# SignBridge AI ASL Recognition API Documentation

This document describes two APIs provided by SignBridge AI for American Sign Language (ASL) recognition:

- RESTful API: Suitable for batch or single-shot recognition requests.
- WebSocket API: Suitable for real-time streaming interactions.

#### **RESTful API**

#### **Endpoint**

```
POST <a href="https://api.signbridgeai.com/recognize_sign">https://api.signbridgeai.com/recognize_sign</a>
```

#### Request

• HTTP Method: POST

• Content-Type: application/json

#### **Request Parameters**

Field	Туре	Required	Description
payload	string	Yes	Base64 encoded video data.
api_key	string	Yes	API key for authentication.
single_recognition_mode	boolean	No	Single-shot recognition mode (default false).
hint	string	No	Optional hint to assist recognition.

## **Example Request**

```
"payload": "<BASE64_ENCODED_VIDE0>",
    "single_recognition_mode": true,
    "hint": "Optional recognition hint",
```

```
"api_key": "a7BcDe9FgHiJkLmNoPqRsTuVwXyZ1234"
}
```

## Response

#### Successful Response:

Field	Туре	Description	
prediction	Array	Array containing recognized text and confidence.	
final_packet	boolean	Indicates if this response is the final recognition.	
— prediction	string	Recognized text from the video.	
— confidence	number	Confidence score (original scale, converted from log).	

#### **Error Responses:**

• Invalid API key:

```
{
  "detail": "Invalid API key"
}
```

• Internal server error:

```
{
  "error": "Internal Server Error",
  "status_code": 500
}
```

# WebSocket API (Real-time Streaming)

#### **Endpoint**

```
wss://api.signbridgeai.com/recognize_sign_ws
```

#### **Handshake (Initial Connection)**

Upon WebSocket connection establishment, the client must immediately send the following JSON message for handshake:

Field	Туре	Required	Description
api_key	string	Yes	API key for authentication.
protocol_version	string	Yes	Communication protocol version ("1.0").
stream_type	string	Yes	Stream type, must be "video".
mode	string	Yes	Recognition mode, "single" or "multiple".

## **Example Handshake Request**

```
{
   "api_key": "a7BcDe9FgHiJkLmNoPqRsTuVwXyZ1234",
   "protocol_version": "1.0",
   "stream_type": "video",
   "mode": "single"
}
```

#### Successful Handshake Response:

```
{
   "status": "success",
   "message": "Handshake successful"
}
```

#### Failed Handshake Response:

```
{
   "status": "error",
   "message": "Missing required fields"
}
```

## **Data Streaming**

#### Client-to-Server:

- Binary Data: Video stream data chunks (recommended every 500ms).
- Control Commands: Only "NEXT" and "DONE" as text messages.

#### Server-to-Client:

The server returns recognition results as JSON in real-time:

#### **Ending the Session:**

Client sends "DONE" to terminate processing and close the connection.

## **Error Handling**

- Handshake Failure: Sends error message and closes connection.
- Invalid Messages: Ignored and logged, connection continues.
- Server Exceptions: Logged internally and connection closed gracefully.

## Front-end Usage Example (React)

```
const ws = new WebSocket('wss://api.signbridgeai.com/recognize_sign_ws');
ws.addEventListener('open', () => {
  ws.send(JSON.stringify({
    api_key: "your_api_key",
    protocol_version: "1.0",
    stream_type: "video",
    mode: "single"
  }));
});
mediaRecorderRef.current.ondataavailable = (event) => {
  const reader = new FileReader();
```

```
reader.onloadend = () => ws.send(reader.result);
  reader.readAsArrayBuffer(new Blob([event.data], { type: mediaRecorderRef.current.mimeType })
};

mediaRecorderRef.current.start(500);

// Stop sending data
ws.send('DONE');
```

## **API Key Management**

- Valid API keys predefined server-side.
- Invalid API keys trigger an error response and logging.

# **Unified Error Handling Strategy**

- Invalid API key responses use HTTP status 403.
- Other exceptions use HTTP status 500 uniformly.

```
{
  "error": "Internal Server Error",
  "status_code": 500
}
```

This document details the SignBridge AI ASL Recognition API interfaces. Implementation strictly adheres to this specification.