



5G-Enabled AR Streaming System for Mobile Assistance in Technical Building Equipment (TBE)

- System Overview and Preliminary Evaluation

Baris Özcan, Jan Grottke, Zhenyu Liu, Christoph Blut, Ralf Becker, Jörg Blankenbach RWTH Aachen University, Germany Geodetic Institute and Chair for Computing in Civil Engineering & GIS FIG Working Week 2025 April 06 - 10, 2025, Brisbane, Australia



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Motivation and Background

- Challenges in Technical Building Equipment (TBE):
 - Increasing complexity in installation, maintenance, and inspection
 - Conventional GNSS-based localization fails indoors
 - Technicians need real-time navigation & component-specific data
- Solution:
 - 5G + AR + Sensor Fusion
 - \rightarrow Enables precise positioning & real-time overlays of digital content



Source: gia, E3D, Viega











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Project Overview: National 5G Energy Hub (N5GEH) – Location Intelligence in Buildings with 5G for Augmented Reality (LocI4AR)

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• Objective:

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Development of a 5G-enabled mobile AR assistance system for technicians

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- Real-time positioning & BIM-based visualization in situ
- Integration of IoT-based real time sensor data
- Key Technologies:

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- 5G for real-time streaming & offloading
- Indoor positioning (IMU, WLAN, BLE, 5G Fingerprinting)

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- Augmented Reality for component visualization & guidance
- Application Scenarios:

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Facility maintenance, industrial inspections, energy systems





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System Architecture – Core Components

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Coarse Indoor Positioning

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- Initial coarse location estimation without GNSS
- Sensor fusion: IMU, WLAN, BLE, 5G Fingerprinting
- Fine-grained Localization & Pose Tracking
 - Natural Feature Tracking (NFT)-based feature tracking
 - YOLOv5 door detection

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- Camera alignment with **BIM models**
- 5G-Based AR Streaming
 - Cloud offloading of compute-heavy tasks and large data

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Low-latency real-time visualization

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System Components – Coarse Indoor Positioning

- Objective:
 - Provide an initial room-level localization (GNSS indoors not available)
- Technology:
 - IMU (Acceleration, Gyroscope, Magnetometer)
 - WLAN, BLE, 5G Fingerprinting (to be integrated)
- Methods:
 - Use sensor fusion to improve robustness
 - Grid-based particle filter for probability-based localization
- Outcome:
 - Reliable indoor positioning independent of GNSS



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• Objective:

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- Improve positioning accuracy after coarse localization
- Enable precise AR overlay alignment with real-world structures
- Methods:
 - **NFT** for detecting building features
 - YOLOv5 for door detection as reference points
 - **Perspective-n-Point (PnP) algorithm** for fine pose estimation
- Outcome:
 - Accurate device orientation & spatial alignment of AR content





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Collaboration, Innovation and Resilience:

Championing a Digital Generation

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System Components – 5G-Based AR Streaming

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• Objective:

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- Outsourcing of computationally intensive tasks and large amounts of data to a server
- Ensure low-latency real-time visualization
- Technology:
 - 5G for fast data transmission (to be integrated)
 - Cloud-based processing for large BIM models
 - Streaming of AR content to mobile devices
 - Unreal Engine with Pixel Streaming

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Outcome:

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Real-time AR overlays with minimal latency

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Experimental Evaluation – Key Results

- Coarse Indoor Positioning:
 - Median error: 1.05 m, RMSE: 1.51 m, 95th percentile error: ≤ 3.26 m
 - Sensor fusion achieves reliable sub-2m localization accuracy
- Fine Localization & Pose Tracking:
 - Translation error: Few centimeters
 - Rotation error: Below 5°
 - Ensures precise spatial alignment for AR overlays
- 5G-Based AR Streaming:
 - Evaluation based on WLAN network
 - Smooth rendering, minimal delay (on iPhone 13)

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- 30 FPS (Server-side Overlay), 20-21 FPS (Client-side Overlay)



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Conclusion and Future Work

- Key Takeaways:
 - 5G + AR + Sensor Fusion enables real-time location-aware assistance
 - Low-latency cloud-based AR streaming supports real-time visualization
- Future Work:
 - Full-scale 5G network integration
 - Integration of real-time IoT sensor data for advanced monitoring
 - Performance evaluation under real-world conditions



















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The most relevant SDGs related to the presentation and theme of this session

