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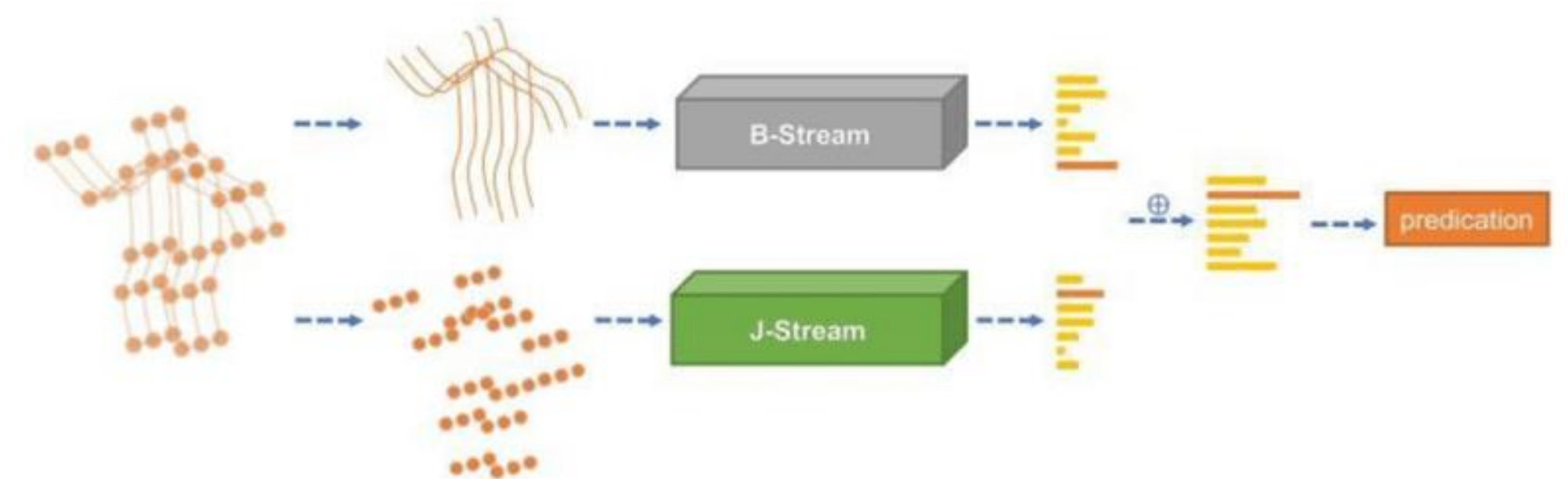
## Partner



## CLASSIFYING HAND SIGNS

### MONO OR BIMANUAL HAND GESTURES ?

- ❖ Long Term Objective: Elaborate and train French Hand Sign Language classification models.
- ❖ With this goal, we developed a model allowing for sign annotation, whether they are mono or bimanual.
- ❖ By identifying different characteristics (signing area, palm orientation, etc.), our algorithm will allow to annotate FSL signs to augment MocapLab's database automatically.



## ACTION RECOGNITION: STATE OF THE ART

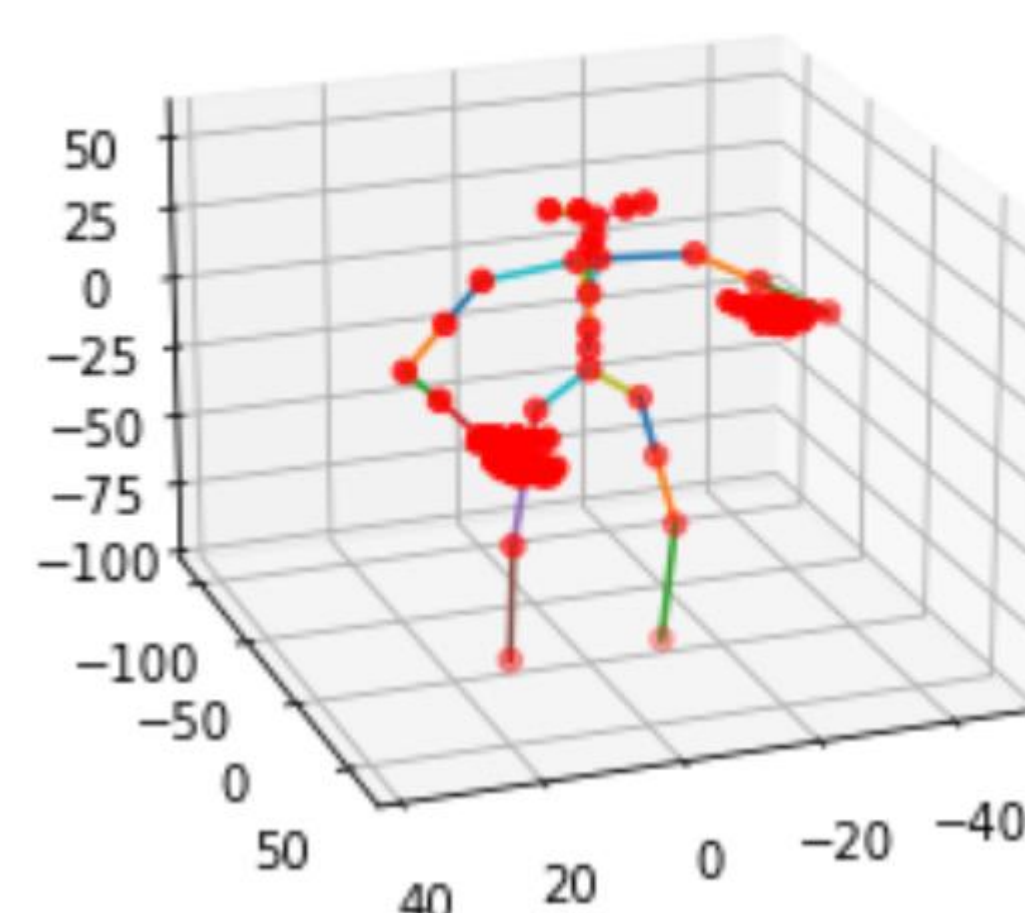
### 2S-AGCN ALGORITHM

- Graph Convolutional Neural Network (GCNN) are neural networks that identify relationships between nodes and bones of a graph.
- Traditional GCNN don't take into account the orientation or the length of the connections between nodes. Moreover, the topology of the graph is fixed and manually assigned.

The 2s-AGCN algorithm is inspired by GCNN to establish relationships between different entities by adding a temporal dimension. It is therefore the best suited to our needs.

- The 2s-AGCN implements adaptive graph learning and learns the importance of connections between nodes in predicting the actions of a skeleton.
- It processes the "joints" graph (nodes) and the "bones" graph (edges) separately and then in combination.
- It is therefore currently the most suitable model for recognizing signs.
- We use 2s-AGCN to predict the actions performed by an actor whose movements are recorded by Motion Capture.

Skeleton : frame 44



Skeleton of the actor signing the word "Bonbon" in LSF

## ADAPTATION

### A COMPLEX ALGORITHM

1. We processed the raw Motion Capture data into skeletons:
  - Selection of the relevant joints
  - Creation of the skeleton (graph)
  - Pelvis normalization
2. We have developed a Python code to animate and visualise the skeletons.
3. We worked on the 2S-AGCN algorithm to adapt it to our graph.
4. We have trained the model to obtain satisfactory accuracy for the rest of the project.