# Real-Time Communication System Powered by AI for Specially Abled:

#### **Abstract:**

In this paper, we discuss a stand-alone technology that would make it simple and fluid for hearing-impaired and normal individuals to converse with one another. We provide an application for automatically translating visual data into text in real time while using image processing to recognise American Sign Language. Video footage from a digital camera or camera application will be used to create a real-time hand gesture detection system after which the hand position and location will be tagged and isolated via cropping. The hand motions will then be identified by image processing and compared to a gesture database that has already been created, which will be utilised for text conversion on the screen. Additionally, the programme allows regular users to write the text down and exhibit the corresponding animation of hand motions. This system does textual representation and real-time recognition of American Sign Language, producing more accurate results in the shortest amount of time. It won't just help the specially abled; it may also be applied in a number of different technological contexts.

Additionally, this method gives users the freedom to study American Sign Language at their own speed, whenever they want, anywhere—at home or at work.

# Real-Time Communication System Powered by AI for Specially Abled

# Submitted by:

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## 1. INTRODUCTION:

### **Project Overview:**

By discussing their ideas, opinions, and experiences with others around them, people come to know one another. There are several methods to do this, but the gift of "Speech" is the finest. Speech allows everyone to communicate their ideas and comprehend one another quite well. It would be unfair to ignore those who are denied this wonderful gift: individuals with disabilities. In these circumstances, sign language has traditionally been used using the human hand.

The most common issue for those with hearing/speech impairments is being unable to communicate with others. They utilise Sign Language to communicate with others in order to express their thoughts or feelings (SL). Sign language (SL) is a prominent way of communication mechanism utilised regularly by persons who are deaf or hard of hearing. This nonverbal language employs hand motions as well as occasional face gestures.

With the advancement of technology, some form of device or instrument that can mediate between hard-of-hearing people and normal people is necessary, so that they may easily interact with each other without the need for a third person as an interpreter.

# **Purpose:**

In order to communicate with regular people, the project intends to create a system that translates sign language into text that is legible by humans. A convolution neural network is being used to build a model that is trained on various hand motions. A web application utilising this concept is created. With the use of this software, persons who are deaf or dumb may communicate using signs that are translated into language that is intelligible to others

## **2.** Literature Survey

Title-1: Artificial intelligence is like artificial god for specially abled

Author: Prem Mohan

Project Description: Artificial intelligence is not designed to replace humans but rather to enhance our lives by helping us do things we are unable to do on our own. Many companies are working on this type of research, including Google Deepmind, IBM Watson, Apple Siri, Microsoft Cortana, etc., which means there will likely be many new developments soon. These innovations could positively impact everyone's life – even those without disabilities – because they make everyday tasks easier and less time-consuming.

Drawbacks: AI for Accessibility program uses the potential of Artificial Intelligence to develop solutions to many physical and cognitive challenges disabled individuals face at work and in daily life to promote social

#### inclusion for them

Title -2: Communication skills in the disabled

Authors: Liubov Ben-Noun

Project Description: Communication is an important human characteristic. In order to maintain relationships effectively humans must communicate with each other. In everyday life, there are a variety of communications including with work colleagues, family, neighbours, and friends, some efficient and some inefficient. Drawbacks: Ethics and morality are important human features that can be difficult to incorporate into an AI. The rapid progress of AI has raised a number of concerns that one day, AI will grow uncontrollably, and eventually wipe out humanity

Title -3: Sign Language Recognition System for People with Disability using Machine Learning and Image Processing

Authors: Bayan Mohammed Saleh, Muhammad Usman Tariq

Project Description: Communication creates bonding and relations among the people, whether persons, social, or political views. Most people communicate efficiently without any issues, but many cannot due to disability. They cannot hear or speak, which makes Earth a problematic place to live for them. Even simple basic tasks become difficult for them. Disability is an emotive human condition. It limits the individual to a certain level of performance. Being deaf and dumb pushes the subject to oblivion, highly introverted. The application of technology should create a platform or a world of equality despite the natural state of humans. Communication, D-talk is a system that allows people who are unable to talk and hear be fully understood and for them to learn their language easier and also for the people that would interact and communicate with them.

Drawbacks: Sign language allows deaf and hard of hearing people to communicate quickly and effectively with others who use sign language.

Title -4: Real-Time Communications in the Web: Issues, Achievements, and Ongoing Standardization Efforts Authors: Salvatore Loreto, Simon Pietro Romano

Project Description: Web Real-Time Communication (WebRTC) is an upcoming standard that aims to enable real-time communication among Web browsers in a peer-to-peer fashion. The IETF RTCWeb and W3C WebRTC working groups are jointly defining both the APIs and the underlying communication protocols for setting up and managing a reliable communication channel between any pair of next-generation Web browsers. Drawbacks: Asynchronous communication takes place when there is a delay or lag between sharing information and receiving a response

#### **Problem Statement:**

To develop an automatic sign language recognition system with the help of image processing and computer vision techniques. To use natural image sequences, without the signer having to wear data gloves or colored gloves, and to be able to recognize hundreds of signs. The motivation for this work is to provide a real time interface so that signers can easily and quickly communicate with non-signers. To efficiently and accurately recognize signed words, using a minimal number of training examples.

# 3. Requirements

## **Functional Requirements:**

Following are the functional requirements of the proposed solution.

FR No.	Functional Requirement (Epic)	Sub Requirement (Story / Sub-Task)
FR-1	User Registration	Registration through Gmail
FR-2	UserConfirmation	Confirmation via Email
FR-3	UserSelection	User can select option either sign language to text/voice or text/voice to sign language
FR-4	UserRequirement	Mobile or Laptop
FR-5	UserGuide	Guidance to use the application will be inbuilt

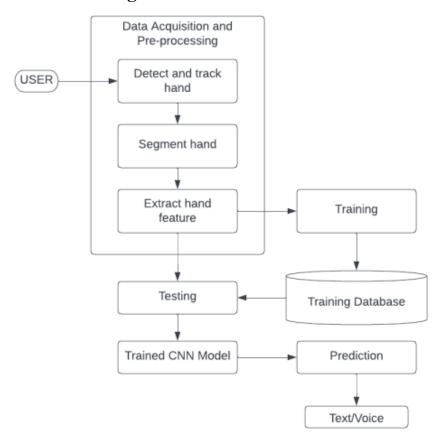
#### Non-functional Requirements:

Following are the non-functional requirements of the proposed solution.

FR No.	Non-Functional Requirement	Description
NFR-1	Usability	This application helps to convert the sign language to text/voice or vice versa. So this application will be useful for both specially abled people and normal people to communicate each other.
NFR-2	Security	This system is protected and only authorized users can access it.
NFR-3	Reliability	The application will predict the hand gesture and convert it to exact text or voice.
NFR-4	Performance	The application responds to a user in seconds and the hardware and software works well.
NFR-5	Availability	It is accessible by authorised user from anywhere at any time whenever they need.
NFR-6	Scalability	It can predict different types of sign language at a time. More numbers of users can be accessed.

# 4. Project Design

# **Data Flow Diagrams:**



# **Block Diagram:**

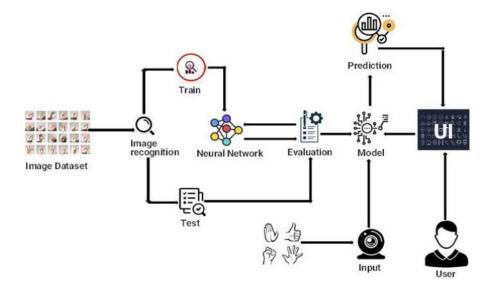


Table-1 : Components & Technologies:

S.No	Component	Description	Technology
1.	User Interface	By using Web UI and Mobile app user interacts with the application	HTML, CSS, JavaScript etc.
2.	Application Logic-1	Getting the Hand Gesture Images dataset	Python
3.	Application Logic-2	Analysing the application and the representation of the hand gestures	IBM Watson, CNN
4.	Application Logic-3	Getting audio as input data	IBM Watson Assistant
5.	Database	Data Type, Configurations etc.	NoSQL
6.	Cloud Database	Database Service on Cloud	IBM DB2, IBM Cloudant
7.	File Storage	Received hand gesture movements and the audio speech is stored in the cloud	IBM Block Storage or Other Storage Service or Local Filesystem
8.	CNN	Purpose of CNN is used for the understanding of sign to human readable language and vice-versa	CNN, Object detection model, NLP
9.	Machine Learning Model	Al-Machine Learning model is used for the identification of hand gestures recognition, Sign language and vice-versa	Object Recognition Model, CNN and NLP for voice data and hand gestures
10.	Infrastructure (Server / Cloud)	Deploying the AI and CNN model using flask in the web application of cloud server	Python Flask

#### Table-2: Application Characteristics:

S.No	Characteristics	Description	Technology
1.	Open-Source Frameworks	Frameworks which are used	TensorFlow, RNN, Pytorch
2.	Security Implementations	List all the security / access controls implemented, use of firewalls etc.	Firewall and some security related to software.
3.	Scalable Architecture	Justify the scalability of architecture (3 – tier, Micro-services)	3-tier architecture
4.	Availability	Availability of application	Image recognition, gesture recognition, text and voice recognition.
5.	Performance	Design consideration for the performance of the application (number of requests per sec, use of Cache)	Using CNN, Machine Learning for conversion which the performance will be good

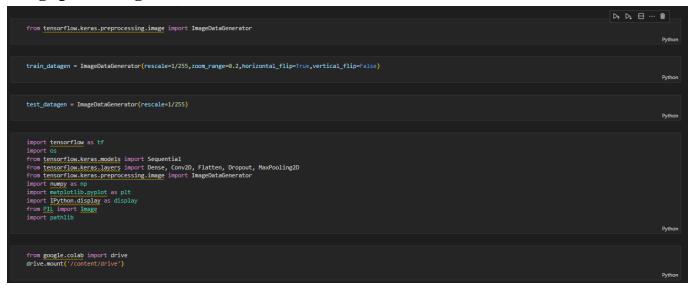
# • User Stories

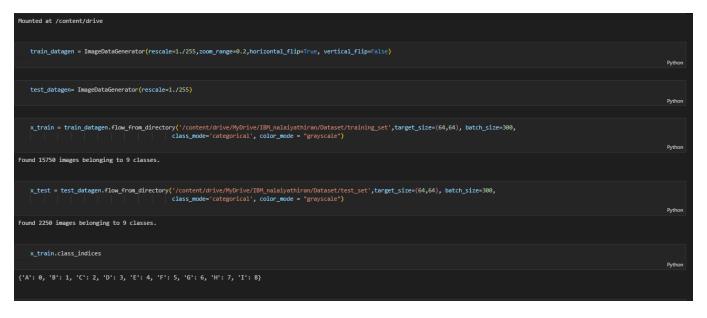
#### **USER STORIES**

User Type	Functional Requirement (Epic)	User Story Number	User Story / Task	Acceptance criteria	Priority	Release
Customer (Mobile user)	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	I can access my account / dashboard	High	Sprint-1
		USN-2	As a user, I will receive confirmation email once I have registered for the application	I can receive confirmation email & click confirm	High	Sprint-1
		USN-3	As a user, I can register for the application through Facebook	I can register & access the dashboard with Facebook Login	Low	Sprint-2
		USN-4	As a user, I can register for the application through Gmail		Medium	Sprint-1
	Login	USN-5	As a user, I can log into the application by entering email & password		High	Sprint-1
	Dashboard	USN-6	As a user, I can get all service and access in dashboard.	I can get all service access in dashboard	Medium	Sprint-3
Customer (Web user)	Registration	USN-7	As a user, I can register for the application by entering my email, password, and confirming my password.	I can access my account / dashboard	High	Sprint-1
		USN-8	As a user, I will receive confirmation email once I have registered for the application	I can receive confirmation email & click confirm	High	Sprint-1
	Login	USN-9	As a user, I can log into the application by entering email & password		High	Sprint-1
Customer Care Executive	Service	USN-10	As a user, I can avail the service by calling customer care or through mail.	I can avail the service by calling customer care or through mail.	Medium	Sprint-2
Administrator	Manage	USN-11	As a Admin, I can manage the database server and application tools.	I can manage the database server and application tools.	High	Sprint-2

# 5. Coding, Solutioning and Testing

## **Image processing:**



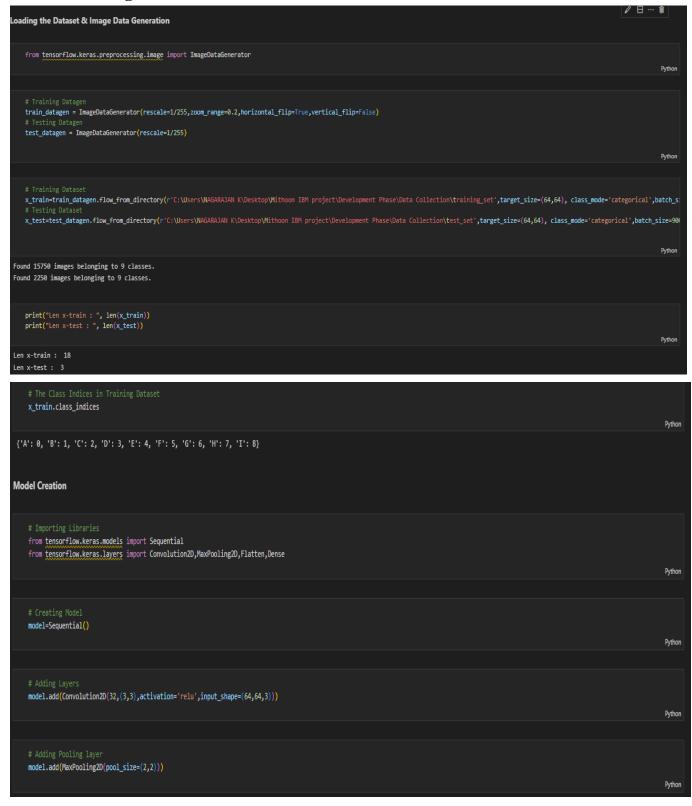


```
x_test.class_indices

Python

{'A': 0, 'B': 1, 'C': 2, 'D': 3, 'E': 4, 'F': 5, 'G': 6, 'H': 7, 'I': 8}
```

# **Model Building:**



```
# Adding Flatten layer
model.add(Flatten())

# Adding Dense Layers
model.add(Dense(300,activation='relu'))
model.add(Dense(150,activation='relu'))
model.add(Dense(9,activation='softmax'))

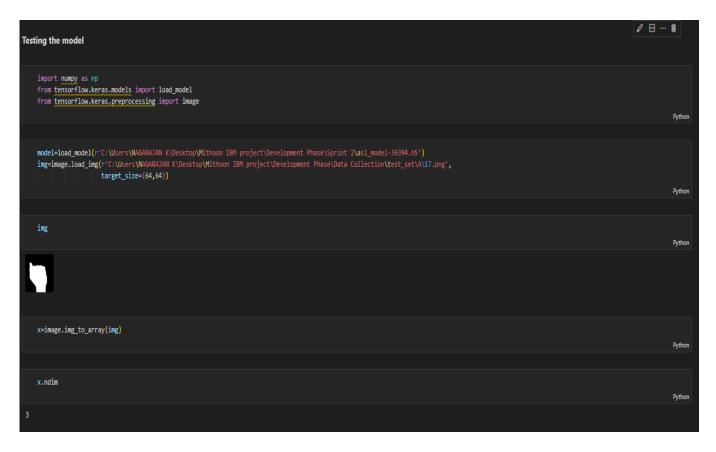
# Compiling the Model
model.compile(loss='categorical_crossentropy',optimizer='adam',metrics=['accuracy'])

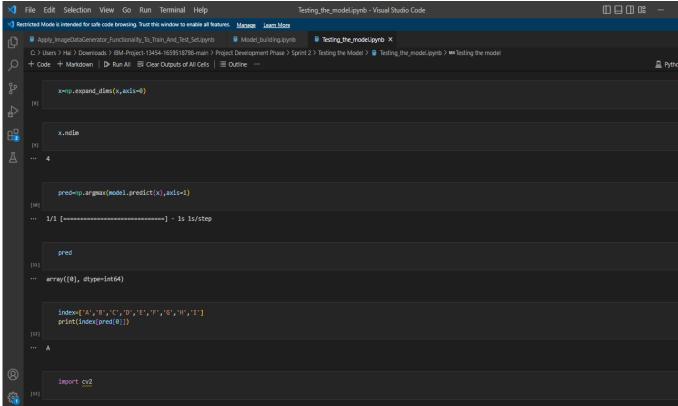
# Fitting the Model Generator
model.fit_generator(x_train,steps_per_epoch=len(x_train),epochs=10,validation_data=x_test,validation_steps=len(x_test))

# Adding Dense Layers
model.add(Dense(150,activation='relu'))
# Option

# Fitting the Model Generator
model.fit_generator(x_train,steps_per_epoch=len(x_train),epochs=10,validation_data=x_test,validation_steps=len(x_test))
# Adding Dense Layers
# Adding Den
```

```
C:\Users\NAGARAJAN K\AppData\Local\Temp\ipykernel_21636\1042518445.py:2: UserWarning: `Model.fit_generator` is deprecated and will be removed in a future version. Please use `Model.fit`, which
  model.fit\_generator(x\_train,steps\_per\_epoch=len(x\_train),epochs=10,validation\_data=x\_test,validation\_steps=len(x\_test))
Epoch 1/10
Epoch 2/10
18/18 [============= ] - 78s 4s/step - loss: 0.2923 - accuracy: 0.9161 - val_loss: 0.2998 - val_accuracy: 0.9267
18/18 [=========] - 78s 4s/step - loss: 0.1279 - accuracy: 0.9630 - val_loss: 0.2047 - val_accuracy: 0.9547
Epoch 4/10
18/18 [==============] - 78s 4s/step - loss: 0.0635 - accuracy: 0.9834 - val_loss: 0.1839 - val_accuracy: 0.9613
Epoch 5/10
18/18 [========= - 79s 4s/step - loss: 0.0407 - accuracy: 0.9894 - val_loss: 0.2094 - val_accuracy: 0.9684
Epoch 6/10
18/18 [============= - 78s 4s/step - loss: 0.0261 - accuracy: 0.9935 - val_loss: 0.1422 - val_accuracy: 0.9724
Epoch 7/10
18/18 [======== ] - 79s 4s/step - loss: 0.0131 - accuracy: 0.9973 - val_loss: 0.1798 - val_accuracy: 0.9751
Epoch 9/10
18/18 [=======] - 77s 4s/step - loss: 0.0107 - accuracy: 0.9981 - val_loss: 0.1541 - val_accuracy: 0.9791
18/18 [=======] - 80s 4s/step - loss: 0.0077 - accuracy: 0.9987 - val_loss: 0.1743 - val_accuracy: 0.9778
<keras.callbacks.History at 0x2d9d47ab8b0>
Saving the Model
   model.save('asl_model-36394.h5')
```





```
img=cv2.imread(r'C:\Users\WGGRAJAN K\Desktop\Withoon IBM project\Development Phase\Data Collection\test_set\A\17.png',1)

img1=cv2.imread(r'C:\Users\WGGRAJAN K\Desktop\Withoon IBM project\Development Phase\Data Collection\test_set\A\17.png',8)

print(img.shape)

import cv2
cv2.imshow(",img)
cv2.weitkey(8)
cv2.weitkey(8)
cv2.destroyAllMindows()

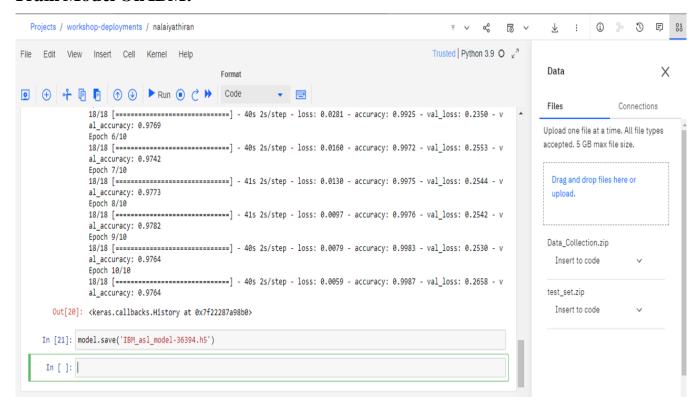
Python

Python
```

## **Training Model:**

```
from function import *
from sklearn.model selection import train_test_split
from keras.utils import to_categorical
from keras.models import Sequential
from keras.layers import LSTM, Dense
from keras.callbacks import TensorBoard
label_map = {label:num for num, label in enumerate(actions)}
 sequences, labels = [], []
 for action in actions:
      for sequence in range(no_sequences):
    window = []
    for frame_num in range(sequence_length):
              res = np.load(os.path.join(DATA_PATH, action, str(sequence), "{}.npy".format(frame_num)))
window.append(res)
sequences.append(window)
labels.append(label_map[action])
X = np.array(sequences)
y = to_categorical(labels).astype(int)
X_train, X_test, y_train, y_test = train_test_split(X, y, test_size=0.05)
log_dir = os.path.join('Logs')
tb_callback = TensorBoard(log_dir=log_dir)
model = Sequential()
model.add(LSTM(64, return_sequences=True, activation='relu', input_shape=(30,63)))
model.add(LSTM(128, return_sequences=True, activation='relu')
model.add(LSTM(64, return_sequences=False, activation='relu'))
model.add(Dense(64, activation='relu')) MMithoonNS
model.add(Dense(32, activation='relu'))
model.add(Dense(actions.shape[0], activation='softmax'))
model.compile(optimizer='Adam', loss='categorical_crossentropy', metrics=['categorical_accuracy'])
model.fit(X_train, y_train, epochs=200, callbacks=[tb_callback])
 model.summary()
model_json = model.to_json()
with open("model.json", "w") as json_file:
    json_file.write(model_json)
```

## Train Model On IBM:



# **Spyder Deployment Code:**

```
C: > Users > NAGARAJAN K > Desktop > Mithoon_IBM_NalaiyaThiran > ♠ app.py > ❤ generate_frames
   1 from flask import Flask,render_template,Response
  2 import cv2
3 import mediapipe as mp
  4 from function import *
       from keras.utils import to_categorical
       from keras models import model_from_json
       from keras layers import LSTM, Dense
from keras callbacks import TensorBoard
       import numpy as np
  10 #import actions
  11
  12 app=Flask(__name__)
      camera=cv2.VideoCapture(0)
  13
  15 def generate_frames():
  16
            while True:
  17
                 ## read the camera frame
  19
                 \verb|success|, \verb|frame=camera.read()|\\
 20
21
                 if not success:
                    break
                 else:
                     json_file = open("model.json", "r")
                      model_json = json_file.read()
json_file.close()
model = model_from_json(model_json)
  24
  25
  26
                     model.load_weights("asl_model-36394.h5")
  28
                      colors = []
for i in range(0,20):
    colors.append((255,255,255))
  29
30
                      print(len(colors))
                      def prob_viz(res, actions, input_frame, colors,threshold):
    output_frame = input_frame.copy()
    for num, prob in enumerate(res):
  33
  34
  35
                               cv2.rectangle(output_frame, (0,60+num*40), (int(prob*100), 90+num*40), colors[num], -1)
  37
                                cv2.putText(output_frame, actions[num], (0, 85+num*40), cv2.FONT_HERSHEY_SIMPLEX, 1, (255,255,255), 2, cv2.LINE_AA)
```

```
C; ⊋ osers ⊋ nagakaJan k ⊋ besktop ⊋ mithoon_folvi_nalalya mitan ⊋ 💌 app,py ⊋ Ф generate_frames
 39
                      return output_frame
 40
 41
                  sequence = []
                  sentence = []
 42
 43
                  accuracy=[]
 44
                   predictions = []
 45
                   threshold = 0.8
 46
 47
 48
                  with mp_hands.Hands(
                       model_complexity=0,
 49
                       min_detection_confidence=0.5,
 50
                       min_tracking_confidence=0.5) as hands:
 52
 53
 54
                           ret, frame = camera.read()
 55
                           cropframe=frame[40:400,0:300]
                           frame=cv2.rectangle(frame,(0,40),(300,400),255,2)
 56
                           image, results = mediapipe detection(cropframe, hands)
 57
 58
 59
                           keypoints = extract_keypoints(results)
 60
                           sequence.append(keypoints)
                           sequence = sequence[-30:]
 61
 62
 63
                               if len(sequence) == 30:
 64
 65
                                   res = model.predict(np.expand_dims(sequence, axis=0))[0]
 66
                                   print(actions[np.argmax(res)])
 67
                                   predictions.append(np.argmax(res))
 68
 69
 70
                                   if np.unique(predictions[-10:])[0]==np.argmax(res):
 71
                                       if res[np.argmax(res)] > threshold:
                                           if len(sentence) > 0:
 72
                                                if actions[np.argmax(res)] != sentence[-1]:
 73
                                                   sentence.append(actions[np.argmax(res)])
 74
```

```
83
 84
                         except Exception as e:
 85
                             pass
 86
 87
                         cv2.rectangle(frame, (0,0), (0, 0), (24, 117, 16), -1)
                         cv2.putText(frame, "Predicted Sign: "+' '.join(sentence)+"-"+"-".join(accuracy), (3,30),
 88
                                     cv2.FONT_HERSHEY_SIMPLEX, 1, (0,0,0), 2, cv2.LINE_AA)
 89
 90
                  ret,buffer=cv2.imencode('.jpg',frame)
 91
                  frame=buffer.tobytes()
 92
 93
              yield(b'--frame\r\n'
 94
                b'Content-Type: image/jpeg\r\n\r\n' + frame + b'\r\n')
 95
 96
 97
     @app.route('/')
 98
 99
     def index():
100
         return render_template('index.html')
101
102
     @app.route('/video')
103
     def video():
         return Response(generate_frames(), mimetype='multipart/x-mixed-replace; boundary=frame')
104
105
106
    @app.route('/chatbot', methods=["GET", "POST"])
107
108
     def chatbotResponse():
109
          if request.method == 'POST':
110
              the_question = request.form['question']
111
112
113
             response = processor.chatbot_response(the_question)
114
115
         return jsonify({"response": response })
116
117
118
     if __name__ == "__main__":
119
     app.run(debug=True)
```

# 6. Result

Snapshots of our model predicting the hand gestures:









### 7. Advantages and Disadvantages :

#### **Advantages:**

- 1. It is feasible to develop a mobile application to close the communication gap between the hearing-impaired and the rest of society.
- 2. The user may select which sign language to read by adding the dataset when new sign language standards are created.
- 3. The disabled people who have hearing impairment will not have to be socially anxious anymore. They can communicate with great confidence

#### **Disadvantages:**

- 1. The present model is limited to the letters A through I.
- 2. Alphabets from J cannot be recognised in the absence of gesture recognition because they need user input in the form of a gesture.
- 3. The accuracy isn't excellent because there aren't many or high-quality photographs in the dataset, but that can be fixed by changing the datas.

#### **8.** Conclusion :

The use of sign languages can help normal and deaf individuals communicate more effectively. Our approach strives to reduce the communication gap between the deaf community and the rest of society since it supports two-way conversation. Our technology converts sign languages into human-understandable English language. With the help of this technology, the model receives hand gestures, recognises them, and then shows the corresponding Alphabet on the screen. This initiative allows deaf-mute persons to perform sign language with their hands, which will later be translated into alphabets.

# 9. Future Scope:

For persons with particular needs, such as the deaf and dumb, having technology that can convert hand sign language to its appropriate alphabet is a game changer. The web programme may easily be developed to detect letters other than "I," numbers, and other symbols with the addition of gesture recognition. Gesture recognition can also be used to control software and hardware interfaces.

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## • Github link:

https://github.com/IBM-EPBL/IBM-Project-13454-1659518798