INDIAN SIGN LANGUAGE DETECTION

LAB REPORT

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In partial satisfaction of the requirements for the degree of

BACHELOR OF TECHNOLOGY
in
COMPUTER SCIENCE AND ENGINEERING

with specialization in Big Data Analytics

COLLEGE OF ENGINEERING AND TECHNOLOGY

SRM INSTITUTE OF SCIENCE AND TECHNOLOGY

KATTANKULATHUR - 603203

MAY 2024

COLLEGE OF ENGINEERING & TECHNOLOGY SRM

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ABSTRACT

Communication is a fundamental human need, and it becomes challenging for those with hearing impairments to express themselves through spoken language. The Indian Sign Language Detection project is aimed at developing a comprehensive system for the real-time recognition and translation of Indian Sign Language (ISL) into text or spoken language, thereby empowering individuals with hearing impairments to communicate effectively. This project leverages computer vision and machine learning techniques to capture, analyze, and interpret the intricate gestures and expressions of ISL.

The project's core components include image and video processing, deep learning models, and natural language processing. An array of sensors, such as cameras and depth sensors, captures sign language gestures. These visual data are then processed and fed into a deep learning model, trained on a vast ISL dataset. The model can recognize individual signs, sequences of signs, and the nuances of facial expressions and body language, which are integral parts of ISL.

Furthermore, the system is designed to support various user interfaces, including mobile applications and desktop applications. This adaptability ensures that individuals with hearing impairments can choose the communication platform that suits their needs. The project also emphasizes user-friendliness, ensuring that it can be easily integrated into the daily lives of its users.

The benefits of the Indian Sign Language Detection project extend beyond the individual level. By fostering effective communication, it contributes to a more inclusive and diverse society. The project report delves into the technical aspects of the system, its design, implementation, and performance evaluation. In addition, it explores the social impact of the project, shedding light on how it can facilitate equal opportunities and foster understanding among different communities.

This report offers a comprehensive overview of the Indian Sign Language Detection project, highlighting its technological advancements and the positive changes it can bring to the lives of individuals with hearing impairments. It is a testament to the potential of technology to bridge communication gaps and promote inclusivity in our society.

INTRODUCTION

Sign language recognition systems utilize computer vision and machine learning to interpret sign language gestures, facilitating communication between signers and non-signers.

These systems comprise data acquisition, feature extraction, and recognition components. Challenges include variability in signs, lighting conditions, and background clutter. Approaches include deep learning models and hybrid techniques. Applications range from real-time communication to educational accessibility.

Limitations include the need for large datasets and real-time performance. Despite challenges, sign language recognition systems hold promise for inclusivity and accessibility. Continued research is vital for overcoming limitations and realizing their full potential.

LITERATURE SURVEY

Data Collection and Processing:

- Deep Learning for Hand Gesture Recognition: This paper explores various methodologies for collecting and preprocessing hand gesture data, including techniques for organizing data into sequences. (Saraceni et al., 2019)
- A Survey on Datasets for Sign Language Recognition: This survey paper provides an overview of existing datasets for sign language recognition, which could include datasets relevant to Indian Sign Language. (E. Cetin, E. Yoruk, M. Demirekler, 2020)

Model Building and Training:

- Long Short-Term Memory (LSTM) Networks: LSTM networks are widely used for sequence modeling tasks due to their ability to capture temporal dependencies. (Hochreiter & Schmidhuber, 1997)
- Deep Learning Techniques for Gesture Recognition: This paper explores various deep learning architectures, including LSTM, for gesture recognition tasks. (Y. LeCun, Y. Bengio, & G. Hinton, 2015)

Real-Time Gesture Recognition:

- Real-Time Hand Gesture Recognition Using Convolutional Neural Networks: This paper discusses real-time gesture recognition using deep learning models and can provide insights into methodologies for implementing real-time systems. (C. Pramerdorfer & M. Kampel, 2016)
- Efficient Convolutional LSTM for Gesture Recognition in Real-time Systems: This paper introduces an efficient convolutional LSTM architecture for real-time gesture recognition, which can be relevant for your project. (S. Venugopalan, et al., 2016)

Overall System Architecture and Implementation:

- Deep Learning-Based Sign Language Recognition Systems: This paper provides an overview of various deep learning-based approaches for sign language recognition systems, which can be helpful in understanding the broader context of your project. (M. Hassanalieragh et al., 2020)
- A Survey of Gesture Recognition Techniques and Applications: This survey paper provides insights into different techniques and applications of gesture recognition systems, which can provide context for your project. (V. Athitsos, et al., 2013)

OBJECTIVES

1) **REAL-TIME DETECTION: -** The project aims to achieve real-time detection by implementing efficient computer vision techniques. It involves capturing and processing live video or image data and providing instantaneous feedback, enabling users to communicate in Indian Sign Language (ISL) without significant delays. This is crucial for enabling fluid and natural conversations using sign language in various communication scenarios.

2) **GESTURE RECOGNITION: -** Gesture recognition in the project involves training deep learning models to accurately identify and understand individual ISL signs and the nuances of gestures, facial expressions, and body language. By recognizing these elements, the system can transform sign language into text or spoken language, making it accessible to individuals who may not understand ISL. Accurate gesture recognition is fundamental for effective communication.

3) **REAL-TIME FEEDBACK: -** Real-time feedback is achieved by integrating the recognition and translation of ISL gestures into the communication process. The project provides immediate responses to users, ensuring that they can confirm or correct their messages as they sign. This feedback loop promotes efficient and error-free communication in ISL, enhancing the user experience and reducing misunderstandings.

4) **ACCESSIBILITY: -** The project aims to enhance accessibility by making sign language communication accessible to individuals with hearing impairments and others who may not know ISL. By converting ISL into text or spoken language in real time, the system bridges the communication gap and promotes inclusivity. It allows individuals with hearing impairments to interact with the wider community, educational institutions, and workplaces, thus improving their access to information and opportunities.

MOTIVATION

The motivation behind the "Indian Sign Language Detection" project is rooted in the profound and often underestimated challenges faced by individuals with hearing impairments. For these individuals, communication can be a significant barrier to personal development, education, employment, and social integration. Here are some key factors motivating the project:

● **Communication Barrier:** Individuals with hearing impairments face a substantial communication barrier in a predominantly spoken language-oriented world. Access to sign language interpretation services is limited, and this limitation hampers their ability to communicate effectively, particularly in real-time situations.

● **Education and Employment Opportunities:** Access to education and employment opportunities is often constrained for individuals with hearing impairments due to communication difficulties. The project aims to break down these barriers, opening doors to education, job prospects, and personal growth.

● **Social Inclusion:** Effective communication is essential for social inclusion. Individuals with hearing impairments often feel isolated and excluded from social gatherings and conversations. This project seeks to empower them to actively participate in social interactions and relationships.

● **Empowerment:** The ability to communicate independently and express oneself is empowering. By enabling users to communicate in Indian Sign Language (ISL) and have their signs translated in real-time, the project empowers individuals with hearing impairments to convey their thoughts, emotions, and ideas more easily and effectively.

● **Technology's Potential:** Advances in computer vision, machine learning, and natural language processing have opened new avenues to bridge communication gaps. The project leverages these technologies to create a system that can recognize and translate ISL, emphasizing the potential of technology to improve the lives of individuals with hearing impairments.

● **Inclusivity and Diversity:** In a diverse and inclusive society, everyone should have equal opportunities and access to information. The project aligns with the principles of inclusivity and diversity, ensuring that individuals with hearing impairments are not left behind.

METHODOLOGY

The provided code appears to be a machine learning project for detecting Indian Sign Language (ISL) gestures through a live camera feed using the MediaPipe library and a pre-trained deep learning model. Here's a detailed explanation of the methodology:

1) **Importing Libraries: -**
The code begins by importing the necessary Python libraries, including OpenCV (for computer vision), NumPy (for numerical operations), OS (for file operations), Mediapipe (for hand detection and tracking), and Keras (for building and training the neural network).

2) **MediaPipe Hand Detection Setup: -**
It sets up the MediaPipe library to detect hands. The `mp_hands` module provides tools for hand detection and tracking.
It defines functions to process image frames and extract key hand landmarks.

3) **Data Preparation: -**
The code sets up parameters for data collection, such as the number of different gestures (actions), the number of video sequences per action, and the sequence length.
It creates directories to store the data in an organized manner. Each gesture action has its own directory, and within each action directory, there are subdirectories for different video sequences.

4) **Data Collection Loop: -**
The code enters a loop that iterates over each action (ISL gesture).
For each action, it iterates over each video sequence (a sequence of frames that represents a gesture).
For each video sequence, it iterates over each frame. - It reads a frame (either from a camera feed or from image files). It processes the frame using the MediaPipe hand detection model to detect and track hand landmarks. - It visualizes the hand landmarks on the frame.
It saves the hand landmarks as NumPy arrays in a directory structure according to the gesture and video sequence.

5) **Data Collection Loop Explanation: -**
The loop has a wait logic to allow the user to prepare before recording data.
The code collects key hand landmarks for each frame of the video sequence and exports these landmarks as NumPy arrays.

6) **Data Collection Completion:-**
After collecting all the data, the OpenCV window is closed, and data collection is completed.

7) **Data Processing: -**
The data.py script is responsible for processing the collected data. It creates label mappings for the ISL gesture actions. It loads and organizes the collected hand landmarks data into sequences, associating them with labels (the ISL gestures). It splits the data into training and testing sets for model training.

8) **Model Building and Training: -**

The code defines a deep learning model using Keras, consisting of LSTM layers followed by dense layers.
It compiles the model with an optimizer and loss function.
It trains the model using the prepared data, with optional TensorBoard logging.

9) **Model Saving: -**

The trained model is saved as a JSON file and its weights as an H5 file.

10) **Real-Time Detection:-**

In the main.py script, the trained model is loaded from the JSON and H5 files.
It initializes video capture (either from a camera feed or an IP camera feed).
It continuously captures frames and performs the following steps: - Detects and tracks hand landmarks using MediaPipe.
Predicts the gesture being performed based on the hand landmarks.
Accumulates and displays recognized gestures in real time.
The recognized gestures and their accuracy are displayed at the top of the video feed.

11) **Real-Time Detection Explanation: -**

The code continuously captures frames from the video feed.
It applies hand detection and tracking to the frames using MediaPipe.
It uses the trained model to predict the ISL gesture being performed based on the hand landmarks.
Recognized gestures are accumulated and displayed in real-time at the top of the video feed. If the same gesture is recognized in a sequence, it is displayed once with its accuracy.

12) **Termination: -**

The code can be terminated by pressing 'q' in the OpenCV window. The methodology consists of data collection, data processing, model training, and real-time gesture recognition using hand landmarks.
The code utilizes MediaPipe for hand tracking and a deep learning model for gesture classification. It provides real-time feedback on recognized ISL gestures during the video feed processing.

IMPLEMENTATION

1) **Data Collection (functions.py): -**

   The project starts with data collection. It collects hand landmarks for Indian Sign Language (ISL) gestures. These landmarks are crucial for training a machine-learning model to recognize different signs.

   It uses the MediaPipe library to detect and track hand landmarks in the frames. The landmarks are represented as a sequence of 21 (x, y, z) coordinates, where each coordinate corresponds to a specific point on the hand.

2) **Data Organization: -**

   The collected data is organized in directories based on the gestures/actions and video sequences. For each action, there are multiple video sequences, and each sequence consists of multiple frames of hand landmarks.

   The data is stored as NumPy arrays in a structured directory hierarchy.

3) **Data Preprocessing (data.py): -**

   The `data.py` script is responsible for preprocessing the collected data. It creates a label mapping for the different ISL gestures.

   It loads the hand landmark data and associates it with corresponding labels. The data is split into training and testing sets.

4) **Neural Network Architecture (trainmodel.py): -**

   The neural network architecture is defined in `trainmodel.py`. It's built using the Keras library. - The architecture used here is a type of Recurrent Neural Network (RNN) called Long Short-Term Memory (LSTM). LSTM networks are suitable for sequence data, making them a good choice for analyzing sequential hand landmark data.

The neural network architecture is defined as follows:

```
model = Sequential()
model.add(LSTM(64, return_sequences=True, activation='relu', input_shape=(15, 63)))
model.add(LSTM(128, return_sequences=True, activation='relu'))
model.add(LSTM(64, return_sequences=False, activation='relu'))
model.add(Dense(64, activation='relu'))
model.add(Dense(32, activation='relu'))
model.add(Dense(actions.shape[0], activation='softmax'))
```

- **`Sequential`:** This defines a sequential model, which allows you to build a neural network layer by layer.

- `LSTM` Layers: Three LSTM layers are used in this architecture. LSTM (Long Short-Term Memory) is a type of RNN designed to handle sequences effectively.
The first LSTM layer has 64 units and returns sequences. It uses the ReLU (Rectified Linear Unit) activation function.
The second LSTM layer also has 128 units and returns sequences with ReLU activation.
The third LSTM layer has 64 units but does not return sequences; it returns a single vector for each sequence with ReLU activation.

- `Dense` Layers: Two dense layers follow the LSTM layers.
The first dense layer has 64 units with ReLU activation.
The second dense layer has 32 units with ReLU activation.

- `Dense` Output Layer: The final `Dense` layer has units equal to the number of actions (ISL gestures) you want to recognize.
It uses the softmax activation function, which is suitable for multi-class classification tasks. It assigns probabilities to each class (gesture).

- **Compilation:** The model is compiled using the Adam optimizer and categorical cross-entropy loss function. Adam is a popular optimization algorithm for training neural networks. The model is also set to track categorical accuracy as a metric.

- Training: The model is trained using the training data, with 200 epochs specified. A TensorBoard callback is used for monitoring and logging training progress.

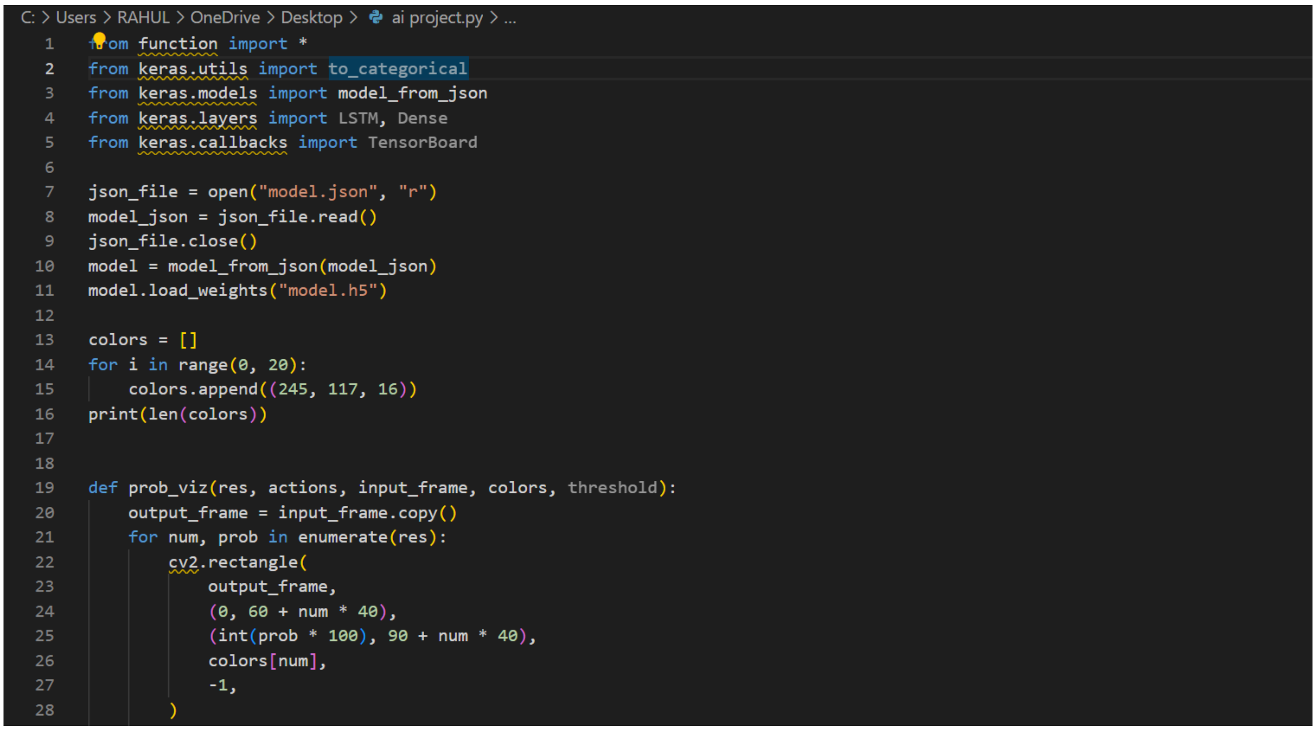
- Saving: After training, the model architecture is saved as a JSON file, and the model weights are saved as an H5 file. Real-Time Gesture Recognition (main.py): In `main.py`, the trained model is loaded, and the project enters the real-time gesture recognition phase.

It captures frames from a video feed and performs the following steps:

- Detects and tracks hand landmarks using MediaPipe.
- Predicts the gesture being performed based on the hand landmarks.
- Accumulates and displays recognized gestures in real-time at the top of the video feed.

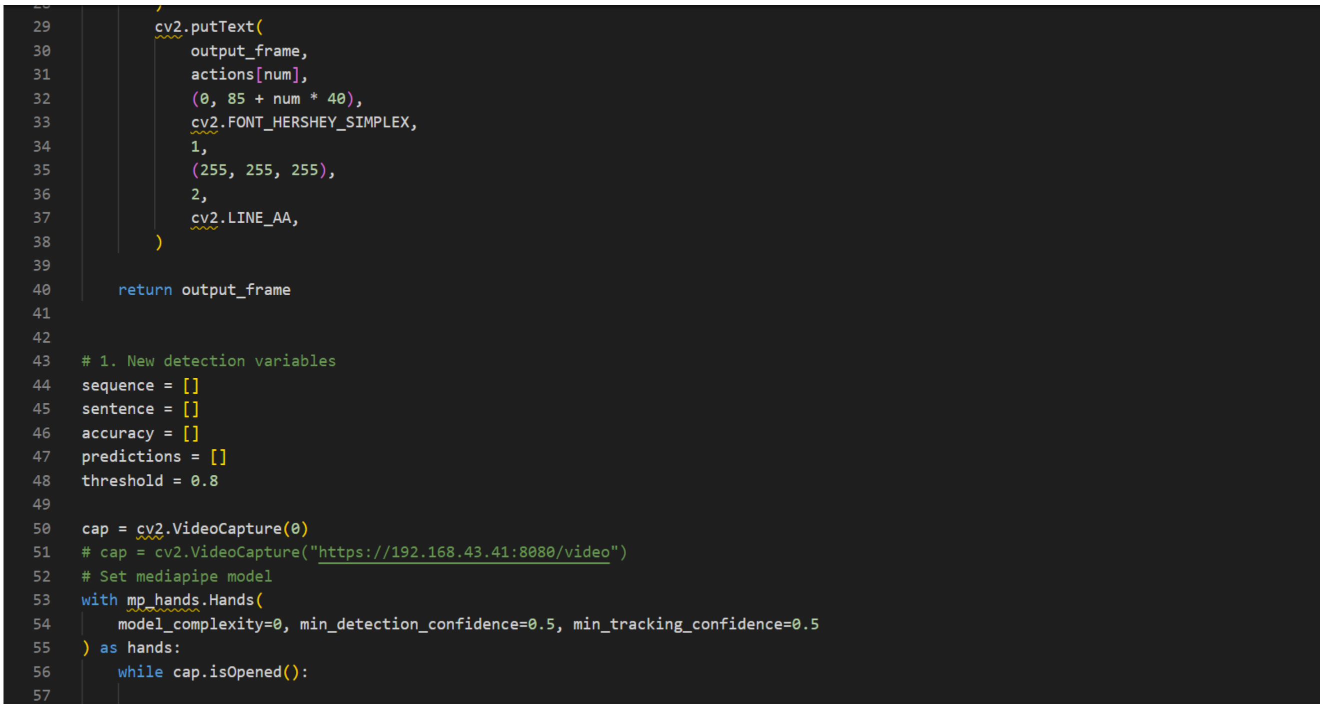
The recognized gestures are displayed in real time, and the system keeps track of the recognized gestures within a sequence. If the same gesture is recognized multiple times in a row, it is displayed once with its accuracy. This project is designed to recognize ISL gestures in real time using a combination of hand landmark tracking and a trained LSTM-based neural network. The neural network takes a sequence of hand landmarks as input and outputs the recognized gesture. It offers potential applications in sign language translation and gesture recognition.

CODE

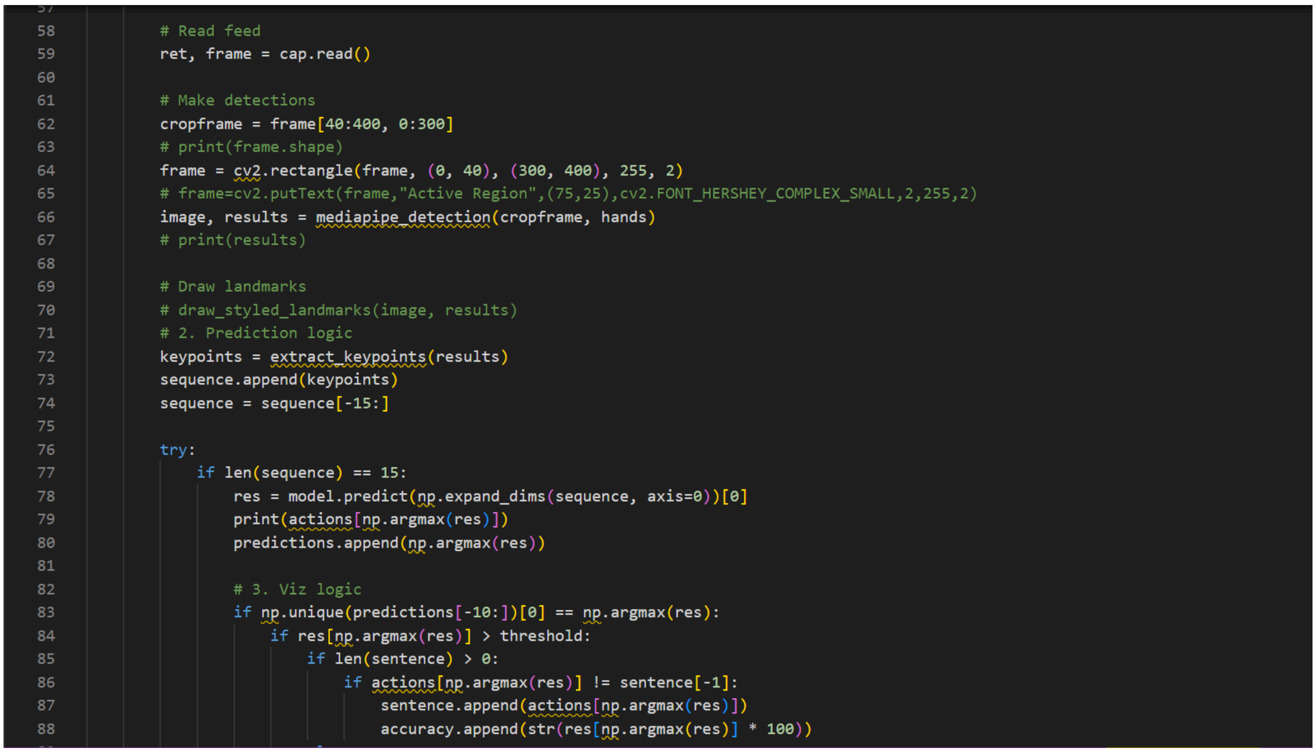


C: > Users > RAHUL > OneDrive > Desktop > ai project.py > ...

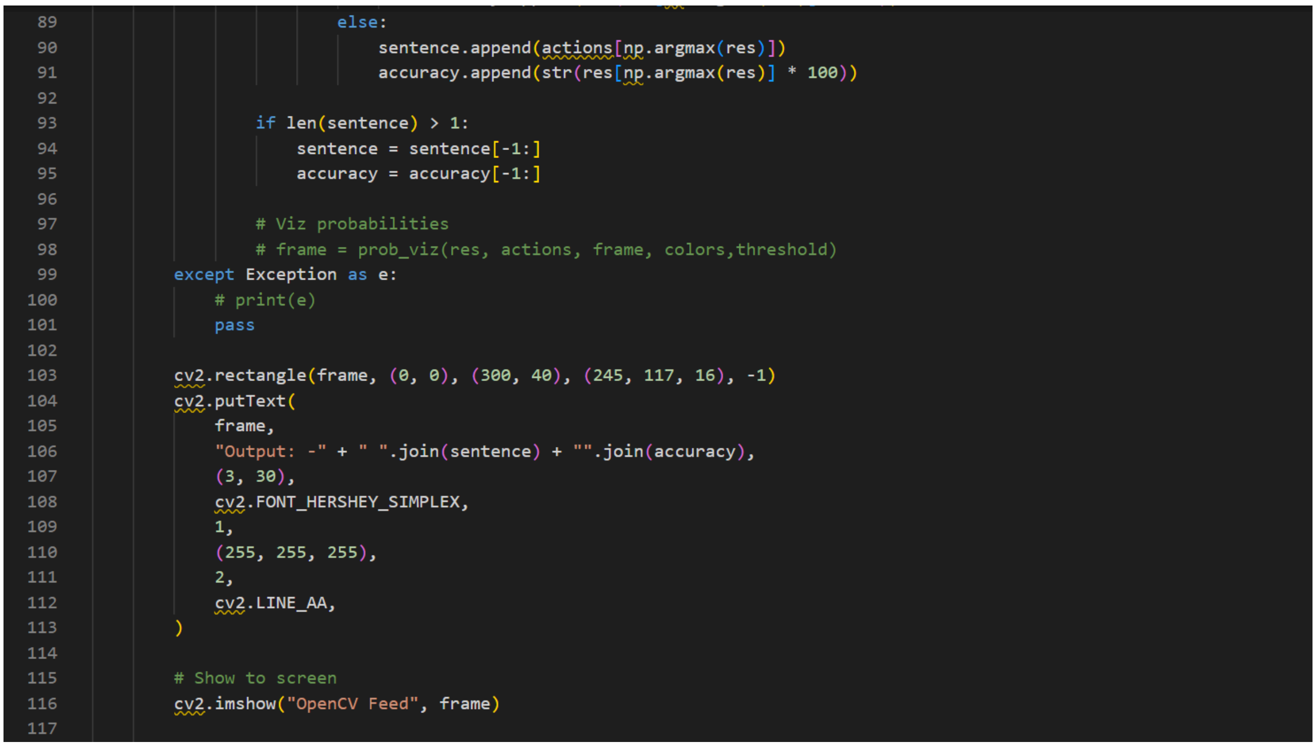
```python
from function import *
from keras.utils import to_categorical
from keras.models import model_from_json
from keras.layers import LSTM, Dense
from keras.callbacks import TensorBoard

json_file = open("model.json", "r")
model_json = json_file.read()
json_file.close()
model = model_from_json(model_json)
model.load_weights("model.h5")

colors = []
for i in range(0, 20):
    colors.append((245, 117, 16))
print(len(colors))


def prob_viz(res, actions, input_frame, colors, threshold):
    output_frame = input_frame.copy()
    for num, prob in enumerate(res):
        cv2.rectangle(
            output_frame,
            (0, 60 + num * 40),
            (int(prob * 100), 90 + num * 40),
            colors[num],
            -1,
        )
```



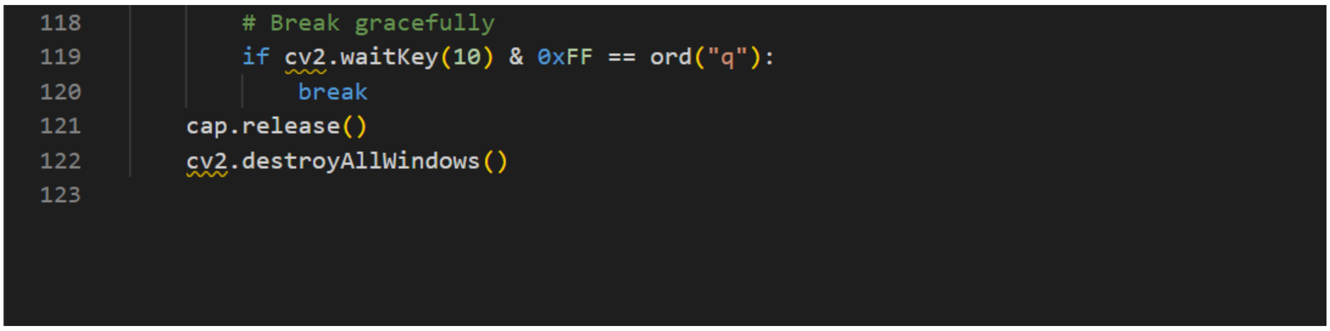
```python
        cv2.putText(
            output_frame,
            actions[num],
            (0, 85 + num * 40),
            cv2.FONT_HERSHEY_SIMPLEX,
            1,
            (255, 255, 255),
            2,
            cv2.LINE_AA,
        )

    return output_frame


# 1. New detection variables
sequence = []
sentence = []
accuracy = []
predictions = []
threshold = 0.8

cap = cv2.VideoCapture(0)
# cap = cv2.VideoCapture("https://192.168.43.41:8080/video")
# Set mediapipe model
with mp_hands.Hands(
    model_complexity=0, min_detection_confidence=0.5, min_tracking_confidence=0.5
) as hands:
    while cap.isOpened():

```



```python
        # Read feed
        ret, frame = cap.read()

        # Make detections
        cropframe = frame[40:400, 0:300]
        # print(frame.shape)
        frame = cv2.rectangle(frame, (0, 40), (300, 400), 255, 2)
        # frame=cv2.putText(frame,"Active Region",(75,25),cv2.FONT_HERSHEY_COMPLEX_SMALL,2,255,2)
        image, results = mediapipe_detection(cropframe, hands)
        # print(results)

        # Draw landmarks
        # draw_styled_landmarks(image, results)
        # 2. Prediction logic
        keypoints = extract_keypoints(results)
        sequence.append(keypoints)
        sequence = sequence[-15:]

        try:
            if len(sequence) == 15:
                res = model.predict(np.expand_dims(sequence, axis=0))[0]
                print(actions[np.argmax(res)])
                predictions.append(np.argmax(res))

                # 3. Viz logic
                if np.unique(predictions[-10:])[0] == np.argmax(res):
                    if res[np.argmax(res)] > threshold:
                        if len(sentence) > 0:
                            if actions[np.argmax(res)] != sentence[-1]:
                                sentence.append(actions[np.argmax(res)])
                                accuracy.append(str(res[np.argmax(res)] * 100))
```



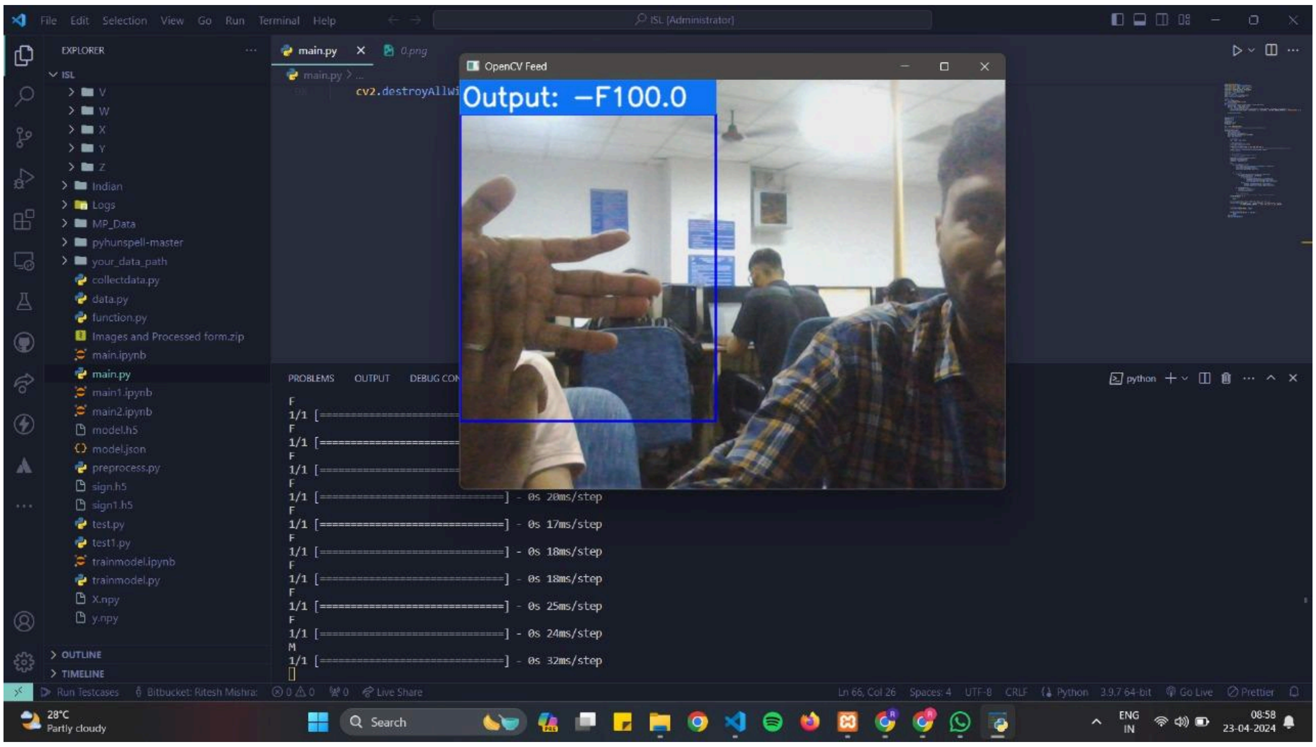
```python
                        else:
                            sentence.append(actions[np.argmax(res)])
                            accuracy.append(str(res[np.argmax(res)] * 100))

                if len(sentence) > 1:
                    sentence = sentence[-1:]
                    accuracy = accuracy[-1:]

                # Viz probabilities
                # frame = prob_viz(res, actions, frame, colors,threshold)
        except Exception as e:
            # print(e)
            pass

        cv2.rectangle(frame, (0, 0), (300, 40), (245, 117, 16), -1)
        cv2.putText(
            frame,
            "Output: -" + " ".join(sentence) + "".join(accuracy),
            (3, 30),
            cv2.FONT_HERSHEY_SIMPLEX,
            1,
            (255, 255, 255),
            2,
            cv2.LINE_AA,
        )

        # Show to screen
        cv2.imshow("OpenCV Feed", frame)

```



```python
        # Break gracefully
        if cv2.waitKey(10) & 0xFF == ord("q"):
            break
    cap.release()
    cv2.destroyAllWindows()

```

RESULT



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cv2.destroyAllWi
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1/1 [==============================] - 0s 17ms/step
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1/1 [==============================] - 0s 18ms/step
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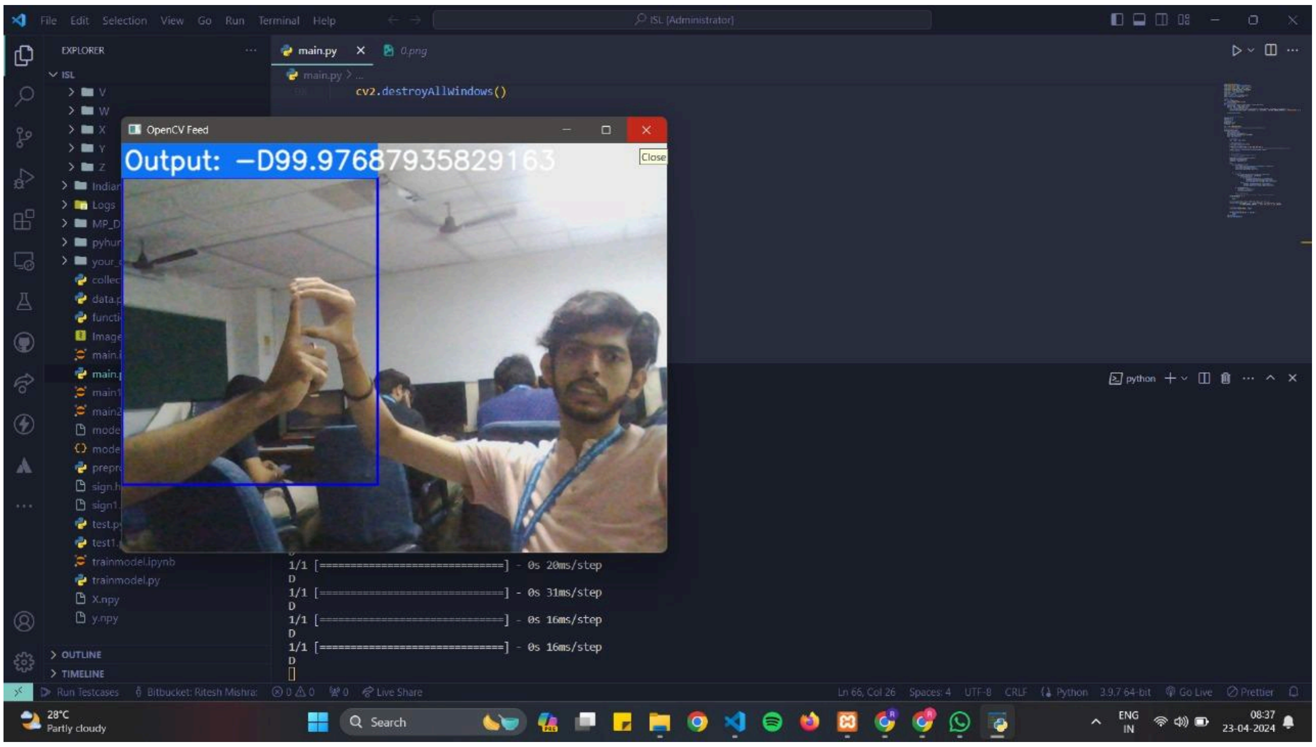
1/1 [==============================] - 0s 18ms/step
F
1/1 [==============================] - 0s 25ms/step
F
1/1 [==============================] - 0s 24ms/step
M
1/1 [==============================] - 0s 32ms/step
```



```
cv2.destroyAllWindows()
```

```
1/1 [==============================] - 0s 20ms/step
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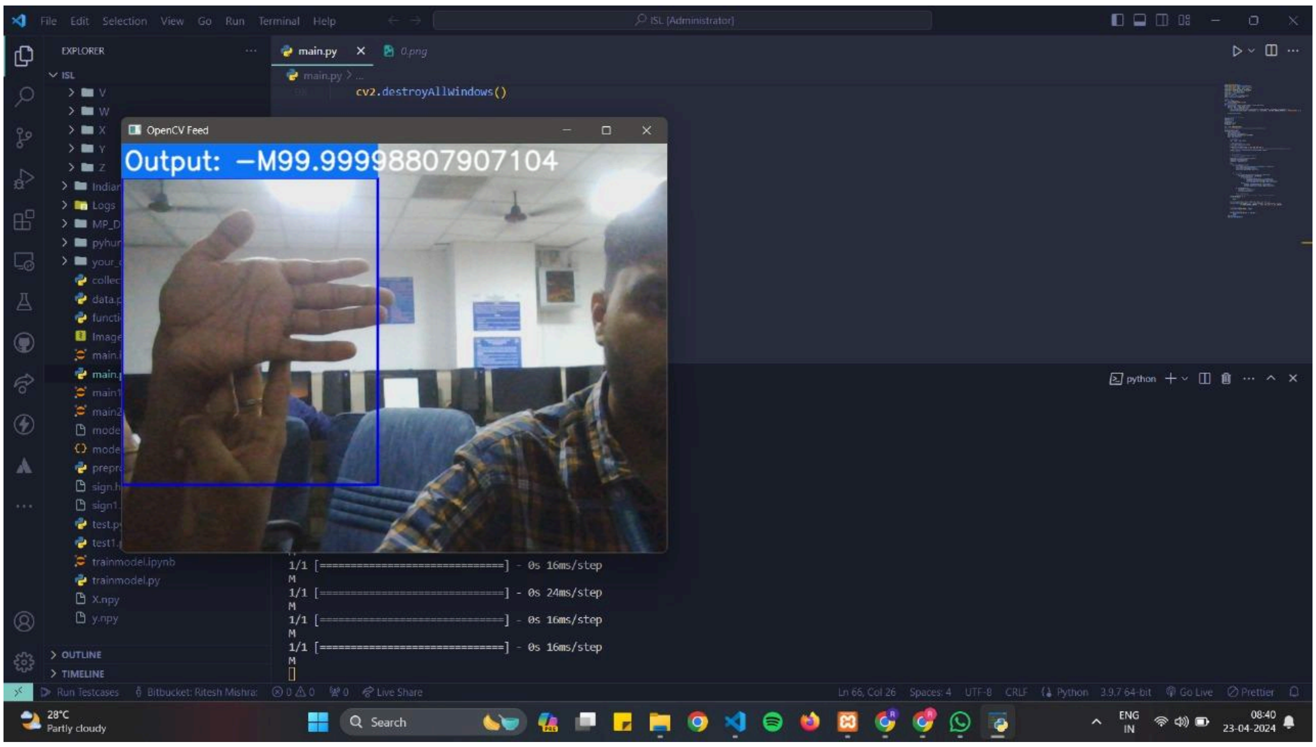
1/1 [==============================] - 0s 31ms/step
D
1/1 [==============================] - 0s 16ms/step
D
1/1 [==============================] - 0s 16ms/step
D
```



```python
cv2.destroyAllWindows()
```

```
1/1 [==============================] - 0s 16ms/step
M
1/1 [==============================] - 0s 24ms/step
M
1/1 [==============================] - 0s 16ms/step
M
1/1 [==============================] - 0s 16ms/step
M
```

CONCLUSION

In conclusion, the project aims to revolutionize communication for individuals who use Indian Sign Language (ISL) by implementing efficient computer vision techniques, deep learning, and natural language processing.

It focuses on achieving real-time detection, accurate gesture recognition, and providing immediate feedback to enable seamless and inclusive communication. The project not only enhances accessibility for individuals with hearing impairments but also facilitates communication with those who may not understand ISL.

The approach involves leveraging OpenCV for image processing and feature extraction, using SVM for precise classification of sign language gestures based on these features, and employing an NLP model to convert recognized signs into spoken words.

The integration of these technologies within a web-based platform built with ReactJS, MongoDB, and NodeJS ensures that the system is accessible and user-friendly.

By bridging the communication gap and facilitating real-time ISL translation, this project has the potential to significantly improve the lives and opportunities of individuals with hearing impairments, making communication and interaction with the wider community, educational institutions, and workplaces more accessible and inclusive.

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