

# Sign Language Recognition

*version 0.2 | Byron Hood*  
*Computer Systems Lab Project 2007-08*

# Overview

- **Average person typing speed**
  - *Composing: 19 words per minute*
  - *Transcribing: 33 words per minute*
- **Sign speaker**
  - *Full sign language: 200—220 wpm*
  - *Spelling out: est. 50-55 wpm*
  - *Faster by 1.5x to 3x*

# Purpose and Scope

- **Native signers can input faster**
- **Benefits:**
  - *Hearing & speaking disabled*
  - *Sign interpreters*
- **Just letters & numbers for now**

# Research

- **Related projects**

- *Using mechanical gloves, colored gloves*
- *Tracking body parts*

- **Image techniques**

- *Edge detection (Robert's Cross)*
- *Line detection (Hough transform)*
- *Line interpretation (various)*

# Program Architecture

- **Webcam interface**
- **Edge detection**
- **Line detection**
- **Line interpretation**
- **Hand attribute matching**

# Testing Model

- **Human interaction necessary**
- **General testing model:**

```
bhood@bulusan: ~/syslab-tech $ \  
> ./main images/hand.pgm in.pgm
```

```
[DEBUG] Edge detect time: 486 ms
```

```
[DEBUG] Wrote image file to `in.pgm'
```

```
Errors: 0           Warnings: 0
```

# Code sample

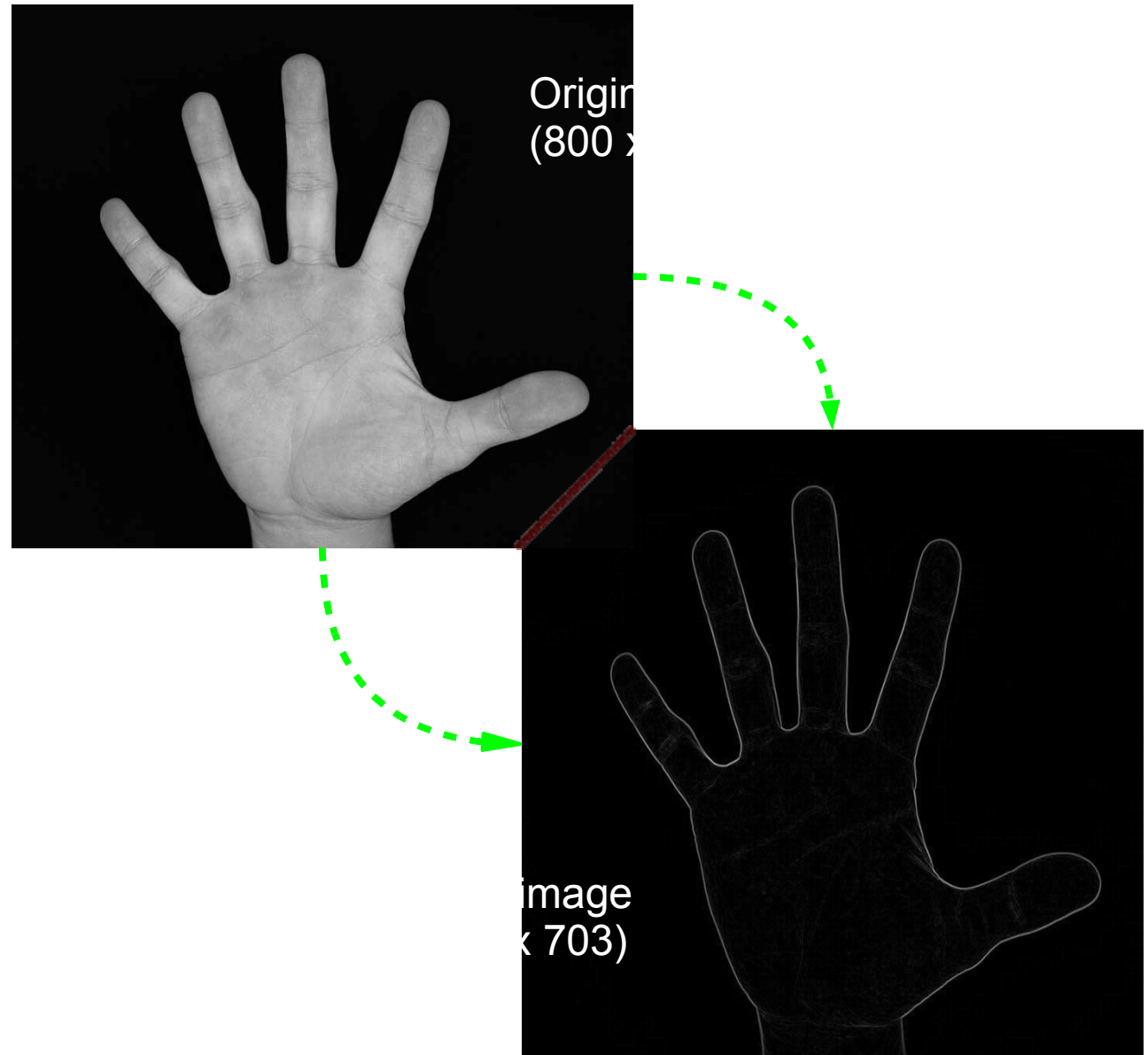
- **Robert's Cross edge detection:**

```
int row,col;
// loop through the image
for(row=0; row<rows; row++) {
    for(col=0; col<cols; col++) {
        // avoid the problems from trying to calculate on an edge
        if(row==0 || row==rows-1 || col==0 || col==cols-1) {
            image2[row][col]=0; // so set value to 0
        }
        else {
            int left    = image1[row][col-1]; // some variables
            int right   = image1[row][col+1]; // to make the final
            int top     = image1[row-1][col]; // equation seem a
            int bottom  = image1[row+1][col]; // little bit neater
            image2[row][col]=(int)(sqrt(pow(left - right , 2) +
                                         pow(top - bottom, 2)));
        }
    }
}
```

# Edge Detection Results

- **Results:**

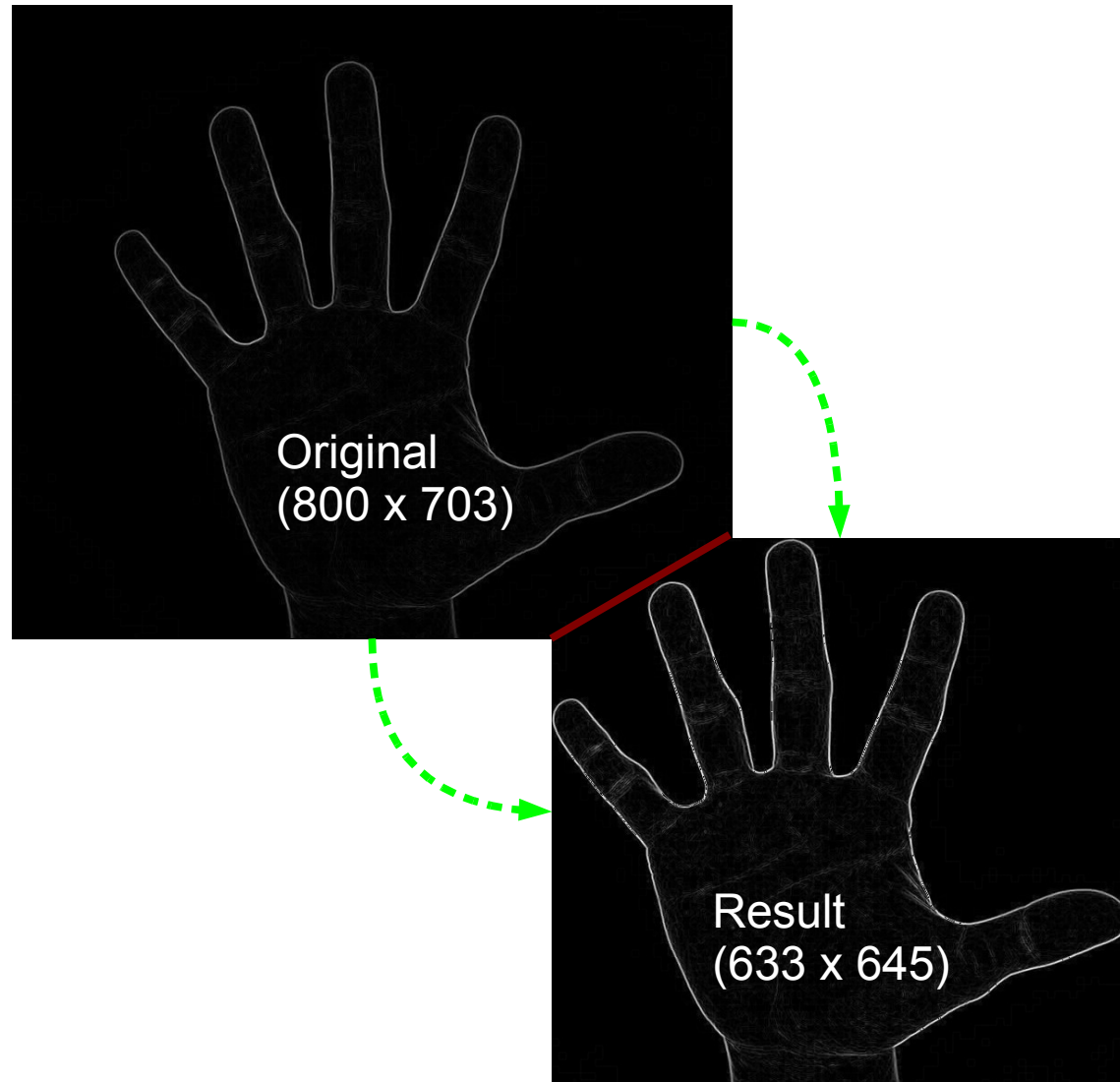
- *Shows the important edges but little else*
- *Robert's Cross method the optimal balance*





# Cropping Results

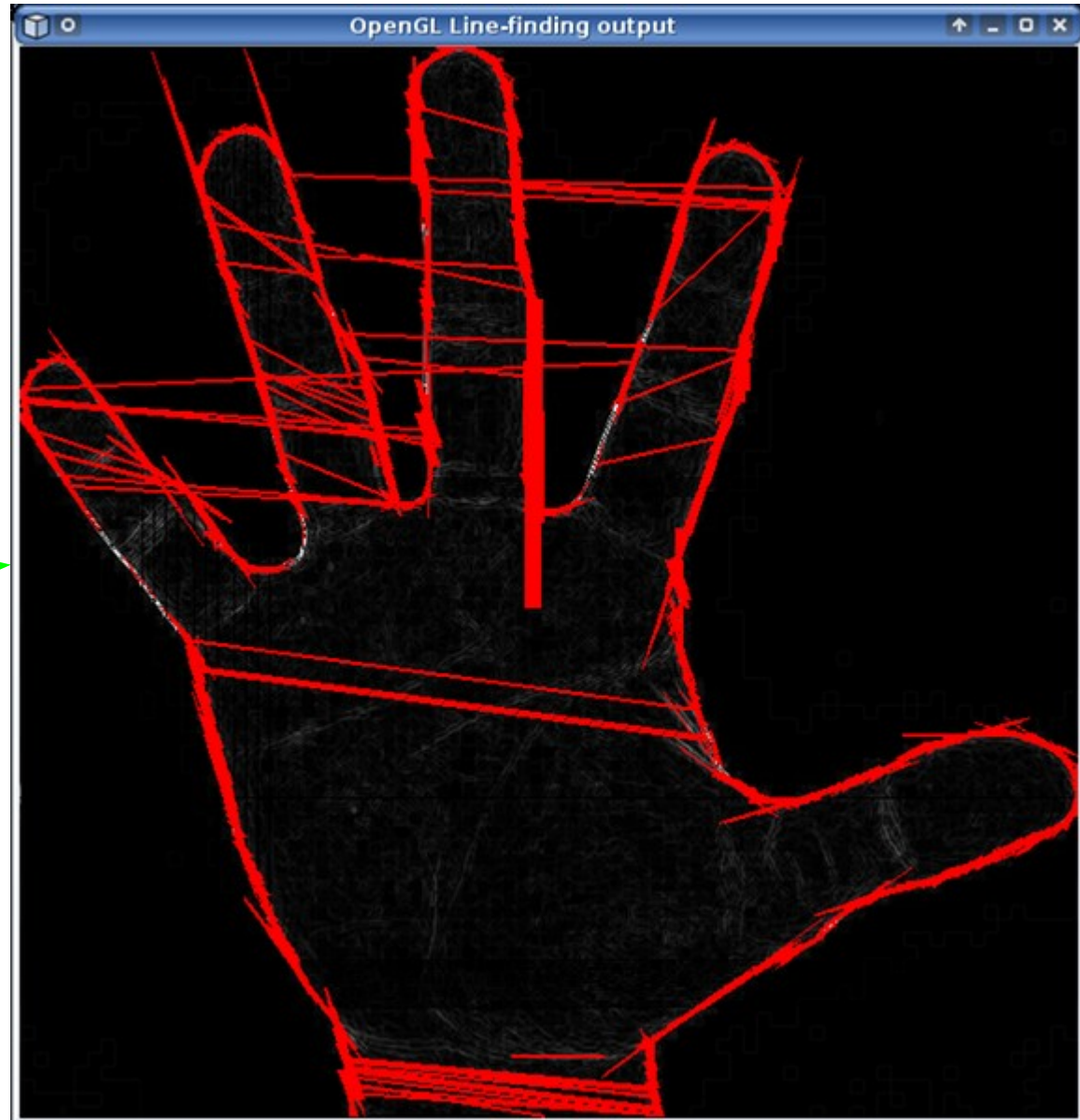
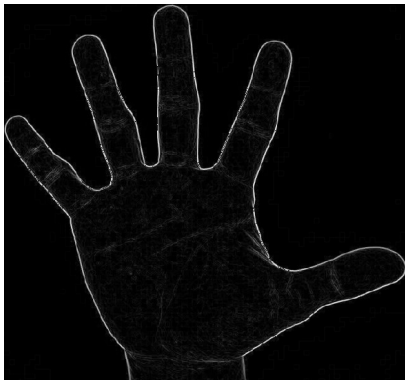
- **Remove useless rows with no features**
- **Very large optimization**
  - *Area difference*
  - *Input/output*



# Line detection

- **Mostly complete**

- *Still some bugs to iron out*
- *Detects nonexistent lines occasionally (see image!)*



# The Mysterious Future

- **Line interpretation**

- *Build AI to interpret lines*

- *Possible methods: chaining, small-to-large object recognition (building)*

- **Finish camera-computer interaction**

- *Device control must be precise*