### **ASL Fingerprinting**

#### Sandhya Balu

Arizona State University Tempe, AZ, USA sbalu3@asu.edu

#### Vinodh Pothapala

Arizona State University Tempe, AZ, USA vpothapa@asu.edu

#### Sai Ganesh Gunda

Arizona State University Tempe, AZ, USA sgunda3@asu.edu

#### Rajesh Badam

Arizona State University Tempe, AZ, USA rbadam@asu.edu

#### **ABSTRACT:**

This project develops a real time American Language (ASL) fingerspelling Sign translator using Deep learning which is a branch of Machine Learning based on neural networks. Using smart gestures application capture a video of hand gestures with all 26 different symbols and interpret all these videos into online server. Using Pose-net develop a palm detection algorithm to obtain the main wrist points. Also use an algorithm which can crop the videos from the videos data. Input this data into 3D Convolutional Neural Networks (CNNs) which is one of the most popular neural network architectures and extremely successful in the field of image processing. This CNN has to train with the sample ASL data. With all these techniques algorithms **ASL** fingerspelling and application predict the alphabets provided by the user. By utilizing this reasonable accuracy feed the application with different words, this model will recognize all the letters individually and combines each letter result to develop a recognition of a word.

**KEY WORDS:** Image processing, Deep Learning, Convolutional neural network, Posenet, Keras, TensorFlow, Fingerspelling.

#### **INTRODUCTION:**

American Sign Language (ASL) is a natural language that serves as the cardinal sign language of Deaf communities. It is organized visual language which can be

shown by hands movements. This prompted us to develop a translator-based application that could recognize hand symbols and give us the corresponding meaning of the input. ASL has 26 unique symbols, among them 24 alphabets are static and remaining two letters ('J' and 'Z') are movement-based gestures as shown in Figure 1. It is used to spell out the 26 different letters of the standard English language by using particular hand gestures. This hand gesture technology is also used for the computers and machines. Interpreting hand actions may also end up a manner of logging and studying human behavior.



Figure 1

#### PROJECT SETUP:

Development of project needs following software's and components:

- ASL Data on Kaggle
- Keras
- Posenet
- TensorFlow
- Node 12
- Python 3.8

#### **SYSTEM ARCHITECTURE:**

American uses a series of steps to predict words or alphabets from a video. A set of training videos are recorded from mobile application and frames for each video are extracted. Video frames once extracted are then passed as a input to posenet which is a prediction technique to detect human beings gestures in videos and images. It has capable of both single mode and multimode detection. Single mode is nothing but the single person detection and multi-mode is multiple persons pose detection. In fact, it is a deep learning based TensorFlow model that permits us to recognize the human pose by detecting the hands and form a skeleton by joining the multiple points. Using Posenet key points are extracted for wrist and video frames generated are cropped to form hand cropped frames. The hand frames thus generated are served to train the CNN model. Similarly for extracting the word videos, a segmentation algorithm is run on the key points generated by posenet to separate alphabets for each video. Once segmentation algorithm is done, all the separated alphabets are predicted individually and combined using algorithm and accuracy is predicted.



#### **IMPLEMENTATION:**

Six tasks need to be implemented to complete this project.

### 1)Extracting the frames from alphabet videos:

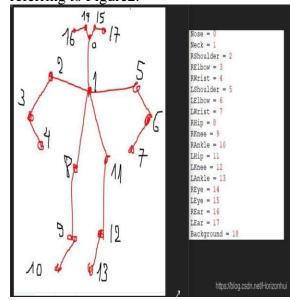
American should extract number of frames from a single alphabet video. Initially it will extract the frames then it will crop the extracted frames to frames which contains only hand gestures.

A sample video frames extracted are as below for alphabet 'L':



# 2) Using Posenet to create keypoints from the video frames extracted in step(1)

The output of PoseNet could be easily comprehended by referring to Figure 2.



A sample JSON file generated by 'L' is as below:



Key points json file generated is converted to csv for making it easy to read the key points data. A sample of JSON to CSV file converted is as below:

Helbon | Helbon | Intelligent | Helbon | Intelligent | Helbon | Helbon | Helbon | Helbon | Intelligent | Helbon | Helbon

### 3) Crop the extracted frame to obtain palm region:

In CSV file, we have right wrist and left wrist coordinates which is used for extracting the frames from it which has only the palm part. We just need hand part to recognize the ASL alphabets. In this task we use palm detection algorithm which has been included with cropping algorithm.

#### Segmentation Algorithm:

Each and every frame has left wrist x and y coordinates along with left wristcore and similarly right wrist x and y coordinates of particular frame. By utilizing these coordinates, algorithm creates a box like structure with x+d, x-d and similarly y-d, y+d. Here, d is constant and may vary based on the video frame features such as height and width. This segmentation algorithm will segment only the portion which has hand

part. We have 26 different symbols, this algorithm segments different frame portions for different alphabetical videos. An example of hand frames extracted using the key points is as below for alphabet 'L'



Similarly, word frames are cropped for word "BOY" which generates the hand frames as below:



## 4) CNN Model is fed with cropped image:

Convolutional Neural Network (CNN) is a part of deep neural networks, which is widely used in image processing. Convolution is the special technique used in the CNN. It contains multiple layers of artificial neurons which are mathematical functions that measures the sum of different types of inputs and outputs. When we provide an image to the Convent, each layer provides many activation functions which can pass on to the

next layer. Here, the Initial layer just extracts diagonal or horizontal edges. The outcome of first layer is given to the next layer which extracts complex edges like corners or combinational edges. Likewise, it will deep dive and recognize more complicated features like hands, objects etc. CNN model is already trained with the Kaggle and ASL data. Use Python programming language to feed the cropped image frames to the CNN model, this CNN model uses different image processing techniques along with train data and recognize the alphabet. An output of alphabet prediction is as below:

```
A "DEESnell 3.9.4"

File Edit Shell Debug Options Window Help

Fython 3.9.4 (tags/vis.9.4:1f2e308, Apr 4 2021, 13:27:16) [MSC v.1928 64 bit (AMD64)] on win32

Type "help", "copyright", "credits" or "license()" for more information.

>>>

= RESTART: C:\Users\abisva15\ASL-Fingerspelling-Frediction-main\prediction.py =

Choose a recognition model:

1. Alphabets

2. Words

Choose an option: 1

Running for A.mp4

test_data:./alphabetframes/demo/A.mp4

True Value: A Frediction: A
```

#### Output of words prediction is as below:

```
Extracting frame 22
Extracting frame 72
Selection of Frame is Done

Predicting alphabets from frames extracted.

-
generating keypoint timeseries for the word from posenet.csv

-
True Value: BOY Prediction: BOY
Running for COM.mp4
Extracting frame 2
Extracting frame 2
Extracting frame 3
Extracting frame 4
Extracting frame 6
Extracting frame 7
```

#### **ASL Word Detection Algorithm:**

For the detection of words, we will be using the key points csv file generated in the step above. Once key points have been generated to check the transition of one alphabet to another alphabet, we check the current and previous x and y coordinates. If the difference between current and previous x and y coordinates reaches a threshold value, then it is considered that a transition has occurred from one alphabet to another alphabet and the frames till the current frame are considered as a single alphabet and similarly calculated till

the end of the frames and each alphabet is predicted individually which is combined to generate word as output.

## 6) According to the true and prediction value F1 score, precision, recall has been showed:

A classification report has been generated using the sklearn metrics function which gives a report containing label, precision, recall, f1-score and support. An example of how output is generated is shown as below:

	0.00	0.00	0.00	1	
A	1.00	0.33	0.50	3	
В	1.00	0.33	0.50	3	
С	0.00	0.00	0.00	0	
D	0.00	0.00	0.00	0	
E	0.00	0.00	0.00	0	
F	0.00	0.00	0.00	0	
G	0.00	0.00	0.00	1	
H	0.00	0.00	0.00	9	
I	0.00	0.00	0.00	4	
J	0.00	0.00	0.00	3	
K	0.00	0.00	0.00	1	
S	0.00	0.00	0.00	9	
Т	0.00	0.00	0.00	0	
U	0.00	0.00	0.00	0	
V	0.00	0.00	0.00	0	
W	1.00	0.50	0.67	2	
X	0.00	0.00	0.00	0	
Υ	1.00	0.25	0.40	4	
Z	0.00	0.00	0.00	0	
r	0.00	0.00	0.00	0	
accuracy			0.26	27	
macro avg	0.25	0.13	0.16	27	
weighted avg	0.63	0.26	0.35	27	

A screenshot of the output of python program for classification is shown as below:

accuracy			0.26	27	
macro avg	0.25	0.13	0.16	27	
weighted avg	0.63	0.26	0.35	27	

Similarly below is the attached screenshot of the output for classification of words:

```
es. Use 'zero_division' passeser no control this behavior.

C. 'User' \text{Vandhivepolarity in might text \text{Len(exsil)}.

C. 'User' \text{Vandhivepolarity (cally Programs \text{PythorCodingPack\tilb\site-packages\text{Vandhivepolarity\text{Lensification}, py: 126 s. 'Underindedfetricdamring.' Recall and F-score are ill-defined and being set to 0.8 in labels with no true samples. Use 'zero_division' parameter to control this behavior.

\text{warn_prf(average, modifier, mag_tstart, len(resulf)}

\text{CiViser\text{Vandhivepolar\text{Vandhive}} Recall and F-score are ill-defined and being set to 0.0 in labels with no true samples. Use 'zero_division' parameter to control this behavior.

\text{warn_prf(average, modifier, mag_tstart, len(resulf)}

\text{precision recall} f1-score support

\text{BOY}

\text{DOM}

\text{DOM}
```

### 7) CSV file has been generated with True and predicted value:

Once the frames are processed and prediction are generated, all the results are stored in a csv file in the same folder where the training videos are stored.

Below is the attached results.csv screenshot for word prediction:

	pred	TRUE					
0	BOY	BOY					
1	KOP	cow					
	PYO	DOG					

Below is the attached results.csv screenshot for alphabet prediction

1		pred	TRUE
2	0	P	A
3	1	D	В
4	2	A	C
5	3	L	D
6	4	L	E
7	5	L	F
8	6	1	G
9	7	L	Н
10	8	Y	1
11	9	1	J
12	10	Υ	K
13	11	L	L
14	12	L	M
15	13	1	N
16	14	L	0
17	15	В	P
18	16	K	Q
19	17	В	R
20	18	1	S
21	19	Y	T
22	20	В	U
23	21	W	V
24	22	W	W
25	23	A	X
26	24	Y	Y
27	25	G	Z

#### LINKS:

1) Alphabet and Word videos: All the alphabets and videos each 26 by 4 team members are

Uploaded in the following drive folder <a href="https://drive.google.com/drive/folders/1Rs6">https://drive.google.com/drive/folders/1Rs6</a>
<a href="mailto:GKdX8tpFFY0fjJWbbHyszQ6Qz4bOB?usp">GKdX8tpFFY0fjJWbbHyszQ6Qz4bOB?usp</a>
<a href="mailto:sharing">=sharing</a>

#### 2) Demo Links:

80% before pipelining input/output andwith only ASL alphabet detection-https://www.youtube.com/watch?v=br4QLSxXg

#### TASK COMPLETION:

S.no	Task	Assignee
1	Record 26 alphabets by each person ( 26 *4)	Rajesh, Sandhya , Vinodh, Ganesh
2	Develop palm cropping algorithm using wrist points obtained from posenet.	Sandh ya, Vinod h
3	Validating palm detection algorithm	Rajesh, Vinodh
4	Configuring the 3D CNN model	Ganesh, Rajesh
5	Reporting F1 Metrics	Sandh ya, Vinod h
6	Record 10*4 word	Sandhya,
	videos using ASL	Vinodh, Rajesh,

		Ganesh
7	Developing Keypoint Series	Vinodh, Rajesh
8	Implementing Segmentation Algorithm	Sandhya, Ganesh
9	Using 3D CNN to recognize Alphabets	Vinodh, Sandhya, Rajesh
10	Developing algorithm to recognize words	Sandhya, Rajesh
11	Automation pipelining	Rajesh, Vinodh
12	Calculating the word recognition accuracy	Ganesh, Vinodh
13	Final Report	Sandhya, Vinodh, Rajesh, Ganesh

#### **CONCLUSION:**

ASL fingerspelling project has helped in gaining how one can convert ASL language to English with the help of deep learning algorithms. We have also learned how on how efficiently an algorithm can be used to

predict the accuracy and approaching different algorithms and their algorithms. Approaches were explored to improve the accuracy. We have learnt using Posenet to generate key points and identifying each of part of the body.

#### **ACKNOWLEDGMENT:**

We would like to thank Dr. Ayan Banerjee for encouraging us and helping out with our queries. We would also acknowledge the authors whose research has helped us develop as well as understand previous research ideas. We would like to thank our team members for their efforts and contribution to the project.

#### **REFERENCES:**

- 1) Rioux-MaldagueLucas & Giguère, Philippe. (2014). Sign Language Fingerspelling Classification from Depthand Color Images Using a Deep Belief Network. Proceedings Conference on Computer and Robot Vision, CRV 2014. 92-97. 10.1109/CRV.2014.20.
- 2) "https://web.stanford.edu/class/ee36 8/Pro ject\_Autumn\_1617/Reports/report\_r anmuthu\_ewald\_patil.pdf"