



(12) **DEMANDE DE BREVET CANADIEN
CANADIAN PATENT APPLICATION**

(13) **A1**

(86) Date de dépôt PCT/PCT Filing Date: 2020/04/21
 (87) Date publication PCT/PCT Publication Date: 2020/10/29
 (85) Entrée phase nationale/National Entry: 2021/09/24
 (86) N° demande PCT/PCT Application No.: EP 2020/061054
 (87) N° publication PCT/PCT Publication No.: 2020/216732
 (30) Priorité/Priority: 2019/04/25 (EP19382316.8)

(51) Cl.Int./Int.Cl. *A61B 3/103* (2006.01)
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(54) Titre : PROCÉDE ET SYSTÈME IMPLEMENTES PAR ORDINATEUR POUR MESURER DE MANIÈRE INTERACTIVE DES ERREURS DE REFRACTION OCULAIRE, L'AJOUT ET LA PUISSANCE DE LUNETTES DE LECTURE
 (54) Title: A COMPUTER-IMPLEMENTED METHOD AND SYSTEM FOR INTERACTIVELY MEASURING OCULAR REFRACTIVE ERRORS, ADDITION AND POWER OF READING GLASSES

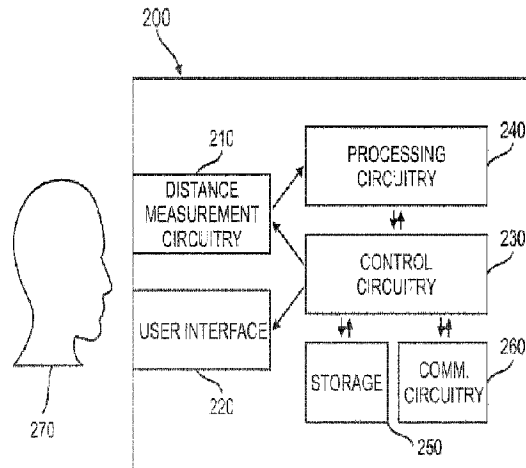


FIG. 2

(57) **Abrégé/Abstract:**

A system and method for interactively measuring ocular refractive errors, addition and power of reading glasses without the need of an optical component that would change optical vergence of a target. The system can measure the distance from a user's eyes to either or both border of interval of clear vision, for one orientation or two perpendicular orientations. The measurements together with the user's age can be used to estimate sphero-cylindrical refraction, addition and power of reading glasses. The system can use different sizes, directions and colors of targets which can change with said distance or user interaction.

Date de soumission / Date Submitted: 2021/09/24

No de la demande can. / CA App. No.: 3131765

Abrégé:

La présente invention concerne un système et un procédé pour mesurer de manière interactive des erreurs de réfraction oculaire, l'ajout et la puissance de lunettes de lecture sans avoir besoin d'un composant optique qui changerait la vergence optique d'une cible. Le système peut mesurer la distance des yeux d'un utilisateur à l'un ou l'autre bord, ou aux deux bords, d'un intervalle de vision nette, pour une orientation ou deux orientations perpendiculaires. Les mesures, conjointement avec l'âge de l'utilisateur, peuvent être utilisées pour estimer la réfraction sphéro-cylindrique, l'ajout et la puissance de lunettes de lecture. Le système peut utiliser différentes tailles, directions et couleurs de cibles qui peuvent varier avec ladite distance ou interaction avec l'utilisateur.

Abstract:

A system and method for interactively measuring ocular refractive errors, addition and power of reading glasses without the need of an optical component that would change optical vergence of a target. The system can measure the distance from a user's eyes to either or both border of interval of clear vision, for one orientation or two perpendicular orientations. The measurements together with the user's age can be used to estimate spherocylindrical refraction, addition and power of reading glasses. The system can use different sizes, directions and colors of targets which can change with said distance or user interaction.

**A COMPUTER-IMPLEMENTED METHOD AND SYSTEM FOR INTERACTIVELY
MEASURING OCULAR REFRACTIVE ERRORS, ADDITION AND POWER OF READING
GLASSES**

FIELD OF THE INVENTION

5 This is related to the fields of optometry, visual optics, physiological optics, electronics and computers. In particular, this is related to systems and methods of measure the near point and far points of a human eye and its focusing errors, which can result in myopia, hyperopia, astigmatism and presbyopia.

BACKGROUND OF THE INVENTION

10 A perfect eye forms *images* of infinitely distant *objects* precisely on the retina. The *far point* (FP) of a perfect eye is thus located at infinity. As the distance between the eye and an object becomes shorter, the eye maintains the object in focus by means of *accommodation*, which is a process where, primarily, the curvature of a crystalline lens inside the eye changes. Once a minimum distance of accommodation is reached and the lens cannot become any more curved,
15 an object is located at the eye's *near point* (NP). In optometry, distances are often expressed in units of diopters (D), which are the inverse of meters (m). The dioptric distance between FP and NP of an eye is called the *amplitude of accommodation* (AA). Since the FP of a perfect eye is located at infinity, it corresponds to 0 D. A NP of a perfect eye can, for example, be located at a distance of 0.1 m, which corresponds to 10 D. In this case AA is 10 D.

20 Real eyes suffer from aging, and people who are approximately 45 and older suffer from *presbyopia* – a condition where the crystalline lens of the eye loses the ability to change shape. The amplitude of accommodation of real eyes drops with age from approximately 20 D in infancy to 0 D in late adulthood when the eye loses the ability to form clear images of near objects on the retina. There are many reports documenting the relationship between age and
25 maximum change in accommodation in human eyes [1][2].

Furthermore, real eyes suffer from focusing errors caused by optical imperfections in their refractive surfaces (cornea and crystalline lens) and/or from a mismatch between the refractive power and the axial length of the eye, which are called *refractive errors*. Such errors, which
30 cause the far point to be located closer than at infinity (*myopia*) or further away than infinity (*hyperopia*) prevent the eye from forming images precisely on the retina and result in deterioration of visual quality and require optical correction.

Refractive errors which can be corrected by means of spectacles, contact lenses, intraocular lenses, or refractive surgery can be divided into spherical errors (myopia or hyperopia), cylindrical errors (*astigmatism*) and presbyopia. Astigmatism is a condition where the optical
35 power of the eye varies with meridian (orientation) causing the far point to split into two (*meridians*); one corresponding to, for example, horizontal, and the other corresponding to vertical components of the image. This causes the visual quality of images of vertical objects

(for example a fence) to be different from the visual quality of images of horizontal objects (for example a striped dress) and can give rise to nausea, seeing double images, and a general loss of vision quality. Many authors have shown that astigmatism magnitude and axis do not change very much during accommodation [3][4].

- 5 The fact that astigmatism can be present both in a relaxed and accommodated eyes means that both the FP and the NP can each be split. Each can correspond to two distances depending on the orientation of the object; distal far point (dFP) and proximal far point (pFP), and distal near point (dNP) and proximal near point (pNP) for FP and NP, respectively. These four distances correspond to the borders of the interval of clear vision (BICV).
- 10 Due to the light dispersion of the ocular media, which is a function of wavelength, positions of FP and NP depend on the spectral composition (color) of the object [5] imaged by the optics of the eye onto the retina. For example, in the case of a 2 D myope looking at an object on a black background, a FP can be located at a distance of 0.5 m, 0.4 m, and 0.53 m for white, blue and red objects, respectively. Eye dispersion is known and similar between subjects, so FP and NP
- 15 for any given wavelength (color) can be calculated [6].

Prior to its correction, the type and amount of refractive error must be determined by means of a procedure known as *refraction*, which consists of finding the combination of spherical and cylindrical lenses which correct the focusing errors of the eye described above. Refraction is performed either using dedicated optical instruments, which can measure light exiting the eye

20 (*objective refraction*), or by trained clinicians using a chart and a set of trial lenses (*subjective refraction*).

Perfect focus is never achieved by the human eye even after sphero-cylindrical correction due to the presence of high-order monochromatic aberrations [7] and well documented errors in both objective and clinician determined subjective refractions [8,9]. Moreover, optimal

25 refractions can also vary with task and the object being viewed [10]. For instance, if the goal of the refraction is to read optotypes or letters, it will depend on letter size. Low myopes can be able to read large letters without correction but need a correction for small letters. Similarly, low presbyopes can read medium- or large-size fonts but are unable to read small print. Thus, the position of FP and NP depends both on object size [11] and subject's refraction.

30 Numerous patents and patent applications regarding systems and methods for measuring ocular refractive errors have been proposed. Some include techniques to find cylindrical lenses that correct ocular astigmatism [12]. However, they are all related to obtaining the measurements at the FP of an eye. Moreover, these patents and applications are based on the use of optical systems to modify optical vergence in images of objects, and not on changing the

35 real, physical distance from said objects. Furthermore, they do not include changes in object size (e.g. size of target on a screen) depending on said distance, which is required for the size of an image formed by the optics of the eye to be distance-independent.

To the best of the authors' knowledge there are no previously published patent applications related to systems and methods for interactively measuring ocular refractive errors and power and addition of reading glasses based on measurements of distance between a subject's head and a device, where there is continuous change of object size, and where a subject can interactively choose one of the BICV according to subjective preference. Such systems can be implemented in modern electronic devices which include screens, cameras, sensors and processors.

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SUMMARY OF THE INVENTION

The present invention refers to computer-implemented systems and methods for interactively measuring ocular refractive errors, addition and power of reading glasses. The methods are based on interactive, subjective measurements of distance between a subject's head and an electronic device corresponding to either of the BICV.

The system proposed herein can include the following components of an electronic device:

- a. Distance measurement circuitry, which can include passive components such as one or more cameras, or active components such as emitters, detectors, or others, or any combination thereof.
 - 5 b. User interface, which can include an electronic screen with a tactile surface or a keypad or a microphone, or others, or any combination thereof.
 - c. Control circuitry and processing circuitry, which can include processors, memory modules, wired or wireless connections between system modules and components and remote networks, or others, or any combination thereof.
- 10 The method proposed herein can comprise the steps of:
- a. Acquiring information about a user, such as age (AGE), gender, geographic location, eye to be tested or others, or any combination thereof.
 - 15 i. According to some embodiments of the present invention, the acquiring information about a user comprises configuring a user interface module to prompt a user to input said information into a user interface.
 - ii. According to some embodiments of the present invention, the acquiring information about a user comprises automatically detecting said information based on an image of a user's head from a camera included in an electronic device or other databases.
 - 20 b. Displaying a target on an electronic screen such as one or more letters or optotypes, a geometrical pattern or a still or moving picture, or other, or any combination thereof.
 - 25 i. According to some embodiments of the present invention, the displaying a target on an electronic screen comprises changing the size, shape, rotation, color, background color or other characteristics or any combination of any of the above in accordance with a user interaction with an electronic device using a user interface.
 - 30 ii. According to some embodiments of the present invention, the displaying a target on an electronic screen comprises changing the size, shape, rotation, color, background color or other characteristics or any combination of any of the above with a change of distance between a user's head and an electronic device.
 - c. Changing the distance between a user's head and an electronic device to optimize the subjective visual quality of the target according to a criterion.
 - 35 i. According to some embodiments of the present invention, the changing the distance between a user's head and an electronic device comprises holding a device in a user's hand and bringing it closer to the user's face or further away from the face.
 - ii. According to some embodiments of the present invention, the changing the distance between a user's head and an electronic device comprises situating

- one or more reflective surfaces, the electronic device, and changing a distance between the device and the surface or a distance between the head and the surface, or any combination thereof.
- 5 iii. According to some embodiments of the present invention, the changing the distance between a user's head and an electronic device comprises changing the distance by a third party, such as another person, another apparatus, or other, or any combination of any of the above.
- 10 d. Measuring of any of the BICV within which a certain visual quality criterion is satisfied.
- i. According to some embodiments of the present invention, the measuring of any of the BICV can comprise displaying on an electronic screen to a user a target with spatial features oriented at a certain angle α and measuring a corresponding distance between the user and the target.
- 15 ii. According to some embodiments of the present invention, the measuring of any of the BICV can further comprise displaying to a user a target with spatial detail at a different angle β , which can be perpendicular to angle α , and measuring a corresponding distance between the user and the target.
- iii. According to some embodiments of the present invention, the measuring of any of the BICV can comprise configuring a distance measurement circuitry included in the electronic device to perform measurements.
- 20 iv. According to some embodiments of the present invention, the measuring of any of the BICV can comprise using an external apparatus to perform measurements, such as a ruler, a rangefinder or other, or any combination of any of the above.
- v. According to some embodiments of the present invention, the visual quality criterion can comprise a visual acuity criterion (e.g. resolving lines, letters, etc.), a contrast sensitivity criterion (e.g. distinguishing tones of gray), a color discrimination criterion (e.g. distinguishing colors), subjective clarity, or other, or any combination of any of the above.
- 25 e. Computing ocular refractive errors and power and addition of reading glasses from measured BICV, information about an object (such as color of a target), information about a user (such as age, gender, or others), or any other, or combination of any of the above.
- 30 f. Storing ocular refractive errors and power and addition of reading glasses from measured BICV, information about an object (such as color of a target), information about a user (such as age, gender, or others), or any other, or combination of any of the above.
- 35

BRIEF DESCRIPTION OF DRAWINGS

The following figures accompanying the detailed description below serve to further illustrate the nature of the present invention and its advantages:

- FIG. 1 is a schematic of an illustrative system for interactively measuring ocular refractive errors, addition and power of reading glasses in accordance with one embodiment of the invention.
- 5 FIG. 2 is a block diagram of an illustrative electronic device for interactively measuring ocular refractive errors, addition and power of reading glasses in accordance with one embodiment of the invention where a camera is included in the distance measurement module and a screen is included in the user interface.
- 10 FIG. 3 is an example view of an illustrative screen of an electronic device for interactively measuring ocular refractive errors, addition and power of reading glasses in accordance with one embodiment of the invention.
- FIG. 4 is a flowchart of an illustrative sub-process for changing a target with distance between a head and electronic device in accordance with one embodiment of the invention.
- 15 FIG. 5 is a flowchart of an illustrative process for interactively measuring ocular refractive errors, addition and power of reading glasses in accordance with one embodiment of the invention.

DETAILED DESCRIPTION

The present invention is directed to computer-implemented systems and methods for interactively measuring ocular refractive errors, addition and power of reading glasses. The method is based on subjective, interactive measurements of distance between a user's head and an electronic device, specifically corresponding to any of the BICV. The present invention, in some embodiments thereof, provides systems and methods for allowing users to accurately measure refractive errors of their eyes, or other people's eyes with or without wearing optical correction.

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FIG. 1 is a schematic of an illustrative, computer-implemented system for interactively measuring ocular refractive errors, addition and power of reading glasses in accordance with one embodiment of the invention. The system 100 can include distance measurement circuitry 110, user interface 120, control circuitry 130, processing circuitry 140, storage 150, and communications circuitry 160. In some embodiments, one or more of device's components can be combined or omitted. In some embodiments, system 100 can include additional components not included in FIG. 1, or a combination of any of the aforementioned components.

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The system 100 can include any suitable type of electronic device with distance measurement circuitry used to measure the distance between the user's head and the device. For example, the system 100 can include any of the following devices equipped with a camera and a light sensor: a mobile phone, a tablet, a "smart" television set, a personal digital assistant (PDA), a laptop or desktop computer, a stand-alone camera or video-recorder, and any other suitable device. The electronic device included in system 100 is preferably, but not limited to, a portable device.

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Distance measurement circuitry **110** can include any circuitry, emitters and detectors to measure the distance between the user's head or part of it and the electronic device. In some embodiments, distance measurement circuitry **110** can include a passive system comprising one or more cameras for capturing images of the user's head and circuitry to compute the distance between the user's head or part of it and the device from said images. In some
5 embodiments, distance measurement circuitry **110** can include an active system comprising one or more emitters and detectors for measuring said distance.

User interface **120** can include any suitable mechanism for interaction with a user such as one or more screens, loudspeakers, tactile surfaces, keypads, microphones, or others, or any
10 combination thereof. For example, in some embodiments, user interface **120** can include a tactile electronic screen for displaying targets and receiving user input.

Control circuitry **130** can include any type of circuitry, such as processors, micro-controllers and connections to control the functions, operations and performance of an electronic device included in system **100**. Furthermore, control circuitry **130** can be electronically coupled with
15 other components of the system **100**, or any combination thereof. For example, in some embodiments of the invention, control circuitry **130** can send a control signal to user interface **120** to configure it for receiving input from a user or giving instructions to a user.

Processing circuitry **140** can include any type of circuitry, such as processors, micro-controllers and connections designed to process the data from distance measurement circuitry **110**, user
20 interface **120**, and other components of the system **100**, or any combination thereof for computing spherical and cylindrical errors of the eye, and power and addition of reading glasses. Furthermore, processing circuitry **140** can be electronically coupled with other components of the system **100**, or any combination thereof. For example, in some embodiments of the invention, processing circuitry **140** can send a signal to control circuitry **130** to configure the
25 user interface **120** or distance measurement circuitry **110**.

Storage **150** can include one or more storage media, such as internal or external memory of any type, such as: HDD, SSD, RAM, ROM, EPROM, Flash EEPROM, flash memory card such as an SD (i.e. Secure Digital) card or CF (i.e. Compact Flash) card, or any other type of memory suitable for the electronic device included in system **100**.

30 Communications circuitry **160** can include any circuitry suitable to connect the electronic device included in system **100** to a communications network and transmit data using any suitable protocol such as, for example, Wi-Fi (e.g., 802.11 protocol), Bluetooth®, cellular protocol (e.g., GSM, GPRS, CDMA, EDGE, LTE), or any other communications protocol or any combination thereof.

35 FIG. 2 is a block diagram of an illustrative electronic device **200** for interactively measuring ocular refractive errors, addition and power of reading glasses in accordance with one embodiment of the invention.

Electronic device **200** can be very similar to electronic device included in the system **100** shown in FIG. 1 and share descriptions of components of the latter. For example, electronic device **200** can also include storage **250** and communications circuitry **260**, that can be substantially similar to respective components of electronic device in system **100**; storage **150**, and communications circuitry **160**, or others, or any combination thereof.

Distance measurement circuitry **210** can be similar to distance measurement circuitry **110** and use any suitable technique or combination of techniques for measuring distance between a user's head **270** and electronic device **200**.

User interface **220** can be connected to control circuitry **230** and processing circuitry **240**. User interface (**120**; **220**) can be configured to provide instructions to a user by means of a visual instruction message (see **304** in FIG. 3), or an audio message, or other user interface method, or any combination of the above methods. Furthermore, user interface (**120**; **220**) can be configured to receive input from the user by means of touching or swiping a tactile screen, or typing on a keypad or keyboard, speaking into a microphone, performing a gesture detected by a camera, performing a gesture detected by a gyroscope or others or any combination of any of the above.

Control circuitry **230** can be similar to control circuitry **130**, and processing circuitry **240** can be similar to processing circuitry **140**. Processing circuitry **240** can use any suitable technique or combination of techniques for computing ocular refractive errors and power and addition of reading glasses from measurements of distance between a user's head or part of it **270** and electronic device **200** obtained from distance measurement circuitry **210**, and user input obtained from user interface **220**, both configured by signals from control circuitry **230**.

For example, control circuitry **230** can configure the user interface **220** to instruct the user to slowly bring the electronic device **200** into proximity to the user's head **270**, until the tactile screen **220** can only barely be read due to said proximity, corresponding to a near border of the interval of clear vision. Furthermore, control circuitry **230** can instruct the user (or another) to touch the tactile screen **220** to indicate said proximity. The processing circuitry **240** can then use this user input and the current measurement of distance between the user's head **270** and the electronic device **200** obtained from distance measurement circuitry **210** to measure dNP and pNP. As another example, user interface **220** can instruct the user to slowly move the electronic device **200** further away from the user's head **270**, until the tactile screen **220** can only barely be read due to its distance from the head, corresponding to a far border of interval of clear vision. Furthermore, control circuitry **230** can instruct the user to touch the tactile screen **220** to indicate said proximity. The processing circuitry **240** can then use this user input and the current measurement of distance between the user's head **270** and the electronic device **200** obtained from distance measurement circuitry **210** to measure dPF and pFP. Furthermore, processing circuitry **240** can use any suitable technique or combination of techniques for computing the BICV and additional information, such as the user's age, gender, eye to be tested or other, or others, or any combination thereof.

In some embodiments, processing circuitry 240 can automatically detect the user's age, gender or eye to be tested from an image of the user's head 270 from a camera included in distance measurement circuitry 210. In some embodiments, processing circuitry 240 can obtain the user's age and gender by sending a signal to control circuitry 230 configuring the tactile screen included in the user interface 220 to prompt the user to input their age, gender, eye to be tested, or others, or any combination of any of the above.

In some embodiments of the invention, the control circuitry 230 can configure tactile screen included in the user interface 220 to display a target to aid the user in situating the electronic device 200 at any of the BICV.

FIG. 3 is an example view of an illustrative screen of an electronic device 300 for interactively measuring ocular refractive errors in accordance with one embodiment of the invention where a target is displayed on a tactile screen included in the user interface.

Electronic device 300 can be substantially similar to device 100 shown in FIG. 1 and device 200 shown in FIG. 2 and share descriptions of components with either or both. For example, the electronic device 300 can include a camera in distance measurement circuitry 310 and a tactile screen in the user interface 320. In some embodiments the tactile screen included in the user interface 320 can be configured to show a target 330 to the user, including but not limited to the following types of targets; an optotype 330a, text 330b, a geometrical pattern 330c,d, a grey discrimination test 330e, a color discrimination test 330f, a spatial geometry test 330g, or a picture or movie 330h or any combination of any of the above.

In some embodiments the target 330 can be configured to change its characteristics depending on the measured distance between the user's head 270 and electronic device 300. For example, target 330 can be configured to change size, shape, rotation, color, background color or other characteristics or any combination of any of the above as the distance between the user's head 270 and electronic device 300 changes.

In some embodiments the target 330 can be configured to change its characteristics depending on the user input from the user interface 320. For example, target 330 can be configured to change size, shape, rotation, color, background color or other characteristics, or any combination of any of the above as a result of user interaction with the electronic device 300 using the tactile screen 320 such as a swipe, tap, click, voice command or other gesture, or any combination of any of the above. Furthermore, in some embodiments the user interaction with user interface 320 can be performed using a keypad, keyboard, mouse, microphone, or any other interface method, or any combination of any of the above.

FIG. 4 is a flowchart of an illustrative sub-process 400 for changing a target with distance between a head and electronic device in accordance with one embodiment of the invention. Sub-process 400 can consist of several steps. In some embodiments the order of steps of sub-process 400 can be changed or some steps can be omitted or repeated. Furthermore, sub-process 400 can be included in another process (parent process) as a sub-process.

Sub-process **400** can be performed by an electronic device (**100; 200; 300**) with distance measurement circuitry (**110; 210; 310**) and user interface (**120; 220; 320**), and one or more other components of the electronic device (**100; 200; 300**).

5 The first step of sub-process **400** can continue from a parent process and begin with block **410** where the user interface (**120; 220; 320**) can be configured to display a target **330** on a screen **320**. For example, in one embodiment of the invention, said target can be an optotype **330a**, or text **330b**, or one or more parallel lines **330c**, **330d**, or one or more grey patches **330e** or color patches **330f**, or a geometrical pattern such as a grid **330g**, or a picture **330h**, or other type of target, or any combination of any of the above.

10 At block **420** a user can change the distance between the user's head **270** and electronic device (**100; 200; 300**). Furthermore, distance measurement circuitry (**110; 210; 310**) can send to processing circuitry (**140; 240**) a signal including a measurement of distance between a user's head **270** and electronic device (**100; 200; 300**). As previously indicated, distance measurement circuitry (**110; 210; 310**) can use any suitable technique or combination of techniques for
15 measuring distance between a user's head **270** and electronic device. Furthermore, said distance between the user's head and the device can be measured using another method (such as a ruler or rangefinder) and input into user interface (**120; 220; 320**).

In some embodiments of the present invention, the change of the distance between the user's head **270** and electronic device can comprise holding the device in a user's hand and bringing it
20 closer to the face or further away from the face.

In some embodiments of the present invention, the change of distance between the user's head **270** and electronic device can comprise situating a reflective surface, such as a mirror, in front of the electronic device (so that a reflection of a user's head **270** is within the field of view of the electronic device), and changing the distance between the device and a mirror, or the distance
25 between said user's head or part of it **270** and a mirror, or any combination thereof.

In some embodiments of the present invention, the changing the distance between the user's head **270** and electronic device can comprise changing the distance by a third party, such as another person, another apparatus, or other, or any combination of any of the above.

At block **430**, user interface can be configured to change characteristics of a target **330**. For
30 example, in one embodiment of the invention the distance measurement circuitry (**110; 210; 310**) can send to processing circuitry (**140; 240**) a signal including a measurement of distance between a user's head **270** and electronic device (**100; 200; 300**). The processing circuitry can use any technique or combination of techniques to process said signal and send a signal to control circuitry (**130; 230**), which in turn can configure the user interface (**120; 220; 320**) to
35 change such characteristics of the target **330** such as size, shape, rotation, color, background color or other characteristics or other, or any combination of any of the above, in accordance with said distance between a user's head **270** and electronic device.

Block 440 can be a decision block where the user interface (120; 220; 320) can be configured to instruct the user to evaluate if a target 330 meets a certain visual quality criterion. For example, in one embodiment of the invention, said visual quality criterion can be a visual acuity criterion (e.g. being able to read optotypes (330a) or text (330b), or resolve two or more parallel lines (330c, d), or other, or any combination of any of the above). As another example, in one
5 embodiment of the invention, said visual quality criterion can be a contrast sensitivity criterion (e.g. being able to distinguish grey patches (330e) or match grey patches) or a color discrimination criterion (e.g. being able to distinguish colors (330f) or match colors), or a spatial geometry criterion (e.g. being able to detect deformations in geometrical patterns (330g) such
10 as warping of a grid) or recognize pictures or details in pictures (330h), or other criterion, or any combination of any of the above.

Furthermore, at the decision block 450 if user input to the user interface (120; 220; 320) indicates that a target 330 meets a certain visual quality criterion, the sub-process 400 can proceed to block 440.

15 On the other hand, at decision block 450 if user input to the user interface (120; 220; 320) indicates that a target 330 doesn't meet a certain visual quality criterion, process 400 can go to block 460, which can be a decision block. At block 450, which can be a decision block, if the distance between a user's head 270 and electronic device can be further changed, sub-process 400 can return to block 420. On the other hand, at block 450, if said distance can't be further
20 changed (for example a user is not able to move the electronic device further away than arm distance), sub-process 400 can proceed to block 450.

At block 440 a distance between a user's head 270 and the electronic device (100; 200; 300) can be stored in storage (150; 250) along with, but not limited to user input data. Furthermore, at block 440 sub-process 400 can return to a parent process in which it can be included.

25 FIG. 5 is a flowchart of an illustrative process 500 for interactively measuring ocular refractive errors, addition and power of reading glasses in accordance with one embodiment of the invention. Process 500 can consist of several steps. In some embodiments the order of steps of process 500 can be changed or some steps can be omitted or repeated.

Process 500 can be performed by an electronic device (100; 200; 300) with distance measurement circuitry (110; 210; 310) and user interface (120; 220; 320), and one or more
30 other components of the electronic device (100; 200; 300).

Process 500 can begin at block 510 where a user interface (120; 220; 320) of an electronic device (100; 200; 300) can be configured to receive user input information, such as age, gender, value of the sphero-cylindrical power of the ophthalmic or contact lenses already ported by the
35 subject, vertex distance, or others or any combination thereof. For example, in one embodiment of the invention said information can be acquired by configuring the user interface (120; 220; 320) to prompt the user to input said information into the user interface using a tactile screen or voice recognition circuitry, or other, or any combination thereof. As another example, in one

embodiment of the invention said information can be acquired automatically by means of detecting it from an image of a user's head 270 from a camera included in said user interface.

At block 520, user interface (120; 220; 320) can be configured to instruct a user to use one (left or right) eye or both eyes while interacting with electronic device (100; 200; 300).

5 At block 530 process 500 can include sub-process 400 (see FIG. 4). For example, in one embodiment of the invention, at the decision block 430 of sub-process 400 included at block 520 of process 500 a user can provide user input to user interface (120; 220; 320) indicating that visual quality of a target 330 meets a certain criterion corresponding to an electronic device (100; 200; 300) being situated at or in proximity to either far or near border of interval of clear
10 vision BICV. At block 440 (see FIG. 4) of sub-process 400 included at block 530 of process 500, the distance between an electronic device (100; 200; 300) and a subject's head 270 can be stored in storage (150; 250).

At block 540 user interface (120; 220; 320) can be configured to display a new target and instruct a user to select a preferred angle of target orientation while interacting with electronic
15 device (100; 200; 300). As an example, in one embodiment of the invention, the user interface (120; 220; 320) of an electronic device (100; 200; 300) situated in proximity of dFP (or pNP) can be configured to receive user input including a preferred angle of target orientation α dFP (or α pNP). In one embodiment of the invention, the user interface (120; 220; 320) can be configured to change a target 330 on a tactile screen 320 in response to user input such as
20 touching or swiping a tactile screen, or typing on a keypad or keyboard, speaking into a microphone, performing a gesture to detected by a camera, performing a gesture detected by a gyroscope, or others or any combination of any of the above. As a further example, in one embodiment of the invention, user interface (120; 220; 320) can be configured to display a target 330 including, but not limited to a set of parallel lines on a tactile screen 320, and to
25 receive user input from said tactile screen 320 and perform change of orientation of said target 320 by angle α dFP (or α pNP).

At block 550, a preferred angle of target orientation α dFP selected by a user at block 540 can be stored in storage (150; 250).

At block 560 process 500 can include sub-process 400 (see FIG. 4). At block 410, user
30 interface (120; 220; 320) can be configured to display a new target 330 including, but not limited to a set of parallel lines on a tactile screen 320 oriented at angle α dFP (or α pNP). At decision block 430 of sub-process 400 included at block 560 of process 500 a user can provide user input to user interface (120; 220; 320) indicating that visual quality of said target 330 meets a certain criterion corresponding to an electronic device (100; 200; 300) being situated at or in
35 proximity of dFP (or pNP). At block 440 of sub-process 400 dFP (or pNP), can be stored in storage (150; 250).

At block 570 process 500 can include sub-process 400 (see FIG. 4). At block 410, user interface (120; 220; 320) can be configured to display a new target 330 including, but not limited

to a set of parallel lines on a tactile screen 320 oriented at angle $\alpha_{pFP} = \alpha_{dFP} + 90^\circ$ (or $\alpha_{dNP} = \alpha_{pNP} - 90^\circ$). At decision block 430 of sub-process 400 included at block 570 of process 500 a user can provide user input to user interface (120; 220; 320) indicating that visual quality of said target 330 meets a certain criterion corresponding to an electronic device (100; 200; 300) being situated at or in proximity of pFP (or dNP). At block 440 of sub-process 400 pFP (or dNP) can be stored in storage (150; 250).

At block 580 processing circuitry (140; 240) can use any technique or combination of techniques to compute ocular refractive errors such as, but not limited to, sphere (SPH), cylinder (CYL) and axis (AXS) from dFP, pFP, α_{dFP} , α_{pFP} , dNP, pNP, α_{dNP} , or α_{pNP} or others, or any combination of any of the above.

In one embodiment of the invention, AXS can be calculated from α_{dFP} and α_{pFP} using, for example, the following equations:

$$AXS = 90^\circ - \alpha_{pFP} \text{ when } 0^\circ < \alpha_{dFP} < 90^\circ; \text{ or}$$

$$AXS = 270^\circ - \alpha_{dFP} \text{ otherwise;} \quad \text{Eq. 1}$$

$$\text{and } \alpha_{dFP} = \alpha_{pFP} - 90^\circ. \quad \text{Eq. 2}$$

Furthermore, AXS can be calculated from α_{dNP} and α_{pNP} using, for example, the following equations:

$$AXS = 90^\circ - \alpha_{dNP} \text{ when } \alpha_{dNP} < 90^\circ; \text{ or}$$

$$AXS = 270^\circ - \alpha_{dNP} \text{ otherwise;} \quad \text{Eq. 3}$$

$$\text{and } \alpha_{dNP} = \alpha_{pNP} - 90^\circ. \quad \text{Eq. 4}$$

where α_{dNP} , α_{pNP} , α_{dFP} , and α_{pFP} are expressed in units of degrees from 1° to 180° .

SPH and CYL can be calculated from dFP, pFP using, for example, the following equations:

$$SPH = - 1/dFP + K. \quad \text{Eq. 5}$$

$$CYL = - (1/pFP - 1/dFP), \quad \text{Eq. 6}$$

where parameter K depends on target and background color. In a case of a black background, $K = 0$ D, $K > 0$ D and $K < 0$ D for white, blue and red targets, respectively. The specific value of K depends on an emission spectrum of a physical target.

In one embodiment of the invention, SPH and CYL can be also calculated from dNP, pNP using, for example, the following equations:

$$SPH = AA - 1/dNP + K. \quad \text{Eq. 7}$$

$$CYL = - (1/pNP - 1/dNP), \quad \text{Eq. 8}$$

where AA value can depend on AGE as:

AA = 15.6 – 0.3 * AGE when AGE <= 52 years; or

AA = 0 D otherwise.

Eq. 9

Values of dFP, pFP, dNP, pNP can be expressed in meters and K in diopters. AGE can be expressed in years.

- 5 Furthermore, at block 580 processing circuitry (140; 240) can use any technique or combination of techniques to compute power of reading glasses (P) from dNP or pNP, or other parameters, or any combination thereof. For example, in one embodiment of the invention, the power of the reading glasses P can be calculated as:

$$P = 3 D - E (1 / ((dNP + pNP)/2) + K), \text{ when } E(1 / ((dNP + pNP)/2) + K) < 3D$$

10 P = 0 D otherwise.

Eq. 10

where P can be expressed in diopters and E can be a constant value between 0 and 1.

- As described previously, at block 520 of process 500, user interface (120; 220; 320) can be configured to instruct a user to use one (left or right) eye or both eyes while interacting with electronic device (100; 200; 300). As an example, in one embodiment of the invention, at block 15 410 (see FIG. 4) of sub-process 400 included at block 530 of process 500, user interface (120; 220; 320) can be configured to display a target 330 including, but not limited to a text (330b). At block 440 of sub-process 400 a near point distance NP can be stored in storage (150; 250) and the power P of the reading glasses can be calculated as:

$$P = 3 D - E(1 / NP + K), \text{ when } E(1 / NP + K) < 3 D$$

20 P = 0 D otherwise.

Eq. 11

where NP can be expressed in meters.

In one embodiment of the invention, addition of reading glasses (ADD) can be calculated using the following equations:

$$ADD = P - (SPH + CYL/2) \text{ when } P > (SPH + CYL/2); \text{ or}$$

25 ADD = 0 D otherwise.

Eq. 12

Eq. 1-12 correspond to corneal-plane refraction.

- Furthermore, at block 580 of process 500 processing circuitry (140; 240) included in an electronic device (100; 200; 300) can use any suitable technique or combination of techniques to compute spectacle-plane refraction or power of reading glasses from corneal-plane refraction 30 from dFP, pFP, dNP, pNP, FP, NP, vertex distance (VD) or others, or any combination thereof. VD depends on the type of correction (usually 0.0 m for contact lenses and 0.014 m for glasses).

At block 590 parameters such as, but not limited to, SPH, CYL, AXS, FP, NP, P, ADD, dFP, pFP, α dFP, α pFP, dNP, pNP, α dNP, α pNP, VD, user input, or others, or any combination of any of the above can be saved in storage (150; 250).

CLAIMS

1. A computer-implemented method for interactively measuring ocular refractive errors, addition and power of reading glasses of a user of an electronic device (100; 200; 300) comprising:
 - 5 • displaying a target 330 on an electronic screen 320 of the electronic device (100; 200; 300),
 - receiving input from the user and changing spatial characteristics of the target 330 according to said user input,
 - 10 • receiving input from the user indicating that the electronic screen 320 of the electronic device (100; 200; 300) is positioned at one of the extremes of the borders of the interval of clear vision (BICV) where the visual quality of the target 330 satisfies a certain visual quality criterion;
 - measuring a distance between the user's head 270 or part of it and at least one of the BICV;
 - 15 • computing at least one parameter of refraction (such as, but not limited to sphere, SPH, cylinder, CYL, axis, AXS, power of the reading glasses, P, or addition, ADD) from said distance, user's age (AGE), spectral color characteristics of said target, or other parameters, or any combination thereof.
2. The computer-implemented method of claim 1 wherein displaying a target 330 on an
20 electronic screen 320 of the electronic device (100; 200; 300) comprises changing characteristics of said target 330 such as, but not limited to; size, orientation, position or color being able to change independent of each other with distance between said user and said electronic device.
3. The computer-implemented method according to claims 1 and 2 where said target 330
25 on an electronic screen 320 of the electronic device (100; 200; 300) comprises:
 - a single letter, optotype or a group thereof 330a,
 - a text 330b,
 - a geometrical pattern (330c,d),
 - a color or grayscale pattern (330e,f),
 - 30 • a repetitive pattern such as a grid (330g),
 - a picture or movie 330h,
 - other spatial stimuli (e.g. a point) or any combination of any of the above.
4. The computer-implemented method according to claims 1-3 wherein said changing
35 characteristics of the target 330 according to said user input comprises rotation, translation, changing size, changing shape, changing color, or others, or any combination thereof.
5. The computer-implemented method according to claim 1 wherein said interactively
 measuring ocular refractive errors, power and addition of reading glasses of a user
 comprises:

- interactively changing a rotation of the target **330** on an electronic screen **320** by a user to a preferred angle of target orientation wherein a visual quality of an image of said target satisfies a certain visual quality criterion;
 - measuring a first distance between the electronic screen **320** and the user's head **270** or part of it;
 - changing a target **330** so that it includes at least one line oriented perpendicularly to said preferred angle of target orientation wherein and measuring a second distance between said electronic screen and the user's head;
 - computing at least one parameter of refraction (such as, but not limited to SPH, CYL, AXS, P, or ADD) from the first and second distances, preferred angle of target orientation, user's AGE, spectral color characteristics of said target, or other parameters, or any combination thereof.
6. The computer-implemented method according to claims 1 and 5 where the said preferred angle of target orientation is found by physically rotating the screen or the stimuli on the screen **320** of the electronic device (**100; 200; 300**) around the user's line of sight.
7. The computer-implemented method according to claims 1 and 5 wherein said preferred angle of target orientation is computed from an image of the user's head **270** or part of it which can be rotated with respect to the screen **320** of the electronic device (**100; 200; 300**).
8. The computer-implemented method according to claim 5 wherein said first distance can be computed from a mathematical relation between the user's age and said second distance.
9. The computer-implemented method according to claims 1 - 8 wherein a reflective surface can be placed between the user's eye of a user's head or part of it **270** and said screen **320** of the electronic device (**100; 200; 300**) to change the optical path length of light travelling from said target to said user's eye.
10. The computer-implemented method according to claims 1 - 9 wherein at least one of said parameters of refraction (such as, but not limited to SPH, CYL, AXS, P, or ADD) can be recalculated from a mathematical relation between said parameter and vertex distance (VD) from corneal-plane to spectacle-plane, or vice-versa.
11. The computer-implemented method according to claim 1 wherein said user's age (AGE) can be obtained from one of the following methods:
- inputting AGE or date of birth into a user interface by the user or remotely from a data base (**120; 220; 320**) of the electronic device (**100; 200; 300**),
 - detecting AGE from an image of the user's head **270** or part of it using an age detection algorithm;
 - or any combination thereof.

12. A system included in an electronic device (100; 200; 300) for interactively measuring ocular refractive errors, addition and power of reading glasses of a user comprising:
- a distance measurement circuitry (110; 210) configured to detect a distance between the user's head 270 or part of it and the electronic screen 320 of the electronic device (100; 200; 300);
 - a user interface (110; 210; 310) configured to give instructions to the user and receiving user input;
 - an electronic screen 320 for displaying and changing a target;
 - a processing circuitry (140, 240) configured compute at least one of said parameters of refraction (such as, but not limited to SPH, CYL, AXS, P, or ADD).
 - a storage (150; 250) configured to save said parameters and other information in a memory of the electronic device (100; 200; 300);
 - a communications circuitry (160; 260) configured to transmit said parameters and other information to and from a network.
13. The system according to claim 12 wherein the distance measurement circuitry (110; 210) and user interface (110; 210; 310) of the electronic device (100; 200; 300) can be further configured to:
- measure a rotation of the device with respect to an axis such as, but not limited to a line of sight between the user and said electronic device;
 - measure a rotation or tilt of the user's head 270 or part of it with respect to said axis.
14. The system according to claims 12 - 13 wherein the user interface (110; 210; 310) further comprises:
- a speaker,
 - a microphone,
 - voice recognition circuitry,
 - or any combination thereof.
15. A device (100; 200; 300) comprising the system according to any of claims 12-14, wherein the device can be, but not limited to one of the following:
- a mobile phone;
 - a tablet;
 - a smart television;
 - a personal digital assistant;
 - a laptop computer;
 - a desktop computer;
 - a stand-alone camera;
 - a game console;
 - a video-recorder.

16. A computer program product comprising computer-readable instructions stored thereon, that when executed by a processor of a device (100; 200; 300), cause the processor to carry out a method according to any of claims 1 to 11.

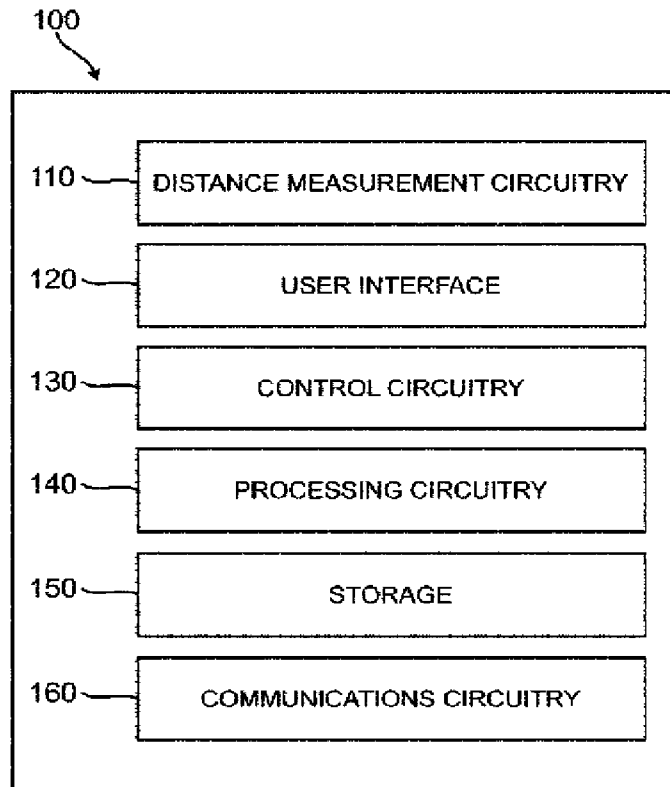


FIG. 1

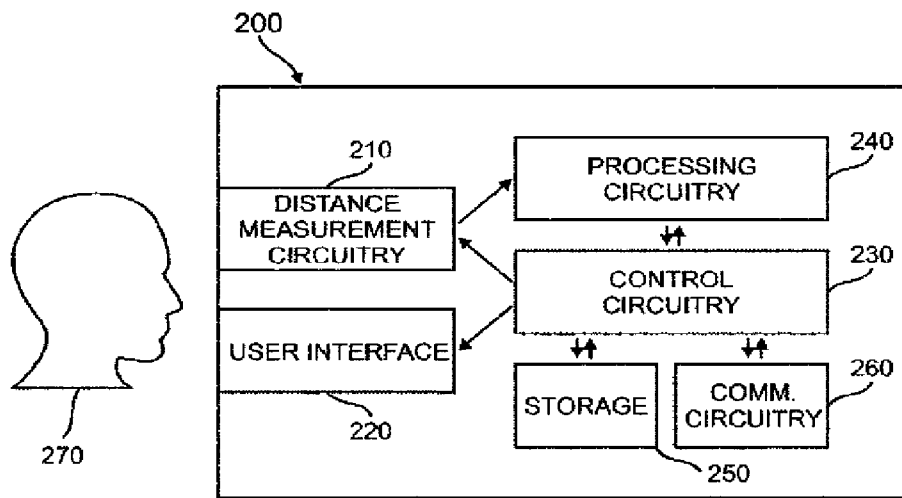


FIG. 2

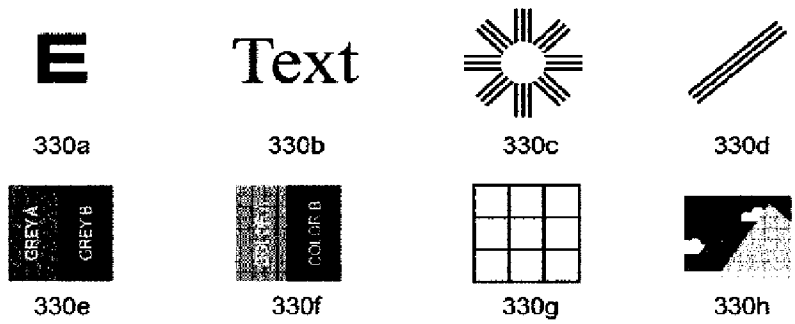
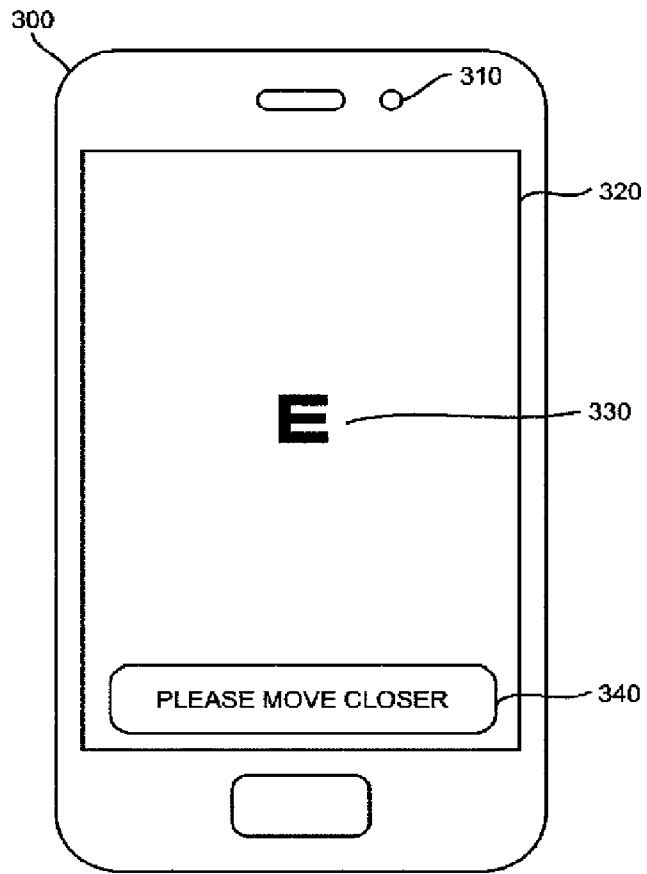


FIG. 3

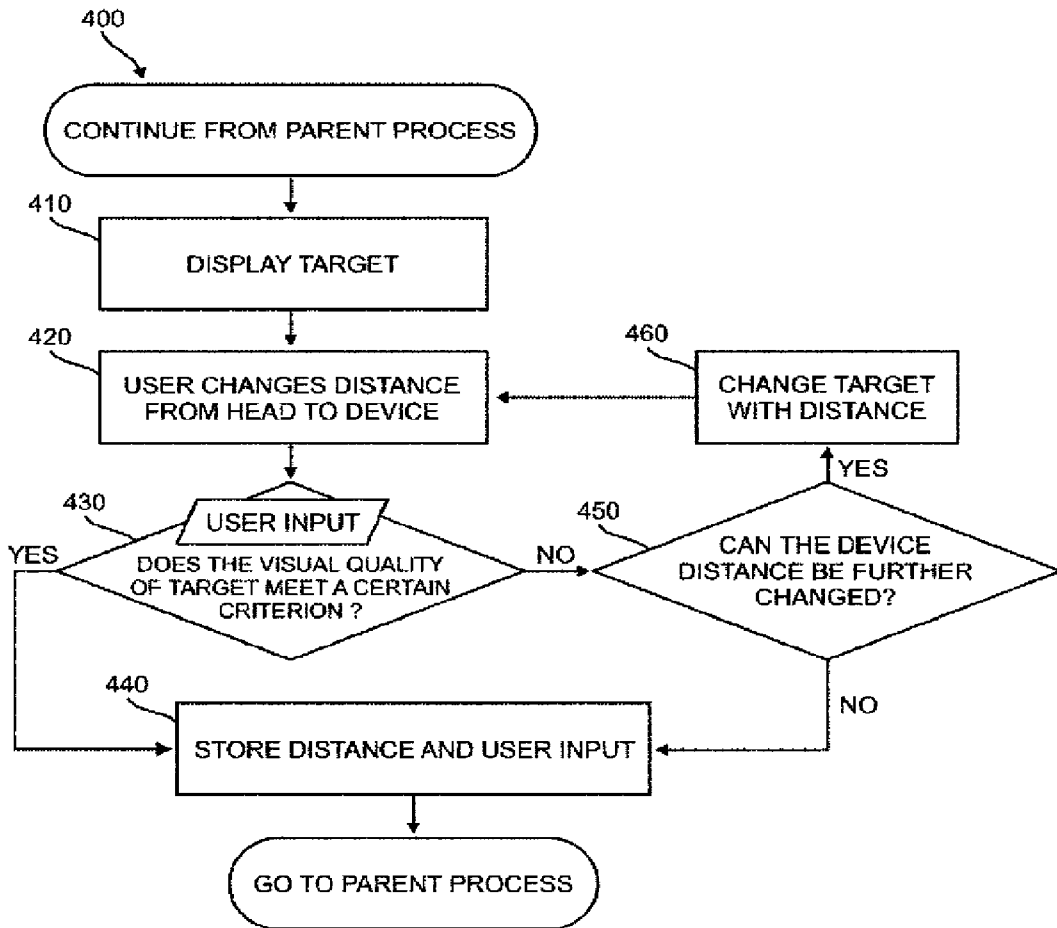


FIG. 4

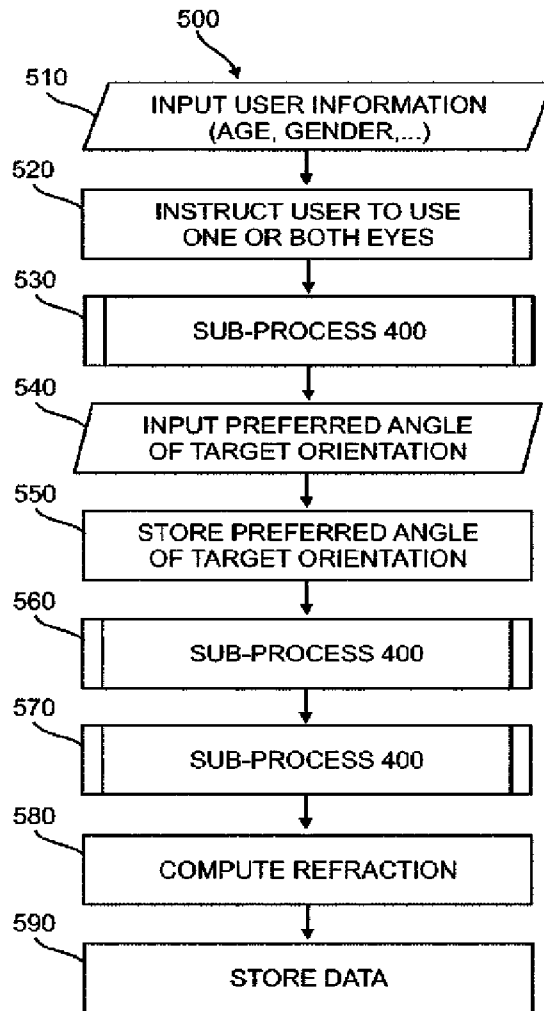


FIG. 5

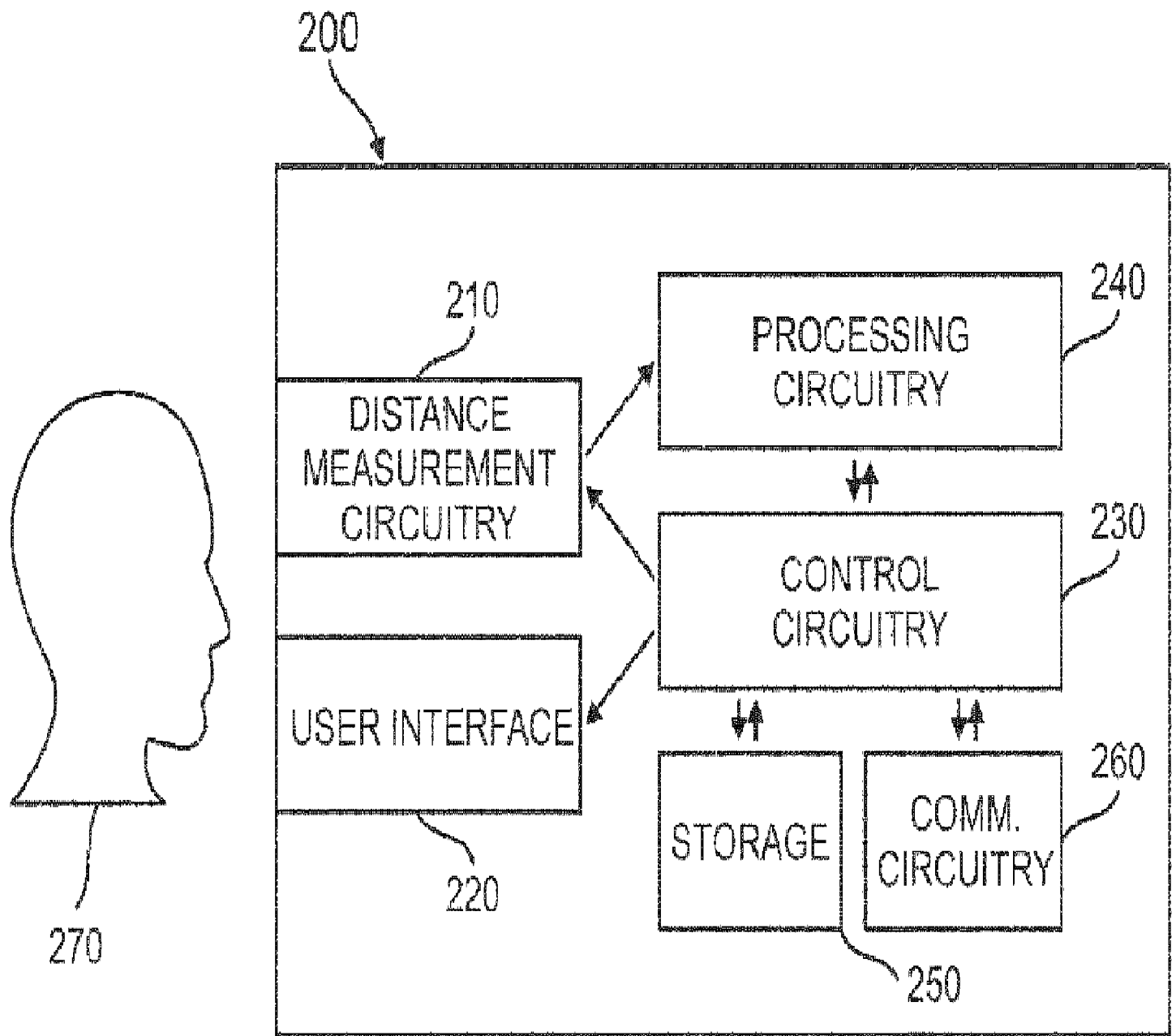


FIG. 2