UNIVERSITY COLLEGE OF ENGINEERING ARIYALUR

B.E – ELECTRONICS AND COMMUNICATION ENGINEERING

REAL-TIME COMMUNICATION SYSTEM POWERED BY AI FOR SPECIALLY ABLED

PROJECT REPORT

Submitted by

TEAM ID: PNT2022TMID46103

TEAM MEMBERS:

R.ILAKKIYAPRIYA	814819106003
S.MANIMOZHI	814819106004
S.SWETHA	814819106013
R.ROOBANRAJ	814819146007
S.POOVARASAN	814819106005
S.SARAVANAN	814819106009
N.SUTHARSAN	814819106011

- INTRODUCTION
- Project Overview
- Problem Definition
- LITERATURESURVEY
- Existing problem
- References
- Problem Statement Definition
- IDEATION&PROPOSED SOLUTION
- Empathy Map Canvas
- Ideation & Brainstorming
- Proposed Solution
- Problem Solution fit
- REQUIREMENTANALYSIS
- Functional requirement
- Non-Functional requirements
- PROJECTDESIGN
- Data Flow Diagrams
- Solution & Technical Architecture
- SPRINT DELIVERY PLAN
- CODING&SOLUTIONING (Explain the features added in the project alongwithcode)
- Feature1
- Feature2
- Database Schema(if Applicable)
- TESTING
- Test Cases
- UserAcceptance Testing
- RESULTS
- PerformanceMetrics
- ADVANTAGES&DISADVANTAGES
- CONCLUSION
- FUTURESCOPE
- **APPENDIX** SourceCode,GitHub&ProjectDemoLink

ABSTRACT

Deaf and mute people use sign language to communicate. Unlike acoustically conveyed sound patterns, sign language uses hand gestures, facial expressions, body language and manual communication to convey thoughts. Due to the considerable time required in learning Sign Language, people find it difficult to communicate with specially-abled people, creating a communication gap. Hence conventionally, people face problems in recognizing sign language. Moreover, different countries have their respective form of sign gesture communication which results in non-uniformity. The ISL (Indian Sign Language) used in India is largely different from the American Sign Language used in the US, mostly because of the difference in culture, geographical and historical context. Somewhere between 138 and 300 different types of sign language are currently being used throughout the world. Sign language structure varies spatially and temporally. We have identified these as a major barrier in communication with a significant part of society. And hence, we propose to design a system that recognizes different signs and conveys the information to people. The component of any sign language consists of hand shape, motion, and place of articulation. When combined, these three components (together with palm orientation) uniquely determine the meaning of the manual sign. For sign language identification, sensorbased and vision-based methods are used In vision-based gesture recognition technology, a camera reads the movements of the human body, typically hand movements and uses these gestures to interpret sign language, whereas in sensor-based methods, realtime hand and finger movements can be monitored using the leap motion sensor. We aim at developing a scalable project where we will be considering different hand gestures to recognize the letters and words. We plan to use different deep learning models to predict the sign. This may be developed as a desktop or mobile application to enable specially abled people to communicate easily and effectively with others. However, this project can later be extended to capture the whole vocabulary of ASL (American Sign Language) through manual and non-manual signs.

Keywords: Sign language, ASL, ISL, Dynamic hand gesture recognition

1.INTRODUCTION

1.1Project Overview

Real-time communications (RTC) is any mode of telecommunications in which all users can exchange information instantly or with negligible latency or transmission delays. In RTC, there is always a direct path between the source and the destination. Although the link might contain several intermediate nodes, the data goes from source to

destination without being stored in between them. In contrast, asynchronous or time shifting communications, such as email and voicemail, always involve some form of data storage between the source and the destination. In these cases, there is an anticipated delay between the transmission and receipt of the information.

1.2 PROBLEM STATEMENT

The Deaf and mute community can only communicate using sign language. Sign language involves simultaneously combining hand shapes, orientations, gestures and movement of the hands, arms, or body to express the speaker's thoughts. Because of cultural, geographic and historical differences, there exists over 300 different types of sign languages around the world. The ISL (Indian Sign Language) used in India is very different from the American Sign Language used in the United States. This causes inconsistency of sign languages around the world. Moreover, learning sign language requires significant amount of time and effort. This makes it difficult for the conventional world to learn and hence interact with the deaf and mute community. According to a recent study, out of every thousand kids born, 2 to 3 of them are deaf or hard-of-hearing, and, as degrees of hearing loss go, there are 16 to 30 times more children who are identified as Deaf (having a Profound 91+dB hearing loss) than hardof-hearing. For those deaf or hard of hearing children, only 10% of parents & family learn sign language to communicate with them. We identify this as a major barrier in communicating with a significant part of the society. 1.2 Purpose Real-time communication (RTC) refers to any communication that happens between two (or more) individuals in real-time – with minimal latency and without transmission delays. Some examples of real-time communication include landline phones, mobile calls, instant messaging, VoIP, and video conferencing.

OBJECTIVE AND MOTIVATION

The objective of our project is to bridge the gap and ensure the inclusion of deaf and mute community into the conventional society meanwhile ensuring an easy and effective mode of communication. We aim at designing a real time system that recognizes the sign language and expresses the same in an easy language, like English. Currently, extensive work has been done on American sign language recognition, but Indian sign language differs significantly from American sign language. ISL uses two hands for communicating (20 out of 26) whereas ASL uses single hand for communicating. Using both hands often lead to obscurity of features due to overlapping of hands. In addition to this, lack of datasets and variance in sign language with locality has resulted in restrained efforts in ISL gesture detection. Our project aims at taking the basic step in bridging the communication gap between normal people and deaf and dumb people using Indian sign language. Effective extension of this project to words and common expressions may not only make the deaf and mute people communicate

faster and easier with outer world, but also provide a boost in developing autonomous systems for understanding and aiding them.

Communication between Deaf and Mute People and Normal People Chat applications have become a powerful media that assist people to communicate in different languages with each other. There are lots of chat applications that are used different people in different languages but there is not such a chat application that has facilitated to communicate with sign languages. The developed system is based on Sinhala Sign language. The system has included four main components as text messages are converted to sign messages, voice messages are converted to sign messages, sign messages are converted to text messages and sign messages are converted to voice messages. Google voice recognition API has used to develop speech character recognition for voice messages. The system has been trained for the speech and text patterns by using some text parameters and signs of Sinhala Sign language is displayed by emojis. Those emojis and signs that are included in this system will bring the normal people closer to the disabled people. This is a 2-way communication system, but it uses pattern of gesture recognition which is not very reliable in getting appropriate output.

Intelligent Sign Language Recognition

Using Image Processing Computer recognition of sign language is an important research problem for enabling communication with hearing impaired people. This project introduces an efficient and fast algorithm for identification of the number of fingers opened in a gesture representing an alphabet of the Binary Sign Language. The system does not require the hand to be perfectly aligned to the camera. The project uses image processing system to identify, especially English alphabetic sign language used by the deaf people to communicate. The basic objective of this project is to develop a computer based intelligent system that will enable dumb people significantly to communicate with all other people using their natural hand gestures. The idea consisted of designing and building up an intelligent system using image processing, machine learning and artificial intelligence concepts to take visual inputs of sign language's hand gestures a generate easily recognizable form of outputs. Hence the objective of this project is to develop an intelligent system which can act as a translator between the sign language and the spoken language dynamically and can make the communication between people with hearing impairment and normal people both effective and efficient. The system is we are implementing for Binary sign language, but it can detect any sign language with prior image processing.

Sign Language Recognition Using Image Processing One of the major drawbacks of our society is the barrier that is created between disabled or handicapped persons and the normal person. Communication is the only medium by which we can share our thoughts or convey the message but for a person with disability (deaf and mute) faces

difficulty in communication with normal person. For many deaf and dumb people, sign language is the basic means of communication. Sign language recognition

(SLR) aims to interpret sign languages automatically by a computer in order to help the deaf communicate with hearing society conveniently. Our aim is to design a system to help the person who trained the hearing impaired to communicate with the rest of the world using sign language or hand gesture recognition techniques. In this system, feature detection and feature extraction of hand 23 gesture is done with the help of SURF algorithm using image processing. All this work is done using MATLAB software. With the help of this algorithm, a person can easily train a deaf and mute

2.LITERATURE SURVEY

2.1 Existing Problem

In our society, we have people with disabilities. The technology is developing day by day but no significant developments are undertaken for the betterment of these people. Communication between deaf-mute and a normal person has always been a challenging task. It is very difficult for mute people to convey their message to normal people. Since normal people are not trained on hand sign language. In emergency times conveying their message is very difficult. The 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 an impaired person in any language.

2.2 REFERENCES

- [1] Bigham, J. P., Jayant, C., Miller, A., White, B., & Yeh, T. (2010, June). VizWiz::Locate It-enabling blind people to locate objects in their environment. In 2010 IEEE Computer Society Conference on Computer Vision and Pattern Recognition-Workshops (pp. 65-72). IEEE.
- [2] G. Eason, B. Noble, and I. N. Sneddon, "On certain integrals of Lipschitz Hankel type involving products of Bessel functions," Phil. Trans. Roy. Soc.[3]London,vol. A247, pp. 529–551, April 1955.(references) Sohail Abid, Shahid Abid, Tafzeel Ahmed, "Mobile Application for Disabled People" in International Journal of Modern Computer Science ISSN: 2320-7868 (Online) Volume No.-1, IssueNo.-1, February 2013
- [3] Mahasak Ketcham, Vassana Inmoonnoy, "The Message Notification for Patients Care System Using Hand Gesture Recognition," 2017International Conference on Digital Arts, Media and Technology(ICDAMT), Chiang Mai, Thailand, 2017, doi:

[4] O. A. Ruşanu, L. Cristea and M. C. Luculescu, "Simulation of a BCISystem Based on the Control of a Robotic Hand by Using Eye-blinksStrength," 2019
E. Health and Bioengineering Conference (EHB), Iasi, Romania, 2019,PP.1-4

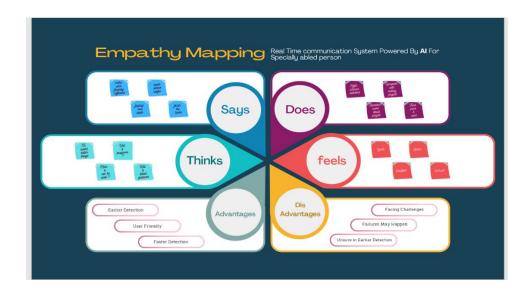
[5]White, J.J.: Fairness of AI for people with disabilities: problem analysis and interdisciplinary collaboration. ACM SIGACCESS Access. Comput. 125, 1 (2020)

2.3 Problem Statement Definition

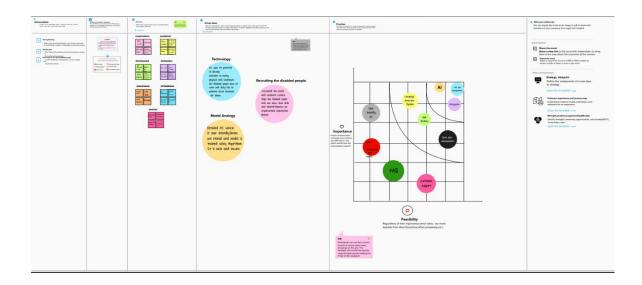
In our society, we have people with disabilities. The technology is developing day by day but no significant developments are undertaken for the betterment of these people. Communications between deaf-mute and a normal person has always been a challenging task. It is very difficult for mute people to convey their message to normal people. Since normal people are not trained on hand sign language. In emergency times conveying their message is very difficult. The 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 an impaired person in any language. The project aims to develop a system that converts the sign language into a human hearing voice in the desired language to convey a message to normal people, as well as convert speech into understandable sign language for the deaf and dumb. We are making use of a convolution neural network to create a model that is trained on different hand gestures. An app is built which uses this model. This app enables deaf and dumb people to convey their information using signs which get converted to human understandable language and speech is given as output.

3.IDEATION AND PROPOSED SOLUTION

3.1 Empathy Map Canvas



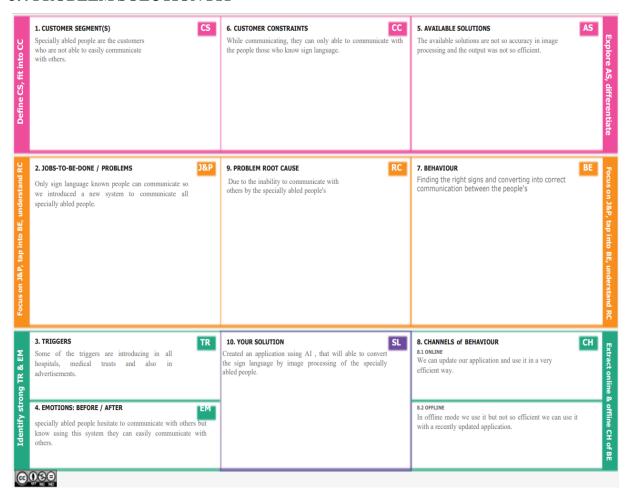
3.2 Ideation & brainstorming



3.3 Proposed Solution

S.No.	Parameter	Description
1.	Proposed Statement (Problem to be solved)	Differently abled like dump and mute people can communicate only through the sign language,normal people those who do not know the sign language feels difficult to communicate with them.
2.	Idea / Solution Description	To overcome this problem we have an idea that an application is created to communicate with the normal people.
3.	Novelty / Uniqueness	This process the image of the person who is using sign language and convert it into the voice by analyzing the sign used.
4.	Social Impact / Customer Satisfaction	Differently abled people feel free to communicate and it bring a huge difference comparing to past.
5.	Business Model (Revenue Model)	There are many people in the world who is differently abled, this application will become more popular among them and it will be installed by all and it will be used, and so it will produce more money.
6.	Scalability of the solution	Thus this would bring a new evolution in Real Time Communication System Powered by AI for Specially Able with less time and safe enough resources.

3.4 PROBLEM SOLUTION FIT



4 REQUIREMENT ANALYSIS

4.1 FUNCTIONAL REQUIREMENT

- System is presented as black box
- Hearing impaired is the person that performs the signs
- Normal hearing is the passive user of the system The System Requirements Can Be Specified
- Hearing impaired person should be able to perform sign that represent digit number
- Hearing impaired person should be able to perform sign that represent alphabet letter 29
- Hearing impaired person should be able to perform sign that represent word
- Hearing impaired person should be able to perform sign that represent sentence
- Hearing impaired person should be able to see the translation of sign to text
- Hearing impaired person should be able to change the component (number/alphabet or word/sentence) for which translation to speech is provided

NORMAL FLOW

- User comes in front of camera and performs the alphabet letter
- System analyzes the performed sign
- System shows the sign meaning as text and speech

ALTERNATIVE FLOWS

☐ System indicates that user is not within field of view of Kined
 System shows that user is not detected
 User enters the field of view
 System shows that user is detected
☐ Sign not recognized
1. System does not react to indicate that sign was not
recognized 2. User performs again the alphabet
letter until it is recognized
☐ Enabling speech for this component:
1 Enable speech component

4.2 NON FUNCTIONAL REQUIREMENT

FRNo.	Non-	Description
	FunctionalRequirement	
NFR-	Usability	The designed system is easy to use for
1		speciallyabledpersonsasitisportableand
		platformindependent.

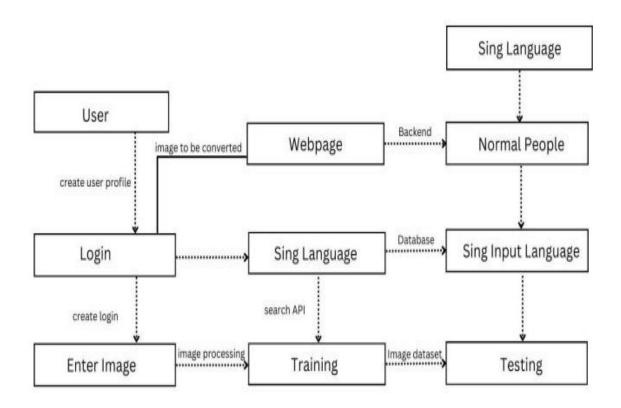
NFR-	Security	Convertedinformationusingsignsintospeechis				
2		accessed only by the user.				
NFR-	Reliability	Systemistestedwithlargenumberofdataand				
3		Providesinsight into issues.				
NFR-	Performance	QuickLaunchtimeofapplicationandfasterinconverting				
4		signs into speech				
NFR-	Availability	Providesautomaticrecoveryand				
5		Useraccess.				
NFR-	Scalability	Standard network condition the				
6		device shouldconvertinformationwithinsecond.				

5 PROJECT DESIGN

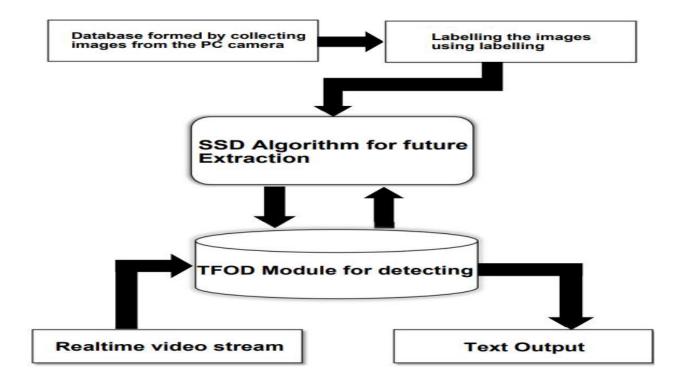
5.1 DATA FLOW DIAGRAM

A data flow diagram is a traditional visual representation of the information flow within a system. It shows how data enters and leaves the system. It uses defined symbols like rectangles, circles and arrows, plus short text labels, to show data inputs, outputs, storage points and the routes between each destination.

Data Flow Diagrams:

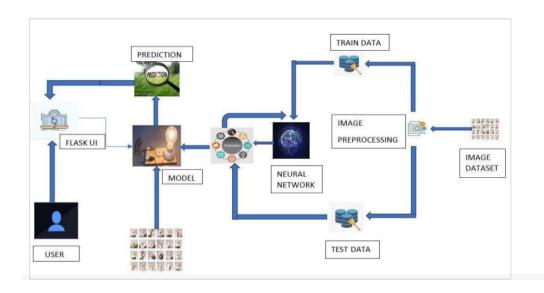


5.2 Solution Architecture



Technical Architecture:

Technical Architecture (TA) is a technical blueprint with regard to the arrangement, interaction, and interdependence of all elements so that system-relevant requirements are met.



Guidelines:

- Include all the processes (As an application logic / Technology Block)
- Provide infrastructural demarcation (Local / Cloud)
- 3. Indicate external interfaces (third party API's etc.)
- 4. Indicate Data Storage components / services

Table 1:

Table-1: Components & Technologies:

S.No	Component	Description	Technology		
1.	User Interface	Chat bot user interface	HTML, CSS, Python.		
2.	Application Logic	Logic for a process in the application	Python		
3.	Application Logic	Logic for a process in the application	IBM Watson STT service & TTS service		
4.	Cloud Database	Database Service on Cloud	IBM Cloudant		
5.	File Storage	File storage requirements	Local File system		
6.	Machine Learning Model	Neural Networks –CNN model, ANN model	Object Recognition Model –CNN model		
7.	Infrastructure (Server / Cloud)	Application Deployment on Local System	Local, Cloud Foundry, Kubernetes.		
8.	External Interfaces	Any interface that is transmitting information from the product to a third-party may contain information that is useful for an attack	Operating System - Windows, Mac, Linux; CPU & GPU (for training), WebCam, Scanners, Speakers and PC		

Table-2: Application Characteristics:

S.No	Characteristics	Description	Technology
1.	Open-Source Frameworks	Numpy, Pandas , Keras, Tensorflow, NLTK, Sonnet.	Python framework
2.	Security Implementations	Security access controls ,Use of firewalls	SHA-256
3.	Scalable Architecture	Scalable Al	SEI Digital library
4.	Availability	Use of Cloud, Virtual assistant	IBM Cloud IBM Watson Assistant
5.	Performance	Image pre-processing and CNN	Python

6.PROJECT PLANNING & SCHEDULING

Planning and scheduling are distinct but inseparable aspects of managing the successful project. The process of planning primarily deals with selecting the appropriate policies and procedures in order to achieve the objectives of the project. Scheduling converts the project action plansforscope, time cost and quality into anoperating timetable.

6 SPRINT DELIVERYPLAN

To create product backlog and sprint schedule

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	Ilakkiyapriya, Manimozhi
Sprint-1	Registration	USN-2	As a user, I will receive confirmation emailonce I have registered for the application	1	High	Swetha
Sprint- 2	Registration	USN-3	As a user, I can register for the application through phone number	2	Mediu m	Roobanraj
Sprint-2	User interface	USN-4	Professional responsible for user requirements & needs	2	Mediu m	Poovarsan
Sprint-3	Login	USN-5	As a user, I can log into the applicationby entering email & password	1	High	Saravanan
Sprint-	Dashboard	USN-6	As a user, I must receive any updates orpop ups in my dashboard	2	High	Sutharsan,Saravanan
Sprint-4	Details	USN-7	As a user, I should get notification about the progress and any updates via email orsms	1	Mediu m	Ilakkiyapriya
Sprint-	Privacy	USN-8	The developed application should be secure forthe users	2	High	Roobanraj,Sutharsan

Sprint planning & Estimation is the process for estimating the effort required to complete a prioritized task in the product backlog. This effort is usually measured withrespect to the time it will take to complete that task, which, in turn, leads to accurate sprint planning.

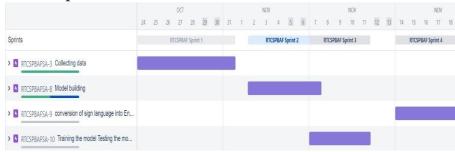
6.2 Sprint Delivery Schedule

Project Tracker, Velocity & Burndown Chart: (4 Marks)

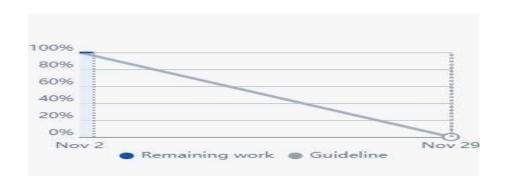
Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed (as on Planned End Date)	Sprint Release Date (Actual)
Sprint-1	20	6 Days	24 Oct 2022	29 Oct 2022	20	30 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	05 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	13 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	29 Nov 2022
· · ·						

Since sprints take place over a fixed period of time, it's critical to avoid wasting time during planning and development.

6.3 Reports from JIRAROADMAP



Sprint 1



Sprint-2



Sprint-3



Sprint-4

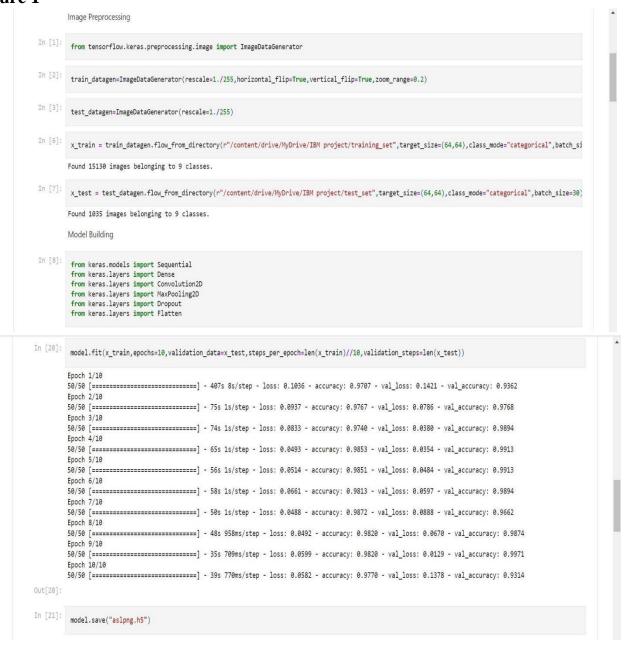


This are the final reports that is been generated from the jira software. Initially with the help of the jira software we have made a plan for the sprint delivery. By using it so we are getting the four phase sprint report with roadmap.

7.CODING & SOLUTIONING

In order to design website that coverts sign language into English alphabets we need to develop the website. For developing the website, primarly we need a platform that is uesful for developing the code. Coding is nothing that which are the applications developed by the developers in a certain computer language. Here we are using Python language for developing the website.

Feature 1



Feature 2

```
Testing the model
In [22]: from keras.models import load_model import numpy as np import cv2
In [23]: from tensorflow.keras.models import load_model
    from tensorflow.keras.preprocessing import image
    import numpy as np
In [34]: model=load_model("aslpng.h5")
    ing = image.load_img(r"/content/drive/MyDrive/IBM project/test_set/D/10.png",target_size=(64,64))
    img
Out[34]:
In [35]: x = image.img_to_array(img)
[0., 0., 0.],
[0., 0., 0.],
[0., 0., 0.],
                        [[0., 0., 0.],
[0., 0., 0.],
[0., 0., 0.],
                          [0., 0., 0.],
[0., 0., 0.],
[0., 0., 0.]],
                        [[0., 0., 0.],
[0., 0., 0.],
[0., 0., 0.],
                          [0., 0., 0.],
[0., 0., 0.],
[0., 0., 0.]],
                        [[0., 0., 0.],
[0., 0., 0.],
[0., 0., 0.],
                          [0., 0., 0.],
[0., 0., 0.],
[0., 0., 0.]],
                        [[0., 0., 0.],
[0., 0., 0.],
[0., 0., 0.],
                          [0., 0., 0.],
[0., 0., 0.],
[0., 0., 0.]],
                         [[0., 0., 0.],
                          [0., 0., 0.],
[0., 0., 0.],
[0., 0., 0.]], dtype=float32)
In [36]: x.shape
Out[36]: (64, 64, 3)
In [37]: x = np.expand_dims(x,axis=0)
    x.shape
Out[37]: (1, 64, 64, 3)
In [38]: pred = model.predict(x)
             1/1 [======] - 0s 63ms/step
Out[39]: array([[0., 0., 0., 1., 0., 0., 0., 0., 0.]], dtype=float32)
                                                                                                                                                                                                                                                 In [45]: class_name=["A","B","C","D","E","F","G","H","I"]
    pred_id = pred_argmax(axis=1)[0]
    pred_id
Out[45]: 3
```

8. TESTING

A Test report is an organized summary of testing objectives, activities, and results. Test Report is a document which contains a summary of all test activities and final test results of a design. Test report is an assessment of how well the Testing is performed. Based on the test report, we understand the designs quality and its performance.

8.1 Test cases

				Core	12-him-22	6							
				Tram ID	PNT2022TM001158	4							
				Project Kame	Project Real time communication system cowered by Al for specially abled								
		- 80 3		Madmum Marks	Amurka		- C	2	W 8			W 7	
TesteoselD	Feeture Type	Component	Test Scenaria	Pre-Requisite	Steps To Execute	Test Data	Expected Result	ActualResuk	sunn	Comments	TC for Automotion(Y/N)	BUBIO	ExecutedBy
Logir Roge_TC_001	Functional	Home Page	Verify user is able to see the homepage	Mozilla Firefox Browser	Great URL in browser and change	http://127.0.0.15003	Hamepage should be displayed	Morking as expected	Pen	Steps are clear to lallow	NO	144	SHRLIM A KAGA NANCHIN AHMEDH MANEKA PRASHAS
LogsPage_TC_002	m	НатиРазе	Verify the Ulekerneria in hornegoige	Menila Farito Buyator	Literia IIII. andiciali go 2 Vollet fromogogo arthy wen Urdennens-Reference cerrera access displays trocketion to project	http://127.0.0.1.5002	Application should show below UI planers: 3 Reference 2 camera access display 5 Infoduction to project	Morking as expected	Paul	Siege are clear to lollow	NS	NA.	SHALIW A HAGA KANDHIN RIMEDU MSNEKA PRASHAS
Log r Page, TC, 003	UI	Home page	Verify whether reference page is working	Mozella Fasico Browser	1. Enter UFAL(HI): //177.0.0 1:5000) and dish go 2. Dick on reference button	http://122.00.15002	Distriction in district in the contract of the	working as expected	Para	Steps we clear to follow	Yes	NA.	БИЦІЧ А КАСА КАЧОНІЧ ДИПІЕВНІ МІЗЧЕКА РЕАЗНАЗ
Logis Page_TC_001	Puncaioral	Hame Page	Vesily Carnera access	Mozillo Firefox Browser,Web- Carnera	LEnset (PR) (http://127.0 ft 1:5000) and click go 2.Click allow current access	Movemenaccess	Corresa access is allowed and image is displayed	working as, expected	Pass	Siepe are clear to lollow	Ves	NA.	SHALIM A MAGA NANCHIN R HIVETIN MENEKAPRASHAS
LogirPage,10,004	Functoral	Ноти Разе	Costore detection	Mousia Finefor, CKK	I. Errer UKI <u>(19) / 1727 (n. 1.5000)</u> and disk go 2 Cake cames access 2 arrage degreed A Defaction of genture occurs	Detection of gestares	Hand gestures needs to be detected and predicted	working as expected	Pam	Steps are shour to follow	Yes	NA	SHULIN A KASA KANDHIN JURNEDH MSNEKAPRASHAS
Log / Page_TC_005	Functional	Hame page	Output prediction	CNN Its ned model	I. Erzet VR, (http://127.00.1-5000) and dick go 2Clak carrier aroses 3 harque data/ped 4 Decertion of jesure occur's 5 Gursep medicins	Precision gestures	Hand gestates are detected and predicted ASI_alphabets are slight specific	working as expected	Pen	Predicted output is displayed	Yes	HA	SHALIM A HAGA KANDHIN RHIYEBH MSHEKAFRASHAS

A test case is nothing but a series of step executed on a design, using a predefined set of input data, expected to produce a pre-defined set of outputs, in a given environment. It describes "how" to implement those test cases.

8.2 User Acceptance Testing

User acceptance testing (UAT), also called application testing or end-user testing, is a phase of software development in which the software is tested in the real world by its intended audience.

1. Purpose of Document

The purpose of this document is to briefly explain the test coverage and open issues of project-Real Time Communication System Powered By AI For Specially Abled at the time of the release to User Acceptance Testing (UAT).

2. Defect Analysis

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

Resolution	Severity	Severity	Severity	Severity	Subtotal
Resolution	1	2	3	4	Subtotal
By Design	0	0	0	2	2
Duplicate	1	0	0	0	1
External	0	0	1	0	1
Fixed	0	1	1	0	2
Not	0	1	0	0	1
Reproduced					
Skipped	0	0	0	0	0
Won't Fix	0	1	0	0	1
Totals	1	3	2	2	8

3 Test Case

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

Section	Total Cases	Not Tested	Fail	Pass
View Home Page	7	0	1	6
Click Reference	15	0	3	12
Image displayed	12	0	0	12
Allow camera	11	0	2	0
access	11	0	2	9
PrintEngine	8	0	0	8
ClientApplication	49	0	0	49
Security	4	0	0	4
OutsourceShipping	4	0	0	4
ExceptionReporting	11	0	0	11
FinalReportOutput	2	0	0	2
VersionControl	1	0	0	1

9. RESULT

Finally we got the output for the desired input.our ultimate aim is to covert sign language into English alphanets. We have created the user interface for impleting it so. Thus the website was created successfully. As a result both the deaf and dump along with normal people can able to understand the desired language that is required for them.

9.1 Performance metrics

Model Performance Testing:

Project team shall fill the following information in model performance testing template.

S.No.	Parameter	Values	Screenshot			
1.	Model Summary	Model - Sequential model Layers: Conv2D-(None,62,62,32) MaxPooling2D-(None,31,31,32) Flatten-(None,30752) Dense-(None,200) Dense_1 -(None,9)				
2.	Accuracy	Training Accuracy - 0.9622 Validation Accuracy -0.9826	● model.fit(s train,epochs=18,validation data=c test,steps per epoch-len(s train)//18,validation steps=len(s test)) ● Spoch 1/16 Spoch 1/16 Spoch 1/16 Spoch 2/16 Spoch 2/16 Spoch 3/18 Spock			
3	Confidence Score	Class Detected – N/A Confidence Score -N/A	N/A			

The proposed procedure was implemented and tested with set of images. The set of 15750 images of Alphabets from "A" to "I" are used for training database and a set of 2250 images of Alphabets from "A" to "I" are used for testing database. Once the gesture is recognize the equivalent Alphabet is shown on the screen.

10. ADVANTAGES & DISADVANTAGES

Advantages:

Create a mobile application to bridge the communication gap between deaf and dumb persons and the general public.

Sign language standards exist, their dataset can be added, and the usercan choose which sign language to read.

Disadvantages:

- 1. Model only works from alphabets A to I.
- 2. Absence of gesture recognition, alphabets from J cannot be identified. 3. As the quantity/quality of images in the dataset is low, the accuracy is not great.

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 peoplecan 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 abledpeople such as deaf and dumb. With 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.

We can develop a model for ISL word and sentence level recognition. This will require a system that can detect changes with respect to the temporal space. We can also develop a complete product that will help the speech and hearing-impaired people, andthereby reduce the communication gap.

1 ΑP f M S T S a □ | □ ІВМ → C 🚊 https://colab.research.google.com/drive/1US1iQ6j5_ABdlY_UPdGg66FJ5kQsNHjw AN Q to t Real_time_communication_powered_by_Al_for_specially_abled.ipynb 🔅 Comment 🛎 Share 🌣 🎆 File Edit View Insert Runtime Tools Help ✓ RAM ■ ✓ ✓ Editing ^ + Code + Text Q Image Preprocessing $\{x\}$ / [1] from tensorflow.keras.preprocessing.image import ImageDataGenerator ✓ [2] train_datagen=ImageDataGenerator(rescale=1./255,horizontal_flip=True,vertical_flip=True,zoom_range=0.2) / [3] test_datagen=ImageDataGenerator(rescale=1./255) ↑ ↓ ∞ **日 ☆** □ i i x_train = train_datagen.flow_from_directory(r"/content/drive/MyDrive/IBM project/training_set",target_size=(64,64),class_mode="categorical",batch_size=30) Found 15130 images belonging to 9 classes [] x_test = test_datagen.flow_from_directory(r*/content/drive/HyDrive/18M project/tast_set*,target_size=(64,64),class_mode="categorical*,batch_size=30) Found 1035 images belonging to 9 classes. Model Building [] from keras.models import Sequential from keras.layers import Dense from keras.layers import Convolution2D from keras.layers import MaxPooling2D from keras.layers import Dropout from keras.layers import Platten () [] model=Sequential() [] model.add(Convolution2D(32,(3,3),activation="relu",input_shape=(64,64,3))) 🖦 👏 🔚 🧿 🖪 🔯 🊣 26°C Haze 🛮 ヘ 🖫 ⑴ ENG Type here to search □ | □ IBM → C 🐧 https://colabresearch.google.com/drive/1US1iQ6j5_ABdIY_UPdGg66FJ5kQsNHjw A" Q to t Real_time_communication_powered_by_Al_for_specially_abled.ipy... 🜣 Comment 🛎 Share 🌣 🚳 File Edit View Insert Runtime Tools Help All changes saved + Code + Text \equiv Q [] model.add(Flatten()) {x} [] model.add(Dense(200,activation='relu'))
 model.add(Dense(9,activation="softmax")) [] model.compile(loss="categorical_crossentropy",metrics=["accuracy"],optimizer='adam' [] len(x_train) 505 [] len(x_test) 35 model.fit(x_train,epochs=10,validation_data=x_test,steps_per_epoch=lem(x_train)//10,validation_steps=lem(x_test))

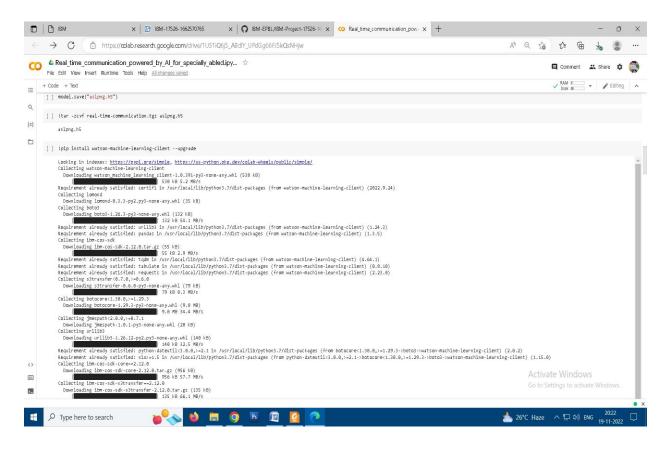
Activate Windows

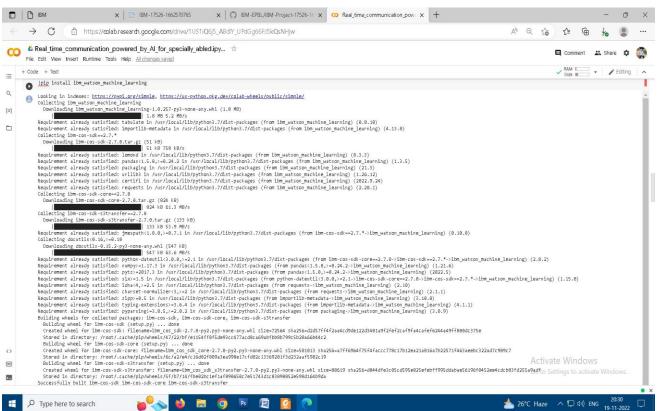
202 A 19-11-

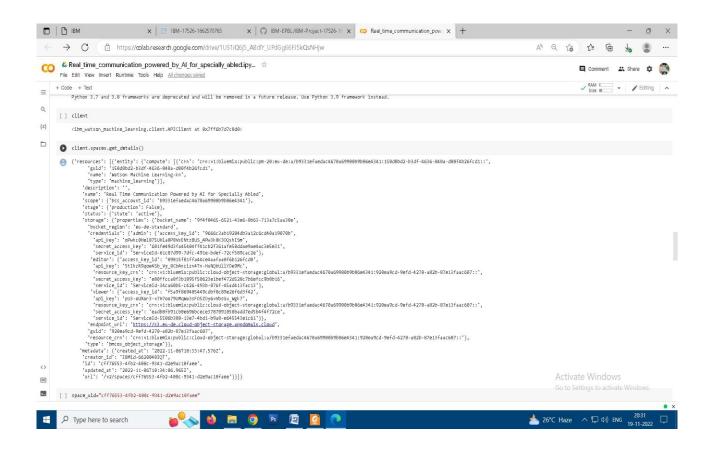
()

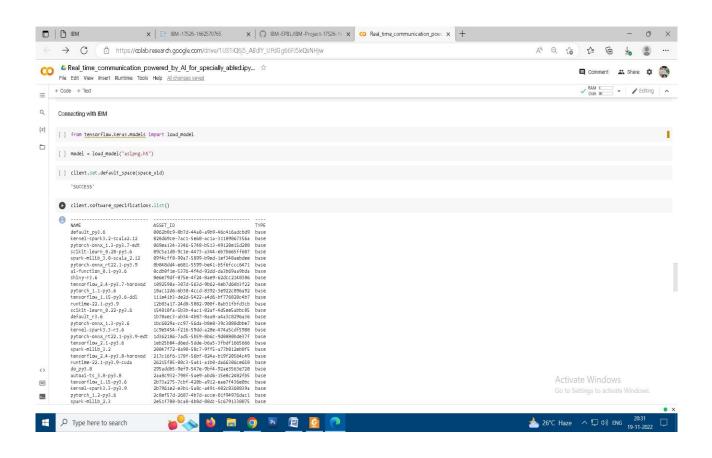
Type here to search

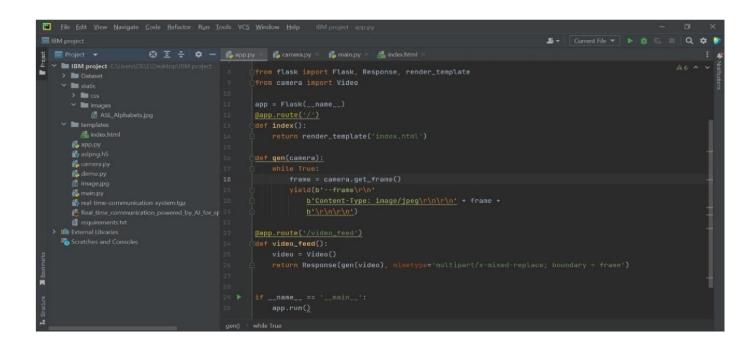
🝅 🌭 🔞 🛅 🧿 📧 🙋

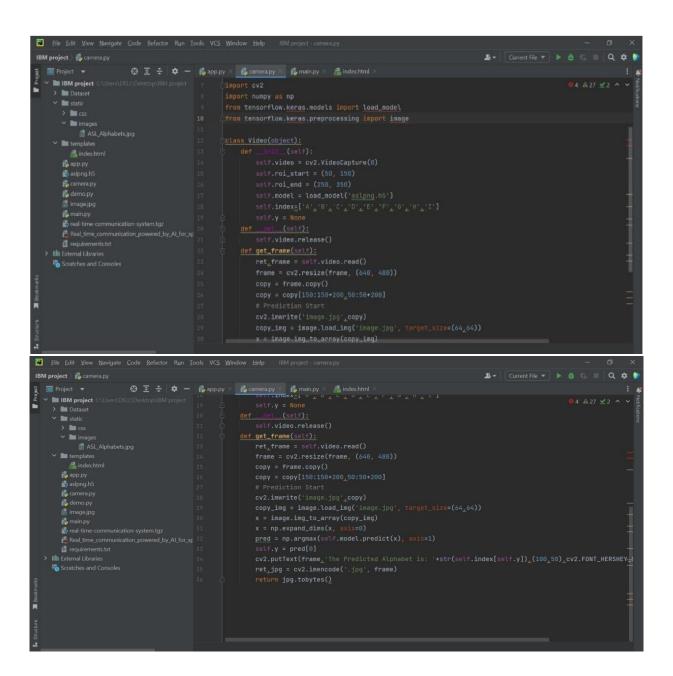


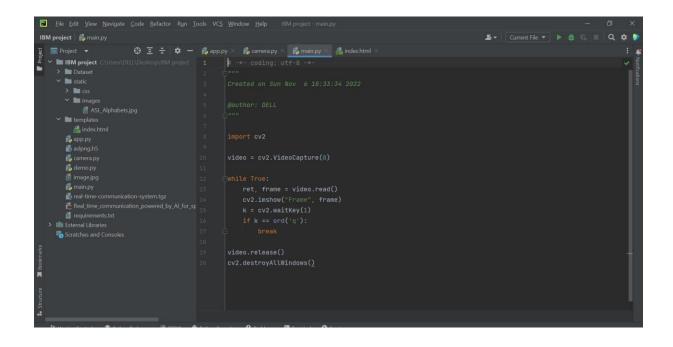












GITHUB LINK:

https://github.com/IBM-EPBL/IBM-Project-14863-1659591189