

RAIS: Towards A Robotic Mapping and Assessment Tool for Indoor Accessibility Using Commodity Hardware



Xia Su



Daniel Campos Zamora



Jon E. Froehlich



PAUL G. ALLEN SCHOOL
OF COMPUTER SCIENCE & ENGINEERING

We introduce **RAIS (Robotic Accessibility Indoor Scanner)**, a robotic-based indoor mapping and accessibility assessment system. RAIS is constructed with off-the-shelf components including a vacuum robot, smartphone, and phone gimbal along with a modified version of our previous LiDAR-based accessibility scanner RASSAR. In a preliminary evaluation of three indoor spaces, we demonstrate RAIS's ability to autonomously scan spaces, produce detailed 3D reconstructions, and find and highlight accessibility issues.

Hardware & Software



LiDAR-equipped smartphone:

To scan and reconstruct 3D environments, we use a LiDAR-equipped smartphone (iPhone 13 Pro Max). The real-time reconstructed map also guides the robot path control.

Motorized phone gimbal:

To control the capture angles of the smartphone and ensure maximum coverage, the phone is mounted on a motorized gimbal (DJI Osmo Mobile 6) which is controlled to rotate left, right, up, and down during scan

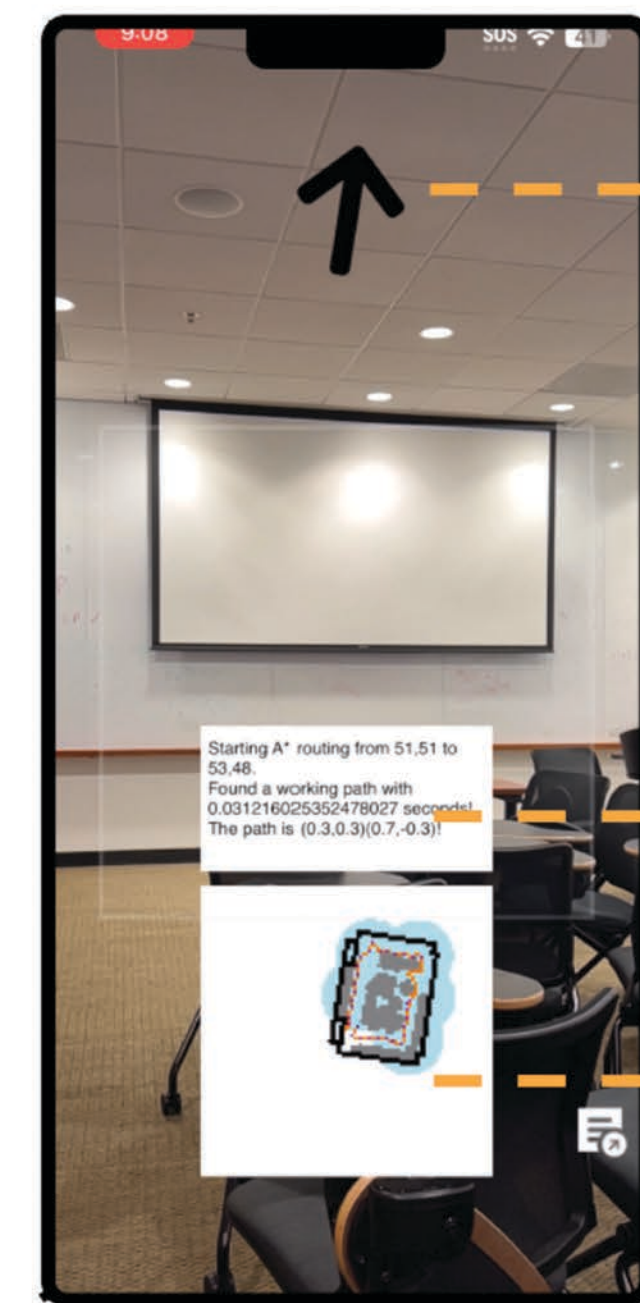
Tripod: We elevate the gimbal and phone with a tripod to improve capture of indoor objects.

Robot: To autonomously navigate and map indoor environments, we use a wheeled vacuum robot (iRobot Create 3).

Software and interface:

The 3D reconstruction and real-time accessibility barrier scanning is conducted by our previously published system RASSAR, a custom iPhone application that identifies, localizes, and visualizes indoor accessibility and safety issues.

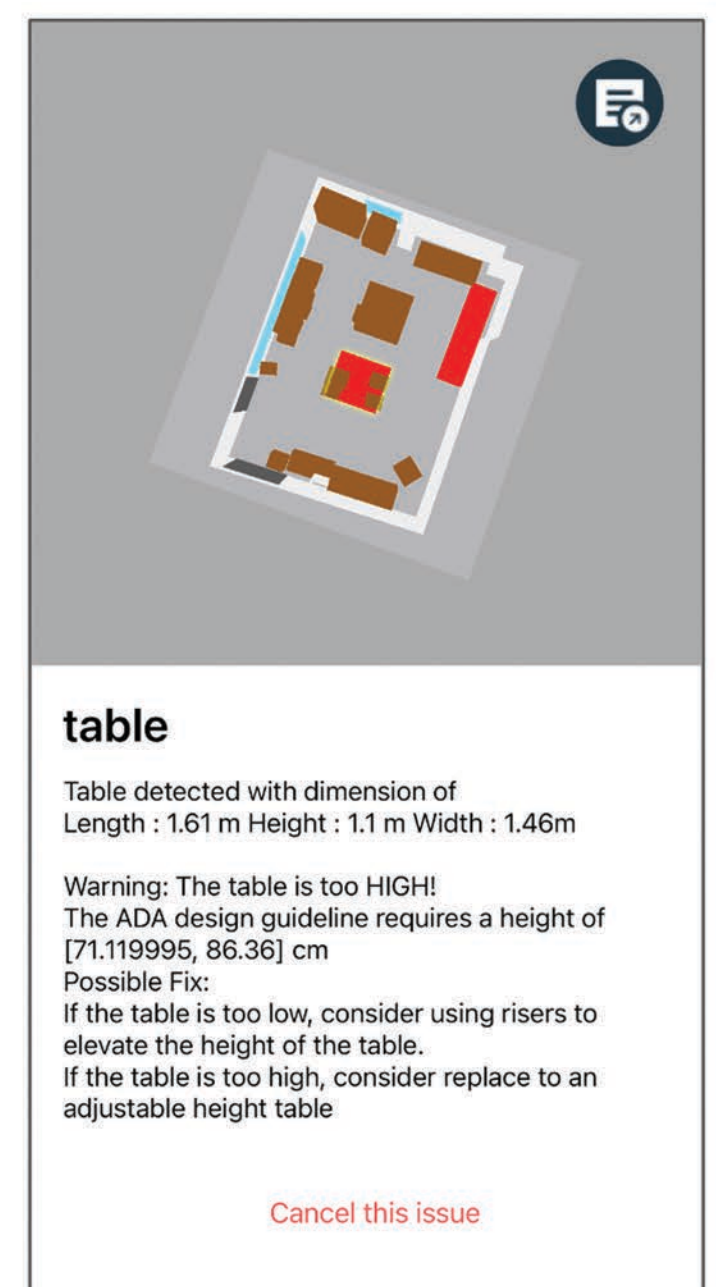
The scan result is shown as a 3D the layout of the room, including walls, doors, as well as the indoor objects (e.g., tables, chairs) .



Move
direction

Scan
log

A* map

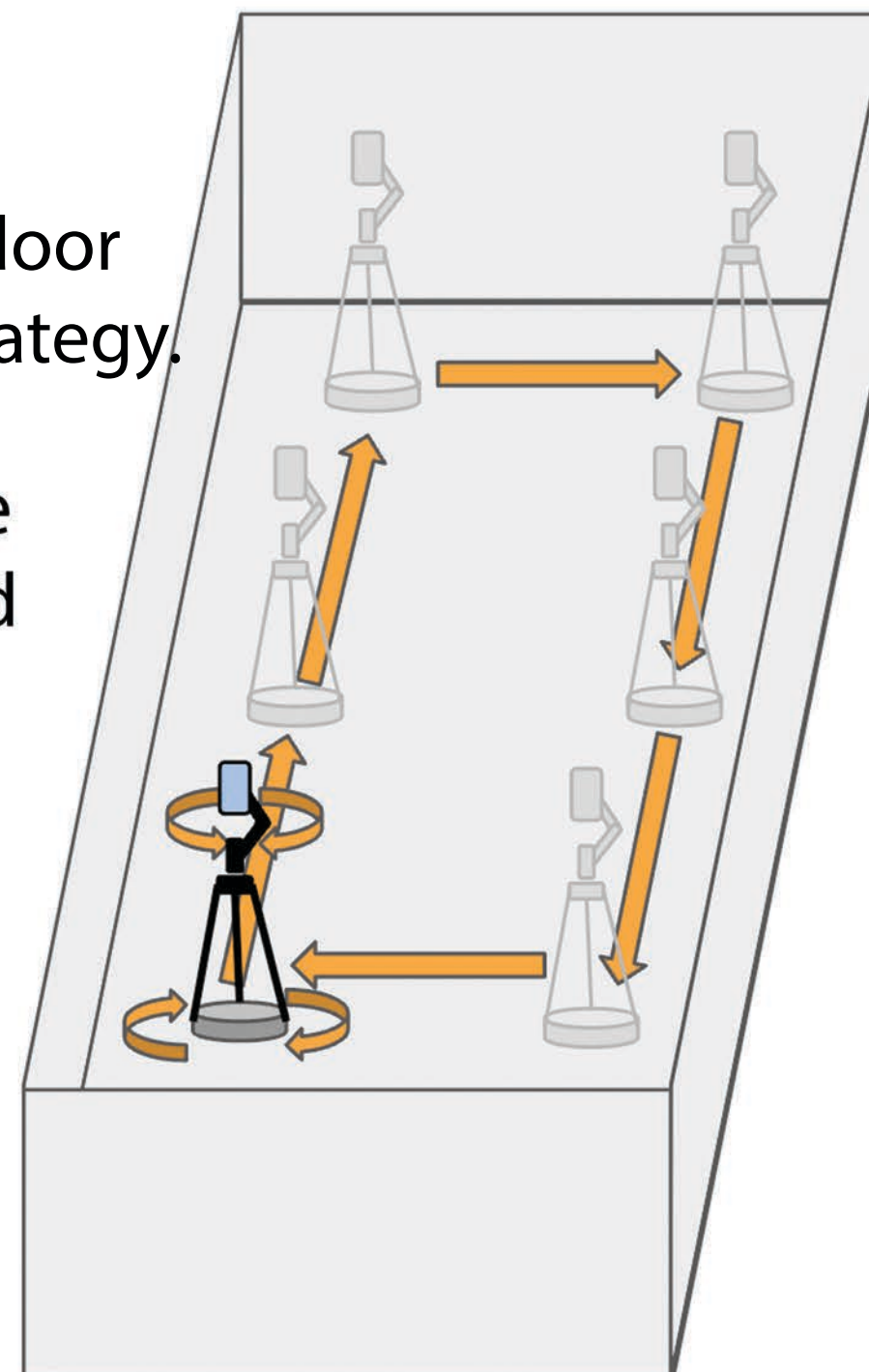


Scanning Process

To enable RAIS to explore and scan unknown indoor spaces, we implemented SLAM and a routing strategy.

SLAM: We use *ARKit* and *Roomplan API* to create real-time 3D reconstruction of indoor spaces and locate the 3D coordinates of the robot.

Routing: we implemented two methods: (1) a wall-following strategy to guide the robot exploring unknown spaces, (2) and an A* pathfinding algorithm that use the real-time output of RoomPlan API to route the robot and avoid obstacles.



Algorithm 1 RAIS Wall Following Strategy

```
1: while not back at initial position do
2:   if further than 2.5m from already scanned positions then
3:     Rotate robot and gimbal to perform scan at current position
4:   end if
5:   if not following any wall then
6:     Find nearest wall and start following it
7:   end if
8:   Move along the following wall
9:   if new wall detected within 1.2m then
10:    Follow the new wall
11:   else if left-side wall ends then
12:    Turn left, move forward until a new wall to follow is found.
    Follow this new wall.
13:   end if
14: end while
15: end algorithm
```

Evaluation

We tested RAIS in three indoor spaces: a makerspace, a classroom, and an office. For each space, we deployed RAIS for an automatic scan. The RAIS robot then maneuvered within the space, generated a 3D reconstruction and 2D map, and conducted an accessibility evaluation.

Space	Space Size (Sqm)	Scan Time (Min)	Time Per Sqm (Sec/Sqm)	Issues in Space	Issues Detected
S1: Makerspace	40	10	15	i2, i2, i2, i3	i2, i2
S2: Office	32	6.5	9.75	i2, i2, i4	i2, i2, i4
S3: Classroom	48	9	11.25	i4	i4

S1



S2



S3

