



高密度物聯網裝置 控制系統開發專案

康予騫

黃博崇

何建忠教授

林祐任

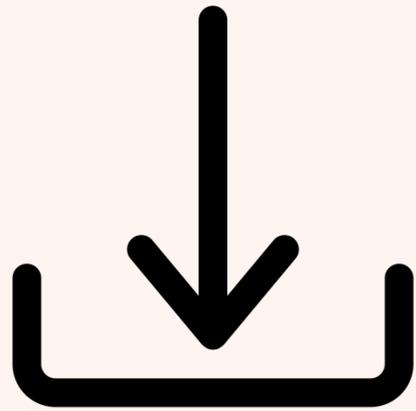
古皓宇



圖書館找書難？

- 複雜的編碼
- 缺乏清晰的指引

物聯網系統



下載APP



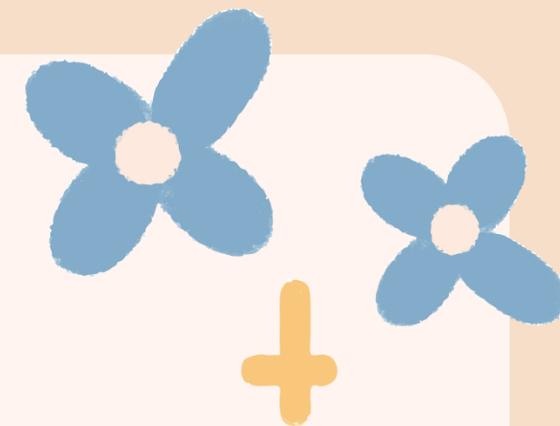
搜尋書籍



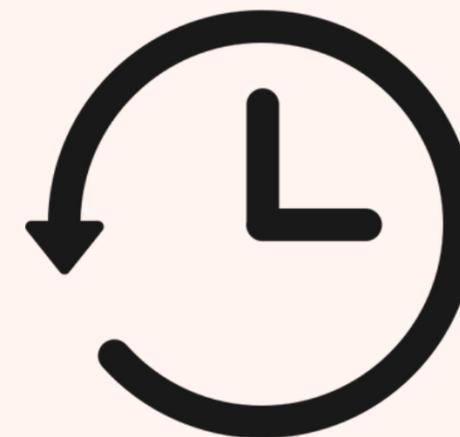
一鍵導航



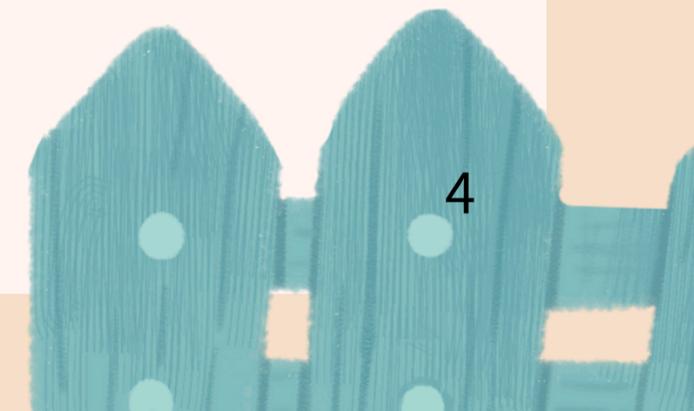
如何導航 - 室內定位



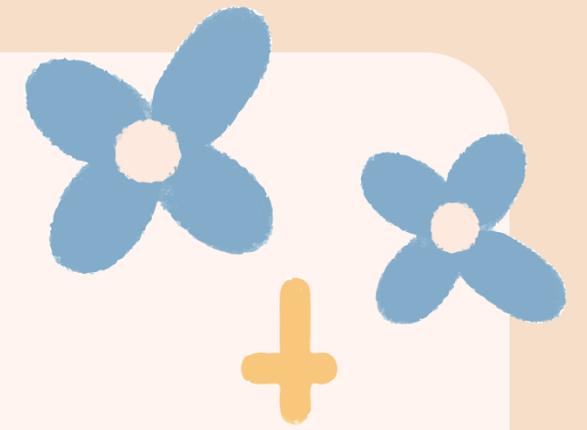
位置不精確



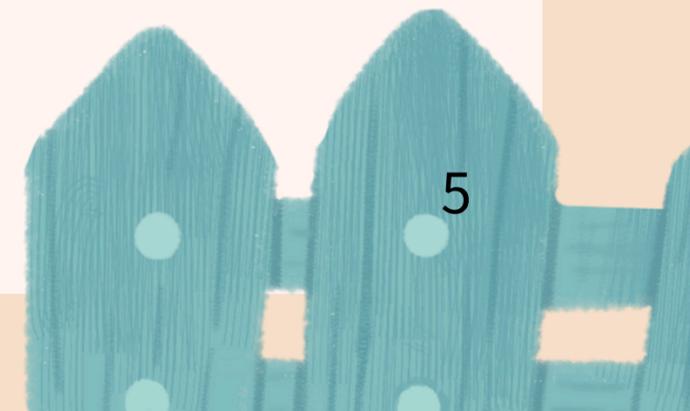
易延遲



導航配置

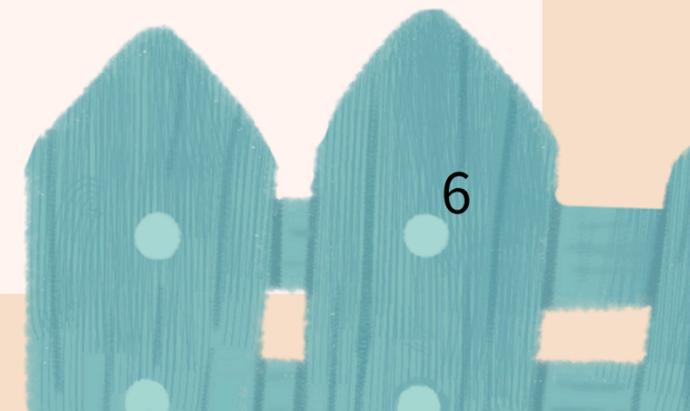
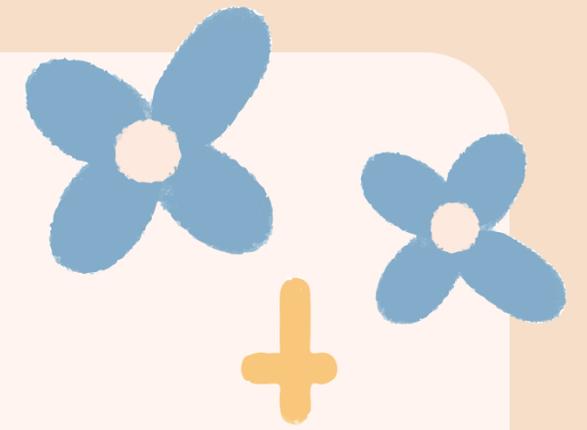


- 每個書櫃邊邊會有螢幕
- 螢幕顯示使用者應該走的方向



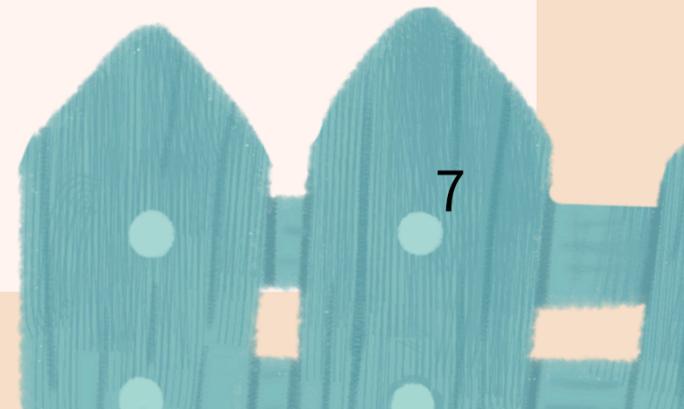
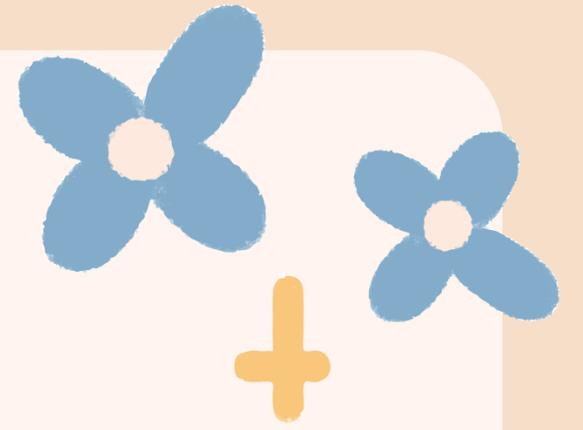
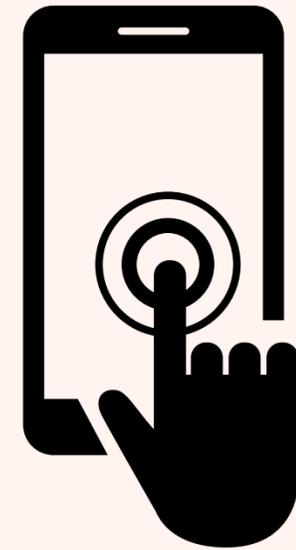
導航配置

- 每個書櫃會有燈泡
- 燈泡會亮指定燈色（待會細講）



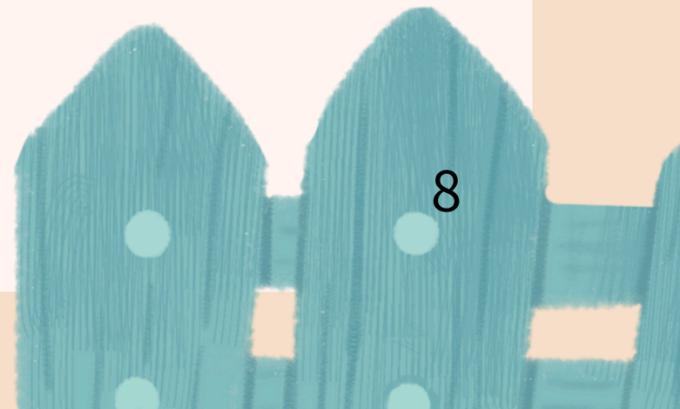
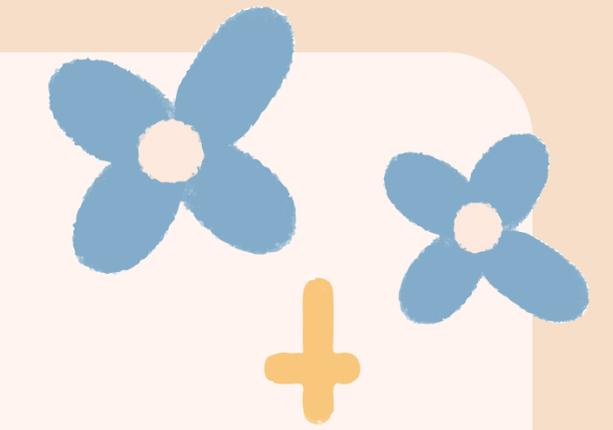
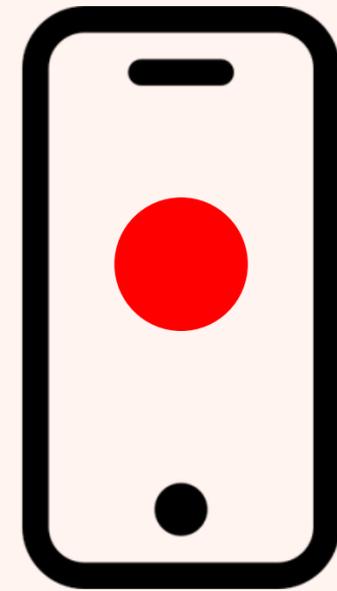
如何導航 - 我們的方案

- 在手機上搜尋書名
- 點選書籍開始導航



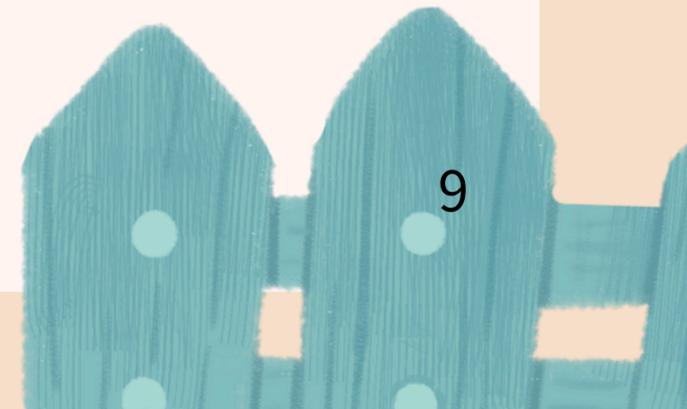
如何導航 - 我們的方案

- 手機會顯示指定的顏色
- 顏色跟等等的燈泡有關



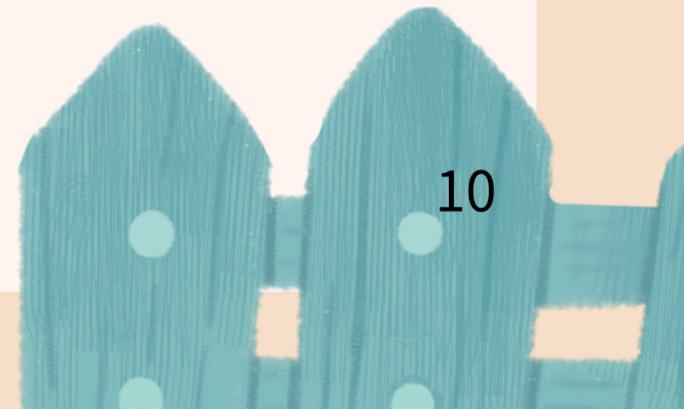
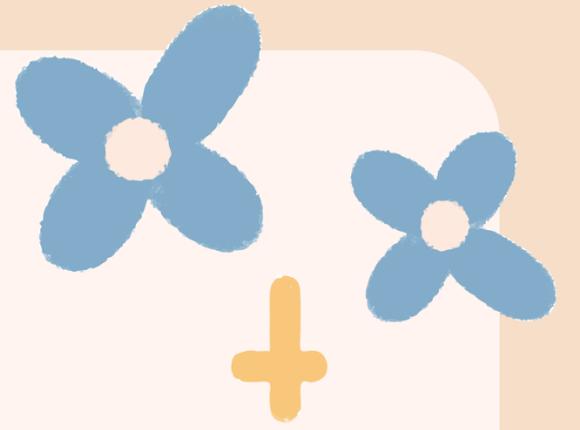
如何導航 - 我們的方案

- 書櫃上的螢幕此時顯示方向
和使用名稱
- 讓使用者知道要往哪邊走

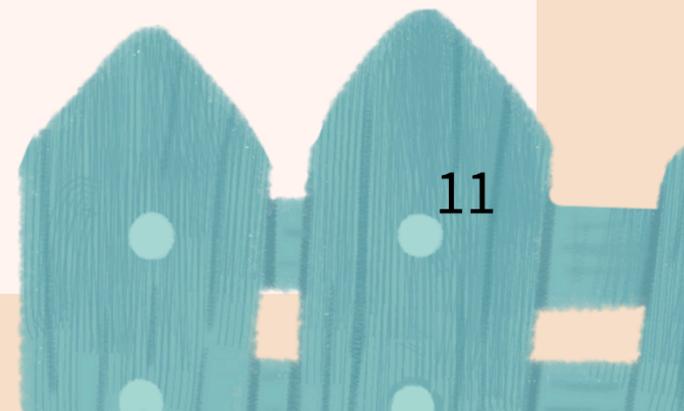
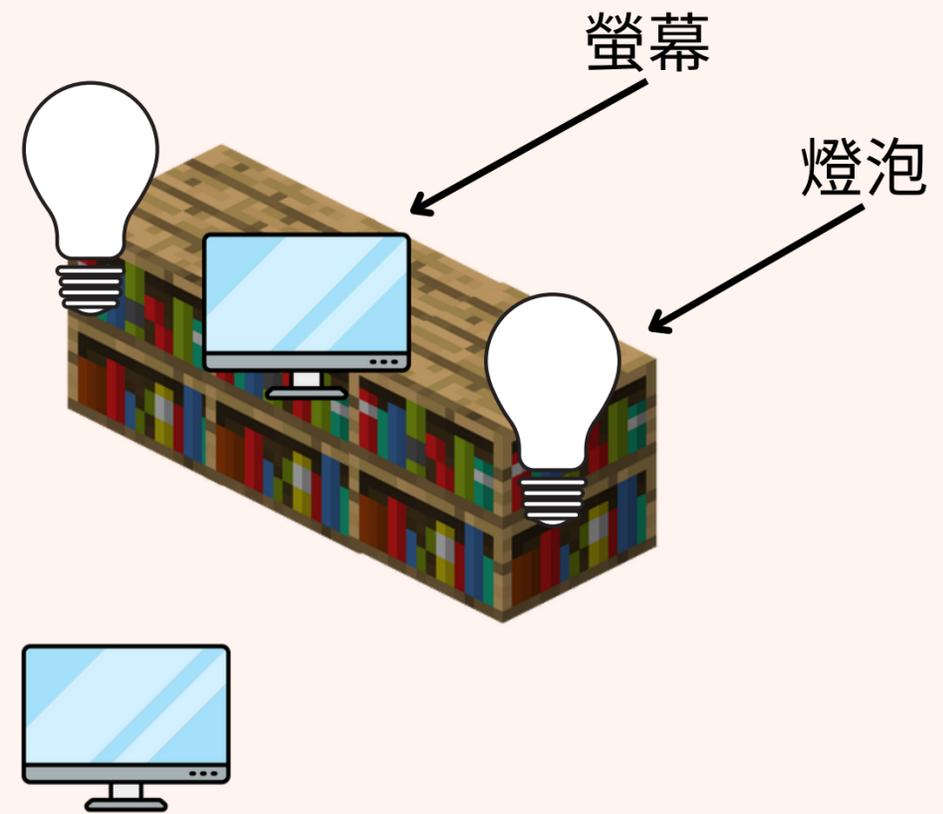
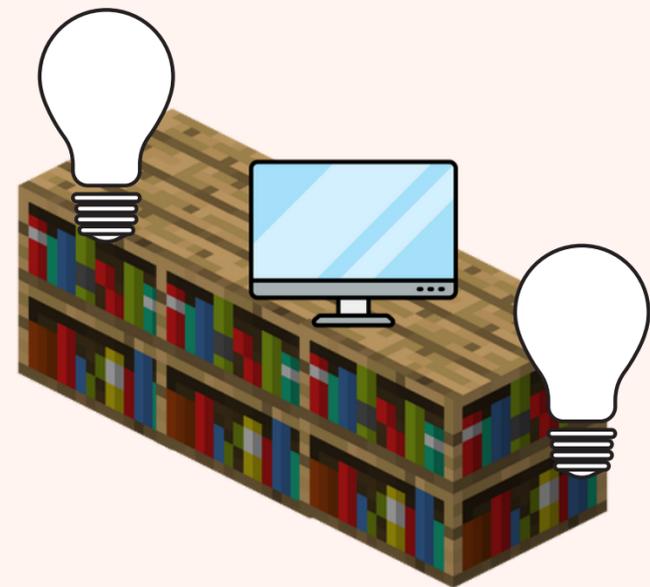
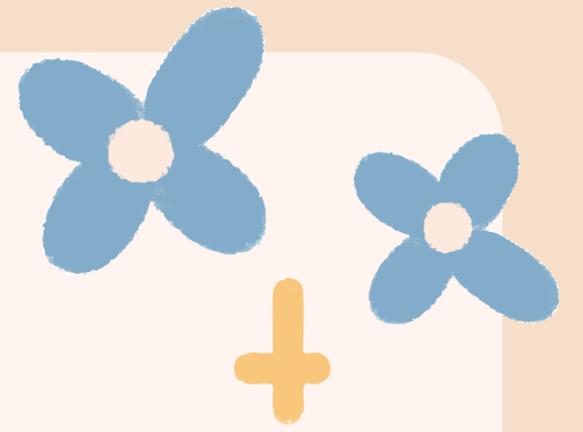


如何導航 - 我們的方案

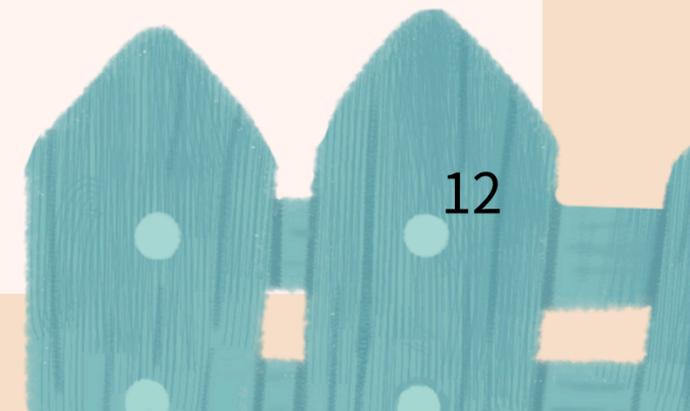
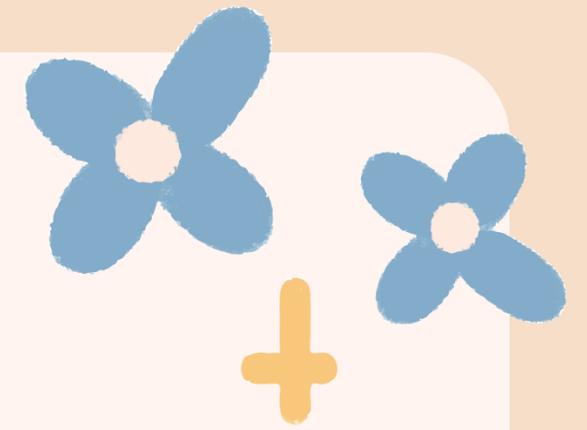
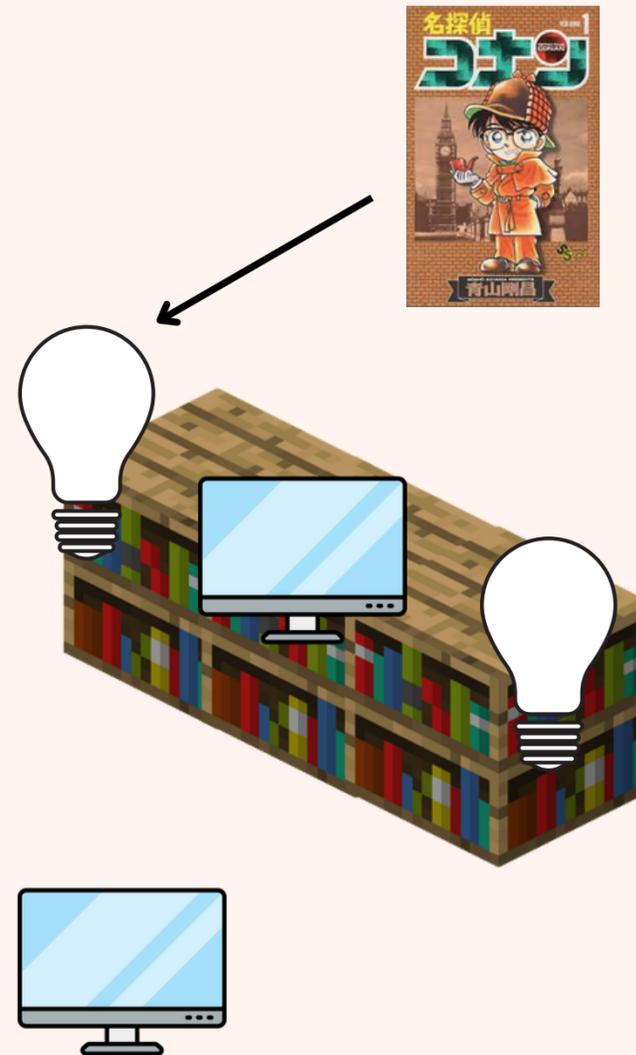
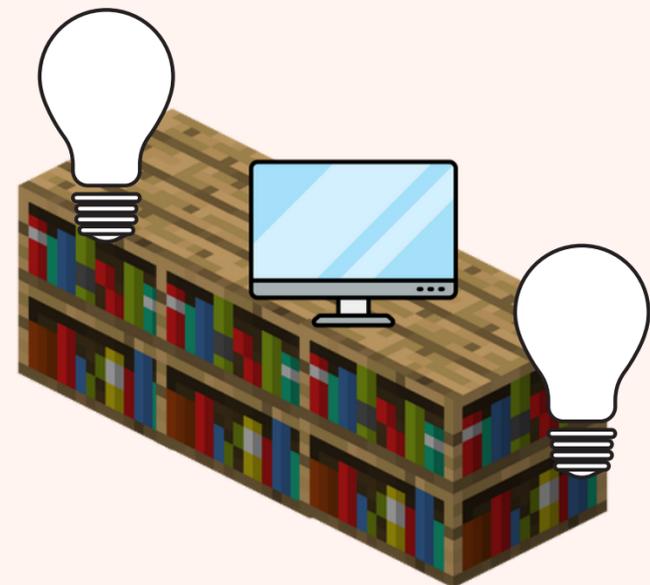
- 到達目標後會看到指定顏色的燈泡
- 代表書籍在這個燈泡的書櫃



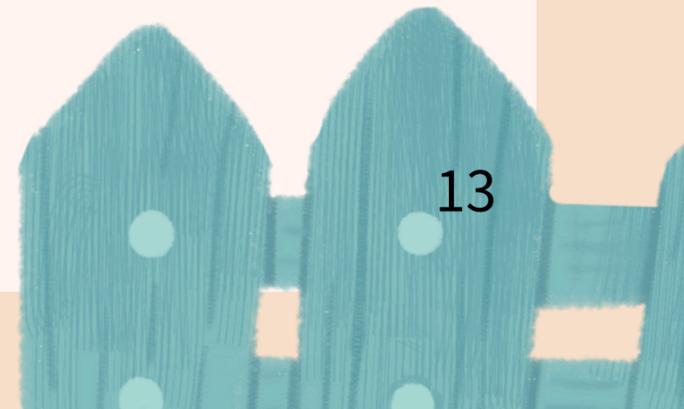
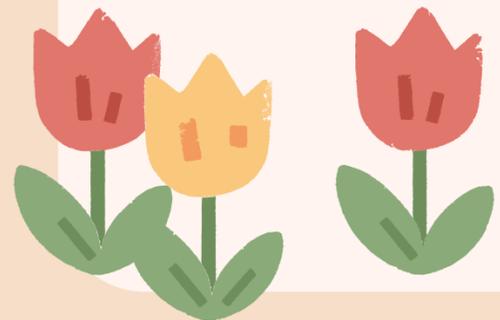
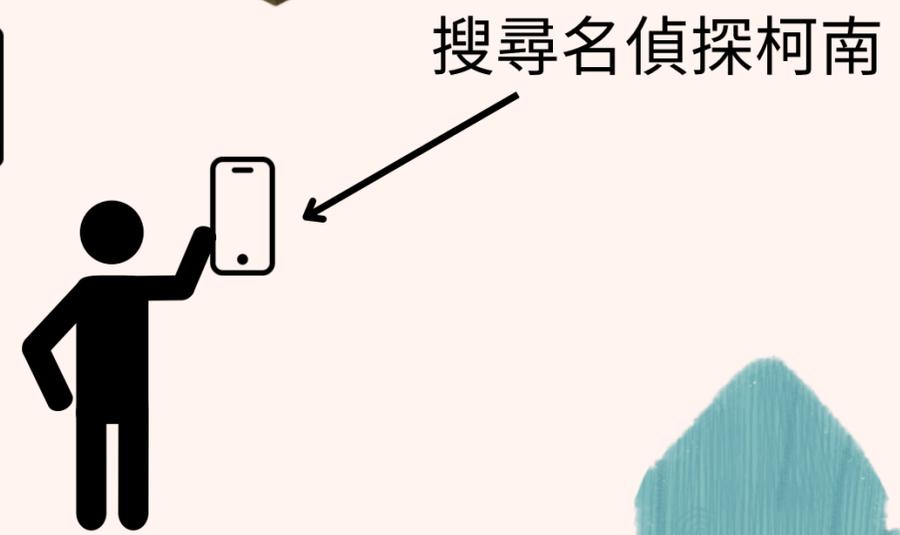
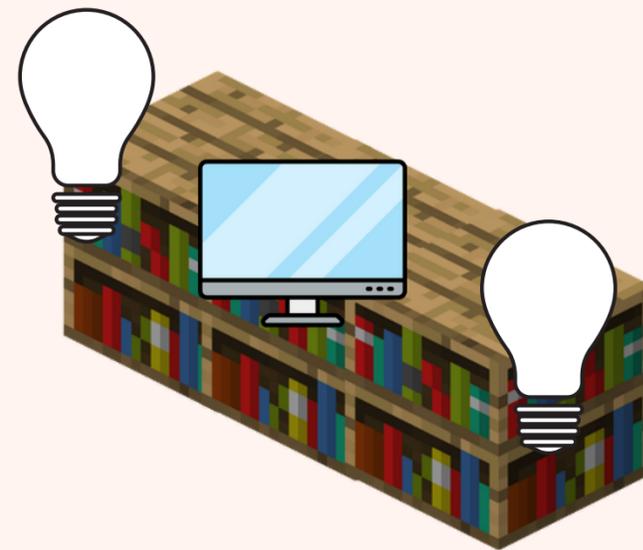
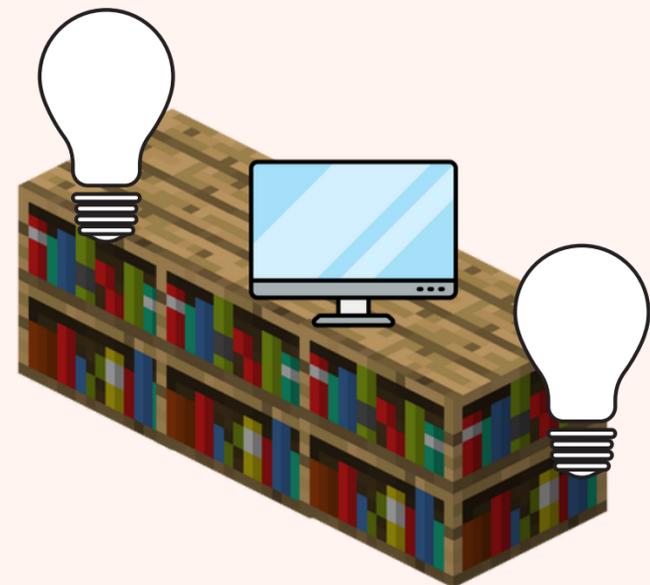
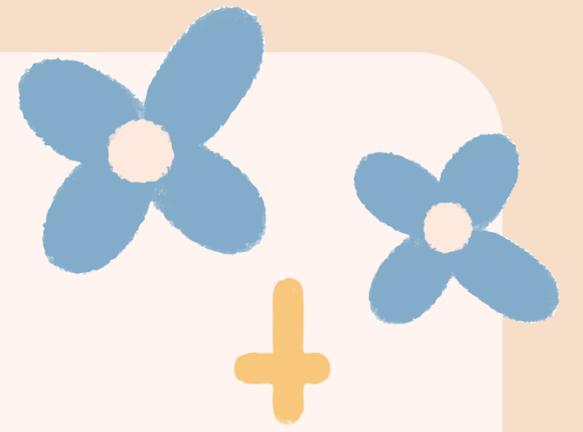
場地



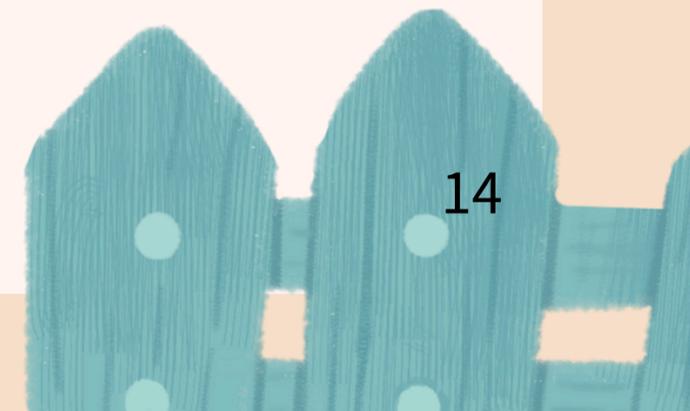
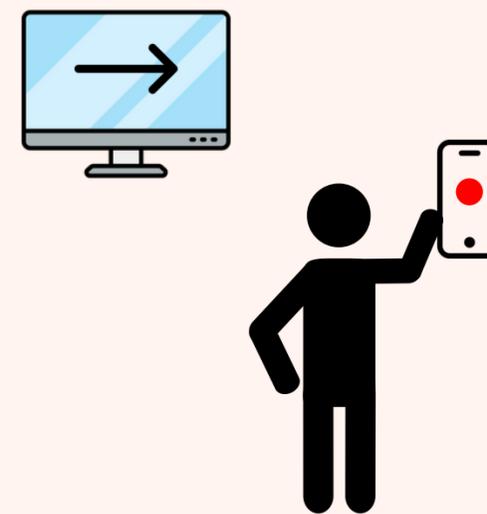
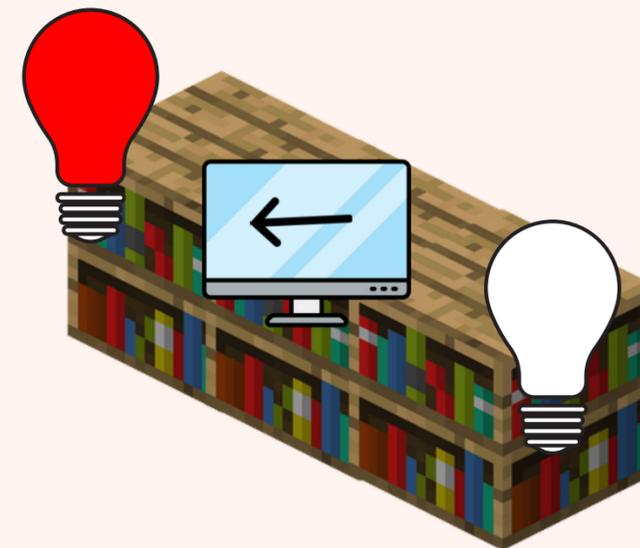
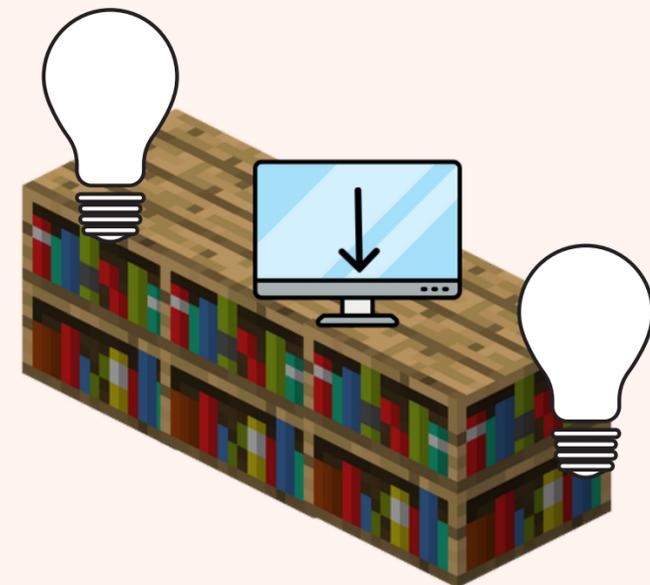
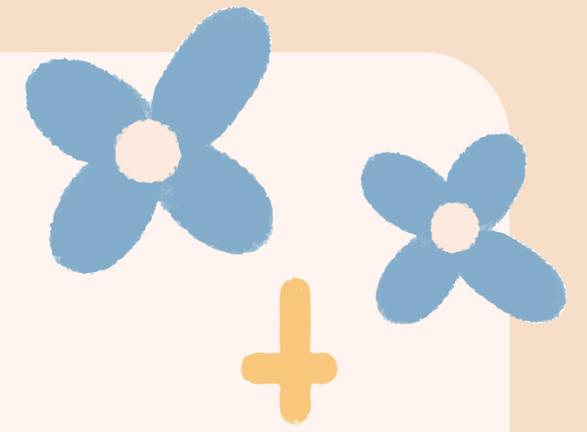
場地例子



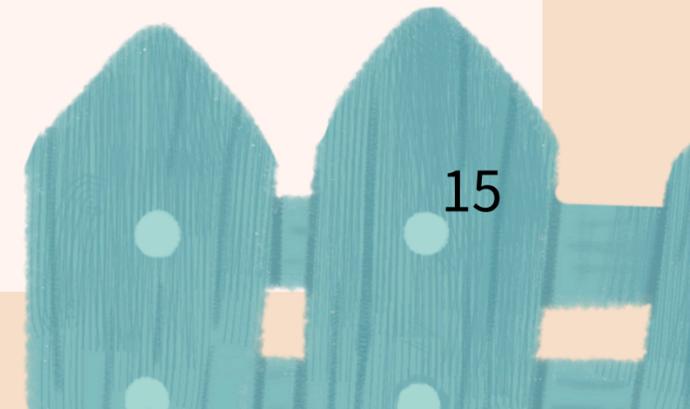
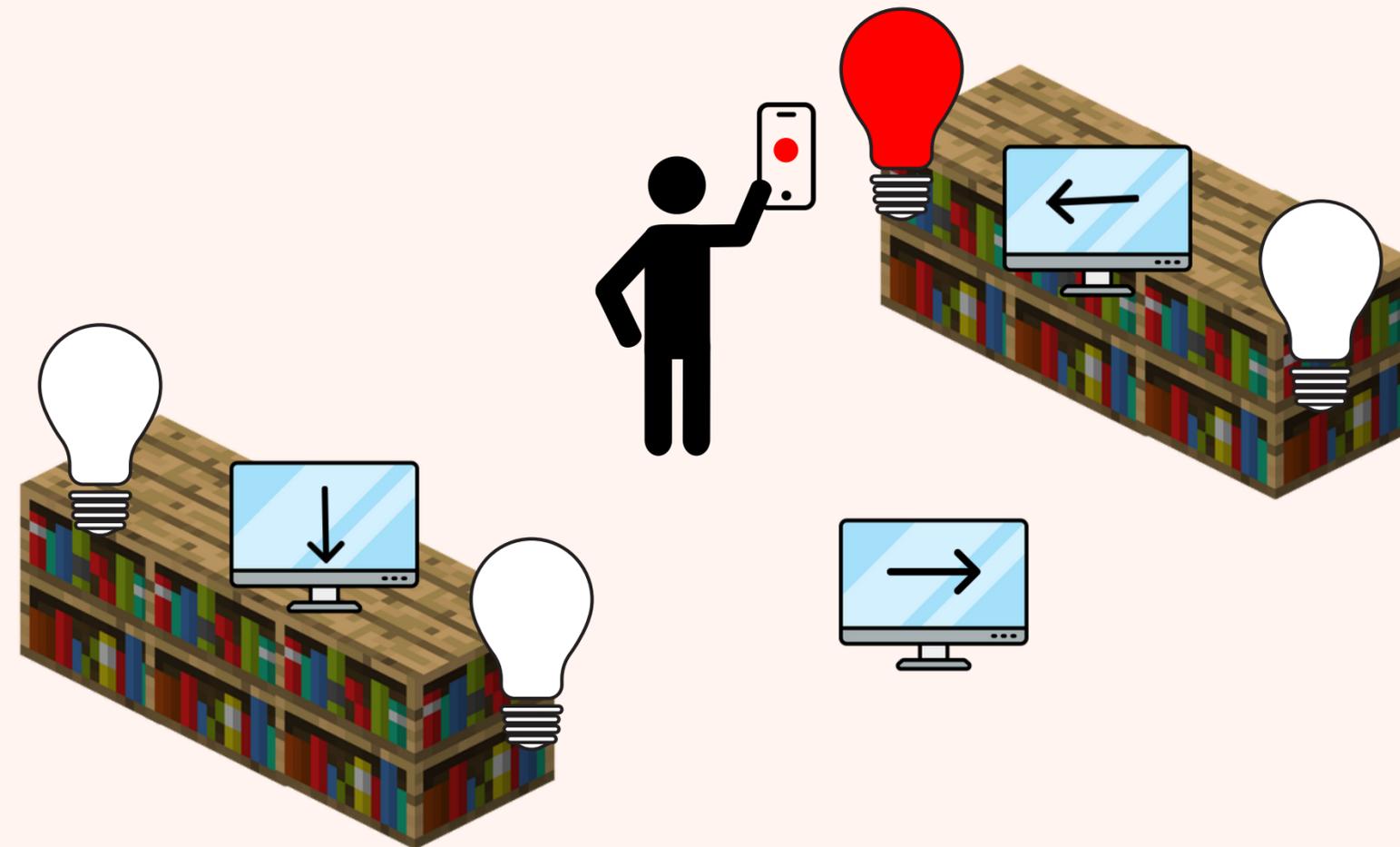
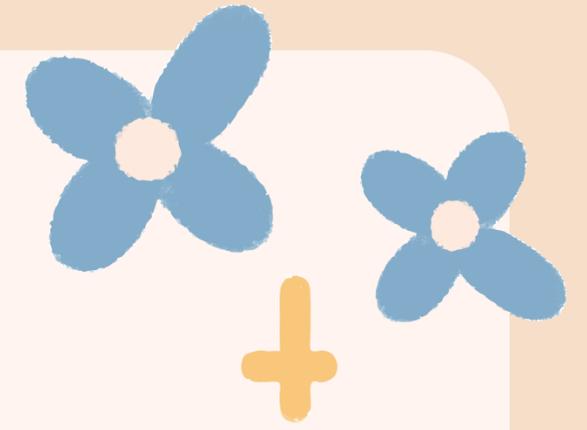
場地例子



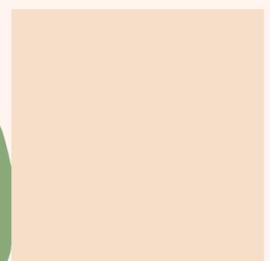
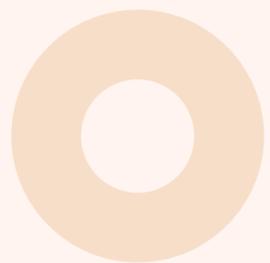
場地例子



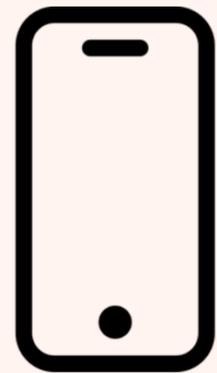
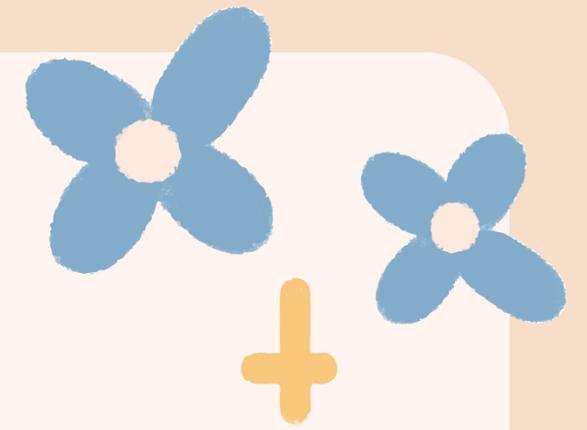
場地例子



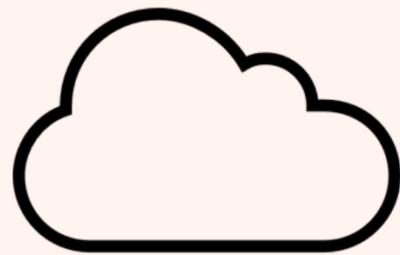
技術面



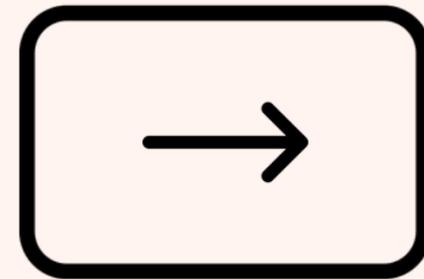
四大部分



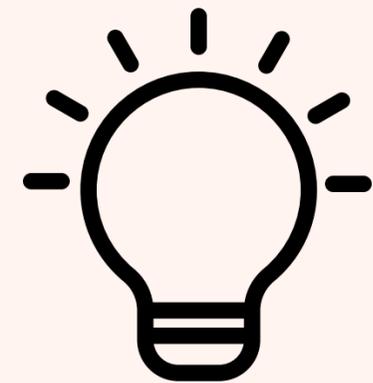
手機



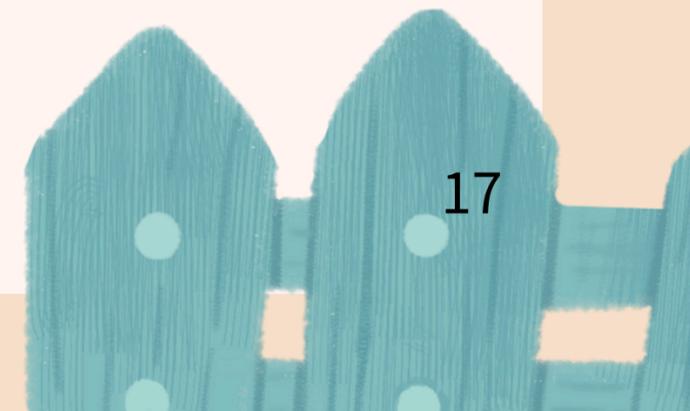
雲端



螢幕



燈泡



運作流程



使用者手機

利用關鍵字，搜尋你想看的書籍



雲端系統 (附儀表板)

導航邏輯中樞，將導航資訊給螢幕
同時也會將當前書籍、導航資訊同步到儀表板



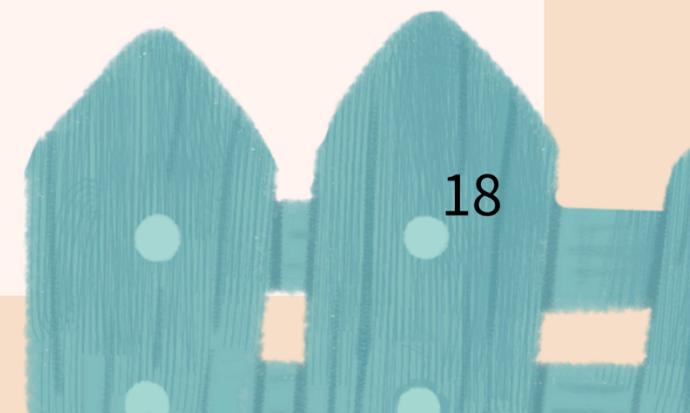
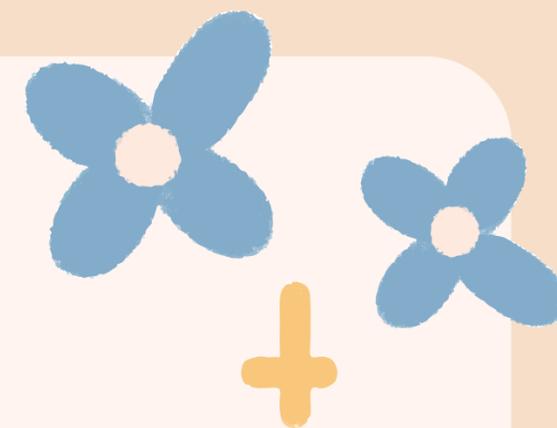
螢幕

收到雲端導航指令後，顯示方向，並將導航指令傳給燈泡



燈泡

利用燈色，讓用戶知道書籍的位置



手機

- 支援IOS與安卓
- 從雲端抓取最新的書籍訊息



螢幕

- 接收雲端的導航訊息
- 用藍牙再與燈泡將訊息傳遞
- 作為燈泡的管理中樞



燈泡

- 本身為藍牙裝置，省電
- 透過藍牙廣播得知要顯示的顏色



邏輯中樞 - 雲端

- 負責算出導航路徑
- 儲存使用者資訊
- 提供儀表板（下一頁細講）

雲端附屬 - 儀表板

- 即時監控設備狀態
- 知道哪些書已被取走



雲端附屬 - 儀表板



Books

名偵探柯南

nrf03

高中生偵探工藤新一被黑暗組織灌下神秘藥物導致自己縮小後，試圖調查該...

No users linked to this book

進擊的巨人

nrf03

故事建立在人類與巨人之間的衝突，人類居住在由高牆包圍的城市，對抗牆...

1 users reading this book



雲端附屬 - 儀表板



Devices

nrf03

Coordinates: (-1, 1)

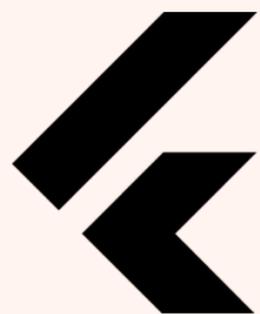
rasp1

offline

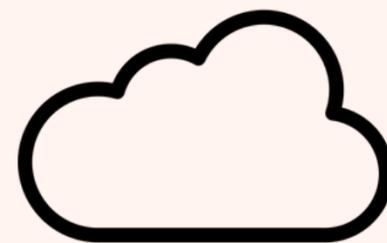
100%



專案技術



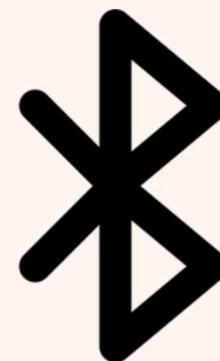
Flutter



REST API



MQTT



Bluetooth



導航實現



- 將每個螢幕視為一個「節點」
- 目標燈泡視為「終點」
- 將平行的螢幕連線，形成一張圖



導航實現

- Dijkstra 算法，算出最佳路徑
- 對於每一台螢幕，都顯示指定方向

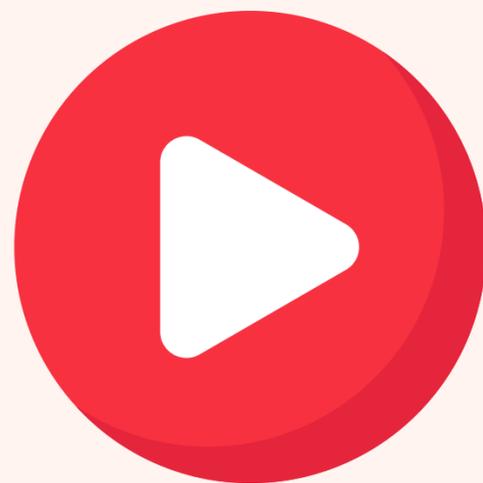


多使用者情境

- 對於螢幕，會定時切換各個使用者的方向
- 對於燈泡，會定時切換各個使用者的顏色



多使用者情境 - 燈泡



顏色選定

- 最容易辨認的六種顏色
- 不會產生顏色過於相近的問題

