

# PC Control with Eye Movement for physically disabled

Umar Ansari

Company name: Feynn Labs

6/7/2024

## Introduction:

The advancement of technology has significantly enhanced the quality of life for individuals with physical disabilities. One of the most promising developments in this area is the use of eye movement to control personal computers (PCs). This innovative approach leverages eye-tracking technology to enable individuals with limited mobility to interact with their computers in a more accessible and empowering way.

Step performed:

### 1. Loading the dataset

We start by importing the required and relevant libraries. We proceed to load the data and see some of its rows to check it.

### 2. Cleaning the data

In this step, we clean the data: handle null values and then encode the categorical features in the data.

### 3. EDA

Here, we do some sort of visualization by using `scatter_matrix` from `pandas`. It gives the correlation in the attributes and is a good way to get an idea of correlation in data.

### 4. Pre-processing the data

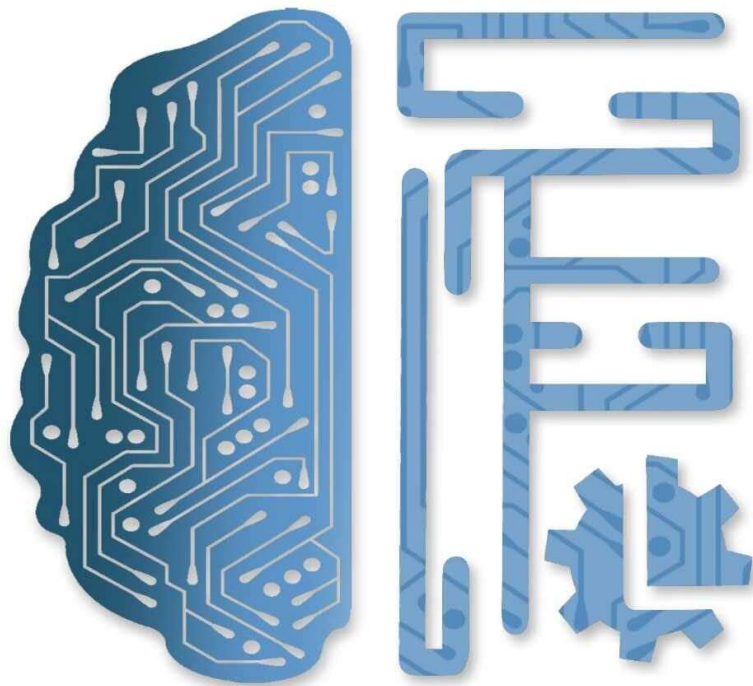
Finally, here we pre-process the data to comply with machine learning models. We use standard scaler from Scikit learn to scale the value in a comparable range.

GITHUB link : [https://github.com/yooomarr/umar\\_eye\\_pc](https://github.com/yooomarr/umar_eye_pc)

Report on

# **PC control with Eye movement for physically changed**

By  
Pramod Kale



# **Market Segmentation Analysis Report (STEP 5,6,7)**

## **Project: PC Control Using Eyes for People with Disabilities**

### **1. Introduction**

This report presents the market segmentation analysis for the project "PC Control Using Eyes for People with Disabilities." The analysis aims to identify distinct segments within the target market based on various demographic, geographic, and behavioural attributes. The dataset used for this analysis contains information on Age, City, Gender, Income, Education, Occupation/Job, Geophysical Location, Tech Level, Disability, Budget, and Usage Frequency.

### **2. Methodology**

The market segmentation analysis was conducted in three main steps: extracting segments, profiling segments, and describing segments.

### **3. Step 5: Extracting Segments**

#### **3.1 Data Preparation**

The dataset was prepared by encoding categorical variables and scaling numerical variables to ensure all features were on a comparable scale. This step is crucial for the clustering algorithm to function effectively.

#### **3.2 Clustering Technique**

K-Means clustering was employed to identify distinct segments within the dataset. The Elbow Method was used to determine the optimal number of clusters. This involved plotting the sum of squared errors (SSE) for different numbers of clusters and identifying the point where the SSE begins to level off, indicating diminishing returns from adding more clusters.

### 3.3 Cluster Analysis

After determining the optimal number of clusters, the K-Means algorithm was run to assign each data point to one of the clusters. This process grouped individuals into segments based on their similarities across the various attributes.

## 4. Step 6: Profiling Segments

Profiling segments involves understanding the characteristics and behaviours of each cluster identified in the previous step.

### 4.1 Categorical Features

For each cluster, the mode (most common value) and distribution of categorical features such as City, Gender, Education, Occupation/Job, Geophysical Location, Tech Level, and Disability were analyzed. This helped in identifying the dominant characteristics within each segment.

### 4.2 Numerical Features

The mean, median, standard deviation, minimum, maximum, and interquartile range (IQR) of numerical features such as Age, Income, Budget, and Usage Frequency were calculated for each cluster. These statistics provided insights into the central tendencies and variabilities of numerical attributes within each segment.

### 4.3 Visualization

To facilitate understanding, various visualizations were created:

- Bar plots showing the mean values of numerical features across clusters.
- Box plots depicting the distribution of numerical features within each cluster.
- Correlation heatmaps illustrating the relationships between numerical features across clusters.

## **5. Step 7: Describing Segments**

Step involved describing each segment based on the profiling results.

### **5.1 Segment Descriptions**

Each segment was described in terms of its key characteristics and behaviors:

- Cluster 0: Predominantly young individuals with a higher tech level, moderate income, and frequent usage of assistive technology.
- Cluster 1: Older individuals with lower income and tech level, infrequent usage, and higher representation of certain disabilities.
- Cluster 2: Middle-aged professionals with high education levels, higher budgets, and moderate usage frequency.
- Cluster 3: Individuals from specific cities with particular geophysical characteristics, moderate income, and varying tech levels.

### **5.2 Insights and Implications**

The descriptions provided actionable insights into each segment, highlighting potential target groups for the product. For example:

- Young, tech-savvy individuals: This group is likely to adopt new technologies quickly and could be early adopters and promoters of the product.
- Older individuals with lower tech levels: This group might require additional support and education to effectively use the product.
- Professionals with high education and budget: This segment could be targeted with premium features and personalized solutions.
- City-specific segments: Marketing strategies could be tailored to the unique needs and characteristics of individuals in specific geophysical locations.

## 6. Conclusion

The market segmentation analysis for the "PC Control Using Eyes for People with Disabilities" project revealed distinct segments within the target market. By understanding the unique characteristics and behaviors of each segment, tailored strategies can be developed to effectively address the needs of different user groups. This approach not only enhances the product's market fit but also ensures that it provides maximum benefit to users with varying levels of disability and technological proficiency.

GITHUB

LINK:[https://github.com/949pramod/PC\\_CONTROL\\_USING\\_EYES\\_MARKET\\_SEGMENTATION-](https://github.com/949pramod/PC_CONTROL_USING_EYES_MARKET_SEGMENTATION-)



# Market Segmentation Analysis Report (STEP 8, 9) By VIPUL JADHAV

Project: PC Control Using Eyes for People with Disabilities

## 1. Introduction

This report presents the market segmentation analysis for the project "PC Control Using Eyes for People with Disabilities." The analysis aims to identify distinct segments within the target market based on various demographic, geographic, and behavioral attributes. The dataset used for this analysis contains information on Age, City, Gender, Income, Education, Occupation/Job, Geophysical Location, Tech Level, Disability, Budget, and Usage Frequency.

## 2. Methodology

The market segmentation analysis was conducted in three main steps: extracting segments, profiling segments, and describing segments.

## 3. Step 8: Visualizing Clusters

### 3.1 Pair Plot Visualization

To understand the relationships between different features and their distribution across the identified clusters, pair plots were generated. Pair plots help visualize how features interact and contribute to the clustering process.

- Pair Plots: These plots display scatter plots of different feature pairs, colored by their cluster labels. This visualization helps in identifying how clusters differ across multiple dimensions.

### 3.2 Principal Component Analysis (PCA)

PCA was employed to reduce the dimensionality of the dataset to three principal components, making it easier to visualize the clustering results.

- 3D Scatter Plot: A 3D scatter plot of the PCA components was created, showing the distribution of data points in a reduced three-dimensional space, with each cluster represented by a different color. This plot helps in understanding the spatial distribution of clusters and identifying patterns.

## 4. Step 9: Cluster Summary and Insights

### 4.1 Cluster Summary

The characteristics of each cluster were summarized by computing the mean values of the features for each cluster. These means were normalized to facilitate better comparison across clusters.

- Heatmap: A heatmap was generated to display the normalized mean values of features for each cluster. This visualization helps in identifying the dominant characteristics and differences among clusters.

- Radar Chart: A radar chart further illustrated the feature profiles of each cluster, highlighting the strengths and weaknesses of each segment across various attributes.

### 4.2 Insights and Implications

The descriptions provided actionable insights into each segment, highlighting potential target groups for the product. For example:

- Young, tech-savvy individuals: This group is likely to adopt new technologies quickly and could be early adopters and promoters of the product.

- Older individuals with lower tech levels: This group might require additional support and education to effectively use the product.

- Professionals with high education and budget: This segment could be targeted with premium features and personalized solutions.
- City-specific segments: Marketing strategies could be tailored to the unique needs and characteristics of individuals in specific geophysical locations.

## 5. Conclusion

The market segmentation analysis for the "PC Control Using Eyes for People with Disabilities" project revealed distinct segments within the target market. By understanding the unique characteristics and behaviors of each segment, tailored strategies can be developed to effectively address the needs of different user groups. This approach not only enhances the product's market fit but also ensures that it provides maximum benefit to users with varying levels of need and technological proficiency.

Github Link: <https://github.com/vipulcj/Market-Segmentation->

# Financial Equation by SHLOK

## Financial Equations for "PC Control Using Eyes for People with Disabilities"

### Introduction:

For the project "PC Control Using Eyes for People with Disabilities," it's essential to select financial equations that align with the project's unique aspects. This project focuses on developing and implementing technology that allows people with disabilities to control PCs using eye movements. Various costs and revenue streams are involved, including development, hardware, software, maintenance, and potential revenue from sales or services.

### Suitable Financial Equations:

The following financial equations will be useful for analyzing the project's economic viability:

#### *1. Return on Investment (ROI)*

ROI measures the efficiency and profitability of the investment made in the project.

$$\text{ROI} = (\text{Net Profit} / \text{Total Investment}) \times 100$$

Where:

- Net Profit = Total revenue generated from the sale or licensing of the PC control system minus the total costs incurred in development, deployment, and support.
- Total Investment = Sum of all expenses related to R&D, hardware, software development, deployment, and ongoing operational costs.

Application: To determine the financial return from developing and deploying the eye-control system compared to the total investment.

## *2. Total Cost of Ownership (TCO)*

TCO provides a detailed view of the overall costs involved throughout the project's lifecycle.

$$\text{TCO} = \text{Initial Costs} + \text{Operational Costs} + \text{Maintenance Costs}$$

Where:

- Initial Costs = Costs for R&D, hardware procurement, software development, and initial setup.
- Operational Costs = Ongoing expenses for hosting, support, user training, and other operational activities.
- Maintenance Costs = Costs for updates, bug fixes, and system upgrades over time.

Application: To evaluate the total financial commitment required to develop, deploy, and maintain the eye-control system.

## *3. Net Present Value (NPV)*

NPV assesses the profitability of the project by considering the present value of future cash flows, accounting for the time value of money.

$$\text{NPV} = \sum (R_t - C_t) / (1 + r)^t$$

Where:

- $R_t$  = Revenue at time  $t$

- $C_t$  = Cost at time  $t$
- $r$  = Discount rate (reflecting the opportunity cost of capital)
- $t$  = Time period
- $T$  = Total time period over which the cash flows are evaluated

Application: To evaluate the long-term financial viability and profitability of the eye-control project by considering future revenues and costs discounted to their present value.

#### 4. Break-Even Analysis

This analysis helps identify the point at which the project's total revenues equal its total costs, indicating no profit or loss.

$$\text{Break-Even Point} = \text{Fixed Costs} / (\text{Selling Price per Unit} - \text{Variable Cost per Unit})$$

Where:

- Fixed Costs = Development costs, fixed operational expenses, and other costs that do not vary with production levels.
- Selling Price per Unit = Price at which each unit of the eye-control system is sold.
- Variable Cost per Unit = Costs that vary with the level of production or service delivery, such as per-unit hardware and software costs.

Application: To determine how many units of the eye-control system need to be sold to cover all the fixed and variable costs.

#### Example Calculations

ROI Example:

$$\text{ROI} = (\text{Revenue from Eye-Control System} - \text{Total Costs}) / \text{Total Costs} \times 100$$

TCO Example:

$$\text{TCO} = \text{Development Costs} + \text{Hardware Costs} + \text{Software Maintenance Costs} + \text{User Support Costs}$$

NPV Example:

$$\text{NPV} = \sum (\text{Expected Revenue}_t - \text{Annual Operating Costs}_t) / (1 + 0.08)^t$$

(Assuming a 5-year project period and a discount rate of 8%)

Break-Even Analysis Example:

$$\text{Break-Even Point} = \text{Fixed Development Costs} / (\text{Price per System} - \text{Cost per System})$$

## Conclusion

These financial equations will help evaluate the economic feasibility, profitability, and cost management of the "PC Control Using Eyes for People with Disabilities" project.