

Sign language recognition using deep learning

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December 9, 2018

DECLARATION

I hear by declare that this report is the result of my own investigations, except where otherwise stated. I also clear that it has not been previously or currently submitted as a whole for any other degree at IIUM or other institutions.

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Signature:

Date:

APPROVAL PAGE

I certified that I have supervise can read this study and that in my opinion, confirms to acceptable standards of scholarly presentation and is fully adequate, in scope and quality, as final year project paper a partial fulfilment for a degree of bachelor of Computer Science (Honours).

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ACKNOWLEDGEMENT

This project has been completed with support from my supervisor, Assoc. Prof. Dr. Amelia Ritahani, many thanks for her wonderful collaboration and consultation sessions.

Furthermore, I would like to thank my coordinator, Asst. Prof. Dr. Hamwira Yaacob, for his assistance helping me and others by organizing weekly sessions towards writing perfect report step-by-step. Last but not least, I want to thank my awesome parents for their support and time helping me reach the end of my undergraduate study, without them, I could not achieve that.

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Chapter 1

Introduction

1.1 Background

Communication is a process of sending and receiving data among individuals. People communicate with o with a considerable measure of ways yet the best way is eye to eye correspondence. Numerous individuals trust that the significance of communication is like the importance of breathing. Indeed, communication facilitates the spread of knowledge and structures connections between individuals.

Deep learning added an immense lift to the already rapidly developing field of computer vision. With deep learning, a lot of new utilization of computer vision techniques have been presented and they are currently ending up some portion of our regular day to day existence.

Alongside with the intensity of the present computers, there are now various algorithms that were developed to empower the computers to perform tasks such as object tracking and pattern recognition.

In this study, the attention will be on hand gestures detection and make an interpretation of them into voice.

1.2 Problem Statement

Communication difficulties arising from damage to hearing directly have an effect on the standard of life. Difficulties in communication could end in deviations within the emotional and social development which will have a major impact on the standard of lifetime of every one. It is well recognized that hearing is crucial to speech and language development, communication, and learning. Folks with listening difficulties due to hearing loss or auditory processing problems continue to be an under-identified and under-served population. The earlier the matter is known and intervention began, the less serious the ultimate impact (Frajtag¹ & Jelincic², 2017).

The communication between hearing-impaired and other individuals is a colossal gap need to be filled up. In order to overcome this challenge many researches and products have been

developed to solve this problem, but there is a lot to be enhanced.

1.3 Objectives

- To study sign language gestures.
- To develop a new hand gesture into voice algorithm.
- To construct a hand gesture into voice model.

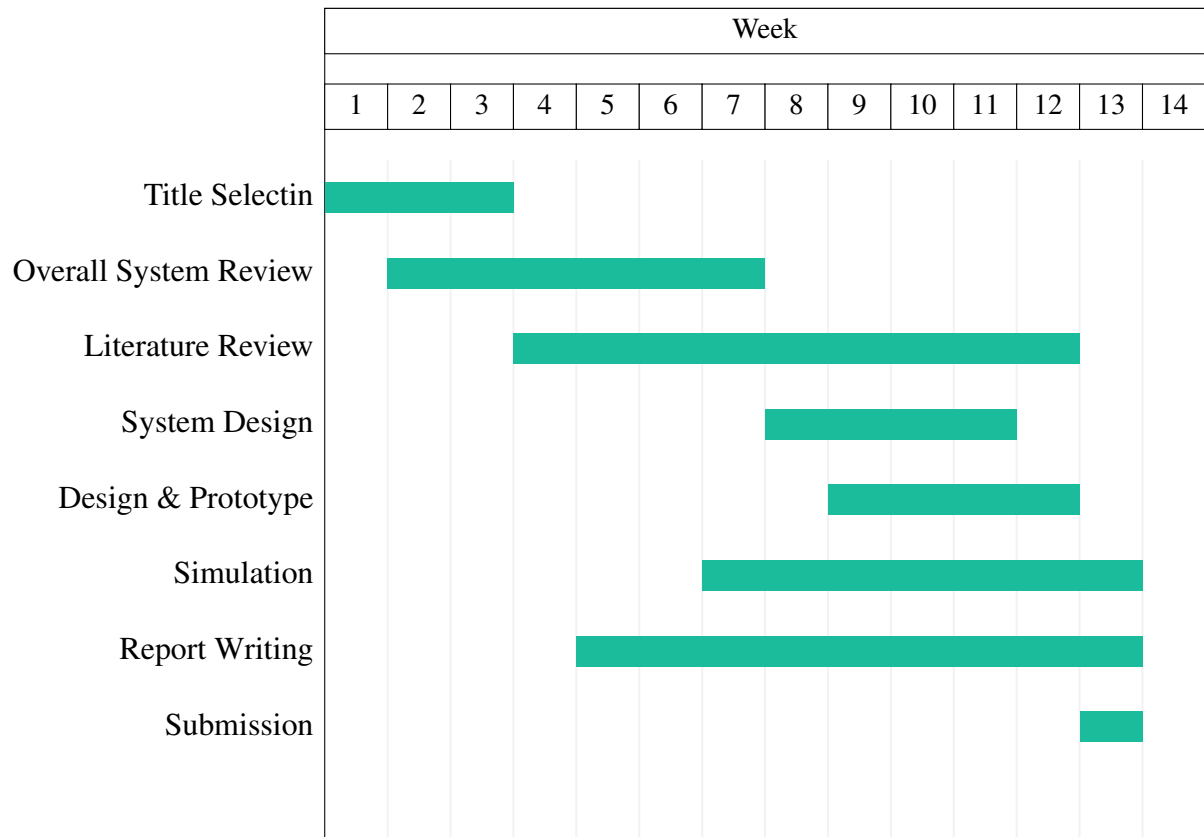
1.4 Scope

This research aims to develop a sign language recognition algorithm, and converting it into voice.

1.5 Significance

Help the hearing-impaired community to communicate with hearing ones, in order to make a strong connected community.

1.6 Timeline



Chapter 2

Literature review

2.1 Introduction

This chapter includes reviews of other previous researcher and their proposed methods they used in implementing deep learning to recognize hand gestures. These researches will help to grasp the knowledge to achieve the project's objectives.

2.2 Previous works

(Bao, Maqueda, del Blanco, & García, 2017), proposed a Deep convolutional neural network algorithm for hand-gesture recognition without hand localisation, since the hands only occupy about 10% of the image. They used a combination of 9 convolution layers, 3 fully connected layers, interlaced with ReLU(Rectified Linear Unit) and dropout layers as shown in figure 2.1. Alongside this architecture the apply some image processing techniques to have sufficient computation efficiency and memory requirement. According to the paper the accuracy achieved was 97.1% in the images with simple backgrounds and 85.3% in the images with complex backgrounds. However, the main disadvantage of of the proposed algorithm is the training set which only includes 7 different gestures, and it tends to have bad accuracy with complex backgrounds.

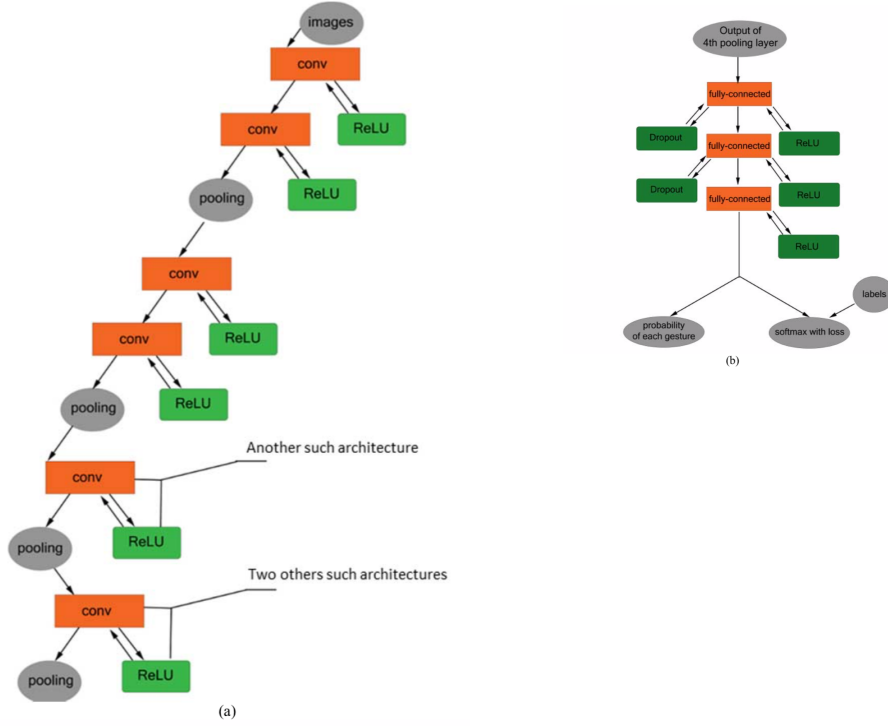


Figure 2.1: Architecture of the proposed deep CNN

(Rao, Syamala, Kishore, & Sastry, 2018), proposed a CNN architecture for classifying selfie sign language gestures. The CNN architecture is designed with four convolutional layers. Each convolutional layer with different filtering window sizes as shown in figure 2.2. They had a dataset with five different subjects performing 200 signs in 5 different viewing angles under various background environments. Each sign occupied for 60 frames or images in a video. The proposed model performed training on 3 batches to test the robustness of different training mode using caffe deep learning framework. However, the result accuracy was 92.88% need more training and improvements.

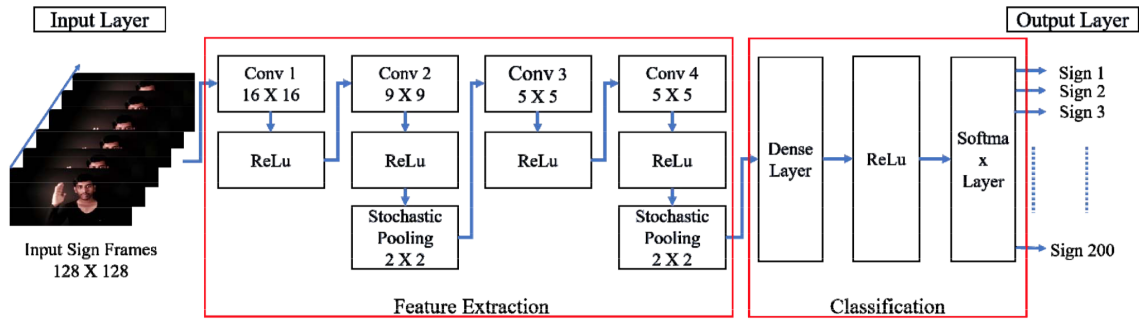


Figure 2.2: Proposed Deep CNN architecture

(Hussain, Saxena, Han, Khan, & Shin, 2017), introduced a CNN based classifier trained through the process of transfer learning over a pretrained convolutional neural network which is trained on a large dataset. We are using VGG16 figure 2.3 as the pretrained model. The According to the paper the accuracy was 93.09%,while using AlexNet figure 2.4 was 76.96%. the same problem here with the other papers which is the small number of sign that begin trained on 7 signs, and the accuracy need to be improved as well.

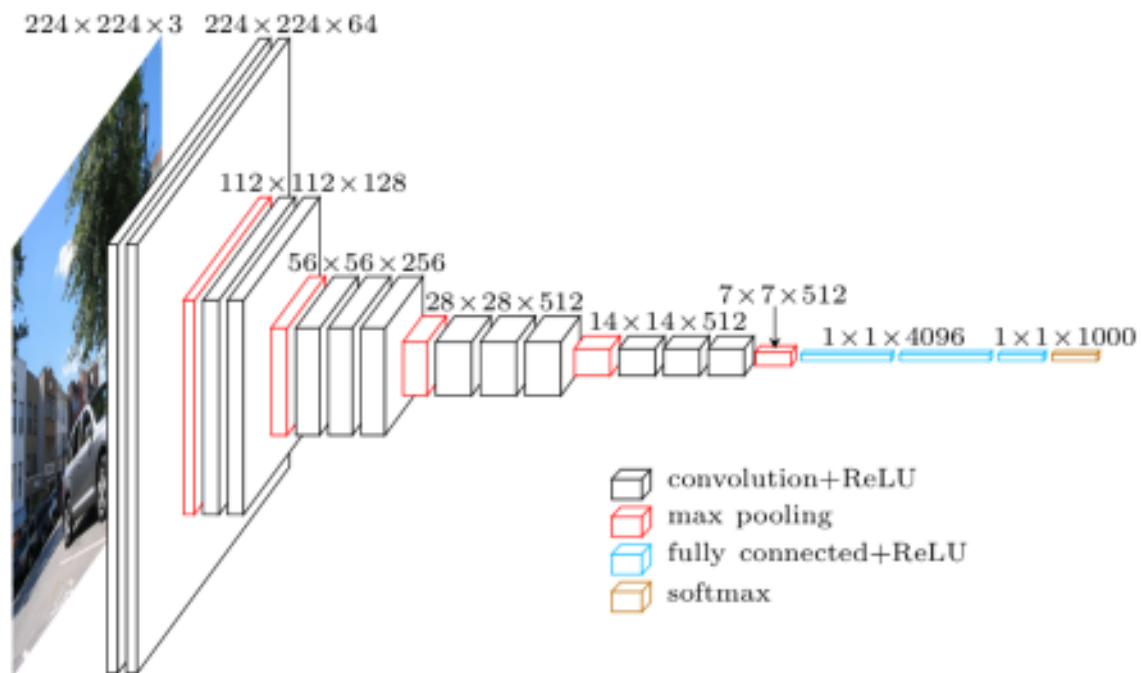


Figure 2.3: VGG16 architecture. Retrieved from www.cs.toronto.edu

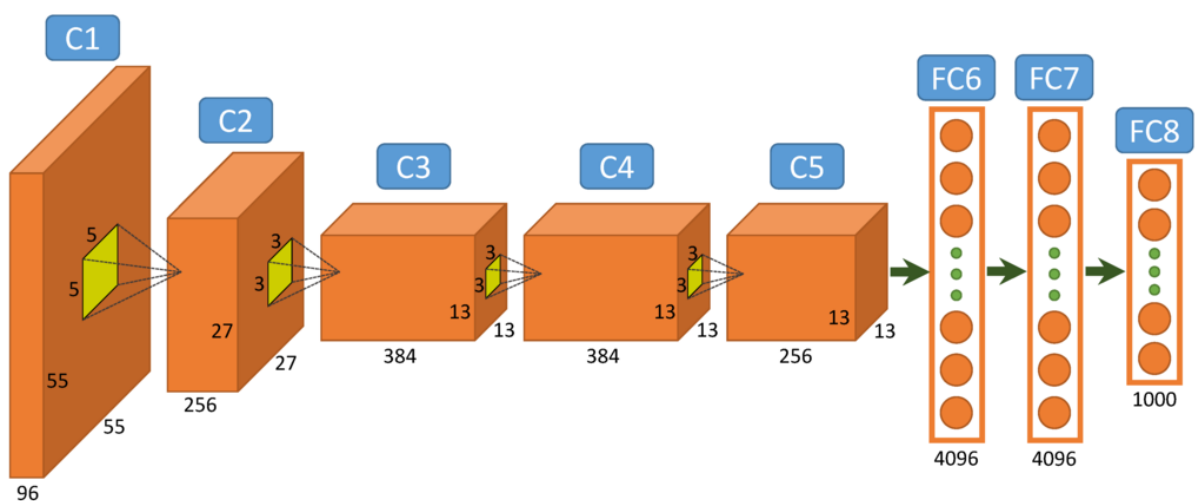


Figure 2.4: VGG16 architecture. Retrieved from www.saagie.com

2.3 Summary

This chapter illustrates some works have been done previously on hand gesture and sign language recognition using deep learning. Table 2.1 the Summary of the literature review.

Table 2.1: Summary of the literature review

Title	Year	Accuracy	Software
Tiny Hand Gesture Recognition without Localization via a Deep Convolutional Network	2017	97.1%	CNN
Deep Convolutional Neural Networks for Sign Language Recognition	2018	92.88%	CNN
Hand Gesture Recognition Using Deep Learning	2017	93.09%	CNN VGG16

Chapter 3

Methodology

3.1 Introduction

Image recognition, voice producing, system design block diagram figure 3.1 and the flowchart of the research is presented in details alongside with the tools and algorithms in this chapter.



Figure 3.1: System block diagram

3.2 Image recognition

The ancient approach of developing machine learning and vision based algorithm is performing handcrafted features extraction algorithms such as histogram of oriented gradients (HOG) on an image and convert it into a vectors of values then classify it using a machine learning algorithm such as support vector machine (SVM). In another way, deep learning is a subfield of machine learning, which is subfield of artificial intelligence (AI) totally different approach by stacking layers on top of each others that automatically more complicated, abstract and discriminating features. Figure 3.2 shows the hierarchy of AI.



Figure 3.2: AI hierarchy

3.3 Voice producing

After processing the image the CNN algorithm classify the gesture that presented in the image, the corresponding text (word, char, number) will be generated as voice that Simulate the human voice.

3.4 Tools

The programming language in use is Python¹ along side with many libraries such as TensorFlow², Keras³, OpenCV⁴, NumPy⁵, Pandas⁶ and Matplotlib⁷. The model is being trained by using Google Cloud Computing⁸ service with Ubuntu as operating system.

¹Python is an interpreted high-level programming language for general-purpose programming. Created by Guido van Rossum and first released in 1991. <https://www.python.org/>

²TensorFlow is an open-source software library for dataflow programming across a range of tasks. <https://www.tensorflow.org/>

³Keras is a high-level neural networks API, written in Python and capable of running on top of TensorFlow, CNTK, or Theano. <https://keras.io/>

⁴OpenCV (Open Source Computer Vision Library) is released under a BSD license and hence it's free for both academic and commercial use. <https://opencv.org/>

⁵NumPy is the fundamental package for scientific computing with Python. <http://www.numpy.org/>

⁶Pandas is an open source, BSD-licensed library providing high-performance, easy-to-use data structures and data analysis tools for the Python programming language. <https://pandas.pydata.org/>

⁷Matplotlib is a Python 2D plotting library which produces publication quality figures in a variety of hardcopy formats and interactive environments across platforms. <https://matplotlib.org/>

⁸Google Compute Engine delivers virtual machines running in Google's innovative data centers and worldwide fiber network. <https://cloud.google.com/>

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