



**MICHIGAN  
ENGINEERING**  
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# INSIGHT: In-device Navigation and Scene Interpretation Glasses for Human-centered Travel of Low-vision Users

EECS 473: Advanced Embedded System | Guanyu Xu<sup>1</sup>, Haobo Fang<sup>1</sup>, Ruopu Dong<sup>1</sup>, Yizhe Shen<sup>1</sup>, Zhuoyang Chen<sup>1</sup>, Jinlin Li<sup>1</sup>

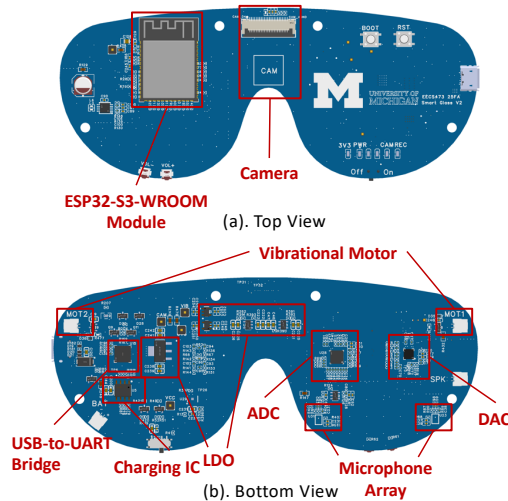
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## ■ Introduction ■

- A system built to assist **visually impaired people** in **navigation** and **scene description**.
- Low-cost**: Uses commodity hardware and compact models so the system costs less than \$300, making it accessible to everyday users.
- Real-time**: Processes sensor and camera data on-device to deliver instant audio and haptic feedback for safe navigation and scene description.
- Privacy**: All perception and language models run locally and offline, so no video or audio ever leaves the device.

## ■ Smart Glass System ■

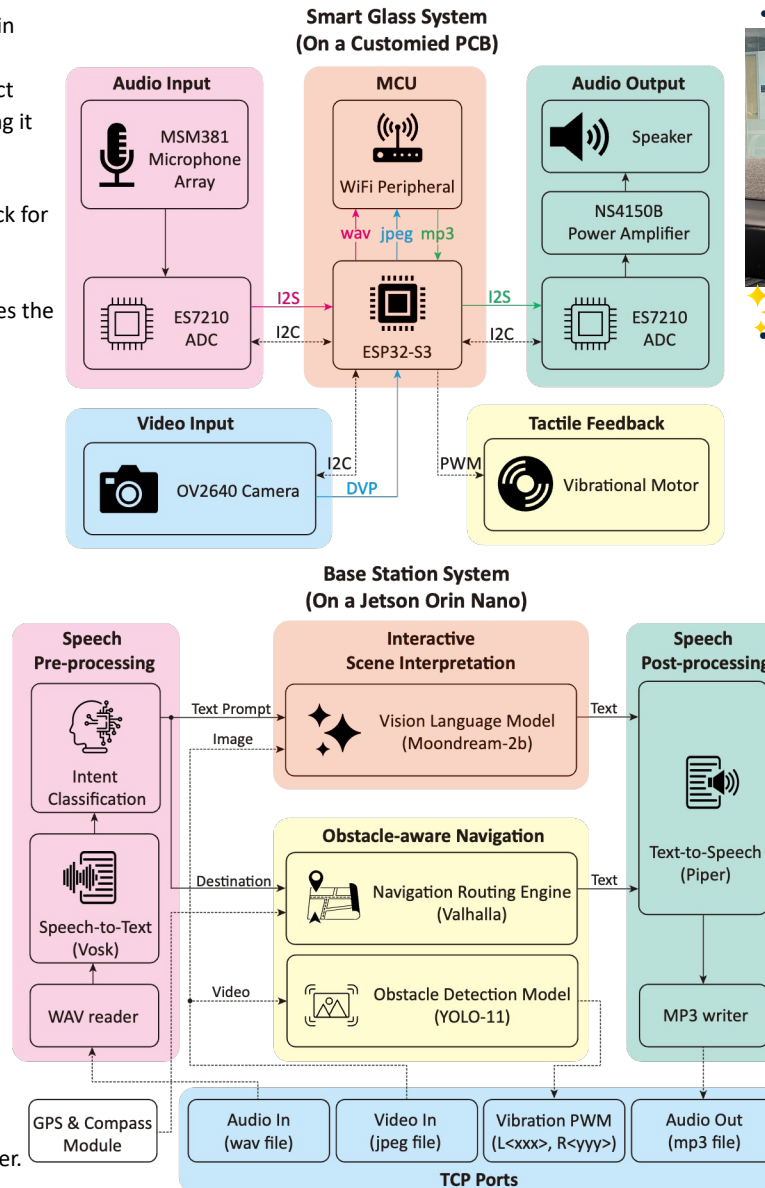
### • Customized PCB



### • Software Overview

- Task 1: Wake word ("Hi ESP") detection.
- Task 2: Audio recording and streaming.
- Task 3: Take video from camera and stream out.
- Task 4: Receive audio and play on the speaker.
- Task 5: Vibrational motor PWM receiver and driver.

## ■ Function Block Diagram ■



## ■ Results ■

### • Scene Interpretation

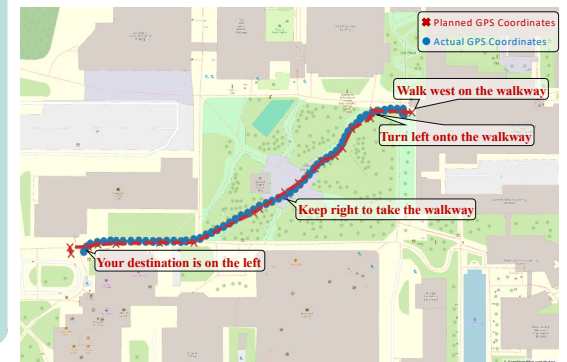


- What's in front of me?
- Obstacle-aware Navigation

Two young men are sitting at a table in a modern office space. One man is using a laptop while the other is looking at the screen. The room has a minimalist design with white walls, a curved ceiling, and recessed lighting. There are several small tables and chairs in the background and a long bench or seating area. The overall atmosphere appears calm and focused.



### Vibrational Motor Feedback



## ■ Acknowledgements ■

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