

Google - Isolated Sign Language Recognition

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Abstract

In this paper, we classify isolated American Sign Language (ASL) signs. We create a deep learning model trained on labeled landmark data extracted using the MediaPipe Holistic Solution.

1. Introduction

Around 90% of which are born to hearing parents many of which may not know American Sign Language. Without sign language, deaf babies are at risk of Language Deprivation Syndrome. Learning American Sign Language takes time and resources, which many parents don't have. Training a sign language recognizer can improve the learning and confidence of parents who want to learn sign language to communicate with their loved ones.

1.1. American Sign Language

American Sign Language (ASL) is a language used primarily by members of the Deaf community in North America. It is not a visual representation of English, but has its own unique grammar, syntax, and vocabulary. ASL is a visual-gestural language, meaning that it uses facial expressions, body language, and hand movements to convey meaning.

1.2. Isolated Sign Language Recognition

ISLR stands for Isolated Sign Language Recognition, which is the process of recognizing sign language gestures performed by a person in isolation, without considering the context or the surrounding gestures. We will train a machine learning model that can accurately recognize isolated sign language signs and classify them into the correct sign category.

2. System framework

We will use the raw data extracted from MediaPipe Holistic Solution which record every movement in video by land-

mark. Based on that data, we use ensemble model training a deep learning model for classifying isolated American Sign Language (ASL) signs.

2.1. Data Type

MediaPipe Holistic Solution is a powerful, easy-to-use software tool that can detect and track multiple human body parts and gestures in real-time video streams. The way that MediaPipe Holistic Solution record every movement of human face, body and hands is landmarks. Landmarks or key-points are like dots that are placed on important areas of an object or a person's body. These dots help a computer to understand where these important areas are and how they are moving.

3. Expected Result