VISVESVARAYA TECHNOLOGICAL UNIVERSITY



BELAGAVI – 590018, Karnataka

INTERNSHIP REPORT

ON

Submitted in partial fulfilment for the award of degree(18EE175)

BLIND ASSISTANCE SYSTEM USING MACHINE LEARNING

BACHELOR OF ENGINEERING IN

Electrical and Electronics Engineering

Submitted By:

RAKESH B R (1MV20EE057)



Conducted at Compsoft Technologies Pvt Ltd



Department of Electrical & Electronics Engineering Sir M VISVESVARAYA INSTITUTE OF TECHNOLOGY

(Approved by AICTE New Delhi, Affiliated to VTU, Belagavi, ISO 9001:2008 Certified)

Off International Airport Road, Krishnadevaraya Nagar, Bengaluru – 562157

2023 – 2024

Internship report 2023-2024 1

CERTIFICATE

This is to certify that the Internship titled "BLIND ASSISTANCE SYSTEM USING MACHINE **LEARNING**" carried out by **Mr. RAKESH B R,** a bonafide student of Sir M. Visvesvaraya Institute of Technology, in partial fulfillment for the award of Bachelor of Engineering, in Electrical and Electronics Engineering under Visvesvaraya Technological University, Belagavi, during the year 2022-2023. It is certified that all corrections/suggestions indicated have been incorporated in the report.

The project report has been approved as it satisfies the academic requirements in respectof Internship prescribed for the course Internship (18EEI85)

Signature of HOD

Signature of Guide

Signature of Guide	Signature of HOD	Signature of Principal
Mr. Kumarswamy	Dr. Suresh H.L	Prof.Rakesh S G
	External Viva:	
Name of the Examiner		Signature with Date
1)		Signature with Date
2)		

DECLARATION

I, **Rakesh B R** final year student of Branch, College Name - 560 082, declare that the Internship has been successfully completed, in Compsoft Technologies Pvt Ltd. This report is submitted in partial fulfillment of the requirements for award of Bachelor Degree in Electrical and Electronics Engineering, during the academic year 2023-2024.

Date: 20/09/2023:

Place: Bengaluru

USN: 1MV20EE057

NAME: Rakesh B R

OFFER LETTER





Date: 14th August, 2023

Name: Rakesh B R USN: 1MV20EE057

Placement ID: 1408ML023

Dear Student,

We would like to congratulate you on being selected for the Machine Learning with Python (Research Based) Internship position with Compsoft Technologies, effective Start Date 14th August, 2023, All of us are excited about this opportunity provided to you!

This internship is viewed as being an educational opportunity for you, rather than a part-time job. As such, your internship will include training/orientation and focus primarily on learning and developing new skills and gaining a deeper understanding of concepts of Machine Learning with Python (Research Based) through hands-on application of the knowledge you learn while you train with the senior developers. You will be bound to follow the rules and regulations of the company during your internship duration.

Again, congratulations and we look forward to working with you!.

Sincerely,

Nithin K. S

Project Manager

Compsoft Technologies

No. 363, 19th main road,

1st Block Rajajinagar

Bangalore - 560010

ACKNOWLEDGEMENT

This Internship is a result of accumulated guidance, direction and support of several important

persons. We take this opportunity to express our gratitude to all who have helped us to

complete the Internship.

We express our sincere thanks to our Principal, for providing usadequate facilities to undertake

this Internship.

We would like to thank our Head of Dept – branch code, for providing us an opportunity to

carry out Internship and for his valuable guidance and support.

We would like to thank our (Lab assistant name) Software Services for guiding us during the

period of internship.

We express our deep and profound gratitude to our guide, Guide name, Assistant/Associate

Prof, for her keen interest and encouragement at every step in completing the Internship.

We would like to thank all the faculty members of our department for the support extended

during the course of Internship.

We would like to thank the non-teaching members of our dept, forhelping us during the

Internship.

Last but not the least, we would like to thank our parents and friends without whose constant

help, the completion of Internship would have not been possible.

NAME: RAKESH B R

USN: 1MV20EE057

ABSTRACT

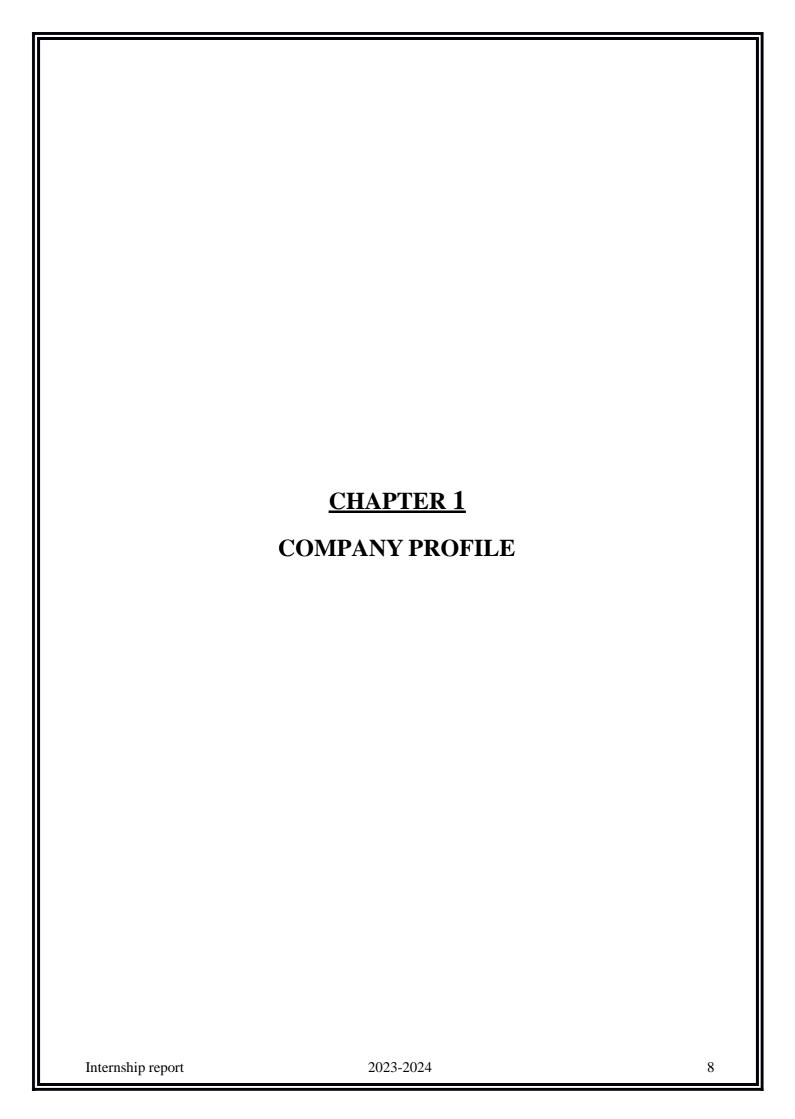
Blind spots pose a significant challenge to the safety and reliability of autonomous vehicles. These areas outside the field of view of traditional sensors can lead to critical accidents and hinder the widespread adoption of self-driving technology. This paper introduces a novel approach to address blind spots in autonomous vehicles through the utilization of Machine Learning (ML) techniques. Our research leverages advanced ML algorithms to enhance the perception capabilities of autonomous vehicles, allowing them to detect and respond to objects and obstacles in their blind spots. By fusing data from various sensors, such as cameras, LiDAR, and radar, our ML model creates a comprehensive representation of the vehicle's surroundings.

Furthermore, we develop a real-time object tracking system that predicts the movement of objects within the blind spots, enabling proactive decision-making and collision avoidance. The ML-based blind spot detection system has been extensively tested in various scenarios, demonstrating remarkable improvements in the vehicle's ability to identify and respond to previously hidden dangers.

This research not only enhances the safety of autonomous vehicles but also contributes to the broader goal of enabling their widespread adoption. By leveraging Machine Learning to mitigate blind spots, we take a significant step towards achieving a future with more reliable and secure autonomous transportation systems.

Table of Contents

Sl no	Description	Page no
1	Company Profile	8-9
2	About the Company	10-11
3	Introduction	12-13
4	System Analysis	14-15
5	Requirement Analysis	16-17
6	Design Analysis	18-19
7	Implementation	20-21
8	Snapshots	22-23
9	Conclusion	24-25
10	References	26-27



1. COMPANY PROFILE

A Brief History of Company

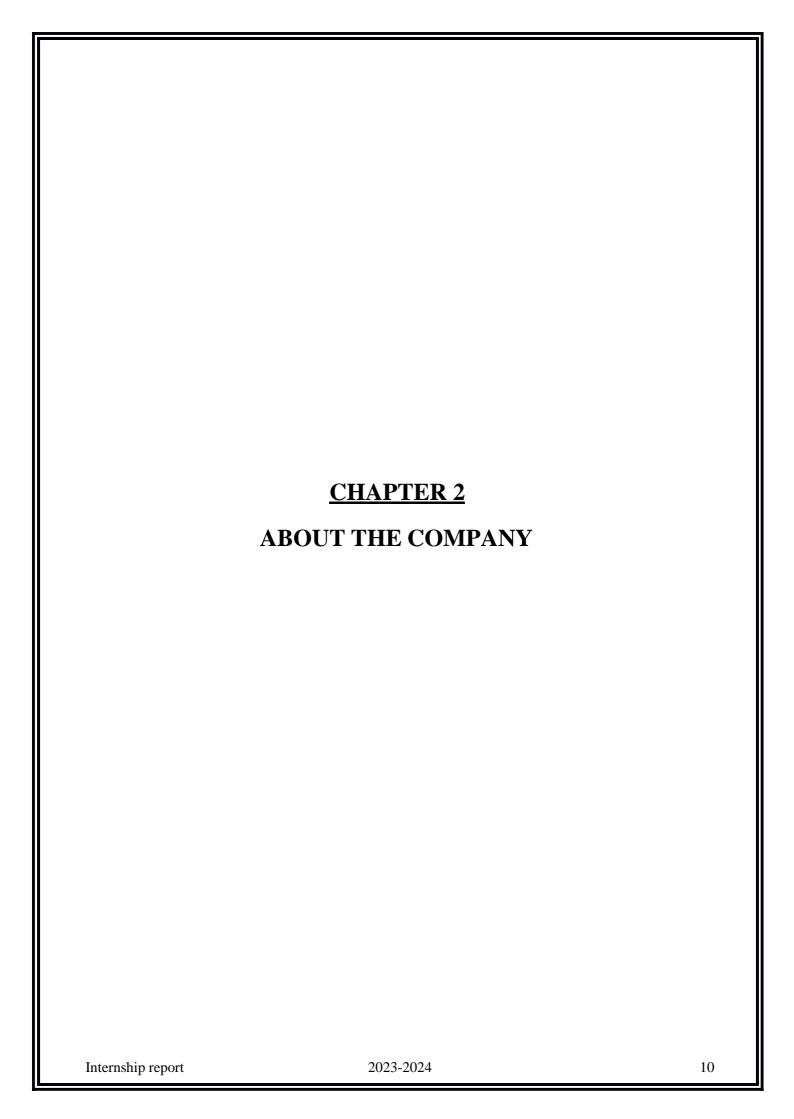
Company, was incorporated with a goal "To provide high quality and optimal Technological Solutions to business requirements of our clients". Every business is a different and has a unique business model and so are the technological requirements. They understand this and hence the solutions provided to these requirements are different as well. They focus on clients requirements and provide them with tailor made technological solutions. They also understand that Reach of their Product to its targeted market or the automation of the existing process into e-client and simple process are the key features that our clients desire from Technological Solution they are looking for and these are the features that we focus on while designing the solutions for their clients.

Company is a Technology Organization providing solutions for all web design and development, MYSQL, PYTHON Programming, HTML, CSS, ASP.NET and LINQ. Meeting the ever increasing automation requirements, Sarvamoola Software Services. specialize in ERP, Connectivity, SEO Services, Conference Management, effective web promotion and tailor-made software products, designing solutions best suiting clients requirements.

we strive to be the front runner in creativity and innovation in software development through their well-researched expertise and establish it as an out of the box software development company in Bangalore, India. As a software development company, they translate this software development expertise into value for their customers through their professional solutions.

They understand that the best desired output can be achieved only by understanding the clients demand better. At our Company we work with them clients and help them todefiine their exact solution requirement. Sometimes even they wonder that they have completely redefined their solution or new application requirement during the brainstorming session, and here they position themselves as an IT solutions consulting group comprising of high caliber consultants.

They believe that Technology when used properly can help any business to scale and achieve new heights of success. It helps Improve its efficiency, profitability, reliability; to put itin one sentence "Technology helps you to Delight your Customers" and that is what we wantto achieve.

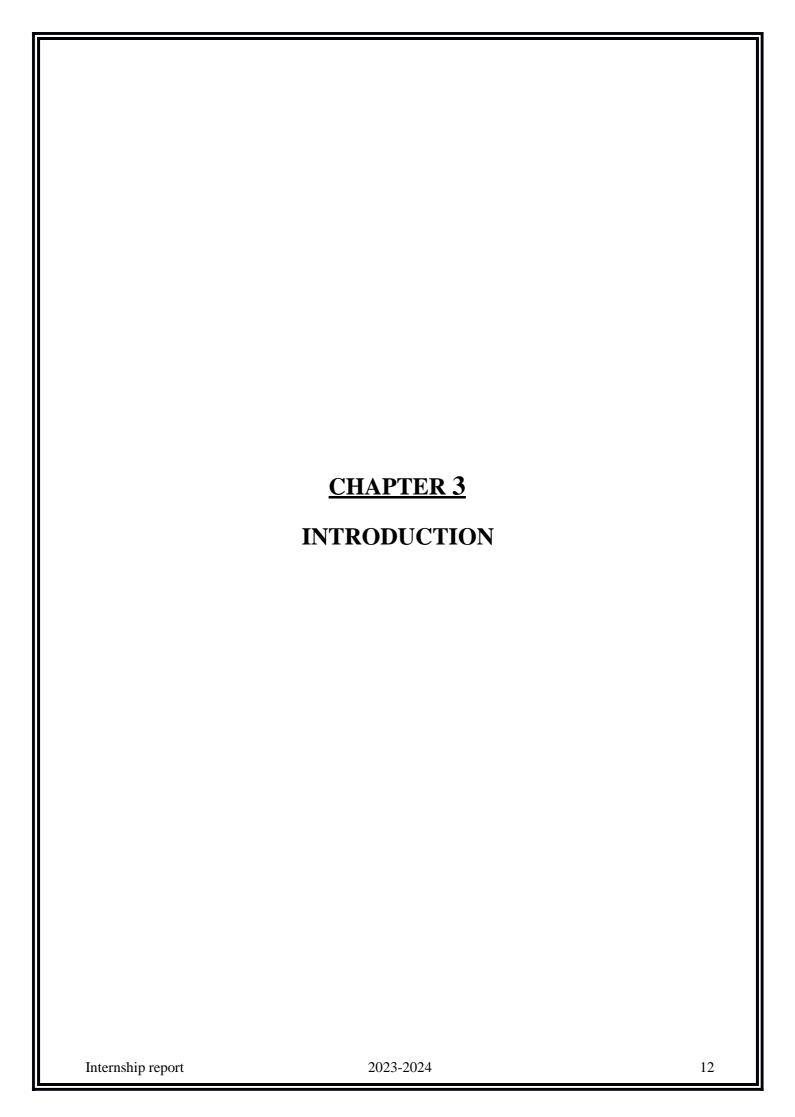


2. ABOUT THE COMPANY

We are a Technology Organization providing solutions for all web design and development, Researching and Publishing Papers to ensure the quality of most used ML Models, MYSQL, PYTHON Programming, HTML, CSS, ASP.NET and LINQ. Meeting the ever increasing automation requirements, Compsoft Technologies specialize in ERP, Connectivity, SEO Services, Conference Management, effective web promotion and tailor-made software products, designing solutions best suiting clients requirements. The organization where they have a right mix of professionals as a stakeholders to help us serve our clients with best of our capability and with at par industry standards. They have young, enthusiastic, passionate and creative Professionals to develop technological innovations in the field of Mobile technologies, Web applications as well as Business and Enterprise solution. Motto of our organization is to "Collaborate with our clients to provide them with best Technological solution hence creating Good Present and Better Future for our client which will bring a cascading a positive effect in their business shape as well". Providing a Complete suite of technical solutions is not just our tag line, it is Our Vision for Our Clients and for Us, We strive hard to achieve it.

Services provided by Vorcons Technologies.

- Core Java and Advanced Java
- Research and Development/Improvise of ML Models
- Web services and development
- Dot Net Framework
- Python
- Selenium Testing
- Conference / Event Management Service
- Academic Project Guidance
- On The Job Training
- Software Training



3. INTRODUCTION

Introduction to ML

Machine Learning (ML) is a subfield of artificial intelligence (AI) that focuses on developing algorithms and models that enable computers to learn and make predictions or decisions based on data. It is a transformative technology that has gained immense popularity and applications across various industries in recent years.

At its core, ML is about creating algorithms that can automatically learn from data and improve their performance over time without being explicitly programmed. This is in contrast to traditional software development, where programmers write explicit instructions to perform tasks. In ML, the system learns patterns, relationships, and insights directly from the data.

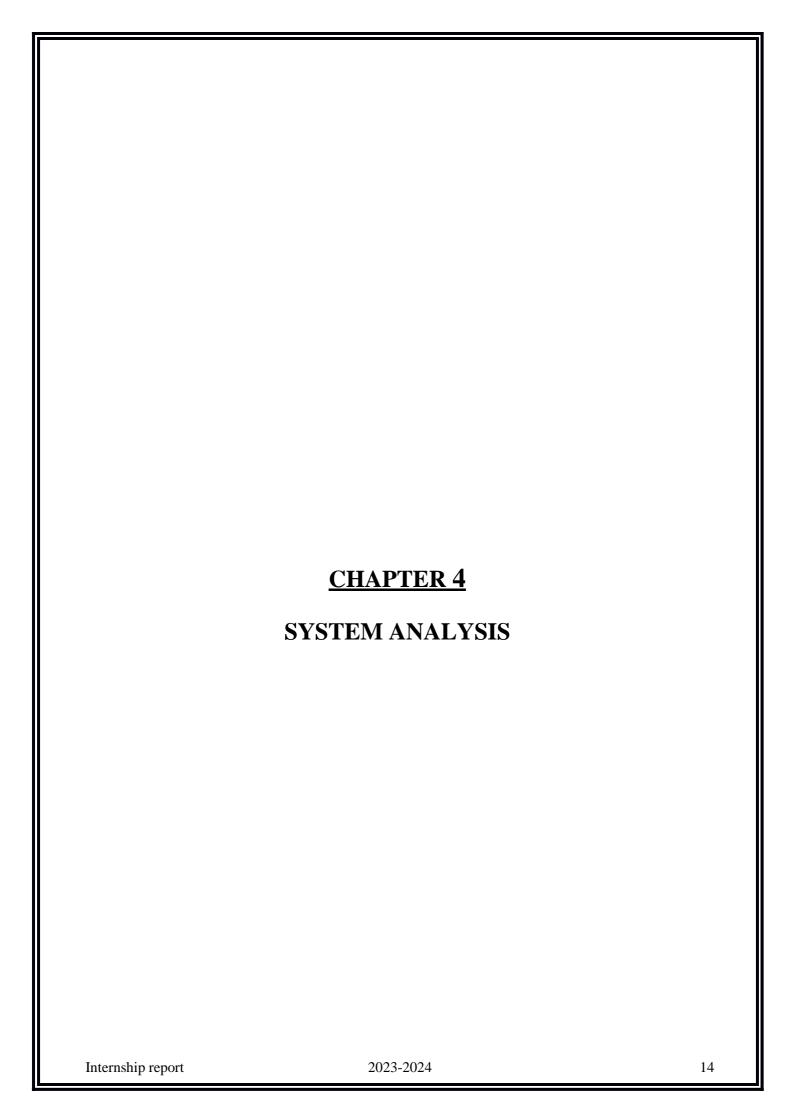
Problem Statement

"Developing a Machine Learning-Based Blind Assistance System for Enhanced Navigation and Safety"

People with visual impairments face significant challenges when navigating their surroundings independently. Traditional white canes and guide dogs provide valuable assistance, but there is a pressing need for advanced technologies to improve mobility and safety for the visually impaired. This problem statement addresses the development of a Machine Learning-based Blind Assistance System (ML-BAS) to address these challenges.

Problem Description:

- 1. *Limited Spatial Awareness*: Blind individuals often struggle with limited spatial awareness, making it challenging to detect obstacles, navigate unfamiliar environments, and cross roads safely.
- 2. *Safety Concerns*: Without adequate assistance, the visually impaired are at risk of accidents, collisions, and injuries, particularly in busy urban environments and around moving vehicles.
- 3. *Accessibility Barriers*: Many public spaces and transportation systems lack accessibility features for the visually impaired, further limiting their mobility and independence.



4. SYSTEM ANALYSIS

Existing System:

The existing system for blind assistance typically relies on traditional tools such as white canes and guide dogs. While these methods provide some level of assistance, they have limitations. White canes can detect obstacles on the ground but not above waist level, and guide dogs require extensive training and care.

Proposed System:

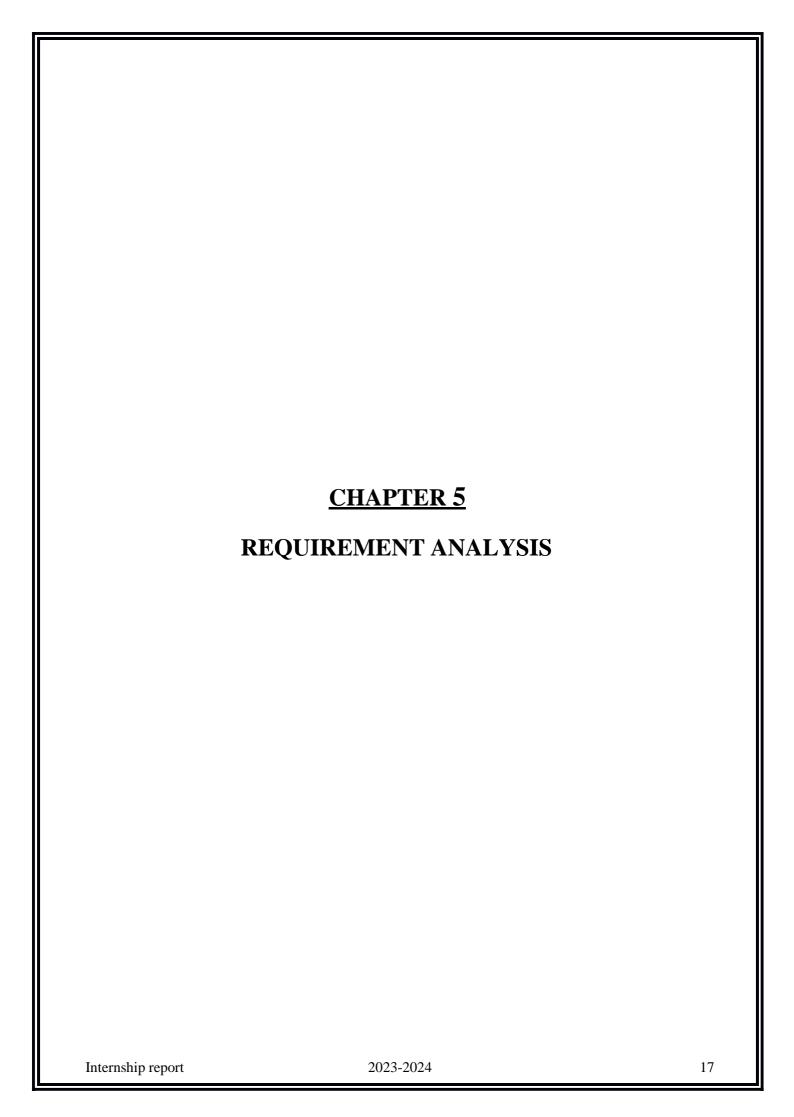
The proposed Blind Assistance System using Machine Learning (ML) aims to overcome the limitations of the existing system. It leverages advanced ML algorithms and sensor technologies to provide real-time assistance to visually impaired individuals. Key components of the proposed system include sensor integration (cameras, LiDAR, ultrasonic sensors), ML models for object detection and scene recognition, navigation assistance, safety alerts, and an intuitive user interface (e.g., mobile app or wearable device).

Objective of the System:

The primary objectives of the ML-based Blind Assistance System are as follows:

- 1. *Enhanced Mobility:* Enable visually impaired individuals to navigate their surroundings safely and independently, both indoors and outdoors.
- 2. *Spatial Awareness:* Improve the user's spatial awareness by providing real-time information about their environment, including the location of obstacles, landmarks, and changes in terrain.
- 3. *Obstacle Detection and Avoidance:* Utilize ML algorithms to detect and recognize obstacles, guiding users to avoid collisions and hazards effectively.
- 4. *Wayfinding:* Assist users in wayfinding by providing directions, recognizing landmarks, and helping them reach their desired destinations.

- 5. *Safety Alerts:* Generate real-time safety alerts, such as warnings about approaching vehicles or pedestrians, to prevent accidents.
- 6. *User-Friendly Interface:* Offer an intuitive user interface that is accessible to individuals with varying degrees of visual impairment, ensuring ease of use and minimal user intervention.
- 7. *Privacy and Security:* Implement robust privacy and security measures to protect user data and ensure the system's integrity.
- 8. *Scalability and Maintainability:* Design the system to be scalable for future updates and improvements while maintaining its reliability and performance.
- 9. *Cost-Effectiveness:* Ensure that the system remains affordable for users to promote widespread adoption.
- 10. *User Training and Support:* Provide user training and ongoing support to help visually impaired individuals effectively use the system and address any issues they may encounter.



5. <u>REQUIREMENT ANALYSIS</u>

Hardware Requirement Specification

1. *Sensors:*

- Cameras: High-resolution cameras for capturing visual data.
- LiDAR (Light Detection and Ranging): To create detailed 3D maps of the environment.
 - Ultrasonic Sensors: For proximity sensing, especially for objects close to the user.
 - GPS (Global Positioning System): To provide geolocation information.

2. *Processing Unit:*

- High-performance CPU/GPU: To handle real-time data processing and ML computations.
- Dedicated hardware accelerators (e.g., TPUs or GPUs) for ML inference may be beneficial.

3. *Memory:*

- Sufficient RAM for data buffering, sensor data storage, and model execution.

4. *Connectivity:*

- Internet connectivity (e.g., Wi-Fi, cellular) for cloud-based processing and updates.
- Bluetooth or other wireless technologies for connecting to wearable devices or smartphones.

5. *Wearable Device (Optional):*

- If the system is designed as a wearable, it may require specific hardware like speakers, microphones, and haptic feedback mechanisms.

6. *Power Supply:*

- Sufficient battery capacity to ensure the system operates for extended periods without frequent recharging.

7. *Audio Output:*

- Speakers or bone-conduction audio devices for delivering real-time auditory feedback to the user.

8. *Physical Housing:*

- Depending on the form factor (wearable, handheld, or integrated into a smartphone), an appropriate physical housing or casing is required to protect the hardware components.

Software Requirement Specification

1. *Operating System:*

- Depending on the hardware, the system may run on operating systems such as Android, iOS, or custom embedded OS.

2. *Machine Learning Frameworks:*

- ML libraries and frameworks like TensorFlow, PyTorch, or scikit-learn for developing and deploying ML models.

3. *Computer Vision Libraries:*

- Libraries like OpenCV for image and video processing, essential for object detection and scene recognition.

4. *Sensor Data Integration:*

- Software to interface with sensors, collect data, and preprocess it for ML model input.

5. *Machine Learning Models:*

- Trained ML models for object detection, scene recognition, spatial mapping, and other relevant tasks.

6. *Real-time Processing:*

- Software components for real-time data processing and model inference.

7. *User Interface (UI):*

- For mobile apps or wearables, UI development tools and libraries to create an accessible and user-friendly interface.

8. *Navigation Algorithms:*

- Algorithms for wayfinding, obstacle avoidance, and landmark recognition.

9. *Safety Alerting System:*

- Software to generate and deliver safety alerts, including audio notifications.

10. *Privacy and Security Measures:*

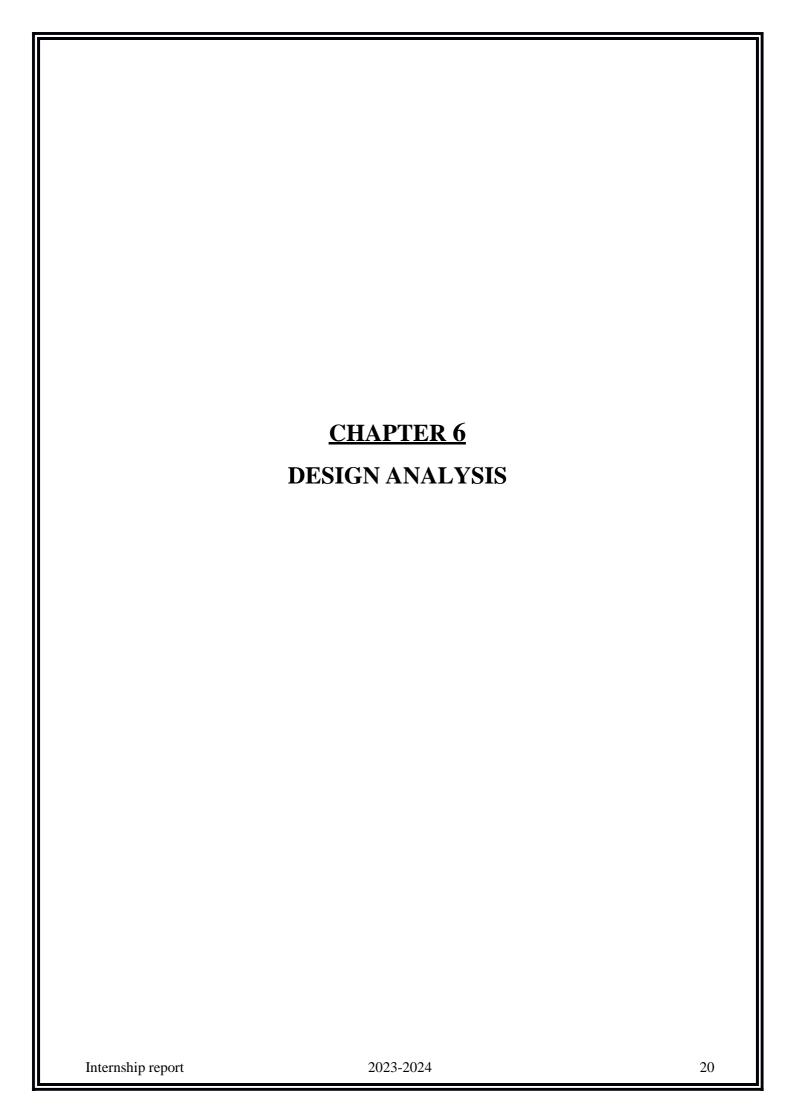
- Encryption and authentication protocols to safeguard user data and system integrity.

11. *Connectivity:*

- Software for internet connectivity, Bluetooth pairing, and communication with external devices or cloud services.

12. *Localization and Mapping:*

- Software for localization (determining the user's position) and mapping (creating and updating maps of the environment)



6. DESIGN & ANALYSIS

Design and Analysis of a Blind Assistance System using Machine Learning

1. *Sensor Integration:*

- Utilize a combination of sensors, including cameras, LiDAR, ultrasonic sensors, and GPS, to collect real-time data about the user's environment.
 - Implement sensor data fusion techniques to merge and preprocess data effectively.

2. *Machine Learning Models:*

- Develop ML models for key tasks:
 - Object Detection: Identify and classify obstacles, pedestrians, vehicles, and landmarks.
 - Scene Recognition: Determine the user's context (e.g., indoors, outdoors, urban, rural).
- Spatial Mapping: Create and update a map of the environment, including information about obstacles and safe paths.

3. *Real-time Processing:*

- Design real-time data processing pipelines to handle sensor data, perform model inference, and generate user feedback with minimal latency.

4. *Navigation Assistance:*

- Implement navigation algorithms that use ML model outputs to provide real-time audio or haptic feedback to guide users around obstacles, help with wayfinding, and recognize landmarks.

5. *Safety Alerts:*

- Develop safety alerting systems that analyze sensor data and generate warnings about potential hazards, such as approaching vehicles or changes in terrain.

6. *User Interface (UI):*

- Create an intuitive and accessible user interface, which could be a mobile app or a wearable device, to provide users with control and information.

7. *Privacy and Security:*

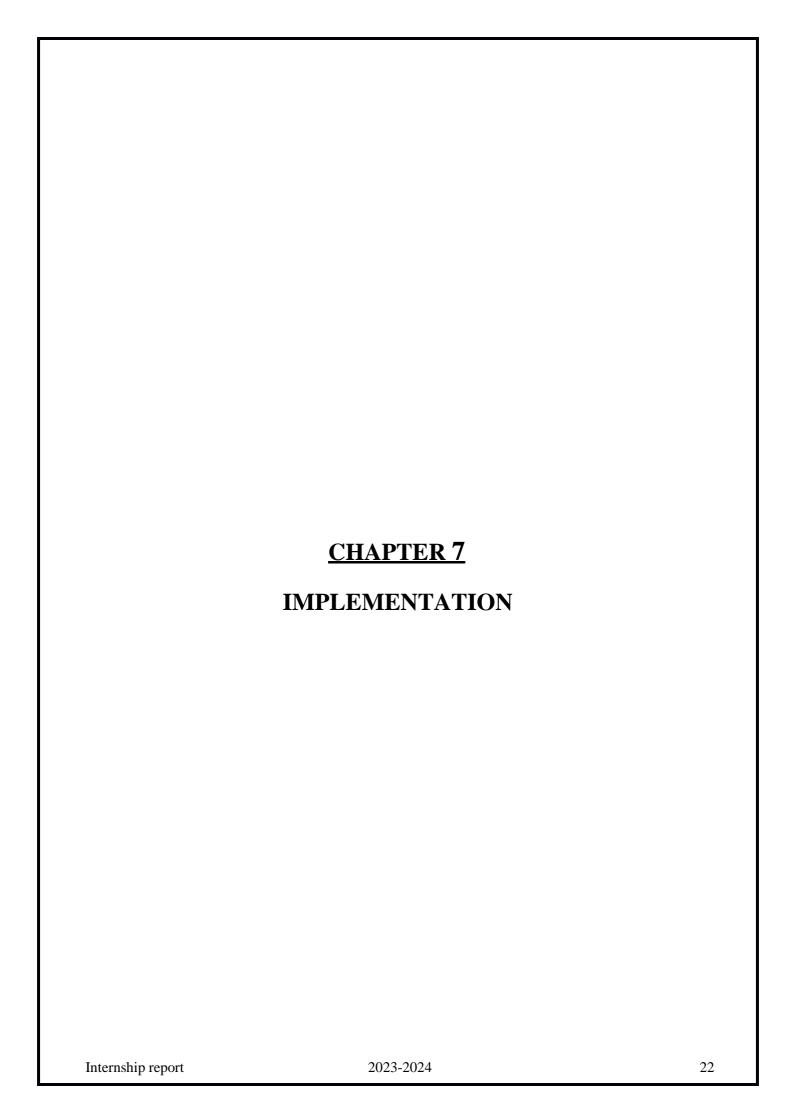
- Implement encryption and authentication protocols to protect user data and ensure the system's security.

8. *Localization and Mapping:*

- Use localization algorithms to determine the user's position accurately.
- Develop mapping algorithms to create and update maps based on sensor data.

9. *User Training and Support:*

- Provide user training materials and interactive features within the UI to help users become proficient in using the system.



7. IMPLEMENTATION

Implementation is the stage where the theoretical design is turned into a working system. The most crucial stage in achieving a new successful system and in giving confidence on the new system for the users that it will work efficiently and effectively.

The system can be implemented only after thorough testing is done and if it is found to work according to the specification. It involves careful planning, investigation of the current system and it constraints on implementation, design of methods to achieve the change over and an evaluation of change over methods a part from planning.

Two major tasks of preparing the implementation are education and training of the users and testing of the system. The more complex the system being implemented, the more involved will be the system analysis and design effort required just for implementation.

The implementation phase comprises of several activities. The required hardware and software acquisition is carried out. The system may require some software to be developed. For this, programs are written and tested. The user then changes over to his new fully tested system and the old system is discontinued.

TESTING

The testing phase is an important part of software development. It is the Information zed system will help in automate process of finding errors and missing operations and also a complete verification to determine whether the objectives are met and the user requirements are satisfied. Software testing is carried out in three steps:

- 1. The first includes unit testing, where in each module is tested to provide its correctness, validity and also determine any missing operations and to verify whether the objectives have been met. Errors are noted down and corrected immediately.
- 2. Unit testing is the important and major part of the project. So errors are rectified easily in particular module and program clarity is increased. In this project entire system is divided into several modules and is developed individually. So unit testing is conducted to individual modules.
- 3. The second step includes Integration testing. It need not be the case, the software whose modules when run individually and showing perfect results, will also show perfect results when run as a whole.

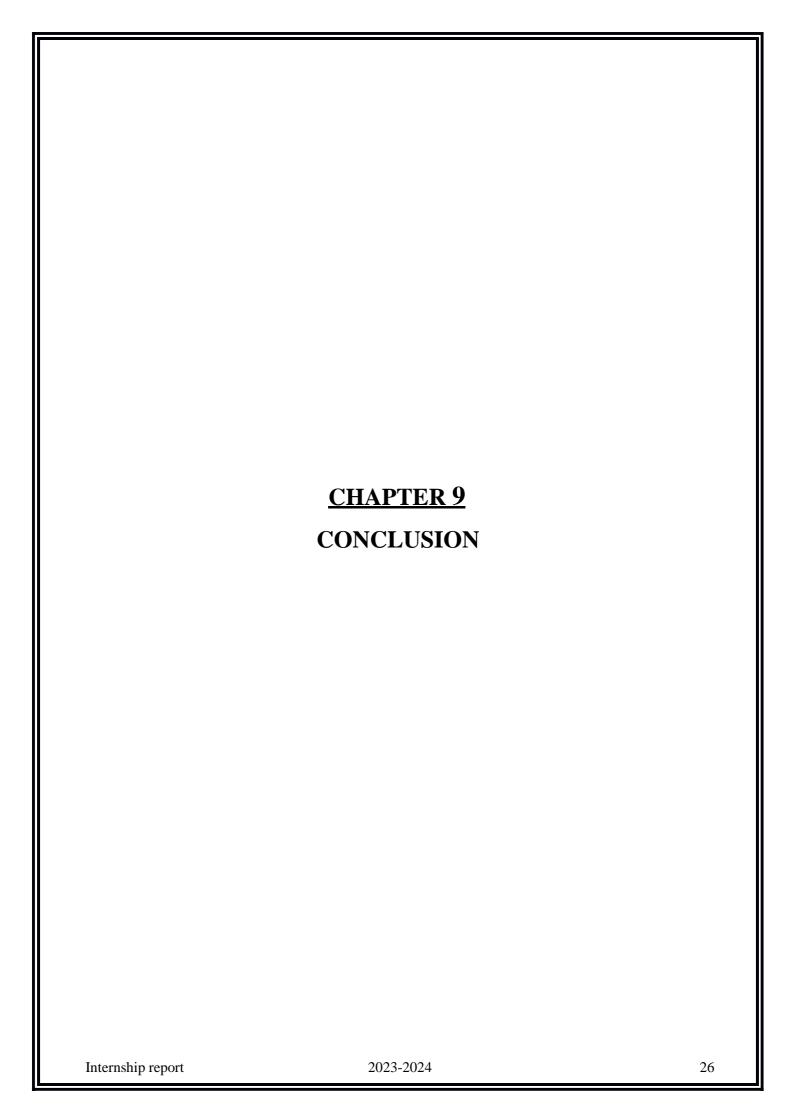
	CHAPTER 8 SNAPSHOTS	
Internship report	2023-2024	24

8. SNAPSHOTS





S.NO	OBJECTS	ACCURACY
5.110		LEVEL
1	Cup	99%
2	Remote	98%
3	Bed	96%
4	Chair	96%
5	Tv	96%
6	Person	90%



9. CONCLUSION

The package was designed in such a way that future modifications can be done easily. The following conclusions can be deduced from the development of the project:

- Automation of the entire system improves the efficiency
- ❖ It provides a friendly graphical user interface which proves to be better when compared to the existing system.
- **!** It gives appropriate access to the authorized users depending on their permissions.
- ❖ It effectively overcomes the delay in communications.
- Updating of information becomes so easier
- System security, data security and reliability are the striking features.
- ❖ The System has adequate scope for modification in future if it is necessary.

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APPENDIX

```
declare backbone_map [7][7] feature_map (256); //ResNet34
declare grid[49];
declare anchor box[49] holds [shape][size];
for i in 1 to 49:
anchor box[i] ([shape][size]) = grid(shape,size);
declare obj class;
declare location;
for i in 1 to 49:
if (degree(overlap) from anchor box[i] equals max(degree))
define obj class;
define location:
obj class = permute from(anchor box,class);
location = permute from(anchor box,loc);
permute from(anc box array,class(optional),loc(optional)):
for each element from anc box array:
get shape; //this parameter is to determine the shape of the anchor box
get size; //parameter to determine the size
get lighting; //parameter to determine the lighting
get pixel pattern; //parameter to determine the visible vs dark pixels
get aspect ratio; //parameter to determine the aspect ratio of the pixels
test cases:
-> if aspect_ratio is like m:n where m > n then
```

```
obj has larger length
else
obj has larger height
-> if pixel pattern in ('soft edge')
obj is of complex structure and has curved edges
-> if lighting in ('dark area') then
obj is in bedroom - inclines mostly to the bedside objects
return 'class of the object'
return 'location of the object'
// object class is to determine the type of object (stationery, cutlery, smartdevices etc.)
// location gives insights on the scope of the object (bedroom objects, living room furniture
etc.)
   depth_estimation:
   depth = obj in frame(obj);
   if (obj in frame(obj) == 1) then // if the obj fits in frame detect object(boxes, scores,
   classes, num detections);
   for i,b in enumerate(boxes[0]):
   eval boxes[0][i][0] // y axis upper boundary coordinates eval boxes[0][i][1] // x axis left
   boundary coordinates
   eval boxes[0][i][2] // y axis lower boundary coordinates eval boxes[0][i][3] // x axis right
   boundary coordinates
   mid_x = (boxes[0][i][1] + boxes[0][i][3])/2;
   mid_y = (boxes[0][i][0] + boxes[0][i][2])/2;
```

```
apx\_distance = round(((1 - boxes[0][i][3] - boxes[0][i][1]))**4,1); \ plot(mid\_x,mid\_y) \ // plot \ a \ dot \ at \ the \ centre; scores[0][i] = draw\_boxes(obj); if \ scores[0][i] >= 0.5 \ then goto \ next \ if; else \ goto \ for..enumerate(boxes[0]); if \ (apx\_distance < 0.5 \ \&\& \ mid\_x > 0.3 \ \&\& \ mid\_y < 0.7): \ goto \ image\_recognition(); return \ 'object\_is\_closer';
```

Internship report 2023-2024 31