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**ABSTRACT**

In recent years, human–computer interaction behaviour has appeared more and more in daily life. Especially with the rapid development of computer vision technology, the human centred human–computer interaction technology is bound to replace modern day computer-centred interaction technology. The study of gesture recognition is in line with this trend, and gesture recognition provides a way for many devices to interact with humans. The traditional gesture recognition method requires manual extraction of feature values, which is a time-consuming and laborious method. In order to break through the bottleneck, the implementation of a gesture recognition algorithm based on the convolutional neural network is applied. I apply this method to expression recognition, calculation, and text output, and achieve good results. Through this experiment, my aim to show that the proposed method can train the model to identify gestures with fewer samples and achieve better gesture classification and detection effects. Moreover, this gesture recognition method is less susceptible to illumination and background interference. It also can achieve an efficient real-time recognition effect through which gesture translation for the intended mute populace aid without third party intervention for their ease of living.

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**ABBREVIATIONS**

|  |  |
| --- | --- |
| 2D | Two-Dimensional |
| ASL | American Sign Language |
| ASLR | American Sign Language Recogniser |
| CNN | Convolutional Neural Network |
| HSV | Hue, Saturation, Value |
| MLP | Multi-Layer Perceptron Neural Network |
| NN | Neural Network |
| OpenCV | Open Source Computer Vision Library |
| ReLU | Rectified Linear Unit |
| RGB | Red-Green-Blue |
| SIFT | Scale-Invariant Feature Transform |
| TTS | Text To Speech |