

# Low Cost Outdoor Assistive Navigation System for Blind People

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With over 39 million visually impaired people, the need for an assistive device that allows the blind to navigate freely is crucial. We have developed an assistive navigation device that uses 3-D sounds to provide directions to the user. Our device relays navigation information to the user through special Audio Bionic Earphones, which use bone conduction technology. The device is recorded and can therefore be selected by the user. Navigation processing is handled by a microcontroller.

We are using a magnetic compass and an accelerometer to calculate the direction that the user is facing. The coordinates of the destination address are geocoded using a Google Maps API module and passed to the *MoNav* software to generate a pedestrian route. Additionally, the device includes speech recognition and speech synthesis for obtaining the user's desired destination. The user can input the address by speaking into a microphone. The entire system is mounted to a pack that can be worn on the user's waist. It is very light and portable and it does not use any of the user's senses while it is being used.

## I. Introduction

There are various technologies available to help the blind community, but most of them either limit the freedom of the user, are expensive, or have a short service life. For example, the Seeing Eye service, which has a service life of 7 years, costs as much as \$40,000. This figure may not seem substantial, but when you consider that the average American spends \$42,000 a year on food, it is a significant cost.

Currently, most of the navigation technology available revolves around feedback to the user through synthesized speech. Research at Georgia Tech showed that a much better method of providing feedback was through audio-only output, instead of through synthesized speech. Our goal was to improve on this technology and make it more affordable to blind people [13].

The second method of providing feedback to the user is through vibrotactile tacts (tactile icons). By using vibrotactile technology, the user feels a vibration on a certain part of the body whenever they need to navigate. We decided to avoid this methodology because after some period of repeated use, there are adverse effects, such as Vibration White Finger Syndrome, if the vibration is on the fingers through gloves [7].

## II. System Architecture

The entire system consists of 5 modules, controlled by a loader program. The entire system does not require the use of the internet in order to operate. The initializer module verifies that all the libraries are installed and all of the data files for the proper operation of the system exist. The user interface obtains the destination address from the user. The Address Query translates the address to geographic coordinates. The Route Query takes the blind user's current coordinates from the GPS and the