



# **REAL-TIME AUDIO TRANSLATOR**



# Presented by:

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```
78 $SESSION['_CAPTCHA']['config'] = serialize($captcha);
79 trim(preg_replace('/\\\\\\\\/', '/', $image_src), '/');
80
81 return array(
82     'code' => $captcha,
83     'img' => $image_src,
84 );
85 }
86
87
88 if( !function_exists('hex2rgb') ) {
89     function hex2rgb($hex_str, $return_string = false, $separator = ',') {
90         $hex_str = preg_replace("/[^0-9A-Fa-f]/", '', $hex_str); // Gets a proper hex string
91         $rgb_array = array();
92         if( strlen($hex_str) == 6 ) {
93             $color_val = hexdec($hex_str);
94             $rgb_array['r'] = 0xFF & ($color_val >> 0x10);
95             $rgb_array['g'] = 0xFF & ($color_val >> 0x8);
96             $rgb_array['b'] = 0xFF & $color_val;
97         } elseif( strlen($hex_str) == 3 ) {
98             $rgb_array['r'] = hexdec(str_repeat(substr($hex_str, 0, 1), 2));
99             $rgb_array['g'] = hexdec(str_repeat(substr($hex_str, 1, 1), 2));
100             $rgb_array['b'] = hexdec(str_repeat(substr($hex_str, 2, 1), 2));
101         } else {
102             return false;
103         }
104         return $return_string ? implode($separator, $rgb_array) : $rgb_array;
105     }
106 }
107
108 // Draw the image
109 if( isset($_GET['captcha']) ) {
110     $img = hex2rgb($_GET['captcha'], true, '&');
111     $img_src = $img['img'];
112     $code = $img['code'];
113     $captcha = $code;
114     $image_src = $img_src;
115     $config = $SESSION['_CAPTCHA']['config'];
116     $SESSION['_CAPTCHA']['config'] = serialize($captcha);
117     trim(preg_replace('/\\\\\\\\/', '/', $image_src), '/');
118     return array(
119         'code' => $captcha,
120         'img' => $image_src,
121     );
122 }
```

# INTRODUCTION

*This project addresses the existing limitations in translation technologies. Its scope includes a desktop and mobile voice translation app. Ultimately, the goal is to eliminate language barriers.*

**Communication challenges hinder global interactions.  
Desktop and mobile voice translation application.  
Breaking down language communication barriers.**





# Project Abstract

**01**

## Challenge

Addresses global communication barriers through real-time voice translation.

**02**

## Technology

Employs Python, Speech Recognition, and Translation APIs.

**03**

## Solution

The project aims to overcome the challenge of global communication barriers by providing real-time voice translation across multiple languages. It leverages Python, Speech Recognition, and Translation APIs to create a seamless communication experience.



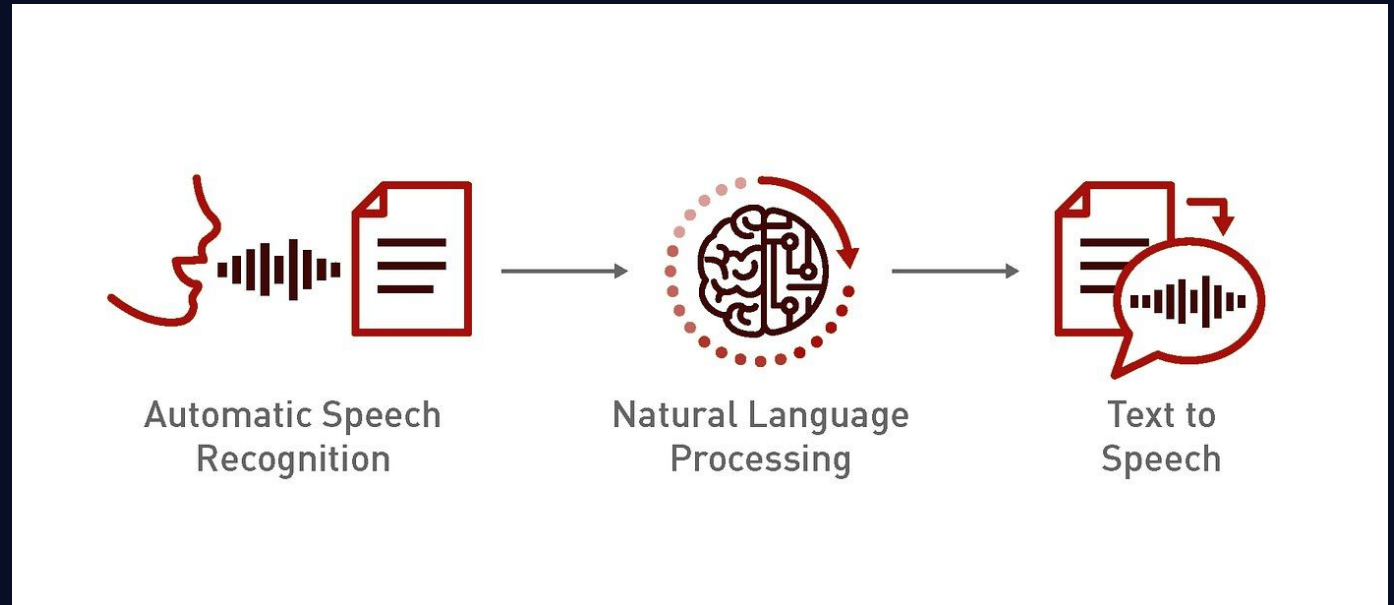
# Methodology and Tools

Programming  
Language  
Python 3.9+

Key Libraries  
SpeechRecognition  
Google Translate  
API  
pyttsx3

THE PROJECT UTILIZES PYTHON 3.9+ AS THE PRIMARY PROGRAMMING LANGUAGE. KEY LIBRARIES INCLUDE SPEECHRECOGNITION FOR AUDIO INPUT, GOOGLE TRANSLATE API FOR TRANSLATION, AND PYTTSEX3 FOR AUDIO OUTPUT. THE DEVELOPMENT ENVIRONMENT IS PYCHARM OR VS CODE.

# Implementation Architecture



The architecture includes speech-to-text conversion, a translation algorithm, error handling, and language detection features. Performance optimization techniques were crucial to achieve efficient functionality.

# Technical Challenges



## Speech Accuracy

Ensuring precise recognition.



## Minimizing Latency

Reducing translation delay.



## Accent Variations

Handling diverse accents.

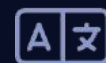
Accurate speech recognition, minimizing translation latency, and effectively handling different accent variations presented significant challenges. API rate limits and ensuring high-quality audio output were also key considerations.



# App Features



*Real-Time  
Voice input  
translation.*



*50+ Languages  
Extensive language  
support.*



*Crystal-Clear  
Audio output  
provided.*



*Low-Latency  
Translation under  
500ms.*

*The app features real-time voice input translation and supports over 50 languages. It offers crystal-clear audio output and maintains low-latency translation, all within a user-friendly interface.*





# Performance Metrics

95%

Accuracy

Translation accuracy rate.

350ms

Response Time

Average response time.

<100MB

Memory Usage

Efficient memory management.

The application achieved a 95% translation accuracy rate and an average response time of 350 milliseconds. Memory usage remained below 100MB, showcasing the app's efficiency and performance.

# Potential Applications



The app is valuable for international business, travel, and educational language learning. It can also enhance accessibility for hearing-impaired users and improve cross-cultural collaboration.



"THE POINT OF DOING THIS PROJECT ISN'T TO REPLACE GOOGLE TRANSLATE, BUT TO UNDERSTAND HOW THE TECHNOLOGY BEHIND IT WORKS. BY BUILDING OUR OWN AUDIO TRANSLATOR, WE LEARNED HOW TO:

"Capture and process audio using Python."

"Convert speech to text with speech recognition."

"Translate text using APIs like googletans."

"Possibly even output translated speech back to audio."

It gave us hands-on experience with real-world technologies used in voice assistants, language tools, and accessibility software. Plus, we can customize or extend it - like translating into multiple languages, storing results, or embedding it into devices - which Google Translate doesn't let us do."



A photograph of a silver laptop on a wooden desk. The laptop is open, and its keyboard is visible. A white circle is superimposed over the center of the image, and a black rectangular box with the text 'THANK YOU' in white, italicized, sans-serif font is placed across the middle of the circle. The background is softly blurred, showing a chair and some papers on the desk.

*THANK YOU*