SignSync

Demo 1

Apollo projects & Gendac

Introduction

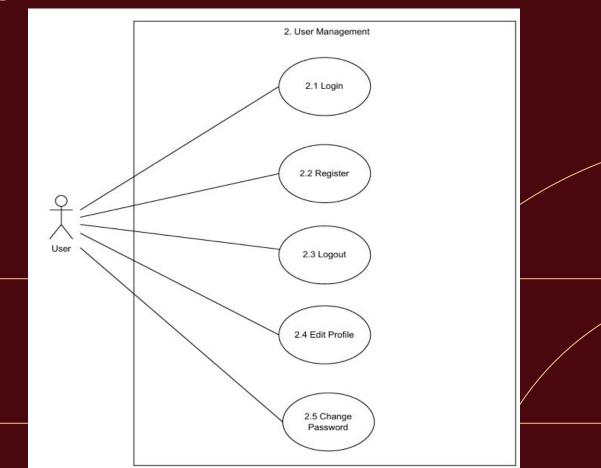
- Working model with:
 - 1. Sign-to-text translation for ASL alphabet
 - 2. Speech-to-text translation (complete)
 - 3. Text-to-sign translation
 - 4. Platform and device compatibility
 - 5. Unit testing
 - 6. CI/CD

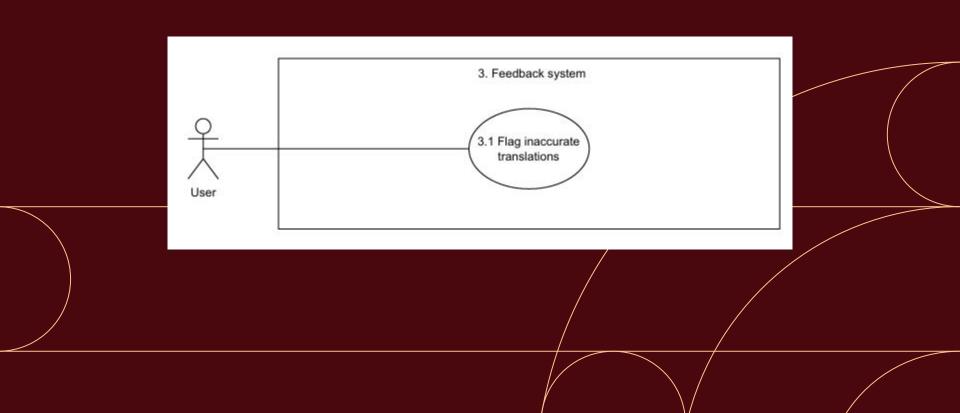
 Use cases 1-3 forms the foundation of the core translation requirements of the translating system

Translation process

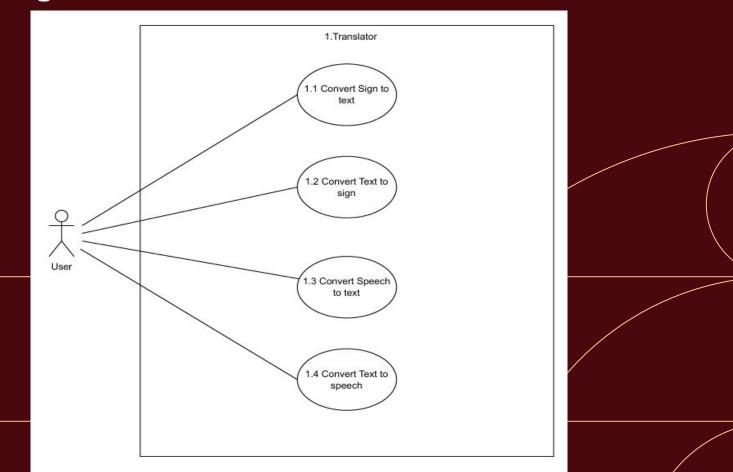
- Speech-to-sign 🔀
 - Speech-to-text 🗸
 - Text-to-sign 🗸
- Sign-to-speech \(\mathbb{Z} \)
- Sign-to-text V
 - ↓ Text-to-speech 🔀

Use Case Diagrams continued

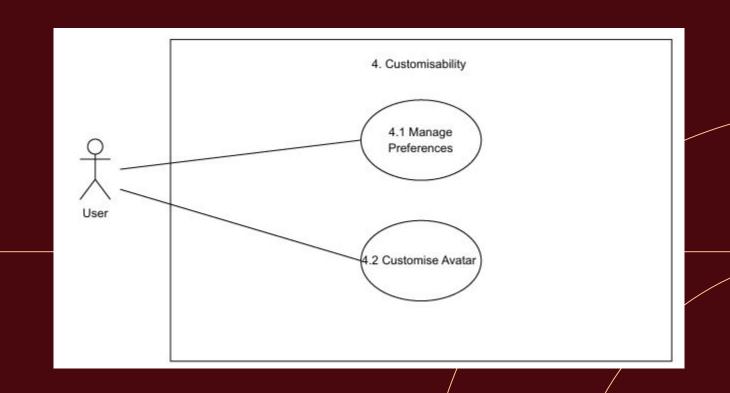




Use Case Diagrams



Use Case Diagrams continued



Gesture

+ landmarks: Landmark[21]

Translation

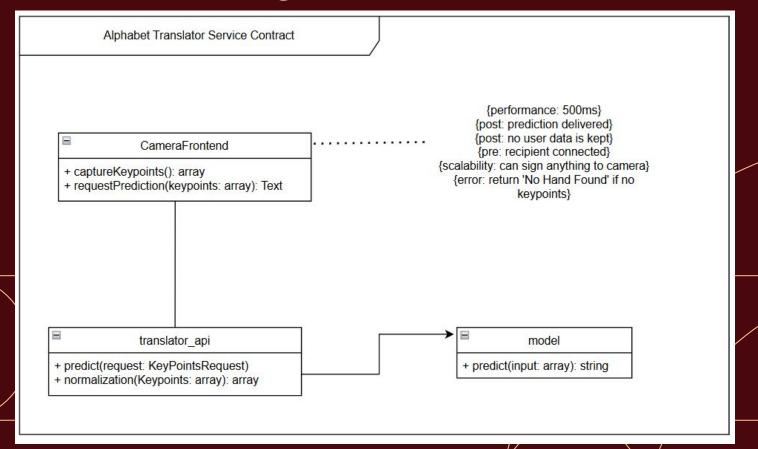
+ normalize()

+ outputText: String

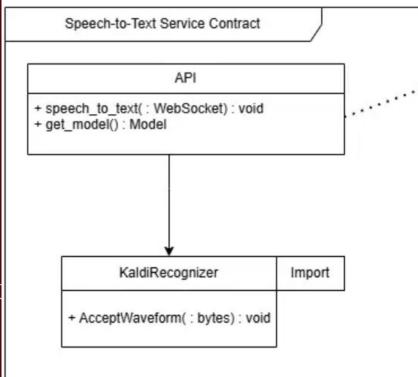
+ timestamp: DateTime

+ validateInputs()

Service Contracts: Sign-to-text

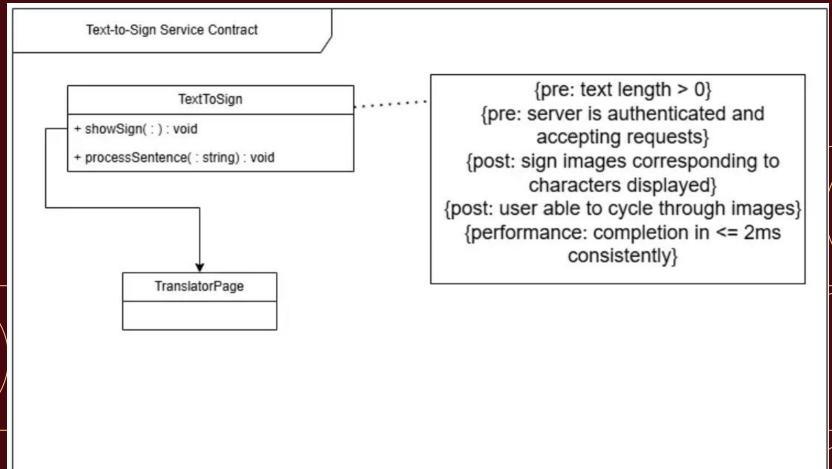


Service Contracts: Speech-to-text



{performance: translates an 18 second audio file to text in 3.46 seconds, providing a Real-Time Factor of 0.19 < 1{post: text representation of the audio file successfully displayed to the requesting party} {post: if the audio was in the incorrect format an error message will be sent to the requesting party) {pre: websocket is open and client has performed CORS handshake} {pre: server is running and accepting requests}

Service Contracts: Text-to-sign



Micro-service Architecture

- Scalability=> can scale important services independently
- Incremental development fits well with Agile-Scrum methodology
- Allows each team member to develop within preferred framework
- Independent services allows to split the translation system into independent parts, each with clear responsibilities
 - => ease of debugging, less code per module
 - => independent updates
 - => simplifies complex system
 - => fault isolation

Technology Stack

- Front-end (languages)=> JavaScript
 - => HTML
 - => CSS
- Front-end (frameworks)
 - => React
 - => Tailwind
- Back-end=> Python
- => MongoDB
 - => NodeJS
 - => ExpressJS

SRS Review

- **User Stories**
- **Functional Requirements**
- **Architectural Requirements**
- => Quality Requirements performance, scalability, modularity
 - => Architectural Patterns microservices
 - => Design Patterns

 - => Constraints
 - => Technology Requirements

User Stories

Deaf or Hard-of-Hearing Users:

- View spoken language translated into sign animations.
- Use sign language to communicate back via webcam input.

2. Hearing Users:

- Speak naturally and have their speech translated into signs.
- Read or hear signed responses translated to text or audio.

Administrators/Researchers

- Monitor system performance.
- Gather feedback data for Al retraining.
- Manage user access and customization settings.

Functional Requirements

R1: text-to-Sign Translator

- R1.1: Capture text input from user.
- R1.2: Translate English text to Sign gloss.
- R1.3: Search word definition for appropriate sign.
- R1.4: Display sign through avatar.

R2: Sign-to-Text Translator

- R2.1: Capture webcam input and extract hand keypoints
- R2.2: Classify sign gesture sequences using trained AI model
- R2.3: Convert recognized signs to sign gloss
- R2.4: Convert sign gloss to English

R3: Feedback and Al Improvement System

- R3.1: Allow users to flag inaccurate translations
- R3.2: Log flagged data
- R3.3: Retrain Al models periodically using collected data

R4: User Interface

- R4.1: Display live avatar animations based on translation output
- R4.2: Show translated text and/or play voice feedback
- R4.3: Offer accessibility options (high-contrast mode, font scaling, voice personas)

R5: User Management and Settings

- R5.1: Authenticate users
- R5.2: Store and retrieve user preferences and settings
- R5.3: Allow users to login
- R5.4: Allow users to register

R6: Speech to Text

- R6.1: Capture user speech
- R6.2: Convert speech to text
- R6.3: Display text on screen

R7: Text to Speech

- R7.1: Capture text input by user
- R7.2: Convert text to Speech
- R7.3: Play speech for user to hear

Live Demo

Unit

- alphabetTranslator-serveestS
- speechToText-service
- register
- login

Unit Tests: Speech-to-text and Text-to-speech

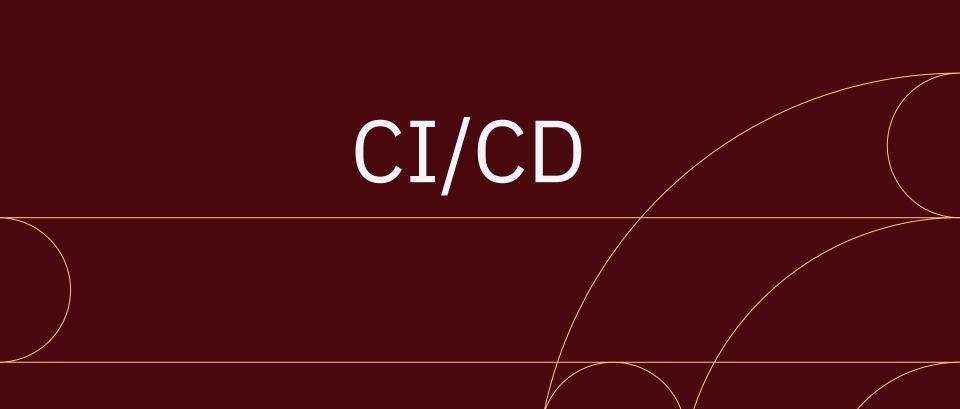
```
(base) PS C:\Users\wesse\OneDrive\Desktop\CS\2025\Sign-Sync\Sign-Sync\backend\tests> pytest speechTests.py
------ test session starts ------
platform win32 -- Python 3.12.4, pytest-8.2.0, pluggy-1.6.0
rootdir: C:\Users\wesse\OneDrive\Desktop\CS\2025\Sign-Sync\Sign-Sync\backend\tests
olugins: anyio-4.9.0, asyncio-0.23.6
isvncio: mode=Mode.STRICT
collected 4 items
speechTests.py ....
                                                                         [100%]
(base) PS C:\Users\wesse\OneDrive\Desktop\CS\2025\Sign-Sync\Sign-Sync\backend\tests> pytest speechTests.py
olatform win32 -- Python 3.12.4, pytest-8.2.0, pluggy-1.6.0
rootdir: C:\Users\wesse\OneDrive\Desktop\CS\2025\Sign-Sync\Sign-Sync\backend\tests
olugins: anyio-4.9.0, asyncio-0.23.6
syncio: mode=Mode.STRICT
collected 4 items
                                                                         [100%]
speechTests.py ....
```

Development Plan

- Model for gesture recognition
 - => Long Short Term Memory Recurrent Neural Network (LSTM RNN)
 - => for classification of sequences
- Model for Text-to-Sign translation
 - => Small to Large Language model
 - => for translation of english grammar / sign language grammar to signs
- Optionally a service to convert normal text into sign language grammar
 - => sign language grammar is different
 - => e.g. "I go shop" vs "I am going to the shop"
 - => could boost LLM training efficiency,

Development plan continued

- Choosing a cloud service provider
- Deploying microservices to the cloud platform
- Avatar functionality
 - => with ability to "speak"
 - => with ability to show signs
- AI and Machine learning enhancements
 - => refine translation accuracy via
 - User feedback mechanism
 - Machine learning techniques (back propagation)
- UI customizability
 - => avatars, font size, color contrast



Thank you