LedGO can be used to provide high precision localization in indoor environments based on Visible Light Communications (VLC). It is based on Optical Camera Communication (OCC) to make use of LED landmarks and a CMOS camera (e.g. a common smartphone camera) and operates well even when the receiver is not directly under light sources. Besides, it does not require additional hardware and provides orientation in yaw, roll and pitch. This technology has a wide range of applications in retail, industry and entertainment domains.

**Main features**

- **3D positioning**: Unlike other indoor positioning methods such as RF based ones, LedGO provides the position in the X, Y and Z coordinates. This enables using this technology in height sensitive use cases.

- **Orientation**: Using VLC to localize the device allows to obtain information of the receiver orientation. Not only can you know where the user is located, but also where its device is pointing to.

- **Update rate**: Our positioning algorithm requires a single image in order to locate the device’s position. This means that it can run as fast as the shutter speed of the smartphone camera. This is crucial for applying this technology to virtual reality.

- **Scalability**: Unlike Bluetooth, WiFi or RFID, LedGO requires only unidirectional communication from the LED to the receiver, allowing unlimited number of devices to receive the required positioning codes simultaneously.

**Technical info**

- Only 4 lights are required to triangulate a 3D position and 2 lights for a 2D position.
- Real time positioning depending on smartphone camera shutter speed (e.g., a shutter speed of 30fps can obtain a position every 33.33ms).
- High positioning precision of 5cm in 3D mode and 3cm in 2D mode.
- Working temperature range between -20°C and 85°C.
- LedGo SW toolkit supports iPhone and Android [API level 21+]
- Required distance between transmitter and receiver depends on the LED type, distance between LEDs and the camera lens aperture to be able to detect 4 (3D) or 2 lights (2D) simultaneously.

**System description**

The system is composed by the following elements:

- **LED**: Light source used to transmit positioning codes using VLC.
- **Controller**: Component that switches the LED ON and OFF according to the set codes. It also includes a Bluetooth Low Energy (BLE) module that allows remote configuration of the driver.
- **Smartphone with CMOS camera sensor**: to capture the codes transmitted.
- **Smartphone SW**: SDK and application that uses an online algorithm to calculate the position based on the codes received.
- **Server SW**: Application that allows the configuration of actions associated to the obtained position.
Key Benefits

**Wide adoption:** LED lighting is gaining popularity and will become industry standard everywhere, due to its efficiency and reliability, opening the door to almost any application field.

**Reduced costs:** The cost reduction of LED lights over the past years and the inexpensive drivers used by LedGO make it an affordable solution to enable VLC in any indoor environment.

**Easy configuration:** LedGO drivers support Bluetooth for easy remote configuration and management of each of the lights independently, which are seen as Bluetooth beacons.

**Smartphone ready:** Cameras present in regular smartphones can be used to decode moderate data rates, sufficient to deliver context and position information.

Applications & use cases

**Retail:** Using accurate user location information can be extremely useful for retailers, that can create movement heatmaps to extrapolate users’ behaviour and optimize product offerings and target advertising.

**Industry:** Autonomous guided vehicles are increasingly being used in industrial warehouses. LedGO can help to create accurate and configurable paths thanks to the knowledge of real-time location, which can also be used to perform dynamic route corrections if needed.

**Entertainment:** Location-based enhanced information can help indoor entertainment services (e.g., museums, VR gaming) to provide a better immersive experience, giving the user a higher degree of interaction with the consumed service.