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# Bangla Sign Digits Recognition using Depth Information

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# Introduction

- Sign language is a visual language that uses predefined hand-shapes, facial expression, gestures and body language, in order to ease the communication of hearing-impaired people with others.
- Sign language recognition (SLR) is a renowned topic in Computer Vision and Human Computer Interaction. Now-a-days, using depth information in sign language recognition has become a trending research topic all over the world.
- Not much work has been done in Bangla sign language. The existing dataset of Bangla sign digits (Ishara-Bochon) contains RGB images only - no work has been done based on depth information.
- In this paper, we have proposed a dataset for Bangla sign digits using depth information, and then evaluated the performance.

# Objective

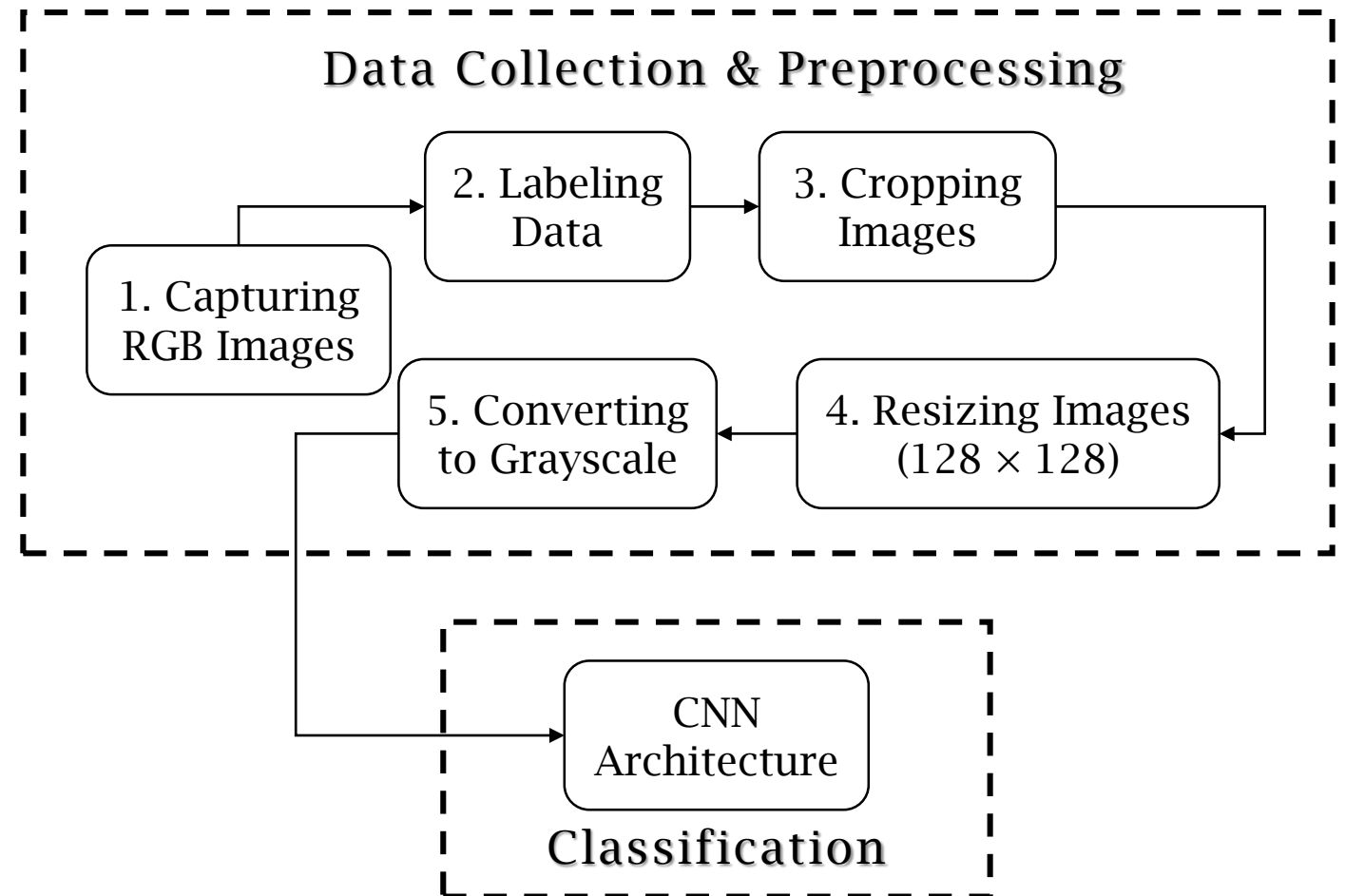
We intended to develop an open access dataset for 10 isolated sign digits from Zero (Shunno in Bangla) to Nine (Noy in Bangla) in Bangla Sign Language using depth information (i.e. x, y, and z coordinates of the hand key-point), in order to achieve better accuracy than the existing RGB dataset and then evaluate the performance of the proposed dataset on different classification models.

# Background Study

Existing dataset for Bangla Sign Digits ([Ishara-Bochon](#))

## Overview of Ishara-Bochon

|                  |                  |
|------------------|------------------|
| Sample type      | RGB Images       |
| Sign type        | Static           |
| Image size       | $128 \times 128$ |
| Number of images | 1000             |
| Number of signs  | 10               |
| Background       | White            |
| Classifier       | CNN              |
| Accuracy         | 92.87%           |



# Background Study

Works on other sign languages using depth information

|                                    | <b>ArSL<br/>(Arabic)</b>       | <b>GSL<br/>(German)</b>  | <b>CSL<br/>(Chinese)</b> | <b>ASL - 1<br/>(American)</b>     | <b>ASL - 2<br/>(American)</b>     | <b>ISL<br/>(Indian)</b>           |
|------------------------------------|--------------------------------|--------------------------|--------------------------|-----------------------------------|-----------------------------------|-----------------------------------|
| Type of signs                      | Sign Letters                   | Sign Letters             | Sign Letters             | Sign Letters                      | Sign Letters                      | Sign Digits                       |
| No. of signs                       | 28                             | 25                       | 26                       | 14                                | 26                                | 10                                |
| Device                             | Kinect, Leap Motion Controller | Kinect                   | Kinect, RealSense        | Kinect, Leap Motion Controller    | RealSense                         | RealSense                         |
| Classifier                         | NN                             | HMM                      | DNN                      | SVM                               | SVM, ANN                          | SVM, DTC                          |
| Dataset Size<br>(sign*user*sample) | $28 \times 4 \times 2 = 224$   | ...                      | 65000<br>(3 users video) | $14 \times 10 \times 100 = 14000$ | $26 \times 10 \times 100 = 26000$ | $10 \times 40 \times 100 = 40000$ |
| Accuracy                           | 99.10%                         | 97.00%                   | K - 97.80%<br>RS - 98.9% | 91.28%                            | SVM - 95.00%<br>ANN - 92.10%      | SVM - 93.82%<br>DTC - 85.30%      |
| Paper                              | <a href="#"><u>1</u></a>       | <a href="#"><u>2</u></a> | <a href="#"><u>3</u></a> | <a href="#"><u>4</u></a>          | <a href="#"><u>5</u></a>          | <a href="#"><u>6</u></a>          |

# Background Study

## 3D hand key-point detection framework – MediaPipe

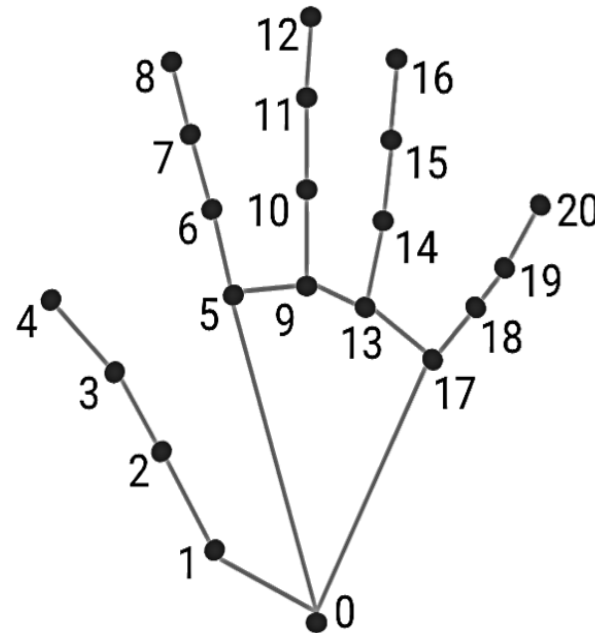
Module for hand-tracking

- MediaPipe Hand

### MediaPipe Hand

underlying models –

1. Palm Detection Model
2. Hand Landmark Model



- 0. WRIST
- 1. THUMB\_CMC
- 2. THUMB\_MCP
- 3. THUMB\_IP
- 4. THUMB\_TIP
- 5. INDEX\_FINGER\_MCP
- 6. INDEX\_FINGER\_PIP
- 7. INDEX\_FINGER\_DIP
- 8. INDEX\_FINGER\_TIP
- 9. MIDDLE\_FINGER\_MCP
- 10. MIDDLE\_FINGER\_PIP

- 11. MIDDLE\_FINGER\_DIP
- 12. MIDDLE\_FINGER\_TIP
- 13. RING\_FINGER\_MCP
- 14. RING\_FINGER\_PIP
- 15. RING\_FINGER\_DIP
- 16. RING\_FINGER\_TIP
- 17. PINKY\_MCP
- 18. PINKY\_PIP
- 19. PINKY\_DIP
- 20. PINKY\_TIP

Figure : MediaPipe Hand – 21 Hand Landmarks

# Background Study

## Other research works using MediaPipe

| Related Work | Datasets/<br>Sign Gestures             | Sample Type | Dataset Size | Classifier | No. of Classes | Accuracy | Max. Accuracy with Previous Approach |
|--------------|--|-------------|--------------|------------|----------------|----------|--------------------------------------|
| <u>1</u>     | American (alphabet)                    | RGB Images  | 156000       | SVM        | 26             | 99.15%   | 98.05%                               |
|              | Indian (alphabet)                      | RGB Images  | 4972         | SVM        | 24             | 99.29%   | 97.50%                               |
|              | Italian (alphabet)                     | RGB Images  | 12856        | SVM        | 22             | 98.19%   | 91.70%                               |
|              | American (numbers)                     | RGB Images  | 1400         | SVM        | 10             | 99.18%   | 98.05%                               |
|              | Turkey (numbers)                       | RGB Images  | 4124         | SVM        | 10             | 96.22%   | ...                                  |
| <u>2</u>     | American (hello, no, sign, understand) | RGB Videos  | 7200 Videos  | RNN        | 4              | 92.00%   | 91.82%                               |



# Background Study

## Generating Hand Landmarks from ASL

Dataset Statistics of the benchmark  
ASL dataset

|                        |                   |
|------------------------|-------------------|
| Sample type            | RGB Images        |
| Sign/Hand-gesture type | Static            |
| Number of input images | 2524              |
| Number of signers      | 5                 |
| Number of digit signs  | 10 (from 0 to 9)  |
| Number of letter signs | 24 (exp. J and Z) |
| Image Background       | Black             |

Classification Results on the  
benchmark ASL dataset (Digits)

| Classification Model | Accuracy       |
|----------------------|----------------|
| KNN                  | 97.70%         |
| <b>SVM (Linear)</b>  | <b>100.00%</b> |
| SVM (Polynomial)     | 98.70%         |
| SVM (RBF)            | 99.90%         |
| XGB                  | 99.70%         |
| RFC                  | 98.10%         |
| DTC                  | 96.80%         |
| ANN                  | 97.70%         |

# Background Study

Comparing MediaPipe with other approaches on benchmark ASL dataset

| Reference         | ASL Dataset Type     | Feature Extraction Method      | Classifier | Accuracy (%)  |
|-------------------|----------------------|--------------------------------|------------|---------------|
| <a href="#">1</a> | Sign Letters (A - J) | Discriminative Zernike moments | KNN        | 98.51         |
| <a href="#">2</a> | Sign Digits          | Convolutional Neural Network   | CNN        | 97.00         |
| <a href="#">3</a> | Sign Digits          | Convolutional Neural Network   | CNN        | <b>100.00</b> |
| <a href="#">4</a> | Sign Letters         | Spatial Pyramid Pooling        | CNN        | 99.64         |
| <a href="#">5</a> | Both                 | YOLOv3 and VGG16               | CNN        | 97.41         |
| <a href="#">6</a> | Sign Letters         | Inceptionv3                    | CNN        | 98.81         |
| <a href="#">7</a> | Sign Digits          | Gabor-Filter                   | CNN        | 99.90         |
|                   | Sign Letters         | Gabor-Filter                   | CNN        | 99.06         |
| <a href="#">8</a> | Both                 | AlexNet                        | SVM        | 97.00         |
|                   | Both                 | VGG16                          | SVM        | 97.00         |
| <a href="#">9</a> | Sign Letters         | Histogram of Gradient (HOG)    | SVM        | 97.00         |
|                   | Sign Letters         | HOG-LBP (Local Binary Pattern) | SVM        | 97.00         |
|                   | Sign Letters         | Generalized Search Tree (GIST) | SVM        | 97.00         |
| <b>Ours</b>       | <b>Sign Digits</b>   | <b>MediaPipe</b>               | <b>SVM</b> | <b>100.00</b> |

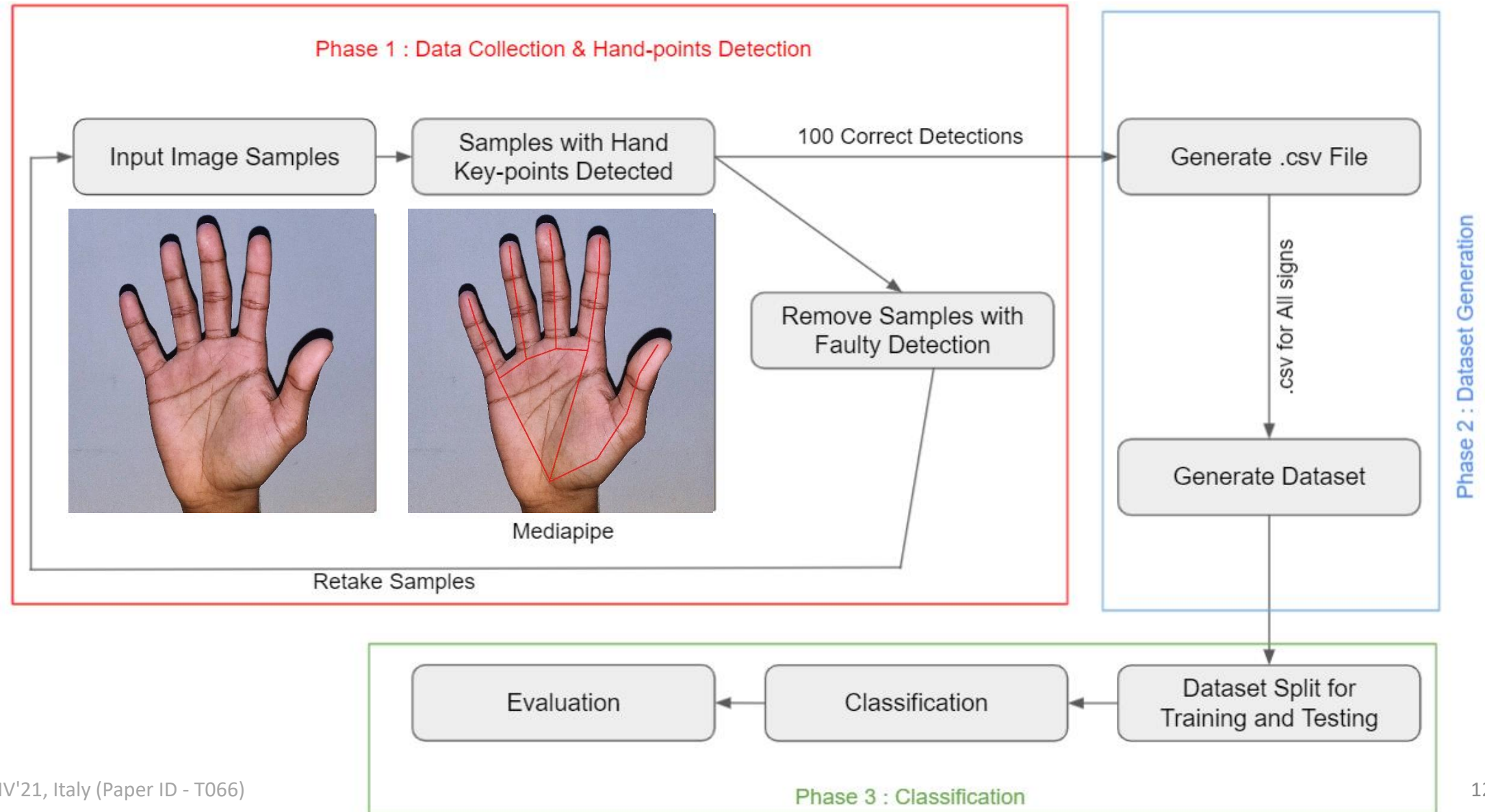
# Proposed Dataset

## Dataset Statistics of the proposed dataset

|                              |                                    |
|------------------------------|------------------------------------|
| Type of samples              | RGB Images                         |
| Type of signs/hand-gestures  | Static                             |
| Size of image samples        | $640 \times 480$                   |
| Number of signer             | 10                                 |
| Number of signs              | 10 (from 0 to 9)                   |
| Number of samples per signer | 100                                |
| Total number of samples      | $10 \times 10 \times 100 = 10,000$ |
| Number of input features     | 63                                 |
| Type of input features       | Spatial                            |
| Number of output labels      | 10                                 |

# Proposed Approach

Implementation is divided into 2 main parts - **Dataset Generation & Classification**



# Steps of Dataset Generation

## ▪ Image Samples Collection

- From each user, we have collected more than 100 samples
- Images were taken using general-purpose camera
- Variants considered in sample collection
  - User Variation
    - Age, Sex, Hand-shape, Skin-color
  - Environment Variation
    - Luminance, Rotation, Scaling, Translation, Hand-facing, Background etc.

# Image Sample Collection

## Examples of user and environment variation



a



b



c



d



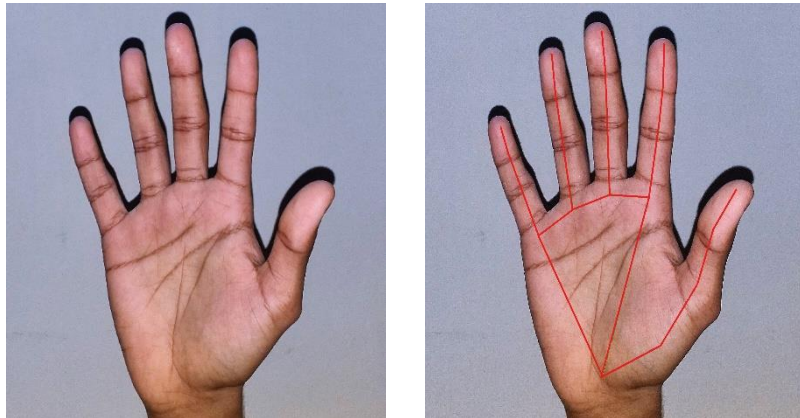
e

Dataset Variation : (a) background, (b) hand-orientation, (c) angle, (d) luminance, (e) user (hand-shape, age, sex)

# Steps of Dataset Generation

## ■ Hand Key-points Detection and Preprocessing

Collected samples were processed via MediaPipe, for hand key-points detection



Original images, with corresponding images with detected hand key-points

### Pre-processing

Remove samples with faulty detection

- Faulty detection may occur due to
  - Darker lighting ambience
  - Noisy/complex background
  - Sample being too hazy
  - Occlusion of certain fingers
- We removed such images manually

# Steps of Dataset Generation

## ■ CSV File Generation

- One .csv file per user per sign, therefore **10 users × 10 signs = 100 .csv files**
- A .csv file contains -
  - Name of the image sample (in the 1<sup>st</sup> column)
  - 3D coordinate values of 21 hand key-points (in  $21 \times 3 = 63$  columns)
  - Label : to which sign the sample belongs (in the last column)

| Single Image Frame        | x00          | y00          | z00              | ... | ... | ... | x20          | y20          | z20            | Label |
|---------------------------|--------------|--------------|------------------|-----|-----|-----|--------------|--------------|----------------|-------|
| Sign 5 - Sample (1).jpg   | 0.5268982053 | 0.7076662183 | -0.0001521946833 | ... | ... | ... | 0.6330968142 | 0.3030059636 | -0.02904015779 | 5     |
| Sign 5 - Sample (2).jpg   | 0.5247818232 | 0.6949129105 | -0.0001708280179 | ... | ... | ... | 0.6325411797 | 0.2845495939 | -0.02152325585 | 5     |
| Sign 5 - Sample (3).jpg   | 0.529882133  | 0.7028650045 | -0.0001707728225 | ... | ... | ... | 0.6289576292 | 0.2685497999 | -0.03530567512 | 5     |
| ...                       | ...          | ...          | ...              | ... | ... | ... | ...          | ...          | ...            | 5     |
| ...                       | ...          | ...          | ...              | ... | ... | ... | ...          | ...          | ...            | 5     |
| ...                       | ...          | ...          | ...              | ... | ... | ... | ...          | ...          | ...            | 5     |
| ...                       | ...          | ...          | ...              | ... | ... | ... | ...          | ...          | ...            | 5     |
| Sign 5 - Sample (98).jpg  | 0.4832853675 | 0.7142745256 | -3.69E-05        | ... | ... | ... | 0.3733857572 | 0.3342831135 | -0.06373260915 | 5     |
| Sign 5 - Sample (99).jpg  | 0.4827418327 | 0.7284878492 | -6.04E-05        | ... | ... | ... | 0.3589046001 | 0.3403604031 | -0.02973021567 | 5     |
| Sign 5 - Sample (100).jpg | 0.4893758297 | 0.7470804453 | -6.00E-05        | ... | ... | ... | 0.3513546586 | 0.3379026055 | -0.03841268271 | 5     |

## Structure of a sample .csv file



# Classification

## Classification Results on proposed Bangla sign digits dataset

- 10-class classification problem
- Cross-validation applied : 10 fold
- Train-test ratio - 0.80 : 0.20
- Number of spatial features : 63
  - 3D coordinates of 21 points
- Classifiers used :
  - K-Nearest Neighbor
  - Support Vector Machine
  - Extreme Gradient Boosting
  - Random Forest Classifier
  - Decision Tree Classifier

| Classification Model | Accuracy |
|----------------------|----------|
| KNN                  | 94.60%   |
| SVM (Linear)         | 98.00%   |
| SVM (Polynomial)     | 93.35%   |
| SVM (RBF)            | 98.65%   |
| XGB                  | 98.00%   |
| RFC                  | 97.75%   |
| DTC                  | 96.25%   |

# Classification

## Classification Results on individual sign digits

| Classification Model | Sign 0 (%)   | Sign 1 (%)   | Sign 2 (%)   | Sign 3 (%) | Sign 4 (%)   | Sign 5 (%)   | Sign 6 (%)   | Sign 7 (%) | Sign 8 (%)   | Sign 9 (%) |
|----------------------|--------------|--------------|--------------|------------|--------------|--------------|--------------|------------|--------------|------------|
| KNN                  | 98.09        | 95.91        | 99.50        | 99.47      | 97.57        | 97.99        | 99.50        | 96.48      | 99.03        | 100        |
| SVM (Lin)            | 99.04        | 97.76        | 98.51        | 100        | 98.52        | 98.51        | 100          | 97.93      | 99.03        | 100        |
| SVM (Poly)           | 99.03        | 97.75        | 95.69        | 97.42      | 93.43        | 94.95        | 99.50        | 98.96      | 97.09        | 100        |
| <b>SVM (RBF)</b>     | <b>99.52</b> | <b>99.09</b> | <b>99.01</b> | <b>100</b> | <b>99.51</b> | <b>98.99</b> | <b>99.50</b> | <b>100</b> | <b>99.51</b> | <b>100</b> |
| XGB                  | 99.52        | 97.29        | 99.50        | 99.47      | 98.54        | 98.49        | 100          | 97.44      | 100          | 100        |
| RFC                  | 99.04        | 98.20        | 98.52        | 99.47      | 96.63        | 98.49        | 100          | 97.93      | 98.54        | 100        |
| DTC                  | 95.22        | 98.64        | 99.50        | 97.93      | 95.67        | 92.72        | 99.50        | 97.93      | 98.54        | 100        |

# Result Analysis

## Incorrect classification :

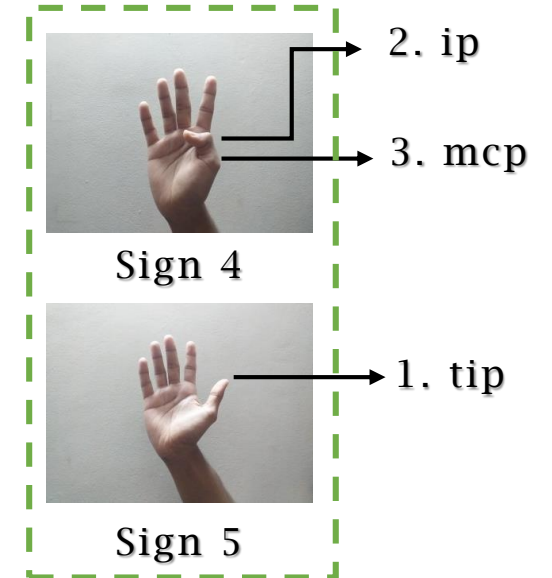
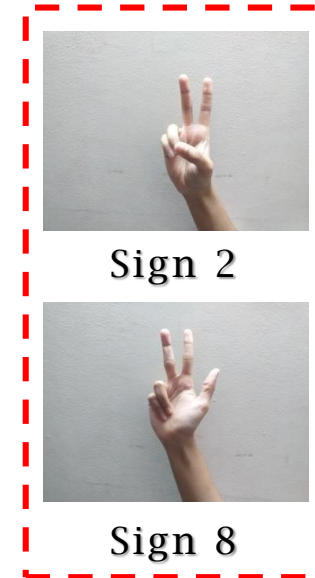
Mostly between -

- Sign 1 and 7
- Sign 2 and 8
- Sign 4 and 5

## Reason of incorrect classification

Co-ordinate values are similar except for 3 thumb finger landmarks

1. Thumb tip
2. Thumb inter phalangeal
3. Thumb meta-carpo phalangeal



# Comparison with existing Bangla sign digits dataset

|                           | Ishara-Bochon Dataset | Proposed Dataset               |
|---------------------------|-----------------------|--------------------------------|
| Sample Type               | Images                | Images                         |
| Image Type                | RGB                   | RGB                            |
| Sign Type                 | Static                | Static                         |
| Dataset Size              | 1000 Images           | 10000 Images<br>100 .csv files |
| Image Size                | $128 \times 128$      | $640 \times 480$               |
| Image Background          | White                 | Various                        |
| Feature Extraction Method | CNN                   | MediaPipe                      |
| Classification Model      | CNN                   | SVM                            |
| Accuracy                  | 92.87%                | 98.65%                         |

Proposed dataset -

- Larger in size
- More challenging - with user and environment variation
- Takes less computation time
- Yields better accuracy

# Comparison with existing Bangla sign digits dataset

For further ground level comparison, we have evaluated the performance of our dataset on the same CNN architecture, that was applied on Ishara-Bochon -

- 10000 RGB Images were used
- Images were resized to  $128 \times 128$ , same as the Ishara-Bochon
- Then images were converted from RGB to Grayscale
- Same CNN architecture was used, with same hyper-parameter values

**Proposed dataset provides better accuracy in lesser time (epochs)**

Datasets on Same CNN architecture

|              | Ishara-Bochon Dataset | Proposed Dataset  |
|--------------|-----------------------|---|
| Sample Type  | Images                | Images  |
| Image Type   | Grayscale             | Grayscale   |
| Sign Type    | Static                | Static  |
| Dataset Size | 1000                  | 10000   |
| Image Size   | $128 \times 128$      | $128 \times 128$  |
| Background   | White                 | Various   |
| Epochs       | 500                   | 100, 50   |
| Optimizer    | Adam                  | Adam, SGD   |
| Accuracy (%) | 92.87                 | 97.70 (Adam, 50)<br>99.10 (Adam, 100)<br>99.30 (SGD, 100) |

# Conclusion and Future Work

- In this paper, we have only focused on 10 sign digits
- Apart from sign digits, in Bangla Sign Language, there are -
  - 38 One-handed signs of sign alphabet
  - 36 Two-handed signs of sign alphabet
  - Dynamic signs of Bangla sign alphabet
- Our next focus is on developing a complete dataset on One-handed signs of Bangla sign alphabet using depth information, followed by another dataset on Two-handed signs of Bangla sign alphabet
- We also intend to continue our research on Hand Gesture Recognition by working on other sign languages, as well as other static and dynamic sign gestures

# Questions ?

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# Thank You