REAL-TIME COMMUNICATION SYSTEM POWERED BY AI FOR SPECIALLY ABLED

Submitted By

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1. INTRODUCTION

1.1 Project Overview

Communication plays a significant role in making the world a better place. Communication creates bonding and relations among the people, whether persona, 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. In a world of inequality, this society needs empowerment. Harnessing technology to improve their welfare is necessary. In a tech era, no one should be limited due to his or her inability. The application of technology should create a platform or a world of equality despite the natural state of humans. On the other hand, technology is the most innovative thing on Earth for every time the clock ticks, researchers, software engineers, programmers, and information technology specialists are always coming up with bright ideas to provide convenience to everyone. This paper shows how artificial intelligence is being used to help people who are unable to do what most people do in their everyday lives. Aligned with 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. This system provides detailed hand gestures that show the interpretation at the bottom so that everyone can understand them. This research allows the readers to learn the system and what it can do to people who are struggling with what they are not capable of and will provide the technical terms on how the system works.

1.2 Purpose

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.

2. LITERATURE SURVEY

2.1 Existing problem

Some of the existing solutions for solving this problem are:

Technology

One of the easiest ways to communicate is through technology such as a smart phone or laptop. A deaf person can type out what they want to say and a person who is blind or has low vision can use a screen reader to read the text out loud. A blind person can also use voice recognition software to convert what they are saying in to text so that a person who is Deaf can then read it.

<u>Interpreter</u>

If a sign language interpreter is available, this facilitates easy communication if the person who is deaf is fluent in sign language. The deaf person and person who is blind can communicate with each other via the interpreter. The deaf person can use sign language and the interpreter can speak what has been said to the person who is blind and then translate anything spoken by the blind person into sign language for the deaf person. *Just Speaking*

Depending on the deaf person's level of hearing loss, they may be able to communicate with a blind person who is using speech. For example, a deaf person may have enough residual hearing (with or without the use of an assistive hearing device such as a hearing aid) to be able to decipher the speech of the person who is blind or has low vision. However, this is often not the most effective form of communication, as it is very dependent on the individual circumstances of both people and their environment (for example, some places may have too much background noise).

2.2 References

1) A Signer Independent Sign Language Recognition with Coarticulation Elimination from Live Videos: an Indian Scenario P.K. Athira, C.J. Sruthi, A. Lijiya (2019) Advantage:

Economical can be implemented with a mobile camera which makes it very user-friendly

Disadvantage:

Not efficient under cluttered backgrounds and different illumination conditions

2) A Deep Learning based Indian Sign Language Recognition System Sruthi C. J and Lijiya A (2019) Advantage:

Training accuracy of 99.93% and with testing and validation accuracy of 98.64%.

Disadvantage:

Facial expression and context analysis are the other part not included

3) **Hand Gesture Recognition for Sign Language Using 3DCNN** Muneer AlHammadi, Ghulam Muhammad, Wadood Abdul, Mansour Alsulaiman, Mohamed A. Bencherif, And Mohamed Amine Mekhtiche (2020)

Advantage:

The proposed approaches were compared with six other state-of-the art methods from the literature. They outperformed four of these methods and showed comparable performance to the other two.

Disadvantage:

Does not work for a live video feed.

2.3 Problem Statement Definition

Communication is the only medium by which we can share our thoughts or convey the message but communications between deafmute 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.

Problem:

The boy has difficulty in hearing. He uses sign language to communicate with others. But he can't able to communicate with normal people who don't understand sign language.

Solution:

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, the system enhances the user friendly experience.

Problem:

Karupan is a dumb by birth. He uses sign language to communicate with others. But he can't able to communicate with normal people who don't understand sign language.

Solution:

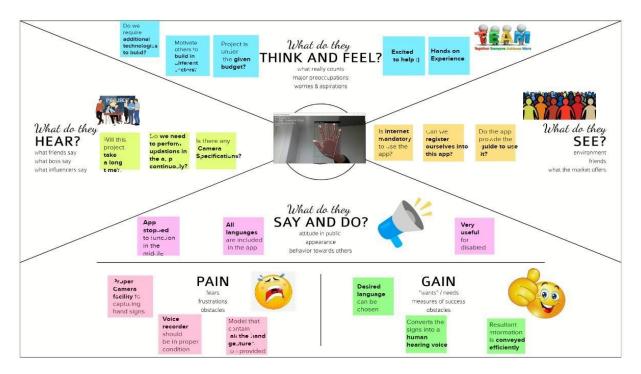
To create a app for understanding sign language and convert into

Speech signal as output for normal people.

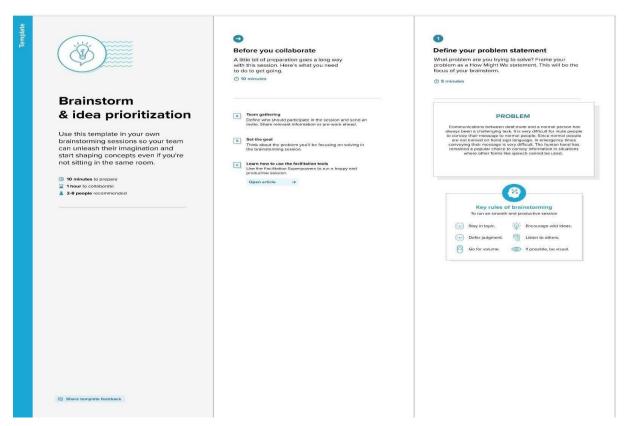
3. IDEATION & PROPOSED SOLUTION

3.1 Empathy Map Canvas

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

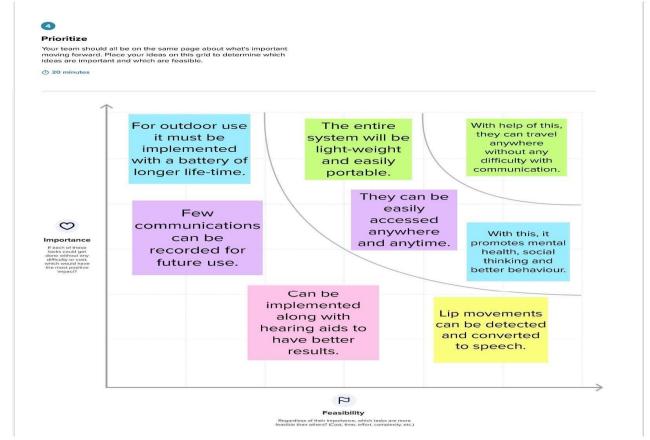


3.2 Ideation & Brainstorming









3.3 Proposed Solution

Project team shall fill the following information in proposed solution template.

S.No.	Parameter	Description
1.	Problem Statement (Problem to be solved)	 Everyone is not convenient with language used in the application Some people cannot understand English we can convert into their convenient language They are facing difficulties in understanding the language used in the system.
2.	Idea / Solution description	 Even sign language can also be translated to text message in our application using CNN. Text to sign language convertor uses Stanford Parser text processing and JA Signing for the signing avatar Can change the language using google language translator tool so that people can use the application based on their specialized language Producing a model which can recognize Finger-spelling based hand gestures in order to form a complete word by combining each gesture By using this application both specially abled and normal people can translate their messages to others easily

3.	Novelty / Uniqueness	 Convenient language can be changed using the google language translator tool Normal text can also be translated into sign language
4.	Social Impact / Customer Satisfaction	 The Main aim of the project is to build an application that helps the especially abled people to communicate with others easily The deaf and dumb people can easilytranslate their sign language into a human hearing voice The normal people can also easily translate their voice into a sign language using this application
5.	Business Model (Revenue Model)	 We can generate revenue by offering subscription-based applications to the people Users who have got subscription can change the language accordingly

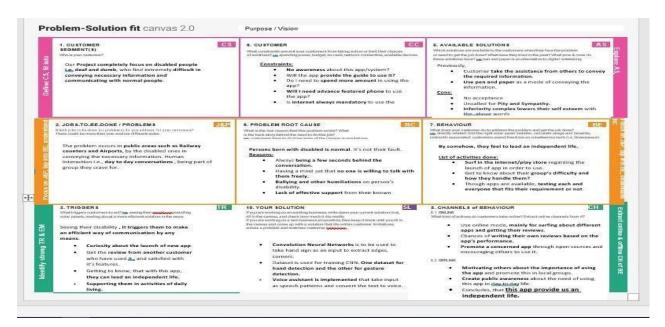
6.	Scalability of the Solution	Even if the number of users increase the system will perform well
		 Need to pay attention to the application and to be responsive to the changes as fast as possible

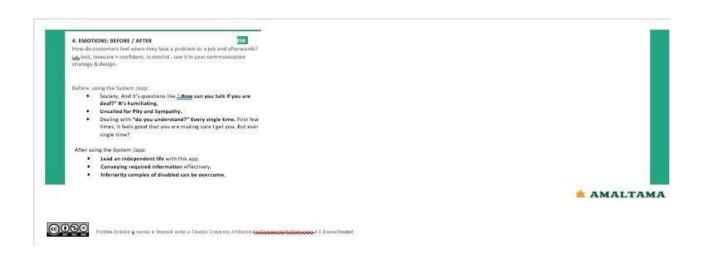
3.4 Problem Solution fit

The Problem-Solution Fit simply means that you have found a problem with your customer and that the solution you have realized for it actually solves the customer's problem. It helps entrepreneurs, marketers and corporate innovators identify behavioral patterns and recognize what would work and why **Purpose:**

- → Solve complex problems in a way that fits the state of your customers.
- → Succeed faster and increase your solution adoption by tapping into existing mediums and channels of behavior.
- → Sharpen your communication and marketing strategy with the right triggers and messaging.
- → Increase touch-points with your company by finding the right problem-behavior fit and building trust by solving frequent annoyances, or urgent or costly problems.
- → Understand the existing situation in order to improve it for your target group.

Template:





4. REQUIREMENT ANALYSIS

4.1 Functional Requirement

FR No.	Functional Requirement (Epic)	Sub Requirement (Story / Sub-Task)
FR-1	User Registration	Registration through Web UI/ E-Mail ID.
		Authentication via OTP.
FR-2	User Confirmation	☐ Confirmation via mail.
FR-3	System	Desktop/ Mobile with good resolution camera.
		Provides system access to capture images/ video and other relevant data.
FR-4	Text conversion	Converts the Sign language into a text using Convolutional Neural Network (CNN) Model.
FR-5	Sentence Translation	To create sentence(s) by recognizing the signs and pauses in the input video stream.

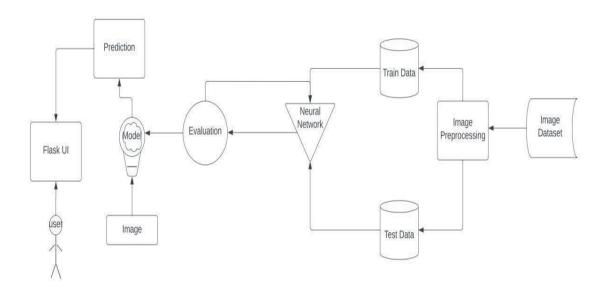
4.2 Non-Functional Requirement

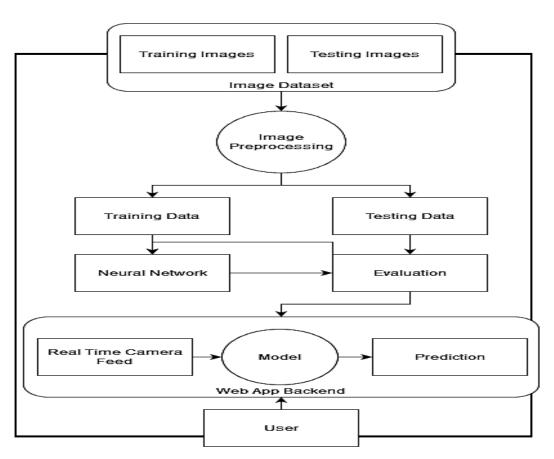
NFR No.	Non-Functional Requirement (Epic)	Sub Requirement (Story / Sub-Task)
	Requirement (Epic)	

NFR-1	Usability	Deaf-mute people should be able to use the system with ease. The same applies for normal people who get the system's output. The system should have good UI.
NFR-2	Security	Even though the use-case of the system doesn't need any security feature, it must be ensured that the privacy of user data be maintained and handled appropriately.
NFR-3	Reliability	The translation of sign languages should be reliable. The accuracy of the system should be tested extensively to make sure that it is up to the mark.
NFR-4	Performance	The processing should be done in considerable time so that the conversation can go on without waiting for the system's output.
NFR-5	Availability	The system should be universally accessible. Since sign language is almost same everywhere, the system can be used across the globe.
NFR-6	Scalability	The system should be scalable to accommodate new features and functionalities and to cater wider range of people in future.

5. PROJECT DESIGN

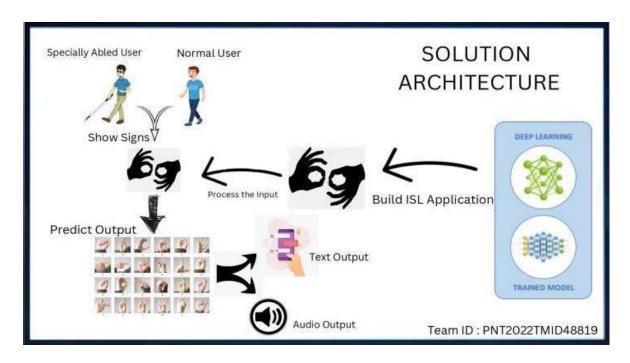
5.1 Dataflow Diagram



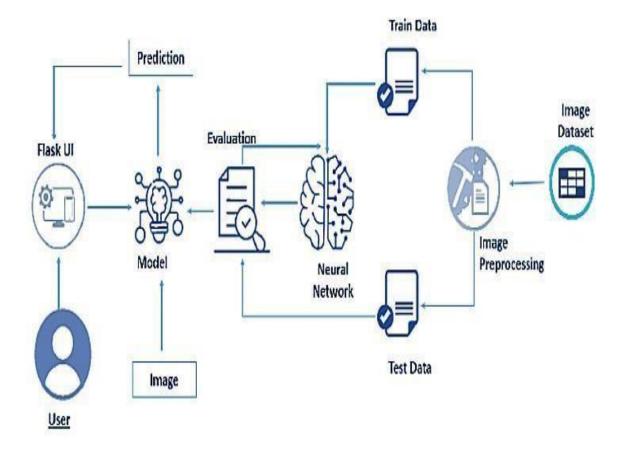


5.2 Solution & Technical Architecture

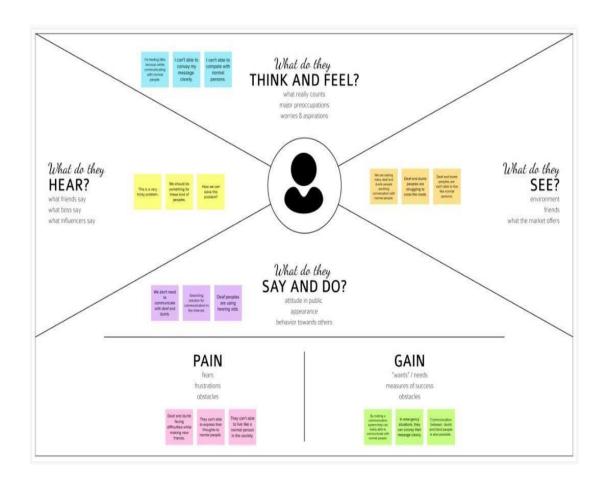
Solution architecture



Technical Architecture



5.3 User Stories:



User Type	Functional Reaquirement(Epic)	User Story Number	User Story/Task	Acceptance criteria
Customer (People who cannot hear)	Covert sign Language into text	USN-1	As a user,I can Open camera in the appa and record my signs to be convereted into text	I can communicate With normal people effectively
		USN-2	As a user,I can upload my previous sign gestures to communicate faster	I can have a list of frequently used signs to make for fast reference
	Dashboard	USN-3	Buttons to record the signs,to convert in realtime and other buttons should be available in the right places	All features must be easily accessible

		USN-4	Emergency calls Must be available so that I can press a button in times of emergency to get the attention of others	I can feel safe because of the Emergency Button Which can get me help.
Customer(People who can hear talk)	Convert sign language into text	USN-5	As a user, I can open back camera in the app and record the specially abled people's signs to be converted into text	I can understand the mode of communication of specially-abled people effectively
		USN-6	As a user, I can open a Text-pad that is available in the app, so that the deaf people can see the message I need to convey	I can convey my message to them effectively
Administrator	Integrate appliation with trained model	USN-7	As an admin, I should be able to integrate the AI model into the application and maintain the application	I can give best experience to app users

6. PROJECT PLANNING & SCHEDULING

6.1 Sprint Planning & Estimation

Use the below template to create product backlog and planning

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Registration	Communi-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	Saroj mandal, Shuvankar Sasmal
Sprint-1	Registration	Communi-2	As a user, I will receive confirmation email once I have registered for the application	1	High	Vibhakar Mishra, Purpa Thelen Sherpa
Sprint-2	Registration	Communi-3	As a user, I can register for the application through Phone number	2	Medium	Shuvankar Sasmal
Sprint-2	User Interface	Communi-4	Professional responsible for user requirements and needs	2	Medium	Purpa Thelen Sherpa
Sprint-3	Login	Communi-5	As a user, I can log into the application by entering email & password	1	High	Saroj mandal ,Vibhakar Mishra
Sprint-3	Dashboard	Communi-6	As a user, I must receive any updates or pop ups in my dashboard	2	High	Purpa Thelen Sherpa, Saroj mandal
Sprint-4	Details	Communi-7	As a user, I should get notification about the progress and any updates via email or sms	1	Medium	Saroj mandal
Sprint-4	Privacy	Communi-8	The developed application should be secure for the users	2	High	Shuvankar Sasmal, Vibhakar Mishra

6.2 Sprint Delivery Schedule

Project Tracker, Velocity & Burndown Chart:

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	10	6 Days	25 Oct 2022	31 Oct 2022	10	31 Oct 2022
Sprint-2	10	6 Days	1 Nov 2022	06 Nov 2022	10	06 Nov 2022
Sprint-3	10	6 Days	07 Nov 2022	13 Nov 2022	10	14 Nov 2022
Sprint-4	10	6 Days	14 Nov 2022	19 Nov 2022	10	22 Nov 2022

6.3.REPORTS FROM JIRA

Velocity:

Imagine we have a 10-day sprint duration, and the velocity of the team is 20 (points per sprint). Let's calculate the team's average velocity (AV) per iteration unit (story points per day)

$$AV = \frac{sprint\ duration}{velocity} = \frac{20}{10} = 2$$

$$AV = 6/10 = 0.6$$
 Burndown

Chart:

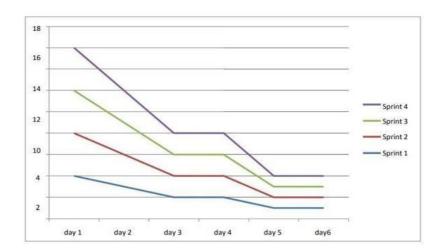
A burn down chart is a graphical representation of work left to do versus time. It is often used in agile software development methodologies such as Scrum. However, burn down charts can be applied to any project containing measurable progress over time.

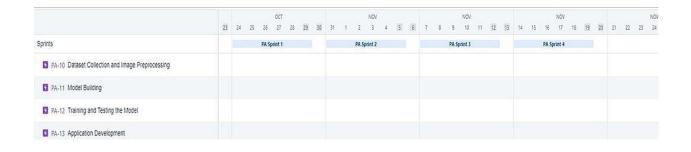
Sprint Burnout Chart:





Sprint Schedule Chart:





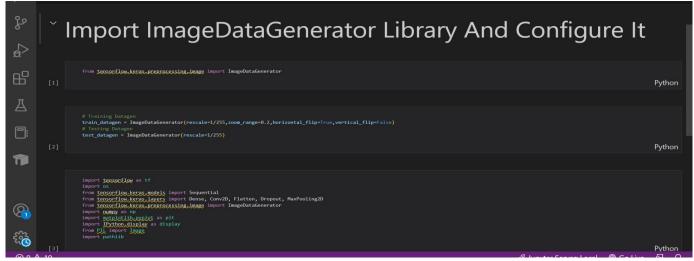
7. CODING & SOLUTIONING

(Explain the features added in the project along with code)

7.1 Feature 1

IMAGE PREPROCESSING

- ➤ Image pre-processing includes zooming, shearing, flipping to increase the robustness of the model after it is built. Keras package is used for pre-processing images.
- Importing Image Data Generator Library to create an instance for which include shearing, rescale, zooming, etc to make the model robust with different types of images.



Model Training

Model Testing

```
Testing the model

import numpy as np
from tensorflow.keras.models import load_model
from tensorflow.keras.preprocessing import image

model=load_model('asl_model_84_54.h5')
img=image.load_img(r'E:\Projects\SmartBridge\ModelGen\Dataset\test_set\D\2.png',
target_size=(64,64))

python

img

img

[19]

img

Python
```





```
      №
      x=image.img_to_array(img)
      Python

      №
      x.ndim
      Python

      ८
      ...
      3

      1
      x=np.expand_dims(x, axis=0)
      Python

      №
      x.ndim
      Python

      №
      1221
      x.ndim
      Python

      №
      4
      Python
```

IBM Model Training And download

7.2 Feature 2

Web app code:

App.py

Camera.py

```
🥏 арр.ру
             camera.py 2 × requirements.txt
                                     index.html
from tensorflow.keras.models import load_model
from tensorflow.keras.preprocessing import image
       # self.model = load_model('asl_model.h5') # Execute Local Trained Model
       self.model = load_model('IBM_Communication_Model.h5') # Execute IBM Trained Model
       self.video.release()
    def get_frame(self):
       copy = copy[150:150+200,50:50+200]
       imwrite('image.jpg',copy)
copy_img = image.load_img('image.jpg', target_size=(64,64))
# copy_img = image.load_img('image.jpg', target_size=(28,28))
       x = image.img_to_array(copy_img)
       .imencode('.jpg', frame)
       return jpg.tobytes()
```

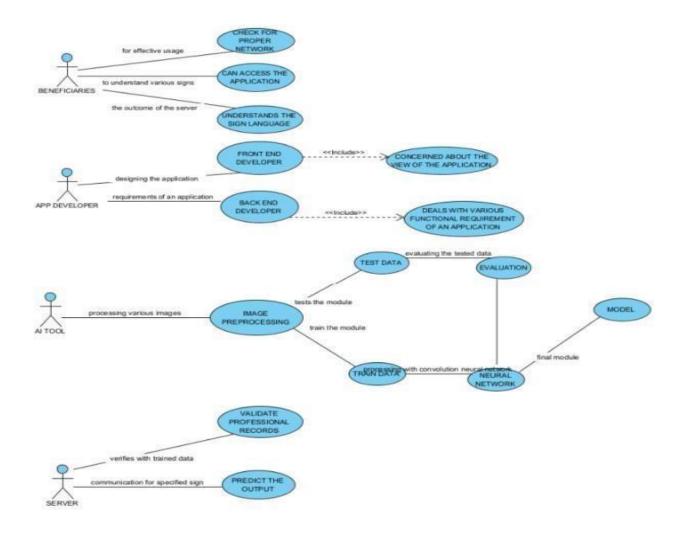
Main.py

Css Code

Index.html

```
Flask > templates > 0 index.html > \times html > \times html > \times html > \times html | \times html > \times html > \times html | \times ht
```

7.3 Database Schema



8. TESTING

8.1.TEST CASES

Test Case ID	Test Scenario	Steps to Execute	Expected Result	Actual Result
1	Verify if user is able to provide camera access.		Camera is On.	Working as expected.
2	Verify if user is able to get the desirable prediction for the gesture.	1. Enter URL and click go. 2. Give Camera Access. 3. Make Gesture in front of camera.	Alphabet is predicted for the gesture.	Working as expected.

8.2 User Acceptance Testing

• Defect Analysis

Resolution	Severity 1	Severity 2	Severity 3	Severity 4	Subtotal
By Design	0	12	1	1	14
External	5	0	0	0	5
Fixed	11	3	2	2	18

Skipped	0	0	2	0	2
Won't Fix	4	0	0	0	4
Totals	20	15	5	3	43

Test Case Analysis

Section	Total Cases	Not Tested	Fail	Pass
Client Application	5	1	0	5
Security	2	0	0	2
Exception Reporting	2	0	0	2
Final Report Output	9	0	0	9

The project developed was tested by an end user and the application converts the gestures to its respective alphabet accurately

9.RESULTS

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 recognise the equivalent Alphabet is shown on the screen. Some sample images of the output are provided below:

9.1.PERFORMANCE METRICS

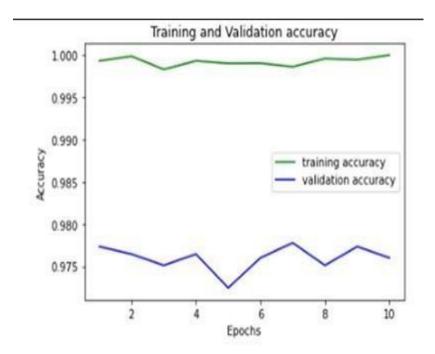
Model Summary

5	model.summary()				
	Model: "sequential"				
	Layer (type)	Output Shape	Param #		
	conv2d (Conv2D)	(None, 62, 62, 32)	320		
	max_pooling2d (MaxPooling2D)	(None, 31, 31, 32)	0		
	flatten (Flatten)	(None, 30752)	0		
	dense (Dense)	(None, 512)	15745536		
	dense_1 (Dense)	(None, 9)	4617		
	Total params: 15,750,473	***************************************	**********		
	Trainable params: 15,750,473				
	Non-trainable params: 0				

Confusion Matrix and Classification Report

```
Confusion Matrix
[[38 31 33 26 29 22 31 19 21]
 [31 28 25 27 26 26 33 26 28]
 [22 18 28 34 30 36 33 21 28]
 [32 21 23 34 30 24 42 22 22]
 [29 23 29 18 25 30 32 30 34]
 [20 29 27 26 32 25 32 22 37]
 [27 30 26 32 21 31 33 26 24]
 [26 41 25 26 24 26 30 25 27]
 [25 29 33 28 33 30 29 14 29]]
Classification Report
            precision
                        recall f1-score support
                 0.15
                          0.15
                                   0.15
                                              250
                          0.11
                 0.11
                                   0.11
                                              250
                          0.11
                 0.11
                                    0.11
                                               250
                 0.14
                                    0.14
                                               250
                 0.10
                          0.10
                                    0.10
                 0.10
                          0.10
                                    0.10
                                               250
                          0.13
                 0.11
                                    0.12
                                               250
                 0.12
                                    0.11
                                               250
                 0.12
                          0.12
                                   0.12
                                              250
   accuracy
                                    0.12
                                              2250
  macro avg
                0.12
                          0.12
                                    0.12
                                              2250
                 0.12
                           0.12
                                   0.12
                                              2250
weighted avg
```

Accuracy



10.ADVANTAGES & DISADVANTAGES

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 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 interface

13.APPENDIX

Source Code

Model Training and Saving

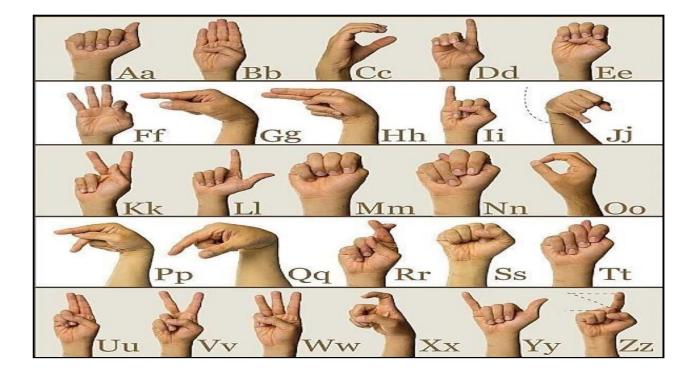
IBM Model Training & Download Code:

Web app code:

```
camera.py 2 × 11 requirements.txt
                                                        🗐 index.html
from tensorflow.keras.models import load_model
from tensorflow.keras.preprocessing import image
     def __init__(self):
           # self.model = load_model('asl_model.h5') # Execute Local Trained Model
           self.model = load_model('IBM_Communication_Model.h5') # Execute IBM Trained Model
           self.video.release()
           ret, frame = self.video.read()
frame = w...resize(frame, (640, 480))
copy = frame.copy()
           copy = copy[150:150+200,50:50+200]
               .imwrite('image.jpg',copy)
           copy_img = image.load_img('image.jpg', target_size=(64,64))
# copy_img = image.load_img('image.jpg', target_size=(28,28))
           x = image.img_to_array(copy_img)
           x == image.img_to_array(copy_img)
x == np.expand_dims(x, axis=0)
pred == np.argmax(self.model.predict(x), axis=1)
self.y == pred[0]

v.putText(frame, 'The Predicted Alphabet is: '+sta (self.index[self.y]),(100,50),
avg.FONT_HERSHEY_SIMPLEX,1,(0,0,0),3)
ret,jpg == vv.imencode('.jpg', frame)
           return jpg.tobytes()
```

American Sign Language Standard Reference:



Github Link

> https://github.com/IBM-EPBL/IBM-Project-1587-1658399807

Project Demo Link

➤ https://youtu.be/MeQhFdUOJGU