

Real Time Communication powered by AI for Specially Abled



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**A Project Report Submitted in Partial fulfillment of the Requirements for the
Degree of Bachelor of Engineering
(Semester VII) in Electronics and Communication Engineering**

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1.Introduction

1.1.Project Overview

People get to know one another by sharing their ideas, thoughts, and experiences with those around them. There are numerous ways to accomplish this, the best of which is the gift of "Speech." Everyone can very convincingly transfer their thoughts and understand each other through speech. It will be unjust if we overlook those who are denied this priceless gift: the deaf and dumb. In such cases, the human hand has remained the preferred method of communication.

1.2.Purpose

The project's purpose is to create a system that translates sign language into a human understandable language so that ordinary people may understand it.

2.Literature Survey

2.1.Existing Problem

S.NO	TITLE	YEAR	AUTHOR	OBJECTIVE	TECHNIQUES	RESULT	PROBLEM
1.	"Indian Sign Language recognition"	2012	Divya Deora ,Nikesh bajaj	This represents a framework for a human –laptop interface able to spot gestures from the ISL	CNN PCA Viola-Jones face detection algorithm	Alphabets and numbers were identified successfully	It was not practical as sign language is a flow or sequence of alphabets or phrases

2.	“On the challenge of classifying 52 hand movements from surface electromyography”	2012	Ilja Kuzborskij , Arjan Gijsberts, Barbara Caputo	The stage of dexterity of myoelectric hand prostheses relies on volume at the characteristics illustration and next category of floor electromyographic signals .	Cross recurrence plots (CRPs) cross recurrence quantification analysis (CRQA)	This provides a contrast of diverse characteristic s extraction and category strategies on a huge –scale floor electromyography database .	Inability to accurately distinguish the synchronization from methodol ogical effects related to a rectificatio n artifact and variation in the signal-to-noise ratio.
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3.	“Real time Hand gesture recognition using the Myo armband and muscle activity detection”	2017	Macro E.benalcazar ,Cristhian Motoche , Jonathan A.zea , Andres G Jarmillo ,carlo	To present hand gesture reputation in actual time	This version takes the floor electromyography (EMG) measure at the muscle groups of the forearm through myo armband.	The result is obtained.	The proposed version can discover ways to approach any gesture of the hand through an education process.
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4.	"Dynamic Hand Gesture Recognition Using 3D CNN"	2017	Mithun Channayanamath Akshay Math ,Venkat Pedigari, Shilpa Kmath, Kavita Chachadi , Faisal Sabeeh Ameen Attar	To discover Hand gestures and to gift a quick and green set of rules for classifying exceptional dynamic hand gestures in the usage of 3D – convolutional neural networks	CNN Vision based Approaches (3D model based)	Discover hand gestures .	The current conventional Answers aren't sturdy to discover hand gestures with excessive accuracy withinside the presence of complicated styles in acting Hand gestures.
----	---	------	---	---	--	--------------------------	---

2.2.References

- Anuja V.Nair, Bindu.V, "A Review on Indian Sign Language Recognition", International journal of computer applications.
- Archana S. Ghotkar, Rucha Khatal, Sanjana Khupase, Surbhi Asati & Mithila Hadap, "Hand Gesture Recognition for Indian Sign Language", IEEE International Conference on Computer Communication and Informatics
- Hu Peng, "Application Research on Face Detection Technology based on OpenCV in Mobile Augmented Reality", International Journal of Signal Processing, Image Processing and Pattern Recognition,
- J. Rekha, J. Bhattacharya, and S. Majumder, "Shape, Texture and Local Movement Hand Gesture Features for Indian Sign Language Recognition", IEEE 3rd International Conference on Trendz in Information Sciences & Computing

2.3.Problem Statement Definition



- Communication between deaf-mute and normal people has always been a challenging task and it is very difficult for mute people to convey their message to normal people .
- Human hand has remained a popular choice to convey information in situations where other forms like speech cannot be used .
- Voice conversion system with hand gesture recognition and translation will be very useful to have a proper conversation between a normal person and impaired person in any language .

3.Ideation and Proposed Solution

3.1. Empathy Map Canvas

Empathy Map Canvas

Gain insight and understanding on solving customer problems.

1

Build empathy and keep your focus on the user by putting yourself in their shoes.



Share your feedback

3.2. Ideation and Brainstorming



2

Brainstorm

Write down any ideas that come to mind that address your problem statement.

🕒 10 minutes

TIP



You can select a sticky note and hit the pencil [switch to sketch] icon to start drawing!

A.K.Renuha Nivetha

user friendly	short sentences	precise and clear
security and user privacy	great UI and familiar layout	Personalization
Free to use	Automatic Sort of results	Periodic updates

S.Safiya

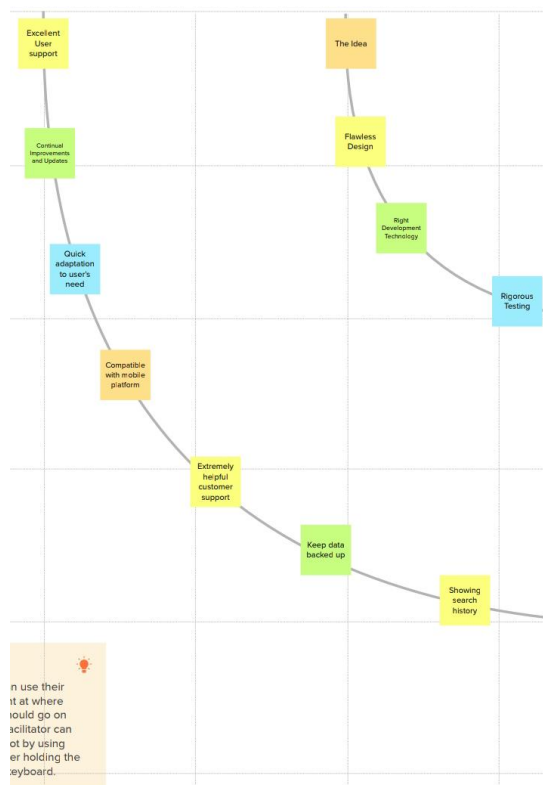
error curable	less interrupt of words	facilitate communication
Actualization	analytics	regular updates
Ad free	Easy to learn	Good Image Resolution

M.Karthika

frictionless navigation feature	Investigative adaptability	encourages user engagement
offline work	responsive	fast loading time
Show number of results in advance	Make distinctive	Accurate Updates

A.HaryVarsine

Problem solving, versatility	consistent color scheme	consistent updates
increases listening ability	push notifications	understanding users insights
Open to Suggestion	Expeditious	Detailed one




3.3.Proposed Solution

S.No.	Parameter	Description
1.	Problem Statement (Problem to be solved)	<ul style="list-style-type: none"> • Communication between specially abled people and normal person has always been a challenging task and it is very difficult for specially abled people to convey their message to normal People .
2.	Idea / Solution description	<ul style="list-style-type: none"> ➤ An app is build by using ML and CNN to create a model that is trained on different hand gestures. ➤ By giving text input and with the help Gesture sign language equivalent and HamNoSys conversion we can use 3D avatar to read and play the converted file . ➤ For sign conversion , Pre-Processing ,Feature extraction and LDA algorithm is used for conversion.
3.	Novelty / Uniqueness	<ul style="list-style-type: none"> • Accuracy and simple UI • planning to inbuild a library which helps the user to learn about sign language
4.	Social Impact / Customer Satisfaction	<ul style="list-style-type: none"> • This is two way communication app which reduces the communication gap with the key characteristics of flexibility ,& automation. • It will be Quick adaptation to User's needs and compatible with mobile platform.
5.	Business Model (Revenue Model)	<ul style="list-style-type: none"> • This app provides Basic Features for free and will be easily accessible and the price will be allocated once we bring updates or new features and will collaborate with many organizations and social platforms to outspread the application .


6.	Scalability of the Solution	<p>•By implementing this app , it enhances the communication for specially abled community and the output will be optimal for every user.</p>
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3.4.Problem Solution Fit

Problem-Solution fit canvas 2.0		Purpose / Vision	
Define CS, fit into CC	1. CUSTOMER SEGMENT(S) CS Who is your customer? i.e. working parents of 0-5 y.o. kids Useful for hearing impaired person It can be also usefull for the staffs who are teaching disabled students	6. CUSTOMER CONSTRAINTS CC What constraints prevent your customers from taking action or limit their choices of solutions? i.e. spending power, budget, no cash, network connection, available devices. A physical environment that is not accessible Negative attitudes of people towards disability Being misunderstood of ability to hear	5. AVAILABLE SOLUTIONS AS Which solutions are available to the customers when they face the problem or need to get the job done? What have they tried in the past? What pros & cons do these solutions have? i.e. pen and paper is an alternative to digital notetaking Communicating through text either by pen and paper or Text message. Text to speech software which are not much accurate.
	2. JOBS-TO-BE-DONE / PROBLEMS J&P Which jobs-to-be-done (or problems) do you address for your customers? There could be more than one; explore different sides. 24*7 available without any interruptions No breaks Has no down time If the light is either too bright or too dim will result in inaccurate hand segmentation , it can be rectified by using otsu algorithm They need to learn english	9. PROBLEM ROOT CAUSE RC What is the real reason that this problem exists? What is the back story behind the need to do this job? i.e. customers have to do it because of the change in regulations. Difficulty in communication. Most of the People won't understand sign language. Difficulty in teaching.	7. BEHAVIOUR BE What does your customer do to address the problem and get the job done? i.e. directly related: find the right solar panel installer, calculate usage and benefits; indirectly associated: customers spend free time on volunteering work (i.e. Greenpeace) Looking for softwares online that help in communication. Learning to write so that they can communicate through text. Teaching others sign language. Trying to be more expressive so it is easy for people to understand
Focus on J&P, tap into BE, understand RC	3. TRIGGERS TR What triggers customers to act? i.e. seeing their neighbour installing solar panels, reading about a more efficient solution in the news. Seeing people communicating with ease. Wanting to express themselves. New way to communicate. Curiosity to try the app.	10. YOUR SOLUTION SL If you are working on an existing business, write down your current solution first, fill in the canvas, and check how much it fits reality. If you are working on a new business proposition, then keep it blank until you fill in the canvas and come up with a solution that fits within customer limitations, solves a problem and matches customer behaviour. Always speak face-to-face Learn how they prefer to communicate Use gestures and body language. Always ask if you can improve Keep conversation ordered and coherent.	8. CHANNELS OF BEHAVIOUR CH 8.1 ONLINE What kind of actions do customers take online? Extract online channels from #7 Looking for softwares online that help in communication. 8.2 OFFLINE What kind of actions do customers take offline? Extract offline channels from #7 and use them for customer development. Learning to write so that they can communicate through text. Teaching others sign language.
	4. EMOTIONS: BEFORE / AFTER EM How do customers feel when they face a problem or a job and afterwards? i.e. lost, insecure > confident, in control - use it in your communication strategy & design. Before they feel curious,lost and Negative after they feel hopeful,happy and positive		



Problem-Solution fit canvas is licensed under a Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 license
 Created by Daria Nepriakhina / Amaltama.com



4.REQUIREMENT ANALYSIS

4.1.Functional Requirements

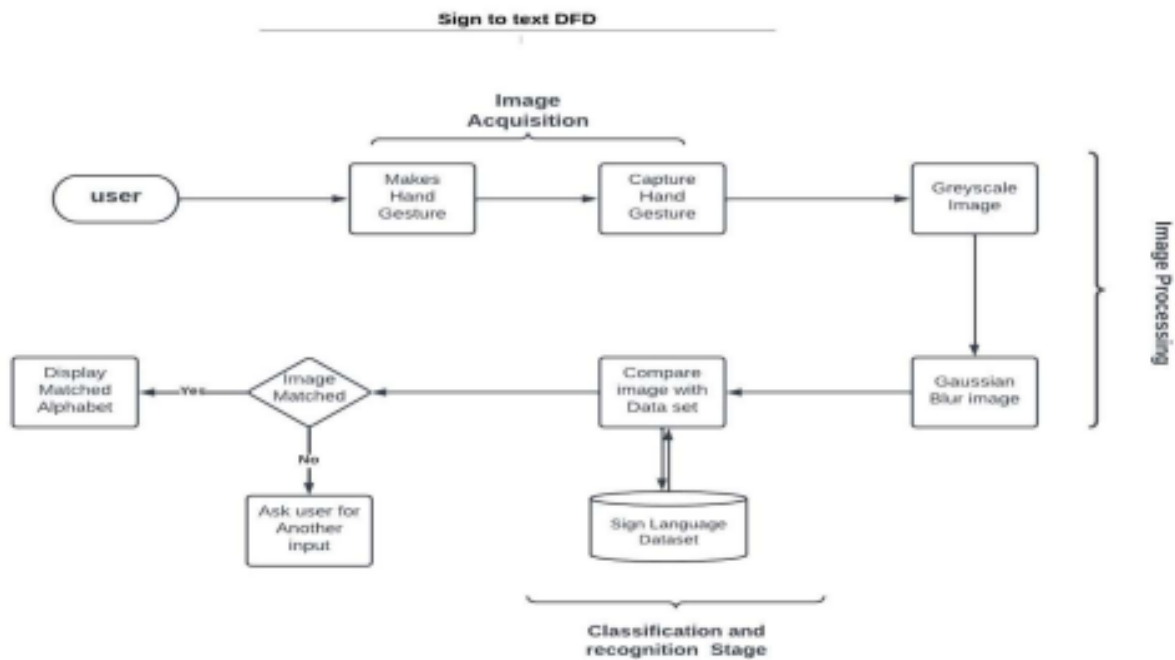
FR No.	Functional Requirement (Epic)	Sub Requirement (Story / Sub-Task)
FR-1	User Registration	Registration through Form Registration through Gmail
FR-2	User confirmation	Confirmation via Email Confirmation via OTP
FR-3	Chat box	Available for 24*7 can able to report the problem directly
FR-4	Image Analyzing	Image analyzing through otsu algorithm
FR-5	Inbuilt libraries	Teaching about sign language.

4.2.Non-Functional Requirements

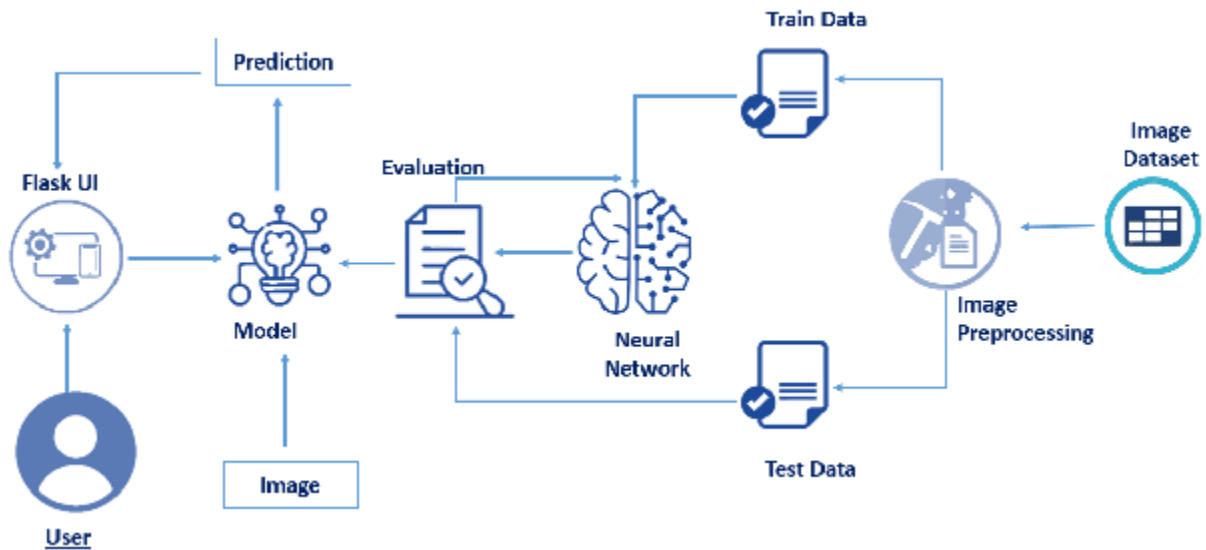
FR No.	Non-Functional Requirement	Description
NFR-1	Usability	Creating an online platform that acts as a source for both the normal user and disabled people.
NFR-2	Security	The admin will handle the information given by the user and only authenticated users are able to change the data.
NFR-3	Reliability	An intimation given to the user if the wrong data was provided by the user.
NFR-4	Performance	This application will help the user in a better and latest manner.
NFR-5	Availability	User wants to communicate an information to the person to whom they want to communicate
NFR-6	Scalability	More users will use the application at the same time.

5.Project Design

5.1.Data Flow Diagrams



5.2.Solution and Technical Architecture



5.3.User Stories

User Type	Functional Requirement (Epic)	User Story Number	User Story / Task	Acceptance criteria	Priority	Release
User With Speech Disorder/ Any user	Web cam Permission	USN-1	As a User ,I am Able to View My Hand Signs on the Screen After Allowing the Webcam permission	I can access my camera and app functionality	High	Sprint-1
	Making Correct Hand Signs	USN-2	As a User, After Making Correct Hand Signs I am able to see the Matching alphabet with my hand sign	Correct Hand Signs Are Needed to match with	High	Sprint-1

6.Project Planning and Scheduling

6.1.Sprint Planning & Estimation

Sprint	Functional Requirement (Epic)	User story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Download data set	USN-1	The data is downloaded from the Kaggle website and then the data set is classified into training and testing images.	10	High	A.K.Renuha Nivetha
Sprint-1	Image pre-processing	USN-1	In Image processing technique the first step is usually importing the	10	High	A.K.Renuha Nivetha S.Safiya M.Karthika A.HaryVarsine

			<p>libraries that will be needed in the program.</p> <p>Import Keras library from that library and import the ImageDataGenerator Library to your Python script.</p> <p>The next step is defining the arguments for the ImageDataGenerator . Here the arguments which we are given inside the image data generator class are, rescale, shear_range, rotation range of image, and zoom range that we can consider for images.</p> <p>The next step is applying</p>			
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			the ImageDataGenerato r arguments to the train and test dataset.			
Sprint-2	Training image	USN-2	In this training phase the ImageDataGenerator argu -ments is applied to the training images and the model is tested with several images and the model is saved.	20	High	A.K.Renuha Nivetha M.Karthika S.Safiya A.Haryvarsine
Sprint-3	Testing image	USN-3	In this testing phase the Image processing techniques is applied to the testing images and executed for prediction.	20	High	A.K.Renuha Nivetha S.Safiya M.Karthika A.HaryVarsine
Sprint-4	Evaluation metrics and accuracy	USN-4	In this phase the result, prediction, accuracy, and performance of the project are tested.	20	High	A.K.Renuha Nivetha M.Karthika S.Safiya A.Haryvarsin e

MILESTONE & ACTIVITY LIST:

Activity Number	Activity Name	Detailed Activity Description	Task Assigned	Status
1.1	Access Resources	Access the resources(courses)in the project dashboard.	All Members	COMPLETED
1.2	Rocket chat registration	Join the mentoring channel via platform & rocket-chat mobile app.	All Members	COMPLETED
1.3	Access workspace	Access the guided project workspace.	All Members	COMPLETED
1.4	IBM Cloud registration	Register on IBM Academic Initiative & Apply Feature code for IBM Cloud Credits.	All Members	COMPLETED

1.5	Project Repository Creation	Create GitHub account & Collaborate with Project Repository in project workspace.	All Members	COMPLETE D
1.6	Environment Setup	Set-up the Laptop / Computers Based on the prerequisites for each technology track.	All Members	COMPLETE D
2.1	Literature survey	Literature survey on the selected project & Information Gathering.	All Members	COMPLETE D
2.2	Technology Training	Attend the technology trainings as Per the training Calendar.	All Members	COMPLETE D
2.3	Empathy Map	Prepare Empathy Map Canvas to capture the user Pains & Gains, Prepare list of problem statements	All Members	COMPLETE D
2.4	Technology Training	Attend the technology trainings as Per the training Calendar.	All Members	COMPLETE D
2.5	Brainstorming	List the ideas (at least 4 per each team member) by organizing the brainstorm session and prioritize the ideas	All Members	COMPLETE D

2.6	Technology Training	Attend the technology trainings as Per the training Calendar.	All Members	COMPLETE D
3.1	Proposed Solution Document	Prepare the proposed solution document, which includes the novelty, feasibility of idea, business model, social impact, scalability of solution, etc.	All Members	COMPLETE D
3.2	Technology Training	Attend the technology trainings as per the training Calendar.	All Members	COMPLETE D

3.3	Problem - Solution fit & Solution Architecture	Prepare problem - solution fit document & Solution Architecture.	All Members	COMPLETED
3.4	Technology Training	Attend the technology trainings as per the training Calendar.	All Members	COMPLETED
4.1	Customer Journey Map	Prepare the customer journey maps to understand the user interactions & experiences with the application (entry to exit).	All Members	COMPLETED
4.2	Technology Training	Attend the technology trainings as per the training Calendar.	All Members	COMPLETED
4.3	Functional Requirements & Data Flow Diagrams	Prepare The Functional Requirement Document & DataFlow Diagrams.	All Members	COMPLETED
4.4	Technology Architecture	Prepare Technology Architecture of the solution.	All Members	COMPLETED
4.5	Technology Training	Attend the technology trainings as per the training Calendar.	All Members	COMPLETED
5.1	Milestone & Activity List	Prepare Milestone & Activity List.	All Members	COMPLETED
5.2	Sprint Delivery Plan	Prepare Sprint Delivery Plan.	All Members	COMPLETED

6	Data Collection	Collect datasets from different open sources like kaggle.com, data.gov, UCI machine learning repository, etc.	All Members	COMPLETED
7.1	Image Preprocessing	Importing the Image	All Members	COMPLETED

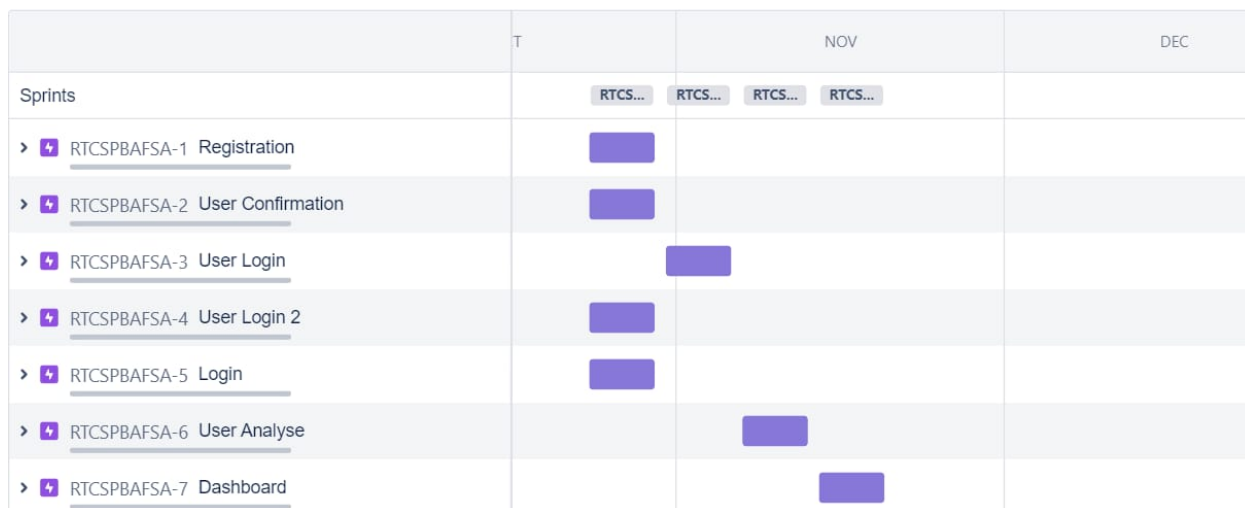
		DataGenerator Library		
7.2	Image Preprocessing	Define the parameters/arguments for ImageDataGenerator class.	All Members	COMPLETED
7.3	Image Preprocessing	Applying ImageDataGenerator functionality to trainset and test set.	All Members	COMPLETED

8.1	Model Building	Importing the model building libraries.	All Members	COMPLETED
8.2	Model Building	Initializing the model.	All Members	COMPLETED
8.3	Model Building	Adding CNN Layers.	All Members	COMPLETED
8.4	Model Building	Adding Dense Layers	All Members	COMPLETED
8.5	Model Building	Configuring the learning process	All Members	COMPLETED
8.6	Model Building	Training the Model	All Members	COMPLETED
8.7	Model Building	Save the model	All Members	COMPLETED
8.8	Model Building	Predictions	All Members	COMPLETED
9.1	Test the model	OpenCV for video processing.	All Members	COMPLETED
9.2	Application Building	Creating an account in Twilio service.	All Members	COMPLETED
9.3	Train CNN Model on IBM	Register for IBM Cloud	All Members	COMPLETED
9.3 1	Train CNN Model on IBM	Train Image Classification Model	All Members	COMPLETED

6.2 Sprint Delivery Schedule

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed (as on Planned End Date)	Sprint Release Date (Actual)
Sprint-1	20	6 Days	24 Oct 2022	29 Oct 2022	20	29 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	05 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	12 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	19 Nov 2022

6.3 Reports from JIRA



7.Coding and Solutioning(Explain the features added in the project along with the code)

7.1.Feature 1

1.IMAGE DATA GENERATOR

Keras ImageDataGenerator is used for getting the input of the original data and further, it makes the transformation of this data on a random basis and gives the output containing only the data that is newly transformed. It does not add the data.
`from keras.preprocessing.image import ImageDataGenerator`

2.PARAMETRES

2.1.Rescale:

The ImageDataGenerator class can be used to rescale pixel values from the range of 0-255 to the range 0-1 preferred for neural network models. Scaling data to the range of 0-1 is traditionally referred to as normalization.

2.2.Shear Range:

Shear range means that the image will be distorted along an axis, mostly to create or rectify the perception angles. It's usually used to augment images so that computers can see how humans see things from different angles.

2.3.Rotation range:

ImageDataGenerator class allows you to randomly rotate images through any degree between 0 and 360 by providing an integer value in the rotation_range argument. When the image is rotated, some pixels will move outside the image and leave an empty area that needs to be filled in.

2.4.Zoom Range:

The zoom augmentation method is used to zoom the image. This method randomly zooms the image either by zooming in or it adds some pixels around the image to enlarge the image. This method uses the **zoom_range** argument of the ImageDataGenerator class. We can specify the percentage value of the zooms either in a float range in the form of an array.

2.5.Horizontal Flip:

Horizontal flip basically flips both rows and columns horizontally. So for this, we have to pass the horizontal_flip=True argument in the ImageDataGenerator constructor.

3.CONVOLUTION NEURAL NETWORK:

A CNN is a kind of network architecture for deep learning algorithms and is specifically used for image recognition and tasks that involve the processing of pixel data. There are other types of neural networks in deep learning, but for identifying and recognizing objects, CNNs are the network architecture of choice. The layers used in the CNN algorithm are Convolutional ,maxpooling, and flatten layers.

3.1.Convolutional Layer:

A convolutional layer is the main building block of a CNN. It contains a set of filters (or kernels), parameters of which are to be learned throughout the training. The size of the filters is usually smaller than the actual image. Each filter convolves with the image

Convolution layer is used for image processing to blur and sharpen images, but also to perform other operations.`from keras.layers import Convolution2D`

3.2.Maxpooling Layer:

Max pooling is a pooling operation that selects the maximum element from the region of the feature map covered by the filter.`from keras.layers import MaxPooling2D`

3.4.Flatten Layer:

Flattening is used to convert all the resultant 2-Dimensional arrays from pooled feature maps into a single long continuous linear vector. The flattened matrix is fed as input to the fully connected layer to classify the image.`from keras.layers import Flatten`

4.DENSE LAYER:

Dense Layer is used to classify images based on output from convolutional layers.

7.2.Feature 2

Importing Keras libraries

```
import keras.preprocessing.image import ImageDataGenerator
```

Importing ImageDataGenerator from Keras

```
train_datagen=ImageDataGenerator(rescale=1./255,shear_range=0.2,rotation_range=180,zoom_range=0.2,horizontal_flip=True)
test_datagen=ImageDataGenerator(rescale=1./255,shear_range=0.2,rotation_range=180,zoom_range=0.2,horizontal_flip=True)
```


Applying ImageDataGenerator functionality to train dataset

```
x_train= train_datagen.flow_from_directory('dataset/training_set', target_size=(64,64),  
    batch_size=300,class_mode='categorical', color_mode = "grayscale")
```

```
x_test= test_datagen.flow_from_directory('dataset/test_set', target_size=(64,64),  
    batch_size=300,class_mode='categorical', color_mode = "grayscale")
```

Importing Model Building Libraries

```
#to define the linear Initialization import
```

```
sequential from keras.models import
```

```
Sequential
```

```
#to add layers import
```

```
Dense from
```

```
keras.layers import
```

```
Dense
```

```
#to create Convolutional kernel import
```

```
convolution2D from keras.layers import
```

```
Convolution2D
```

```
#import Maxpooling layer
```

```
from keras.layers import
```

```
MaxPooling2D #import flatten
```

```
layer
```

```
from keras.layers
```

```
import Flatten
```

Initializing the model

```
model = Sequential()
```

Adding CNN Layers

```
model.add(Convolution2D(32,(3,3),input_shape=(64,64,3),activation='relu')) #add maxpooling layers
model.add(MaxPooling2D(pool_size=(2,2))) #add flatten layer
model.add(Flatten())
```

Add Dense layers

```
model.add(Dense(units=512,
                 activation='relu'))
```

```
model.add(Dense(units=9,
                 activation='softmax'))
```

compiling the model

```
model.compile(loss='categorical_crossentropy', optimizer='adam',
              metrics=['accuracy'])
```

Fit and Save the model

```
model.fit_generator(x_train, steps_per_epoch=24, epochs=10,
                   validation_data=x_test, validation_steps=40)
#steps_per_epoch = no. of train images//batch size
```

```
model.save('aslpng1.h5')
```

Test the model

```
#import the packages and  
load the saved model  
from keras.models import  
load_model  
import numpy as np  
import cv2  
model=load_model('aslpng1.h5')
```

Pre-Process and Prediction

```
from skimage.transform import resize  
def detect(frame):  
    img = resize(frame,(64,64,1))  
    img = np.expand_dims(img,axis=0)  
    if(np.max(img)>1):  
        img = img/255.0  
    prediction = model.predict(img)  
    print(prediction)  
    prediction = model.predict_classes(img)  
    print(prediction)  
  
frame = cv2.imread(r"C:\Users\Renu Alwar\Project\dataset\test_set\1.png")  
data = detect(frame)
```

Flask Application

Load the required packages

```

import numpy as np
import cv2
import os
from keras.models import load_model
from flask import Flask, render_template, Response
from tensorflow.keras.models import Sequential
import tensorflow as tf
from gtts import gTTS
global graph
global writer
from skimage.transform import resize

```

Initialize the graph , load the model

```

# graph=tf.get_default_graph()
graph= tf.compat.v1.get_default_graph()
writer = None
model = load_model('aslpng1.h5')
vals = ['A', 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I']
vs = cv2.VideoCapture(0)
pred = " "

```

```

app = Flask(__name__)
print("[INFO] accessing video stream...")Configure the home page

```

```

@app.route('/')
def index():
return render_template('index.html')

```

Predictions

```

def detect(frame):
    img = resize(frame,(64,64,1))

```

```

img = np.expand_dims(img,axis=0)
if(np.max(img)>1):
    img = img/255.0
with graph.as_default():
    prediction = model.predict_classes(img)
print(prediction)
pred=vals[prediction[0]]
print(pred)
return pred

```

Calling video feed from HTML page

```

@app.route('/video feed')
def video_feed():
    return Response(gen(),
                    mimetype='multipart/x-mixed-replace; boundary=frame')

if __name__ == '__main__':
    app.run(host='0.0.0.0', debug=True,use_reloader=False)

```

Building the HTML page

```

<!DOCTYPE html>
<html lang="en">

<head>
<meta charset="utf-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0,
shrink-to-fit=no">
<title>SmartBridge_WebApp_VideoTemplate</title>
<link rel="stylesheet" href=
"https://cdn.jsdelivr.net/npm/bootstrap@5.1.3/dist/css/bootstrap.min.css">
< link rel="stylesheet"
href="https://use.fontawesome.com/releases/v5.12.0/css/all.css">
<link rel="stylesheet" href="static/css/Banner-Heading-Image.css">
<link rel="stylesheet" href="static/css/Navbar-Centered-Brand.css">
<link rel="stylesheet" href="static/css/styles.css">
</head>
<body style="background: rgb(39,43,48);">

```

```

<nav class="navbar navbar-light navbar-expand-md py-3" style="background:
#212529;">
<div class="container">
  <div></div><a class="navbar-brand d-flex align-items-center" href="#"><span
class="bs-icon-sm bs-icon-rounded bs-icon-primary d-flex justify-content-center
align-items-center me-2 bs-icon"><i>
class="fas fa-flask"></i></span><span style="color: rgb(255,255,255);">Real-Time
Communication
System Powered By AI&nbsp;  For Specially Abled</span></a>
<div></div>
</div>
</nav>
<section>
<div class="d-flex flex-column justify-content-center align-items-center">
  <div class="d-flex flex-column justify-content-center align-items-center"
id="div-video-feed"
style="width: 640px;height: 480px;margin: 10px;min-height: 480px;min-width:
640px;border-radius: 10px;border: 4px dashed rgb(255,255,255) ;">
    
  </div>
</div>

<div class="d-flex flex-column justify-content-center align-items-center"
style="margin-bottom: 10px;"><button
class="btn btn-info" type="button" data-bs-target="#modal-1"
data-bs-toggle="modal">Quick Reference
- <strong> ASL Alphabets</strong></button></div>
</section>
<section>
  <div class="container">
    <div class="accordion text-white" role="tablist" id="accordion-1">
      <div class="accordion-item" style="background: rgb(33,37,41);">
        <!-- <h2 class="accordion-header" role="tab"><button
class="accordion-button" data-bs-toggle="collapse"
data-bs-target="#accordion-1 .item-1" aria-expanded="true"
aria-controls="accordion-1 .item-1"
style="background: rgb(39,43,48);color: rgb(255,255,255);">About

```

The Project</button></h2> -->

```
<div class="accordion-collapse collapse show item-1" role="tabpanel" data-bs-parent="#accordion-1">
```

```
<!-- <div class="accordion-body">
```

```
<p class="mb-0">Artificial Intelligence has made it possible to handle our daily activities
```

```
in new and simpler ways. With the ability to automate tasks that normally require human
```

```
intelligence, such as speech and voice recognition, visual perception, predictive text
```

```
functionality, decision-making, and a variety of other tasks, AI can assist people with
```

```
disabilities by significantly improving their ability to get around and participate in
```

```
daily activities.<br><br>Currently, Sign Recognition is available <strong>only for
```

```
alphabets A-I</strong> and not for J-Z, since J-Z alphabets also require Gesture
```

```
Recognition for them to be able to be predicted correctly to a certain degree of
```

```
accuracy.</p>
```

```
</div> -->
```

```
</div>
```

```
</div>
```

```
div class="accordion-item" style="background: rgb(33,37,41);">
```

```
<h2 class="accordion-header" role="tab"><button class="accordion-button collapsed"
```

```
data-bs-toggle="collapse" data-bs-target="#accordion-1 .item-2" aria-expanded="false"
```

```
aria-controls="accordion-1 .item-2"
```

```
style="background: rgb(39,43,48);color: rgb(231,241,255);">Developed By</button></h2>
```

```
<div class="accordion-collapse collapse item-2" role="tabpanel" data-bs-parent="#accordion-1">
```

```
<div class="accordion-body">
```

```

        <p class="mb-0">
        <br><br>1.<strong>A.K.Renuha Nivetha</strong><br>2.
        <strong>M.Karthika</strong><br>3. <strong>S.Safiya</strong><br>
        <strong>A.Haryvarsine</strong>
        </p>
    </div>
</div>
</div>
</div>
</div>
</div>

</section>
<div class="modal fade" role="dialog" tabindex="-1" id="modal-1">
    <div class="modal-dialog" role="document">
        <div class="modal-content">
            <div class="modal-header">
                <h4 class="modal-title">American Sign Language - Alphabets</h4><button
type="button"
                class="btn-close" data-bs-dismiss="modal" aria-label="Close"></button>
            </div>
            <div class="modal-body"></div>
            <div class="modal-footer"><button class="btn btn-secondary" type="button"
                data-bs-dismiss="modal">Close</button></div>
        </div>
    </div>
</div>
</div>
<script
src="https://cdn.jsdelivr.net/npm/bootstrap@5.1.3/dist/js/bootstrap.bundle.min.js"></script>
</body>
</html>

```

Train CNN Model on IBM


```
!pip install watson-machine-learning-client --upgrade
from ibm_watson_machine_learning import APIClient
wml_credentials = {
    "url": "https://us-south.ml.cloud.ibm.com",
    "apikey": "bo7jwrTNlcq_BpNESKVEVjLn9Ccs7xi6YhUGiapVImDt"
}
client = APIClient(wml_credentials)
```

Save to Deployment Space

```
def guid_from_space_name(client, space_name):
    space = client.spaces.get_details()
    return (next(item for item in space['resources'] if item['entity']['name'] ==
space_name)['metadata']['id'])
]:
space_uid = guid_from_space_name(client, 'SignLanguageDetection')

print("Space UID : ", space_uid)
client.set.default_space(space_uid)
client.software_specifications.list()
software_spec_uid = client.software_specifications.get_uid_by_name("tensorflow_rt22.1-py3.9")

software_spec_uid
model_details = client.repository.store_model(model='IBM_TrainedModel.tgz', meta_props={
    client.repository.ModelMetaNames.NAME: "CNN",
    client.repository.ModelMetaNames.SOFTWARE_SPEC_UID: software_spec_uid,
    client.repository.ModelMetaNames.TYPE: "tensorflow_2.7"})

model_id = client.repository.get_model_uid(model_details)
model_id
```

Successfully Downloaded Trained Model

```
client.repository.download('829d4f20-bfcd-4681-826f-12d6eff4c26f','TrainModel.tgz')
```

8. Testing

8.1. Test Cases

8.2.User Acceptance Testing

- **Purpose of Document**

The purpose of this document is to briefly explain the test coverage and open issues of the [ProductName] project at the time of the release to User Acceptance Testing (UAT).

- **Defect Analysis**

This report shows the number of resolved or closed bugs at each severity level, and how they were resolved

Resolution	Severity 1	Severity 2	Severity 3	Severity 4	Subtotal
By Design	2	0	0	0	3
Duplicate	0	0	0	0	0
External	0	1	0	0	1
Fixed	3	1	0	0	4
Not Reproduced	0	0	0	0	0
Skipped	0	0	0	0	0
Won't Fix	0	0	0	0	0
Totals	6	1	0	0	0

- **Test Case Analysis**

This report shows the number of test cases that have passed, failed, and untested

Section	Total Cases	Not Tested	Fail	Pass
Client Application	2	0	0	2
Print Engine	5	0	0	5
Security	0	0	0	0
Version Control	2	0	0	2

Final Report Output	1	0	0	0
---------------------	---	---	---	---

9.Result

9.1.Performance Metrics

S.No.	Parameter	Values
1.	Model Summary	Sign language is a useful tool for facilitating communication between deaf and hearing people. Because it allows for two-way communication, the system aims to bridge the communication gap between deaf people and the rest of society. The proposed methodology translates language into English alphabets that are understandable to humans.
2..	Accuracy	Training Accuracy -0.9976 Validation Accuracy -0.7

10.Advantages

- 1.It is possible to create a mobile application to bridge the Communication gap between deaf and dumb persons and the general public.
- 2.As different sign language standards exist, their dataset can be added, and the user can choose which sign language to read.

Disadvantages

1. The current model only works from alphabets A to I.
2. In absence of gesture recognition, alphabets from J cannot be identified as they require some kind of gesture input from the user.
3. As the quantity/quality of images in the dataset is low, the accuracy is not great, but that can easily be improved by change in dataset.

11.Conclusion

Sign language is a useful tool for facilitating communication between deaf and hearing people. Because it allows for two-way communication, the system aims to bridge the communication gap between deaf people and the rest of society. The proposed methodology translates language into English alphabets that are understandable to humans.

This system sends hand gestures to the model, who recognises them and displays the equivalent Alphabet on the screen. Deaf-mute people can use their hands to perform sign language, which will then be converted into alphabets, thanks to this project.

12.Future Scope

Having a technology that can translate hand sign language to its corresponding alphabet is a game changer in the field of communication and Ai for the specially abled people such as deaf and dumb.

With the introduction of gesture recognition, the web app can easily be expanded to recognize letters beyond 'I', digits and other symbols plus gesture recognition can also allow controlling of software/hardware interfaces.

13.Appendix

Source Code

https://drive.google.com/drive/folders/1PY8s54Py052Jaf9sCMXXHs8zoVLR0Qq0?usp=share_link

Github link

<https://github.com/IBM-EPBL/IBM-Project-10252-1659152713>

Project Demo link

https://drive.google.com/file/d/1uS7lLuxXQ6PvaxyZx2ZT9ByfXIGNPlge/view?usp=share_link