

INSIGHT: In-device Navigation and Scene Interpretation Glasses

for Human-centered Travel of Low-vision Users

EECS 473: Advanced Embedded System | Guanyu Xu¹, Haobo Fang¹, Ruopu Dong¹, Yizhe Shen¹, Zhuoyang Chen¹, Jinlin Li¹

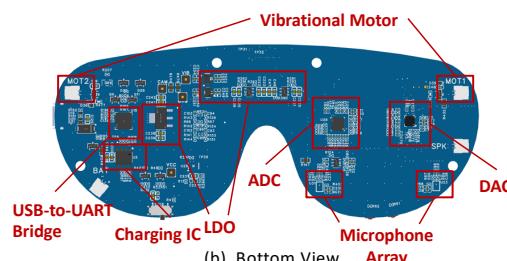
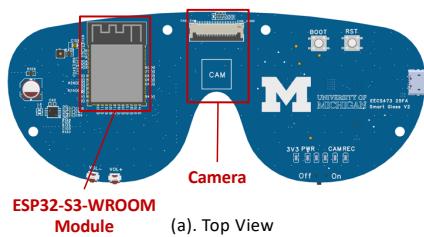
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■ Introduction ■

- 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 ■

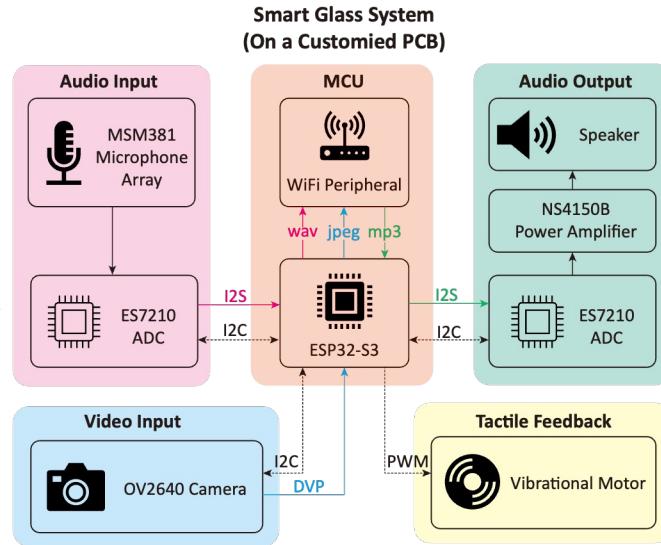
• Customized PCB



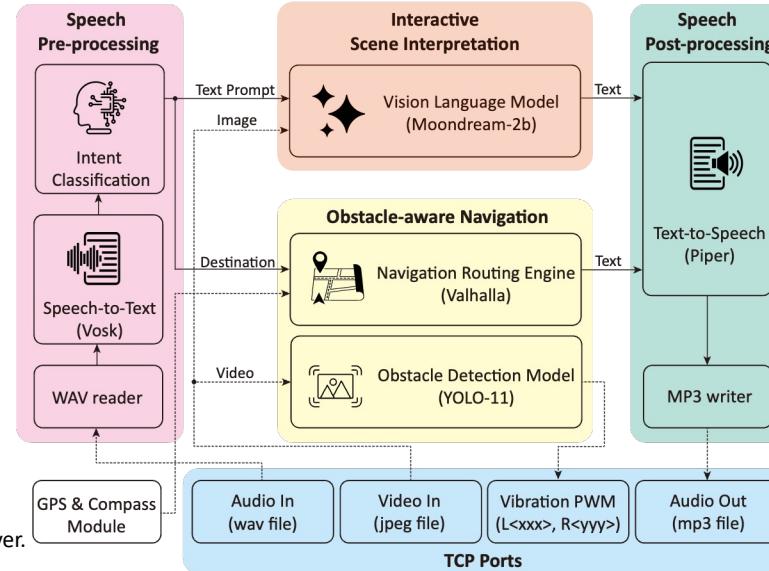
• Software Overview

- 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 ■



Base Station System (On a Jetson Orin Nano)

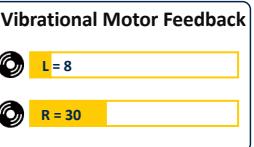


■ Results ■

• Scene Interpretation



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



■ Acknowledgements ■

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