Real-Time Communication System Powered by Al for Specially Abled

Submitted By

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1. <u>INTRODUCTION</u>

1.1 Project Overview

Real-time communications (RTC) are any mode of telecommunications in which all users can exchange information instantly. Communication plays a significant role in making the world a better place. It creates a bonding and relations among the people. 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. 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 in 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. <u>LITERATURE SURVEY</u>

A literature review is a comprehensive summary of previous research on a topic. The literature review surveys scholarly articles, books, and other sources relevant to an area of research. The review should enumerate, describe, summarize, objectively evaluate and clarify this previous research.

In our project, We have taken the literature survey on IEEE papers. An intelligent communication device is developed to assist nonverbal, motor-disabled persons in the generation of written and spoken messages. The device is centered on a knowledge base of the grammatical rules and message elements. A belief reasoning scheme based on both the information from external sources and the embedded knowledge issued to optimize the process of message search

2.1 Existing problem

Some of the existing solutions for solving this problem are:

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.

Technology

One of the easiest ways to communicate is through technology such as a 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 into text so that a person who is Deaf can then read it.

Interpreter

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 blindcan 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.

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. Upendran, S., and Thamizharasi, A., "American Sign Language interpreter system for deaf and dumb individuals", In the Proceedings of the International Conference on Control, Instrumentation, Communication and Computational Technologies (ICCICCT), pp. 1477- 1481, 2014
- 2. Lotti, F., Tiezzi, P., Vassura, G., Biagiotti, L., and Melchiorri, C., "UBH 3: an anthropomorphic hand with simplified endo-skeletal structure and soft continuous fingerpads", In Proceedings IEEE International Conference on Robotics and Automation, 2004 (ICRA'04), Vol.5, pp. 4736-474, IEEE, 2004.
- 3. Rajamohan, A., Hemavathy, R., and Dhanalakshmi, M., "Deaf-Mute Communication Interpreter", International Journal of Scientific Engineering and Technology, Vol.2, No.5, pp.336-341, 2013.

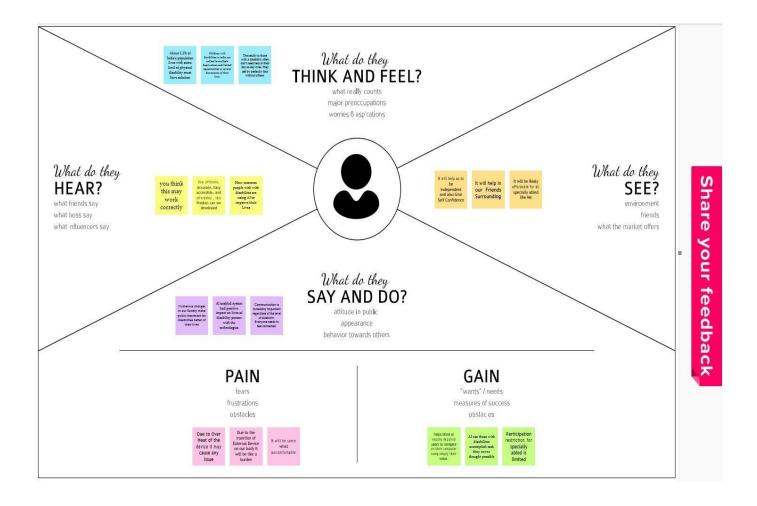
https://ieeexplore.ieee.org/document/8493808 https://ieeexplore.ieee.org/abstract/document/9396030 https://ieeexplore.ieee.org/document/8725244

2.3 Problem statement definition

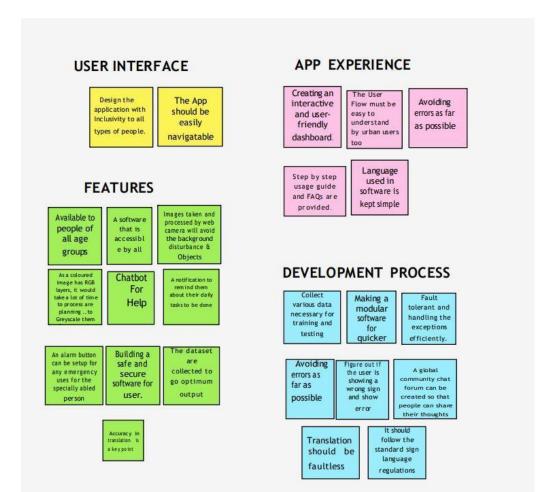
Only specially abled people are taught sign language and the common person is unaware its working causing a communication gap. Under emergency situations, it is even more difficult for specially abled people to get help. Non-Emergency normal environments can also be hard for them to navigate needing special assistance. In this project we have designed and developed a system which lowers the communication gap betweenspeech hearing impaired people and normal people that is we have built a system that enables communications between deaf-dumb person and a normal person. A convolution neural network is being used to develop a model that is trained on various hand movements. This model is used to create an app. This program allows deaf and hard of hearing persons to communicate using signs that are then translated into human readable text.

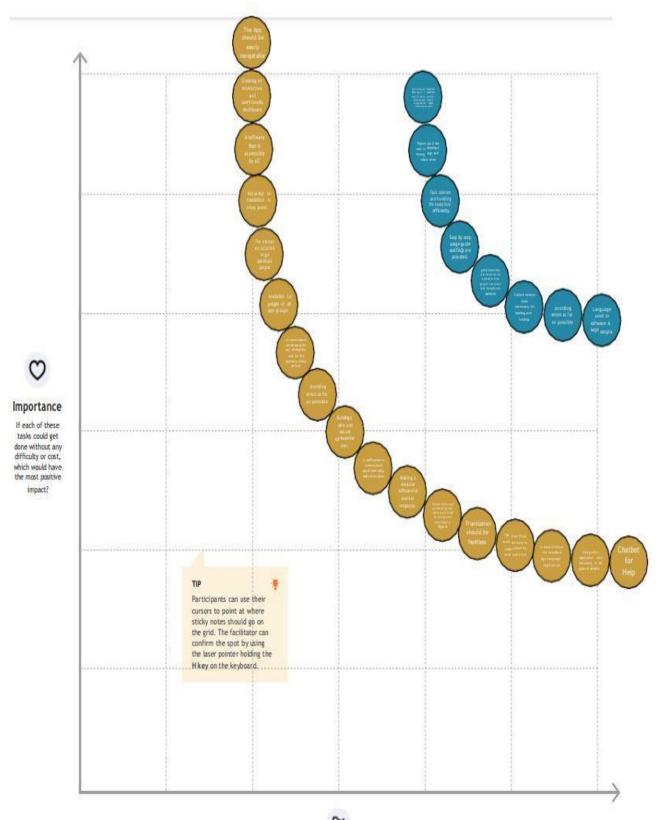
Ideation is the process where you generate ideas and solutions through techniques such as Empathy Map Canvas, Brainstorming. Ideation is also the third stage in the Design Thinking Process.

3.1 Empathy map canvas









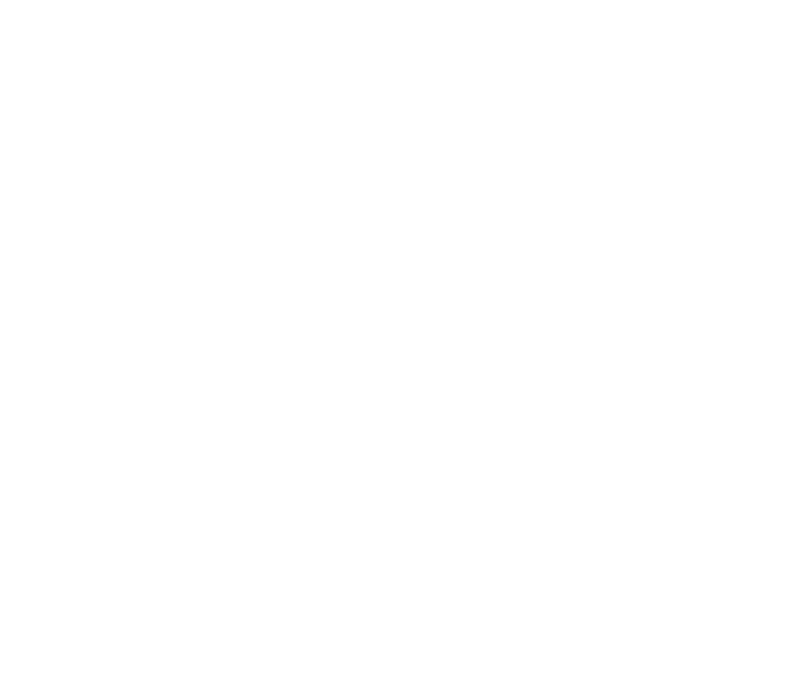
3.3 Proposed Solution

Proposed Solution Template:

| S.No | Parameter | Description |
|------|--|---|
| 1. | Problem Statement (Problem to besolved) | Sign Language is a visual means of communicating using gestures, facial expressions, and body language with specially abled. Since normal people are not trained in sign language, in times of emergency conveying their message is very difficult. Hence, there is a need for a system that recognizes different signs and empowers them in communicating with normal people |
| 2. | Idea / Solution description | The idea is to create an end-end application that predicts the ISL signs from a live video and translates the same to voice such that conversing is at ease |
| 3. | Novelty / Uniqueness | We are making use of a convolution neural network to create a model that is trained on different hand gestures. |
| 4. | Social Impact / Customer Satisfaction | Communication is achieved without the help of additional human intervention. No additional hardware support is needed to use the application Improve their career opportunities in the industry Can provide instant results to users |

| 5. | Business Model (Revenue Model) | This business model truly revolutionizes accessibility and people with disabilities can drastically improve their everyday lives. We can associate the application with organizations to provide support for the specially abled. Creating an association with other medical applications to utilize our product in their app. |
|----|--------------------------------|---|
| 6. | Scalability of the Solution | This is an application people can access from any device (Mobile, Desktop, laptop, etc.), and used by everyone across the world. As it is hosted in IBM Cloud, it could be scaled up and down as per demand |

Proposed solution is the one in which we are making use of a convolution neural network to create a model that is trained on different hand gestures. A website is built which uses this model. The proposed solution section should offer the solution specifically, with enough detail so that the reader understands exactly what we're



proposing.

3.4 Problem solution fit:

Maximum Marks: 2 Marks

PROBLEM SOLUTION FIT

Team ID: PNT2022TMID25445

| 1.CUSTOMER SEGMENT(CS) | 6.CUSTOMERCONSTRAINTS (CC) | 5.AVAILABLE SOLUTIONS (AS) | |
|--|---|--|--|
| Specially abled persons such as deaf and dumb people. The normal people who are trying to communicate with themare the customers | The sign language is not understandable to all. The difficulty in understanding the sign language by normal people | Using text type writers and Al Based devices i.e. Voice recognition. | |
| 2.JOBS-TO-BE-DONE/ PROBLEMS (J&P) | 9.PROBLEM ROOT CAUSE (RC) | 7.BEHAVIOUR (BE) | |
| Create a communication link between deaf dumb and normal people Understanding inputs from the user may take a lot of efforts. | The communication barrier is the root cause. During emergency the specially abled people cannot contact orexpress their feelings to others (normal people). The feeling cannot be shared with other they feel stressed. | Customers try to find a device that helps in emergency situation. | |
| 3.TRIGGERS (TM) An ability of the customers to communicate | 10.YOUR SOLUTION (SL) This device helps in emergency situations to contact. | 8.CHANNELS of BEHAVIOUR (CH) ONLINE | |
| efficiently at serious and necessary situations. 4.EMOTIONS:BEFORE/AFTER (EM) | The customer can share their feelings and also helps in expressingemotions and their motives . | Using online translation OFFLINE | |
| After: Customer gain a better understanding of the needs of specially abledThey feel secured and it brings confident in them . Before: Lacking of self- confidence. Feeling anxious of interacting with people . | | They buy devices that helps in translating signed language to textand vice versa . | |

The Problem-Solution Fit is based on the principles of Lean Startup and User Experience design. It helps us to identify behavioral patterns and recognize what would work and why. It is used to identify solutions with higher chances of solution adoption, reduce time spent on testing.

4. **REQUIREMENT ANALYSIS**

4.1 Functional requirement:

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 Form Registration through Gmail Registration through LinkedIN |
| FR-2 | User Confirmation | Confirmation via Email Confirmation via OTP |
| FR-3 | User Verification | The user should receive a verification e-mail which theyhave to confirm to complete the registration. |
| FR-4 | Compliance to rules or laws | Terms and conditions, Privacy policy, End user licensing agreement. |
| FR-5 | Authorization levels | There are two levels of authorization namely standard access level and advanced access level. |
| FR-6 | Legal Requirements | Medical Certificate is produced |

4.2 Non Functional requirement:

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

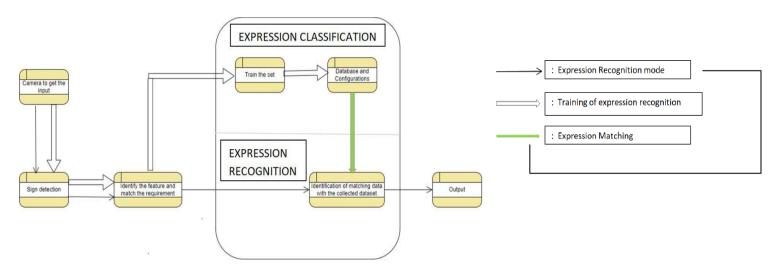
| FR | Non-Functional Requirement | Description |
|------|----------------------------|---|
| No. | | |
| NFR- | Usability | The designed system is easy to use for specially abled |
| 1 | | persons as it is portable and |
| | | platform independent. |
| NFR- | Security | Converted information using signs into speech is accessed |
| 2 | | only by the user. |
| NFR- | Reliability | System is tested with a large amount of data and Provides |
| 3 | | Insight into issues. |
| NFR- | Performance | Quick Launch time of application and faster in converting |
| 4 | | signs into speech |
| NFR- | Availability | Provides automatic recovery and |
| 5 | | User access. |
| NFR- | Scalability | Standard network condition the device should convert |
| 6 | | information within seconds. |

5. **PROJECT DESIGN**

Project design is an early phase of the project lifecycle where ideas, processes, resources, and deliverables are planned out. A project design comes before a project plan as it's a broad overview whereas a project plan includes more detailed information.

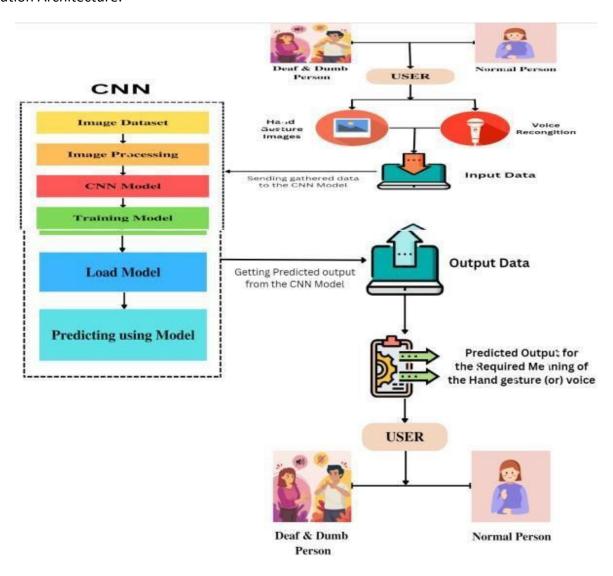
5.1 Data Flow Diagrams

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.



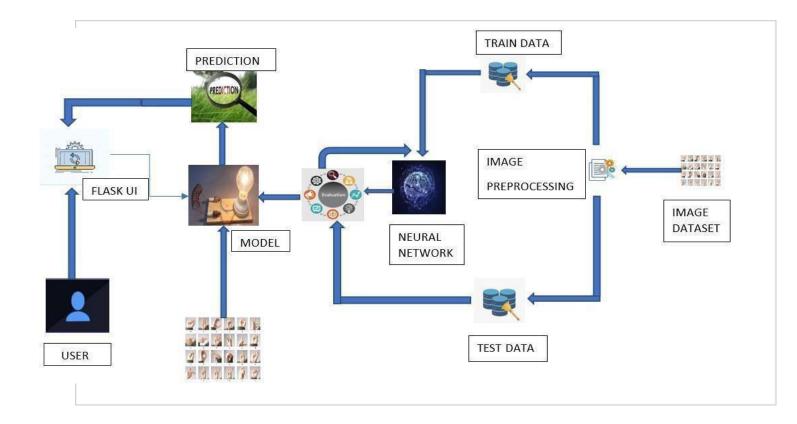
5.2 Solution Architecture & Technical Architecture

Solution Architecture:



Solution architecture is the process of developing solutions based on predefined processes, guidelines and best practices with the objective that the developed solution fits within the enterprise architecture in terms of information architecture, system portfolios, integration requirements and many more.

Technical Architecture:



Technical Architecture is a form of Information Technology(IT) architecture that is used to design a system. It involves the development of a technical blueprint with regard to the arrangement, interaction, and interdependence of all elements so that system- relevant requirements are met.

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 – CNNmodel |
| 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 informationthat is useful for an attack | Operating System - Windows, Mac, Linux; CPU & GPU (for training), WebCam, Scanners, Speakers and PC |

Table-2: Application Characteristics:

| S.N | Characteristics | Description | Technology |
|-----|--------------------------|--|----------------------|
| 0 | | | |
| 1. | Open-Source Frameworks | Numpy, Pandas , Keras, Tensorflow, NLTK,Sonnet. | Python framework |
| 2. | Security Implementations | Security access controls ,Use of | SHA-256 |
| | | firewalls | |
| 3. | Scalable Architecture | Scalable AI | SEI Digital library |
| 4. | Availability | Use of Cloud Virtual assistant | IBM Cloud |
| 4. | Availability | Use of Cloud, Virtual assistant | IBM Watson Assistant |
| 5. | Performance | Image pre-processing and CNN | Python |

User Stories:

| User Type | Functional Requiremen t (Epic) | User Story Number | User Story / Task | Acceptance criteria | Priorit y | Release |
|--|--------------------------------------|-------------------------|--|---|--------------|----------|
| Normal people and Deaf- mute people | | USN-1 | As a user, I can register for the application by entering my email, and password, and confirming my password | I can access my account/ dash boar d | High | Sprint-1 |
| | | USN-2 | As a user, I will receive a confirmation email once I have registered for the application | I can receive confirmation email & click confirm | High | Sprint-1 |

| Normal people | USN-3 | Give access to camera to recognize the gestures Give access to microphone to give our message through voice | I can access messages given by the Deaf- mute people | High | Sprint-1 |
|-----------------------|-------|--|--|------|----------|
| Deaf- mute peopl e | | Give access to display to view the message sent by normal people. | I can access messages given by the Norma I people | High | Sprint-1 |
| Administrator | USN-4 | Admin side in the company should take care | all the requireme nts are there. | High | Sprint 1 |
| Sign up | USN-5 | Need to sign up to use it. | Need valid credentials. | High | Sprint-1 |
| Wish list | USN-6 | Before availing the service can be kept aside. | As a user can review anduse the service. | Low | Sprint-2 |

A user story is an informal, general explanation of a design feature written from the perspective of the end user. Its purpose is to articulate how a design will provide value to the end user. A key component of agile software development is putting people first, and a user story puts end users at the center of the conversation. These stories use non-technical language to provide context for the development team and their efforts.

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 plans for scope, time cost and quality into anoperating timetable.

6.1 Sprint Planning & Estimation

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 | Logesh Lingakumar |
| Sprint-1 | Registration | USN-2 | As a user, I will receive confirmation emailonce I have registered for the application | 1 | High | Balaji Harish |
| Sprint-2 | Registration | USN-3 | As a user, I can register for the application through phone number | 2 | Mediu m | Lingakumar |
| Sprint-2 | User interface | USN-4 | Professional responsible for user requirements & needs | 2 | Mediu m | Balaji Harish |
| Sprint-3 | Login | USN-5 | As a user, I can log into the applicationby entering email & password | | High | Logesh |
| Sprint-3 | Dashboard | USN-6 | As a user, I must receive any 2 High updates orpop ups in my dashboard | | Lingakumar Balaji | |
| Sprint-4 | Details | USN-7 | | | Mediu m | Harish |
| Sprint-4 | Privacy | USN-8 | The developed application should be secure forthe users | 2 | High | Lingakumar Logesh |

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.

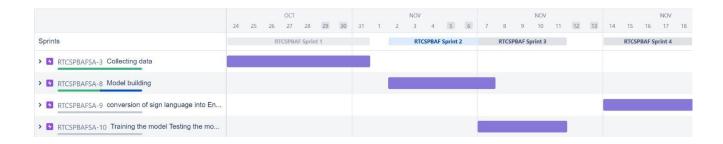
6.2 Sprint Delivery Schedule

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

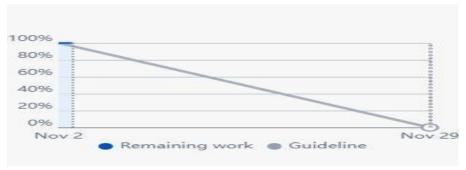
| Sprint | Total Story Points | Duration | Sprint Start Date | Sprint End Date (Planned) | Story Points Completed (as on Planned End Date) | Sprint Release Date (Actual) |
|----------|--------------------------|----------|----------------------|------------------------------|---|---------------------------------|
| 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



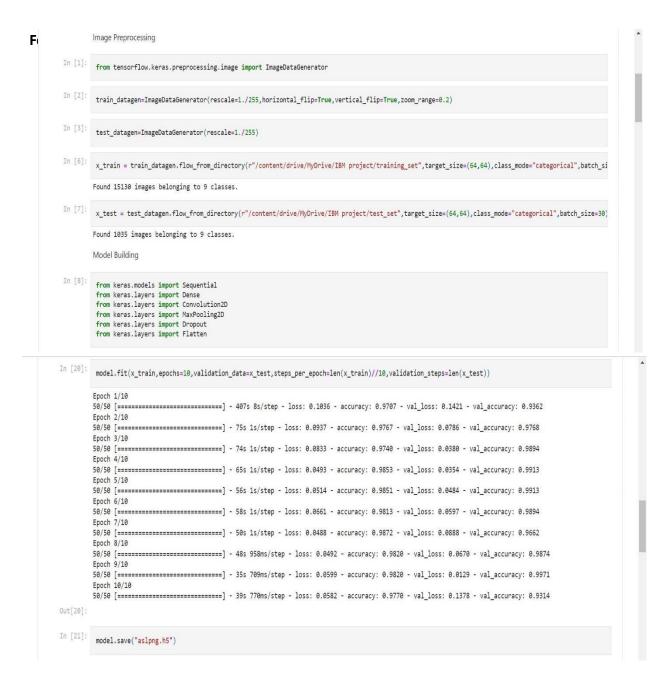
Sprint-4



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 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")
   img = 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.],
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                         [0., 0., 0.],
[0., 0., 0.],
[0., 0., 0.],
                        ...,
                        [[0., 0., 0.],
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                         [0., 0., 0.],
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[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
In [39]: pred
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. <u>TESTING</u>

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

| 100 | | | 39 | Team ID Project Kama | 12Ainor21 FMT0022TMC01158 Fmcccc Real time communication system concred by Al for specially delet Armsha | | W | | | 8/ | 0: | | |
|-------------------|--------------|--------------------------|--|--|---|-----------------------|--|-------------------------|---------|-------------------------------|-------------------------|-------|--|
| TestesselD | Feeture Type | Feeture Type Correponent | Test Scenario | Pre-Requisite | Steps Ta Execute | Testbera | Expected Result | AttualResuk | 3110.00 | Comments | TC for Automation (Y/N) | BUSIO | ExecutedBy |
| Log rPage_TC_001 | Functional | HomoPage | Verify user is able to see the homepage | Mozillo Firefox Bronser | Enter URL in browser and chouge | http://127.0.0.15003 | Hamepage should be displayed | Morking as expected | Pen | Steps are clear to lallow | NO | HA | SHALIM A KAGA NANDHIW RHIVEDH MSNEKA PRASHAS |
| LogisPage_TC_002 | w | Нати Рази | Vecily the Utalierneria in homegoaga | Manilla Fierlas Browner | Literia IIII. and de la go 2 Verlaffannaga artha per III demons Reformezones access des layanesteción toproject | http://127.0.0.15003 | Application should show below III elements: 3 Reference 3 conversacemodiquity 5 Introduction to project | Working as expected | Para | Siege are clear to lottow | NO | NA. | SHALIWA KAGA KANDHIN RIMEDU AGNIKA PRASHAS |
| Log rPage,10,003 | . UI | Home page | Verify whether reference page is working | Modilla Facico Brawser | 1. Enter USL(H1): //1777.0.0.1:5000) and disk go 2. Olick on reference burron | htp://127.0.0.15002 | Dam should navigate to reference page where askudphates image is steplayed | working as expected | Pass | Steps we clear to follow | Yes | NA | SHALIN A MAGA MANDHIR INHIBEDIO MSWEKA PRASHAS |
| Logis Page_TC_004 | Runcsberal | НапеРаде | Verily Camera access | Mozi la Firefox Browser,Web- Camera | LErrer (PR) http://127.010.1150000 and click go 2.Click allow current access | Mowcarners access | Carneta access is allowed and image is displayed | working as, expected | Pasa | Steps are clear to lollow | Ves | NA. | SHALIMIA KAGA KANDHINIR HIVEDU MISNIXA PRABIKA S |
| Log rNage, 10,004 | Functional | НотмРере | Costane detection | Mousia-Fredus,CKN | I. Errer Visit (1917/1922) 0.0 1 5000) and disk go 2 Cick cames access 2 brage distributed 4 Defaction of gashine occurs | Detection of gestures | Hand gestures needs to be detected and predicted | working as expected | Paro | Stepa are clear to lottow | Yes | NA | SIDLIN A KAGA KANDHIV MHINED-U MSNEKAPRASHAS |
| Log/Poge_TG_005 | Functional | Home page | Output prediction | CNN trained model | I. Ernet UR <u>(1):197-197-00 1-92000</u> and dick go 2Clab careva aroses 3 haraper dicalysed 4 Decertion of Jesure occur's 5 Guisep medicine | Precised gestures | Hand gerautes are detected and predicted ASIL_alphabets are skiplayed | working as expected | Pen | Predicted output is displayed | Yes | На | SHALIM A KAGA KANDHIN AHMEDH MSMEKAFRASHAS |

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 1 | Severity 2 | Severity 3 | Severity 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 Reproduced | 0 | 1 | 0 | 0 | 1 |
| 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 | | 2 | 0 | |
| access | 11 | 0 | 4 | 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. <u>RESULT</u>

Finally we got the output for the desired input.our ultimate aim is to convert sign language into English alphabets. We have created the user interface for implementing 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) | model.summary() Layer (type) conv2d (Conv2D) (None, 62, 62, 32) 896 max_pooling2d (MaxPooling2D (None, 31, 31, 32) 0) flatten (Flatten) (None, 30752) 0 dense (Dense) (None, 200) 6150600 dense_1 (Dense) (None, 9) 1809 Total params: 6,153,305 Total params: 6,153,305 Non-trainable params: 0 | | | | | |
| 2. | Accuracy | Training Accuracy - 0.9622 Validation Accuracy -0.9826 | Omdel.fit/s, train,ecode=10,validation data= test,steps per apocx=len(s,train)/10,validation steps=len(s,test)) ⊕ Front 1/16 95/95 [==================================== | | | | | |
| 3 | Confidence Score | Class Detected – N/A Confidence Score -N/A | N/A | | | | | |

The proposed procedure was implemented and tested with a set of images. The set of15750 images of Alphabets from "A" to "I" are used for training the database and a set of 2250 images of Alphabets from "A" to "I" are used for testing the database. Once the gesture is recognized the equivalent Alphabet is shown on the screen.

10. ADVANTAGES & DISADVANTAGES

Advantages:

- 1. Create a mobile application to bridge the communication gap between deaf and dumb persons and the general public.
- 2. 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

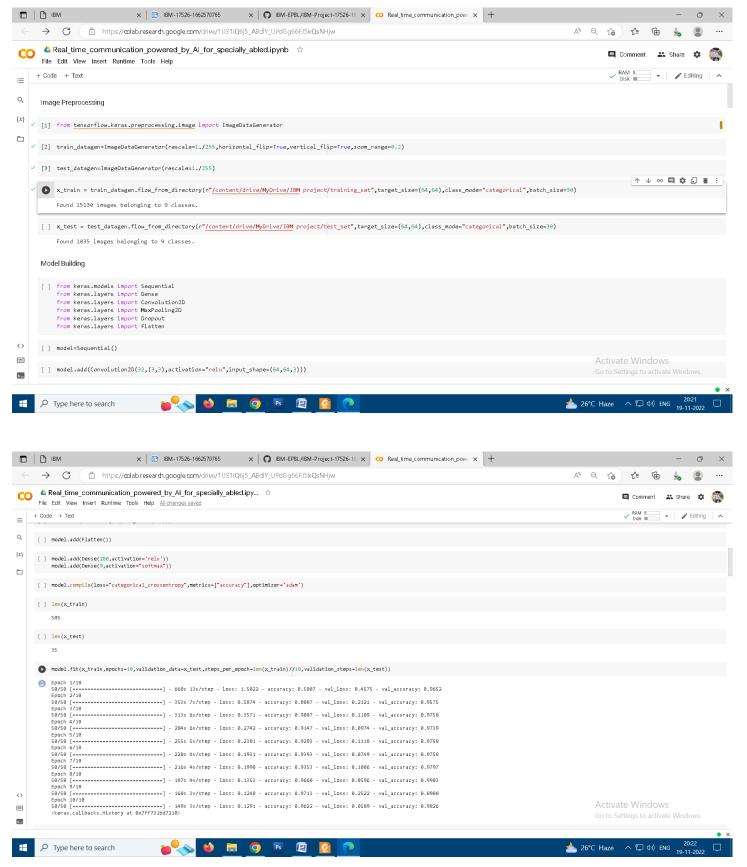
Having a technology that can translate hand sign language to its corresponding alphabet is a game changer in the field of communication and AI for the specially abledpeople such as deaf and dumb. With introduction of gesture recognition, the web app can easily be expanded to recognize letters beyond 'I', digits and other symbols plus

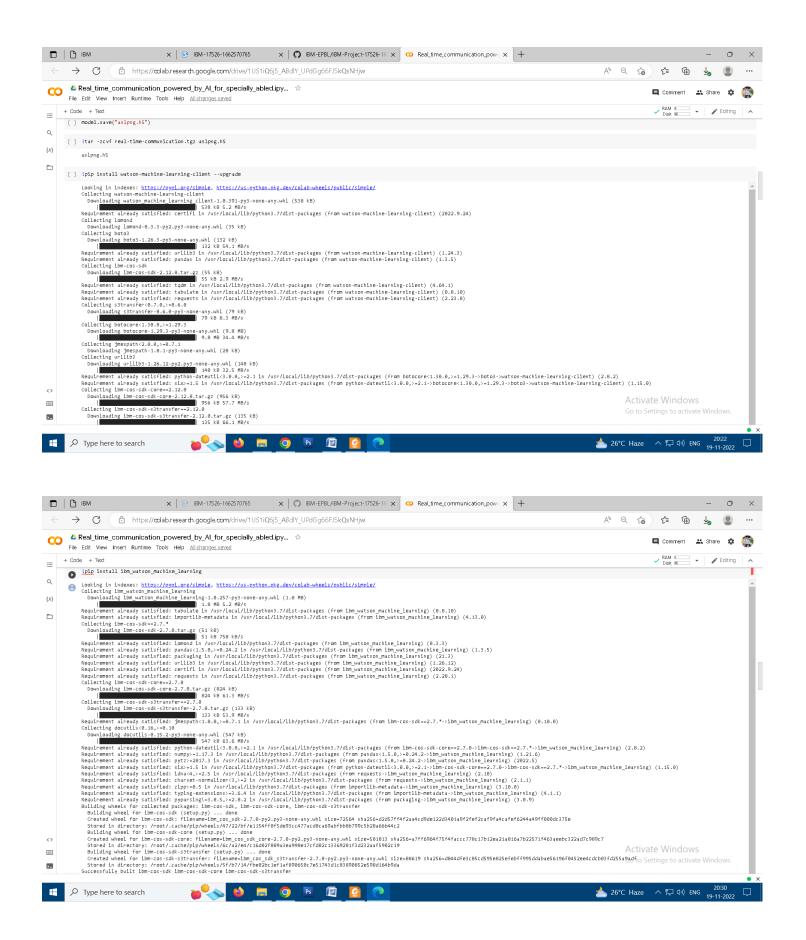
gesture recognition can also allow controlling of software/hardware interfaces.

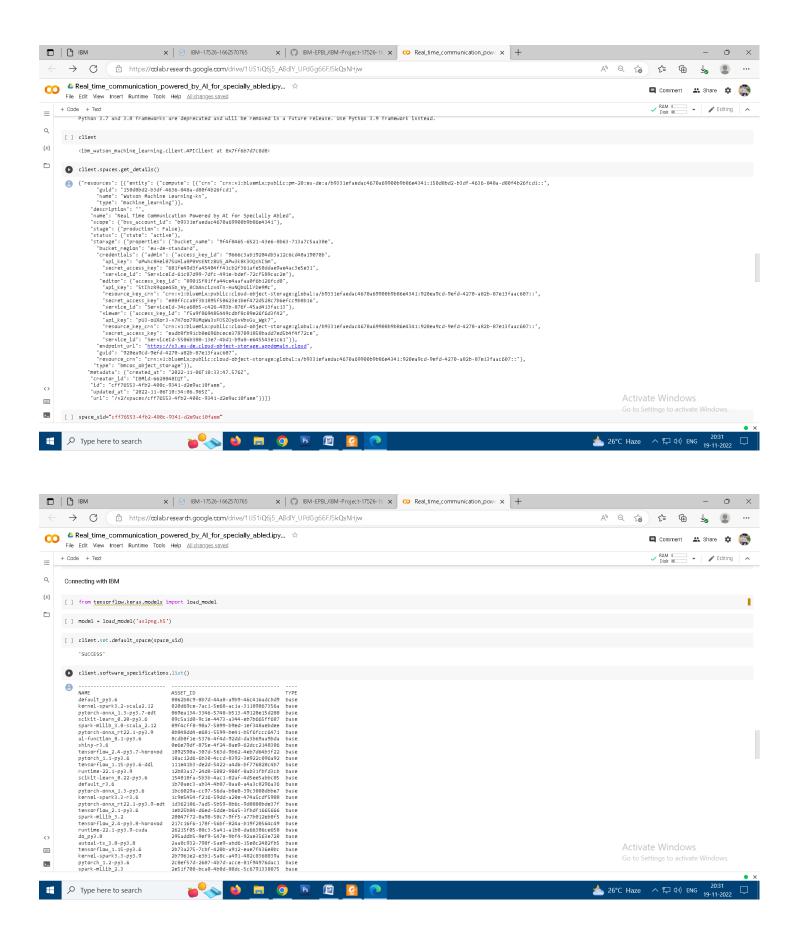
We can develop a model for ISL word and sentence level recognition. This will require a system that can detect changes with respect to the temporal space. We can also develop a complete product that will help the speech and hearing-impaired people, andthereby reduce the communication gap.

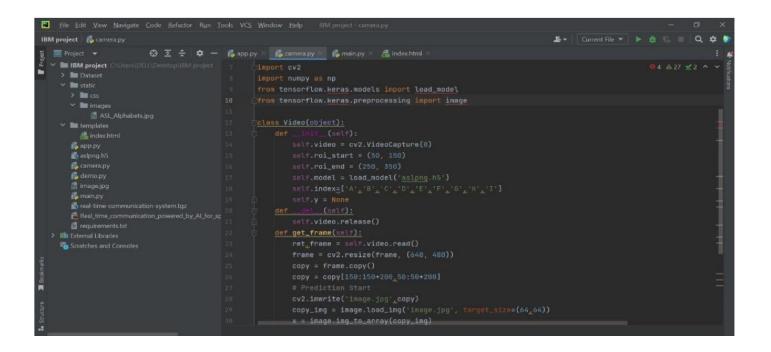
13. APPENDIX

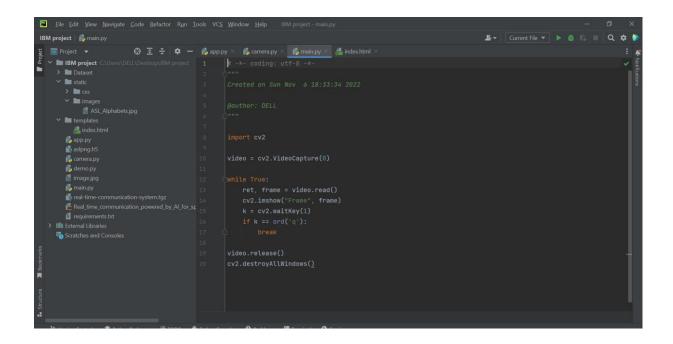
Source Code for Model Training and Saving:











GITHUB LINK

https://github.com/IBM-EPBL/IBM-Project-23554-1659886103

DEMO LINK

https://drive.google.com/file/d/1r7t_r21j3l_toY5_S-T9-XweHdZBz82f/view?usp=share_link