International Journal of Scientific Research in Science, Engineering and Technology
Print ISSN: 2395-1990 | Online ISSN : 2394-4099 (www.ijsrset.com)
doi : https://doi.org/10.32628/IJSRSET2310248

Sign Language Recognition Based on Hands Symbol's Classification

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ARTICLEINFO

Article History:

Accepted: 01 April 2023
Published: 10 April 2023

Publication Issue
Volume 10, Issue 2
March-April-2023

Page Number
353-362

ABSTRACT

One of the most natural and ancient types of conversational language is sign language. The technology that converts sign language into writing for people who have difficulty communicating, such as those who have speech issues, hearing disabilities, or are deaf, is the subject of this study. This paper is based on a real-time method based on finger writing and neural networks for American sign language. An interesting field of vision study is the automatic recognition of human gestures from video images. The Research recommend employing a convolution neural network (CNN) method to recognize human hand motions from a photograph. The objective is to identify hand movements used in human work activities from a camera image. Hand placement and orientation are employed to collect the training and assessment data for CNN. The hand is first put through a filter, and once that has been done, it is put through a classification, which determines what class the hand movements belong to. Then, CNN is trained using the measured pictures.

Keywords - Convolutional Neural Network, Sign Language, Machine Learning, Alphabet predictions

I. INTRODUCTION

Nearly 466 million individuals have peroration or hail impairments, and 80 of them are semi- or illiterate, tallying to a WHO (World Health Organization) study. utilizing gesture language, this may visually express and give our ideas, passions, and shoes in a verbal expressway. The deaf community advantages greatly from the use of gesture language for the message. subscribe language is a language where the expression of feelings is done through visual gesture patterns. When the deaf population tries to partake in their opinions, and studies and ascertain with the general public, there's a message gap. presently, mortal-grounded translators are substantially exercised by two populations, which may be expensive and clumsy. Experimenters have created numerous spontaneous gesture language recognition ways that can interpret gesture movements in a scrutable manner thanks to creations in the fields of deep literacy and computer unreality. The message gap between those with message impairments and those who aren't working consequently. also, it gives deaf-mute persons the option to sit and shadow their particular evolution. tallying to a check by the World Federation of the Deaf (WFD), 328 million grown-ups and 32 million children worldwide (or over 5 of the grand population) have a hail impairment. Around the world, there are around 300 nonidentical gesture languages in use. Because nonidentical gesture languages exercise distinct rudiments it can be delicate to fete gesticulations in nonidentical gesture languages exercise distinct rudiments, it can be delicate to fete gesticulations in nonidentical gesture languages.

The most common or garden gesture language is the American gesture language. The only means of message for Deaf & Dumb persons are gesture languages since their single message-related handicap prevents them from utilizing stated languages. The process of communicating involves swapping ideas and dispatches via a variety of means, involving voice, signalling, gesture, and filmland. People who are deaf and uncommunicative (D&M) exercise their grasp to make a variety of gestures to give to others. The verbal message that takes position through gestures is comprehended visually. subscribe language is the verbal shape of a message exercised by the deaf and the uncommunicative. This study primarily focuses on developing a model that can fete phase gestures grounded on cutlet spelling and combine each stir to produce an entire word.

The benefactions of this comprehensive Sign Language Recognition review paper are as follows:

- Carried out a review of the once two decades of published affiliated work on insulated homemade SLR, insulated mechanical SLR, nonstop primer SLR, and nonstop-manual SLR.
- Bandied different seeing approaches for sign language recognition and modality
- Mooted the frame of SLR and handed sensitive guidance on SLR
- This paper presents SLR datasets concerned with insulated and nonstop, colourful sign languages, and the complexity of the datasets bandied.

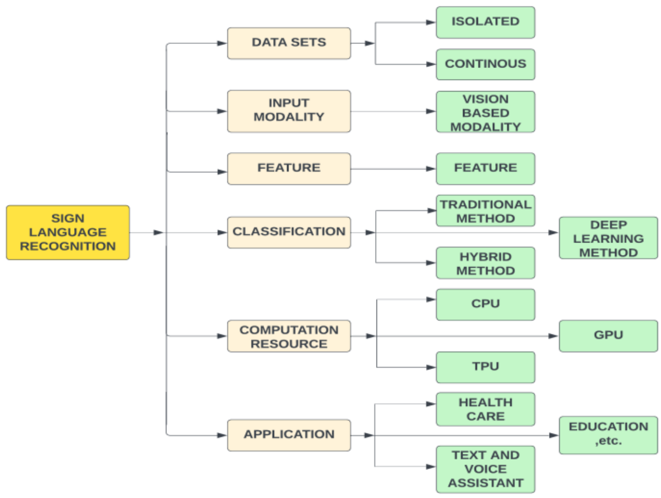

Figure 1 – Sign Language Recognition

II. RELATED WORK

The two parameters that define sign language are manual and non-manual, respectively. Motion, position, hand form, and hand orientation make up the manual parameter. The non-manual parameter consists of head motion, mouth motions, and facial expressions. Unlike kinesics, sign language does not take the surroundings into account. A few terminologies are used in sign language, such as "signing space," which describes signing that occurs in 3D space near the head and truck. Both one-handed and two-handed signs are used. When only the dominant hand is used to make the sign, it is referred to as a one-hand sign; however, when the non-dominant hand participates, it is referred to as a two-handed sign.

The grammar of sign language is essentially distinct from spoken language since it evolved differently from spoken language. In spoken language, a sentence's structure is one-dimensional, with one word coming after the other. With sign language, however, a simultaneous structure with a parallel temporal and spatial arrangement occurs. Based on these traits, sign language sentence structure is less rigid than that of spoken language. Time, place, person, and base are all included in the formation of a sign language phrase. Each letter in spoken languages corresponds to a sound. Nothing analogous exists for the deaf. As a result, those who are deaf from birth or who become deaf at a young age have extremely small spoken language vocabularies and have a difficult time reading and writing.

Using a variety of segmentation and non-segmentation algorithms with a constrained recognition rate and time, relatively little effort has been made in hand gesture recognition. A back-Propagation Neural Network (BPNN) Algorithm for 6 hand postures (a, b, c, point, five, and v) of 10 people in the local system or the frame acquired from the webcam camera is suggested. Raw Features Classifiers and Histogram Features Classifiers, respectively, obtained 70% and 85% accuracy. is described in employing the Radial Basis Function Neural Network (RBFNN) as a classifier together with the Motion Vision Based Skin Colour Segmentation (MVBSCS) Method. The recognition system worked under uniform illumination conditions and had a 97.5% success rate.

III. SYSTEM ARCHITECTURE

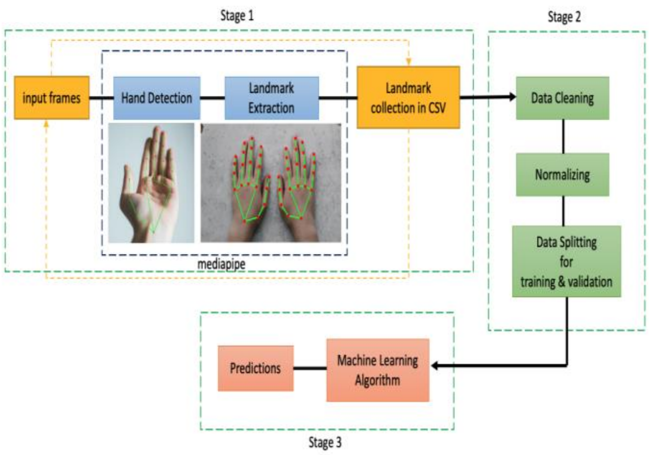

Figure 2 - System Architecture

This figure 2 helps to understand how the system functions as a whole. The video segmentation stage separates the signer's hands and head from the overall frame of the image. Each hand movement is identified in the video frame by the hand tracking module. Shape characteristics from segmentation and position data from tracking are combined to create feature matrices for each sign, which are then optimised. Using a video of the signer, the procedure is performed for each sign that is accessible. In the output, the text is translated into audio and the signs are translated into text.

IV. AMERICAN SIGN LANGUAGE (ASL)

An alternative form of communication based on the English language is American Sign Language (ASL). which one may convey through facial and hand gesture it serves as the main language for many deaf and hard of hearing North Americans. Not everyone can communicate using signs. There are several distinct sign languages used across the world. A person who knows ASL might not comprehend BSL, for instance, because BSL is a separate language from ASL. In the US, ASL ranks fourth in terms of use.

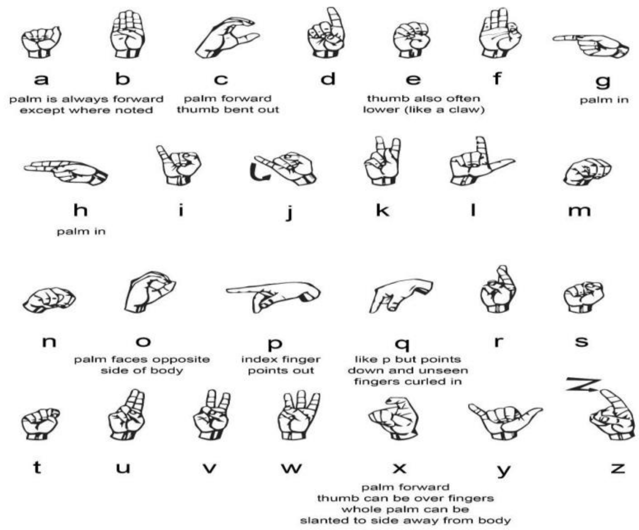

Figure 3 - A-Z Sign Symbols

V. METHODOLOGY

Ultramodern technology is sophisticated and able of helping the deaf and hard of hail. We propose a model that can comprehend sign language and uses the Convolutional network The predicted alphabets will be shown in real- time when sign language is detected using a smartphone camera. The model can also be made available for a variety of sign languages

(I) DATA ACQUISTION

The following are some techniques for learning about hand motions using various methods: To enable precise hand configuration and position, it employs electromechanical devices. Information extraction techniques based on gloves might vary. But it is expensive and not user-friendly. The input device for seeing the information of hands and/or fingers in vision-based approaches is the computer webcam. In order to realize natural contact between people and computers without the need for any additional equipment, the Vision Based approaches simply need a camera, which lowers expenses. The main difficulty in vision-based hand detection is dealing with the enormous variability in the appearance of the human hand caused by a great number of hand movements, the potential for different skin tones, as well as the various viewpoints, scales, and camera shutter speeds used to capture the scene. Many active and intrusive cameras are utilized to capture the depth data while one camera is used to collect standard signs. The unbroken motion was recorded by a video camera, webcam, or smartphone device. The sensor-based technique uses the sensor to gather the signal.

(II) DATA PRE-PROCESSING AND FEATURE EXTRACTION

This method of hand recognition uses the media pipe library, a tool for image processing, to first identify hands in webcam images. Hence, once the hand has been extracted from the picture, we obtain the region of interest (Roi), which is then cropped and turned into a grayscale image using the OpenCV library after gaussian blur has been added. The open computer vision library, generally known as OpenCV, makes it simple to apply the filter. Using threshold and adaptive threshold approaches, we then transformed the grey picture into a binary image. For signs with the letters A through Z, we have gathered pictures of various signs from various viewpoints. There are many flaws in this method, such as the requirement that your hand must be in front of a clear, soft background and that it be in good lighting conditions for it to produce accurate results. However, in the real world, neither good backgrounds nor good lighting conditions are always present. Thus, after experimenting with several strategies, we came up with an intriguing method in which we first used media pipe to identify hands from frames and then obtained the hand landmarks of the hands that were present in that picture before drawing and connecting those landmarks in a plain white image and later we converted into landmark system.

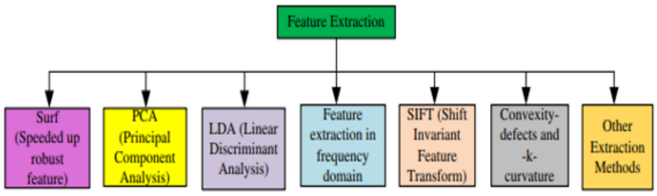

Figure 4 – Feature Extraction Techniques

Figure 4 Contain various Extraction technique Which help to develop machine learning Project. Feature Extraction aims to reduce the number of features in a dataset by creating new features from the living bones (and also discarding the original features). These new reduced set of features should also be suitable to epitomize utmost of the information contained in the original set of features. In this way, a summarised interpretation of the original features can be created from a combination of the original set. Another generally used technique to reduce the number of points in a dataset is point Selection. The difference between point Selection and point birth is that point selection aims rather to rank the significance of the being features in the dataset and discard less important bones.

The feature extracted in the feature extraction module is the angles and lines. For extracting the angle features, the slopes between each pair of landmarks are calculated using Eq. (1).

$$\boldsymbol{Si,j} = \frac{\boldsymbol{yj-yi}}{\boldsymbol{xj-xi}} \qquad (1)$$

where (xi, yi), (xj, yj) is a pair of landmarks and Si, j is the slope between them. These slopes are used to calculate the angles of landmarks using Eq. (2).

$$\boldsymbol{\theta ij} = \frac{\mathbf{tan-1}}{\mathbf{Si,j}} \qquad (2)$$

LINE FEATURES

The fritters are considered lines in this type of point birth. The fritters are labelled from 0 to 4. The pitches of fritters are calculated using bottom and top milestones for each cutlet using Eq. (1).Angles between fritters are calculated grounded on the pitches of fritters using Eq.(3). These angles between fritters are used as new features. Fig shows the fritters as lines. Eq. (3) is used for the computation of the angle between lines i and j

$$\theta i, j = \frac{|Si - Sj|}{|1 + SiSj|} \quad (3)$$

where θi, j is the angle between the pitches Si and Sj(pitches of cutlet i and j). The value of i and j is 0, 1, 2, 3, 4 representing fritters.

Algorithm 1 birth of angle and line features between every brace of milestones

Input dataset: ASL

Output: Affair uprooted point from hand disguise

for n = 0 m (for every frame)

1. Take each Frame and induce milestones via media pipe.

for i = 0 p (for every possible brace)

2 cipher pitches between a pair of land mark. Using Eq. (1)

3 Take pitches and cipher angle via Eq. (2) and store it.

4 Take pitches and calculate lines via Eq. (3) and store it.

end

end

return () uprooted Features of angles and lines

Mediapipe Landmark System:

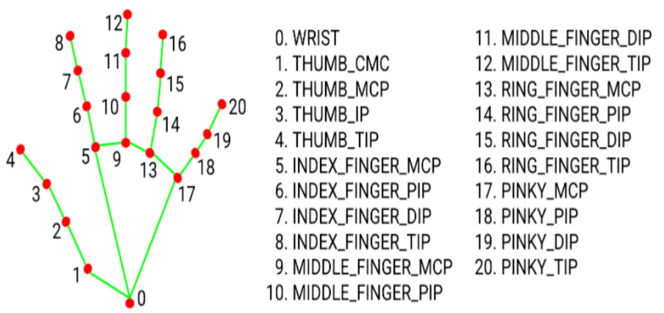

Figure 5 – Landmark System

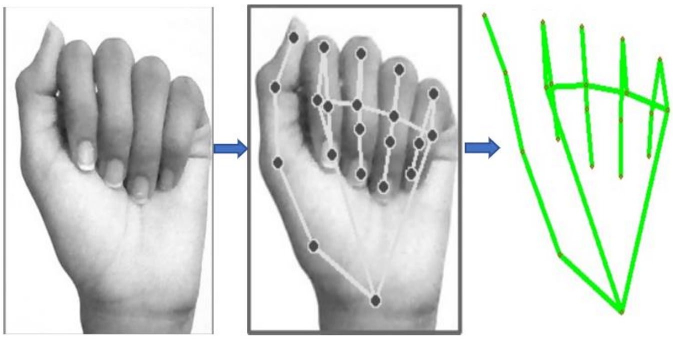

Figure 6 – Landmark Processing system using opencv

Now, using the OpenCV library, we get these landmark points and draw them on a white backdrop. The media pipe library will provide us with landmark points in any backdrop and, for the most part, in any lighting setting, so by doing this, it addresses the problem of background and lighting conditions.

Relevant feature extraction is crucial in SLR. It is essential for sign language because misclassification is caused by irrelevant factors. The feature extraction helps with accuracy and performance improvements. SURF (Speeded Up Robust Feature), speed-up robust feature (Laplace of Gaussian with box filter), SIFT (shift-invariant feature transform), PCA (Principal Component Analysis), LDA (Linear Discriminant Analysis), Convexity defects and k-curvature, time domain to frequency domain, Local binary pattern, etc. are a few of these feature extraction techniques. The computational load on the classifiers is lessened by feature vector dimension reduction techniques like PCA, LDA, etc. The training complexity is decreased via dimensionality pruning, features minimization, and dimension lowering while keeping the important high variance characteristics. Invariant to scale, direction, and noise, Fourier descriptors are also simple to normalize. The principal component analysis is the technique used to convert correlated data into unadjusted values. The feature vectors are decreased and the original data are effectively translated linearly.

(III) GESTURE CLASSIFICATION

CONVOLUTYIONAL NEURAL NETWORK (CNN)

A family of neural networks known as CNNs is veritably effective in resolving computer vision issues. They took their cues from how our smarts actually perceive vision, in the visual cortex. They employ a sludge or kernel to iteratively overlook all of the image's pixel values and do computations by conforming weights to allow for the identification of a particular point. Convolution, maximum pooling, levelling, thick, powerhouse, and a completely connected neural network subcaste are just a many of the layers available in CNN. Together, these layers produce a largely potent tool for locating characteristics in images. Beginning layers identify low- position traits, which are latterly replaced by further intricate advanced-position features. In discrepancy to conventional neural networks, the neurons in CNN layers are organized in three confines range, height, and depth. rather of all the neurons being completely linked, the neurons in a subcaste will only be connected to a bitsy portion of the subcaste (window size) antedating it. Because we'd condense the entire picture into a single vector of class scores at the conclusion of the CNN armature, the final affair subcaste would also contain confines (number of classes).

CONVOLUTION LAYER

We've chosen a modest window size (generally of length 5 * 5) for the complication subcaste that goes all the way down to the depth of the input matrix. The subcaste is made up of window- sized learnable pollutants. I moved the window by a certain quantum (generally one stride size) throughout each replication in order to calculate the fleck product of the sludge entries and the input values at a certain location. As we do with this approach, we'll develop a 2- Dimensional activation matrix that responds to the matrix at every point in space.

To put it another way, the network will learn pollutants that turn on when they spot specific visual features like an edge of a certain direction or patch of a certain colour.

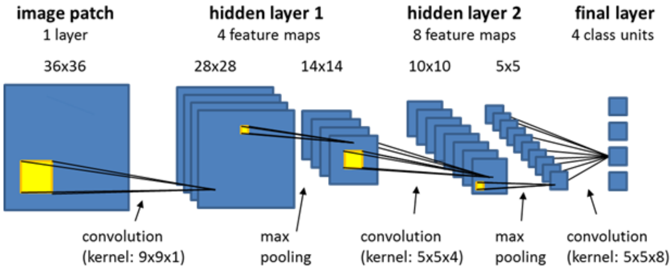

Figure 7 – Convolution Layer

POOLING LAYER

We use a pooling layer to decrease the size of the activation matrix and ultimately reduce the learnable parameters. There are two types of pooling:

1. MAX POOLING
2. AVERAGE POOLING

1 MAX POOLING

With max pooling, we only use a maximum of 4 values for a window size (for instance, a window of size 2*2). We'll close this window and keep doing this until we eventually get a reduced-size activation matrix.

2 AVERAGE POOLING

To construct a down sampled (pooled) feature map, the average value for patches of a feature map is calculated using the average pooling method. It is frequently used following a convolutional layer. In average pooling, we take the average of all Values in a window.

POOLING

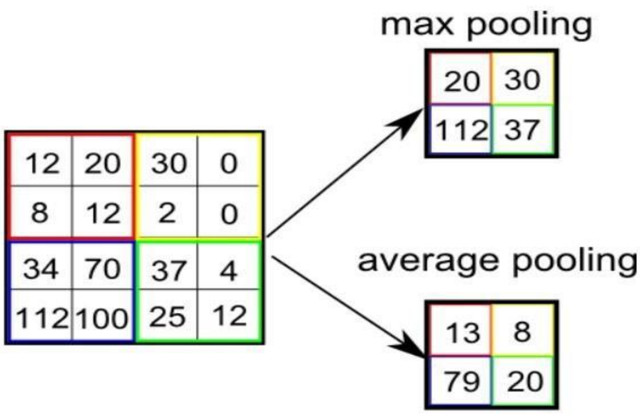

Figure 8 – Pooling

FULLY CONNECTED LAYER

A fully connected layer adds a bias vector after multiplying the input by a weight matrix. One or more fully connected layers come after the convolutional (and down-sampling) layers. As the name implies, every neuron in a layer that is completely linked has connections to every neuron in the layer above it. Neurons in a convolution layer are only connected locally, but in a fully connected area, all of the inputs are coupled to the neurons.

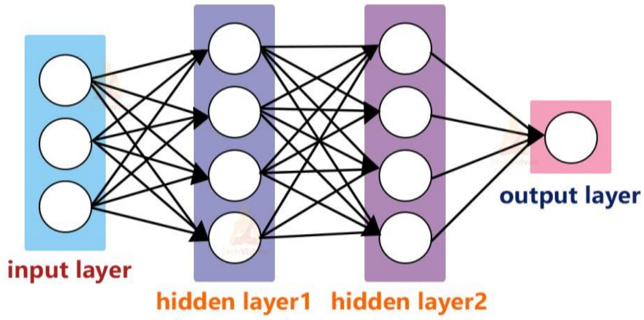

Figure 9 – Recurrent Neural Network

The keras CNN model will be fed with the 180 pre-processed pictures and alphabet.

We classified all 26 distinct alphabets into 8 classes, each of which comprises alphabets that are related because we had poor accuracy in 26 separate classes.

[y, j]

[c, o]

[g, h]

[b, d, f, i, u, v, k, r, w]

[p, q, z]

[a, e, m, n, s, t]

Each gesture label will have a probability associated with it. The anticipated label will be the one with the highest likelihood. Hence, when the model classifies [aemnst] into a single class using mathematical operations on hand landmarks, we will further classify it into a single alphabet consisting of the letters a, e, m, n, s, and t. Eventually, we achieved 97% Accuracy using our approach (both with and without a clear background and optimal lighting circumstances). Moreover, we obtained even 99% accurate results when the backdrop is clear and the lighting is favourable.

(IV) TEXT TO SPEECH TRANSLATION

The model converts recognized hand movements into speech. To translate the identified words into the right speech, we utilized the pyttsx3 package. The text-to-speech output is a quick fix, but it's a helpful feature because it mimics a real-world conversation. The entry field text value, which represents the phrases or text to be read, will be stored in the message variable. To read the text, lang uses that language. English is used as the default language. The text should be read slowly when possible. False is the present value. There is no need to provide it to gTTS (Google Text to Speech) because we want the default value of lang. Speech records the text's voice conversion.

The cross-platform pyttsx3 library is used to create the Text-to-Speech converter. The fact that this library can convert text to voice offline is its main benefit. Only Python 2. x is supported by pyttsx3, though. Hence, we will see pyttsx3, which has been altered to function with both Python 2. x and Python 3. x.

1 To give the synthetic voice a natural character, speech synthesis techniques will be applied.

2 The English language's structure can serve as the fundamental building block for voice synthesis.

3 A phoneme-based speech database for the English language will be created. To create the synthetic output speech,

4 phonemes will be searched for in the database, and the relevant phoneme sounds will be concatenated.

VI. RESULT

Each curve's cross-validation score is poor and becomes worse with time. When comparing the random forest's performance to that of the decision tree and the naive Bayes classifier, the curve indicates very good performance. The training score is almost at its maximum in decision trees and random forests, but it gradually declines in the case of naive Bayes. Figure 10 displays the learning curves for the ASL-alphabet. It is evident that, when compared to the other four classifiers, the random forest classifier performs better using the suggested approach.

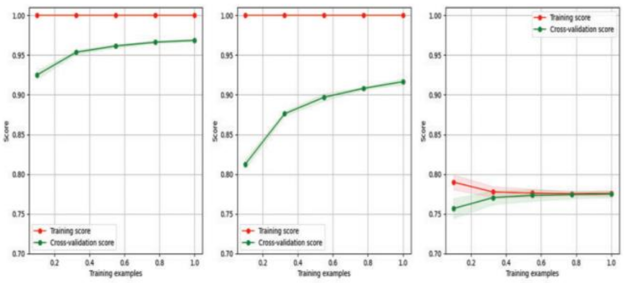

Figure 10 - Accuracy score on the y-axis and training **examples on the x-axis for** (a) Random Forest curve, (b) Decision tree curve, and (c) Naive Bayes curve

Moreover, Naive Bayes, which performs best with independent features, has the lowest accuracy rates. Yet, the traits are interdependent in the suggested strategy. The angle between landmark 12 and landmark 4, for instance, changes when the angle between landmark 0 and landmark 12 (12 is located on the tip of the middle finger), which influences the other characteristics as well.

The accuracy of the chosen ASL alphabet datasets, as shown by the confusion matrices:

	A	B	C	D	de	E	F	G	H	I	J	K	L	M	N	nt	O	P	Q	R	S	sp	T	U	V	W	X	Y	Z
A	**0.94**	0	0	0	0	0.01	0	0	0	0	0	0	0	0.02	0.01	0	0	0	0	0	0.01	0	0	0	0	0	0	0	0
B	0	**0.97**	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.01	0	0	0	0	0	0	0
C	0	0	**0.97**	0	0.01	0	0	0	0	0	0	0	0	0	0	0	0	0	0.01	0	0	0	0	0	0	0	0	0	0
D	0	0	0	**0.97**	0	0	0	0	0	0	0	0	0	0	0	0	0.01	0	0	0	0	0	0	0	0	0	0	0	0
de	0	0	0.01	0.01	**0.87**	0.01	0	0	0	0	0	0	0	0.01	0	0	0	0.02	0.01	0	0	0.03	0	0	0	0	0	0	0.02
E	0	0	0	0	0	**0.94**	0	0	0	0	0	0	0	0.01	0.01	0	0	0	0	0	0.01	0.02	0	0	0	0	0	0	0
F	0	0	0	0.01	0	0	**0.94**	0	0	0	0	0	0	0.01	0	0	0.01	0	0	0	0	0.02	0	0	0	0	0	0	0
G	0	0	0	0	0	0	0	**0.96**	0.01	0	0.01	0	0	0	0	0	0	0.01	0	0	0	0.01	0	0	0	0	0	0	0
H	0	0	0	0	0.01	0	0	0.01	**0.97**	0	0	0	0	0	0	0	0	0	0	0	0	0.01	0	0	0	0	0	0	0
I	0	0	0	0	0	0.01	0	0	0	**0.93**	0	0	0	0.01	0	0	0	0	0	0	0	0.01	0	0	0	0	0	0	0
J	0	0	0	0	0	0	0	0	0.01	0	**0.96**	0	0	0.01	0	0	0	0	0	0	0	0.01	0	0	0	0	0	0.01	0
K	0	0	0	0	0	0	0	0	0	0	0	**0.96**	0	0	0	0	0	0	0	0.01	0	0.01	0	0.01	0.01	0	0.01	0	0
L	0	0	0	0.01	0	0	0	0	0	0	0	0	**0.96**	0.01	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
M	0.01	0.01	0	0	0.01	0.01	0.01	0	0	0.01	0	0	0	**0.87**	0.04	0	0	0	0	0	0.01	0.01	0	0	0	0	0	0	0
N	0	0	0	0	0.01	0	0	0	0	0	0	0	0	0.14	**0.8**	0	0	0	0	0	0	0.02	0	0	0	0	0	0	0
nt	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**0**	0	0	0	0	0	0	0	0	0	0	0	0	0
O	0	0	0.01	0.02	0.01	0	0	0	0	0	0	0	0	0.02	0	0	**0.93**	0	0	0	0	0.01	0	0	0	0	0	0	0
P	0	0	0	0	0.01	0	0	0	0.02	0	0	0	0	0	0	0	0	**0.94**	0.02	0	0	0.01	0	0	0	0	0	0	0
Q	0	0	0	0	0.03	0	0	0	0	0	0	0	0	0	0	0	0	0.01	**0.93**	0	0	0	0	0	0	0	0	0	0
R	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**0.93**	0	0.01	0	0.02	0	0	0.01	0	0
S	0	0	0	0	0	0.01	0	0	0	0	0	0	0	0.01	0	0	0	0	0	0	**0.94**	0.01	0	0	0	0	0.01	0	0
sp	0	0	0	0.01	0.01	0.01	0	0	0	0	0.01	0	0	0.03	0	0	0.01	0	0	0.01	0	**0.85**	0	0	0	0	0.01	0.01	0
T	0	0	0	0.01	0	0	0	0	0	0	0	0	0	0.01	0	0	0	0	0	0	0	0	**0.96**	0	0	0	0	0	0
U	0	0.01	0	0	0	0	0	0	0	0	0	0	0	0.01	0	0	0	0	0	0.02	0	0.01	0	**0.92**	0.01	0	0.01	0	0
V	0	0	0	0	0	0	0	0	0	0	0	0.01	0	0	0	0	0	0	0	0.01	0	0.02	0	0.01	**0.91**	0	0.01	0.01	0
W	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.01	0	0	0.01	**0.94**	0	0	0
X	0	0	0	0.01	0.01	0	0	0	0	0	0	0.01	0	0.01	0	0	0	0	0	0	0.01	0.02	0	0.01	0	0	**0.91**	0	0
Y	0	0	0	0	0	0	0	0	0	0	0	0	0	0.01	0	0	0	0	0	0	0	0.01	0	0	0	0	0	**0.95**	0
Z	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**0.98**

Note: De = del; nt = nothing; sp = space;

Figure 11 – Confusion Matrix for ASL

VII. FUTURE ENHANCEMENT

- To apply other sign languages similar as American, subscribe Language.
- To further train the LSTM model to fete rudiments and symbols.
- To enhance the model to descry facial expressions.
- To add a lesser number of training data which results in a advanced delicacy score.
- To completely make a system that's able of incorporating numerous languages into a single system.
- To develop a complete system fully that could help the deaf and dumb people.

VIII. CONCLUSION

The development of the Sign Language Recognition System has gone from categorizing simply static signs and alphabets to a system that can accurately identify dynamic motions that come in pictures that run continuously. The creation of a broad vocabulary for sign language recognition systems is currently receiving greater attention from researchers.

For some of the nations engaged in the development of sign language recognition systems, a large database has yet to be made public. In the field of pattern recognition and identification systems, neural networks are one of the most potent technologies. To recognize the static pictures of the sign alphabetic language, the system displays a reasonably excellent performance. The technique demonstrate that the first step might be helpful for deaf or speech-impaired individuals to interact with the rest of the population who are illiterate in the language. The hardware architecture created for this study is utilized as an image recognition system, but it is not just restricted to that usage; the design may also be used to handle other types of signals. Future work will involve expanding the system to include a learning mechanism for dynamic indicators and demonstrating the effectiveness of the current system using photographs shot from various angles. This technique has a number of uses that may be mentioned, including detecting and extracting data about human hands that can be used in robotics, gaming technology, virtual controllers, and remote control in the business, as well as sign language recognition that is transcribed to voice or text.

Cite this article as :

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Cite this article as :

Bhavani R, Giritharan B, Jitendar Patel B, "Sign Language Recognition Based on Hands Symbol's Classification", International Journal of Scientific Research in Science, Engineering and Technology (IJSRSET), Online ISSN : 2394-4099, Print ISSN : 2395-1990, Volume 10 Issue 2, pp. 353-362, March-April 2023. Available at doi :
https://doi.org/10.32628/IJSRSET2310248
Journal URL : https://ijsrset.com/IJSRSET2310248