

Indoor Navigation for the visually impaired

Kareem Emad El Din

Sherif Akram

Nouran Khaled

Shehab Mohsen

Supervised By Dr. Ammar Mohamed & Eng. Haitham Motawea

Introduction



Types of Visual Impairment

- · Loss of central vision
- Blurred Vision
- Loss of peripheral vision
- Generalized haze

Motivation

• Assistance needed to help the visually impaired perform normal every day tasks might not be available.



- Availability of mobile phones for visual people only.
- The high **cost** of visually impaired electronic assistance.
- According to the latest survey provided by the World Health Organization, there are more than 2.2 million people with visual impairment in Egypt, 900,000 of which are totally blind

Solution



Mobile Application that:

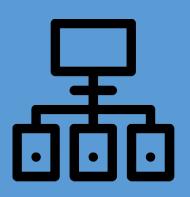
- Acts as the user's eyes in the context of searching for object's and obstacles.
- Allows the user to search for his desired object and provide guidance to reach it
- Allows the user to freely roam the room warning him of any obstacle facing him.
- Allows the user to add his own personalized objects.

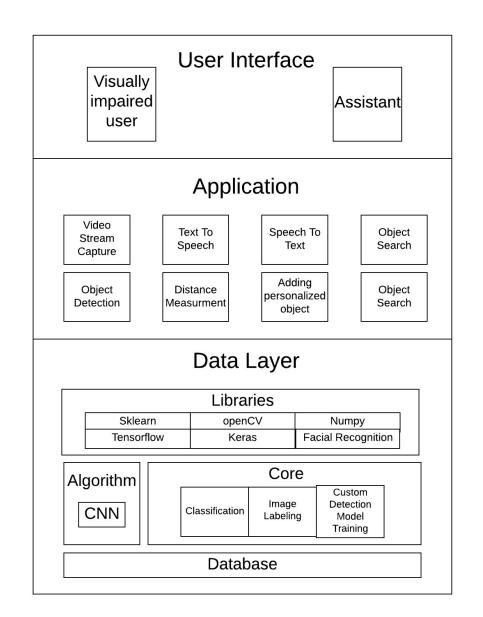
Problem Statment



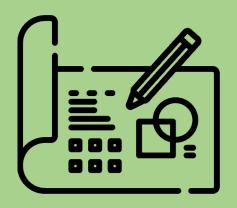
Navigation of users with any type of impairment could now be done freely and safely even in new places which is the most tackled issue by anyone with vision impairment as well as find their own objects which is something provided in our system using find my object module.

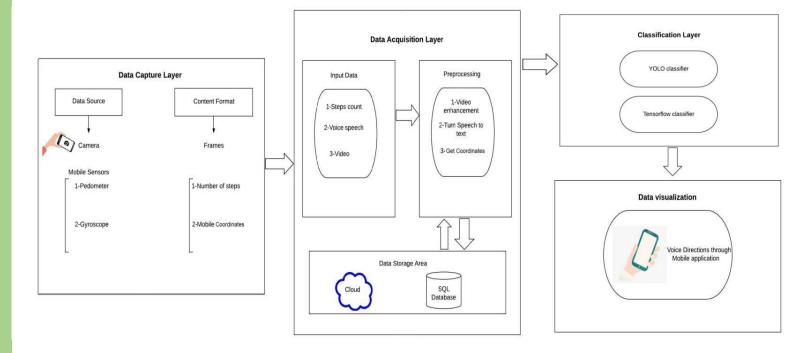
Architecture Design





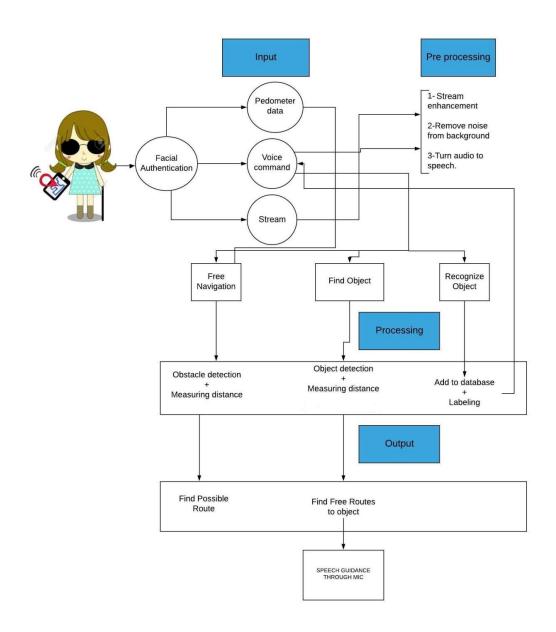
Block Diagram



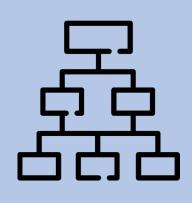


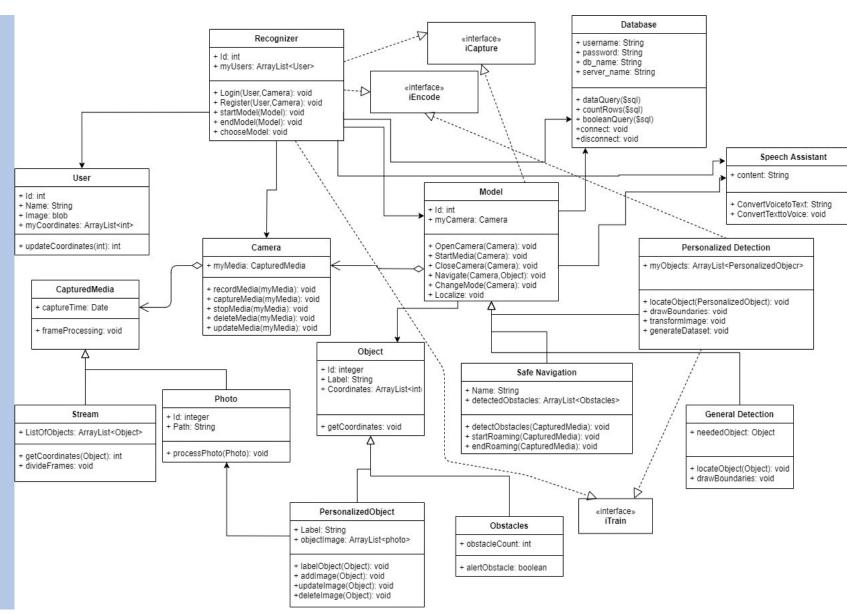
System Overview



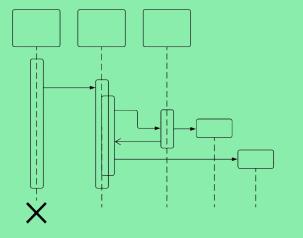


Class Diagram

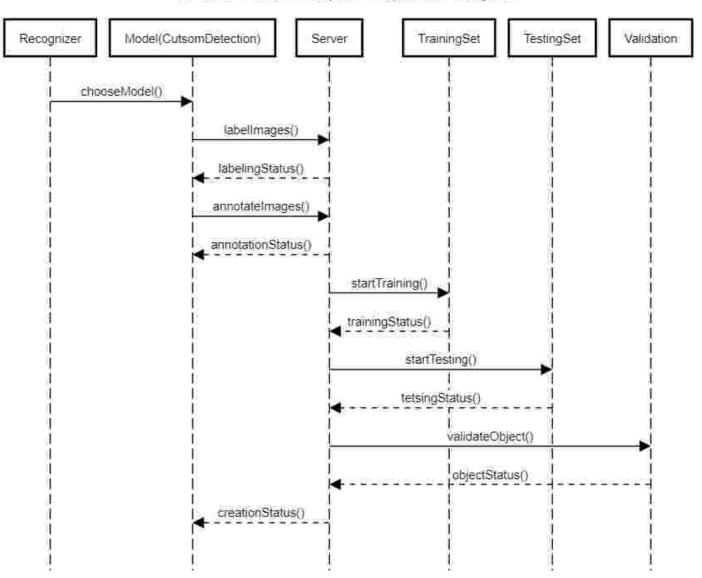




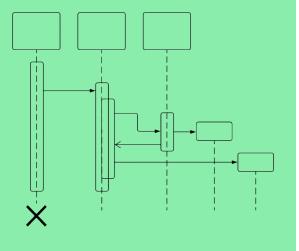
Sequence Diagram



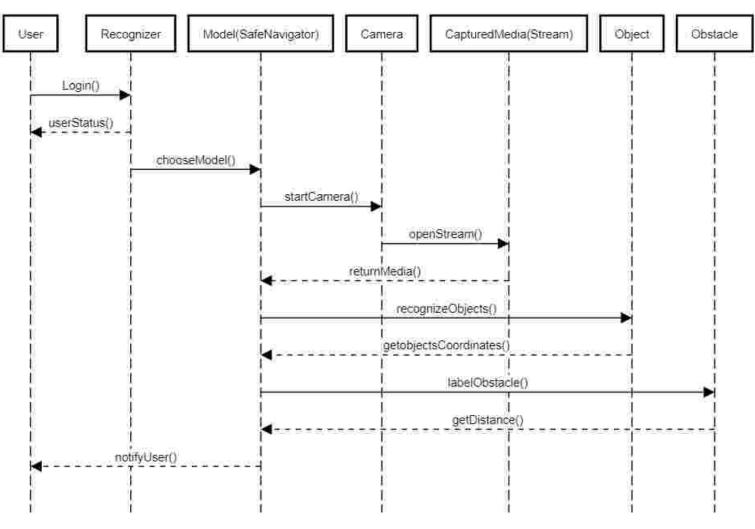
Create Custom Object Sequence Diagram



Sequence Diagram



Safe Navigation Sequence Diagram



Design Rational



Our work

- MobileNet using SSD
- Distance using triangle similarity

$$\mathbf{D} = (\mathbf{W}^*\mathbf{F})/\mathbf{P}$$

Backend Stack











Mobile Stack





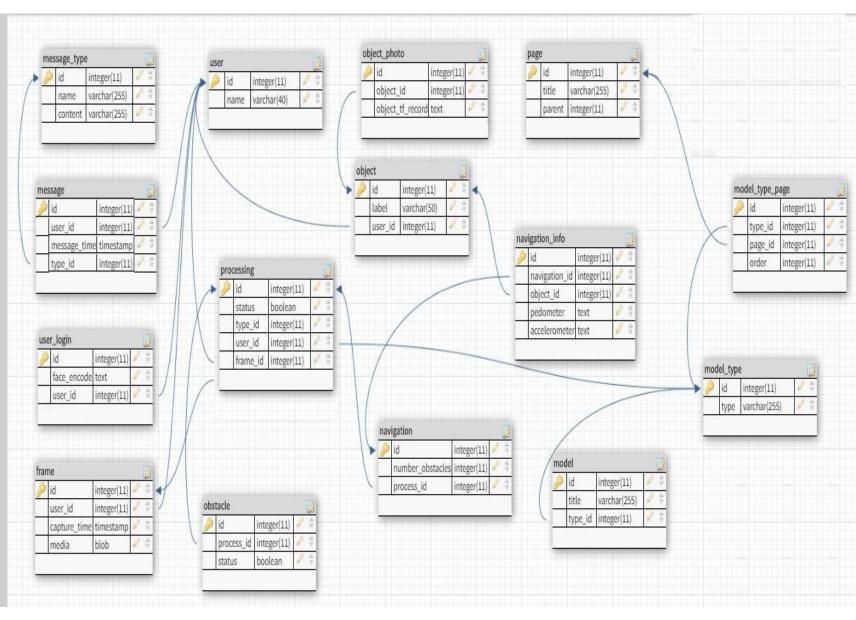




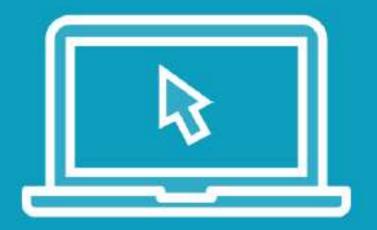


Database





Demo



Thank You