







Blind aid

Blind aid simulation using multiple micro: bit and sensor integration

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Project scope

Physical approach

- Utilize multiple micro:bit (4-5) to make a prototype system for aiding blind people in navigating a maze
- Design a local position system using micro:bit sensors and ultrasonic sensors



•Calculate distance based on signal strength & triangulate position Outdoors -50



- Give audio cues to a blind(folded) person
- Intended as an educational exercise for children.
- Challenging project due to noisy signals, influence of environment and the real time aspect of the task

interference from the environment (especially • Strong indoors) & noisy measurements

• Distance estimation based on physical principles infeasible

Machine learning approach

Position based approach:

- Collect data from sensors by standing in different positions.
- Smooth data on micro: bit using running average

Replace missing values

 Apply gaussian filter for smoothing Label samples with corresponding position



Trajectory based approach:

- Collect data from sensors by walking through maze (multiple times)
- Smooth data on micro: bit using running average

• Replace missing values



Apply gaussian filter for smoothing

Label samples with future compass bearing

- Train random forest regression model to **predict** position in maze
- Signal strength, ultrasonic data, compass heading are used as features
- Machine learning
- Train random forest regression to **predict desired** direction
- Features are augmented with the output of the position based approach

Results



- Position estimates for corner (top row), side (middle row), and center point (lower row) •Accuracy increases with use of compass (C) and ultrasonic data (S) compared to radio strength (R)
- Approach can predict direction accurately for a maze trajectory that it has been trained on
- •In the future training automation and advanced signal processing could be used to accelerate model building and improve accuracy