support indoor map-matching," *Automation in Construction*, vol. 61, pp. 24-41, 2016.

- [30] Nguyen-Huu, K. Lee and S.-W. Lee., "An indoor positioning system using pedestrian dead reckoning with WiFi and mapmatching aided," in *International Conference on Indoor Positioning and Indoor Navigation (IPIN)*, IEEE, 2017.
- [31] F. Zampella, A. R. J. Ruiz and F. S. Granja, "Indoor Positioning using efficient Map Matching, RSS measurements and an improved motion model," *IEEE Transactions on Vehicular Technology*, vol. 64, no. 4, pp. 1304-1317, 2015.
- [32] O. Tian, Z. Salcic, K. I.-K. Wang and Y. Pan, "A Hybrid Indoor Localization and Navigation System with Map Matching for Pedestrians Using Smartphones," *Sensors*, vol. 15, no. 12, pp. 30759-30783, 2015.
- [33] F. Hölzke, J.-P. Wolff, F. Golatowski and C. Haubelt, "Low-complexity online correction and calibration of pedestrian dead reckoning using map matching and GPS," *Geospatial Information Science*, vol. 22, no. 2, pp. 114-127, 2019.
- [34] T. Kang and Y. Shin, "Indoor Navigation Algorithm Based on a Smartphone Inertial Measurement Unit and Map Matchin," in *International*

Conference on Information and Communication Technology Convergence (ICTC), Jeju Island, Korea, 2021.

- [35] J. Kuang, X. Niu, P. Zhang and X. Chen, "Indoor Positioning Based on Pedestrian Dead Reckoning and Magnetic Field Matching for Smartphones," *Sensors*, vol. 18, no. 12, p. 4142, 2018.
- [36] B. Ozdenizci, V. Coskun and K. Ok, "NFC Internal: An Indoor Navigation System," *Sensors*, vol. 15, no. 4, pp. 7571-7595, 2015.
- [37] Y. Li, Y. Zhuang, H. Lan, P. Zhang, X. Niu and N. El-Sheimy, "Self-Contained Indoor Pedestrian Navigation Using Smartphone Sensors and Magnetic Features," *IEEE Sensors Journal*, vol. 16, no. 19, pp. 7173 - 7182, 2016.
- [38] Zhang, T. Qing, J. Zhu and W. Shen, "Indoor positioning tracking with magnetic field and improved particle filter," *International Journal of Distributed Sensor Networks*, vol. 13, no. 11, 2017.
- [39] Ashraf, S. Hur and Y. Park, "mPILOT-Magnetic Field Strength Based Pedestrian Indoor Localization," *Sensors*, vol. 18, no. 7, p. 2283, 2018.
- [40] Ma, Q. Song, Y. Gu and Z. Zhou, "Use of Magnetic Field for Mitigating Gyroscope Errors for Indoor Pedestrian Positioning," *Sensors*, vol. 18, no. 8, p. 2592, 2018.
- [41] F.-S. Ning and Y.-C. Chen, "Combining a Modified Particle Filter Method and Indoor Magnetic Fingerprint Map to Assist Pedestrian Dead Reckoning for Indoor Positioning and Navigation," *Sensors*, vol. 20, no. 1, p. 185, 2020.
- [42] B.-C. Huang, J. Hsu, E. T.-H. Chu and H.-M. Wu, "ARBIN: Augmented Reality Based Indoor Navigation System," *Sensors,* vol. 20, no. 20, p. 5890, 2020.
- [43] P. Verma, K. Agrawal and a. V. Sarasvathi, "Indoor Navigation Using Augmented Reality," in ICVARS '20: Proceedings of the *4th International Conference on Virtual and Augmented Reality Simulations*, New York, USA, 2020.
- [44] Carmigniani, B. Furht, M. Anisetti, P. Ceravolo, E. Damiani and M. Ivkovic, "Augmented reality technologies, systems and applications," *Multimedia tools and applications*, vol. 51, pp. 341-377, 2011.
- [45] Y. Chen, Q. Wang, H. Chen, X. Song, H. Tang and M. Tian, "An overview of augmented reality technology," *Journal of Physics: Conference Series,* IOP Publishing, vol. 1237, no. 2, p. 22082, 2019.
- [46] C. G. Low and Y. Lee, "Interactive Virtual Indoor Navigation System using Visual Recognition and Pedestrian Dead Reckoning Techniques," *International Journal of Software*

Engineering and Its Applications, vol. 9, no. 8, pp. 15-24, 2015.

- [47] W. Ma, S. Zhang and J. Huang, "Mobile augmented reality based indoor map for improving geovisualization," *PeerJ Computer Science,* vol. 7, no. e704, 2021.
- [48] U. Rahman and S. Cao, "Augmented-Reality-Based Indoor Navigation: A Comparative Analysis of Handheld Devices Versus Google Glass," *IEEE Transactions on Human-Machine Systems*, vol. 7, no. 1, pp. 140-151, 2017.
- [49] R. Romli, A. F. Razali, N. H. Ghazali, N. A. Hanin and S. Z. Ibrahim, "Mobile Augmented Reality (AR) Marker-based for Indoor Library Navigation," in IOP Conference Series: Materials Science and Engineering, *1st International Symposium on Engineering and Technology (ISETech)*, vol. 767, 2019.
- [50] L. Valvo, D. Croce, D. Garlisi, F. Giuliano, L. Giarré and I. Tinnirello, "A Navigation and Augmented Reality System for Visually Impaired People," *Sensors*, vol. 21, no. 9, p. 3061, 2021.
- [51] T. Mahapatra, N. Tsiamitros, A. M. Rohr, K. K and G. Pipelidis, "Pedestrian Augmented Reality Navigator," *Sensors*, vol. 23, no. 4, p. 1816, 2023.
- [52] Liu, G. Motta and T. Ma, "XYZ Indoor Navigation through Augmented Reality: A Research in Progress," in *IEEE*

International Conference on Services Computing (SCC), San Fransicso, CA, USA, 2016.

- [53] P. K. Binu, R. A. Krishnan and A. P. Kumar, "An efficient indoor location tracking and navigation system using simple magnetic map matching," in *IEEE International Conference on Computational Intelligence and Computing Research (ICCIC),* Chennai, India, 2016.
- [54] Y. Zhuang, H. Lan and N. E.-S. You Li, "PDR/INS/WiFi Integration Based on Handheld Devices for Indoor Pedestrian Navigation," *Micromachines*, vol. 6, no. 6, pp. 793-812, 2015.