

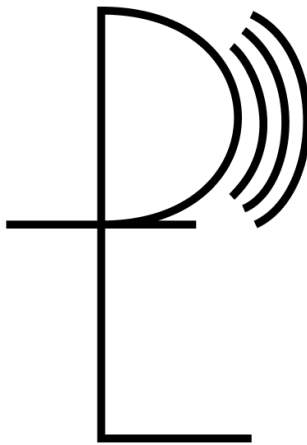
Boston University

Electrical & Computer Engineering

EC 464 Senior Design Project

Second Prototype Report

Portable Language Translator



By

Team 23

Portable Language Translator

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For the hardware setup we have a Raspberry Pi 5 that interfaces with all the relevant components. Specifically, it interfaces with three USB devices: camera, speaker, and microphone.

For the language translation, a react web app is used to control the base language and voice settings of the program, which it sends using a Flask API. One device is used for the conversation. The users must wait for the translation and playback to fully finish before beginning the next phrase. The program captures audio from the USB microphone, splits it into chunks and uses voice activity detection software to determine if someone is speaking. Once it detects no speech, it sends the audio file to the google cloud for the transcription, translation, and finally text-to-speech. The audio file is sent back to the program which it plays from the system's speaker and to display the translated text on the UI.

For the ASL gesture detection and prediction, the external camera (USB 2.0 Camera) will record a live video stream and the script will initialize this video feed with OpenCV. First processing camera frames is done with Mediapipe's hand landmarks model to extract hand landmarks and then grouping these landmarks from the last 30 frames into a sequence. This sequence is fed into our LSTM (Long Short Term Memory) model that outputs the probability for each gesture. When a specific gesture's confidence is greater than the threshold value, that gesture will be then chosen as the detected gesture. An asynchronous thread handles this inference process, ensuring that consistent and confident predictions are added to a running sentence, which is eventually converted into speech for translation. Once the sentence is done playing, the script will then listen for the audio and save the transcription in a .txt file where it will be displayed in the UI. Then the script will go back to detecting ASL gestures and the cycle will restart.

Measurements and Data:

Language tests

Accuracy: We wanted to collect some data to demonstrate the accuracy and functionality of our language translation code. The data collected in Tables 1-6 below demonstrates different translation paths such as English - Korean and Korean - Spanish. For each row we notice: “Phrase Said” being the words spoken by the user, “Phrase Recorded” being the words picked up by the software, “Translated Phrase” being the final translation that is determined and outputted by the software. Under “Errors?” we write the degree to which the translation and transcription were incorrect. Transcriptions define whether the actual translation was wrong while the Translation then describes whether given a transcription we were able to correctly output it. As an additional note this is the same data as prototype test 1 since we should observe the same performance as long as the microphone on the raspberry is capable of picking up the intended phrase.

Phrase Said	Phrase Recorded	Translated Phrase	Errors
Hello, how are you?	hello how are you	안녕하세요. 어떻게 지내세요	Transcription: no errors Translation: no errors
Can I get a large coffee with two sugars and no milk, please?	can I get a large coffee with Two Sugars and no milk	Two Sugars와 우유 없이 큰 커피 한 잔을 마실 수 있나요?	Transcription: no errors Translation: no errors
Excuse me, how do I get to the nearest train station?	excuse me how do I get to the nearest train station	실례합니다. 가장 가까운 기차역까지 어떻게 가나요?	Transcription: no errors Translation: no errors

Table 1: English - Korean Translation

Phrase Said	Phrase Recorded	Translated Phrase	Errors
Do you have fresh strawberries or are they out of season?	you have fresh strawberries or are they out of season	¿Tienes fresas frescas o están fuera de temporada?	Transcription: missing word Translation: no errors
Can I try this jacket on in a medium size?	can I try this jacket on in a medium sized	¿Puedo probarme esta chaqueta en talla mediana?	Transcription: minor error Translation: no errors
What time are we meeting tomorrow for	what time are we meeting tomorrow for	¿A qué hora nos reuniremos mañana	Transcription: missing word

lunch at the new restaurant?	lunch at the new	para almorzar en el nuevo?	Translation: no errors
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Table 2: English - Spanish Translation

Phrase Said	Phrase Recorded	Translated Phrase	Errors
¿Hola, tienes fresas frescas o están fuera de temporada?	Hola tienes fresas frescas o están fuera de temporada	안녕하세요. 신선한 딸기가 있나요? 아니면 제철이 아니나요?	Transcription: no errors Translation: no errors
¿Puedo probarme esta chaqueta en talla mediana?	puedo probarme esta chaqueta en talla mediana	이 재킷을 미디엄 사이즈로 입어봐도 될까요?	Transcription: no errors Translation: no errors
¿A qué hora nos reuniremos mañana para almorzar en el nuevo restaurante?	a qué hora nos reunimos mañana para almorzar en el nuevo restaurante	우리 내일 몇 시에 새 식당에서 점심 먹으러 만나요?	Transcription: no errors Translation: no errors

Table 3: Spanish - Korean Translation

Phrase Said	Phrase Recorded	Translated Phrase	Errors
안녕하세요. 어떻게 지내세요	안녕하세요 어떻게 지내세요	Hola, cómo estás	Transcription: no errors Translation: no errors
우유 없이 설탕 그제 큰 커피 주세요	우유 없이 설탕 그제 큰 커피 주세요	Me gustaría un café grande con dos azúcares y sin leche.	Transcription: no errors Translation: no errors
실례합니다. 가장 가까운 기차역까지 어떻게 가나요?	실례합니다 가장 가까운 기차역까지 어떻게 가나요	Disculpe, ¿cómo llego a la estación de tren más cercana?	Transcription: no errors Translation: no errors

Table 4: Korean - Spanish Translation

Phrase Said	Phrase Recorded	Translated Phrase	Errors
신선한 딸기 있나요 아니면 제철이 아니나요	신선한 딸기 있나요 아니면 제철이 아니나요	Are there any fresh strawberries or are they out of season?	Transcription: no errors Translation: no errors

이 재킷을 M 사이즈로 입어봐도 될까요	이 재킷을 M 사이즈로 입어봐도 될까요	Can I try that jacket in size M?	Transcription: no errors Translation: no errors
우리 내일 몇 시에 새 식당에서 점심 먹으러 만날 거야	우리 내일 몇 시에 새 식당에서 점심 먹으러 만날 거야	What time are we meeting for lunch at the new restaurant tomorrow	Transcription: no errors Translation: no errors

Table 5: Korean - English Translation

Phrase Said	Phrase Recorded	Translated Phrase	Errors
Hola, cómo estás	Hola cómo estás	Hello how are you	Transcription: no errors Translation: no errors
¿Puedo tener un café grande con dos azúcares y sin leche por favor?	puedo tener un café grande con dos azúcares y sin leche por favor	can I have a large coffee with two sugars and no milk please?	Transcription: no errors Translation: no errors
Disculpe, como alcanzo llegar al estacion de tren mas cercano?	Disculpe cómo alcanzo a llegar a la estación de tren más cercano	excuse me, how do I get to the nearest train station?	Transcription: minor errors Translation: no errors

Table 6: Spanish - English Translation

Latency: Referring to Table 7 below, we were able to record some measurements for the latency of our software for different sized phrases. For context, the data was collected using English - Spanish translations (English phrase translated into Spanish). In our collected data, latency is measured by the time the untranslated audio is sent to the cloud to when the translated audio playback starts. This was measured by the Python timer method to provide accurate times.

Specifically, as we move down the table we observe that we are testing with larger and larger phrases to test the correlation between different sized phrases and latency.

Phrase	Word count	Latency (seconds)
Hello	1	0.34
Hello, how are you?	4	0.59
I would like to have a water please	8	0.64
Where is the nearest hospital? I am having a serious allergic reaction	12	0.83
I always enjoy quiet evenings at home, reading a good book with a cup of tea	16	1.19
Let's plan a weekend getaway soon. It's been too long since we all had some fun together outside at the beach	21	1.21
When we moved into the new neighborhood, we didn't know anyone, but our neighbors were so welcoming. They even brought over cookies and invited us to their backyard barbecue. It's been a great place to live ever since	38	1.90

Table 7: Latency Measurements - Data collected on the Raspberry Pi for latency for different sized phrases

ASL Test

Accuracy: With our ASL software, we wanted to test whether the model could accurately detect and predict signed gestures when a user attempts to gesture in ASL. Table 8 below demonstrates attempted gestures at different distances, with the outputs indicating whether each gesture was correctly detected.

Gesture	Distance from Camera	Correct?
Hello	.33 meters	False
Hello	.67 meters	True
Hello	1 meter	True
I love you	.33 meters	False
I love you	.67 meters	True
I love you	1 meter	False
Thank you	.33 meters	True
Thank you	.67 meters	True
Thank you	1 meter	True

Table 8: ASL Gesture Translation Data - Table demonstrates how an intended gesture is detected and translated at different distances using our ASL gesture model.

Latency: We also wanted to record measurements for the latency or processing time for the time it takes for the model to process and play the gesture into the speaker. Latency is measured by the time the gesture is detected to when it is finished playing on the speaker. Table 9 demonstrates the difference gestures and then the corresponding latency in seconds.

Gesture	Latency (seconds)
Hello	2.32
I love you	2.81
Thank you	2.42

Table 9: ASL Latency Measurements - Demonstrates how long it took to process a given gesture and play it on the speaker.

Microphone Test

Functional Distance: In order to test the functional distance of our new microphone, we used a similar testing method compared to last semester. Referencing Table 10, we were able to come up with a scoring guideline for any given audio recording. With this scoring guideline we were then able to test the microphone at different distances and at varying audio levels. Based on the audio recording we would then be able to give it a quality score between 0 and 4 (shown in Table 11).

Quality Score	Meaning
0	Inaudible
1	Muffled and distant
2	Language can be understood
3	Clear audio
4	Perfect audio recording

Table 10: Quality Score Table - Ranking given to an audio recording based on overall quality.

Distance (m)	Whisper	Conversational Speaking	Yelling / Loud Speaking
0.25	3	4	4
0.50	2	4	4
0.75	2	4	4
1	1	3	4
1.25	1	3	4
1.50	0	2	3
1.75	0	1	3
2	0	0	3

Table 11: Microphone Performance - Performance of USB microphone at varying distances and audio levels.

Conclusions:

Language

The accuracy of the transcription and translation is the same as last semester. This shows that it is still highly accurate even when moved to the Raspberry Pi 5. Even with the minimal errors, any ASL individual reading the transcribed text or other party speaking a different language should be able to understand the meaning of each phrase. The accuracy is also above our minimum expected percentage accuracy. More importantly is the latency is sufficiently within our range of less than 4 seconds when the software is now moved to the Raspberry Pi 5.

ASL

This semester involved using and incorporating a new gesture recognition ML model. Based on our results we can clearly see the promise of the new model. Although the accuracy of 67% is lower than what we would want, the prototype testing was done with only ten data points. Despite the small number of testing points we understand that if we simply spend more time adding more data to our model that we will start to see great improvements in the performance of the ASL gesture recognition. The latency of ASL recognition primarily depends on the length of the gesture translation, with the majority of the delay coming from the playback of the translated speech through the speaker.

Microphone

One of our requirements of the project is defined by how far someone can be from the device for full translation functionality. The requirement we defined was a distance of one meter away from the device. This requirement was already completed from our previous microphone from last semester. The change came from the desire to implement a more robust system that would be easier to implement into a physical encasing. Additionally, although we met the bare requirements from our microphone last semester we still noticed a lot of room for improvement. From the collected data we see that the microphone works well within our parameters.