

The logo for Carnegie Mellon University, featuring the text "Carnegie Mellon University" in a white, serif font. The text is set against a dark blue background with a pattern of intersecting red, green, and yellow lines forming a grid.

Team A5:
FollowMe: Object Recognition in
Blind Aid

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Use Case/Application



Use case: Object recognition system that detects obstacles and navigates routes for blind people. Blind will use cane in addition to it. Convenient.

Scope: Flat indoor settings without dangerous obstacles such as racing cars/scooters dashing at the blind.

Requirements:

- Moving Obstacles - **5m** - **90-100%** Accuracy
- Static Obstacles - **3m** - **90-100%** Accuracy
- Latency: **500ms**
- Weight: **5lb**
- Battery life: **>1** hour with low battery warning



Design Requirements for Recognition

Sensors: Detection range: $5+(1+0.5)*3 \approx 10\text{m}$.

Camera: > **0.8 million pixels**; > **10fps**

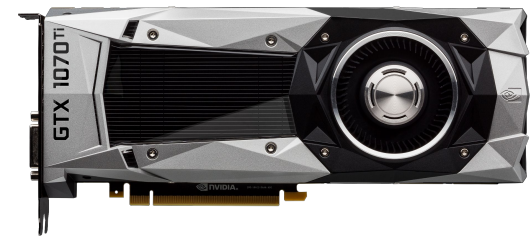
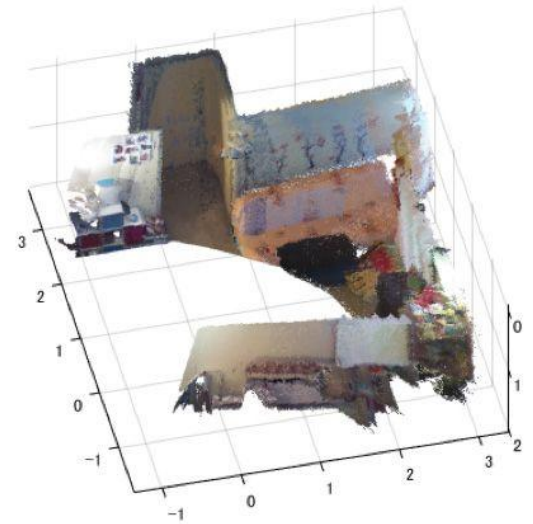
a. DL model input channel: >16*16 pixels

Lidar: Depth Accuracy ~ **20 cm**; > **10 fps**

Processor:

1. Paper: Pascal Titan X-> real-time latency
2. SLAM model: ~ **20 Terra FLOPS**

Use-case Goal: > 90% Accuracy + 500ms Latency



Design Requirements for Peripherals

Battery: **4000 mAh** power bank

Speaker: **<0.5 lb; <\$20; <1W; loud: >60db**

Stand: weight **< 2lb**; material

Use-case Goal: Light weight **<5lb**; power last 1 hour



Roll over image to zoom in



Solution Approach

Design:

The blind people will carry a frontpack with the stand holding a camera, a lidar, and a speaker. They are connected to computing module. The power bank powers the system.

Recall use case: Recognition system is an auxiliary device to the blind. Blind still uses walking canes. It can ensure the safety and comfort of walking.

Consideration: Public welfare for blind people.

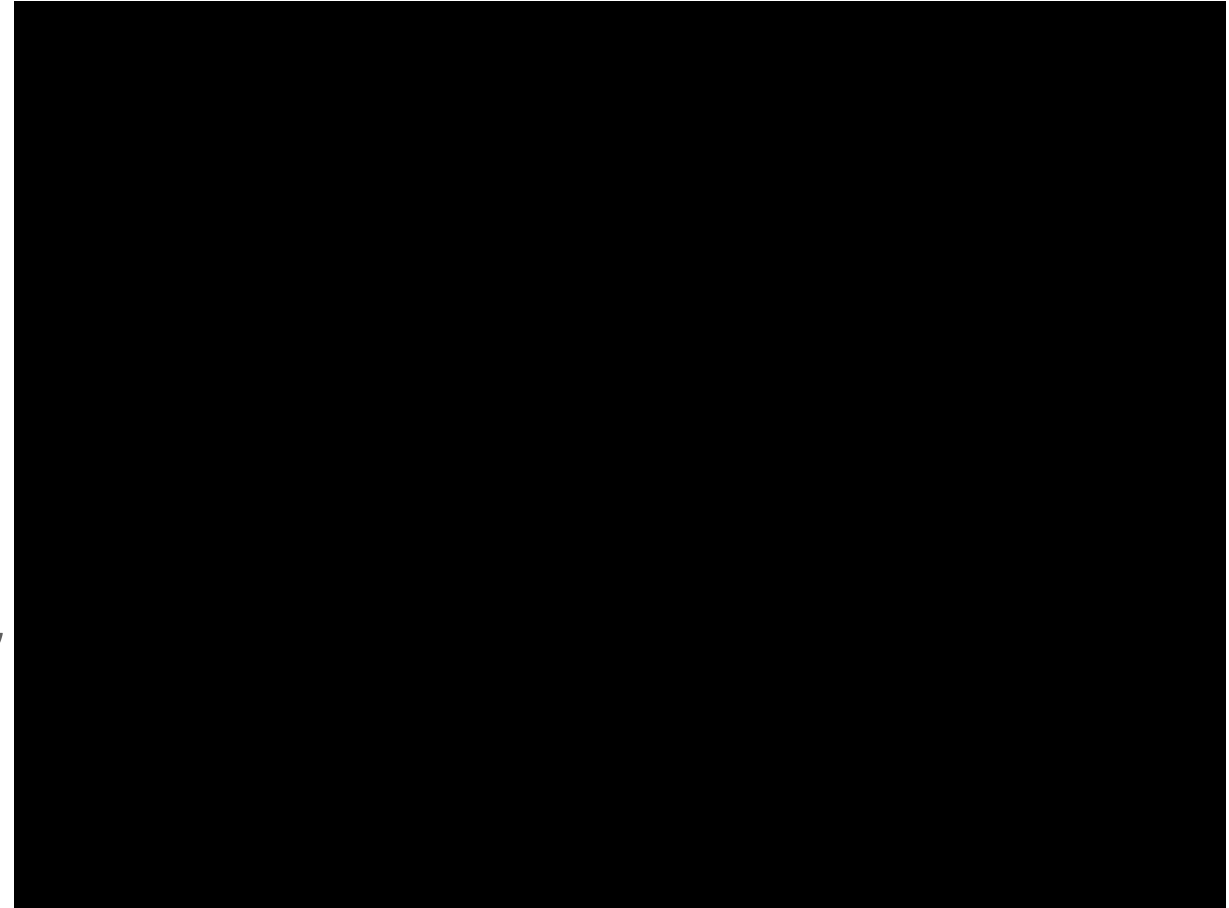


Solution Approach

Sensors collect data, processor uses SLAM (Simultaneous Localization And Mapping) to create a labelled map.

-> If sees obstacle, speaker: "x Meters ahead, Moving/Stationary Obstacle, Stop/Avoid".

-> In navigation, speaker: "Keep Straight/Turn left/right after x seconds/Intersection xxx seconds ahead"



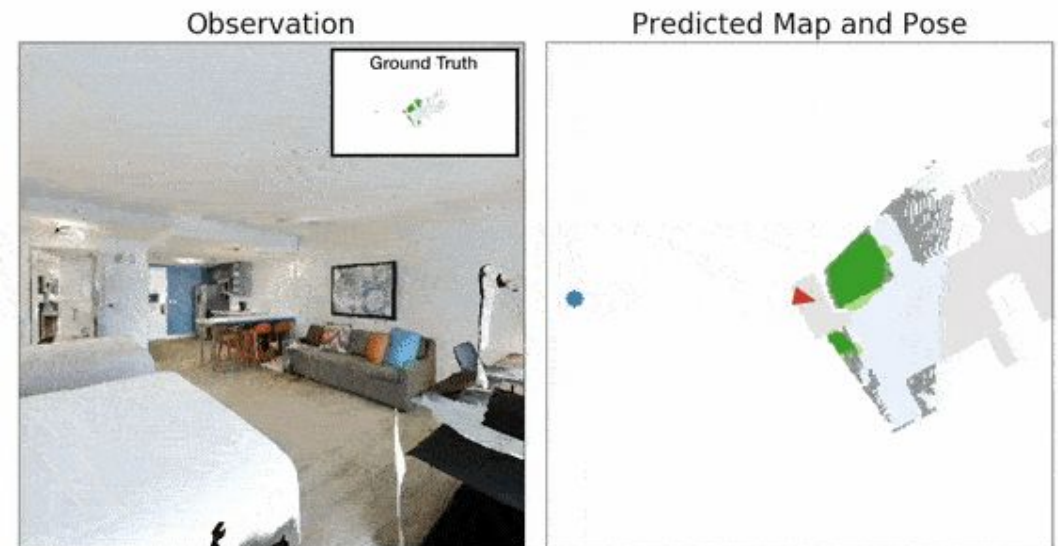
Solution Evolvment & Highlights

Why & How SLAM?

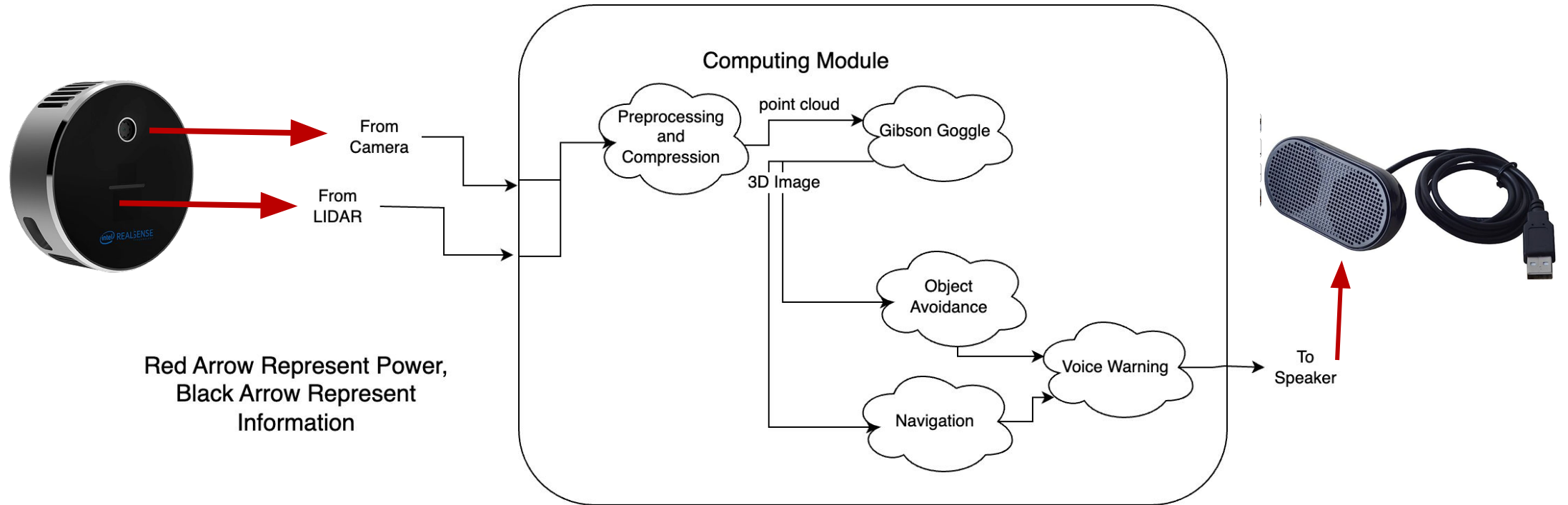
- Why? Reconstruct a labelled 3D map for navigation (roadmap), not just obstacle detection + Higher Accuracy
- How? Data stream -> Goggle of Gibson Environment -> SLAM -> labelled map
- <http://gibsonenv.stanford.edu/method/#goggles>
- <https://github.com/devendrachaplot/Neural-SLAM>

Latency Issue -> Compress 2 times

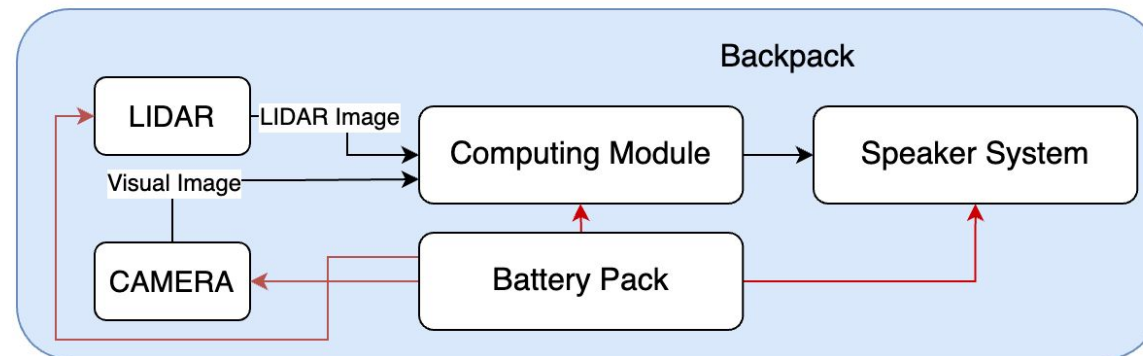
Backup plan: YOLO for obstacle recognition + roadmap recognition



Software



Red Arrow Represent Power,
Black Arrow Represent
Information



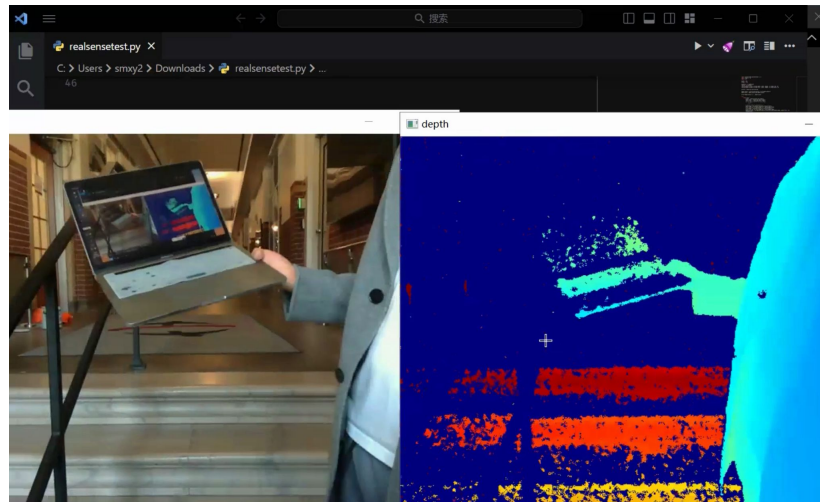
Hardware

Implementation Plan

Rent: Lidar, Camera, NVIDIA Jetson

Buy: Speaker, Battery, Stand

Assembly: Nvidia Xavier nx with speaker, with battery, mount on stand.

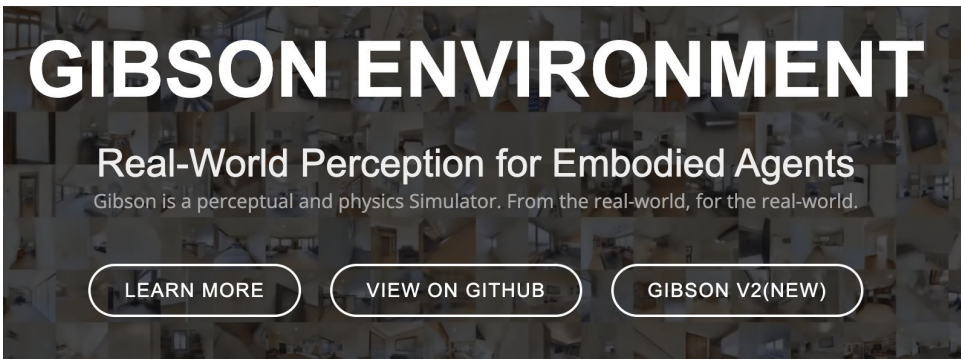


Implementation Plan

Design:

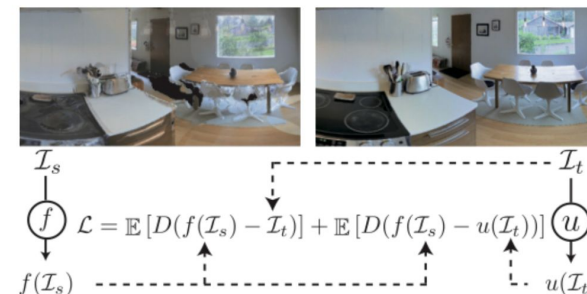
- Algorithm for giving instruction based on 3D SLAM map/YOLO
- Collect own data. Train the model. Modify CV model
- Control code for sensor pipeline

Import: Gibson environment and SLAM model



Transferring to Real-World: Goggles

We propose a novel domain adaptation mechanism, resembling corrective lens, which we refer to as **goggles**. We show that our goggle adaptation approach can effectively minimize the gap between the synthesized and real world frames from the learner's perspective



Testing and Verification Metrics

Test for Distance + Test for Accuracy - Control group

- Moving Obstacles: 5m + >90% Accuracy
- Static Obstacles: 3m + >90% Accuracy

Passing metric:

- Latency: 500ms
- Weight: < 5lb
- Power life: > 1 hour

Risk Mitigation: Replace SLAM w/ YOLO



