

Cairo University

Faculty of Engineering

Department of Computer Engineering

**Pocket Lens**



A Graduation Project Report Submitted

to

Faculty of Engineering, Cairo University

in Partial Fulfillment of the requirements of the degree

of

Bachelor of Science in Computer Engineering.

**Presented by**

Ahmed Mohamed Ismail Moaz Mohamed El Sehbini

Mostafa Ashraf Ahmed Nader Youhanna Adib Khalil

**Supervised by**

Assoc. Prof. Dr. Mona Farouk

12/06/2023

All rights reserved. This report may not be reproduced in whole or in part, by photocopying or other means, without the permission of the authors/department.

# Abstract

Even though many mobile devices today include accessibility features available for visually impaired and blind users, many of these users are reluctant to use them. This is because either the features are not very beneficial for the user or the interface is mainly designed for sighted people. The latter is caused by the fact that the main input and output methods on mobile devices are tactile or visual in nature. However, in recent years, there have been many innovative applications that assist VIB users in navigating their environment. Programmers have made use of technological advances regarding gyroscope sensors and vibration feedback to make communication possible.

The proposed system relies on input images and videos provided by the user’s device camera to allow daily life navigation without the need to use such sensors. It makes communication between VIB users and their devices possible using speech/text conversion techniques.

The approach that is followed to solve this problem is to use artificial intelligence to analyze images captured by the device's camera, and provide feedback to the user through speech synthesis. The output of this project is a mobile app that can run on both Android and iOS devices, and that can be customized according to the user's preferences and needs.

The summary of testing results shows that the app is effective, accurate, and reliable in performing the intended functions, and that it has a positive impact on the user's independence and quality of life.

# الملخص

على الرغم من أن العديد من الأجهزة المحمولة اليوم تتضمن ميزات للمستخدمين المكفوفين وضعاف البصر، إلا أن العديد من هؤلاء المستخدمين يترددون في استخدامها. هذا لأن الميزات ليست مفيدة جدًا للمستخدم أو أن الواجهة مصممة بشكل رئيسي للأشخاص ذوي البصر السليم. مشكلة الواجهات المصممة هي كون طرق الإدخال والإخراج الرئيسية على الأجهزة المحمولة تكون عن طريق اللمس واستخدام حاسة البصر. ومع ذلك، في السنوات الأخيرة، ظهرت العديد من التطبيقات المبتكرة التي تساعد المستخدمين المكفوفين وضعاف البصر في التنقل في بيئتهم. قام المبرمجون باستخدام التطورات التكنولوجية المتعلقة بحساسات الجيرسكوب والاهتزاز لجعل التواصل ممكنًا. النظام المقترح يعتمد على صور وفيديوهات إدخال يقدمها كاميرا جهاز المستخدم للسماح بالتنقل في الحياة اليومية دون الحاجة إلى استخدام مثل هذه الحساسات. يجعل التواصل بين مستخدمي VIB وأجهزتهم ممكنا باستخدام تقنيات التحويل من/إلى نص/كلام.

الطريقة التي يتبعها النظام لحل هذه المشكلة هي استخدام الذكاء الاصطناعي لتحليل الصور التي يلتقطها كاميرا جهاز وتقديم ملاحظات للمستخدم من خلال توليف الكلام. ناتج هذا المشروع هو تطبيق جوال يعمل على كلاً من أجهزة Android وiOS، والذي يمكن تخصيصه وفقًا لتفضيلات واحتياجات المستخدم. تظهر ملخص نتائج اختبارات أن التطبيق فعال ودقيق وموثوق في أداء الوظائف المقصودة، وأن لديه تأثير إيجابي على استقلالية المستخدم وجودة حياته.

# ACKNOWLEDGMENT

We would like to express our sincere gratitude to Allah for giving us the opportunity and the strength to complete this graduation project.

We would also like to thank Dr. Mona Farouk, our supervisor and mentor, for her invaluable guidance, feedback and encouragement throughout this journey. She has been a source of inspiration and motivation for us, and we have learned a lot from her expertise and experience. We are truly grateful for her support and kindness.

Ahmed, Moaz, Mostafa and Nader

# Table Of Contents

[Abstract iii](#_Toc137316907)

[الملخص iv](#_Toc137316908)

[ACKNOWLEDGMENT v](#_Toc137316909)

[Table Of Contents vi](#_Toc137316910)

[List of Figures x](#_Toc137316911)

[List of Tables xii](#_Toc137316912)

[List of Abbreviation xiii](#_Toc137316913)

[List of Symbols xiv](#_Toc137316914)

[Contacts xv](#_Toc137316915)

[Chapter 1: Introduction 1](#_Toc137316916)

[1.1 Motivation and Justification 1](#_Toc137316917)

[1.2 The Essential Question 1](#_Toc137316918)

[1.3 Project Objectives and Problem Definition 1](#_Toc137316919)

[1.4 Project Outcomes 2](#_Toc137316920)

[1.5 Document Organization 2](#_Toc137316921)

[Chapter 2: Market Visibility Study 3](#_Toc137316922)

[2.1 Targeted Customers 3](#_Toc137316923)

[2.2 Market Survey 3](#_Toc137316924)

[2.2.1 Smart Glasses of Envision 3](#_Toc137316925)

[2.2.2 Google Lookout 3](#_Toc137316926)

[2.2.3 Be My Eyes 4](#_Toc137316927)

[2.2.4 Microsoft Soundscape 5](#_Toc137316928)

[2.2.5 Facing Emotions 5](#_Toc137316929)

[2.3 Business Case and Financial Analysis 6](#_Toc137316930)

[2.4 SWOT Analysis 6](#_Toc137316931)

[Chapter 3: Literature Survey 7](#_Toc137316932)

[3.1 Comparative Study of Previous Work 7](#_Toc137316933)

[3.1.1 Virtual Assistant for blind people 7](#_Toc137316934)

[3.1.2 A Smartphone-Based Mobility Assistant Using Depth Imaging for Visually Impaired and Blind 7](#_Toc137316935)

[3.1.3 An insight into smartphone-based assistive solutions for visually impaired and blind people: issues, challenges, and opportunities 8](#_Toc137316936)

[3.1.4 Blind- Sight: Object Detection with Voice Feedback 8](#_Toc137316937)

[3.1.5 Emotion Detection Algorithm Using Frontal Face Image 8](#_Toc137316938)

[3.1.6 Clothing matching for visually impaired persons 8](#_Toc137316939)

[3.2 Implemented Approach 9](#_Toc137316940)

[Chapter 4: System Design and Architecture 10](#_Toc137316941)

[4.1 Overview and Assumptions 10](#_Toc137316942)

[4.2 System Architecture 10](#_Toc137316943)

[4.2.1 Block Diagram 10](#_Toc137316944)

[4.3 Scene Descriptor 11](#_Toc137316945)

[4.3.1 Functional Description 11](#_Toc137316946)

[4.3.2 Modular Decomposition 12](#_Toc137316947)

[4.3.2.1 COCO Dataset 12](#_Toc137316948)

[4.3.2.2 Object Detection and Instant Segmentation using Yolov8 14](#_Toc137316949)

[5. Non-Maximum Suppression 17](#_Toc137316950)

[4.3.2.3 Depth Estimation with Midas 18](#_Toc137316951)

[1. Architecture and Workflow 18](#_Toc137316952)

[2. Training MIDAS 18](#_Toc137316953)

[3. Depth Map Post-processing 19](#_Toc137316954)

[4. Heat Map Generation 19](#_Toc137316955)

[4.3.2.4 Triangularization and Distance Estimation 21](#_Toc137316956)

[4.3.3 Design Constraints 24](#_Toc137316957)

[4.4 Clothes Descriptor 24](#_Toc137316958)

[4.4.1 Functional Description 24](#_Toc137316959)

[4.4.2 Modular Decomposition 25](#_Toc137316960)

[4.4.2.1 Dataset Preparation 25](#_Toc137316961)

[4.4.2.2 Masr R-CNN 28](#_Toc137316962)

[4.4.2.3 Texture Detection 31](#_Toc137316963)

[4.4.2.4 Color Detection 37](#_Toc137316964)

[4.4.3 Design Constraints 38](#_Toc137316965)

[4.5 Text Reader 38](#_Toc137316966)

[4.5.1 Functional Description 38](#_Toc137316967)

[4.5.2 Modular Decomposition 39](#_Toc137316968)

[4.5.2.1 Stage 1: Preprocessing and Data Augmentation 39](#_Toc137316969)

[4.5.2.2 Stage 2: Creating and Training the CNN Model 42](#_Toc137316970)

[4.5.2.3 Stage 3: Post-processing and Text Output 46](#_Toc137316971)

[4.5.3 Design Constraints 49](#_Toc137316972)

[4.5.1 Other Description of Text Reader 50](#_Toc137316973)

[4.6 Currency Recognizer 50](#_Toc137316974)

[4.6.1.1 First Stage: Data Preprocessing 52](#_Toc137316975)

[4.6.1.2 Second Stage: Feature Extraction 53](#_Toc137316976)

[4.6.1.3 Third Stage: Dimensionality Reduction using PCA 55](#_Toc137316977)

[4.6.1.4 Fourth Stage of the: KNN Classification 56](#_Toc137316978)

[4.7 Face Detection 59](#_Toc137316979)

[4.7.1 Functional Description 59](#_Toc137316980)

[4.7.2 Modular Decomposition 60](#_Toc137316981)

[4.7.2.1 Feature Extraction 60](#_Toc137316982)

[4.7.2.2 Feature Selection and Classifier Construction 60](#_Toc137316983)

[4.7.2.3 Detection 61](#_Toc137316984)

[4.7.3 Design Constraints 62](#_Toc137316985)

[4.8 Emotion Detection 62](#_Toc137316986)

[4.8.1 Functional Description 62](#_Toc137316987)

[4.8.2 Modular Decomposition 63](#_Toc137316988)

[4.8.3 Design Constraints 65](#_Toc137316989)

[4.9 Retail Product Identifier 65](#_Toc137316990)

[4.9.1 Functional Description 65](#_Toc137316991)

[4.9.2 Modular Decomposition 66](#_Toc137316992)

[4.9.3 Design Constraints 66](#_Toc137316993)

[4.10 Apparel Recommender 66](#_Toc137316994)

[4.10.1 Functional Description 66](#_Toc137316995)

[4.10.2 Modular Decomposition 67](#_Toc137316996)

[4.10.3 Design Constraints 68](#_Toc137316997)

[4.11 Face Recognition using Eigenfaces 68](#_Toc137316998)

[4.11.1 Functional Description 68](#_Toc137316999)

[4.11.2 Modular Description 68](#_Toc137317000)

[4.12 Frontend 71](#_Toc137317001)

[4.12.1 Functional Description 71](#_Toc137317002)

[4.12.2 Modular Description 71](#_Toc137317003)

[4.12.2.1 StartUp Page 71](#_Toc137317004)

[4.12.2.2 The HomePage 72](#_Toc137317005)

[4.12.2.3 Side Bar Drawer 73](#_Toc137317006)

[4.12.2.4 Scene Descriptor 74](#_Toc137317007)

[4.12.2.5 Other Modules 75](#_Toc137317008)

[4.12.2.6 How It Works 75](#_Toc137317009)

[Chapter 5: System Testing and Verification 76](#_Toc137317010)

[5.1 Testing Setup 76](#_Toc137317011)

[5.2 Testing Plan and Strategy 76](#_Toc137317012)

[5.2.1 Module Testing 76](#_Toc137317013)

[5.2.2 Integration Testing 76](#_Toc137317014)

[5.3 Testing Schedule 76](#_Toc137317015)

[5.4 Comparative Results to Previous Work 76](#_Toc137317016)

[Chapter 6: Conclusions and Future Work 77](#_Toc137317017)

[6.1 Faced Challenges 77](#_Toc137317018)

[6.2 Gained Experience 77](#_Toc137317019)

[6.3 Conclusions 77](#_Toc137317020)

[6.4 Future Work 77](#_Toc137317021)

[References 78](#_Toc137317022)

# List of Figures

[Figure ‎4‑1 Scene Descriptor Components 11](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317023)

[Figure ‎4‑2: COCO Dataset Classes Images 13](#_Toc137317024)

[Figure ‎4‑3: Scene Descriptor Yolo Bounding Boxes 15](#_Toc137317025)

[Figure ‎4‑4: YOLO segmented detected objects 17](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317026)

[Figure ‎4‑5: Segmented Objects of Heatmap 20](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317027)

[Figure ‎4‑6: Heat Map 20](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317028)

[Figure ‎4‑7: Plotting Triangularization equation 23](#_Toc137317029)

[Figure ‎4‑8: Definitions of landmarks and skeletons 26](#_Toc137317030)

[Figure ‎4‑9: Statistics of Deepfashion2 (1) 26](#_Toc137317031)

[Figure ‎4‑10:Statistics of Deepfashion2 (2) 27](#_Toc137317032)

[Figure ‎4‑11: Mask R-CNN RPN 29](#_Toc137317033)

[Figure ‎4‑12: Mask R-CNN Head 30](#_Toc137317034)

[Figure ‎4‑13 the N/A that is found in the EMNIST dataset making them 26 classes 40](#_Toc137317035)

[Figure ‎4‑14 Each index represents one of the alphabets 41](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317036)

[Figure ‎4‑15 The result of the trained module it can recognize most of the letters but mistake few that are similar like in this figure we have v mistaken for r and g mistaken for q hence the accuracy of this model is 93.2% 45](#_Toc137317037)

[Figure ‎4‑16 The resulting plot is a 26x26 grid representing the performance of the character recognition model on the EMNIST Letters dataset. The rows represent the true labels, and the columns represent the predicted labels. 46](#_Toc137317038)

[Figure ‎4‑17 When applying the below function we get the letter separated and padded so it can be easily detected by our model and recognized as the letter D 48](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317039)

[Figure ‎4‑18 GLCM of each currency which shows difference in texture for each cuurency 54](#_Toc137317040)

[Figure ‎4‑19 dataset components before PCA transformation 56](#_Toc137317041)

[Figure ‎4‑20 Shows the difference between 5 EGP and 10 EGP components value after PCA 56](#_Toc137317042)

[Figure ‎4‑21 Face Detection Flow Chart 59](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317043)

[Figure ‎4‑22 Examples of Harr-like features 60](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317044)

[Figure ‎4‑23 Example of cascaded classifier 61](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317045)

[Figure ‎4‑24 Example of an integral image. The sum of pixels in rectangle D equals to 4 - 3 - 2 + 1 61](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317046)

[Figure ‎4‑25 Emotion Detection Flow Chart 63](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317047)

[Figure ‎4‑26 Example of HOG feature 64](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317048)

[Figure ‎4‑27 Example of ensemble of regression trees 64](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317049)

[Figure ‎4‑28 Flow Chart of Retail Product Identifier 65](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317050)

[Figure ‎4‑29 Example of the Cosine Similarity Matrix 67](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317051)

[Figure ‎4‑30 - Eigenfaces 69](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317052)

[Figure ‎4‑31 - Correct classification 70](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317053)

[Figure ‎4‑32 - Start Up Page 72](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317054)

[Figure ‎4‑33 - Home Page 73](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317055)

[Figure ‎4‑34 - Side Bar Drawer 73](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317056)

[Figure ‎4‑35 - Side Bar Drawer contd. 74](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317057)

[Figure ‎4‑36 - Scene Descriptor Page 75](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317058)

# List of Tables

[Table 1: COCO Dataset Classes Names 14](#_Toc137317059)

[Table 2: Distance estimation for real life objects 23](#_Toc137317060)

[Table 3: Clothing Detection E-commerce Dataset Classes 27](file:///D:\University_courses\Graduation%20Project\desktop\Graduation-Project\Final%20Report\GP2\GP%20Book.docx#_Toc137317061)

# List of Abbreviation

|  |  |
| --- | --- |
| Abbreviation | Definition |
| AI | Artificial intelligence |
| CV | Computer Vision |
| GPU | Graphical Processing Unit |
| HOG | Histogram of Oriented Gradient |
| RPI | Retail Product Identifier |
| TF-IDF | Term Frequency – Inverse Document Frequency |
| UI | User Interface |
| UX | User Experience |
| VIB | Visually impaired and blind |
| WHO | World Health Organization |
| YOLO | You Only Look Once |

# Contacts

**Team Members**

|  |  |  |
| --- | --- | --- |
| **Name** | **Email** | **Phone Number** |
| Ahmed Mohamed Ismail | [ahmedmoh123@hotmail.com](mailto:ahmedmoh123@hotmail.com) | +2 01028300083 |
| Moaz Mohamed El Sherbini | moaz5657@gmail.com | +2 01018711749 |
| Mostafa Ashraf Ahmed | moustafa.achraf@hotmail.com | +2 01003993985 |
| Nader Youhanna Adib | naderyouhanna@gmail.com | +2 01285003523 |

**Supervisor**

|  |  |  |
| --- | --- | --- |
| **Name** | **Email** | **Number** |
| Dr. Mona Farouk | mona\_farouk@eng.cu.edu.eg | +2 01005042029 |

This page is left intentionally empty

# Introduction

According to the WHO, around 2 billion people are visually impaired or blind. This is not a minority. Nevertheless, very little has been done to help them throughout their day. Mobile phones offer accessibility features for them, but these features are not enough for day-to-day activities.

The proposed system offers a mobile application that uses AI to help VIB people complete their daily tasks. It captures images from the user’s camera as input and gives the user feedback through a text-to-speech module.

## Motivation and Justification

VIB users are often put at a disadvantage regarding their visually able peers. Technological advancements have always been concerned with providing better and easier to use solutions. These efforts have been largely directed toward the use of sensors, which can in many are not available to every user.

Moreover, many of the applications that can be found in the market are not particularly easy to use. They often require some degree of tactile interaction, which VIB users will most probably not be able to provide. Some of these applications are designed to be used by sighted people alongside VIB users, which can come as impractical.

The before mentioned reasons led us to consider using AI and Machine Learning techniques to create a mobile application that can serve as an assistant to VIB people. We will be addressing these previous problems by rendering the contact between the application and the VIB user purely vocal as much as the desired features allow for it. In other words, the user will communicate with the chatbot through speech.

## The Essential Question

The essential question is how to use AI and Machine Learning techniques to create a mobile application that can serve as an assistant to visually impaired and blind (VIB) people. This is relevant to the Vision and Mission of the Faculty of Engineering at Cairo University as it aligns with their goal of using technological advancements to provide better and easier-to-use solutions for everyone. The proposed system aims to address previous problems by rendering the contact between the application and the VIB user purely vocal, allowing for easier communication and interaction.

## Project Objectives and Problem Definition

The problem being addressed is the disadvantage faced by visually impaired and blind (VIB) users in comparison to their visually able peers. The objective of the project is to use AI and Machine Learning techniques to create a mobile application that can serve as an assistant to VIB people. The application aims to address previous problems by rendering the contact between the application and the VIB user purely vocal, allowing for easier communication and interaction.

## Project Outcomes

The outcome of the project would be a mobile application that uses AI and Machine Learning techniques to serve as an assistant to visually impaired and blind (VIB) people.

## Document Organization

This document is organized in six chapters, starting with this introduction which provides an overview of the project. The second chapter is the Visibility Study, which examines the need for the project, its potential impact, its target customers and the market survey. The third chapter is the Literature Survey, which reviews previous work done in the field and identifies gaps that the project aims to address. The fourth chapter is the System Design and Architecture, which outlines the technical details of the project including its components and how they interact. The fifth chapter is the System Testing and Verification, which discusses the process used to ensure that the system performs as intended and meets the requirements. Finally, the document ends with the Conclusion and Future Work chapter, which summarizes the project and suggests areas for further development and improvement.

# Market Visibility Study

The project market is an innovative virtual assistant designed specifically for visually impaired and blind individuals. This cutting-edge technology aims to improve the quality of life for those with visual impairments by providing them with a tool that can assist them in their daily lives. With its advanced features and user-friendly interface, the project market is set to revolutionize the way visually impaired and blind people interact with the world around them.

## Targeted Customers

The target customers for our mobile application are VIB individuals who are looking for a more accessible and intuitive way to interact with their smartphones. Our application aims to address the disadvantage that VIB users often face in comparison to their visually able peers. The application's purely vocal interaction allows for a more natural and convenient way for VIB users to communicate with their phones. Our target customers are those who seek a mobile application that is easy to use, reliable, and tailored to their specific needs, allowing them to access the same features and functionalities as their sighted counterparts.

## Market Survey

In this section, we will list the competitive products to our application. We will explore similar commercial tools and platform and discuss them. A subsection will be dedicated to each one of them.

### Smart Glasses of Envision

Envision smart glasses are designed to help VIB individuals read. They were built on the enterprise edition of Google Glasses and rely heavily on Artificial Intelligence. The glasses aim to articulate everyday visual information into speech. The features of the glasses include scanning text, scene description, light detection, cash recognition, colors detection, finding people, finding objects, teach a face and exploring. Our product is different from Envision’s glasses in the measure that it is an application, which means no hardware purchase is required by our customers. Moreover, no hardware maintenance is required. This cuts production costs but has a negative impact on performance, since we have no access to extra sensors.

### Google Lookout

Google’s Lookout is an application that can help people identify food labels as well as find objects in a room. It can also scan documents, money, and products.

Lookout uses computer vision and machine learning technology to assist people with low vision or blindness get things done faster and more easily. Lookout is available for free for Android devices on the Play Store. Using their phone’s camera, Lookout makes it easier to get more information about the world around people and do daily tasks more efficiently like sorting mail, putting away groceries, and more. After identifying objects in the scene, the application provides audio feedback about what it detects in the environment. The user can also customize the application's settings to receive specific types of feedback and adjust the volume and speed of the audio output. The application is also integrated with TalkBack, Google's screen-reading software, which enhances its accessibility for VIB individuals.

However, one potential limitation of Google Lookout is that its performance varies depending on lighting conditions, camera quality, and user proficiency. It also requires a stable internet connection. Moreover, the application is only available on Android devices, which may limit its accessibility to users who prefer other operating systems.

### Be My Eyes

Be My Eyes is another application that is intended to help VIB individuals to navigate the world. It connects visually impaired users with sighted volunteers. The volunteers then help the user get around via a live chat function. It also aims to be integrated in the future with OpenAI’s ChatGPT-4 and an AI powered volunteer that will provide instantaneous identification, interpretation and conversational visual assistance for a wide variety of tasks.

To use the application, a visually impaired user can request assistance through a video call, and a sighted volunteer will answer the call and provide assistance in real-time by describing the visual surroundings or helping with a task. The volunteers are trained to provide assistance in a variety of areas, such as reading labels, identifying colors, or navigating unfamiliar environments.

The application also offers a specialized feature called "Specialized Help," which connects users with representatives from various partner organizations, such as Microsoft, Google, and the American Diabetes Association, who can provide assistance with specific issues related to their products or services.

One of the strengths of Be My Eyes is its ease of use and accessibility, as the application is designed to be simple and intuitive. It also provides a valuable service to VIB individuals by leveraging the power of technology and human connection.

However, one potential limitation of Be My Eyes is its reliance on volunteers, which can result in inconsistent availability and varying levels of expertise.

### Microsoft Soundscape

Microsoft Soundscape is an application built by the Enable Group in Microsoft Research. The Soundscape app is breaking barriers and opening up new possibilities for visually impaired people with voice-based navigation. Anyone can take this app on the go and enjoy the independence that comes with being able to explore the world on their terms. Using a stereo headset such as Air Pods, users can traverse new and old environments guided by a map delivered in 3D sound.

This product uses a combination of GPS, compass, and audio feedback to provide spatial information to the user. The application creates a detailed 3D audio map of the user's surroundings, with audio cues indicating the direction and distance of nearby landmarks, points of interest, and intersections. The user can also set audio beacons and markers to help them navigate to specific locations. This way, it provides an immersive experience designed to help VIB individuals.

However, Microsoft Soundscape is not as accurate in crowded or complex environments where multiple sounds and audio may overlap. It also requires a stable internet connection and a smartphone with a GPS and compass. Furthermore, it is only available on iOS devices.

### Facing Emotions

Facing Emotions is an application developed by Huawei. It identifies the 7 basic human emotions of irritation, contempt, sorrow, fear, anger, surprise, and happiness. The app turns those emotions into unique sounds to help the visually impaired learn how the person on the other side of the conversation is feeling. The application is designed to help users improve their emotional intelligence and communication skills by providing real-time feedback on their facial expressions. However, the application is only available for Huawei smartphones, which may limit its accessibility to users who prefer other brands or operating systems.

Table ‑ Competitive Products

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Features Apps | Lookout | Envision | Soundscape | Facing Emotions |
| Chatbot |  |  |  |  |
| Scene Descriptor | Done |  | Done |  |
| Text reader | Done | Done |  |  |
| Emotion detector |  | Done |  | Done |
| Currency detector | Done |  |  |  |
| Products detector | Done |  |  |  |

## Business Case and Financial Analysis

The development of a mobile application VIB individuals presents a significant business opportunity in a growing market. According to the World Health Organization, there are approximately 285 million visually impaired individuals worldwide, with 39 million of them being blind. The demand for assistive technology and solutions is expected to increase as the population ages and the prevalence of visual impairments rises. The development of an accessible and intuitive mobile application can meet this demand and provide a valuable service to visually impaired individuals.

The financial analysis of the project will depend on various factors such as the development costs, marketing expenses, and revenue streams. The development costs will include the expenses related to the software development, designing, and testing of the application. The marketing expenses will include the cost of advertising, promotion, and distribution of the application. The revenue streams can be generated through various sources such as in-app purchases, subscriptions, or advertisements. However, our project is non-lucrative and we do not aim to generate revenue through it. Instead, our focus is on addressing the needs and challenges of VIB individuals by providing them with an accessible and intuitive way to interact with their smartphones. This approach aligns with the principles of social responsibility and inclusivity, and can help to improve the quality of life of VIB individuals.

## SWOT Analysis

Table ‑ SWOT Analysis

|  |  |
| --- | --- |
| **Strengths** | **Weaknesses** |
| * AI chatbot * 24/7 availability * Privacy * Internet access not needed(maps can be saved offline) * Understand other people better by knowing their facial emoticons | * AI functions are not 100% accurate hence can identify wrong currencies or emotions * Lack of empathetic human care * Expertise need |
| **Opportunities** | **Threats** |
| * Improving humans’ life * Convenience * Spreading awareness | * Risk of over-depending on the technology * Data security |

# Literature Survey

Computer Vision (CV) is a field of AI that is interested in enabling machines to interpret, process, and understand visual data. Since our project depends significantly on CV, the first part of this section will be dedicated to explaining some key concepts of AI that are pivotal for understanding this section and the project in general.

Some of the key techniques used in computer vision include machine learning, deep learning, image processing, pattern recognition, and computer graphics.

Image processing techniques include image filtering, which is used to enhance or suppress some features of an image, blur an image or highlight some specific features.

In a CV pipeline, most often comes next feature extraction, where the algorithm identifies and extracts important features from an image. These are usually corners, edges and textures.

Deep Learning, which is a subset of machine learning, is also one of the prominent techniques used in computer vision. Convolutional Neural Networks, or CNN’s for short, are a type of neural networks which uses the convolution operation.

## Comparative Study of Previous Work

In this subsection, we will conduct a comparative study of previous work that has been done in the field. This will help us to understand the existing research and identify gaps that we can address in our own study.

To begin with, we will review the literature on the topic and identify the key studies that have been conducted in this area.

#### Face Recognition

We have read one paper about face recognition. Turk & Pentland [1] introduce the Eigenfaces algorithm for Face Recognition. The paper uses a linear combination of eigenvectors of the face image matrix to represent and classify faces. The method involves constructing a subspace of the face images using principal component analysis (PCA) and projecting new faces onto this subspace to obtain their eigenface representations. The eigenfaces can then be used to classify the faces by comparing their distances to the mean face of each individual. To classify a new face image, it is projected onto the subspace spanned by the eigenfaces, and its representation is compared to the representations of known faces using a distance metric. The distance metric used in the paper is the Euclidean distance. The paper shows that this method achieves high recognition rates even with a small number of training images and can be used for real-time face recognition applications.

### Virtual Assistant for blind people

This project proposes to use AI, ML, Image, and Text recognition to assist people who are blind or visually impaired. The concept is realized using and Android mobile App that includes features such as voice assistant, image recognition, currency recognition, e-book and chatbot. It is a visual-based project consisting of few main components such as a camera, raspberry Pi, Sensors, Microphones and vibrators mountain together.

### A Smartphone-Based Mobility Assistant Using Depth Imaging for Visually Impaired and Blind

In this research, they made use of a mobile phone with a depth camera function for obstacle avoidance and object recognition. It includes a mobile app that is controlled using voice and gesture controls to assist in navigation. The proposed system gathers depth values from 23 coordinate points that are analyzed to determine whether an obstacle is present in the head area, torso area, or ground area, or is a full body obstacle. In order to provide a reliable warning system, the research detects outdoor objects within a distance of 1.6 m. Subsequently, the object detection function includes a unique interactable feature that enables interaction with the user and the device in finding indoor objects by providing an audio and vibration feedback, and users were able to locate their desired objects more than 80% of the time.

### An insight into smartphone-based assistive solutions for visually impaired and blind people: issues, challenges, and opportunities

The paper reviewed research avenues in smartphone-based assistive technologies for blind people, highlighted the need for technological advancements, accessibility-inclusive interface paradigm, and collaboration between medical specialists, computer professionals, usability experts and domain users to realize the potential of ICT-based interventions for blind people. It analyzes a comprehensive review of the issues and challenges for visually impaired and blind people with the aim to highlight the benefits and limitations of the existing techniques and technologies.

### Blind- Sight: Object Detection with Voice Feedback

Image classification techniques are used to identify the features of the image and categorize them into their appropriate class. The text description of the recognized object will be sent to the Google Text-to-Speech API using the gTTS package. Voice feedback on the 1st frame of each second will be scheduled as an output to help the visually impaired hear what they cannot see. The following Modules are implemented: Image Capture, Feature Extraction, Object Classification and Speech synthesis

### Emotion Detection Algorithm Using Frontal Face Image

This paper proposes an emotion detection algorithm using a frontal facial image. There are three stages: image processing, facial features extraction and emotion detection. In image processing stage, the face region and facial component is extracted by using fuzzy color filter, virtual face model, and histogram analysis method. The features for emotion detection are extracted from facial component in facial feature extraction stage. In emotion detection stage, the fuzzy classifier is adopted to recognize emotion from extracted features. The modules used are image processing, facial features extraction and emotion detection.

### Clothing matching for visually impaired persons

As we all know matching clothes is one of the important steps when deciding what to wear but since visually impaired people face difficulties when it comes to color, this paper focuses on recognizing clothing patterns in four categories (plaid, striped, pattern less, and irregular) and identifies 11 clothing colors. A camera mounted upon a pair of sunglasses is used to capture clothing images. The clothing patterns and colors are described to blind users verbally. This system can be controlled by speech input through microphone.

## Implemented Approach

Conclude this chapter by this section stating the approach chosen from those reviewed, **but more important your justification why you chose this approach** along with any modifications added to the approach.

Notice, you may be implementing several techniques however you must illustrate the general framework for your approach.

# System Design and Architecture

This chapter represents the main body of your project. It should describe the project in full details. This chapter should answer the questions: “what has been done?” and “how it has been done?”. As such, the steps you went through to realize the project should be highlighted and properly discussed. Your scientific approaches and methodologies should be clarified. The discussion should adopt a logical flow starting from the whole block diagram, to coarse modules, and finally to fine modules. While writing this chapter, try to give as much details as possible, such that an interested reader could easily replicate your work and improve it.

In this space, before the first section, write an introductory paragraph on how you design and build your project

## Overview and Assumptions

In this section, introduce how you design your system and develop its underlying architecture. Any employed assumptions should be clearly enumerated and justified.

## System Architecture

The architecture of your system should be given in this section. This architecture should be first represented as a block diagram (subsection 5.2.1), which clarifies different project modules and the connections between them. You may add more subsections to properly explain your design. If possible, flowcharts are better included to ensure that the big picture and the interaction between different modules are very clear to the reader. Thereafter, each module should have a separate subsequent section to clearly describe and discuss it.

### Block Diagram

Draw the block diagram of your architecture and generally discuss its modules. After reading this subsection, interested audience should have understood the big picture of your system design and architecture. The interaction between modules should also be conveyed in this subsection

## Scene Descriptor

The Scene Description Module is a critical component of the mobile application designed to cater to the needs of visually impaired individuals. This module plays a vital role in enhancing their understanding of the surrounding environment by providing accurate and meaningful descriptions of the scene captured through the mobile camera. By leveraging cutting-edge computer vision techniques, the module enables visually impaired users to gain insights into their surroundings and navigate them more confidently. By identifying objects and estimating their distances, visually impaired individuals can navigate obstacles, locate desired items or locations, and comprehensively understand their surroundings.

The usage of this module by the user is straightforward and intuitive. The visually impaired individual activates the scene description feature within the mobile application, allowing them to capture images using their smartphone's camera. Once an image is captured, the module automatically initiates the object detection and depth estimation processes to analyze the contents of the scene.

The Scene Description Module incorporates a virtual assistant that recites the detected objects back to the user in the form of speech. Additionally, the module estimates the approximate depth of the detected objects, indicating whether they are closer or further than 1 meter from the user's position.

The Scene Description Module follows a well-defined pipeline to obtain accurate results. Next, we shall discuss this pipeline in depth to better understand how this module works.

### Functional Description

Yolo instant segmentation.

Depth estimation using Midas.

Triangulation and Distance Estimation.

Figure ‑ Scene Descriptor Components

1. YOLO instant segmentation is a powerful object detection algorithm used in the Scene Description Module, accurately identifying and segmenting objects in the captured image.
2. Depth estimation, employing techniques like MIDAS, provides depth information about objects in the scene, enabling visually impaired individuals to perceive the spatial layout of their surroundings.
3. Triangulation and distance estimation utilize a formula combining real-life object width, focal length, object pixel width, and depth value to estimate the distance between the user and objects in the scene, aiding spatial understanding.

Together, these components of the Scene Description Module—YOLO instant segmentation, depth estimation, and triangulation with distance estimation—enhance object recognition, depth perception, and spatial awareness for visually impaired users

### Modular Decomposition

#### COCO Dataset

The COCO (Common Objects in Context) dataset is a widely used benchmark dataset in computer vision research, including object detection and scene understanding tasks. It serves as a valuable resource for training and evaluating deep learning models due to its large-scale and diverse collection of images.

1. Dataset Description:

The COCO dataset consists of over 200,000 images with more than 80 object categories, making it a rich source for training object detection models. The images in the dataset are carefully annotated with pixel-level object segmentation masks, bounding box annotations, and class labels. This comprehensive annotation allows for accurate evaluation and analysis of object detection algorithms.

1. Training with COCO dataset

During training, the deep learning model is exposed to the images and their corresponding annotations from the COCO dataset. The model learns to detect and classify objects by optimizing the model's parameters using gradient-based optimization algorithms such as stochastic gradient descent (SGD) or Adam.

To facilitate effective training, data augmentation techniques are commonly employed. These techniques involve applying various transformations to the training images, such as rotation, scaling, cropping, and flipping. Data augmentation helps enhance the model's ability to generalize and improves its performance on unseen images.

1. Advantages and Limitations

The COCO dataset offers several advantages for training object detection models. Its large-scale nature provides a diverse range of images and object categories, allowing models to generalize better in real-world scenarios. The detailed annotations, including segmentation masks and bounding boxes, enable precise evaluation and analysis of object detection algorithms.

However, the COCO dataset also has certain limitations. While it covers a broad range of object categories, some categories may have fewer instances compared to others. This class imbalance can affect the model's performance, particularly for less-represented categories. Additionally, the dataset may not capture all possible object variations and occlusions present in real-world scenes, leading to challenges when deploying the trained models in complex environments.

A picture containing sketch

Description automatically generated

Figure ‑: COCO Dataset Classes Images

Table ‑: COCO Dataset Classes Names

A picture containing text, font, number, screenshot

Description automatically generated

#### Object Detection and Instant Segmentation using Yolov8

Object detection is a fundamental task in computer vision, and YOLOv8 (You Only Look Once) is a state-of-the-art algorithm that has demonstrated remarkable performance in real-time object detection. YOLOv8 operates by dividing the input image into a grid and simultaneously predicting each grid cell's bounding boxes and class probabilities. This approach allows YOLOv8 to achieve both accuracy and efficiency.

1. Architecture and Workflow

The YOLOv8 architecture consists of a deep convolutional neural network (CNN) that is composed of multiple convolutional layers, followed by fully connected layers. The CNN extracts high-level features from the input image, enabling the network to learn discriminative representations for various object categories.

The YOLOv8 network follows a single-shot detection paradigm, meaning that it performs detection in a single pass through the network. The input image is divided into a predetermined number of grid cells, typically 13x13 or 19x19, depending on the network configuration. Each grid cell is responsible for predicting bounding boxes and class probabilities for objects present within its spatial region.

1. Bounding Box Prediction

For each grid cell, YOLOv8 predicts multiple bounding boxes. Each bounding box is represented by a set of parameters, including the coordinates of the box's top-left corner, its width, height, and confidence score. The confidence score indicates the likelihood of the bounding box containing an object.

To obtain accurate bounding box predictions, YOLOv8 uses anchor boxes. Anchor boxes are pre-defined bounding box shapes of various aspect ratios and scales. These anchor boxes are learned during the training phase and serve as reference templates for predicting the final bounding box coordinates. By utilizing anchor boxes, YOLOv8 can effectively handle objects of different shapes and sizes.

A group of people walking on a sidewalk next to a bus

Description automatically generated with low confidence

Figure ‑: Scene Descriptor Yolo Bounding Boxes

1. Class Probability Prediction

Alongside the bounding box predictions, YOLOv8 also predicts class probabilities for each grid cell. The class probabilities represent the likelihood of an object belonging to a specific class or category. YOLOv8 typically employs a SoftMax activation function to normalize the class probabilities, ensuring that they sum up to one for each grid cell.

1. Instant Segmentation

Within the YOLOv8 object detection algorithm, instant segmentation is achieved through the integration of a segmentation branch into the network architecture. This segmentation branch allows YOLOv8 to generate pixel-wise segmentation masks for the detected objects, enabling precise delineation of the object boundaries within the scene.

To accomplish instant segmentation, YOLOv8 incorporates additional convolutional layers in parallel with the object detection layers. These layers are designed to capture fine-grained details and spatial information required for accurate segmentation. They leverage the hierarchical features learned by the preceding layers to refine the object masks and produce pixel-level segmentation results.

During the forward pass of YOLOv8, both the object detection branch and the segmentation branch are simultaneously activated. The object detection branch predicts bounding boxes and class probabilities, while the segmentation branch predicts the segmentation masks for each detected object.

The segmentation masks are generated by assigning a pixel-wise probability score to each pixel within the bounding box of the detected object. These scores indicate the likelihood of each pixel belonging to the object class. The segmentation masks are then thresholded to obtain binary masks, where the pixels inside the mask correspond to the object region, and the pixels outside the mask represent the background.

A person with his arms crossed

Description automatically generated with medium confidenceA picture containing footwear, clothing, screenshot, person

Description automatically generatedA picture containing screenshot

Description automatically generated

A blue and white bus with people standing in front of it

Description automatically generated with low confidenceA picture containing screenshot, black

Description automatically generated

Figure ‑: YOLO segmented detected objects

### Non-Maximum Suppression

After obtaining the bounding box predictions and class probabilities for each grid cell, a post-processing step called non-maximum suppression (NMS) is applied. NMS filters out redundant and overlapping bounding box predictions to provide a more accurate and concise set of final detections.

During NMS, the bounding boxes are sorted based on their confidence scores. Starting from the bounding box with the highest confidence, boxes with high overlap (measured using Intersection over Union, IoU) are suppressed, keeping only the bounding box with the highest confidence. This process is iterated until all boxes have been examined, resulting in a final set of non-overlapping and confident detections.

1. Training YOLOv8

To train YOLOv8, a large, labeled dataset is required. This dataset contains images with annotated bounding boxes and class labels for the objects of interest. During training, YOLOv8 optimizes its parameters by minimizing a loss function that incorporates the localization loss (bounding box coordinates) and classification loss (class probabilities).

Training YOLOv8 involves a two-step process: pretraining on a large-scale dataset, such as ImageNet, to learn general feature representations, and fine-tuning on the specific object detection task using the labeled dataset. The pretraining step helps YOLOv8 to capture generic visual features, while the fine-tuning step allows it to adapt to the specific object detection requirements.

Overall, YOLOv8 offers a powerful solution.

#### Depth Estimation with Midas

Depth estimation is a crucial task in scene understanding and plays a vital role in the Scene Description Module. MIDAS (Monocular Depth Estimation in Real Time) is a deep learning-based model that utilizes a single RGB image to estimate the depth map, providing valuable information about the spatial layout of objects within the scene.

### Architecture and Workflow

MIDAS employs a convolutional neural network (CNN) architecture designed to capture both local and global context information from the input image. The network leverages a series of convolutional layers with increasing receptive fields to extract features at multiple scales.

The input RGB image is fed into the MIDAS network, which then processes it through the convolutional layers to obtain a feature representation. This feature representation is then passed through additional layers to predict the corresponding depth map. The depth map produced by MIDAS contains per-pixel depth values, representing the relative distances of objects from the camera.

### Training MIDAS

Training MIDAS requires a large-scale dataset with RGB-D (RGB and depth) pairs. These datasets provide images along with their corresponding ground truth depth maps. During training, MIDAS learns to estimate depth maps by minimizing the discrepancy between the predicted depth maps and the ground truth.

The training process involves optimizing the network's parameters using a loss function that quantifies the difference between the predicted depth map and the ground truth depth map. Commonly used loss functions include mean squared error (MSE) or absolute differences between the predicted and ground truth depth values.

To improve the generalization capability of MIDAS, data augmentation techniques are often employed during training. These techniques involve applying transformations such as random scaling, rotation, and flipping to the input images and their corresponding depth maps. Data augmentation helps MIDAS to learn robust depth estimation, allowing it to handle various environmental conditions and scenarios.

### Depth Map Post-processing

After obtaining the depth map from MIDAS, post-processing techniques can be applied to refine the results and enhance their visual quality. Common post-processing steps include depth map normalization, contrast adjustment, and noise reduction.

Normalization ensures that the depth values are within a specific range, such as between 0 and 1, making the depth map consistent and interpretable. Contrast adjustment techniques can be employed to enhance the visual representation of the depth map, improving its readability for users.

Noise reduction techniques, such as filtering or smoothing algorithms, can be applied to reduce the presence of noise or outliers in the depth map. This helps to improve the accuracy and reliability of the depth estimations.

### Heat Map Generation

In the context of the Scene Description Module, the depth map obtained from MIDAS is further utilized to generate heat maps for each detected object. These heat maps represent the relative depth and intensity of each object within the scene.

To generate the heat maps, the depth map is segmented based on the bounding boxes obtained from the object detection process (using YOLOv8). Each segmented region corresponds to a specific object detected within the scene. The heat maps are then created by converting the segmented regions of the depth map to grayscale, where the intensity values indicate the relative depth of the object.

A picture containing silhouette

Description automatically generated with medium confidenceA picture containing screenshot, graphics, carmine

Description automatically generatedA picture containing silhouette

Description automatically generatedA picture containing candle, match, lighter, flame

Description automatically generatedSilhouettes of people standing in front of a purple wall

Description automatically generated with medium confidenceA blurry image of people standing in front of a bus

Description automatically generated with low confidence

Figure ‑: Segmented Objects of Heatmap

Figure ‑: Heat Map

#### Triangularization and Distance Estimation

Triangulation and distance estimation play a crucial role in the Scene Description Module, enabling the mobile application to provide visually impaired users with information about the distance of detected objects from the camera. By leveraging the depth maps generated by MIDAS and the segmentation masks obtained through instant segmentation using YOLOv8, the application can estimate the approximate distances to the objects within the captured scene.

The triangulation process begins by converting the segmented regions of the depth map into grayscale heat maps. Each heat map represents the relative depth and intensity of a specific object detected within the scene. To obtain a more accurate distance estimation, the maximum grayscale value within each object's segmented region is extracted. This maximum grayscale value serves as a proxy for the object's depth.

With the maximum grayscale value obtained, the triangulation formula is applied to estimate the approximate distance of the object from the camera. The formula takes into account the known dimensions of the camera sensor and the angle subtended by the object in the image. By leveraging the principles of similar triangles, the formula calculates the distance to the object.

The distance to an object can be estimated using the following formula:

distance to object = (object width in real life \* focal length) / (object pixel width in image \* depth value).

To determine the object width in real life, we created a Python dictionary based on the average widths of objects in the COCO dataset. Each object in the dictionary is associated with its corresponding average width.

The focal length is a constant value specific to the camera used for capturing the images. We will elaborate on the method for calculating the focal length later in the explanation.

The object pixel width in the image is determined by measuring the width of the object using its bounding box in the segmented image.

The depth value is obtained from the segmented heat map grayscale image generated by the Midas model.

To handle variations in object orientation, we consider the maximum width and height values for both the object width in real life and the object pixel width in the image. This accounts for situations where the object may be placed vertically or horizontally in the image.

Initially, we attempted to use the constant focal length value provided by the camera in the mobile configuration. However, we found that the results were not realistic. To address this, we decided to calculate the focal length value by isolating it on one side of the equation. We conducted experiments using objects with known distances in real life (measured in centimeters) and placed them at specific distances.

By plotting a graph of the trials, we obtained a linear equation of the form Y = a \* X + b, where Y represents the distance to the object (in centimeters), X represents the calculated value (object width in real life) / (object pixel width in image \* depth value), and "a" and "b" are constants.

Our aim was to determine the values of "a" and "b" in this linear equation. Although the equation does not have to be linear, when we plotted the graph of the trials, we observed that the resulting output followed a linear pattern. Therefore, we obtained the values of "a" and "b" to establish a relationship between the calculated value and the actual distance to the object.

Table ‑: Distance estimation for real life objects

A picture containing text, number, parallel

Description automatically generated

A picture containing text, line, number, plot

Description automatically generated

Figure ‑: Plotting Triangularization equation

The value of “a” is 67.36 and the value of “b” is 19.379.

The final equation is Y = 67.36\*X + 19.379

The estimated distance is then compared to a predefined threshold, typically set at 1 meter in this scenario. If the estimated distance is below the threshold, the application informs the user that the object is closer than 1 meter. Similarly, if the estimated distance exceeds the threshold, the application indicates that the object is further than 1 meter away. This information is relayed to the user, allowing them to comprehend the spatial layout of the detected objects and make informed decisions about their surroundings.

### Design Constraints

First, COCO dataset does not contain all the categories that a visually impaired will face in his everyday life. So, users will face some situations where the module will not be fully helpful.

In addition, it is important to note that the triangulation and distance estimation process provides an approximation of the distance to the objects. Several factors can affect the accuracy of the estimation, including the precision of the depth maps obtained from MIDAS, the quality of the segmentation masks, and the assumptions made in the triangulation formula. Additionally, environmental conditions and camera calibration can introduce errors in distance estimation. Nevertheless, the distance estimation capability enhances the scene description module's functionality, providing visually impaired users with valuable information about object proximity and spatial awareness.

## Clothes Descriptor

The Clothes Description Module is an integral part of the mobile application designed to assist visually impaired individuals in understanding and interacting with clothing items. This module comprises four stages: dataset preparation, Mask R-CNN, texture detection, and color detection.

### Functional Description

Color Detection

Texture Detection

Mask R-CNN

Dataset Preparation

In the dataset preparation stage, multiple datasets, including DeepFashion2 and a custom clothing detection dataset, are utilized to gather a diverse collection of clothing images with corresponding annotations.

The Mask R-CNN stage involves training the model on a subset of the dataset, where images are processed to extract clothing segments with their respective bounding boxes and segmentation masks.

In the texture detection stage, traditional machine learning techniques are employed, including feature extraction with GLCM, HOG, and DAISY, with a focus on GLCM and DAISY features. The extracted features undergo concatenation, dimensionality reduction using PCA, and standardization.

Model selection and training are conducted using various algorithms such as KNN, ANN, SVM, HMM, Random Forest, Adaboost, and XGBoost, enabling the identification and classification of different clothing textures.

The final stage, color detection, involves analyzing the segmented clothing images to identify dominant colors and determine their proximity to predefined RGB values, enabling accurate color identification.

Through these stages, the Clothes Description Module empowers visually impaired users to explore and comprehend clothing items, providing valuable information about their texture and color.

### Modular Decomposition

#### Dataset Preparation

1. DeepFashion2 Dataset

The DeepFashion2 dataset is a widely recognized dataset in the field of fashion analysis and understanding. It contains a large collection of images with associated annotations, including bounding boxes, segmentation masks, and attribute labels for various fashion items. This dataset provides a diverse range of clothing categories, styles, and poses, making it valuable for training clothes description models.

A picture containing text, diagram, font, line

Description automatically generated

Figure ‑: Definitions of landmarks and skeletons

A picture containing text, screenshot, font, number

Description automatically generated

Figure ‑: Statistics of Deepfashion2 (1)

A close-up of a graph

Description automatically generated with low confidence

Figure ‑:Statistics of Deepfashion2 (2)

1. Clothing Detection E-commerce Dataset

A picture containing text, screenshot, number, font

Description automatically generatedThe Clothing Detection E-commerce dataset is a curated dataset specifically designed for clothing detection and analysis in e-commerce settings. It consists of many images extracted from e-commerce websites, focusing on clothing products. The dataset includes images with corresponding bounding box annotations, which indicate the locations of clothing items within the images. This dataset supplements the DeepFashion2 dataset by providing additional images and variations in clothing styles and contexts.

Table ‑: Clothing Detection E-commerce Dataset Classes

1. Custom Texture Dataset

To incorporate texture analysis into the clothes description module, a custom dataset was created. This dataset contains images of different textures commonly found in clothing materials. The dataset was created by using an image download package, which facilitated the collection of images representing various textures such as cotton, silk, denim, wool, and leather. These textures were selected based on their relevance to clothing classification and their importance in describing clothing characteristics.

The combination of these three datasets provides a comprehensive collection of images and annotations necessary for training and evaluating the clothes description models. By utilizing these datasets, we can leverage a wide variety of clothing styles, attributes, and textures, enabling accurate and detailed descriptions of clothing items within the mobile application.

#### Masr R-CNN

In this stage, the Mask R-CNN model was trained on a subset of the available dataset due to resource limitations. A total of 20,000 images from the Clothing Detection Ecommerce dataset and 30,000 images from the DeepFashion dataset were used for training. Prior to training, the dataset was prepared to ensure that the annotations were in the required format for Mask R-CNN. Each image was accompanied by a corresponding JSON file containing the segmentation information for each object, the category of the object, and the coordinates of the bounding box.

The training process involved optimizing the parameters of the Mask R-CNN model through iterative epochs. The model was trained for 100 epochs, where each epoch represents a complete iteration through the entire dataset. During training, the model gradually learned to recognize and segment different clothing items based on the provided annotations. The training process aimed to improve the model's accuracy and ability to accurately classify and segment clothing objects in unseen images.

After training, the trained Mask R-CNN model was saved as an .h5 file, which preserves the learned weights and architecture of the model. This saved model could later be loaded and utilized for clothing description tasks in the mobile application.

Mask R-CNN, short for Mask Region Convolutional Neural Network, is a popular deep learning architecture for object detection and instance segmentation tasks. It extends the Faster R-CNN framework by incorporating an additional branch that generates pixel-level segmentation masks for each detected object. This allows for precise delineation of object boundaries and accurate identification of object instances within an image.

The Mask R-CNN architecture consists of two main components: the Region Proposal Network (RPN) and the Mask Head. The RPN is responsible for generating region proposals, which are potential bounding box regions that might contain objects.



Figure ‑: Mask R-CNN RPN

The Mask Head, on the other hand, takes these region proposals and performs classification, bounding box refinement, and pixel-wise segmentation tasks.

A group of people standing in front of a plane

Description automatically generated with low confidence

Figure ‑: Mask R-CNN Head

During inference, the trained Mask R-CNN model takes an input image and passes it through the network. The RPN proposes regions of interest, which are then refined by the bounding box regression layer. Simultaneously, the Mask Head generates a binary mask for each proposed region, indicating the presence or absence of an object at each pixel location. This results in both object detection and pixel-level segmentation of the image.

The training process involves optimizing the model's parameters by comparing the predicted masks and bounding boxes with the ground truth annotations. This is done through a combination of classification loss, bounding box regression loss, and segmentation mask loss. The model is trained using gradient descent-based optimization techniques, such as stochastic gradient descent (SGD) or Adam optimizer, to minimize the overall loss.

By training Mask R-CNN on the annotated clothing dataset, the model can learn to accurately detect and segment various clothing items, enabling the subsequent stages of texture detection and color detection in the clothes Description module of the mobile application.

Upon completing this stage, the trained Mask R-CNN model can process an input image and extract the detected clothing items along with their respective bounding boxes and segmentation masks. This enables the extraction of individual segments for each recognized clothing object. These segmented regions can then be seamlessly passed on to the subsequent stages of texture detection and color detection, where further analysis and classification of the clothing segments take place. By leveraging the power of Mask R-CNN, the mobile application can accurately isolate and process each clothing item.

#### Texture Detection

Performance Analysis

Data Loading and Preprocessing

Feature Selection and Extraction

Model Selection and Training

1. Data Loading and preprocessing

In the texture detection stage, the first step is to load and preprocess the custom texture dataset that was previously mentioned. This dataset consists of images representing different textures. The following steps are performed during data loading and preprocessing:

**a) Loading the Dataset:** The custom texture dataset is loaded into memory. This dataset contains a collection of images, each representing a specific texture category.

**b) Image Resizing:** To ensure efficient processing and to mitigate the impact of high-dimensional feature spaces, the images in the dataset are resized while preserving the aspect ratio. Resizing the images helps reduce the number of features and prevents overfitting during model training. It also contributes to speeding up the training process.

**c) Dataset Split:** The loaded dataset is split into three distinct subsets:

Training Set: This subset is used to train the texture detection model. It contains a majority of the images from the dataset and serves as the basis for learning the patterns and characteristics of different textures.

Validation Set: The validation set is utilized for tuning the hyperparameters of the texture detection model. It helps in optimizing the model's performance by selecting the most effective set of hyperparameters that generalize well to unseen data.

Test Set: The test set is reserved for evaluating the performance of the trained models. It consists of a separate collection of images that were not used during training or validation. The test set provides an unbiased assessment of the model's ability to accurately detect and classify textures.

**d) Shuffling the Training Set:** To prevent any potential bias during model training, the training set is shuffled randomly. This ensures that the images within the training set are not ordered by class, which could potentially influence the learning process. Shuffling the training set helps the model learn the distinguishing features of different textures without any systematic ordering.

By performing data loading and preprocessing, the custom texture dataset is prepared for the subsequent stages of feature selection and extraction, model selection and training, and performance analysis. This initial stage establishes a solid foundation for the texture detection pipeline, enabling the subsequent stages to be executed effectively.

1. Feature Extraction and Selection

In the texture detection stage, feature extraction and selection play a crucial role in capturing the distinctive characteristics of different textures. In this stage, several feature extraction techniques were explored, including GLCM, HOG, and DAISY. The following is an overview of each of these techniques, with a specific focus on GLCM and DAISY due to their favorable performance and their combined usage after performing PCA:

1. GLCM (Gray-Level Co-occurrence Matrix):

GLCM is a widely used technique in texture analysis that captures the statistical relationship between pairs of pixels in an image. It quantifies the frequency of pixel intensity combinations, providing information about texture properties such as contrast, homogeneity, energy, and entropy. The GLCM is constructed by computing the occurrence of different pixel intensity pairs within a specified distance and angle in the image.

The GLCM matrix is typically symmetric, as it considers the co-occurrence of pixel pairs in both the horizontal and vertical directions. Each element of the GLCM represents the number of times a specific pixel intensity pair occurs at a given distance and angle. From the GLCM, various texture features can be derived to describe different aspects of the texture.

Some of the commonly extracted texture features from GLCM include:

Contrast: Measures the intensity contrast between neighboring pixels in the image. It is calculated as the sum of squared differences between pixel intensity values within the GLCM.

Energy (Angular Second Moment): Represents the uniformity or smoothness of the texture. It is calculated as the sum of squared GLCM elements and signifies the local homogeneity.

Homogeneity (Inverse Difference Moment): Reflects the similarity or closeness of pixel intensity values. It is calculated as the sum of inverse differences between pixel intensity values within the GLCM.

Entropy: Measures the amount of information or randomness in the texture. It is calculated by summing the negative values of each GLCM element multiplied by their logarithm.

1. DAISY (Descriptor of Accurate and Intuitive Shape Yield):

DAISY is a local image descriptor that captures both spatial and gradient information. It computes dense descriptors at multiple scales and orientations, providing a representation that is robust to geometric and photometric variations. DAISY features are particularly effective in capturing texture patterns, edges, and corners. By extracting DAISY features, the texture detection model can effectively differentiate textures based on their distinctive local structures. The number of extracted daisy features was 272 per image. That’s why we decided to perform PCA.

1. PCA (Principal Component Analysis):

The combination of GLCM and DAISY features after performing Principal Component Analysis (PCA) allows for the fusion of their complementary information. PCA is a dimensionality reduction technique that projects the original feature space onto a lower-dimensional space while preserving the most informative aspects of the data. This step helps to reduce the dimensionality of the feature space and improve the efficiency of subsequent processing. After performing PCA on daisy features, the number of features was reduced to 15. So, we have a total of 20 features per image after concatenating GLCM with PCA daisy features.

D) Standardization:

Following the feature extraction and selection, the extracted GLCM and DAISY features are concatenated into a unified feature vector. To ensure that all features contribute equally during model training, standardization is performed. Standardization scales the features to have zero mean and unit variance, ensuring that they are on the same scale and have similar weightage in the subsequent stages.

By incorporating GLCM and DAISY features, along with PCA and standardization, the texture detection model benefits from their combined discriminative power, capturing both statistical and local structural information. These enhanced features serve as a vital input for the subsequent stages of model selection and training, leading to improved texture classification performance.

1. Model Selection and Training

In the model selection and training stage, we explored several machine learning algorithms to identify the best approach for texture detection. The following models were considered and trained on the preprocessed dataset:

K-Nearest Neighbors (KNN): KNN is a non-parametric algorithm that classifies an input sample based on the majority vote of its nearest neighbors. The number of neighbors (K) is a hyperparameter that affects the model's performance.

Artificial Neural Network (ANN): We employed an ANN with two hidden layers for texture detection. ANNs are versatile models inspired by the structure of the human brain. They consist of interconnected nodes (neurons) organized in layers and learn to recognize patterns through iterative training.

Support Vector Machines (SVM): SVM is a supervised learning algorithm that constructs hyperplanes to separate different classes in the feature space. It maximizes the margin between classes, aiming to achieve optimal separation.

Hidden Markov Model (HMM): HMM is a probabilistic model widely used in sequence analysis. It models the temporal dependencies of data, making it suitable for tasks involving sequential patterns, such as speech recognition and gesture recognition.

Random Forest: Random Forest is an ensemble learning method that constructs multiple decision trees and combines their predictions to make the final classification. It reduces overfitting and improves generalization by averaging the results of individual trees.

Adaboost: Adaboost is an ensemble technique that combines weak classifiers to form a strong classifier. It assigns higher weights to misclassified samples in each iteration, focusing on difficult examples to improve overall performance.

XGBoost: XGBoost is an optimized implementation of gradient boosting, which is an ensemble learning technique. It builds an additive model by sequentially adding weak learners and minimizing a loss function.

For each of these models, we conducted the training process using the preprocessed dataset and the selected features. The training involved optimizing the respective model-specific hyperparameters and adjusting the parameters to achieve the best performance.

1. Performance Analysis

In the performance analysis stage, we evaluated the performance of the trained texture detection models using various metrics. The metrics we utilized include:

Micro Average Precision: It calculates the precision by considering the total true positives, false positives, and false negatives across all classes. It provides an overall measure of precision for the entire dataset.

Micro Average Recall: This metric calculates the recall by considering the total true positives, false positives, and false negatives across all classes. It gives an overall measure of recall for the entire dataset.

Micro Average F1-Score: The F1-Score is the harmonic mean of precision and recall. The micro-average F1-Score considers the total true positives, false positives, and false negatives across all classes, providing an overall measure of the model's effectiveness.

Macro Average Precision: It calculates the precision for each class individually and then takes the average across all classes. This metric gives an equal weight to each class, regardless of its size or frequency.

Macro Average Recall: Like macro average precision, this metric calculates the recall for each class individually and then takes the average across all classes. It provides an equal weight to each class in terms of recall.

Macro Average F1-Score: The macro-average F1-Score calculates the F1-Score for each class individually and then takes the average across all classes. It provides an equal weight to each class in terms of F1-Score.

Weighted Macro Average Precision: This metric calculates the precision for each class individually, considering the class's frequency, and then takes the weighted average across all classes. It gives more weight to classes with larger sample sizes.

Weighted Macro Average Recall: Like weighted macro average precision, this metric calculates the recall for each class individually, considering the class's frequency, and then takes the weighted average across all classes.

Accuracy: Accuracy measures the proportion of correctly classified samples to the total number of samples. It provides an overall measure of how well the model performs in terms of correctly predicting the texture classes.

These metrics allow us to assess the performance of each model and compare their effectiveness in accurately classifying textures. However, for our comparison, we mainly focused on the accuracy metric, as it provides a comprehensive measure of overall classification performance

Model: SVM - Dataset: Train

Accuracy: 58.14%

Model: SVM - Dataset: Validation

Accuracy: 58.68%

===============================

Model: KNN - Dataset: Train

Accuracy: 90.49%

Model: KNN - Dataset: Validation

Accuracy: 66.12%

===============================

Model: Ensemble - Dataset: Train

Accuracy: 100.0%

Model: Ensemble - Dataset: Validation

Accuracy: 94.21%

===============================

Model: AdaBoost - Dataset: Train

Accuracy: 59.05%

Model: AdaBoost - Dataset: Validation

Accuracy: 55.37%

===============================

Model: ANN - Dataset: Train

Accuracy: 97.81%

Model: ANN - Dataset: Validation

Accuracy: 90.91%

.

After training, the random forest model appeared to have the highest accuracy for texture detection and it was saved as a .pkl file for future use. When predicting the texture of different cloth segments, the segmented image undergoes a series of preprocessing steps. Firstly, the image is resized to ensure uniformity in the input data.

Next, feature extraction is performed using GLCM and DAISY, capturing statistical properties and local image structures respectively. These extracted features are then subjected to PCA for dimensionality reduction. Subsequently, the features are normalized using the mean and standard deviation from the training set. Finally, the preprocessed features are fed into the trained model to predict the texture category of the cloth segment, which can be cotton, denim, wool, silk, or leather. This process empowers the mobile application to accurately identify and provide information about the texture of various cloth segments to visually impaired users.

#### Color Detection

The final stage in the pipeline of the clothes description module is color detection. This stage focuses on determining the color of the cloth segment.

To begin, the segmented image is processed to identify the dominant colors present within the cloth segment. The count of unique dominant colors is calculated, providing insights into the color diversity of the cloth.

Next, the top three dominant colors are selected for further analysis. These colors represent the most prominent hues within the cloth segment.

To determine the actual color of the cloth, a comparison is made between the selected dominant colors and the RGB values of the ten most principal colors. The principal colors serve as reference points for common color categories such as red, blue, green, yellow, etc. By measuring the proximity of the dominant colors to the RGB values of the principal colors, the closest match is identified as the color of the cloth segment.

This color detection process enhances the mobile application's ability to accurately describe the color of various cloth segments to visually impaired users.

### Design Constraints

The design constraint of the Clothes Description Module is that the accuracy of the clothes detection and segmentation models is limited due to training on a subset of the dataset. This constraint may result in potential missed detections or inaccuracies in segmenting clothing items.

Furthermore, the texture module may not perform as expected, as it requires a close examination of the texture and was trained specifically for such scenarios. In cases where the clothing has multiple colors, the module may detect the three most dominant colors present in the cloth, providing insights into its color composition.

These design constraints highlight the need for further improvements and refinements in the training process and model development to enhance the accuracy and performance of the clothes detection, segmentation, and texture analysis within the module.

## Text Reader

For visually impaired individuals, accessing textual information in daily life can be challenging. The text recognition module we've developed addresses this issue by leveraging advanced deep learning techniques to accurately extract text from images. By integrating this module into assistive technologies such as screen readers and smartphone applications, we can significantly improve the quality of life for the visually impaired. Our module's adaptability enables it to recognize text in various languages, fonts, sizes, and orientations, making it a versatile tool for enhancing accessibility in diverse contexts. Overall, the text recognition module offers a powerful solution for breaking down barriers faced by the visually impaired and fostering a more inclusive society.

### Functional Description

The text recognition module is designed to recognize and extract text from images using a 3-layered Convolutional Neural Network (CNN) architecture trained on the EMNIST dataset. The primary function of this module is to facilitate the conversion of image-based text into a machine-readable format, enabling various applications such as optical character recognition, document digitization, and assistive technologies for the visually impaired.

The EMNIST dataset, an extension of the popular MNIST dataset, comprises handwritten characters from multiple languages, providing a rich and diverse source of data for training the text recognition module. This ensures that the module is capable of recognizing a wide range of characters and text styles.

The 3-layered CNN architecture consists of the following layers:

1. Convolutional Layer: This layer is responsible for detecting local features in the input image, such as edges and corners, by applying a series of convolutional filters. It uses a ReLU activation function to introduce non-linearity and improve learning efficiency.

2. Pooling Layer: This layer reduces the spatial dimensions of the data by applying a max-pooling operation, which selects the maximum value from each local region. This process helps to reduce the computational complexity and improve the model's ability to recognize features regardless of their position in the image.

3. Fully Connected Layer: This layer acts as a classifier that takes the output of the previous layers and maps it to the appropriate character class. The SoftMax activation function is used in this layer to produce probability scores for each character class.

The text recognition module utilizes this 3-layered CNN architecture to process the input image and generate predictions for each character present in the image. The module then converts these predictions into a machine-readable format, such as a string or an array of characters, thereby completing the text recognition process.

In conclusion, the text recognition module provides an efficient and robust solution for extracting text from images using a 3-layered CNN architecture trained on the EMNIST dataset. Its ability to recognize a wide range of characters and text styles makes it a valuable tool for various applications in both industry and assistive technology sectors.

### Modular Decomposition

This section provides an in-depth discussion of the three main stages of the text recognition module: preprocessing the data, creating and training the CNN model, and creating bounding boxes for letter detection in real documents.

#### Stage 1: Preprocessing and Data Augmentation

The first stage of the text recognition module involves several steps to preprocess the EMNIST dataset and prepare it for training the 3-layered CNN architecture. The following steps are carried out in this stage:

1. Removing N/A: The EMNIST dataset may contain instances where character labels are missing or marked as not applicable (N/A). These instances can negatively impact the model's training as they do not provide meaningful information for learning. To ensure a clean and accurate dataset, all instances with N/A labels are removed during the preprocessing stage.



Figure ‑ the N/A that is found in the EMNIST dataset making them 26 classes

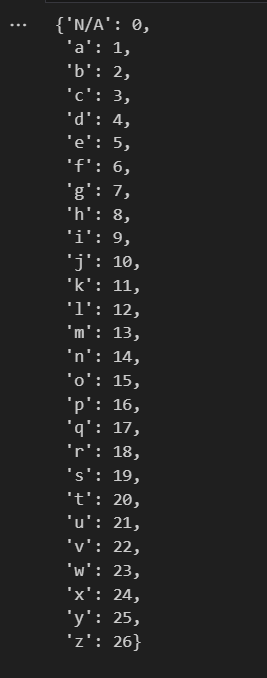


Figure ‑ Each index represents one of the alphabets

2. Normalization: The pixel values in the images are normalized to a range of 0 to 1 by dividing each pixel value by 255. This process helps to improve the numerical stability of the algorithm and can lead to faster convergence during model training.

3. Data Augmentation: In order to make the model more robust and invariant to various transformations, data augmentation techniques are applied to the EMNIST dataset.

These techniques include:

- Rotation: Images are rotated by a random angle within a specified range (e.g., -15 to 15 degrees). This process ensures that the model can recognize characters even if they appear at different orientations in the input images.

- Lighting: The brightness and contrast of the images are adjusted by applying random scaling factors. This step helps the model become more resilient to different lighting conditions, improving its ability to recognize text in real-world scenarios.

4. Reshaping and Grayscale Conversion: The input images in the EMNIST dataset are converted to grayscale, as color information is not essential for character recognition. Additionally, the images are reshaped to match the input dimensions expected by the CNN architecture.

5. Dataset Splitting: The preprocessed EMNIST dataset is divided into three subsets: training, validation, and testing. The training set is used to train the model, while the validation set is employed for hyperparameter tuning and model selection. The test set is reserved for evaluating the final model's performance on unseen data. Typically, a stratified sampling approach is used to ensure that each subset has a balanced distribution of the different character classes.

By following these detailed preprocessing and data augmentation steps, the text recognition module ensures that the EMNIST dataset is adequately prepared for training the 3-layered CNN. This comprehensive approach helps improve the model's robustness, generalization capabilities, and overall performance in recognizing text from images.

#### Stage 2: Creating and Training the CNN Model

The second stage of the text recognition module involves creating and training a CNN model for character recognition. The provided code defines a custom neural network called EMNISTNet that uses the PyTorch framework. Let's break down the code and discuss each layer and the activation functions used.

**EMNISTNet CNN Architecture**

The EMNISTNet architecture consists of three convolutional layers, three batch normalization layers, three fully connected layers, and two dropout layers.

1. Convolutional Layers:

- conv1: The first convolutional layer has 1 input channel (grayscale image), 16 output channels (feature maps), and a 3x3 kernel with padding of 1. This layer is responsible for detecting low-level features in the input images, such as edges and corners.

- conv2: The second convolutional layer has 16 input channels, 32 output channels, and a 3x3 kernel with padding of 1. This layer detects higher-level features, such as textures and patterns, by combining the low-level features from the previous layer.

- conv3: The third convolutional layer has 32 input channels, 64 output channels, and a 3x3 kernel with padding of 1. This layer captures even more complex features, thereby improving the model's ability to recognize characters.

2. Batch Normalization Layers:

- bnorm1, bnorm2, and bnorm3: These layers are applied after each convolutional layer. Batch normalization helps improve model training by normalizing the activations of each layer and reducing internal covariate shift. This leads to faster convergence and improved generalization performance.

3. Fully Connected Layers:

- fc1: The first fully connected (linear) layer takes an input of size 3 \* 3 \* 64 and outputs 128 units. This layer is responsible for combining the high-level features learned by the convolutional layers to form a more abstract representation.

- fc2: The second fully connected layer takes an input of size 128 and outputs 64 units. This layer further refines the abstract representation.

- fc3: The third fully connected layer takes an input of size 64 and outputs 26 units, which corresponds to the number of classes (letters) in the EMNIST dataset. This layer is responsible for classifying input images into one of the 26 letter classes.

4. Dropout Layers:

- dropout1 and dropout2: These layers are applied after the first and second fully connected layers, respectively. Dropout is a regularization technique that helps prevent overfitting by randomly dropping out (i.e., setting to zero) a fraction of the units during training. In this case, the dropout rate is set to 0.5.

**Activation Functions and Training**

In the forward method of the EMNISTNet class, the ReLU activation function is replaced with the Leaky ReLU activation function. Leaky ReLU is an improved version of the ReLU function that allows for a small, non-zero gradient when the input is negative. This helps alleviate the "dying ReLU" problem, where a large number of ReLU neurons become inactive and stop learning during training.

The training process is carried out using the function2trainmodel function. This function trains the model for 30 epochs using the Adam optimizer with a learning rate of 0.0005. The learning rate scheduler ReduceLROnPlateau is used to reduce the learning rate when the test loss plateaus, which helps improve convergence and avoid overshooting the optimal weights.

During each epoch, the model's weights are updated using the backpropagation algorithm to minimize the categorical cross-entropy loss, which measures the difference between the true labels and the predicted probabilities. The training error, test error, train loss, and test loss are recorded for each epoch, allowing for performance evaluation and model selection.

In summary, the provided code defines a custom CNN architecture called EMNISTNet for character recognition using the PyTorch framework. The model consists of convolutional layers, batch normalization layers, fully connected layers, and dropout layers, with Leaky ReLU activation functions. The model is trained using the Adam optimizer, a learning rate scheduler, and the categorical cross-entropy loss. The training process is carried out for 30 epochs, and the performance is evaluated using the train and test errors and losses.



Figure ‑ The result of the trained module it can recognize most of the letters but mistake few that are similar like in this figure we have v mistaken for r and g mistaken for q hence the accuracy of this model is 93.2%



Figure ‑ The resulting plot is a 26x26 grid representing the performance of the character recognition model on the EMNIST Letters dataset. The rows represent the true labels, and the columns represent the predicted labels.

#### **Stage 3: Post-processing and Text Output**

The last stage of the text recognition module involves post-processing the images and predicting the characters using the trained CNN model. The provided code includes several functions that work together to achieve this goal:

1. preprocess\_document\_image: This function takes an image file path as input and preprocesses the image by converting it to grayscale and applying binary inversion and thresholding using Otsu's method. The result is a binary image where the text is white and the background is black.

2. add\_padding: This function takes a binary image and an optional padding value (default is 2) and adds padding around the image. This is useful for ensuring that the characters do not touch the borders of the image, which can help improve character recognition.

3. segment\_lines and segment\_characters: These functions segment the preprocessed image into lines and characters, respectively. They use morphological operations (dilation) and contour detection to find the bounding boxes of the lines and characters in the image. The resulting bounding boxes are sorted by their position to maintain the order of the text.

4. skeletonize: This function takes a binary image and skeletonizes the text, which can help improve character recognition by simplifying the text's structure and reducing the impact of noise.

5. resize\_character: This function takes a character image, resizes it to a specified size (default is 28x28), and adds padding around the image. This is necessary because the CNN model expects input images to have a size of 28x28.

6. recognize\_character: This function takes a character image and a trained CNN model as input and predicts the character using the model. The input character image is preprocessed, resized, and converted to a PyTorch tensor before being passed to the model. The model's output is a probability distribution over the 26 letter classes, and the predicted character is the class with the highest probability. The function also displays the character image using Matplotlib.

7. extract\_text\_from\_document\_image: This is the main function that combines all the steps mentioned above. It takes an image file path and a trained CNN model as input and outputs the recognized text from the document image. The function first preprocesses the input image and then segments it into lines and characters. For each character image, it calls the recognize\_character function to predict the character using the trained model. The recognized characters are concatenated to form the output text, with line breaks added between the lines of text. The function returns the output text and the last recognized character as a tuple.



Figure ‑ When applying the below function we get the letter separated and padded so it can be easily detected by our model and recognized as the letter D

The **extract\_text\_from\_document\_image** function is called with the path to the input document image and the trained CNN model. It first preprocesses the image using preprocess\_document\_image and then segments the lines using segment\_lines. For each line, it segments the characters using segment\_characters and then recognizes each character using recognize\_character. The recognized characters are concatenated to form the output text, with line breaks added between the lines of text. The function returns the output text and the last recognized character as a tuple.

In summary, this stage of the text recognition module involves post-processing the images, segmenting the document into lines and characters, and predicting the characters using the trained CNN model. The final output is the recognized text from the document image.

### Design Constraints

While the described approach for text recognition using a CNN model on the EMNIST Letters dataset is effective, there are some constraints and limitations:

1. Limited character set: The model is trained on the EMNIST Letters dataset, which only includes uppercase English letters (26 classes). It lacks support for lowercase letters, digits, punctuation, and special characters. To recognize a more comprehensive set of characters, the model would need to be trained on a more diverse dataset.

2. Sensitive to image preprocessing: The accuracy of the text recognition depends heavily on the quality of the image preprocessing and segmentation steps. If the input image is not adequately preprocessed, or if the segmentation of lines and characters is not accurate, the overall performance of the text recognition system may be degraded.

3. Inability to handle distorted or noisy text: The model may struggle with recognizing text that is distorted, noisy, or written in unusual fonts, as the EMNIST dataset mostly contains clean and normalized character images. To improve the model's robustness to these variations, additional training data with diverse fonts, distortions, and noise levels could be included.

4. Lack of context: The approach recognizes individual characters independently without considering the context of the surrounding characters. This may lead to recognition errors that could be avoided by incorporating a language model that considers the statistical properties of the language, such as n-grams or more advanced models like RNNs and Transformer-based models.

5. No support for different languages: This approach is designed for English text recognition. To support other languages, the model would need to be trained on a dataset that includes characters and writing systems from those languages.

6. Computational complexity: The CNN model and the image processing steps can be computationally intensive, especially for large images or real-time applications. Optimizations and more efficient models may be required for deployment on resource-constrained devices or in real-time scenarios.

7. Lack of rotation and scale invariance: The model may not perform well when dealing with text that is rotated or scaled differently from the training data. To handle such variations, additional data augmentation or alternative approaches like spatial transformer networks could be employed.

### Other Description of Text Reader

The text recognition module uses a CNN model trained on the EMNIST Letters dataset to recognize uppercase English letters in document images. It involves three stages: data preprocessing and augmentation, model training, and post-processing. The module preprocesses the dataset and augments it for better performance. The CNN learns to map input character images to letter classes. Finally, the input document images are preprocessed, segmented into lines and characters, and fed into the trained model to predict the text. While effective, the module has limitations such as sensitivity to preprocessing, inability to handle distorted/noisy text, lack of context awareness, and constraints to uppercase English letters. Improvements can be made by incorporating additional training data, advanced models, and language models.

## Currency Recognizer

The currency recognition model, which utilizes KNN with histogram, texture, and ORB features, plays a significant role in improving the quality of life for visually impaired individuals. Handling and identifying currency denominations can be a challenging task for people with visual impairments, as they rely heavily on touch and other non-visual cues to differentiate between banknotes and coins.

By providing a reliable and accessible solution, the currency recognition model empowers visually impaired users with greater independence and confidence in their daily financial transactions. This can have a profound impact on their overall well-being and integration into society. Here are some key benefits of this model for visually impaired individuals:

1. Enhanced Autonomy: The model enables visually impaired users to manage their finances independently, without relying on others for assistance. This fosters a sense of self-reliance and contributes to their autonomy in performing daily tasks.

2. Reduced Risk of Fraud: The model can help protect visually impaired individuals from potential fraud or exploitation by accurately identifying currency denominations. This ensures that they receive the correct change during transactions and helps to prevent any financial losses due to dishonest practices.

3. Increased Confidence: Being able to handle financial transactions effectively boosts the confidence of visually impaired people. This increased self-assurance can positively impact other aspects of their lives, such as social interactions and career opportunities.

4. Ease of Use: The currency recognition model can be integrated into user-friendly applications or devices, making it easily accessible for visually impaired users. With simple interfaces and audio feedback, these tools can be tailored to suit the needs and preferences of visually impaired individuals.

5. Inclusion and Accessibility: By providing an effective currency recognition solution, the model promotes financial inclusion and accessibility for visually impaired people. This can lead to a more inclusive society where people with disabilities have equal opportunities to participate in economic activities.

In conclusion, the currency recognition model using KNN with histogram, texture, and ORB features is of great importance to visually impaired individuals. It enhances their autonomy, reduces the risk of fraud, increases confidence, and promotes inclusion and accessibility. By addressing a crucial aspect of daily life, this innovative solution contributes to a better quality of life for people with visual impairments.

**4.4.1. Functional Description**

The currency recognition model for visually impaired people is designed to identify different currency denominations accurately and efficiently. It follows a series of steps, from preprocessing the dataset to extracting features and finally, applying the KNN algorithm for classification. Here's a step-by-step functional description of the model:

1. Preprocessing: Before feature extraction, the model applies preprocessing techniques to the input images. This step may include resizing, denoising, and normalization, among other methods, to enhance the images and ensure consistency across the dataset. Preprocessing helps improve the overall performance of the model by reducing noise and variations that may adversely affect feature extraction and classification.

2. Feature Extraction: After preprocessing, the model extracts three types of features from the images: histogram features, texture features, and ORB features. Histogram features capture the color distribution, texture features describe patterns and structural information, and ORB features provide rotation, scale, and illumination invariant information. By combining these features, the model creates a comprehensive feature vector representing each currency image.

3. KNN Classification: Once the feature vectors are obtained, they are used as input for the k-Nearest Neighbors (KNN) algorithm. The KNN classifier works by comparing the feature vector of an input image to the feature vectors of known currency images in the training dataset. It identifies the 'k' nearest neighbors (where 'k' is a user-defined parameter) and assigns the input image to the majority class among these neighbors. This process allows the model to accurately recognize different currency denominations based on their features.

In summary, the currency recognition model for visually impaired people follows a systematic process of reading the dataset, preprocessing images, extracting histogram, texture, and ORB features, and applying the KNN algorithm for classification. This approach enables the model to accurately and efficiently recognize various currency denominations, providing vital assistance to visually impaired users in their daily financial transactions.

**4.4.2. Modular Decomposition**

#### First Stage: Data Preprocessing

In the currency recognition model, the first stage focuses on data preprocessing. This stage plays a critical role in preparing the input dataset and ensuring that the images are in a suitable format for subsequent feature extraction. The provided code contains several image manipulation techniques intended to augment the dataset and enhance the model's robustness. The following is a detailed overview of the code:

1. Rotation and Scaling: The functions rotate(img, angle) and scale(img, scale) are responsible for applying rotation and scaling transformations to the input images, respectively.

2. Noise Addition: The noisy(noise\_typ, image) function introduces various types of noise to the input image based on the specified noise\_typ. Supported noise types include Gaussian noise, salt and pepper noise, Poisson noise, and speckle noise.

3. Blurring: The blur(img, blur\_type) function applies different blurring techniques to the input image according to the blur\_type parameter. The available blur types comprise average blur, Gaussian blur, median blur, and bilateral blur.

4. Lighting Adjustment: The lighting(img, lighting type) function modifies the lighting conditions of the input image based on the lighting type parameter. The lighting adjustments encompass brightness, contrast, gamma correction, histogram equalization.

In summary, the data preprocessing stage involves applying a range of transformations, noise, blur, and lighting adjustments to the input images. These techniques contribute to creating an augmented dataset with diverse angles, lighting conditions, scales, and noise levels. This stage serves as a crucial foundation for the subsequent feature extraction and classification stages in the currency recognition model.

#### Second Stage: Feature Extraction

The second stage of the currency recognition model for visually impaired people involves extracting features from the preprocessed images. This stage is critical as it generates a comprehensive feature vector that effectively represents each currency image and enables the model to classify different denominations accurately. The feature extraction process comprises three steps:

1. Histogram Features: In this step, the model extracts color information from the currency images by creating histograms. A histogram is a graphical representation of the distribution of color values in an image. It provides insight into the overall color composition and intensity patterns, which are essential attributes for currency recognition. The histograms are computed for each color channel (e.g., Red, Green, and Blue) and then concatenated to form a single feature vector.

2. Texture Features: To capture the structural and textural details of the banknotes, the model extracts texture features using methods such as the Gray-Level Co-occurrence Matrix (GLCM) or Local Binary Patterns (LBP). These methods analyze the spatial relationships between neighboring pixels and encode the presence of various patterns, such as edges, corners, and textures. Texture features provide crucial information about the unique patterns present in different currency denominations, enhancing the model's classification capabilities.



Figure ‑ GLCM of each currency which shows difference in texture for each cuurency

3. ORB Features: The Oriented FAST and Rotated BRIEF (ORB) algorithm is employed to extract keypoint and descriptor information from the currency images. The ORB method is a fast and efficient feature detector and descriptor extractor that is invariant to rotation, scale, and illumination changes. It identifies distinctive points (keypoints) in the images and computes a binary descriptor for each keypoint, capturing the local patterns around them. These keypoints and their corresponding descriptors serve as an essential input for the classification stage.

After extracting the histogram, texture, and ORB features, the model combines them to create a comprehensive feature vector for each currency image. This feature vector is then utilized as input for the k-Nearest Neighbors (KNN) algorithm during the classification stage. The second stage of feature extraction is vital as it enables the model to capture various visual attributes of the banknotes, ultimately leading to accurate currency recognition and improved assistance for visually impaired users.

#### Third Stage: Dimensionality Reduction using PCA

After the feature extraction stage, the currency recognition model proceeds to the third stage, which involves dimensionality reduction using Principal Component Analysis (PCA). The high-dimensional feature vector obtained from the previous stage may contain redundant information and increase computational complexity. PCA helps to address these issues by transforming the original feature space into a lower-dimensional space while retaining most of the information.

1. Standardize the Feature Data: Before applying PCA, it is important to standardize the feature data to ensure that each feature contributes equally to the analysis. Standardization scales the feature values to have a mean of 0 and a standard deviation of 1.

2. Determine the Optimal Number of Principal Components: To find the best number of principal components, calculate the explained variance ratios for each component and plot the cumulative explained variance against the number of components. From the plot, you can visually inspect the point at which the cumulative explained variance reaches your desired threshold (e.g., 95%). The `n\_components` variable will contain the best number of components based on the threshold.

3. Apply PCA with Optimal Number of Components: Perform PCA using the determined number of components (`n\_components`). This step transforms the high-dimensional feature vector into a lower-dimensional representation, where the principal components capture the most important variations in the data.

4. Update the Feature Vector: Replace the original high-dimensional feature vector with the lower-dimensional representation obtained from PCA. This compact representation retains the most relevant information while reducing computational complexity and mitigating the risk of overfitting.

In this third stage, PCA effectively reduces the dimensionality of the feature data, leading to a more efficient and robust currency recognition model. The lower-dimensional representation serves as input for the k-Nearest Neighbors (KNN) algorithm during the classification stage, enabling accurate currency recognition and enhanced assistance for visually impaired users.



Figure ‑ dataset components before PCA transformation



Figure ‑ Shows the difference between 5 EGP and 10 EGP components value after PCA

#### Fourth Stage of the: KNN Classification

The fourth and final stage of the currency recognition model for visually impaired people involves classifying the preprocessed images using the k-Nearest Neighbors (KNN) algorithm. This stage is crucial as it leverages the comprehensive feature vectors obtained from the feature extraction stage to accurately recognize different currency denominations. The KNN classification process consists of the following steps:

1. Training the KNN Classifier: Using the feature vectors extracted from the training dataset, the KNN classifier is trained to recognize various currency denominations. Unlike other machine learning algorithms, KNN does not require an explicit training phase; instead, it "memorizes" the training data, which serves as a reference for making predictions on new, unseen images.

2. Choosing the Value of 'k': The 'k' in KNN refers to the number of nearest neighbors the algorithm considers when making a classification decision. This value must be carefully selected to balance the trade-off between underfitting and overfitting. A smaller 'k' value may result in a model that is sensitive to noise and outliers, while a larger 'k' value may lead to a model that is too generalized and less accurate. Cross-validation techniques, such as k-fold cross-validation, can be employed to find the optimal value of 'k'.

3. Distance Metric: The KNN algorithm relies on a distance metric to compute the similarity between the feature vector of an input image and those of the training dataset. Common distance metrics include Euclidean distance, and Manhattan distance. The choice of the distance metric depends on the nature of the feature vectors and can significantly impact the classification performance.

4. Classification: To classify a new, unseen currency image, the KNN algorithm calculates the distance between its feature vector and those of the training dataset. It then identifies the 'k' nearest neighbors, i.e., the 'k' training samples with the smallest distances. The input image is assigned to the majority class among these neighbors, resulting in the recognized currency denomination.

In summary, the third stage of the currency recognition model for visually impaired people involves classifying preprocessed images using the k-Nearest Neighbors algorithm. This stage effectively leverages the comprehensive feature vectors obtained from the feature extraction stage to accurately recognize various currency denominations. By employing KNN classification, the model provides valuable assistance to visually impaired users in their everyday financial transactions and promotes financial independence.

**4.4.3. Design Constraints**

When implementing the currency recognition model using k-Nearest Neighbors (KNN) with ORB, histogram, and GLCM features, there are specific constraints that may affect the design, performance, and efficiency of the model. Addressing these constraints is essential for creating an effective currency recognition solution for visually impaired users. Some of the key constraints associated with this combination of features and KNN are:

1. Feature Integration: Combining the ORB, histogram, and GLCM features into a single feature vector for KNN classification requires careful consideration. The integration method should maintain the distinct characteristics of each feature type while ensuring the resulting feature vector is suitable for KNN distance calculations. Designers should explore various feature concatenation or fusion techniques to achieve an optimal integration that preserves the information content of each feature type.

2. Feature Dimensionality: Combining multiple feature types (ORB, histogram, and GLCM) can result in high-dimensional feature vectors, which may lead to increased computational complexity and memory requirements for the KNN algorithm.

3. Feature Scaling: Since ORB, histogram, and GLCM features have different value ranges and distributions, it is essential to scale or normalize the features before applying the KNN algorithm. Proper feature scaling ensures that all features contribute equally to the classification process and prevents features with larger value ranges from dominating the distance calculations.

4. Computational Complexity: As mentioned earlier, KNN can be computationally intensive, particularly when dealing with high-dimensional feature vectors and large datasets. Combining ORB, histogram, and GLCM features may exacerbate this issue.

5. Memory Requirements: The memory requirements of KNN may be increased when incorporating multiple feature types, as the algorithm stores the entire training dataset for classification. Designers should explore strategies like data compression, feature selection, or instance selection to reduce memory usage and accommodate devices with limited memory, such as smartphones or wearable devices.

6. Robustness: The model's robustness to real-world challenges like lighting conditions, image quality, scale, rotation, and occlusions depends on the effectiveness of the chosen features (ORB, histogram, GLCM) and the KNN classifier. Ensuring the model's robustness may require fine-tuning the feature extraction parameters, selecting an appropriate distance metric, and optimizing the value of 'k' for the KNN algorithm.

By considering and addressing these constraints during the implementation of the currency recognition model using KNN with ORB, histogram, and GLCM features, designers can develop an accurate, efficient, and robust solution that caters to the needs of visually impaired users and promotes their financial independence.

## Face Detection

The face detection algorithm used is based on the Viola-Jones algorithm. The reason this algorithm was used is that it is a very fast system, running at 14 frames per second, even though its accuracy is not the greatest.

### Functional Description

The algorithm consists of mainly four steps:

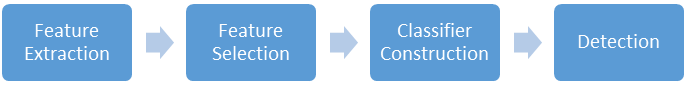
1. Feature extraction: The algorithm uses Haar-like features, which are simple rectangular patterns that capture the contrast between adjacent regions in an image. These features are computed efficiently using an integral image representation.

2. Feature selection: The algorithm uses a machine learning technique called AdaBoost to select a small subset of features that are most relevant for face detection. This reduces the computational cost and improves the accuracy of the algorithm.

3. Classifier Construction: The algorithm builds a cascade of classifiers, each of which is composed of a linear combination of features selected by AdaBoost. The cascade is designed to reject non-face regions quickly, while passing face regions to the next stage.

4. Detection: The algorithm scans the input image at multiple scales and locations, applying the cascade of classifiers to each sub-window. If a sub-window passes all stages of the cascade, it is marked as a face region.

Each step will be discussed in detail in the next part.



Training Phase

Figure ‑ Face Detection Flow Chart

### Modular Decomposition

As mentioned in the above part, the algorithm is based on four main steps. In each of the following paragraphs, we will discuss each step in detail.

#### Feature Extraction

The first step that needs to be done is creating the Haar-like feature that the algorithm will select from for face detection. Haar-like features are rectangular patterns that capture the contrast between adjacent regions in an image. The Haar-like features used are: two-rectangle, three-rectangle, and four-rectangle features. The two-rectangle features are two adjacent rectangles that either have the same height and different widths or have the same width but different heights. The three-rectangle features are similar to the two-rectangle features, but the difference is that there are three adjacent rectangles instead of two. The four-rectangle feature consists of four rectangles that are diagonal to each other. The features are created on a 24x24 image. This will create 162,336 features. Those features are saved and used for training.

Figure ‑ Examples of Harr-like features

#### Feature Selection and Classifier Construction

Since each one of those features is a weak classifier, Adaboost is used to select the most relevant Haar-like features and combine them into a strong classifier that can accurately detect faces in the image. The final output of the Adaboost is a list of weighted weak classifiers that can act as one strong classifier. This classifier is composed of twenty-five stages. A region in the image is considered a face if it passes all twenty-five stages. If one of the regions does not pass any of the stages, the region is immediately discarded and another region is considered. The reason for using stages is to reject non-face regions rapidly, thus reducing computation.

Figure ‑ Example of cascaded classifier

#### Detection

After creating the cascaded classifier, the module is ready for face detection. The input image is first preprocessed. The preprocessing includes normalization and calculating the integral image. An integral image is a data structure that allows for fast and efficient computation of sum of pixel values in a rectangular region of an image. It is also known as a summed-area table or a cumulative distribution table. The integral image is computed by adding up the pixel values along the rows and columns of the original image, such that each element of the integral image is equal to the sum of all the pixels above and to the left of it in the original image.

Figure ‑ Example of an integral image. The sum of pixels in rectangle D equals to 4 - 3 - 2 + 1

A sliding window is used to traverse the input image. Each sub-window is passed to the cascaded classifier, and if it passes all the stages, the region is considered a face. An image pyramid is formed by scaling down the input image by a scale factor. This is done to detect faces with different sizes.

### Design Constraints

Even though the algorithm is a very rapid face detection algorithm, it has its drawbacks. The main drawback of the algorithm is that faces need to be upright and well illuminated in order to be detected.

Another constraint of the algorithm is that it needs a very large and labelled dataset of face and non-face images. This can be difficult because the non-face images should not contain any faces, so they need to be checked manually.

Finally, the training phase of the algorithm takes a considerable amount of time. This is caused by two things: the very large dataset and the fact that Adaboost cannot be run in parallel. One could argue that this is not a design constraint. However, if a modification is needed and retraining is required, this will be a very time-consuming process.

## Emotion Detection

For individuals who are VIB, nonverbal cues such as facial expressions can be challenging to interpret, making it difficult to understand the emotions of others. Emotion detection technology has the potential to enhance the communication and social interactions of VIB individuals by providing them with a tool to better recognize and respond to the emotional states of others. By using advanced algorithms and machine learning techniques, emotion detection technology can analyze facial expressions to identify emotional states. This can help VIB individuals to better understand and respond to the emotions of others, leading to improved communication and stronger social connections.

### **Functional Description**

The emotion detection module first starts by detecting any faces in the input image. If no faces are detected, the module is immediately terminated. In the event that a face is found, the module continues.

Once a face is detected, the module starts extracting facial landmarks from the face. Facial landmarks are specific points on a face that are used to identify and track various features and expressions. These landmarks are the (x, y) coordinates of key points on the face, such as the corners of the eyes, the tip of the nose, and the corners of the mouth. Here, the facial landmarks are used to analyze the facial expression.

After the extraction of facial landmarks from the face in the image, those landmarks are used to predict the emotion of the face. The prediction is done using a random forest classifier. The random forest classifier is trained on a labeled dataset of human faces expressing various emotions.

Figure ‑ Emotion Detection Flow Chart

### Modular Decomposition

The face detection part of the module uses the HOG feature descriptor. The HOG algorithm works by dividing an image into small regions called cells, and computing a histogram of gradient directions for each cell. The histograms are then normalized and concatenated to form a feature vector that represents the shape and appearance of the image. Then, these descriptors are used with a linear classifier to detect faces.

The classifier is trained on a large dataset of face images and is capable of detecting human faces in a variety of lighting conditions and orientations. The model uses a sliding window approach to scan an input image at multiple scales and locations, looking for regions that contain facial features.



Figure ‑ Example of HOG feature

 As for the facial landmark extractor, the model uses a machine learning model that has been trained on a large dataset of annotated images to learn how to locate the landmarks. The model consists of an ensemble of regression trees that split the image into smaller regions and predict the offset of each landmark from the center of the region. The function combines the predictions of all the trees to obtain the final landmark coordinates.

Figure ‑ Example of ensemble of regression trees

Last but not least, the emotion detection uses a random forest classifier to classify the emotion of the face based on the facial landmarks passed on from the previous stage.

### Design Constraints

One of the main drawbacks of this design is that it cannot detect whether someone is suppressing their emotions. Moreover, detection of fake emotions is not possible.

## Retail Product Identifier

Retail Product Identifier (RPI) is designed to aid VIB people in shopping. RPI uses the camera of a smartphone to scan the product and provide audio feedback about its name and brand. RPI aims to empower VIB people with more information and convenience when shopping for their needs and preferences.

### Functional Description

The module consists of two main parts:

1. The first part is product detection. It detects the type of retail product. And returns a string that contains the type of products found. Then, it passes those product images to the next stage.
2. The second part is logo detection. Just like humans, it knows the brand of the retail product from the logo. It also returns a string that contains the logo detected for each item.

Figure ‑ Flow Chart of Retail Product Identifier

### Modular Decomposition

The first part of the module that detects the product type is based on YOLO algorithm. YOLO is a state-of-the-art object detection algorithm that can detect and classify multiple objects in an image with high speed and accuracy. Unlike traditional object detection methods that use a sliding window approach or region proposal networks, YOLO divides the input image into a grid of cells and predicts bounding boxes and class probabilities for each cell. YOLO also uses a single neural network to perform the detection task, which makes it faster and more efficient than other methods that use multiple networks or stages.

The second stage is also based on YOLO architecture. As it proved to be superior in terms of speed and accuracy. Due to the lack of a sufficient dataset, data augmentation has been used on the dataset to compensate for that.

### Design Constraints

Since YOLO is based on a neural network, it needs a very large dataset. This presented difficulties in the training process.

## Apparel Recommender

The apparel recommender module for visually impaired or blind people is a technology that aims to improve independent living for visually impaired or blind individuals. This module uses computer vision and machine learning techniques to provide recommendations for clothing items that match the user's preferences or that matches specific fashion rules.

### Functional Description

An apparel recommender system is a type of recommender system that operates in the domain of garments and fashion products. It aims to provide personalized suggestions of apparel items or outfits to users based on their preferences. An apparel recommender system can use various types of information, such as texture, color, and clothing types. This information is gathered from the clothing descriptor module. These features are transformed into vectors, and a similarity matrix is formed, calculating the angle between each entry and the user's preference. Based on that angle, a recommendation is suggested.

Three actions can be taken in this module. The first is that the user can add some clothes recognized in the clothes descriptor module to their own wardrobe. The user can add the clothes to their preferences as well. There are also rules that define which clothes go best with which. Finally, the user is able to ask the module for apparel recommendations.

The module is able to save each user's wardrobe and preferences. This is done using the user's MAC address. This approach was used to save the user the hardship of signing up and logging in.

### Modular Decomposition

The first thing the module does is vectorizing the clothing features. This is done using TF-IDF. It is a statistical technique used in information gathering. TF-IDF is used to calculate the relevance of clothing items to a user's preferences based on the clothing features, which are texture, color and type.

After that, a cosine similarity matrix is formed. It measures the angle between the vectorized features and user preference.

Figure ‑ Example of the Cosine Similarity Matrix

Since the user is VIB, their preference may not be the best option in terms of fashion. That’s why the system provides some rules of fashion to be followed. For instance, it is not considered a good idea to wear shorts with a plaza on top; for that reason, no rule defines it. On the other hand, wearing a blue t-shirt with black trousers is perfectly fine. So, a rule is provided stating that.

### Design Constraints

Fashion recommendation is a huge system, and providing such rules to define it simplifies its complexity. Nonetheless, this means that the system becomes more constrained in terms of recommending, as such rules are usually not enough.

## Face Recognition using Eigenfaces

The Eigenfaces algorithm is a technique for facial recognition that is based on the machine learning concept of Principal Component Analysis (PCA). It is one of the earliest techniques that have been developed for facial recognition, having been developed in the 1980s by Sirovich and Kirby. Since then, it has become one of the most popular techniques for facial recognition.

### Functional Description

This module is designed to enable users to recognize the faces of their friends. It accepts an image of a person's face as input and provides the user with either the name of the person if it is recognized, or a message indicating that the person was not detected. Due to the way this algorithm works, which will be detailed in the following subsections, adding a new unknown face in the database for future recognitions would require training to be done on the whole dataset again, which is impractical. This is why we have taken the freedom of defining the inputs and outputs of the module as described above.

### Modular Description

The basic idea behind the algorithm is to represent facial images as linear combinations of a small number of characteristic feature vectors, called “Eigenfaces”. These Eigenfaces represent the principal components, or Eigenvectors, of the distribution of facial images in a training set. We calculate them by performing Principal Component Analysis (PCA).

PCA is a mathematical feature extraction and selection technique that is often used in machine learning algorithms. The technique analyzes a set of training data and identifies the most important features, or “principal components”. These principal components describe the variability in the dataset. In our case, these principal components represent the features or pixels that help the most in distinguishing between faces.

Now we will explain the working of the algorithm. First, the facial images are normalized by subtracting them from the average or mean face, which is also calculated from the training set. The images are then preprocessed by using smoothing filters. This helps in noise reduction and in enhancing the most important features.

Next, the normalized images are used to create the covariance matrix: it represents the statistical relationship between the different pixel values or features in the image. The covariance matrix is a square matrix that summarizes important relationships in the data. It captures the important data variations and provides insight as to how different features change together.

A picture containing screenshot, x-ray film

Description automatically generatedAfter calculating the covariance matrix, its Eigenvectors and Eigenvalues are calculated. These are calculated using linear algebra. The eigenvectors represent the directions in which the data varies the most, while the eigenvalues indicate the amount of variance along each eigenvector. Each Eigenvector corresponds to one Eigenvalue. Therefore, the Eigenvectors that have the highest Eigenvalues represent the directions in which data varies the most, which corresponds to the features that are best for differentiating between the different classes, or in our case faces. Based on some threshold, whether it be on the number of Eigenvectors or the minimum value of the variance, some Eigenvectors are selected while others are discarded.

Figure ‑ - Eigenfaces

All of what has been described is the steps taken in the training phase. To recognize a new face, the algorithm projects the face onto the Eigenfaces and calculates the distance between the projected face and the Eigenfaces in the dataset. The face is then classified with the closest match. Any classifier at this point can be used. In our case, we used the K-Nearest Neighbors (KNN) with K = 3.

Graphical user interface, application

Description automatically generatedAs for the dataset, we used our own faces. Each of us captured some photos with different angles, expressions and different lighting conditions. We used these photos to train the algorithm and got impressive results: the algorithm recognizes us in most of our other testing photos. Measuring accuracies here would not be exactly meaningful because of the small size of the dataset. However, we have tried with another dataset, the Olivetti dataset, and got a 97% accuracy. We used 400 images of 40 people where each image is 64 x 64 pixels. We used 320 images for training and 80 images for testing.

Figure ‑ - Correct classification

One point of weakness of this algorithm is that the images must be close ups of faces. The algorithm therefore did not perform well for datasets where faces where not the main element in the image (15% accuracy for the LFW dataset).

This is expected of the Eigenfaces algorithm, because it does not try to extract certain features from the images that would make the difference between one face and the other. Rather, it makes the assumption that the faces distribution over the whole image space (which is all possible combinations of pixels all possible width x height images) is not random. Based on this assumption, the algorithm aims to calculate the Eigenvectors (called Eigenfaces) that best describe the distribution of face images over the images space.

## Frontend

For the front-end part of our application, we used the Android development framework Flutter, developed by Google. This tool allows the building of high-performance, cross-platform mobile apps for Android and iOS. It uses the Dart programming language, which was also developed by Google, to build mobile apps with reactive styles. Our choice of the framework was determined by many factors including the ease of use of Flutter. One of its main features is hot reload, which allows developers to see changes in their code almost instantly without having to build the whole app again. This greatly speeds up the development process and makes it easier to iterate on designs and features.

### Functional Description

This module aims to be the interface with the user, and so it should be easy to use and intuitive. The navigation inside the application should be entirely voice-based so that the application is easy to use by VIB individuals. It should also be fast and provide for real-time change between the different application’s modules.

A voice-based navigation means that the user can go from one module to the other by nothing other than voice commands. On the other hand, the application also needs to communicate information to the user, such as the output of our algorithms like the description of scenes or the classification of clothes and money denominations. This is why and equally important aspect must be present in the application: audio feedback.

Despite this, the UI is beautiful and allows for people whose visual impairment is not total blindness to enjoy a simple yet efficient experience.

Each module in the project corresponds to a Widget in the Flutter application, which maintains modularity, clarity, and ease of use. The users can customize the application’s settings to adjust the rate of speech of the audio feedback.

The application also aims to be user-friendly even for users who have limited technology experience.

There are of course some limitations to the application. The application requires a stable and continuous access to internet. As unreliable a this may seem, a compromise must be made with the application’s performance. Due to the very nature of AI and CV, the algorithms must run on a highly efficient platform, such as a server with GPUs. To achieve this, constant connection to the internet must be made.

### Modular Description

#### StartUp Page

The StartUp page is the first thing that a user may see when they open the application. It displays our logo and takes about a second before transitioning to the next page: the HomePage.

**A picture containing text, screenshot, computer, operating system

Description automatically generated**

Figure ‑ - Start Up Page

#### The HomePage

The Home Page is the central hub where users can navigate to all other modules. Upon loading, the home page will greet the user with a friendly message, providing a brief explanation of how to navigate the app. The greet message is played as sound so that VIB individuals may not need assistance even in the first time they install the application. The greeting asks the user to speak any module name to navigate to it, only by voice command. On the background is displayed to a semi-transparent image of our logo.

Users do not have to command the module name exactly to be directed to it. Instead, they can simply express their intent and the chatbot module Alan, which will be discussed further in this report, will understand what they want. For example, commands like ‘Scene Descriptor’, ‘Describe’, ‘Describe what’s in front of me’, ‘What is in front of me ?’, ‘What can you see ?’ and many more will direct the user to the Scene Descriptor module.

At this stage, the user can also directly speak with Alan. They can chat with Alan and ask for guidance in about navigation or about other things. Examples to questions that users can ask Alan are: ‘What’s the weather like today ?’, ‘Can you read this for me ?’ and ‘How much is this ?’.

**A close-up of a logo

Description automatically generated with medium confidence**

Figure ‑ - Home Page

#### Side Bar Drawer

A screenshot of a phone

Description automatically generated with low confidence The user can open the menu drawer from the top left corner in order to navigate the application. However, as stated before, this is certainly not the only way to navigate the application. The main way is voice-based: the user directs navigation by voice commands only. However, for visually impaired individuals who are not completely blind and who may want to explore the different modules that we offer, or for VIB individuals who may have a sighted assistant, the menu drawer offers an extremely simple yet efficient overview of the different modules. It implements a beautiful and simple UI that lets any user get a coherent idea about what the application offers. Each module is represented by an expressive icon next to its name. For example, the scene descriptor has a camera, the face recognizer a face, the emotion recognizer a heart, the clothes descriptor a shirt and pants, and so on. Clicking on any one of them redirects the user A screenshot of a phone

Description automatically generated with medium confidenceto the appropriate module.

Figure ‑ - Side Bar Drawer

Figure ‑ - Side Bar Drawer contd.

#### Scene Descriptor

When the user accesses the scene descriptor module, either through voice command or by clicking on the menu icon, a camera interface appears. Clicking on the camera button initiates a continuous loop that captures a photo, sends it to the server for analysis, and returns information about detected objects along with their distances from the device. This information is then spoken out loud to the user.

It is important to note that the loop will not start a new iteration until the previous spoken sentence is completed, regardless of its length. This process repeats indefinitely, allowing the user to continuously receive updated information about their surroundings.

A computer on a desk

Description automatically generated with medium confidence

Figure ‑ - Scene Descriptor Page

#### Other Modules

All the other modules in the application have the same form: a camera opens up and captures an image, which is sent to the server for analysis. Results are spoken out to the user. This includes: Face Recognizer, Emotion Recognizer, Text Reader, Clothes Descriptor, and Currency Recognizer.

#### How It Works

The How It Works Module contains a brief paragraph that explains the basic functioning of the application and which provides enough directions for any user to begin using the application. Since our target audience is VIB individuals, this message is not only displayed on the screen but also spoken out loud.

# System Testing and Verification

In this chapter, you have to explain all the steps you carried out to ensure that project outcomes are realized correctly. Your testing setup, strategy and environment should therefore be described. Your efforts for unit testing as well as integrated system testing should be given. Finally, the results from different testing scenarios should be highlighted and discussed.

In this space, before the first section, write an introductory paragraph on how you test and verify the correct operation of your system

## Testing Setup

Explain the setup you are using in testing your project

## Testing Plan and Strategy

Explain the methodology you follow while testing your project in details

### Module Testing

Explain the steps you carried out to test different modules within the project. Give and discuss the results obtained from the testing of these modules

### Integration Testing

Explain the steps you carried out to test the integrated system of your project. Give and discuss the results obtained from this whole project testing

## Testing Schedule

Mention your testing schedule

## Comparative Results to Previous Work

Give a summary of comparative results to previous work in Tabulated and or Graphical form along with a short commentary.

# Conclusions and Future Work

This chapter should summarize the whole project, it features and limitation. Moreover, you should give directions for future work

In this space, before the first section, write an introductory paragraph for the chapter

## Faced Challenges

Mention all the problems/challenges that you faced while working with the project and how you overcome them

## Gained Experience

Mentioned the experience/skills that you gained from working with the project

## Conclusions

Write your conclusions regarding the project. Mention its features and limitations

## Future Work

Give possible extensions, enhancements and future work of you project, such that subsequent students could build on your work and develop larger systems/platforms.

# References

|  |  |
| --- | --- |
| [1] | M. Turk and A. Pentland, "Face Recognition Using Eigenfaces," *Journal of Cognitive Neuroscience,* 1991. |

**Appendix A: Development Platforms**

**and Tools**

This appendix explains used tools, platforms, and hardware kits. Any ready-made module should be mentioned and discussed in this appendix. The appendix is divided into two main sections; one for the hardware and the other is for software. Within each section, you could add as much subsections as needed, according to the number of tools and platforms that you use in your project.

In this space, before the first section, write an introductory paragraph to the appendix

**A.1. Hardware Platforms**

A description of any used hardware platforms/kit should be written in this section. Each platform/kit is better described in a separate subsection. (A1.1..)

**A.2. Software Tools**

A description of any used software tool/package should be written in this section. Each tool/package is better described in a separate subsection (A2.1,..)

**Appendix B: Use Cases**

Include all your use cases

**Appendix C: User Guide**

To run the application you should follow the following steps:

Step 1: Run the server. This could be done by running the command ‘python backend.py’ in the appropriate location.

Step 2: Install the application. This could be done by building the flutter project b using the command ‘flutter run’ or by simply downloading the APK file on the mobile device.

**Appendix D: Code Documentation**

Your code or parts of the code you feel necessary could be included here (optional) however for one copy of this report an attached CD with all of the code is a must.

Remember you will deliver three copies of this report.

**Appendix D: Feasibility Study**

Give a detailed feasibility study of your project