

# transladoorss

removing barriers across individuals

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A brief introduction to our team members with their roles

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# Meet The Team!

# Evelyn H.

Hi, my name is Evelyn.  
I worked on the ML pipeline with Juno.  
I am thrilled to show you our great teamwork for  
the semester.



# Juno T.

Hello! I'm Juno (also called Juniper!) and I've worked on the ML team for this project. I had some prior experience in convolutional learning, so we decided this was a good plan.

Apart from the nerdy stuff, I love art/illustrations. Kinda in the learning the process, that character on the corner is my current favorite from an illustrator I follow!

p.s. definitely do not search me up on LinkedIn or Instagram because I do not look like that at the moment

my hot take is that attack on titan is better than once piece



# Ben V.

I worked on developing the backend server, frontend user interface elements (buttons, toggles, display and video elements), and the network flow between them that ultimately allows the user to interact with the model in a meaningful way.



# Kelly S.

Hello, my name is Kelly. I worked for the frontend user interface design and the written content for our project. I have prior experience in web design and I'm comfortable with the languages and workflow needed to set up and deploy a website. Outside of my major, I'm also an arts person. I like to design cute stuff and draw illustrations. I'm happy to bring creative inspirations to our team.





# Introduction (and motivations)

## Who we are:

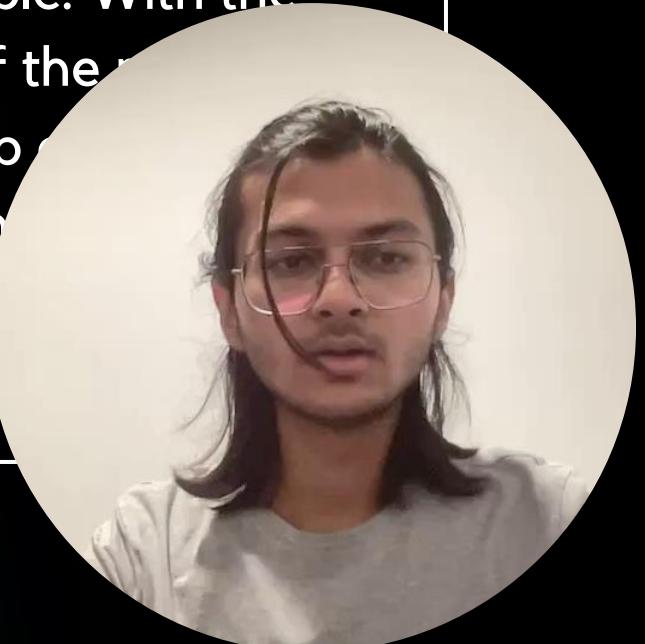
Our goal is to make communication more accessible across different communities

## What we do:

We develop ai systems to support individuals in having an active conversation with people who can't interact via talking

## Why we do it:

Our motivation was simple. With the widespread seclusion of the past year, if we can even help one person connect with others, it was well worth the effort.



In the next slide, we'll be watching three pieces work together as one smooth pipeline:

The browser becomes the “sensor,” pulling a live frame from the webcam the moment we hit translate.

That image is sent to our django backend, where it’s quickly validated and standardized, so lighting, size, and framing don’t throw things off. From there, the ml layer takes over

A clip-based (contrastive language-image pretraining) model scores the image against a full set of letter descriptions, essentially asking “which letter does this hand look most like?” And returns the strongest match along with a confidence score.

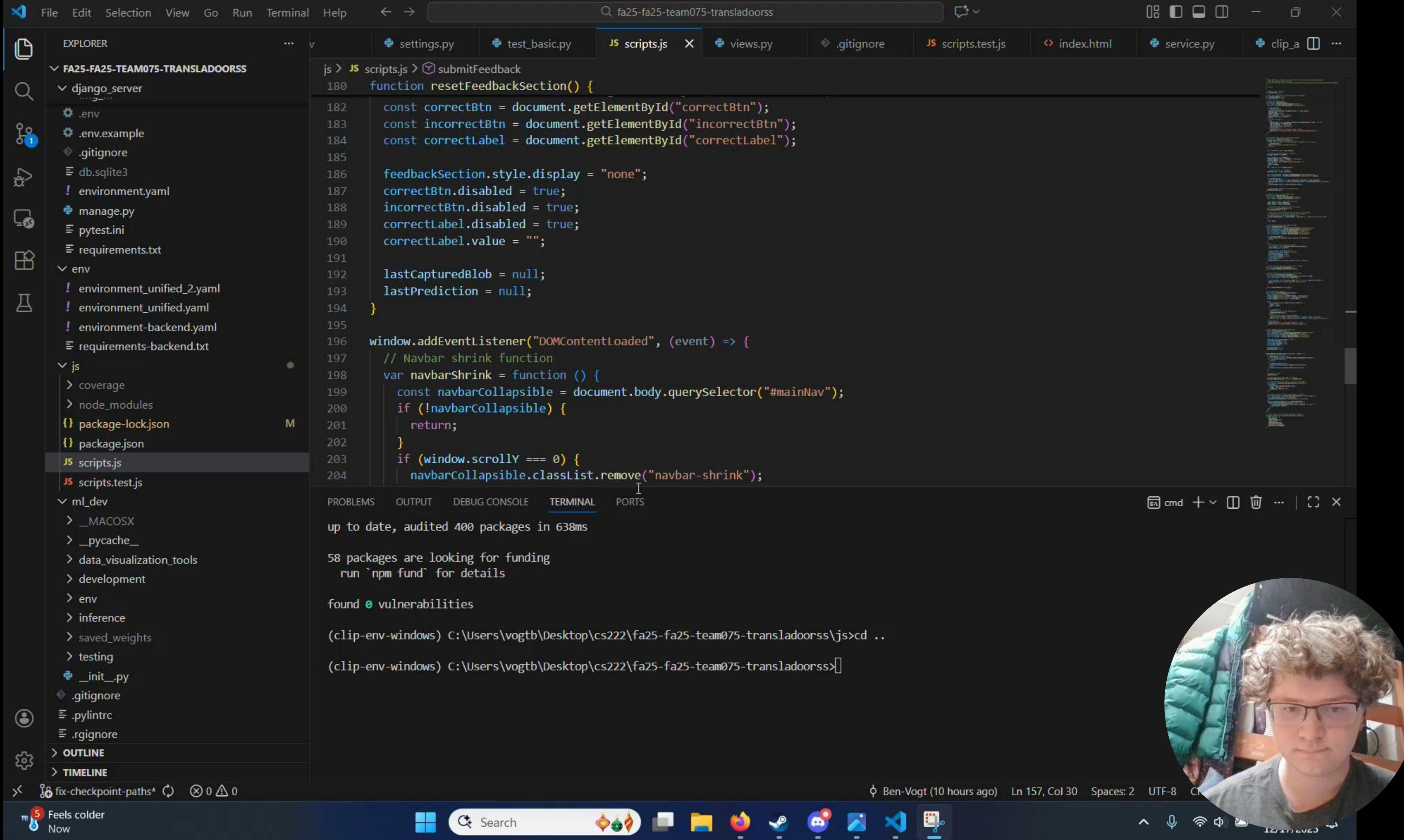
What comes back to the screen is the final payoff of that chain: a real-time prediction you can see update as the camera feed changes.

# Overview

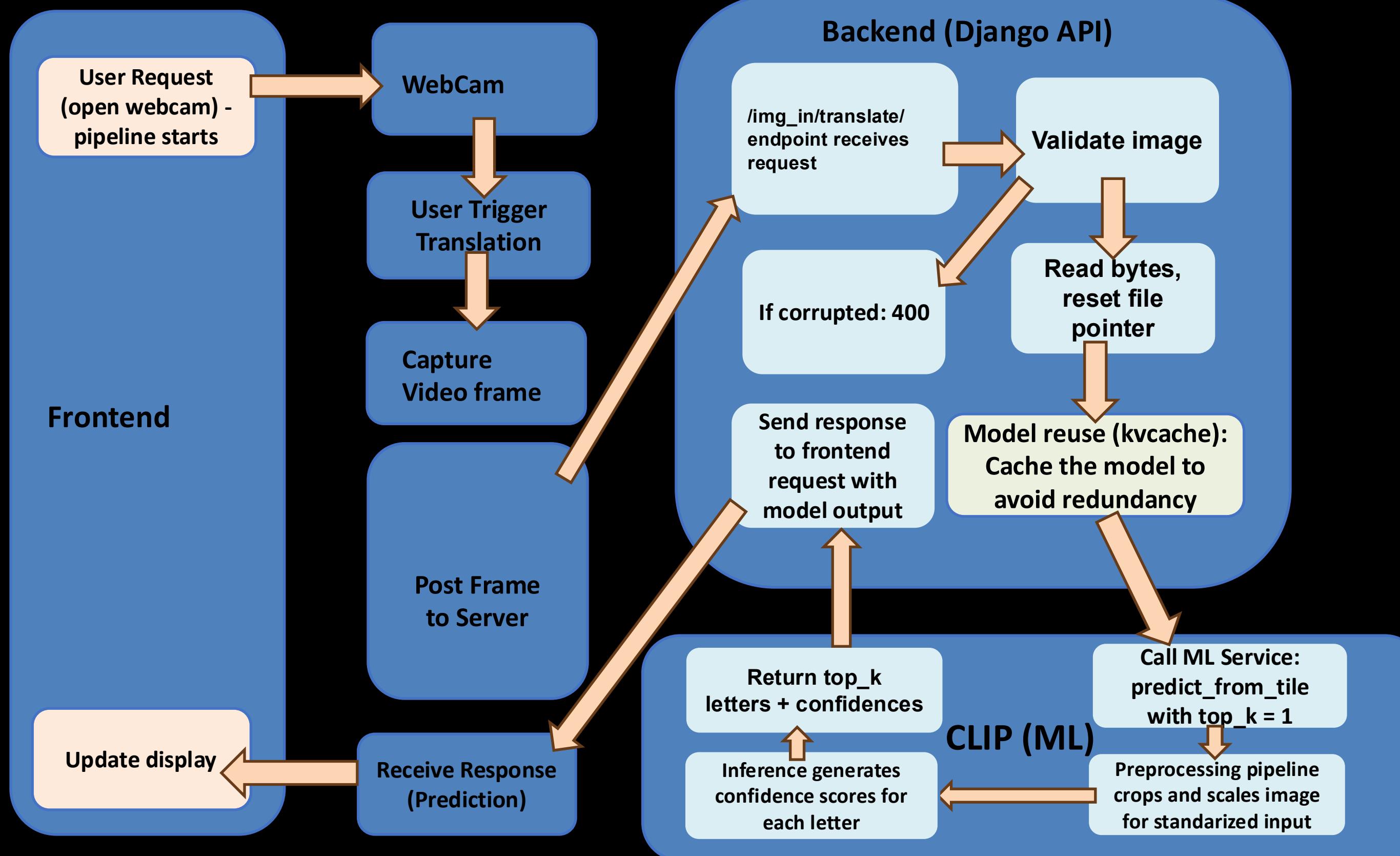


# Demo





# Post Demo Thoughts



# Technical Architecture

## Backend



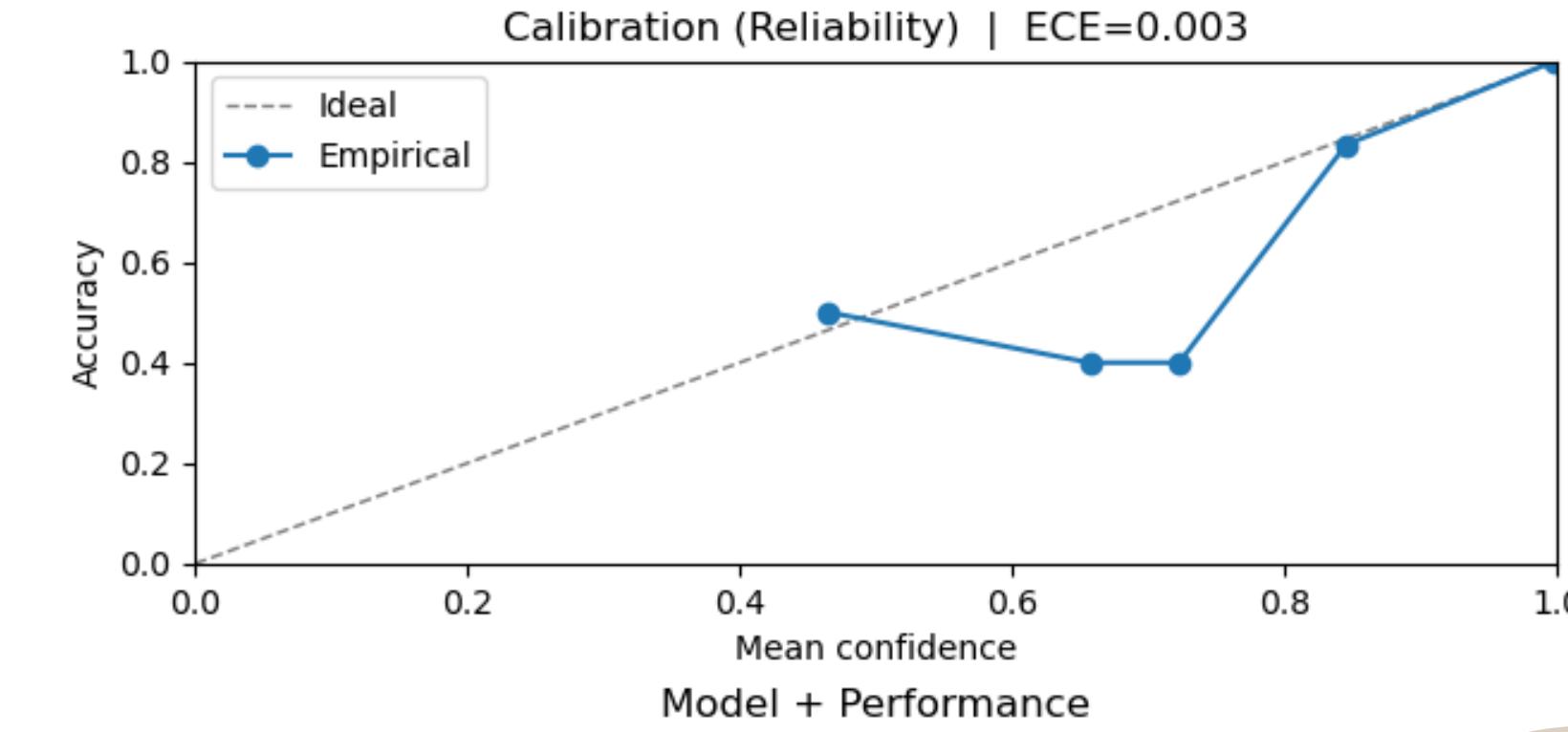
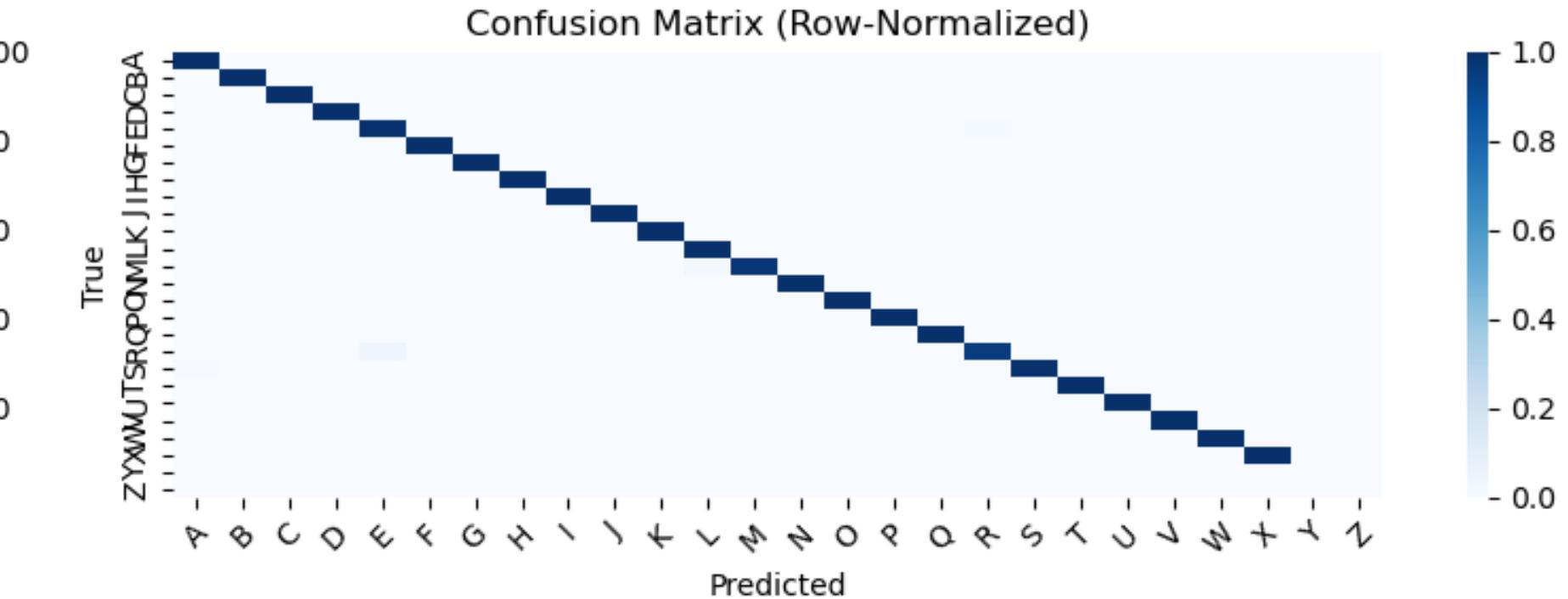
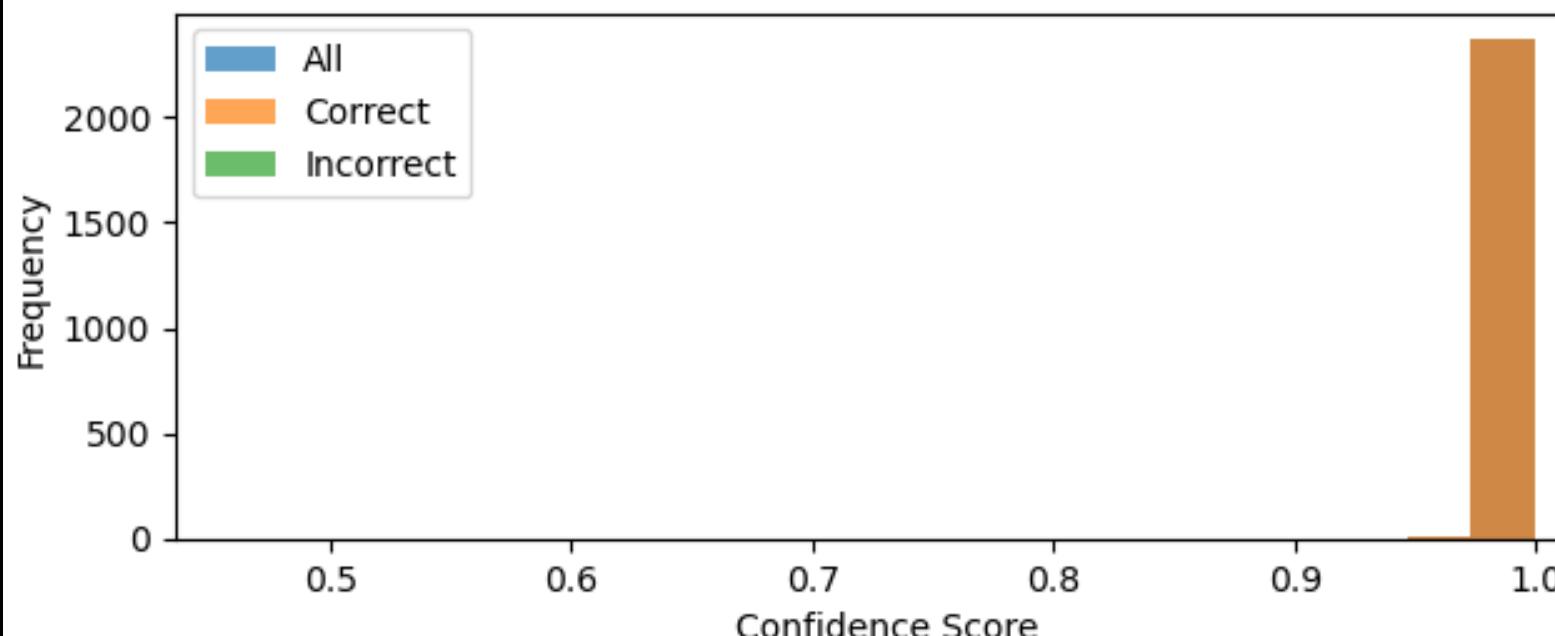
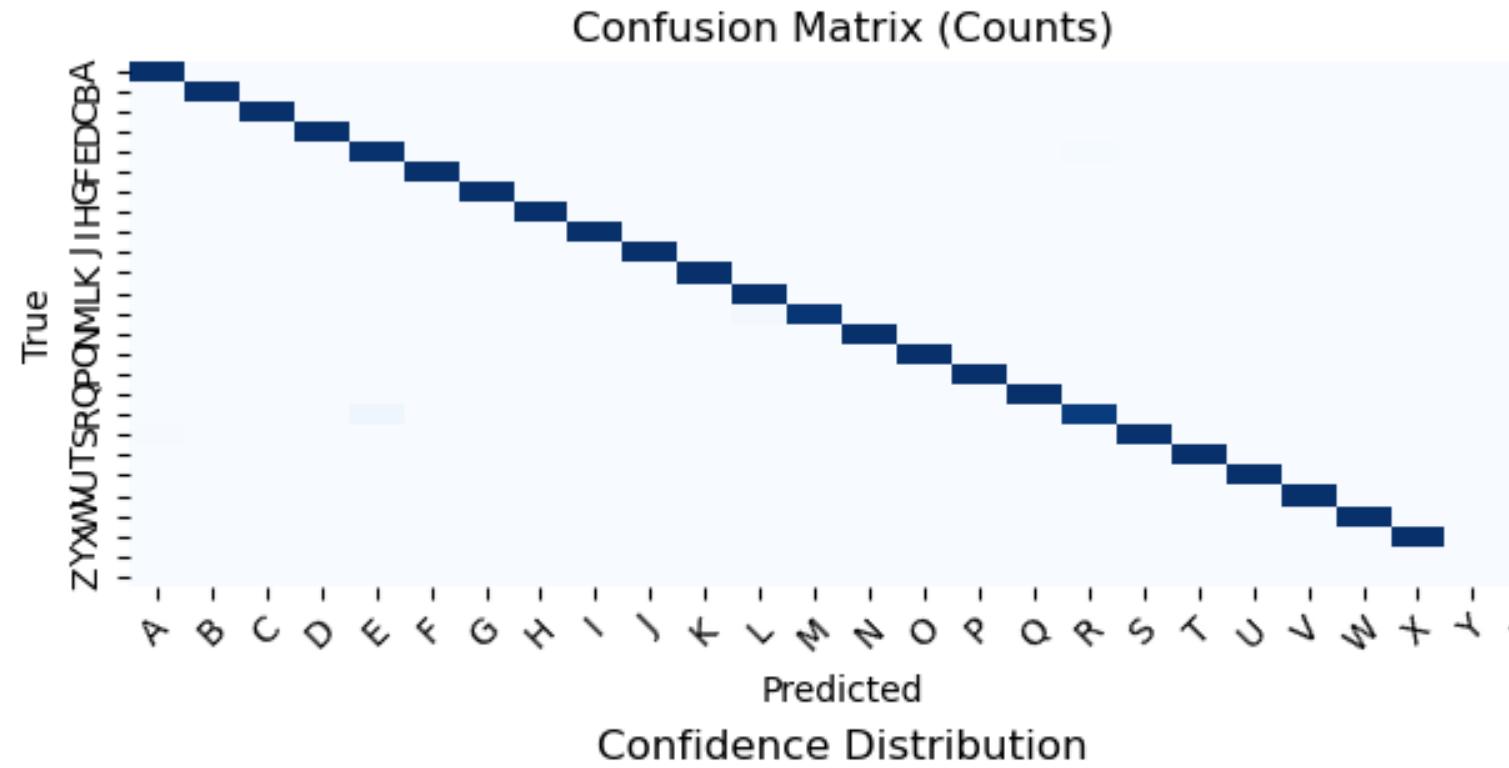
- Backend server written in python powered by django REST framework handles everything the user doesn't need to see.
- Loads and runs the model using the custom ML package written by ML team.
- Routes requests for different features.
- Validates inputs before passing them off to the ML Pipeline.
- Serves the frontend interface at the base address.
- Relays model predictions to frontend webpage for interpretation and display.
- Uses built-in SQLite database to store user feedback, which can later be used to improve the model.



# Technical Architecture

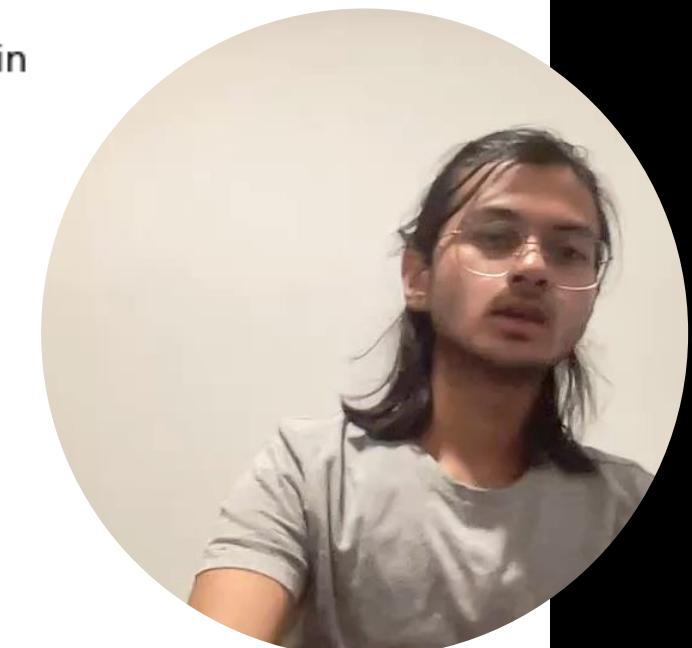
ML





```
Dataset: aliciav/sign_language_image_dataset split=train  
Model ID: /Users/juno/transladoorss-model-dev-  
env/ml_dev/saved_weights/epoch_7  
Device: mps  
MPS built: True  
MPS available: True  
MPS mem (MB): alloc=577  
Params (total): 151,277,313  
Params (trainable): 151,277,313  
Best ckpt: ml_dev/saved_weights/epoch_7 acc=0.985  
loss=0.052
```

Overall Accuracy: 99.



# Technical Architecture

## Frontend

- User interface via a static HTML + CSS + JS webpage served at the server's base address.
- With user permission, uses the webcam to display a video feed.
- Once the webcam is active, users can get a translation with one click: a single frame is grabbed from the video and relayed to the server via HTTP multipart form (FormData).
- The server sends an HTTP response with json data detailing the model output.
- Predictions are displayed via a text field on the page.
- Optionally, predictions can be displayed with their confidence score, but this is not the behavior.



- Once a prediction has been made, the image used for the prediction will be displayed below.
- Optionally, users can provide feedback on the model's performance: either confirm that it predicted correctly, or provide a correction for what the output should have been.
- If the user provides feedback, HTTP multipart form is once again used to send the image and its correct label to the server for storage and later use in model development.





"challenges"



# Concluding Thoughts

- **Multiple languages support**
- **Bi-directional text-image-speech pipeline**
- **Developing as a team with different platforms**
  - We essentially operated on three different OS throughout the development process: some of our team used MacOS, others used Windows, and the Github VMs that run the CI checks used Ubuntu (Linux).
  - We used python virtual environments to try and standardize this across multiple platforms. This was a challenge because we had to maintain different environments on different parts of the project using different python environments. We were able to unify the environments later when we put the features together.
  - This was not worth the convenience early on, and cost a significant amount of time when trying to align python versions and packages, with unanticipated differences between platforms.



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for the photos

*Happy designing!*