Sign Language Recognition Using Machine Learning

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ABSTRACT- **This is a paper for a Sign Language Recognition System. The end user can be able to learn and understand sign language through this system. Machine Learning is an up-and-coming field which forms the basis of Artificial Intelligence. Machine Learning has been widely used for optical character recognition that can recognize characters, written or printed. The principles of supervised learning have allowed us to come up with many classification, prediction and identification systems. Sign Language is mainly used by deaf (hard hearing) and dumb people to exchange information between their own community and with other people. It is a language where people use their hand gestures to communicate as they can't speak or hear.**

Keywords: Sign language, image recognition, machine learning, Support Vector Machines (SVM)

1. INTRODUCTION

Communication is very crucial to human beings, as it enables us to express ourselves. We communicate through speech, gestures, body language, reading, writing or through visual aids, speech being one of the most commonly used among them. However, unfortunately, for the speaking and hearing-impaired minority, there is a communication gap. Visual aids, or an interpreter, are used for communicating with them.

However, these methods are rather cumbersome and expensive, and can't be used in an emergency. Sign Language chiefly uses manual communication to convey meaning. This involves simultaneously combining hand shapes, orientations and movement of the hands, arms or body to express the speaker's thoughts. People with hearing disabilities and/or speech disabilities use a standard sign language which
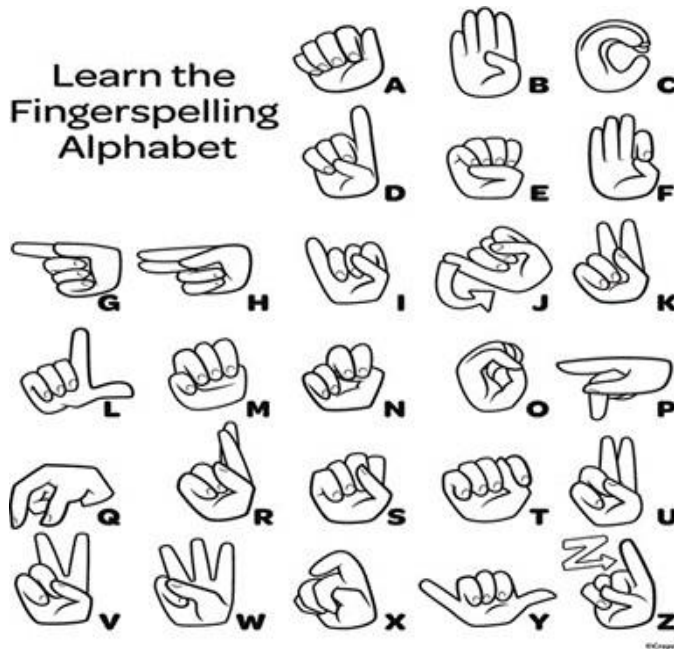
cannot be understood by people who do not know it. Also, learning sign language is hindered by their disability. A modern learning and translation tool for sign language implemented in Machine Learning can significantly affect the ease of Sign Language Communication. This tool will aim to do the following: International Journal of Pure and Applied Mathematics Volume 119 No. 10 2018, 1687-1693 ISSN: 1311-8080

(printed version); ISSN: 1314-3395 (on-line version) url: http://www.ijpam.eu Special Issue ijpam.eu 1687 Obtain a video feed from the camera Classify and display the equivalent English Alphabet for the American Sign Language Alphabet. However, the following factors pose some challenges to this system:

1. The conditions of the illumination in the place where this system is used has to be considered, as it plays an important role in the accuracy of the recognition. 2. It has to be made sure that the hand gesture is at an ideal distance from the camera 3. The camera must capture the

hand upto the wrist at least, and it must not focus on background subjects 4. Identifying the features of the symbols that can be used in the system to get a better accuracy This system aims to consider these challenges and recognize Sign Language Symbols (except those which require movement of hands).

American Sign language

2. Datasets

For this project, we use ASL(American Sign Language) dataset.

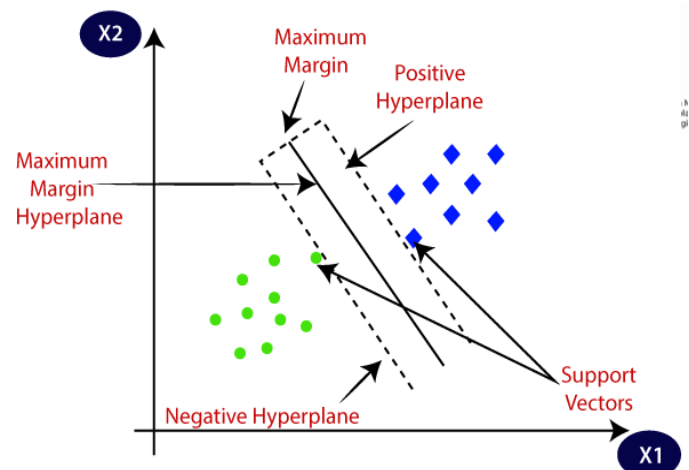### 2.1 ASL (American Sign Language)

American Sign Language (ASL) is a complete, natural language that has the same linguistic properties as spoken languages, with grammar that differs from English. ASL is expressed by movements of the hands and face. It is the primary language of many North Americans who are deaf and hard of hearing and is used by some hearing people as well. ASL is a complete and organized visual language that is expressed by both manual and nonmanual features.

3. Algorithm

3.1 SVM (Support Vector Machine)

Support Vector Machine or SVM is one of the most popular Supervised Learning algorithms, which is used for Classification as well as Regression problems. However, primarily, it is used for Classification problems in Machine Learning.

The goal of the SVM algorithm is to create the best line or decision boundary that can segregate n-dimensional space into classes so that we can easily put the new data point in the correct category in the future. This best decision boundary is called a hyperplane.

SVM chooses the extreme points/vectors that help in creating the hyperplane. These extreme cases are called as support vectors, and hence algorithm is termed as Support Vector Machine. Consider the below diagram in which there are two different categories that are classified using a decision boundary or hyperplane: data, and classifier is used called as Linear SVM classifier.
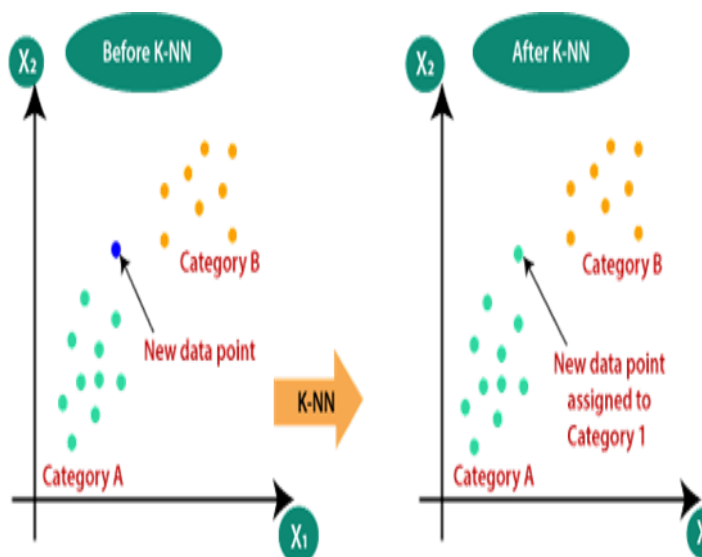

3.2 Types Of SVM

3.2.1 Linear SVM: Linear SVM is used for linearly separable data, which means if a dataset can be

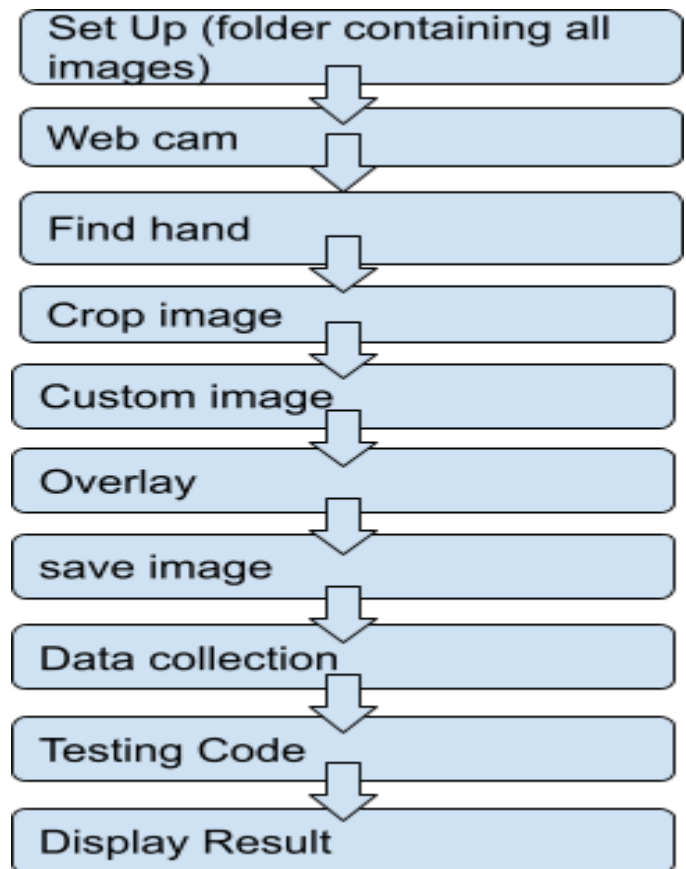classified into two classes by using a single straight line, then such data is termed as linearly separable.

3.2.2 Non-linear SVM: Non-Linear SVM is used for non-linearly separated data, which means if a dataset cannot be classified by using a straight line, then such data is termed as non-linear data and classifier used is called as Non-linear SVM classifier.

3.2.3 k-NN (k-Nearest Neighbors)

The k-nearest neighbors (KNN) algorithm is a simple, supervised machine learning algorithm that can be used to solve both classification and regression problems. It's easy to implement and understand, but has a major drawback of becoming significantly slows as the size of that data in use grows.

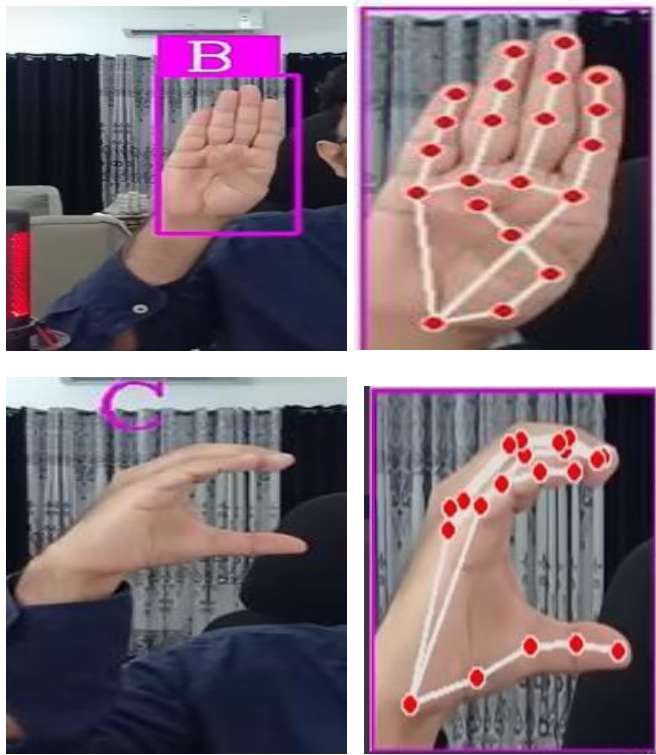### 4. Flowchart

5. ADVANTAGES

It is the most potent and effective way to bridge the communication gap and social interaction between them and the able people. Sign language interpreters help solve the communication gap with the hearing impaired by translating sign language into spoken words and vice versa.

6. LIMITATIONS

Sign language requires the use of hands to make gestures. This can be a problem for people who do not have full use of their hands. Even seemingly manageable disabilities such as Parkinson's or arthritis can be a major problem for people who must communicate using sign language. Having a broken arm or carrying a bag of groceries can, for a deaf

person, limit communication. The amount of light in a room also affects the ability to communicate using sign language.

7. OUTPUT

8. FUTURE SCOPE

We can develop a model for ISL word and sentence level recognition. This will require a system that can detect changes with respect to the temporal space. We can develop a complete product that will help the speech and hearing-impaired people, and thereby reduce the communication gap.

9. CONCLUSION

An American Sign Language Interpreter has been implemented based on a Support Vector Machine constraints Classifier (SVM). The system requires some, like a white background and the palm of the hand to face the camera. Further, similar symbols were sometimes misinterpreted for one another. This could be due to the limited training provided to the system.

The system might overcome these limitations if a more detailed dataset in different environmental conditions is provided for training. Also letters that needed movement of the hands could not be properly identified.

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