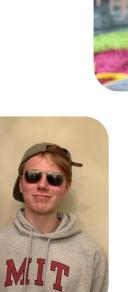


Meet The Team



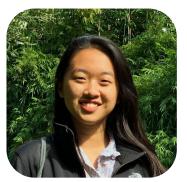
David Koplow 6-9 Sophomore



Owen Dugan 8 Freshman



Raul Alcantara 6-3 Senior



Claire Lu 6-9 Sophomore



Suzanne Jiang 6-3 Freshman



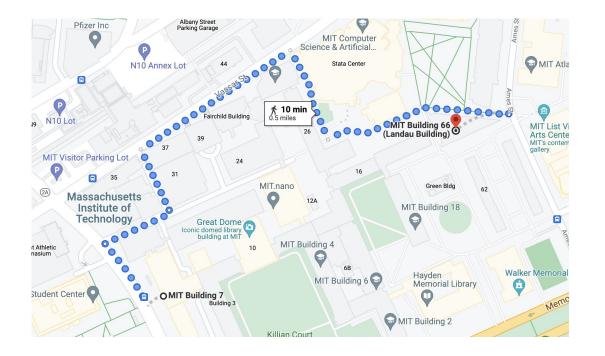
Gatlen Culp 6-2 Freshman



Where the **** is 5-233?



But but...Google Maps? 🥺



But better

- Go through buildings
- Get to the exact room that you're looking for

Technologies used



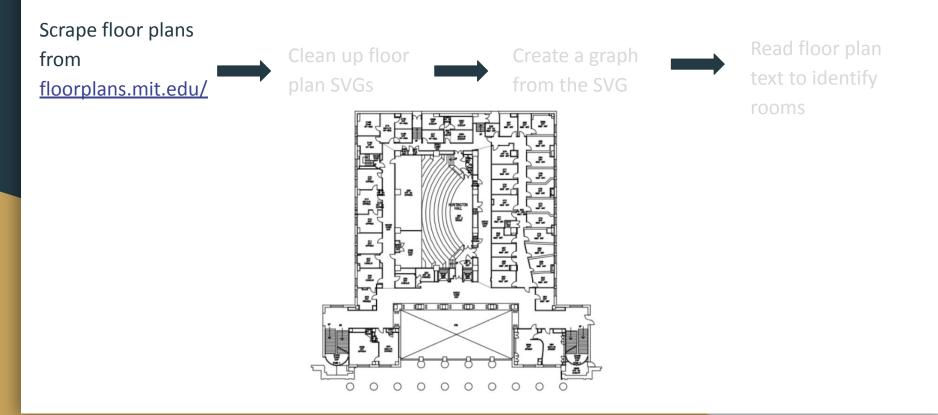
Data Processing

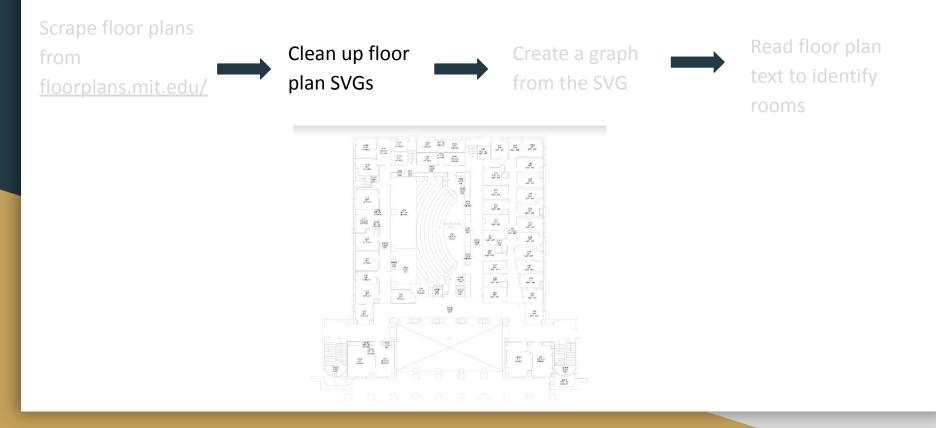
Data storage

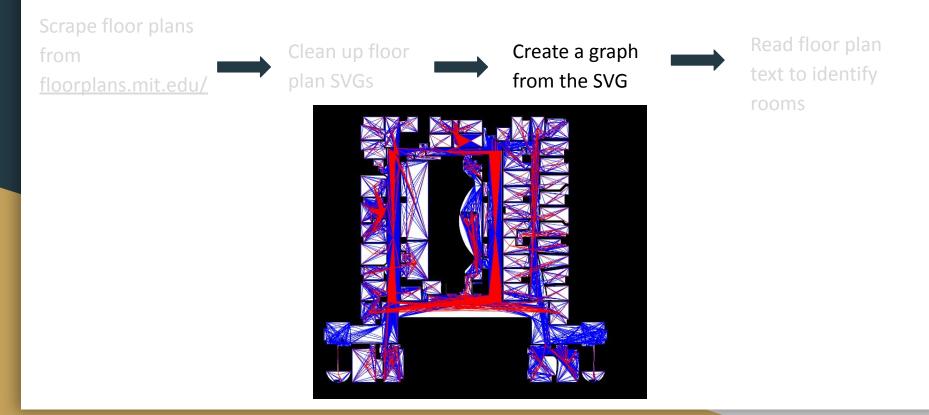




App Development

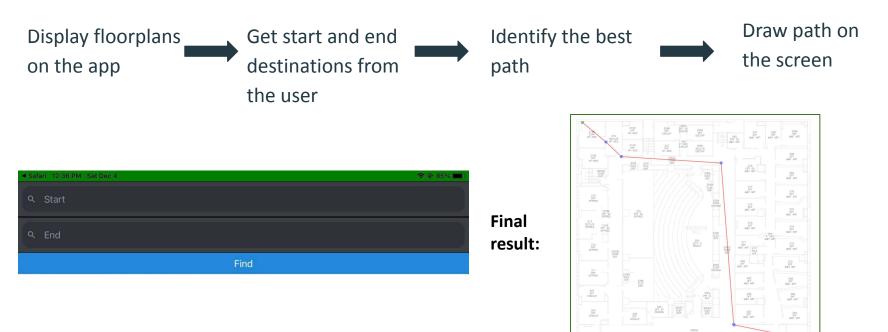






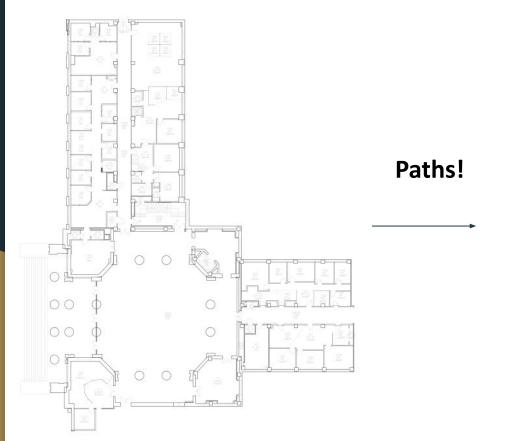


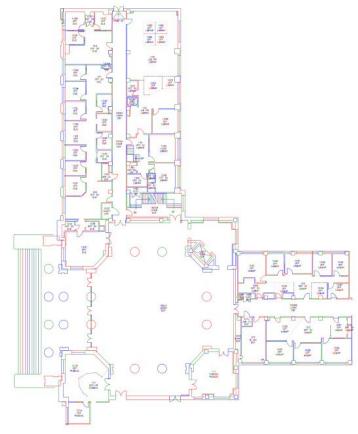
Workflow: We got the data, now what?



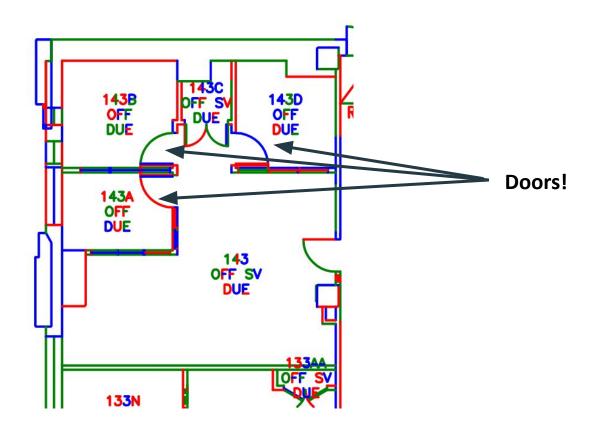


Floor Plan Processing with SVGs

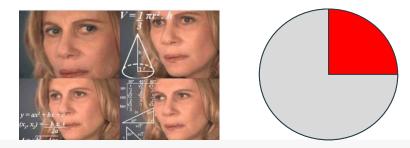




Doors

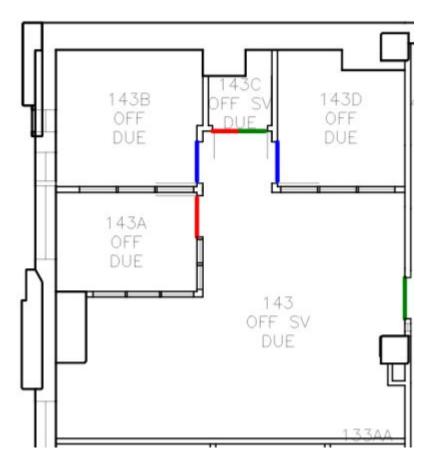


Detecting Doors

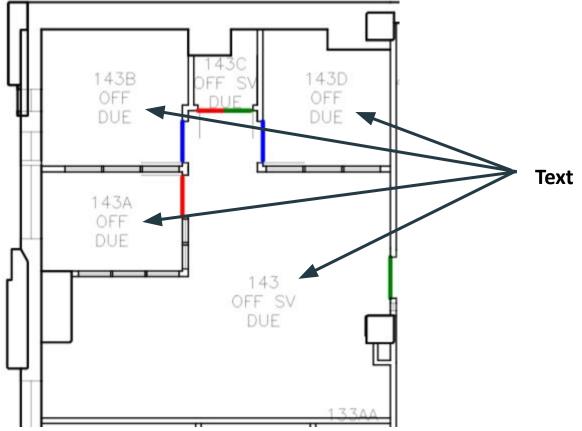


```
def is door(path, attribute):
 # Making sure the path is closed, continuous and curved
  if path.isclosed() or not path.iscontinuous() or "C" not in attribute['d']:
    return False
  start, end = path.start, path.end
 diff = start-end
  segment_length = math.sqrt((diff.real)**2 + (diff.imag)**2)
  curve_length = path.length()
 q = curve_length / segment_length #should be pi / 2sqrt(2) coz math
 good_q = math.pi / (2 * math.sqrt(2))
  return abs(q/good_q - 1) < 1e-2
```

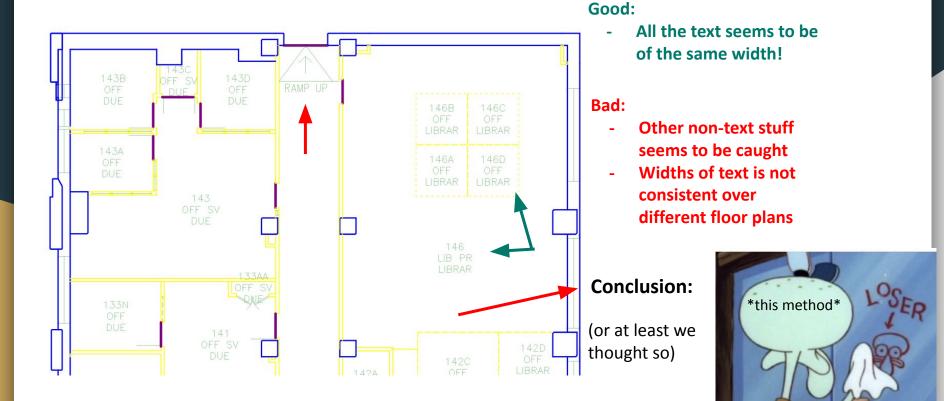




Detecting Text



Idea: separate everything by its stroke width

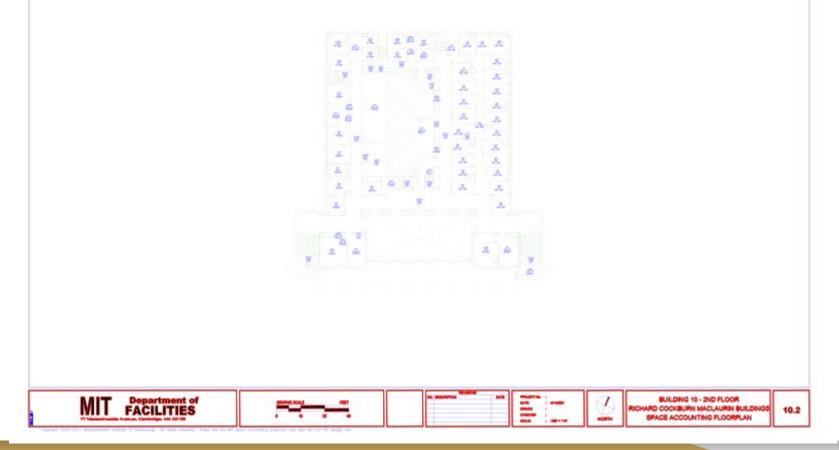


Solution

1. Stroke-Width: Keep the paths with the width of a text

- 2. Letters are not too long, so only keep the ones under a given threshold
- 3. Apply OCR to get the text

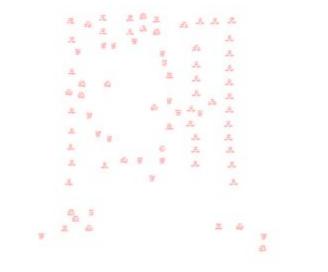
Step 1: Divide by width



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Step 1: Result

Step 2 Divide by length





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Step 2: Result

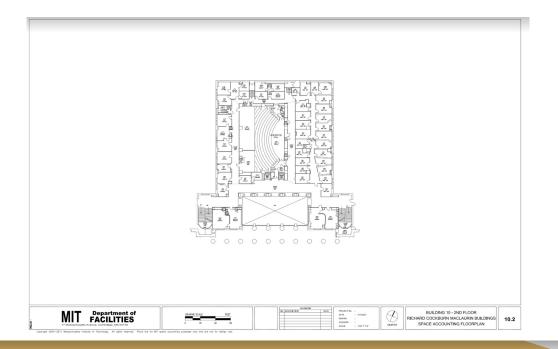
10 -iD A & & Z A 44 2 王 13 ā, 15 2 1 9 0.10 12 J. 语 17 Ĵ. 3. 12 12 3. .8. :2 12 6.0 3. 品品 sh. 24 2 12 2 3. 3 £. 17 £. 5. 12 л. ÷ £ 3. 8 14 Ξ. E. 4 3. ×. 97 2. 1 20 17 3 A 2 44 ¥ $^{\rm gr}$ sî:

reputer 200-201 assessed; totals of features. At appresent, they as for if now scentify process of an as soft to desprove

Step 3: OCR

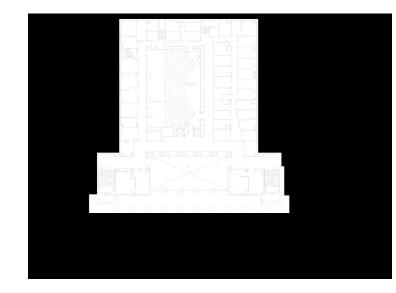
219B CONE VP2219C VERE 256E C 5 P 219D OFF VP2238EBEE VP222866 SECY/R EXECVP 1.41 296 OFF M&T ART 2219A OFF VP???RES 2200LC LOBBY Pon. NAT ART 229E229CTECE DOF 279 OFF SV M&T ART 200356 STAIR DOF 294 OFF M&T ART Z290E ELEC DO 250B U/M DOF 277 OFF M&T ART 215 OFF OFPRES H250A STOR DOFADM

Generating Graph



Getting Graph

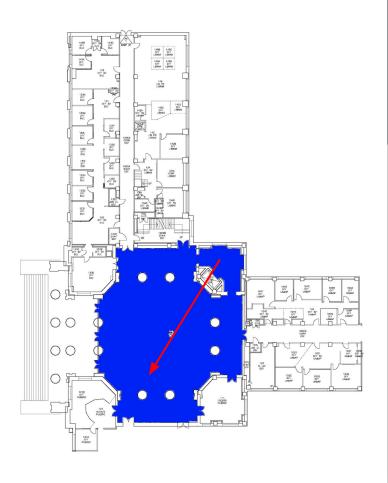




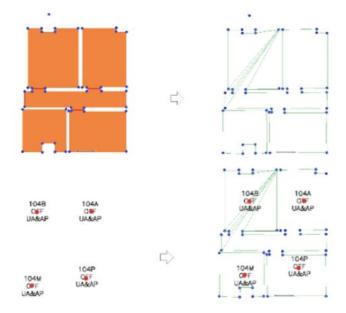
Room Filling

- 1. Examine squares around a point to determine if a point is in a room
- 2. Spread outward from starting point



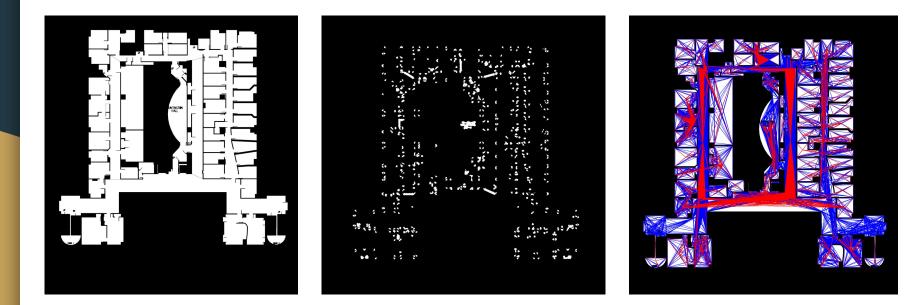


Creating the Graph

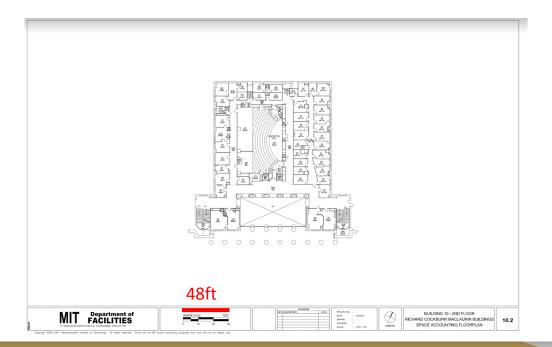


Use room corners and text as nodes, connecting nodes by line-of-sight

Getting Graph



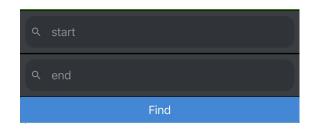
Scale



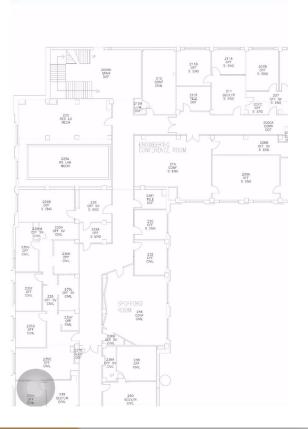


The App

Frontend

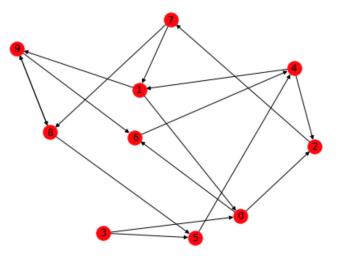


- Searchbars
- Button
- Background Image



How to Get to a Room?

- Graph
- A* algorithm



Firebase

- Database that stores the graph
- 2 models: nodes and edges

Nodes

Edges

name: "i"	end_id: "rjyErvv0bMeLmXT8jVso"
×: 100	end_name: "g"
y: 50	start_id: "wsahAwWBNRh7DyMdvh3Q"
z: 1	start_name: "a"

The link between UI and Firebase: getGraph

Function that returns the nodes and the connections from the graph

```
const getGraph = async () => {
  let [nodes, positions] = await getNodes();
  let edges = await getEdges();
  let connections = [];
  for (let i = 0; i < nodes.length; i++) {
    connections.push([]);
  }
  for (let edge of edges) {
    let start_id = edge["start_id"];
    let start_index = positions[start_id];
    let end_id = edge["end_id"];
    let end_index = positions[end_id];
    connections[start_index].push(end_index);
    connections[end_index].push(start_index);
  }
}</pre>
```

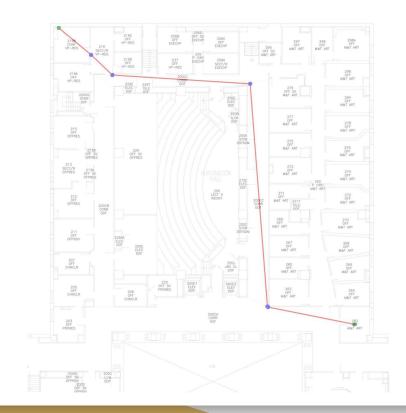
return [nodes, connections];

};

Displaying The Path

Safari 12:36 PM Sat Dec 4	🗢 🖲 85% 🔳
Find	

Showing path between '10_20' and '10_2283 OFF M&T ART '





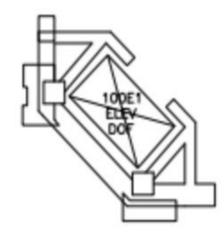
Demo!

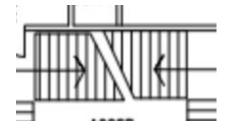




Successes :) and Failures :(

Identifying Elevators





- Elevators and stairs are necessary to move between different floors
- Elevators on floor plans are a bit more distinct

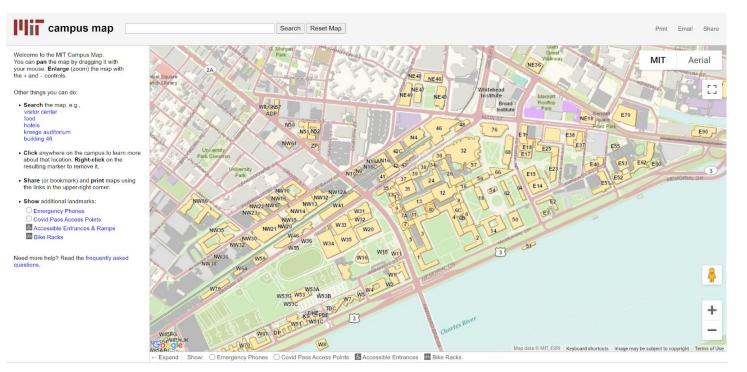
Unexpectedly difficult

100F

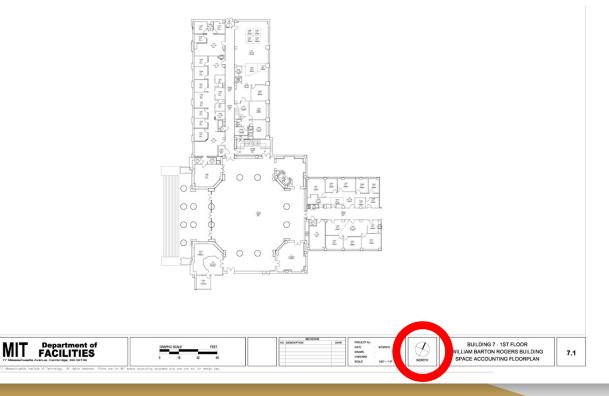
The "box" is not a rectangle by the way ... it's an octagon

- Inconsistent
- Always picked up weird stuff
- Made some progress by splitting up every path into smaller paths

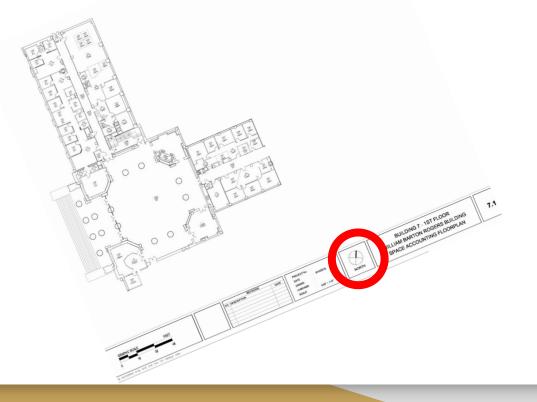
Connecting floor plans



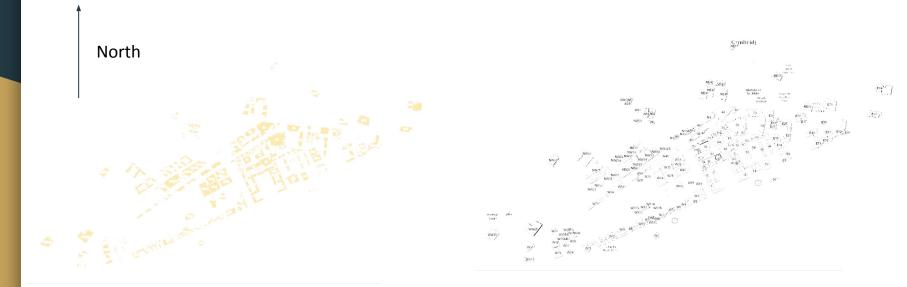
Matching North



Matching North



Masking



Matching North



What's next?

- Multiple floors
- Multiple buildings
- Campus domination