

Name of the Team leader : Silvanus David B  
Team ID : PNT2022TMID01168  
Roll number : 2019PECEC260  
Registration Number : 211419106259  
Mail ID : [silvanusd02@gmail.com](mailto:silvanusd02@gmail.com)

Name of the Team Member 1: Udaya Kumar B  
Roll number : 2019PECEC272  
Registration Number : 211419106281  
Mobile Number : 8248729466  
Mail ID : [udaisham2001@gmail.com](mailto:udaisham2001@gmail.com)

Name of the Team Member 2 : Rugved M  
Roll number : 2019PECEC238  
Registration Number : 211419106223  
Mobile Number : 7386516059  
Mail ID : [rugvedmanyam@gmail.com](mailto:rugvedmanyam@gmail.com)

Name of the Team Member 3: Santhosh Kumar E  
Roll number : 2019PECEC249  
Registration Number : 211419106238  
Mobile Number : 8681925526  
Mail ID : [santhoshkumar2462002@gmail.com](mailto:santhoshkumar2462002@gmail.com)

**REAL – TIME COMMUNICATION  
SYSTEM  
POWERED BY AI FOR SPECIALLY  
ABLED**

# ABSTRACT

Communication plays a significant role in making the world a better place. Communication creates bonding and relations among the people, whether personal, 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 to be fully understood and for them to learn their language easier and also for the people that would interact and communicate with them.

# **Review of Literature**

## **Machine Learning**

It is essential to choose the right strategy;

Machine-learning techniques are often used to do this. Machine learning is part of artificial intelligence (AI). It can be defined as an algorithm that focuses on computer program development [14, 15, 35, 43]. Machine learning considered an application that use to increase computer ability to learn from previous experiences

## **Deep Learning**

Compared to standard algorithms, neural networks can solve somewhat complicated issues at a much easier level about the complexity of algorithms. Neural networks cansolve somewhat complicated issues at a much easier level concerning the complexity of algorithms [26, 30]. The neuralnetwork builds to mimic human brain neural function but with the mathematical functions [31, 33,38]. One of the neural networks is the multi-layer network.It includes three layers, the inputlayer, many hidden layers, and the output layer [21,39]. The input layer passes data without modification. Hidden layers process the data, and the output layer converts hidden layers to output as a classification. Collecting datasets for training takes time to process [41, 45]. As the number of configuration increases, training samples increase. Most data in the world not uniformly distributed. An image recognition model usingneural networks.

## Image Recognition Process

The image recognition process is a process that enables the input of the sign language into the application for necessary processing [20,31,46]. The process requires a sign to be made in front of the webcam. The computer captures the sign made via the webcam and stores the different images made. Images that come from the camera will be resized, and the resolution will change. The colors will change to grayscale image and then to black and white images while editing the images [25, 33,47]. There are several techniques used to extract the image, such as SIFT, SURF, BRISK, and HSV algorithms.

Scale Invariant Feature Transform "SIFT" is used to extract feature vectors that define local patches of the image [35]. These features are invariant to translation, rotation, and illumination, not only vectors scale-invariant. There are several advantages to the SIFT descriptor [36]. For example, this descriptor is accurate than any other descriptor. It can describe the key points in the image for any object. It allows an individual feature to define the correct match with the best probability in a huge database of features [37]. Also, it can cover the full range scales and location of the image, and it is close to real-time performance.

Speed Up Robust Features "SURF" is used in computer vision tasks, and it is used for object detection purposes. SURF is based on the determinant of the Hessian Matrix (square matrix of second ordered partial derivatives of a scalar function), and it exploits integral pictures to improve feature detection speed [19,48]

## Object Detection

For this application, object detection will be involved. It is one of the classical problems of computer vision because it depends on different elements, such as the level of lighting and the position of the user. It is difficult to have an idea where the object is located and how the image is segmented.

We need to know what the shapes of the fingers are, where they are located. The software will use a saliency map to guide for locating the object. The location and size will be defined by a bounding box, rectangle shape, which is located on corner coordinates.

# REFERENCES

1. Abhishek, K. S., Qubeley, L. C. F., & Ho, D. (2016, August). Glove-based hand gesture recognition sign language translator using capacitive touch sensor. In 2016 IEEE International Conference on ElectronDevices and Solid-State Circuits (EDSSC) (pp. 334-337). IEEE.  
<https://doi.org/10.1109/EDSSC.2016.7785276>
2. Ahmed, M. A., Zaidan, B. B., Zaidan, A. A., Salih, M. M., & Lakulu, M. M. B. (2018). A review on systems-based sensory gloves for sign languagerecognition state of the art between 2007 and 2017. *Sensors*, 18(7), 2208.  
<https://doi.org/10.3390/s18072208>
3. Ahmed, M., Idrees, M., ul Abideen, Z., Mumtaz, R., &Khalique, S. (2016, July). Deaf talk using 3D animated sign language: A sign language interpreter usingMicrosoft's kinect v2. In 2016 SAI Computing Conference (SAI) (pp. 330-335). IEEE. <https://doi.org/10.1109/SAI.2016.7556002>
4. Artemov, M., Voronov, V., Voronova, L., Goncharenko, A., & Usachev, V. (2019). Subsystem for Simple Dynamic Gesture Recognition Using 3DCNNLSTM. In Conference of Open Innovations Association, FRUCT (No. 24, pp. 571-577). FRUCT Oy.
5. Almisreb, A. A., Jamil, N., Norzeli, S. M., & Din, N. M. (2020). Deeptransfer learning for ear recognition: A comparative study. *International Journal of Advanced Trends in Computer Science andEngineering*, 9(1.1 Special Issue), 490-495.