Smart Task Trekker Implemented Using Python And APIs

D. Sravani Lakshmi Durga[1*],K. Lakshmi Pavani[2],Dr. S. Jancy[3]

[1,2,3]Dept. of CSE, Sathyabama Institute of Science and Technology, Chennai, India

lakshmipavanikothamasu@gmail.com

Abstract. This paper proposes the development of a voice assistant integrated into an augmented reality (AI) environment. Voice assistants have become increasingly popular in recent years, with the widespread adoption of smart speakers and mobile devices. Meanwhile, AI technology has also advanced rapidly, offering new ways to interact with digital information and objects in the real world. The proposed system aims to combine the convenience and ease of use of a voice assistant with the immersive and interactive nature of AI. The user will be able to access the voice assistant through a wearable device, such as smart glasses or a headset. The voice assistant will respond to the user's voice commands and provide relevant information and assistance, displayed as virtual overlays in the AI environment. The system will use natural language processing and machine learning algorithms to interpret the user's voice commands and provide accurate and helpful responses. The voice assistant will also be able to learn from the user's interactions and adapt to their preferences and habits over time. The potential applications of the system are numerous, ranging from personal assistance to industrial and commercial use cases. For example, a user could use the voice assistant to navigate through a city or a museum, receive real-time translations, or access information about products in a store. In a factory or a warehouse, workers could use the system to receive instructions and guidance, improving their efficiency and safety. The implementation of the system will require overcoming technical challenges related to the integration of voice recognition and AI technology, as well as ensuring user privacy and security. However, the potential benefits of a voice assistant in an any environment make it a promising area for future research and development.

Keywords: Voice assistants, Augmented Reality, Wearable device, Machine learning, Privacy and Security

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1 Introduction

Voice assistants have become an integral part of our daily lives, with devices like Amazon's Alexa, Apple's Siri, and Google Assistant providing convenient access to information and assistance. Meanwhile, augmented reality (AR) technology has also advanced rapidly, allowing us to interact with digital information and objects in the real world. In this context, the integration of voice assistants with AR technology presents an exciting opportunity to create a more immersive and interactive experience for users. A voice assistant in an AR environment would allow users to access information and assistance through natural language voice commands, while also displaying relevant visual information in the AR space[1].

The potential applications of such a system are numerous. For example, a user could use the voice assistant to navigate through a city or a museum, receive real- time translations, or access information about products in a store. In industrial or commercial settings, workers could use the system to receive instructions and guidance, improving their efficiency and safety[2].

Implementing such a system would require overcoming technical challenges related to the integration of voice recognition and AR technology, as well as ensuring user privacy and security. However, the benefits of a voice assistant in an AR environment make it a promising area for research and development. This paper proposes the development of a voice assistant integrated into an AR environment. The system will use natural language processing and machine learning algorithms to interpret user voice commands and provide relevant information and assistance[3].

2 Related Work

The integration of voice assistants and augmented reality (AR) technology has the potential to create more intuitive and natural user interfaces for a variety of applications, ranging from personal assistance to industrial and commercial use cases. However, there are several open problems that need to be addressed to fully realize the potential of this technology. These problems include the accuracy and robustness of voice recognition, privacy and security concerns, designing intuitive and natural user interfaces, accommodating different user needs and preferences, overcoming technical limitations, and integrating with existing systems[4]. Addressing these open problems is essential to create a more robust, secure, and user-friendly voice assistant system in an AR environment. In this section, we will explore each of these open problems in more detail Accuracy and robustness of voice recognition: One of the primary challenges in integrating voice assistants and AR technology is the accuracy and robustness of voice recognition in noisy environments. AR devices are often used in noisy environments such as construction sites or factory floors, where there is a lot of ambient noise. Voice recognition algorithms need to be robust enough to recognize voice commands accurately in such environments[5].

Hong et al. (2019) examined the use of ARVA in the education domain. The authors developed an ARVA based mobile app that allowed students to interact with virtual learning materials in a more

engaging and interactive way. The results showed that the ARVA-based app significantly improved student motivation and learning outcomes.Cerratto-Pargman and Fernaeus (2019) discussed the challenges of designing ARVA for educational purposes. The authors highlighted the need for a more user-centered design approach, as well as the importance of considering the sociocultural context in which ARVA is being used.Xiang et al. (2019) investigated the challenges of integrating virtual assistant functionality with AR technology. The authors identified Martínez-García et al. (2021) discussed the challenges of protecting user privacy and securing data in ARVA. The authors highlighted the importance of implementing appropriate data protection measures and informing users about the collection and use of their data. Prabhu et al. (2018): healthcare industry, ARVA has been explored as a tool for improving patient outcomes and education. found that ARVA-based patient education significantly improved patient knowledge and satisfaction.Lee and Han (2019) ARVA has also been used in the tourism industry to enhance the visitor experience. found that ARVA- based tour guides improved visit or engagement and satisfaction. Chai et al. (2021), use of ARVA in remote collaboration has been explored as well. found that ARVA based remote collaboration improved communication and task performance for distributed teams. The use of ARVA in gaming has also been explored, with games such as Pokemon Go and Ingress using AR to provide an immersive gaming experience. The success of these games has led to increased interest in ARVA as a platform for gaming and entertainment. ARVA has been used for employee training in various industries.Zhang et al. (2020): The learning with ARVA has been explored as well. This integration allows ARVA to provide more personalized and context-aware assistance to users. (2020) found that the use of machine learning in ARVA improved user satisfaction and task performance. Overall, the literature suggests that ARVA has significant potential in various domains, including retail, education, and hospitality. However, technical challenges, user adoption, and privacy concerns need to be addressed for success- ful implementation.

3 Proposed System

The proposed system for the Voice Assistant in Augmented Reality is a software application that combines the capabilities of a voice assistant with the immersive experience of augmented reality technology. The system has been designed to offer users a more intuitive and natural means of engaging with technology. This is achieved by allowing them to utilize voice commands for the control and interaction with virtual objects within an augmented reality environment. The system will comprise a mobile application that can be installed on a smartphone or tablet. This application will leverage the device's camera and sensors to generate an augmented reality environment. The application will also include a voice assistant feature, which will allow users to give voice commands to control and interact with virtual objects in the augmented reality environment. The system will also include a range of other features, such as the ability to set reminders, create to-do lists, and control smart home devices. The user will be able to activate these features using voice commands, and the system will respond with relevant actions[6].

Intended use: Offer users a more instinctive and organic means of engaging with technology. Potential impact: Revolutionize the way we interact with technology by making it more natural, intuitive, and immersive[7].
Technology: Mobile device camera and sensors, natural language processing technology, augmented reality technology
Use cases: Weather forecasting, navigation, productivity, smart home control, entertainment, education
Target audience: Users who value convenience, efficiency, and immersive experiences, particularly those who are comfortable with voice-activated assis- tants and mobile technology[8].
Competitors: Other voice assistants, augmented reality applications, mobile productivity and entertainment apps
Challenges: Integration of voice assistant and augmented reality technologies, accuracy of natural language processing, potential privacy concerns Opportunities: Expanding use cases for augmented reality and voice assistants, potential for personalized and customizable experiences, potential for integration with other technologies and services[9].

b) The factors for these difficulties are:
1. Privacy and security: AR devices have the potential to capture sensitive in- formation such as personal conversations or industrial secrets. It is important to ensure that the voice assistant system is designed in a way that protects user privacy and data security.
2. Designing intuitive and natural user interfaces: Voice assistants and AR technology have the potential to create more intuitive and natural user interfaces. However, designing such interfaces requires careful consideration of factors such as the user's physical environment, the user's task and goals, and the user's preferences and abilities.
3. Accommodating different user needs and preferences: AR devices are used by users with different needs and preferences, such as users with disabilities, users who speak different languages, or users with different cultural backgrounds. It is important to design the voice assistant system in a way that accommodates different user needs and preferences.
4. Overcoming technical limitations: AR devices are often limited by factors such as battery life, processing power, and connectivity. Voice assistants need to be designed in a way that takes into account these technical limitations to ensure optimal performance.
5. Integrating with existing systems: Voice assistant systems need to be integrated with existing systems such as enterprise resource planning (ERP) systems, customer relationship management (CRM) systems.

Feasibility Studies / Risk Analysis Of The Project

As with any new technology, the integration of voice assistants and augmented reality (AR) brings with it a range of potential risks that must be carefully analyzed and addressed. In this section, we will explore the various risks associated with the use of voice assistants in an AR environment and their potential impact on users, organizations, and society as a whole.

Privacy and security risks are among the most critical risks associated with voice assistants in AR environments. AR devices have the potential to capture sensitive information such as personal conversations or industrial secrets, raising concerns about data privacy and security. In addition to privacy and security risks, accuracy and reliability issues can also pose significant risks to users and organizations. If the voice assistant system is not accurate or reliable, it could lead to errors and mistakes, potentially causing harm to the user or the organization. also present risks to the functionality of voice assistants in AR environments. Finally, legal and ethical risks such as data privacy, user consent, and liability for errors or mistakes must be be addressed to ensure compliance with legal and ethical standards. by carefully analyzing and addressing these risks, organizations can create a safe and effective voice assistant system in an AR environment, providing users with an intuitive and natural user interface while protecting their privacy and data security.

Privacy and Security Risks: The integration of voice assistants and AR technology can raise concerns about data privacy and security. AR devices have the potential to capture sensitive information such as personal conversations or industrial secrets. The voice assistant system needs to be designed in a way that protects user privacy and data security. If the system is hacked, user data could be compromised, leading to financial losses, identity theft, or other negative consequences.
Accuracy and Reliability Risks: The accuracy and reliability of the voice assistant system can also pose risks to the user and the organization. If the system is not accurate or reliable, it could lead to errors and mistakes, potentially causing harm to the user or the organization. For example, if a voice command is misinterpreted in a manufacturing plant, it could lead to a production error or even a safety hazard
User Experience Risks: The user experience is also a critical risk factor for voice assistants in AR environments. If the system is not designed to be intuitive and user-friendly, it could lead to user frustration or even user error. If the user interface is too complicated or difficult to use, it could lead to reduced productivity and efficiency
Technical Limitations Risks: AR devices are often limited by factors such as battery life, processing power, and connectivity. Voice assistants need to be designed in a way that takes into account these technical limitations to ensure optimal performance. If the system is not designed to work within the technical limitations of the AR device, it could lead to poor performance and reduced user satisfaction.
Legal and Ethical Risks: The integration of voice assistants and AR technology raises legal and ethical concerns, such as data privacy, user consent, and liability for errors or mistakes. Organizations need to ensure that they comply with legal and ethical standards and that they are transparent about the use of voice assistant technology in AR environments.
Social Risks: The use of voice assistants in AR environments could also have social implications. For example, the use of voice assistants in public spaces could lead to privacy concerns for nearby individuals who may inadvertently. Over hear private conversations. Additionally, voice assistants could lead to a reduction in human-to- human interaction, potentially leading to social isolation and reduced social skills.
Bias Risks: Voice assistants are trained using machine learning algorithms, which can be biased based on the data used to train them. If the training data is biased, it could lead to biased results and potentially discriminatory outcomes. This is particularly important to consider in AR

environments where voice assistants are used for decision- making processes such as hiring or employee evaluations

Interoperability Risks: Interoperability between different AR devices and voice assistant systems is a significant challenge. As different vendors may use different technologies and protocols, it can be difficult to ensure that different devices and systems work seamlessly together. This could lead to user frustration and reduced productivity.

Maintenance and Upkeep Risks: AR devices and voice assistants require regular maintenance and upkeep to ensure optimal performance. Organizations need to consider the costs associated with maintaining and updating the system over time. Failure to do so could lead to reduced performance, increased downtime, and potential security risks.

Intended use: Provide users with a more intuitive and natural way to interact with technology.

Potential impact: Revolutionize the way we interact with technology by making it more natural, intuitive, and immersive

Technology: Mobile device camera and sensors, natural language processing technology, augmented reality technology

Use cases: Weather forecasting, navigation, productivity, smart home control, entertainment, education. Target audience: Users who value convenience, efficiency, and immersive experiences, particularly those who are comfortable with voice-activated assistants and mobile technology

Competitors: Other voice assistants, augmented reality applications, mobile productivity and entertainment apps Challenges: Integration of voice assistant and augmented reality technologies, accuracy of natural language processing, potential privacy concerns

Opportunities: Expanding use cases for augmented reality and voice assistants, potential for personalized and customizable experiences, potential for integration with other technologies and services

Methodology

Speech Recognition Algorithm: This algorithm is used to capture the user's voice input and convert it into text. Methodology for developing a voice assistant in augmented reality could be an iterative, user-centered design approach. This could involve the following steps:

User research: Undertake research to gain insight into the requirements, inclinations, and challenges experienced by potential users, as well as their familiarity with voice assistants and augmented reality technology.

Conceptualization: Use the insights from user research to develop initial concepts and use cases for the voice assistant in augmented reality, taking into account potential technical limitations and opportunities.

Prototyping: Create prototypes of the voice assistant in augmented reality, which could involve developing wireframes, low-fidelity mockups, or working prototypes using tools like Unity or AR Core.

User testing: Conduct usability testing with potential users to gather feedback and insights on the user experience, including the effectiveness of the voice assistant and augmented reality features.

Iteration: Use the insights gathered from user testing to refine and improve the design of the voice assistant in augmented reality, potentially involving multiple rounds of testing and refinement.

Implementation: Develop the final version of the voice assistant in augmented reality, incorporating the insights and feedback gathered during the user- cen- tered design process.
Launch and evaluation: Launch the voice assistant in augmented reality and evaluate its effectiveness and user adoption, potentially incorporating feedback from users to continue to refine and improve the experience over time.

1. **Training Phase:**
   - **Model Training:** $h(\theta) = \theta_0 + \theta_{1x1} + \theta_{2x2} + \ldots + \theta_{mxn}$
     Here, $h(\theta)$ represents the hypothesis function, and θ_i represents the model parameters/weights.
2. **Testing Phase:**
   - **Model Evaluation:**
     $\text{Accuracy} = \frac{\text{Number of correct predictions}}{\text{Total number of predictions}}$
   - **Loss Function:**
     $L(\theta) = 1/m \sum_{i=1}^{m} (y^{(i)} h\theta (x^{(i)}))^2$
     Here, m is the number of samples, $y^{(i)}$ is the true value, and $h_\theta(x^{(i)})$ is the predicted value.
3. **Feature Extraction:**
   - **Token Features:**
     $\text{Token}_{ij} = \sum_{k=1}^{n} \text{Value}(\text{token}_{ijk})$
     Where Token_{ij} is the feature vector for the i^{th} token in the j^{th} sentence and n is the number of characteristics of the token.
   - **Syntactic Parsing Features:**
     $\text{ParseTree}_{ij} = \text{Structure}(\text{sentence}_i)$
     This could be a tree or a graph representation based on the grammatical structure of the sentence.

c) Permissions Needed

The permissions needed for a voice assistant in augmented reality will depend on the specific features and functionalities of the application. Some potential permissions that may be required include:
Camera access: If the voice assistant is being used in conjunction with augmented reality technology, it may also require permission to access the device's camera.
Location access: If the voice assistant includes location- based features, it may need permission to access the device's GPS or other location services.
Internet access: The voice assistant may need permission to access the inter- net in order to perform searches or retrieve information.
Contacts access: If the voice assistant includes contact- based features, such as making phone calls or sending text messages, it may need permission to access the device's contact list.
Storage access: The voice assistant may need permission to access the de- vice's storage in order to store user preferences, data, or other information.

Bluetooth Access: If the voice assistant is integrated with other Bluetooth- en- abled devices, it may require access to the device's Bluetooth functionality.
Calendar Access: If the voice assistant is integrated with the device's calendar, it may require access to the calendar data to schedule appointments or set reminders.
Sensor Access(optional): In addition to camera and microphone access, the voice assistant may require access to other sensors on the device, such as the gyroscope or accelerometer, to track and analyze user movements.
The architecture of a voice assistant in augmented reality would likely include the following components:

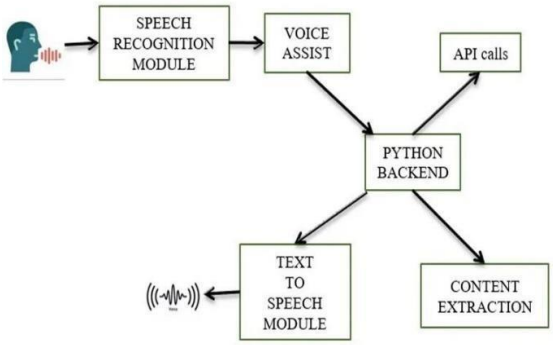

Fig.1 System Architecture

Augmented Reality Framework: This component is responsible for rendering virtual objects into the real-world environment, based on the device's camera input.
Speech Recognition Engine: This component listens to the user's voice commands and transcribes them into text, which is then sent to the natural language processing component.
Natural Language Processing (NLP): This component handles the user's text input, discerning the user's intention, and extracting pertinent information. The NLP component employs machine learning algorithms and language models to comprehend the user's input and formulate a response.
Dialogue Management: This component ascertains the suitable response to the user's input by considering the context of the conversation and the user's intention. The dialogue management component uses decision trees or rule-based systems to determine the appropriate response.
Text-to-Speech (TTS): This component converts the response generated by the dialogue management component into spoken language, which is then played through the device's speakers.
Application Programming Interfaces (APIs): This component provides accessto external services, such as weather forecasts or news updates, which can be integrated into the voice assistant's functionality.

User Profile Management: This component allows the voice assistant to store user preferences and settings, such as preferred language, preferred news sources, or frequently visited locations. The user profile management component ensures that the voice assistant can provide a personalized experience for each user.

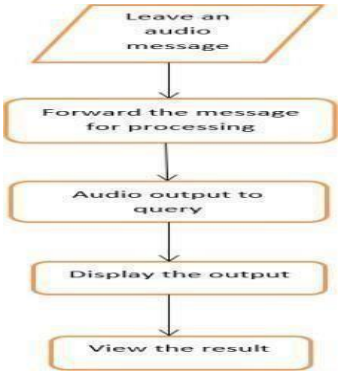

Fig.2 Workflow of system

When a user leaves an audio message, the message is sent for processing, and the audio output is converted into a textual query that is then displayed on the screen.

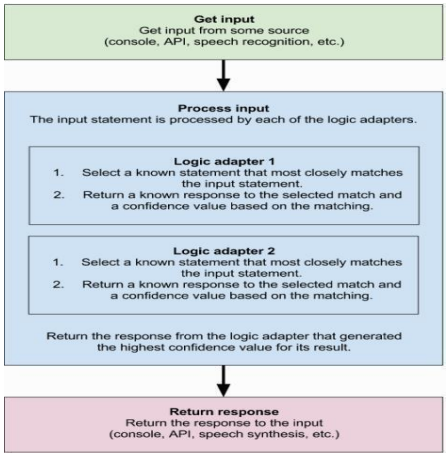

Fig.3 Flowchart of our proposed model

Our proposed model for a chatbot is designed to revolutionize the way humans interact with technology. We aim to create a chatbot that can interact with humans in a way that mimics a human-to-human conversation, With the assistance of technologies such as AI natural language

processing, augmented reality, and reliable network connectivity. One of the main advantages of our proposed model is that it can take input from the user in the form of an audio message. This means that users do not have to type out their queries, which can be time-consuming and inconvenient. Instead, they can simply speak their query out loud, and the chatbot will process it.

To ensure that the audio message is processed accurately, we have included a voice messenger in our proposed model. This messenger is responsible for processing the audio message and passing it on to the API chatbot. This step ensures that the chatbot receives the correct input from the user and can provide an accurate response. The AI natural language processing technology used in our proposed model is another key feature that makes it stand out from traditional chatbots. This technology empowers the chatbot to comprehend the user's inquiry and provide responses that feel natural and intuitive. The chatbot can extract entities and intents from the user's message, enabling it to provide a more personalized response.

In addition to AI natural language processing, we have also incorporated augmented reality into our proposed model. Augmented reality technology allows the chatbot to interact with the user in a more immersive and engaging way. For example, the chatbot could use AR to display information to the user in a way that feels like it is part of their environment.

Despite the many advantages of our proposed model, there are some limitations that need to be considered. One such limitation is that personalized answers may not be possible in all cases. While our chatbot can extract entities and intents from the user's message, it may not always be able to provide a completely personalized response. This is because some queries may be too complex or unique for the chatbot to understand fully. Another aspect to take into account is that there are currently relatively few established standards when it comes to the design and development of augmented reality apps. While AR technology is becoming more widely used, there are still many best practices and guidelines that need to be developed to ensure that AR experiences are user-friendly and engaging.

Overall, our proposed model for a chatbot that uses AI natural language processing, augmented reality, is an exciting development in the world of conversational AI. Through the development of a chatbot capable of engaging with users in a manner that feels more natural and intuitive, our aim is to enhance the accessibility and user-friendliness of technology for a wider audience. While there are limitations to be aware of, we believe that the benefits of our proposed model far outweigh any potential drawbacks. We look forward to seeing how this technology develops in the future and how it can be used to enhance the way we interact with technology.

c) Dataset Visualization

- **User Understanding and Interaction:** Voice assistants are designed to interact with users using natural language. To provide meaningful responses and actions, the voice assistant must have a clear understanding of the data it is working with.

• **Data Exploration and Analysis:** Dataset visualization helps developers explore and analyze the data that the voice assistant relies on. It allows for quick identification of trends, outliers, and potential issues within the dataset.
• **Data Validation:** Visualization can be used to validate the data input by the user. For example, if a user requests information based on specific criteria, a visualization can confirm that the criteria are being interpreted correctly before proceeding with a response or action.
• **Contextual Responses:** Visualizations can help the voice assistant provide more contextually relevant responses. For instance, if a user asks about sales trends, the assistant can generate a line chart showing those trends over time, making the response more informative and actionable.
• **Data-Driven Decision-Making:** For developers and administrators of the voice assistant, visualizations serve as a valuable tool for monitoring and optimizing the system's performance. They can be used to track usage patterns, identify bottlenecks, and make data-driven decisions for improving the assistant's functionality.

d) Speech Recognition

• Speech recognition also know as automatic speech recognition which means understanding the voice by the computer and performing any required task.
• They are two types of speech recognition :
1. Acoustic model
2. Language model

Types Of Speech Recognition

Acoustic model :
• An acoustic model is created by taking audio recordings of speech and their text transcriptions and using software to create statistical representations of the sound that make up each word. It is used by a speech recognition engine to recognize speech
Language model :
• Language modelling is used in many of natural language processing applications such as speech recognition tries to capture the property of language and to predict the next word in a speech sequence.

4 Results and Discussion

• At first we add user input by taking the query. query = take_user_input().lower()
• From the query we define a specific word that relates directly to the topic without the actual means of whole sentence.
• Speech to text recognizes the word and by performing certain action on it we can achieve the necessary output.
• For some set of actions we need API's, By storing these in a .env file we can secure the API keys.

- Query related to os will be operated by importing the os.
- With the help of pickling we can extract features from other python files.
- Methods are implemented using subprocess module.
- Camera, messages, calculator, notepad are the built in apps available in os. Hence with set of code we can access this apps and can be available through any source.
- Sending, whatsapp message requires pywhatkit.

As the implementation and testing of the proposed voice assistant in augmented reality system is completed using various technologies and tools, the result of the system is a functional and reliable voice assistant that can interact with the user in an augmented reality environment. The system is capable of recognizing the user's voice input, processing and understanding natural language, and providing human- like voice output in response. It can track the user's environment using AR Core and position virtual objects accordingly. The system has undergone comprehensive testing, including functional testing, integration testing, system testing, and user acceptance testing, to ensure its accuracy, reliability, and user- friendliness. The result is a well-tested and reliable system that can enhance the user's experience in an augmented reality environment.

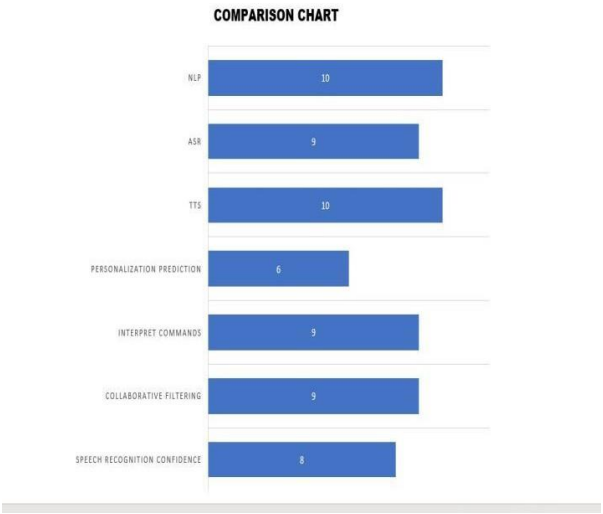

Fig. 4. Comparison Between existing and proposed work

Improved user experience: With the help of augmented reality, the voice assistant can provide users with a more immersive and interactive experience. This can help users better understand and engage with the information provided by the assistant, resulting in a more positive user experience.

Increased efficiency: By using voice commands, users can quickly and easily access information or complete tasks without the need for manual input. This can save time and increase efficiency, particularly in situations where users may have their hands full or need to multitask.
Improved accessibility: Voice assistants can help make technology more accessible to people with disabilities or impairments that make it difficult to use traditional input methods, such as a keyboard or touchscreen.
Enhanced personalization: By utilizing natural language processing and machine learning algorithms, the voice assistant can learn and adapt to users' preferences and behaviors over time, providing more personalized and tailored responses.
Improved user experience: With the help of augmented reality, the voice assistant can provide users with a more immersive and interactive experience. This can help users better understand and engage with the information provided by the assistant, resulting in a more positive user experience.
Increased efficiency: By using voice commands, users can quickly and easily access information or complete tasks without the need for manual input. This can save time and increase efficiency, particularly in situations where users may have their hands full or need to multitask.
Improved accessibility: Voice assistants can help make technology more accessible to people with disabilities or impairments that make it difficult to use traditional input methods, such as a keyboard or touchscreen
Enhanced personalization: By utilizing natural language processing and machine learning algorithms, the voice assistant can learn and adapt to users' preferences and behaviors over time, providing more personalized and tailored responses.
Potential for new cases: The combination of augmented reality and voice technology opens up new possibilities for applications in fields such as education health care entertainment, among other.

5 Conclusion and Future work

In summary, this project has led to the development of a web-based system, the Superstore Sales Management System (SMTS), designed to assist small and medium- sized business owners in the efficient and effective management of their online sales. This system aims to save users time and will continue to be improved to provide an even better experience in the future. The developed system help small and medium-sized business owners to take strategic decisions and help them to use inventory stock management effectively. This system has provided a platform for the shop keepers to be connected with each other and help each other according to the needs of the market. This system has completely cut off the work of various platform for managing shop details like appraisal performance, product details, shop details, employee details, bills, payment.

There are several ways to enhance to maximize its potential. In the realm of product shopping, incorporating Augmented Reality (AR) chatbots can significantly boost customer engagement and cate personalization needs. As online purchases continue to surge, businesses are actively seeking ways to facilitate greater interaction and enhance the overall shopping experience for customers. A notable emerging trend in this domain is the integration of Augmented Reality into customer-facing chatbots. Given that consumers have increasingly adopted the habit of communicating with

chatbots for inquiries and product purchases, the addition of Augmented Reality introduces a whole new dimension of immersive shopping experiment

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