

REAL-TIME COMMUNICATION SYSTEM POWERED BY AI FOR SPECIALLY ABLED

TEAM ID - PNT2022TMID50646

S.No.	TEAM MEMBERS	REGISTER NUMBER
1	PRIYA DHARSHINI M (TL)	953019104029
2	DEVA KARUNYA M	953019104010
3	ISWARYA V	953019104011
4	SHARMILA V	953019104037
5	LOURDU MANI SEINA R	953019104018

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CHAPTER-1

INTRODUCTION

1.1 Project Overview

The goal of this project was to build a neural network able to classify which letter of the American Sign Language(ASL) alphabet is being signed, given an image of a signing hand. This project is a first step towards building a possible sign language translator, which can take communications in sign language and translate them into written and oral language. Such a translator would greatly lower the barrier for many deaf and mute individuals to be able to better communicate with others in day to day interactions.

This goal is further motivated by the isolation that is felt within the deaf community. Loneliness and depression exists in higher rates among the deaf population, especially when they are immersed in a hearing world . Large barriers that profoundly affect life quality stem from the communication disconnect between the deaf and the hearing. Some examples are information deprivation, limitation of social connections, and difficulty integrating in society.

Most research implementations for this task have used depth maps generated by depth camera and high resolution images. The objective of this project was to see if neural networks are able to classify signed ASL letters using simple images of hands taken with a personal device such as a laptop webcam. This is in alignment with the motivation as this would make a future implementation of a real time ASL-to-oral/written language translator practical in an everyday situation.

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.

CHAPTER-2

LITERATURE SURVEY

Literature survey:

A literature survey or a literature review in a project report is that section which shows the various analyses and research made in the field of your interest and the results already published, taking into account the various parameters of the project and the extent of the project. It is the most important part of your report as it gives you a direction in the area of your research.

It helps you set a goal for your analysis - thus giving you your problem statement.

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. 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.

2.2 References

TITLE: Innovative study of an AI voice based smart device to assist deaf people

AUTHOR: Dhaya Sindhu Battina

YEAR: 2021

Assistive technology consists of a wide range of hardware and software tools that enable a person to receive information in the format that suits their needs best. These Various technology may be available to the deaf.many items, including cochlear implants, loop systems,accessibility,FM technology and assistive listening devices,visual warning systems, videophones, and much more . Recognizing the worth and boundaries of different assistive devices can be advantageous for both.Artificial intelligence (AI) enables computers to learn from existing experiences, adapt to new information, and perform tasks that are similar to those carried out by humans . The vast majority of artificial intelligence applications that users know of today – ranging from chess playing robots to self-driving vehicles – are primarily reliant on deep learning and computational linguistics.Computers may be taught to do particular jobs by processing huge quantities of data and detecting trends in the data. This is accomplished via the use of various technologies.

TITLE:Communication system for deaf and dumb people

AUTHOR: Shraddha R. Ghorpade, Prof. Surendra K. Waghmare2

YEAR: 2019

People with disabilities are having a difficult time keeping up with the rapidly evolving technology, which is one of the major issues that our society is dealing with. For those with disabilities, having access to communication tools has become crucial. typically deaf and stupid people use sign language to communicate, but they struggle to do so with non-sign language users language. Information is the main topic of communication between normal and deaf individuals using sign language, which is expressive and natural. So that we can converse with them and comprehend what they're saying, we need a translation. A language translation technology converts common sign language into voice, enabling regular people to communicate with one another. When it comes to communicating with other people,sign language (SL) is the primary method of communication for hearing-impaired individuals and other groups. It is conveyed via both manual (body and hand movements) and non-manual (face expressions) characteristics. All of these characteristics are combined to create utterances that communicate the meaning of words or statements.

TITLE: Educational Status of Differently Abled Persons and Developed Policies in India

AUTHOR: Chiranjit Majumder

YEAR: 2019 April

One of the socially created phenomenon is basically Disability. The fact is that many children and adults suffered from disabilities excluded from mainstream education benefits. Disabled persons are segregated from education system because of social negligence and absence of support system in the home and inadequacy of sufficient facilities in schools particularly.

However, education is the most important medium for social, economic and political transformation. Socialization of children with disabilities (CWD) through education receives an unremarkably important roles in societies such as India where social exclusion of Physically Challenged Persons (PCPs) is significant. Indisputably, the literacy level of Physically Challenged Persons (PCPs) is very low in India. Very poor educational outcomes for children with disabilities remain in developing countries specially. Most of disabled persons do not get the full benefits of education. However, some policies in India has started to display some concern for Physically Challenged students. Education is utmost significant to lift up the socioeconomic status of PCPs. But education of disabled persons has not received adequate intentness and resources that it requires. Physically Challenged Persons (PCPs), few who are enrolled in schools are not given equal opportunity for middle secondary and higher education levels. Many

Disabled persons are educated but they do not get any work for earning in our society.

2.3 Problem Statement Definition

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

Problem:

Vedha 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:

Ram 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.

CHAPTER-3

IDEATION AND PROPOSED SOLUTION

3.1 Empathy Map Canvas

Definition:

An empathy map canvas is a more in-depth version of the original empathy map, which helps identify and describe the user's needs and pain points. And this is valuable information for improving the user experience.

An empathy map canvas helps brands provide a better experience for users by helping teams understand the perspectives and mindset of their customers. Using a template to create an empathy map canvas reduces the preparation time and

standardizes the process so you create empathy map canvases of similar quality.

3.2 Ideation & Brainstorming.

Definition:

Brainstorming provides a free and open environment that encourages everyone within a team to participate in the creative thinking process that leads to problem solving. Prioritizing volume over value, out-of-the-box ideas are welcome and built upon, and all participants are encouraged to collaborate, helping each other develop a rich number of creative solutions.

3.3 proposed Solution

S.No	Parameter	Description
1.	Problem Statement (Problem to be solved)	Deaf and dumb people couldn't able to communicate with the normal people easily.

2.	Idea/Solution description	A real time ML based system is built for the real time sign language detection with a Tensor Flow object detection
3.	Novelty/Uniqueness	This model using SSD ML algorithm recognizing the signs as words instead of old traditional translators, that are very slow and take too much since every alphabet as to be recognized to form the whole statement in old methods.
4.	Social Impact/Customer satisfaction	It drastically reduce communication difference gap between normal people and specially abled people with the help of AI. So they can live their life independently.
5.	Business Model (Revenue Model)	We use freemium business revenue model for making revenue. In our device, we give most of the basic features for free of charge but they have to pay if they need more advanced features.
6.	Scalability of the Solution	The model which is TensorFlow model that has been used can be replaced with another model as well. The same system can be implemented for different sign languages by substituting the dataset.

3.4 Problem Solution Fit

Definition:

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.

CHAPTER- 4

REQUIREMENT ANALYSIS

4.1 Functional Requirements

FR No.	Functional Requirement	Sub Requirements
FR-1	User Registration	Registration through Form Registration through Gmail.
FR-2	User confirmation	Confirmation via Email Confirmation via OTP
FR-3	System	Desktop with high resolution camera

FR-4	Authorization Levels	There are two levels of authorization namely standard access level and advanced access level.
FR-5	External interface	Ethernet, Wi-Fi, USB to provide internet facility to access the resources with real time communication.
FR-6	Reporting	If any issues found in the application, automatically it will be notified to the developer.

4.2 Non-Functional Requirements

FR No.	Non-Functional Requirement	Description
NFR-1	Usability	To convey a message to normal people, as well as convert speech into understandable sign language for the deaf and dumb people.
NFR-2	Security	Converted information using signs into speech is accessed only by the user.
NFR-3	Reliability	Provides insight into potential issues for desktop applications on managed devices.
NFR-4	Performance	The time for converting signs into speech should be faster for the real time communication.
NFR-5	Availability	Provides automatic recovery as much as possible.
NFR-6	Scalability	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.

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PROJECT DESIGN

5.1 Data Flow Diagram

A Data Flow Diagram (DFD) is a traditional visual representation of the information flows within a system. A neat and clear DFD can depict the right amount of the system requirement graphically. It shows how data enters and leaves the system, what changes the information, and where data is stored.

5.2 Solution & Technical Architecture

Solution architecture is a complex process – with many sub-processes – that bridges the gap between business problems and technology solutions. Its goals are to:

1. Find the best tech solution to solve existing business problems.
2. Describe the structure, characteristics, behaviour, and other aspects of the software to project stakeholders.
3. Define features, development phases, and solution requirements.
4. Provide specifications according to which the solution is defined, managed, and delivered.

Solution Architecture Diagram :

Technology Stack (Architecture & Stack):

Technical Architecture:

Table-1: Components and Technologies:

S.NO	Component	Description	Technology
1.	User Interface	Customer have to login through their respective website or phone number. Then interaction will happen with the User interface.	javascript, CSS, HTML
2.	Application Logic-1	It requires various types libraries, frameworks to develop the project	Java / Python
3.	Application Logic-2	Helps to converting the human gestures/actions into written words.	Machine learning
4.	Application Logic-3	Provides helpful, feasible answers after recognising the human gestures.	ANN, CNN
5.	Database	Data could be numbers or words.	MySQL, Rational database
6.	Cloud Database	Providing customer to use host database without buying additional hardware..	Deep learning and neural networks
7.	File Storage	File storage could be fast, reliable and flexible..	Local filesystem
8.	External API-1	Used to access the information in the cloud	Weather API

9.	External API-2	Used to access the information for data driven decision making...	Aadhar API
10.	Machine Learning Model	Machine learning interact with various algorithms that are required for implementation.	Image acquisition
11.	Infrastructure (Server / Cloud)	Application deployment on local system / local cloud server configuration. Install the windows version and execute the installer..	Local, Cloud Foundry, Kubernetes, etc.

Table-2: Application Characteristics:

S.No	Characteristics	Description	Technology
1.	Open-Source Frameworks	The framework which are used.	Tensor flow, Theano, RNN, PyTorch
2.	Security Implementations	Security controls which can implemented by using firewall..	Firewall and some security related softwares..
3.	Scalable Architecture	The architecture will be scalable (Micro services).	Data, models, speed and consistency..
4.	Availability	The availability of application (use of load balancers, distributed servers etc)	Image recognition, sign/gestures recognition, text recognition & real time captioning..

5.	Performance	Design aspects for the performance of application (number of requests per second, use of cacheetc.,	Using Convolutional neural network, maching learning for conversation and improve the sensivity of the performance..
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5.3 User Stories

User Type	Functional Requirement (Epic)	User Story Number	User Story / Task	Acceptance criteria	Priority	Release
Customer (Mobile user)	Registration	USN-1	As customer, I couldable to register for the app by entering my E-mail and proper password.	I could able to access my registered account.	High	Sprint 1
		USN-2	As a user, I'll get the acknowledgement verification emailonce after my registration hasbeen done for theapp	I can get verification email and clickok to confirm it..	High	Sprint 1

		USN-3	As a customer, I could able to register for application via their official websites and social media.	I could able to register and access my account by using their website & social media.	Medim	Sprint 2
		USN-4	As a customer, I could able to register for application through Gmail	via some third parties link	Low	Sprint 2
	Login	USN-5	As a customer, I could able to login into application by entering already registered email and password	I can type manually and also can used saved login credentials	High	Sprint 1

	Dashboard	USN6	As a customer, I can get all services and help in dashboard	I can access my dashboard and change profile	Medium	Sprint 2
Customer (Webuser)	Registration	USN7	As a customer, I could able to login through registered phone number by using otp instead of Gmail	I could able to register & login via phone number to access my account	High	Sprint 2
Customer Care Executive	Service	USN8	Can avail the service by calling customer care or reaching through E-mail.	Can avail the service by calling customer care or reaching through E-mail.	Medium	Sprint 1
Administrator		USN9	Respective person in the company should take care all of this.	All the requirements are there.	High	Sprint 2
	Sign up	USN-10	Customer have to sign-up to use these things and all	Have to enter valid credentials.	High	Sprint 2

User Type	Functional Requirement (Epic)	User Story Number	User Story / Task	Acceptance criteria	Priority	Release
	Wish list	USN-11	Customer's desired choices to avail these services.	As a customer can review and choose their services as he want/preferred.	Medium	Sprint 1
	Enrollment	USN-12	Now, customer can avail all services once he/she enrolled.	As a customer, it's quite enchanting	Medium	Sprint 2

CHAPTER-6

PROJECT PLANNING & SCHEDULING

6.1 Sprint Planning & Estimation

Product Backlog, Sprint Schedule, and Estimation:

6.2 Sprint Delivery Schedule

Project Tracker, Velocity & Burndown Chart:

Velocity:

$$AV = 6/10 = 0.6$$

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.

6.3 Reports from JIRA:

Jira helps teams plan, assign, track, report, and manage work and brings teams together for everything from agile software development and customer support to start-ups and enterprises. Software teams build better with Jira Software, the #1 tool for agile teams. As a Jira administrator, you can create project categories so your team can view work across related projects in one place. Your team can use categories in advanced search, filters, reports, and more.

CHAPTER-7

CODING & SOLUTIONING

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

7.1 Feature 1

The user can choose which sign language to read based on the different sign language standards that exist.

CHAPTER-8

8.TESTING

8.1Test-CaseAnalysis

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

8.2 USER ACCEPTANCE TESTING:

1.Purpose of Document:

The purpose of this document is to briefly explain the test coverage and open issues of projectReal 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

CHAPTER-9

9.Results

CHAPTER-10

ADVANTAGES & DISADVANTAES

Advantages:

1. The speech is converted to sign language very quick to provide greater and faster understanding to specially-abled people.
2. The user interface is convenient and simple for both people.

Disadvantages:

3. The number of images and pixels for the model to train in the dataset is not high so accuracy is moderate level.
4. It will be improved by changing the dataset.
5. Currently, we have deployed a dataset in the model for the alphabets A to I only.

CHAPTER-11

CONCLUSION

CONCLUSION:

It aims to bridge the communication gap between deaf people and the rest of society. The proposed methodology translates sign language into English alphabets that are understandable to humans. This system sends hand gestures to the model, who recognizes them and displays the equivalent.

CHAPTER-12

FUTURE SCOPE

FUTURE OF SCOPE:

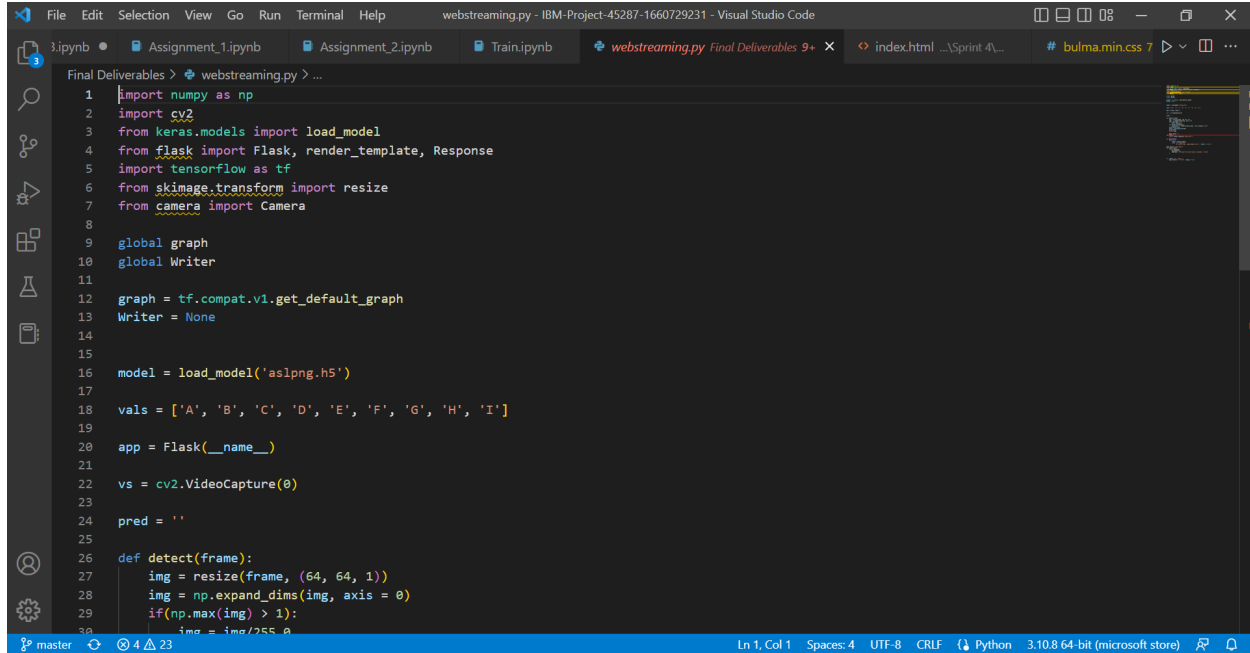
With the introduction of gesture recognition, the web app can easily be expanded to recognize letters beyond 'I', digits, and other symbols plus gesture recognition can also allow controlling of software/hardware interfaces. Having a technology that can translate hand sign language to its corresponding alphabet is a game changer in the field of communication and Ai for specially-abled people such as thosed deaf or dumb.

CHAPTER-13

APPENDIX

13.1.Code

app.py



```
1 import numpy as np
2 import cv2
3 from keras.models import load_model
4 from flask import Flask, render_template, Response
5 import tensorflow as tf
6 from skimage.transform import resize
7 from camera import Camera
8
9 global graph
10 global Writer
11
12 graph = tf.compat.v1.get_default_graph
13 Writer = None
14
15
16 model = load_model('aslpng.h5')
17
18 vals = ['A', 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I']
19
20 app = Flask(__name__)
21
22 vs = cv2.VideoCapture(0)
23
24 pred = ''
25
26 def detect(frame):
27     img = resize(frame, (64, 64, 1))
28     img = np.expand_dims(img, axis = 0)
29     if(np.max(img) > 1):
30         img = img/255.0
```

Index.html

Predict.html

13.2 Github & Project Demo Link:

GitHubRepository: <https://github.com/IBM-EPBL/IBM-Project-45287-1660729231>

ProjectDemonstrationLink: <https://vimeo.com/775259154>