

BlindAssist: Machine Learning Enhanced Object Recognition, GPS tracking, and Speech Feedback

Final Year Project Proposal

(BSC)

By

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Abstract

The 'BlindAssist' project aims to empower individuals with visual impairments through a comprehensive solution. Integrating machine learning for precise object recognition, accurate GPS tracking, instant GSM alerts, and clear speech feedback, BlindAssist is designed to provide real-time assistance. Picture effortlessly navigating your surroundings, recognizing objects with ease, and instantly receiving clear and helpful information to enhance your understanding of the environment.

Introduction

In the dynamic field of assistive technology, individuals with visual impairments confront challenges that underscore the pressing need for innovative solutions, emphasizing independence and safety. Navigating through the physical environment poses a considerable hurdle for the blind, necessitating advancements beyond the constraints of traditional aids. Addressing this formidable challenge, the envisioned project, 'BlindAssist,' seeks to integrate cutting-edge technologies.

BlindAssist harnesses the power of machine learning for precise object detection and recognition, offering users real-time verbal descriptions of their surroundings. The integration of GPS and GSM technologies ensures not only accurate location tracking but also amplifies the safety net for users. This project takes on the refined challenge of crafting a comprehensive assistive device that seamlessly blends object recognition, location tracking, and environmental sensing, thereby enhancing safety and awareness. The incorporation of speech output and haptic feedback further sets BlindAssist apart, positioning it as a unified solution to empower the visually impaired in their daily lives."

Problem statement

The visually impaired face formidable challenges in navigating their surroundings independently, often relying on rudimentary tools that offer limited assistance. Traditional aids lack the sophistication needed to provide real-time and comprehensive environmental information, leaving users vulnerable to obstacles and environmental hazards. The significance of this problem is underscored by the fact that over 284 million people worldwide live with visual impairments with over 39 million people being totally blind (World Health Organization, 2023), and the limitations in existing solutions hinder their ability to lead fully autonomous lives.

BlindAssist aims to bridge this gap by tackling the diverse challenge of enhancing navigation and safety for the visually impaired. The lack of a seamlessly integrated device combining object recognition, location tracking, and speech feedback underscores the need for an advanced solution. The significance lies not only in addressing the immediate challenges faced by the visually impaired but also in fostering independence, improving overall quality of life, and promoting inclusivity.

Potential customers for BlindAssist include:

1. Individuals with Visual Impairments:

- *Market Size:* Over 284 million people globally, including over 39 million who are totally blind.

2. Caregivers and Family Members:

- *Market Size:* The extended network of those with visual impairments.

3. Rehabilitation Centers and Support Organizations:

- *Market Size:* Varies by region but significant given the prevalence of visual impairments.

4. Healthcare Institutions:

- *Market Size:* Potentially large, as healthcare professionals may recommend assistive devices to enhance patient well-being.

The research conducted in developing BlindAssist is not only aimed at creating a market-ready product but also contributing to the broader academic and technological landscape of assistive technologies for individuals with visual impairments. The insights gained from this research can be utilized in academia, influencing future studies and innovations in the field of accessibility and human-computer interaction.

Literature review

Past research has explored individual components such as object recognition [1], GPS tracking [2], and speech output [3] for assisting the visually impaired. However, there is a dearth of studies focusing on the amalgamation of these features along with GSM alerts [2] and vibration feedback. The literature review aims to highlight the gaps in existing solutions and underscore the importance of an integrated approach.

1. Object Detection and Recognition:

- *Existing Solutions:* Various smartphone applications employ image recognition algorithms for object detection.
- *Disadvantages:* Limited real-time feedback, dependency on an external device, and potential inaccuracies in crowded or dynamic environments.

2. GPS-based Navigation Systems:

- *Existing Solutions:* GPS-enabled devices for the visually impaired provide location information and navigation.
- *Disadvantages:* Limited granularity in providing detailed environmental information, reliance on satellite signals, and challenges in urban canyons or indoor spaces.

3. Speech Output Systems:

- *Existing Solutions:* Screen readers and voice-based navigation apps offer auditory information.
- *Disadvantages:* Lack of integration with other sensory feedback, potential information overload, and dependency on the auditory channel.

4. Haptic Feedback Devices:

- *Existing Solutions:* Wearable devices with haptic feedback for navigation cues.
- *Disadvantages:* Limited scope, often focusing on specific directional cues, and may not cover a broad range of environmental information.

While these existing solutions contribute to improving aspects of navigation for the visually impaired, BlindAssist aims to overcome their limitations by integrating machine learning-enhanced object recognition [4], GPS tracking [5], GSM communication [2], speech output [3], and haptic feedback. The comprehensive nature of BlindAssist distinguishes it from current market offerings, providing a holistic solution to empower users in diverse and dynamic environments. The synthesis of these technologies in BlindAssist represents a cutting-edge approach to address the multifaceted challenges faced by the visually impaired community.

Project scope

Overview:

BlindAssist, an assistive technology project, aims to enhance the navigation and safety of individuals with visual impairments. By integrating machine learning-based object recognition, GPS tracking, GSM communication, speech output, and haptic feedback into a single device, BlindAssist offers a comprehensive solution for real-time environmental awareness.

Goal:

The primary goal of BlindAssist is to provide a holistic and real-time environmental awareness solution for visually impaired individuals, enabling confident, independent, and safe navigation through diverse settings.

Value Proposition:

- **Comprehensive Integration:** Integrating machine learning, GPS tracking, GSM communication, speech output, and haptic feedback, BlindAssist addresses varied navigational challenges comprehensively.
- **Real-time Feedback:** Utilizing machine learning ensures accurate and instant object recognition, providing users with timely information.

- **Enhanced Safety Features:** Including GPS tracking and GSM communication for additional safety measures.
- **User-Friendly Design:** Featuring an intuitive interface with auditory and tactile feedback for enhanced usability.

Final Project Output:

A compact device incorporating cameras, GPS/GSM modules and intelligent algorithms. The software includes machine learning for object recognition, navigation algorithms, and a user-friendly interface, aiming to be a practical and inclusive tool for individuals with visual impairments.

Project development methodology

The project will follow an iterative and agile development methodology. The development process will involve phases for data collection, model training for object recognition, integration of GPS tracking, and implementation of a speech output system. Continuous user feedback will be incorporated to refine and enhance the system throughout the development cycle. Certainly, for the main implementations of BlindAssist, the following tools and technologies can be considered:

1. Object Recognition Model Development:

- **Tools/Technologies:** TensorFlow or PyTorch for machine learning model development.
- **Justification:** These frameworks remain essential for building and training machine learning models and can be implemented in a server-side environment.

2. GPS and GSM Integration:

- **Tools/Technologies:** GPS and GSM modules integrated into a microcontroller or single-board computer (e.g., Raspberry Pi), Python or another suitable language for backend scripting.
- **Justification:** By using dedicated modules and a microcontroller, you can handle location tracking and communication without the need for a mobile app.

3. Object Detection Implementation:

- **Tools/Technologies:** OpenCV for computer vision tasks, Python for scripting.
- **Justification:** OpenCV and Python remain suitable for implementing object detection algorithms on the server side.

4. Speech Output Interface Development:

- **Tools/Technologies:** Text-to-speech libraries such as gTTS (Google Text-to-Speech), integrated into the server-side implementation.
- **Justification:** Text-to-speech libraries can still be used to provide auditory feedback through a server-based solution.

Project milestones and deliverables

Project Milestones:

1. Project Initiation:

Deliverable: Project kickoff, scope definition, and team allocation.

2. Hardware Setup:

Deliverable: Initial prototype with integrated cameras, GPS, GSM, and haptic feedback components.

3. Software Development:

Deliverable: Implementation of machine learning for object recognition, GPS tracking, and user interface.

4. Testing and Optimization:

Deliverable: Rigorous testing, user feedback incorporation, and optimization for functionality and reliability.

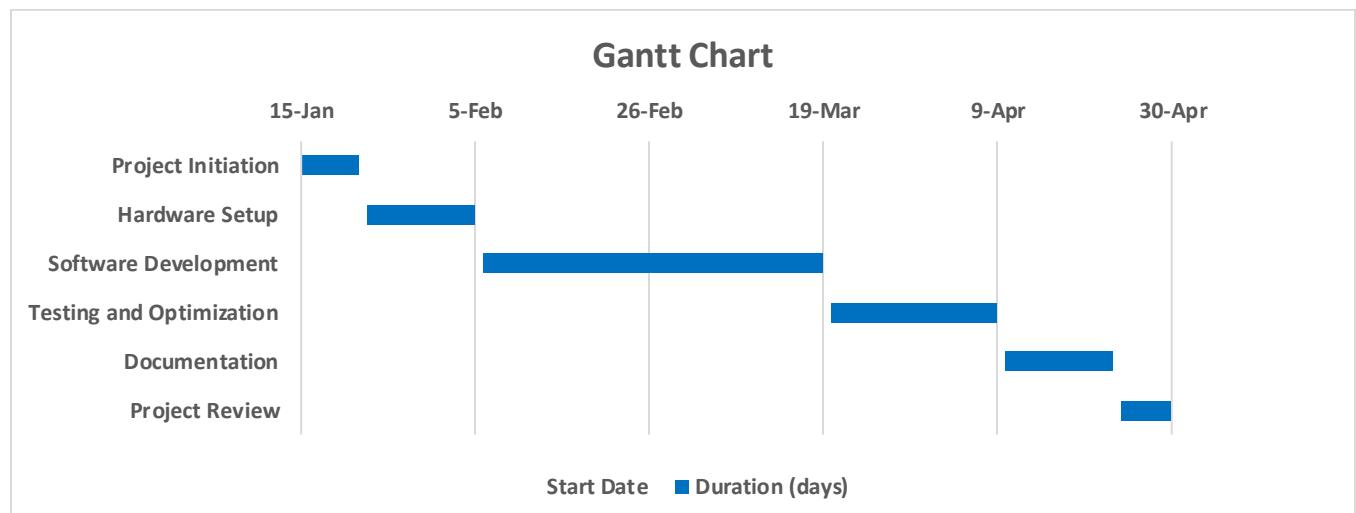
5. Documentation:

Deliverable: Comprehensive documentation covering design, development, and usage guidelines.

6. Project Review:

Deliverable: Evaluation of project outcomes, addressing any remaining issues, and preparing for final presentation.

Gantt Chart:



References

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