

# AUDIO-TO-SIGN GESTURE GENERATION USING MACHINE LEARNING

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## Abstract:

Sign language is the main way many deaf and hard-of-hearing individuals communicate their emotions, thoughts and news to each other. While acoustically transmitted languages use sound, sign language uses your hands, your body and your face to communicate. Indian Sign Language (ISL) is the main way the deaf community in India communicates. Deaf people need sign language to help develop their mental, internal and verbal abilities. Children with hearing loss benefit from being taught both in sign language and in written and spoken language. Sign language users in the United States speak ASL, those in the United Kingdom speak BSL and the ISL is used in India. This paper explores how important sign language is, with particular attention to the manual (single-handed and double-handed) and non-manual (facial gestures and body movement) forms used in ISL. A website is currently under development to translate English content into Indian Sign Language.

**Keywords** — Deaf communication, sign language, Indian Sign Language (ISL), manual signs, non-manual signs, bilingual education.

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## 1. INTRODUCTION

Sign language is necessary for both the communication of deaf people among them and between deaf and hearing people. In addition, the Plain Indians and people using Plateau Sign Language have each invented their own sign languages to interact with various ethnic groups. The way we study speech sounds is also important in sign language. Yet, sign language speaks of phonemes as hand signs, not sounds.

Sign language phonology consists of a small set of main elements.

- **Hand Shape:** How you shape your hand as you make the sign.
- **Hand Orientation:** Which way the palm is pointing as you sign a word.
- **Placement:** The place where the printing takes place is called placement.
- **Hand Motion:** How the hand is moved when making the symbol.
- **Line of Interaction:** The Line of Interaction: The bit of your hand that reaches your body.
- **Plane:** The spatial connexion between the body and the sign is called the plane.

Sign language works largely because of these important phonological elements. The topic of ASL

phonology is examined by considering location, motion and plane, making use of basic signs found in the ASL dictionary.

For a long time, people have been deaf, but the practise of formally teaching and communicating with deaf people was never established before the 16th century. Spanish monks began helping wealthy deaf families by teaching them how to mark and write words. It resulted in supporters of oral communication and of sign language exchanging arguments. The method of lip reading was given a name in Germany as the "German Method," and French schools for the deaf adopted sign language which was described as the "French Method."

A conference in Milan in 1880 worked to take sign language out of deaf education. The first step in the movement slowed the use of sign language at school, but deaf people kept using it, turning it into a living global language.

A sign is created by using hand shape, position, movement and direction. Fingerspelling means making the shape of all 26 letters of the alphabet using your fingers. We turn to fingerspelling when there isn't a specific sign for a name, location, concept or term or when someone forgets a sign. Unlike sign language, fingerspelling replaces the spoken word with English written in space. Most people who use this technique know written English or another spoken language.

## 2. LITERATURE SURVEY

Recognising sign language has become critical research because it helps those with hearing disabilities communicate. According to Amit Kumar Shinde, hand gesture recognition systems are both important and effective for helping deaf individuals talk with others. These tools allow both groups to share ideas, especially when no interpreter is present. Both offline and online versions of these systems are available, using webcams to detect gestures.

The researchers, Neha Poddar, Shrushti Rao, Shruti Sawant, Vrushali Soma Vamshi and Prof. Sumita

Chandak, looked into how computers can change higher mathematics sign language into both writing and speech. It has the opportunity to improve things for deaf individuals by helping them easier with communication.

Anbarasi Rajamohan, Hemavathy R. and Dhanalakshmi made a valuable contribution with their glove-based deaf-mute communication interpreter. Five flex sensors, tactile sensors and an accelerometer are used on the glove by this interpreter. Hand gestures are recognised by the system and compared to existing outputs for fast, instant communication. To determine its effectiveness, the system was demonstrated using ten recognised symbols from sign language (A, B, C, D, F, I, L, O, M, N, T, S, W).

The authors of the report—Neha V. Tavari, A. V. Deorankar and Dr. P. N. Chatur—look into the difficulties hired sign language translators encounter when working with physically impaired people. The proposed system captures hand images with a web camera, processes them and populates a feature set using a recognition algorithm to identify different hand gestures. Recognised gestures are turned into either speech or text. At the same time, they show that flex sensors may give inconsistent analogue signals and that the necessary circuits for such systems are costly and not simple to use.

These studies emphasise that sign language recognition technologies are having a major positive effect on how the deaf and hearing-impaired communicate.

## 3. THEORETICAL BACKGROUND

The main purpose of the Asynchronous Server Gateway Interface (ASGI) is to get around the problems experienced by the Web Server Gateway Interface (WSGI). WSGI has been the default way for web servers to talk to Python web applications, mainly ones built using Django. The key purpose of Flask was to ensure similar interfaces between servers and web applications, making it possible for

developers to swap different web frameworks with no compatibility concerns.

Because WSGI's model is synchronous, it can only be effective for using the HTTP protocol. As WebSocket and other recent protocols became more popular, this matter was realised. ASGI was designed to give support for both fast one-step requests and requests that take more time spread out, unlike the single-request WSGI. Since ASGI can work with protocols like WebSocket, its flexibility matches the constant rise of real-time communication in today's web development. Thanks to asynchronous support, ASGI improves how well web applications run and increases their scalability for high-concurrency workloads.

## 4. SYSTEM ANALYSIS

### 4.1 Existing System:

Today, existing solutions are designed to benefit people with disabilities, helped greatly by fast technological progress. Most communication for the deaf community is through sign language, but it can be hard for others to make sense of it. While technology can help you convert sounds into sign language, getting a translation that both works well and remains cheap is still hard. This happens because sign language needs people to move their hands in many different ways. Today's systems use Natural Language Processing (NLP) to make speech-to-text easier and improve how text is processed. Moreover, the lists of included words are getting larger to feature more of the most common English words.

### Disadvantages of Existing System:

- Most of the solutions on the market today rely on hardware.
- Processing takes a long time in this organisation.
- People who communicate with deaf persons should know sign language.

### 4.2 Proposed System:

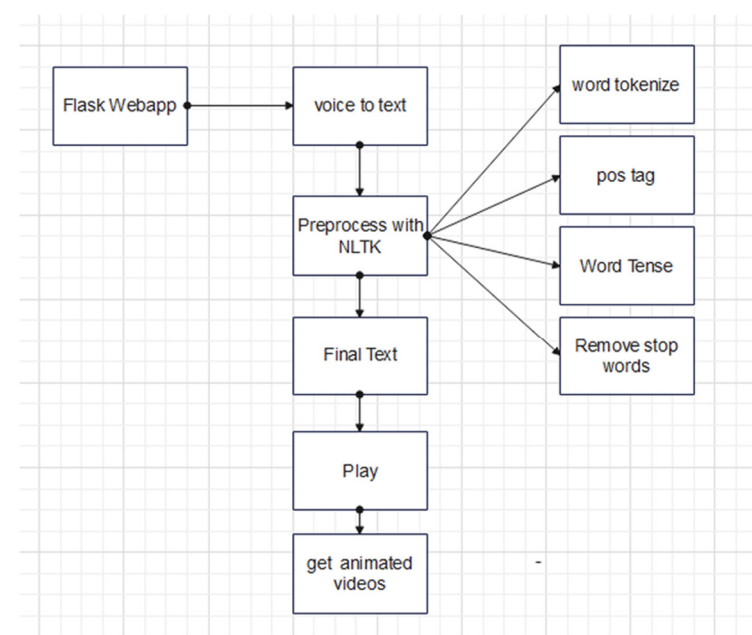
The goal in our suggested system is to produce animated graphics for each word using specialised software. First, voice is converted to text, then NLP algorithms analyse it, after which the system shows a matching visual animation.

### Advantages of Proposed System:

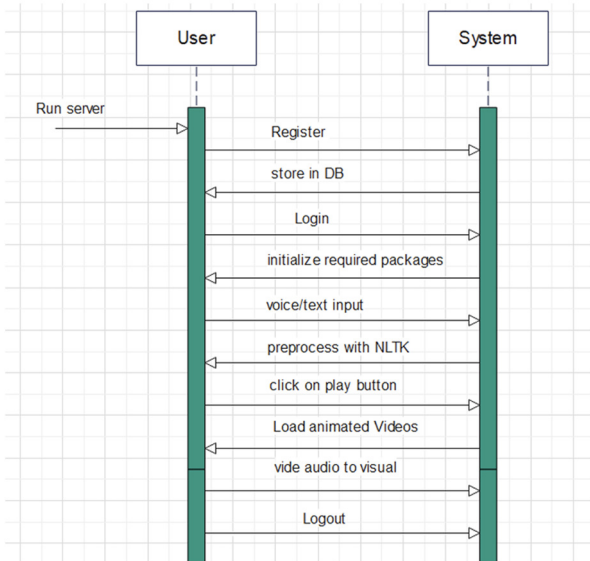
- With the system, speech is turned into text, NLP processes the text and animated displays are shown to those involved.
- The approach takes less time and users can still drive a conversation with the deaf community without needing a special language.

## 5. SYSTEM DESIGN

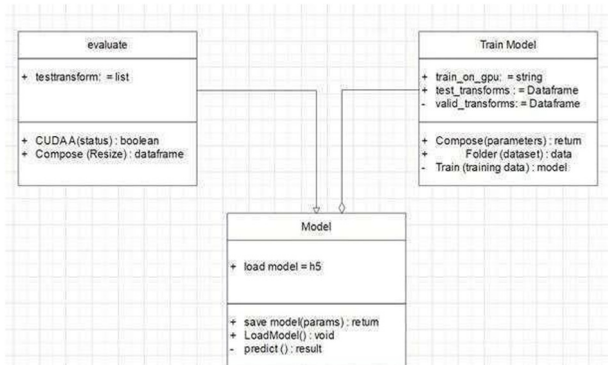
### 5.1 SYSTEM ARCHITECTURE



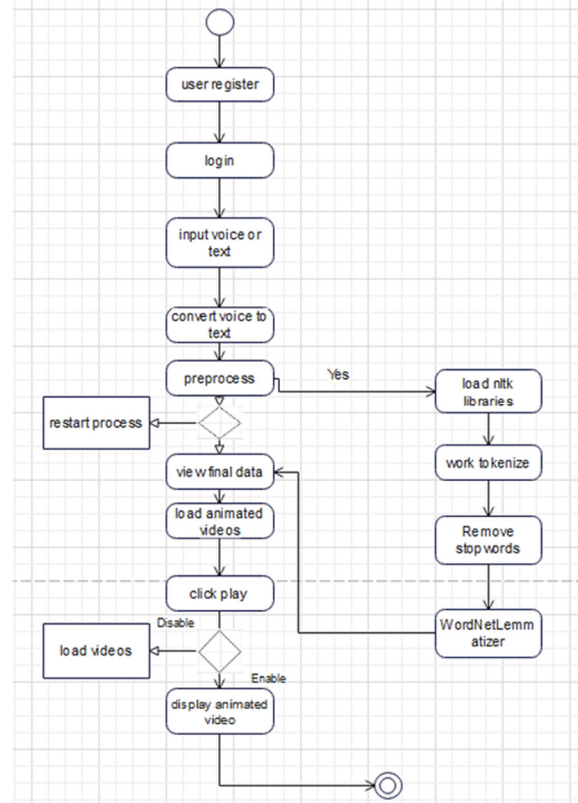
## 5.2 SEQUENCE DIAGRAMS



## 5.3 CLASS DIAGRAM



## 5.4 ACTIVITY DIAGRAM



## 6. SYSTEM REQUIREMENTS

### 6.1 Hardware Requirements

Component	Specification
System	Intel(R) Core(TM) i3-7020U CPU @ 2.30GHz
Hard Disk	1TB
Input Devices	Keyboard, Mouse
RAM	4GB

### 6.2 Software Requirements

Component	Specification
Operating System	Windows XP/7/10
Coding Language	Python
Tool	Anaconda
Interface	OpenCV

## 7. SYSTEM TESTING

### 7.1 Unit testing:

Sl# Test Case :	UTC1
Name of Test:	Load dataset
Items being tested:	Dataset features and labels are displayed or not
Sample Input:	Dataset csv file
Expected output:	All features and labels should be displayed
Actual output:	Total data is displayed
Remarks:	Pass.

Sl# Test Case :	UTC2
Name of Test:	Split data
Items being tested:	Data is divided in to train and test set
Sample Input:	Test and train size
Expected output:	Dataset is divided in to 2 parts
Actual output:	Based on given test size data is divided and stored in train and test sets
Remarks:	Pass

## 8. CONCLUSION

In short, sign language translators help bring people with normal hearing and hearing impairments into closer connection. In schools, colleges, hospitals, universities, airports and courts, its use makes interactions run more smoothly. Going on, emphasis will be placed on making the website's interface more attractive and figuring out how to add useful new abilities. Having it work on other platforms like smartphones with an Android application or using .NET will make the system easier to reach for more users. Since facial expressions matter so much in sign language communication, this project didn't deal with them, but we hope to add them to the system later.

### 7.2 Top-down Integration

Sl# Test Case :	ITC1
Name of Test:	Train Model
Item being tested:	Model fit is performed
Sample Input:	Train x and train y
Expected output:	Fit is performed
Actual output:	Training is done and accuracy is displayed
Remarks:	Pass.

### 7.3 System Testing

Sl# Test Case : -	STC-1
Name of Test: -	System testing in various versions of OS
Item being tested: -	OS compatibility.
Sample Input: -	Execute the program in windows XP/ Windows-7/8
Expected output: -	Performance is better in windows-7
Actual output: -	Same as expected output, performance is better in windows-7
Remarks: -	Pass

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