A Framework for Sensor Based Sign Language Detection using Machine Learning

Exam Roll: 16

Reg no.: 2015-516-695

Session: 2015-16

Exam Roll: 37

Reg no.: 2015-216-698

Session: 2015-16



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Background

Human Computer Interaction (HCI)

To be able to interact with computers the same way we interact with other Humans



Vision Based

- No extra hardware needed other than the Camera
- Sensitive to the background and hand orientation
- Can not be designed as a standalone device



Sensor Based

- Extra hardware is requirede.g. **Data Glove**
- Not sensitive to the Background and orientation
- Can be designed as a standalone device

Related Works

Mäntyjärvi

8 dynamic gestures Classification based on HMM Used accelerometer sensor **Single** Participant Average accuracy 98%

Zhang

72 dynamic gestures Classification based on **HMM** Used accelerometer and **EMG** sensors **Two** Participants Average accuracy 95.8%

P. Weber

Low Cost **Data Glove** design Used Flex and IMU sensors Vibrotactile Feedback Wireless Capability

Roy

5 dynamic gestures Classification based on **HMM** and **Bayes** Classifier Used **accelerometer** sensor Six participants Average accuracy **89.7**%

C. Pittman

8 static gestures Based on **Doppler Effect** Used two microphones and more than two speakers to capture the reflected sound **Single** participant

2016

Average accuracy 93.8%

Hardware Setup



Cost Breakdown

Esp-32 MCU	600/-
MPU6050	160/-
Flex sensors (x5)	3500/-
Others	200/-

Total 4460/-

ESP-32 Microcontroller

Xtensa dual core 32-bit CPU

240MHz clock frequency

4MB Flash and **520KB** RAM memory

Wi-Fi and Bluetooth Connectivity

MPU6050 IMU Sensor

3-Axis **Accelerometer** sensor

3-Axis **Gyroscope** sensor

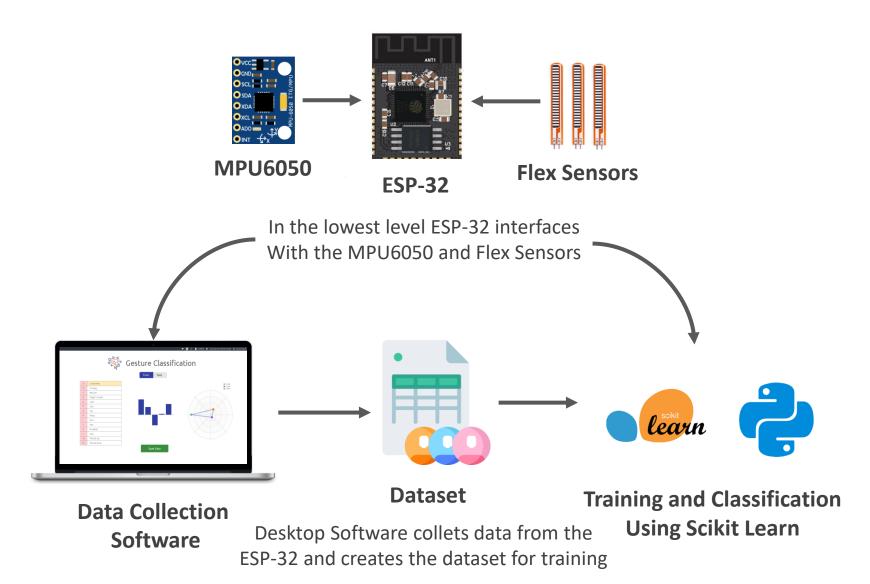
Digital Motion Processing (DMP)

Flex Sensor

2.2" Flex sensors

2x Resistance at 180° bend

Software Framework



Data Collection

Static Gestures		Dynamic Gestures
14	Number of Gestures	3
30	Number of Participants	5
21:9	Gender	4:1
21 – 32 years	Age Range	21 – 23 years
N/A	Sampling Frequency	7Hz
N/A	Window	Size: 10 samples Length: 1.67s Overlapping: 50%

Data Filtering

Statistical Median

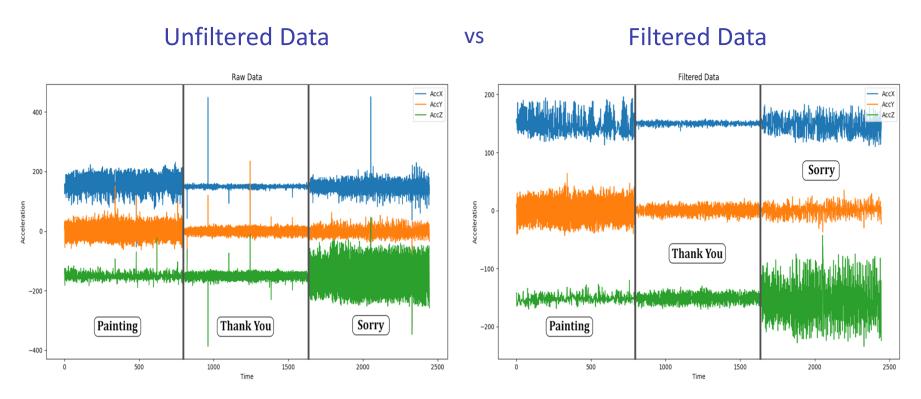
Removes outliers
Used for Flex Sensor

Complementary Filter

Stops the yaw angle drift
Used for IMU Sensor

Digital Motion Processor

On-chip filtering
Used for IMU Sensor



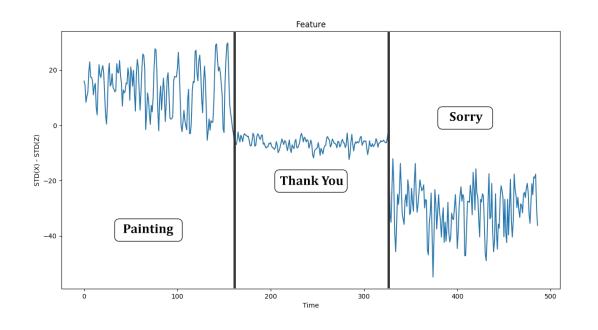
Feature Extraction & Training

Static Gestures

Mean

Median

Standard Deviation (σ)



Dynamic Gestures

Mean

Median

Variance

Standard Deviation (σ)

Root Mean Square

Chosen Feature

$$\sigma_x - \sigma_z$$

Result Analysis

Evaluation Process

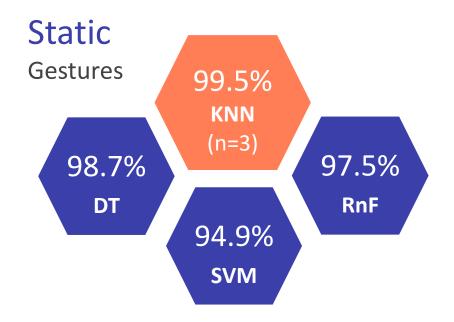
Accuracy using Cross Validation

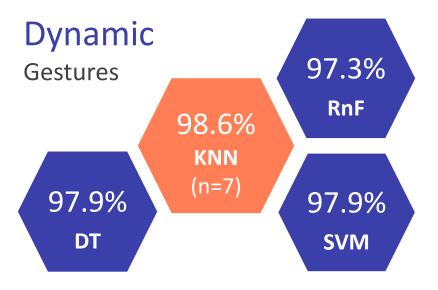
Precision and Sensitivity

$$Precision = \frac{TP}{TP + FP}$$

$$Sensitivity = \frac{TP}{TP + FN}$$

Confusion Matrix





Future Works







First ever complete sensor-based Bangla sign language framework





Extending the **Dataset**

Increase the number of gestures
Data from actual impaired



On-device Classification

Portability
Cost reduction





Appendix A

Euler Angle Equations:

$$\phi = \tan^{-1} \frac{2(wx+yz)}{1-2(x^2+y^2)}$$

$$\theta = \sin^{-1} 2(wy - xz)$$

$$\psi = \tan^{-1} \frac{2(wz + xy)}{1 - 2(y^2 + z^2)}$$

Here, w, x, y, and z are real numbers, and i, j, and k are the fundamental quaternion units.

Appendix B

Orientation Angle Equations:

$$yaw = \tan^{-1} \frac{2(xy - wz)}{2(w^2 + x^2) - 1}$$

$$pitch = \tan^{-1} \frac{gravity_x}{\sqrt{gravity_y^2 + gravity_z^2}}$$

$$roll = \tan^{-1} \frac{gravity_y}{\sqrt{gravity_x^2 + gravity_z^2}}$$

Here, w, x, y, and z are real numbers, and i, j, and k are the fundamental quaternion units.

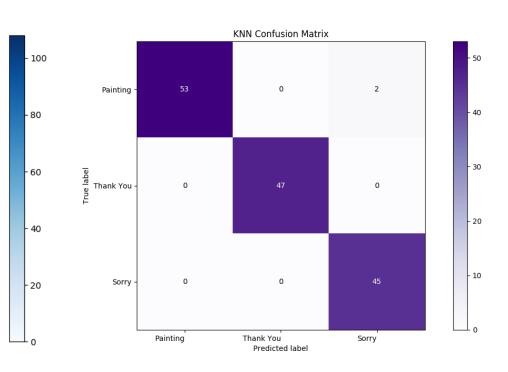
Appendix C

Confusion Matrix of KNN Classifier

Static Gestures

KNN Confusion Matrix Cash Come Here -Excellent -0 Finger Crossed Four Stop Three Thumbs Down Thumbs Up Two Thurbs Down Predicted label

Dynamic Gestures

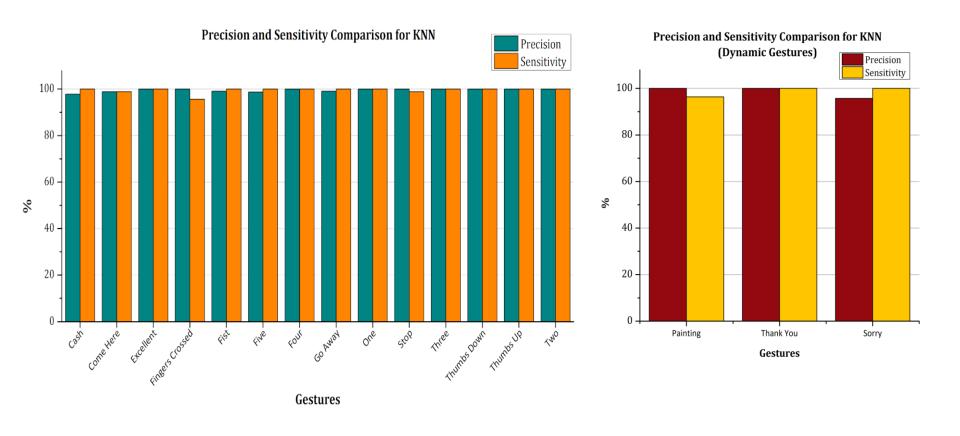


Appendix D

Precision vs Sensitivity of KNN Classifier



Dynamic Gestures



Appendix E

Static Hand Gestures

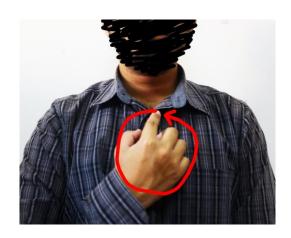


Appendix F

Dynamic Hand Gestures







Painting Thank You Sorry