

BLIND ASSISTANCE OBJECT DETECTION

REAL-TIME OBJECT DETECTION AND AUDIO GUIDANCE



BHUIYAN MUTASIM TANIM 2217022

ISLAM MD ARIF UL 2217039



Contents

01	02	03
Problem & Existing Solution	Our Solution	System Architecture
04	05	06
Key Features	Results & Performance	Conclusion & Future Work
07		
References		

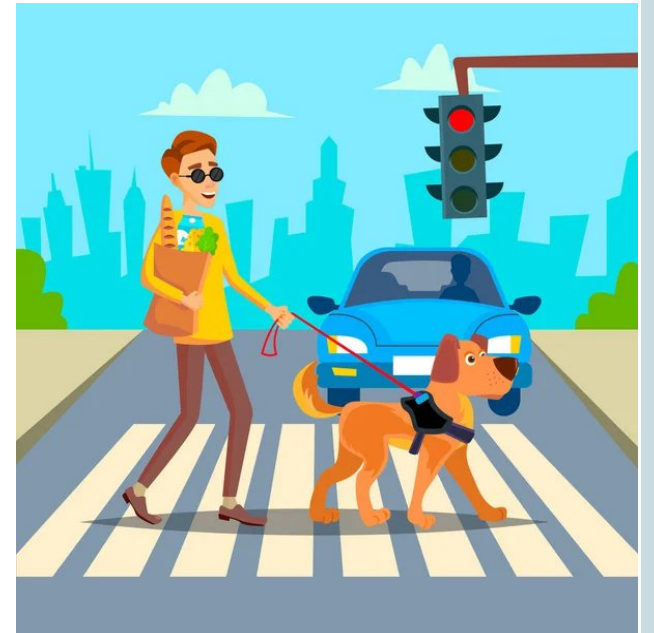
PROBLEM AND EXISTING SOLUTION

— 285 million people visually impaired worldwide struggle with daily navigation(WHO)[1]

Visually impaired users struggle to detect obstacles beyond cane reach

existing solution:

- Traditional white canes cannot detect **overhead**, **distant**, or **fast-moving** objects[2]
- Guide dogs are **expensive**, limited in availability, and require long-term care[15]
- Many current systems require **internet/cloud processing**, causing delay and privacy issues[7]
- Smartphone-based solutions may fail due to **network dependency**[7]

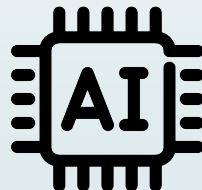
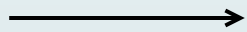
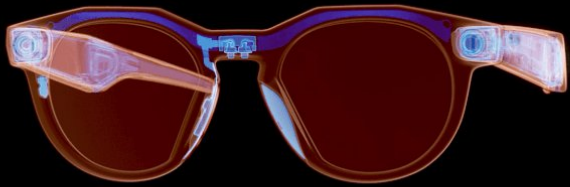


OUR SOLUTION

Affordable AI-powered Assistance

AI based wearable device that:

- Detects obstacles and common objects
- Estimates distance and direction
- Provide real time audio guidance



SYSTEM ARCHITECTURE



YOLOv8n Detection

Achieved **25–30 FPS** during indoor tests at **640×480** resolution, meeting real-time requirements on CPU-only hardware.[5]



Monocular Depth

Estimates object $\text{distance} = \frac{k}{\text{bbox_height}}$ using a single camera, simplifying hardware requirements.



Audio Feedback

On-demand TTS produced spoken outputs with **low latency (<1.5 seconds)**. System generated clear messages such as: “Person very close on the left, distance 1.8 meters.”



Offline Operation

Runs entirely offline on cost-effective hardware, ensuring accessibility and privacy.



KEY FEATURES

Feature	YOLO Advantage
Speed	Real-time detection
Accuracy	Good balance of precision and recall
Simplicity	One-stage, end-to-end training
Versatility	Works for detection, segmentation, tracking
Deployment	Works on GPU, CPU, and edge devices



RESULT & PERFORMANCE



Figure-1: Mid- point(camera to bottle real distance 19 inch)

RESULT & PERFORMANCE

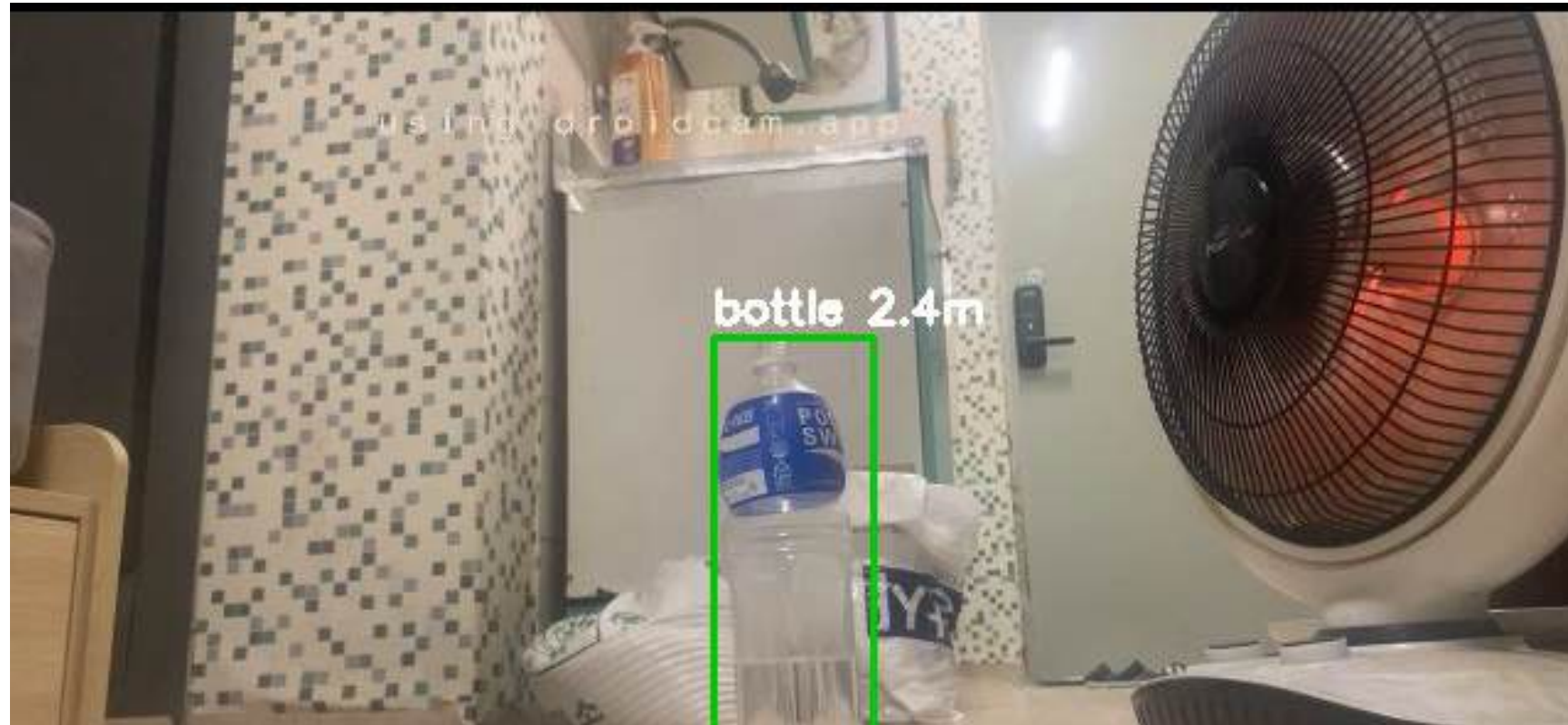


Figure-2: Camera to bottle distance real life 22 inch

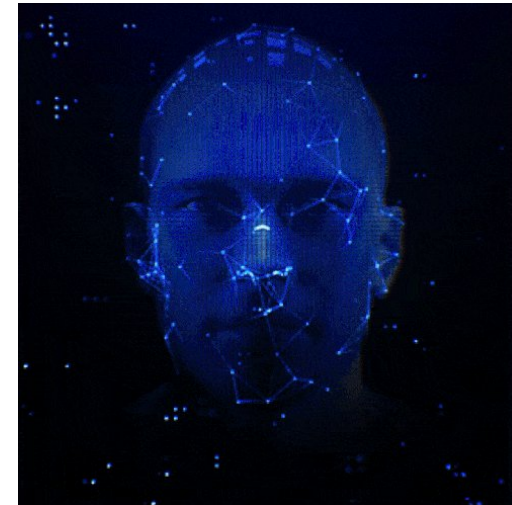
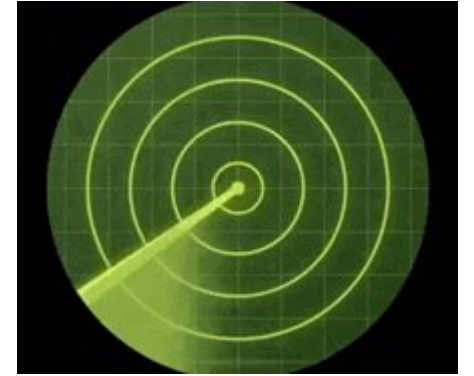
RESULT & PERFORMANCE



Figure-Compare between 2 bottles distance real life is 12 inch and 25 inch

FUTURE IMPROVEMENTS

- Read text/signs
- Outdoor navigation
- Identify people



IMPACT

- Affordable assistive solution
- Increases **independence** for visually impaired people
- Can be adapted globally[17],[15],[20]....



CONCLUSION

“AI and Technology should empower everyone.”

REFERENCES

1. World Health Organization, World Report on Vision, 2019.
2. Dakopoulos & Bourbakis, IEEE TSMC, 2010.
3. Redmon et al., YOLO, CVPR 2016.
4. Ultralytics, YOLOv5 Docs, 2020.
5. Ultralytics, YOLOv8 Docs, 2023.
6. Hartley & Zisserman, Multiple View Geometry, 2004.
7. Howard et al., MobileNets, 2017.
8. Bouwmans, CSR, 2014.
9. Everingham et al., PASCAL VOC, IJCV 2010.
10. Ren et al., Faster R-CNN, NeurIPS 2015.
11. Choi & Park, KJSC, 2022.
12. Ahmed & Rahman, Assistive Robotics Journal, 2021.
13. Gomez & Torres, IEEE Access, 2021.
14. Kim & Song, IJCVE, 2022.
15. Ibrahim, Sensors & Human Mobility, 2020.
16. Patel, Embedded AI Systems Conf., 2021.
17. Mandal, Assistive Systems Journal, 2020.
18. Chen & Lee, Human Factors in Computing, 2019.
19. Huang, Field Robotics Vision, 2021.
20. Johansen, Wearable Computing Letters, 2022.



THANK YOU

BHUIYAN MUTASIM TANIM | ISLAM MD ARIF UL
2217022| 2217039 | SMART COMPUTING