

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

**Submitted By**

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# **1. INTRODUCTION**

## **1.1 Overview**

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.

## **1.2 Purpose**

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.

### **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 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 to be able to decipher the speech of the person who is blind or has low vision.

## **2.2 References**

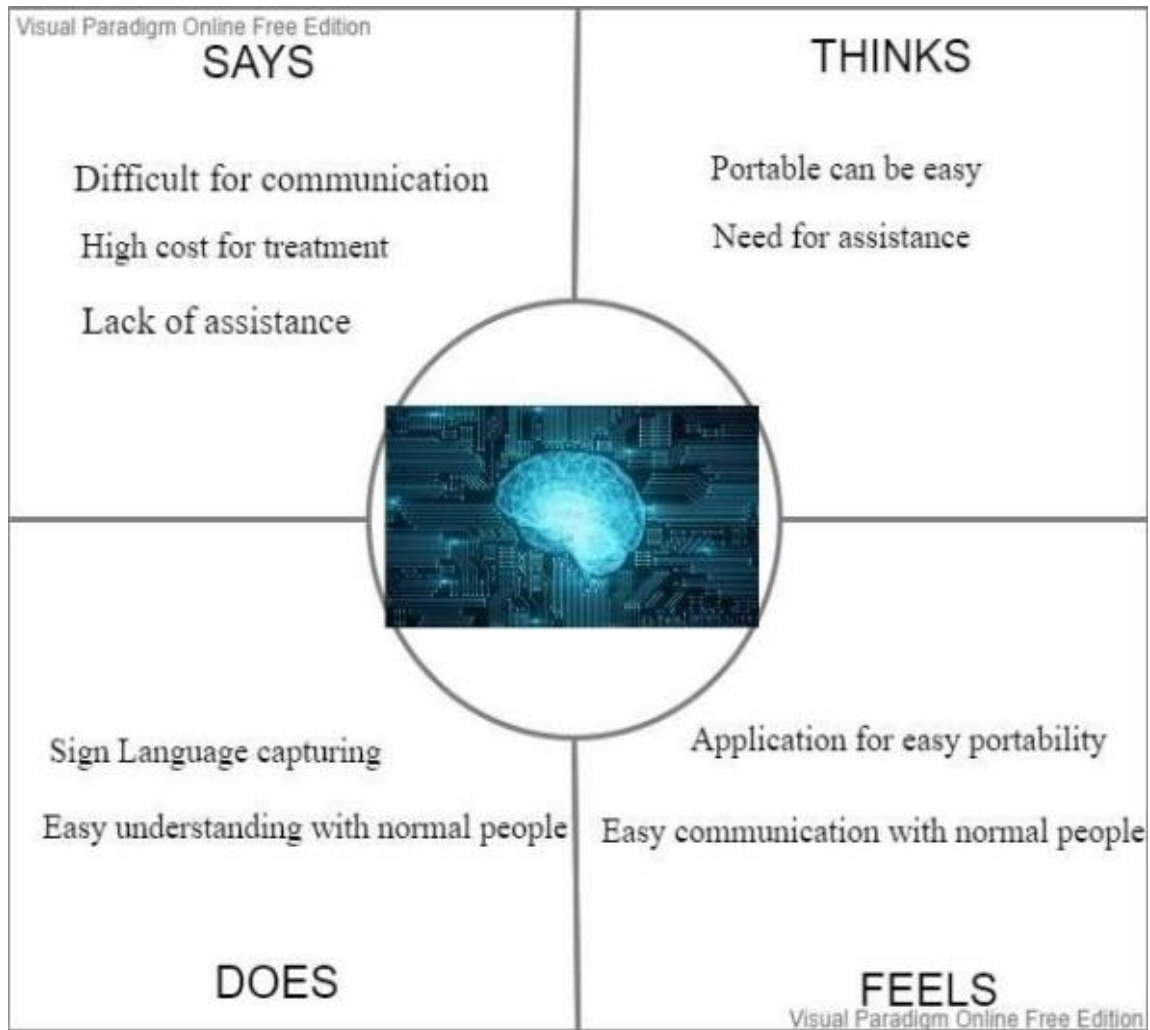
1. **Environment Setup-** <https://www.youtube.com/watch?v=5mDYijMfSzs>
2. **Sign Languages Dataset-**  
<https://drive.google.com/file/d/1ITbDvhLWyTTkuUYfNjOKhcIZh7hDgi64/view?usp=sharing>
- 3.**Keras-** <https://keras.io/api/preprocessing/image/>
- 4.**OpenCV-** <https://www.youtube.com/watch?v=mjKd1Tzl70I>
- 5.**Flask-** [https://www.youtube.com/watch?v=lj4I\\_CvBnt0](https://www.youtube.com/watch?v=lj4I_CvBnt0)
- 6.**Flask Run Basis -** [https://www.youtube.com/watch?v=bzX\\_auqvePs](https://www.youtube.com/watch?v=bzX_auqvePs)
- 7.**IBM cloud -** [https://youtu.be/4y\\_zD-0Q3F8](https://youtu.be/4y_zD-0Q3F8)
- 8.**CNN reference -** [https://youtu.be/umGJ30-15\\_A](https://youtu.be/umGJ30-15_A)

## **2.3 Problem Statement**

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.

### 3. IDEATION & PROPOSED SOLUTION

#### 3.1 Empathy Map Canvas



## 3.2 Ideation & Brainstorming

### Brainstorm & idea prioritization

Use this template in your own brainstorming sessions so your team can unleash their imagination and start shaping concepts even if you're not sitting in the same room.

- 10 minutes to prepare
- 1 hour to collaborate
- 2-8 people recommended

[Show template feedback](#)

#### Before you collaborate

6-8 like a lot of preparation gives a long way with this session. Here's what you need to do to get going.

10 minutes

- Team briefing**  
Gather, give context, participants in the session and what you're looking for. Share relevant information or you want to discuss.
- Set the goal**  
Think about the problem you'll be focusing on solving in the brainstorming session.
- Learn how to use the facilitator tools**  
Use the Facilitator's Tools to set up an easy and productive session.

[Open article](#)

#### Define your problem statement

What problem are you trying to solve? Frame your problem as a How Might We statement. This will be the focus of your brainstorm.

5 minutes

**Problem**

Assuming your team has already brainstormed, what other people, places, things, or ideas might be a part of your problem statement?

**Key rules of brainstorming**

Focus on a concept and production session

- Stay to topic
- Encourage wild ideas
- Defer judgment
- Quantity is better
- Build on others
- One idea at a time
- If possible, be visual

#### Brainstorm

Write down any ideas that come to mind that address your problem statement.

10 minutes

**SHIBU RADEEP FACAL M**

- Convert high language into voice for the specially abled
- Usage of camera classifies sign with hand
- Classification is done using intelligent systems
- Deployment of system into application makes widely accessible

**SINGARAJA M**

- Conversion of sign language into machine language
- Spoken language is done using NLP
- Using Cloud services for the deployment of CNN
- Microphone is used for the reading of input

**ARUN RAJAN V**

- Detection of sign language using Multi-layered Convolution Neural Network
- Training and testing data
- A web app is created
- Mapping into the skeletal model

**MANORAJ P**

- Trained data sent to neural network
- NLP is used to convert to audible language
- Usage of proper packages
- Human voice is amplified as output

#### Group ideas

Take turns sharing your ideas while clustering similar or related ideas as you go. Choose all sticky notes have been grouped, give each cluster a sentence like label. If a cluster is larger than six sticky notes, try and see if you can break it up into smaller sub-groups.

20 minutes

**Visual based classification**

- Handwritten text classification
- Image classification
- Video classification
- Audio classification

**Language Processing**

- Text classification
- Image classification
- Video classification
- Audio classification

**Training and Application**

- Handwritten text classification
- Image classification
- Video classification
- Audio classification

**Deployment**

- Handwritten text classification
- Image classification
- Video classification
- Audio classification

#### Prioritize

Your team should all be on the same page about what's important moving forward. Place your ideas on the grid to determine which ideas are important and which are feasible.

20 minutes

**My vision about building and deployment of the CNN**

Handwritten text classification

Image classification

Video classification

Audio classification

**Feasibility**

Handwritten text classification

Image classification

Video classification

Audio classification

#### After you collaborate

You can export the board as an image or pdf to share with members of your company who might find it helpful.

Quick add-ons

- Share the board**  
Share a share link to the board with members of your company. Share it to the board about the outcome of the session.
- Export the board**  
Export a copy of the board as a PDF or PPT to share with members of your company who might find it helpful.

Keep meeting focused

- Strong Meeting**  
Define the components of a new idea or strategy.
- Customer experience journey map**  
Understand customer needs, motivations, and how to be a great company.
- Strengths, weaknesses, opportunities, & threats**  
Identify strengths, weaknesses, opportunities, and threats (SWOT) for meeting or plan.

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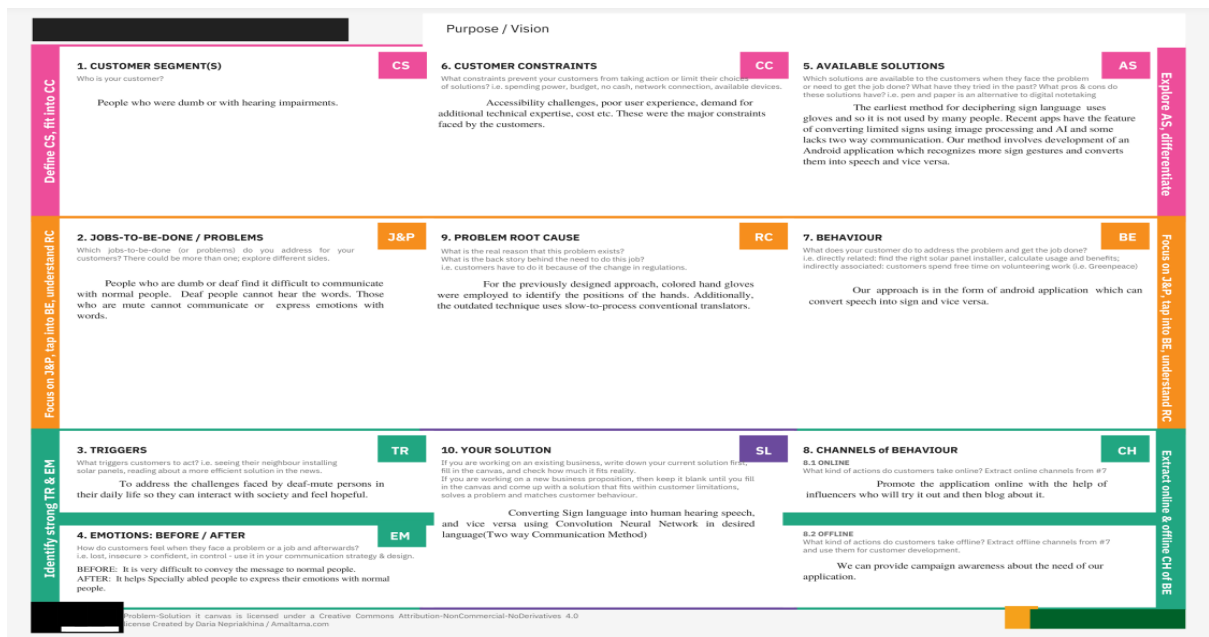
## 3.3 Proposed Solution

The Aim of our solution is to establish communication between the deaf-dumb and normal people to bring betterment for the society.

S.No.	Parameter	Description
1	Problem statement (problem to be solved)	To address the challenge faced by deaf-mute person in their daily life so they can interact

		with society
2	idea/solution description	Converting sign language into human being speech,vice versa using convolution neural network in desired language
3	Novelty/Uniqueness	Deploying and improving our solution to provide faster response in desired language
4	Social impact/Customer satisfaction	<ul style="list-style-type: none"> <li>● The application provides good interfacing.</li> <li>● Improving the communication between normal people and Deaf-Dumb</li> <li>● It leads to the development of technologically advanced society</li> </ul>
5	Business Model	<ul style="list-style-type: none"> <li>● We will provide campaign awareness about the need of our application</li> <li>● The application will be made available to more recipients,which will accelerate growth</li> </ul>
6	Scalability of the solution	<ul style="list-style-type: none"> <li>● The user will find it very simple to use and update</li> <li>● Encoding the errors and decoding with better accuracy</li> </ul>

### 3.4 Problem Solution fit



## 4. REQUIREMENT ANALYSIS

### 4.1 Functional requirement

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 Input Customization	Via Hand Gesture
FR-4	User Output	Text or Audio Output

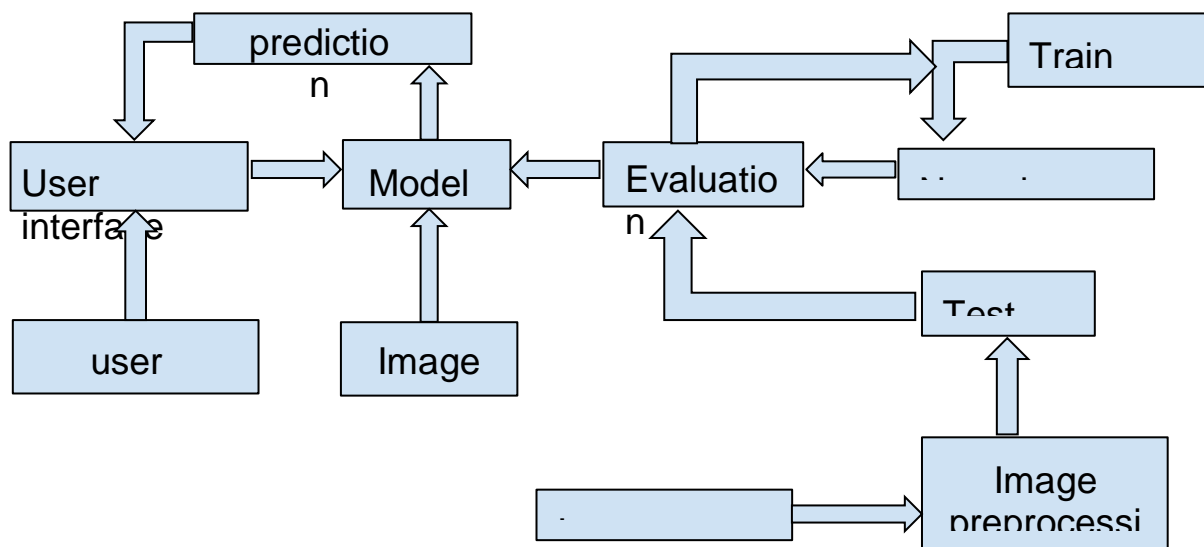
### 4.2 Non-Functional requirements

FR No.	Non-Functional Requirement	Description
NFR-1	Usability	Must be User-Friendly to the disabled people

NFR-2	Security	Information stored in the application regarding the user must be kept safe
NFR-3	Reliability	Through collecting feedback from users we can provide reliability
NFR-4	Performance	Quick response, Various languages must be included
NFR-5	Availability	Advertisement Free, Must be available in all kind of App Stores
NFR-6	Scalability	Storage Capacity of Application must be low

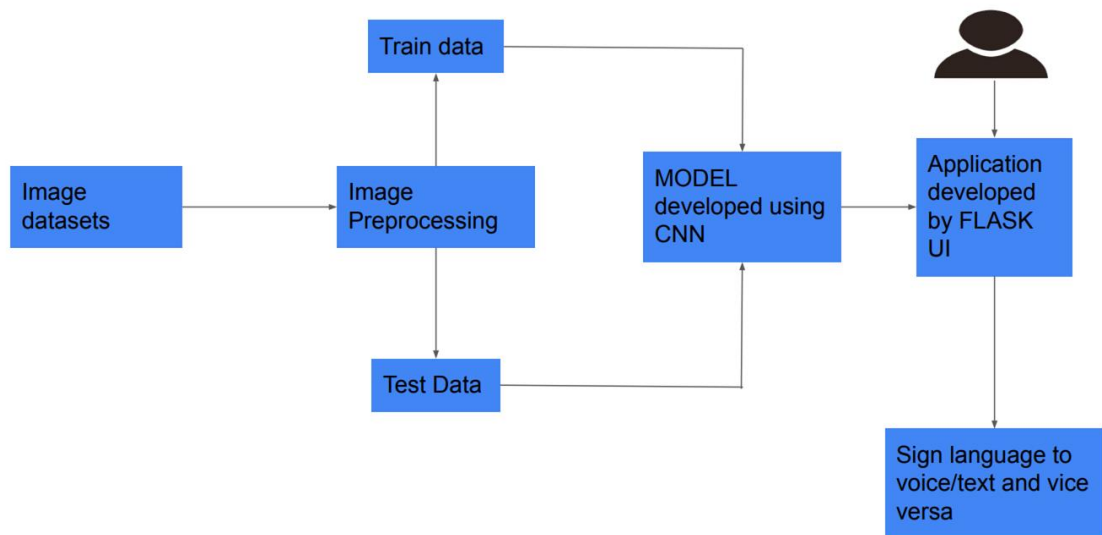
## 5. PROJECT DESIGN

### 5.1 Data Flow Diagrams





## 5.2 Solution & Technical Architecture



## 5.3 User Stories

User Type	Functional Requirement (Epic)	User Story Number	User Story / Task	Acceptance criteria	Priority	Release
Customer (Mobile user)	Open application	USN-1	Open the application with the help of a web page or mobile application.	Can open in app/chrome	High	Sprint-1
	Home page	USN-2	Link directed into home page	N/A	High	Sprint-1
	Introduction page	USN-3	Click on the demo/ introduction	Introduction page will open. Follow the instructions given	Medium	Sprint-2
	Launch application	USN-4	Click launch to move the next page.	Launch the application, it will be redirected to the next page.	Medium	Sprint-1
	Selecting the	USN-5	User need to select the	Users should	High	Sprint-1

	conversion		conversion	select the conversion from text to sign or sign to text.		
	Output / conversion	USN-6	Output on regional language	The gesture or text will display	-	-
<b>Customer (Web user)</b>	same for both users					
<b>Customer Care Executive</b>	Same for both normal and disabled people					
<b>Administrator</b>	same for all the users					

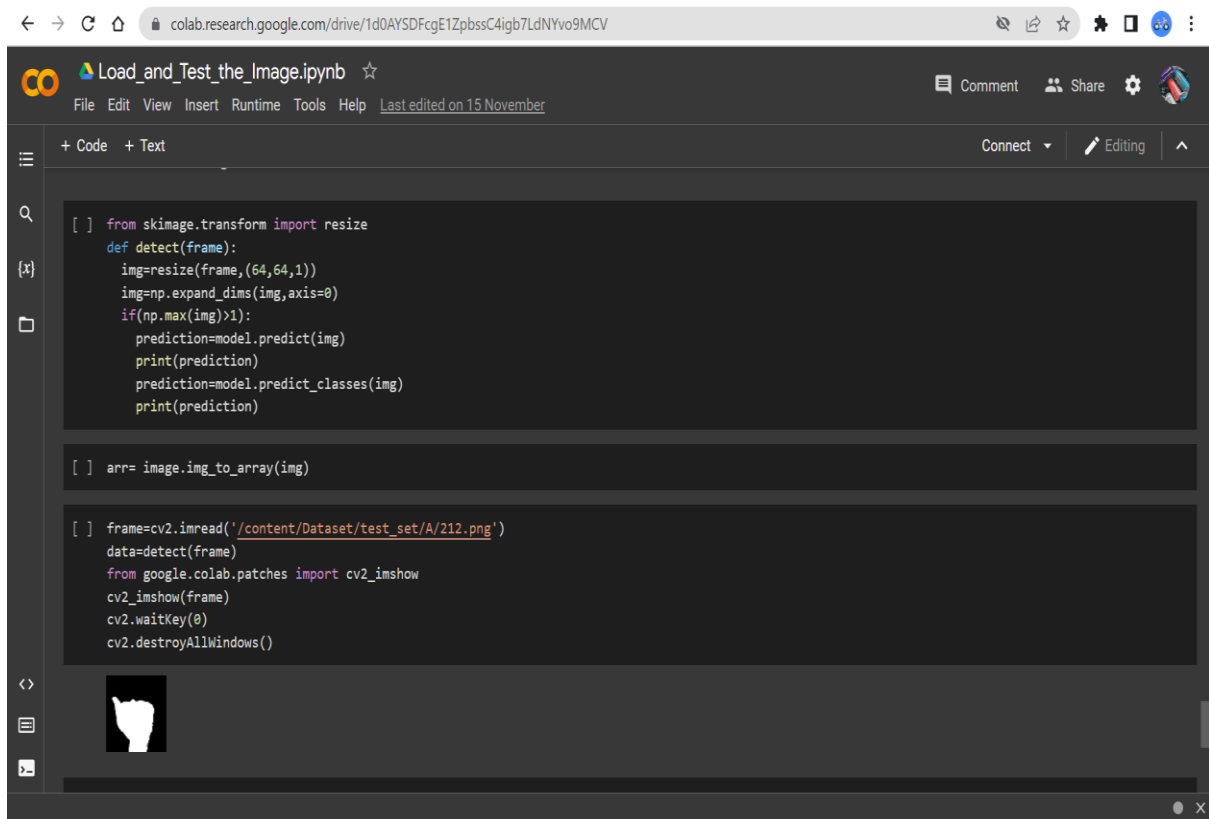
## 6. PROJECT PLANNING & SCHEDULING

### 6.1 Sprint Planning & Estimation

<b>Sprint</b>	<b>Functional Requirement (Epic)</b>	<b>User Story Number</b>	<b>User Story/ Task</b>	<b>Story Points</b>	<b>Priority</b>	<b>Team Members</b>
Sprint – 1	Registration	USN – 1	As a user, I can register for the application by entering my email, password, and confirming my password.	3	High	Shibu Radeef Fadal M Singararaja M
Sprint – 1	Authentication	USN – 2	As a user, I will receive OTP to confirm details.	2	High	Shibu Radeef Fadal M Singararaja M
Sprint – 1	Registration	USN – 3	As a user, I will	1	Low	Shibu Radeef

			receive a confirmation email once I have registered for the application.			Fadal M Arun Rajan V	
Sprint – 1	Login	USN – 4	As a user, I can log into the application by entering email & password.	2	High	Shibu Radeef Fadal M Singararaja M	
Sprint – 2	Dashboard	USN – 5	As a user, I must have one place to explore all available features.	3	High	Shibu Radeef Fadal M Singararaja M	
Sprint – 2	Login	USN – 6	As a user, If I forget my password, I must get an auto-generated password to reset my password.	2	medium	Shibu Radeef Fadal M Manoraj P Arun Rajan V	
Sprint – 3	Help	USN – 7	As a user, I must be able to reach out to the Support Team	1	Low	Singararaja M Manoraj P	
Sprint – 3	Management	USN – 8	As a user, I can access the site using mobile/ desktop.	3	High	Shibu Radeef Fadal M Singararaja M	
Sprint – 4	System	USN – 9	As a user, I must have access to previous usage history.	2	Medium	Shibu Radeef Fadal M Manoraj P Arun Rajan V	
Sprint – 4	System	USN – 10	As a user, I can have audio output as well as text output.	3	High	Shibu Radeef Fadal M Singararaja M	

## 7. CODING & SOLUTIONING



The screenshot shows a Google Colab notebook interface. The browser address bar at the top displays the URL: `colab.research.google.com/drive/1d0AYSDFcgE1ZpbssC4igb7LdNYvo9MCV`. The notebook title is "Load\_and\_Test\_the\_Image.ipynb" and it was last edited on 15 November. The code is written in a dark-themed editor and is organized into three cells. The first cell defines a function `detect` that takes a `frame` as input, resizes it to (64, 64, 1), expands its dimensions, and uses a pre-trained model to predict the class. The second cell calls `image.img_to_array` on a variable `img`. The third cell reads an image from the local file system (`/content/Dataset/test_set/A/212.png`), calls the `detect` function, and displays the result using `cv2.imshow`. Below the code, a small preview of the image being processed is visible, showing a white silhouette of a hand against a black background.

```
[ ] from skimage.transform import resize
def detect(frame):
    img=resize(frame,(64,64,1))
    img=np.expand_dims(img,axis=0)
    if(np.max(img)>1):
        prediction=model.predict(img)
        print(prediction)
        prediction=model.predict_classes(img)
        print(prediction)

[ ] arr= image.img_to_array(img)

[ ] frame=cv2.imread('/content/Dataset/test_set/A/212.png')
data=detect(frame)
from google.colab.patches import cv2_imshow
cv2_imshow(frame)
cv2.waitKey(0)
cv2.destroyAllWindows()
```

```
IBM-EPBL invited you to IBM | IBM | IBM-48543-1662642556 | IBM-EPBL/IBM-Project-485 | (139) WhatsApp | Final book - IBM Watson S... | +
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In [3]:
import os, types
import pandas as pd
from boto3.client import Config
import ibm_boto3

def __iter__(self): return 0

#@hidden_cell
# The following code accesses a file in your IBM Cloud Object Storage. It includes your credentials.
# You might want to remove those credentials before you share the notebook.
cos_client = ibm_boto3.client(service_name='s3',
                             ibm_api_key_id='Vb58RHT1hN3HTweQVlwFfUQHrtn7EGZxvFwBC_FdJ6URD',
                             ibm_auth_endpoint='https://iam.cloud.ibm.com/oidc/token',
                             config=Config(signature_version='oauth'),
                             endpoint_url='https://s3.private.us.cloud-object-storage.appdomain.cloud')

bucket = 'realtimecommunicationsystempowere-donotdelete-pr-071bahqpxkn3m'
object_key = 'conversation engine for deaf and dumb (1).zip'

streaming_body_2 = cos_client.get_object(Bucket=bucket, Key=object_key)['Body']

# Your data file was loaded into a boto3.response.StreamingBody object.
# Please read the documentation of ibm_boto3 and pandas to learn more about the possibilities to load the data.
# ibm_boto3 documentation: https://github.com/ibm/ibm-cos-sdk-python/
# pandas documentation: http://pandas.pydata.org/

In [4]: from io import BytesIO
import zipfile
unzip = zipfile.ZipFile(BytesIO(streaming_body_2.read()), 'r')
file_paths = unzip.namelist()
```

```
26°C Mostly sunny | Search the web | ENG IN | 09:00 19-11-2022

IBM-EPBL invited you to IBM | IBM | IBM-48543-1662642556 | IBM-EPBL/IBM-Project-485 | (139) WhatsApp | Final book - IBM Watson S... | +
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In [36]: ls
aslpng7.h5 Dataset/

In [37]: !tar -zcvf IBM_Model.tgz aslpng7.h5
aslpng7.h5

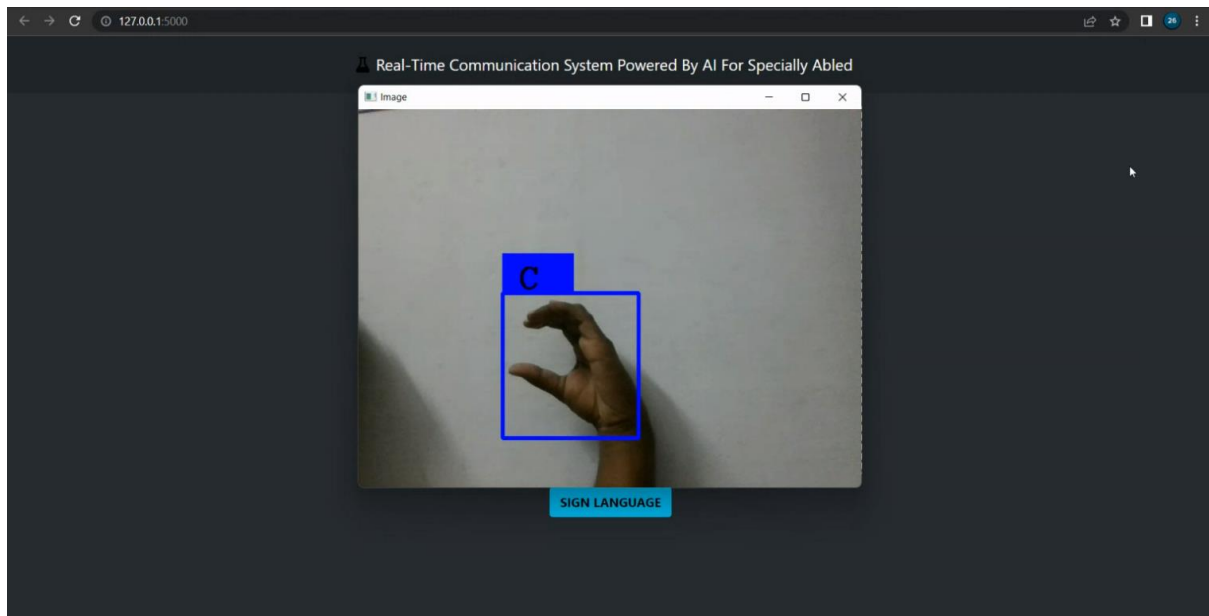
In [38]: model_details = client.repository.store_model(model='IBM_Model.tgz', meta_props={
client.repository.ModelMetadata.NAME: 'CNN_MODEL',
client.repository.ModelMetadata.SOFTWARE_SPEC_UID: software_spec_uid,
client.repository.ModelMetadata.TYPE: 'TensorFlow_2.7'
})

In [39]: model_id = client.repository.get_model_id(model_details)

In [40]: model_id
Out[40]: '2defcd7b-02dd-452b-86f7-6c392f597ecf'

In [41]: client.repository.download(model_id, 'signLang.tar.gb')
Successfully saved model content to file: 'signLang.tar.gb'
Out[41]: '/home/wsuser/work/signLang.tar.gb'

In [42]: ls
aslpng7.h5 Dataset/ IBM_Model.tgz signLang.tar.gb
```



## 8. TESTING

### 8.2 User Acceptance Testing

#### 8.2.1. Purpose of Document

The purpose of this document is to briefly explain the test coverage and open issues of the REAL TIME COMMUNICATION SYSTEM POWERED BY AI FOR SPECIALLY ABLED project at the time of the release to User Acceptance Testing (UAT)

#### 8.2.2. 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	1	0	2	2	5
Duplicate	1	0	0	0	1
External	2	3	0	1	6
Fixed	5	1	6	4	16
Not Reproduced	0	0	1	0	1
Skipped	1	1	1	1	4
Won't Fix	0	5	3	1	8

Totals	10	10	13	9	14
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### 8.2.3. Test Case Analysis


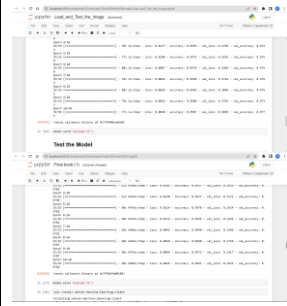
This report shows the number of test cases that have passed, failed, and untested

Section	Total Cases	Not Tested	Fail	Pass
Print Engine	3	0	0	3
Client Application	18	0	0	18
Security	4	0	0	4
Outsource Shipping	3	0	0	3
Exception Reporting	6	2	0	4
Final Report Output	4	0	0	4
Version Control	8	2	0	6

## 9. RESULTS

### 9.1 Performance Metrics

**Model Performance Testing:**

S.NO	Parameter	Values	Screenshot
1	Model Summary	-	
2	Accuracy	<p>Training Accuracy – 97.77</p> <p>Validation Accuracy – 98.86</p>	

## 10. ADVANTAGES & DISADVANTAGES

### Advantages :

- 1.It makes communication process easy
- 2.Defeats the barrier of communication between the disabled people and makes easy to understand, both vice-versa.
- 3.Easy to communicate with the people of disability as well as the normal people.
- 4.As different sign language standards exist, their dataset can be added, and the user can choose which sign language to read.

### Disadvantages :

- 1.Consumes lot of data to train.
- 2.Required trained dataset in order to predict and shows the similar answer than the unknown predicted value.
3. The current model only works from alphabets A to I.
4. In absence of gesture recognition, alphabets from J cannot be identified as they require some kind of gesture input from the user.

## 11. CONCLUSION

Sign language is a useful tool for facilitating communication between deaf & hearing people. Because it allows for twoway 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 interfaces.

## 13. APPENDIX

### Github :

<https://github.com/IBM-EPBL/IBM-Project-48543-1660809062>

### Project Demo Link :

[https://drive.google.com/file/d/1\\_u6TLPKqC1aMk-4y3x0ELflaW0rPqR4W/view?usp=share link](https://drive.google.com/file/d/1_u6TLPKqC1aMk-4y3x0ELflaW0rPqR4W/view?usp=share_link)



