



DragonFly

Wearable Devices to Enable Communication via ASL

Presented at the
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Austin, Texas
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Overview

- ▶ Statement of User Need
- ▶ Our Technical Approach
- ▶ Project Status & Next Steps
- ▶ Wrap-Up

Statement of User Need

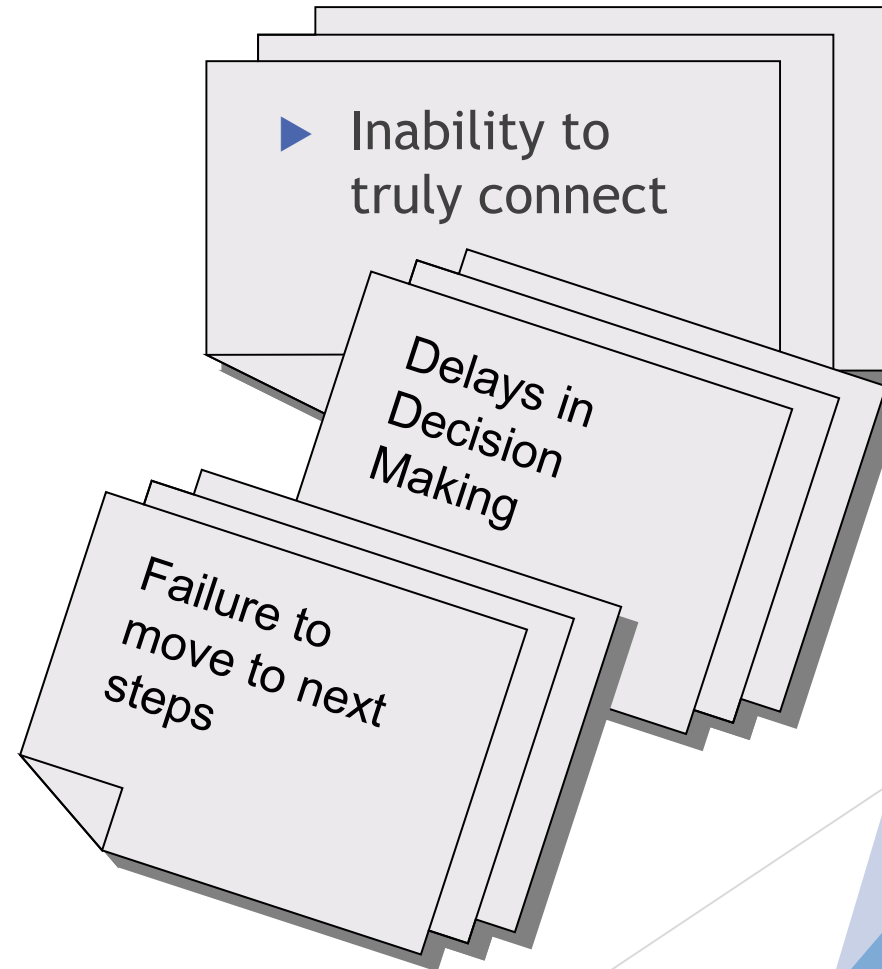
- ▶ There is a need for to enable signers to seamlessly communicate with non-signers.
- ▶ In day-to-day life, people do not have dedicated interpreters who are with them on a 24 X 7 basis.
- ▶ Obtaining an interpreter requires prior arrangements & advanced planning, sometimes weeks in advance.
- ▶ Ad-hoc meetings come up, and the chance to participate is lost if an interpreter can't be found.

Current Situation

Some of the Problems...



Some of the Consequences...



Solving the Challenge

- ▶ Develop a tool to allow an ASL signer and a speaker of English to communicate with each other...
 - ▶ Face-to-Face
 - ▶ Naturally
 - ▶ Anytime
 - ▶ Anywhere

Our Solution

- ▶ To develop wearable devices that will facilitate interactions between signers and non-signers
 - ▶ This family of solutions is called *DragonFly*
 - ▶ We envision *DragonFly* running on different types of wearables



Why?

- ▶ To help bridge the current communication barrier...
 - ▶ With *DragonFly*, a person who uses ASL and someone who does not know ASL can express themselves completely to one another.
 - ▶ The opportunity *DragonFly* creates is the ability to unlock the potential of every person to fully contribute to the mission.

Technical Approach

Technical Challenges

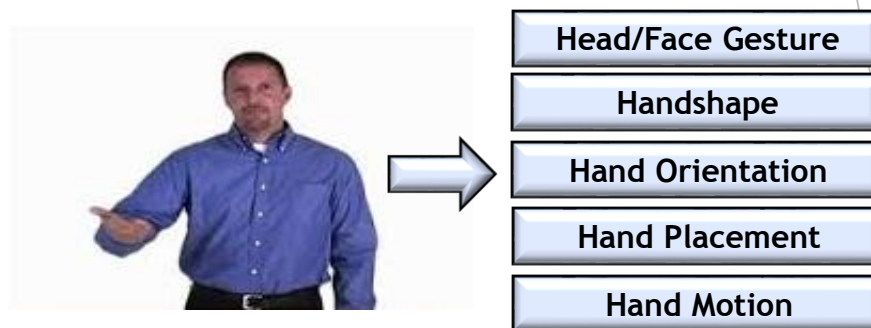
Sign/Signer Variability



Sensor Variability



Signal Complexity



Session Variability

e.g. observation angle



Data Availability

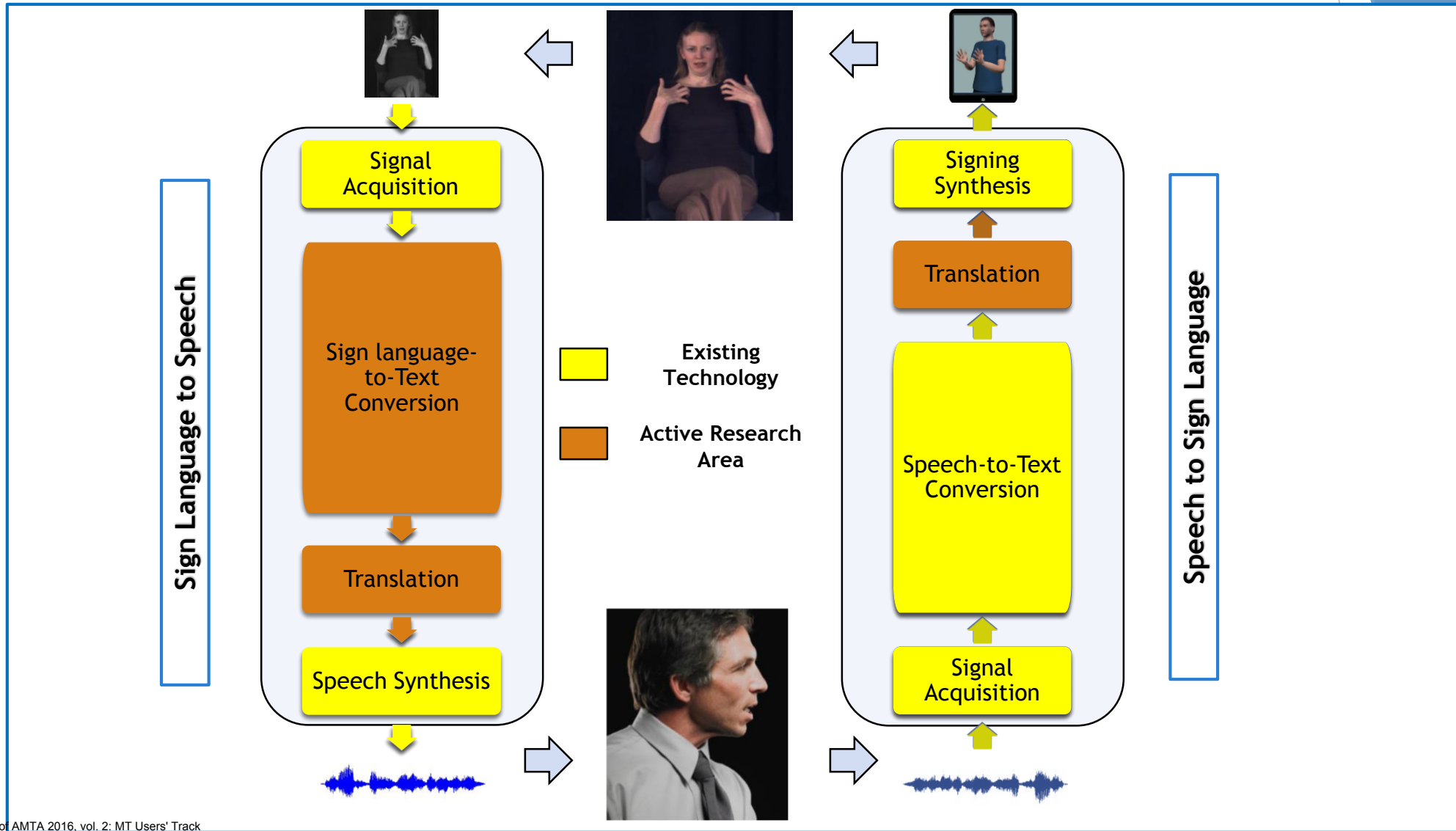
- Limited availability of well annotated ASL \leftrightarrow English content for development and evaluation (e.g. ASLLVD)
- Technical challenges remain for exploiting loosely annotated content (e.g. ASL w/ closed captioning)



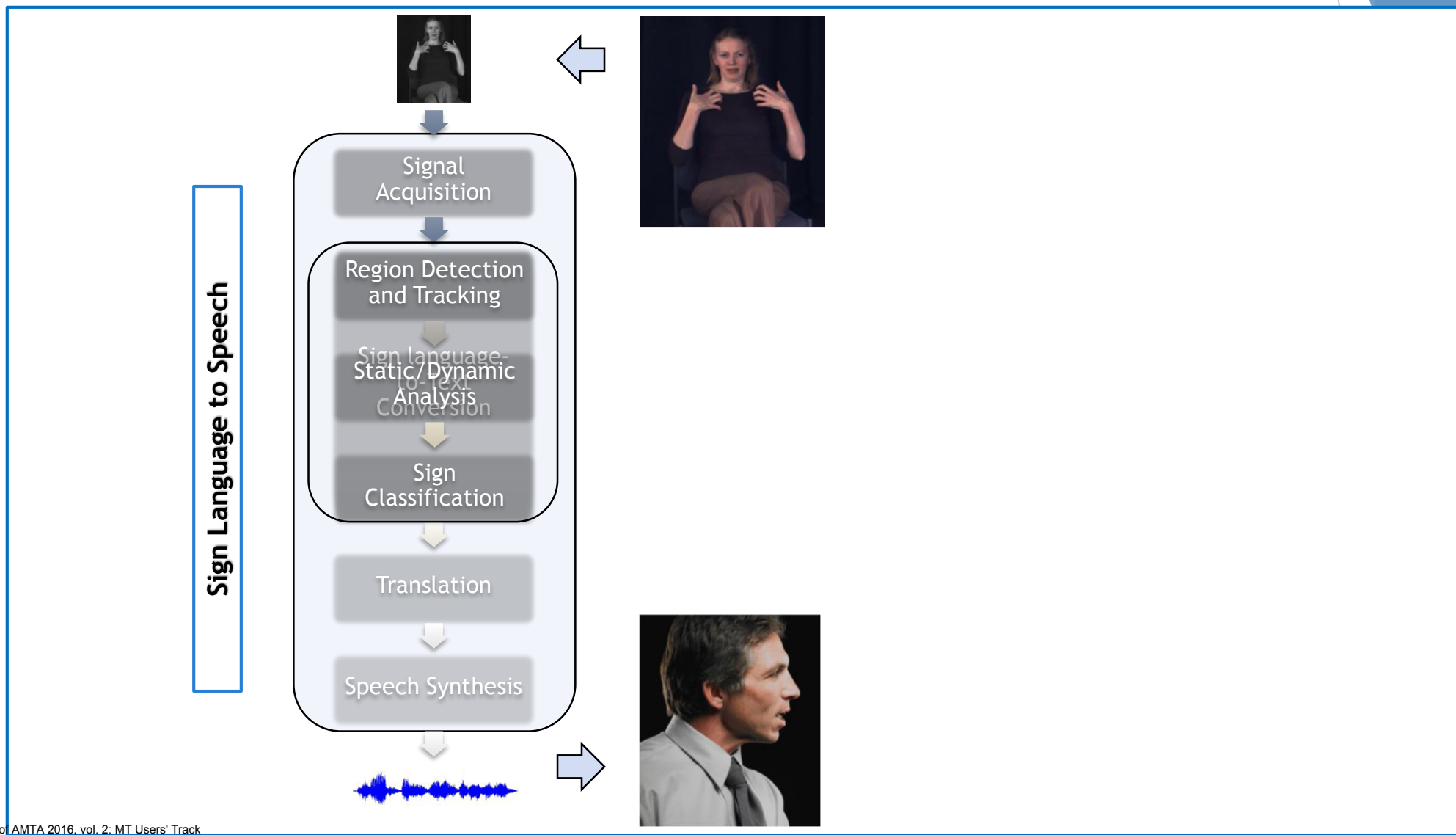
ASL: American Sign Language

ASLLVD: American Sign Language Video Dataset

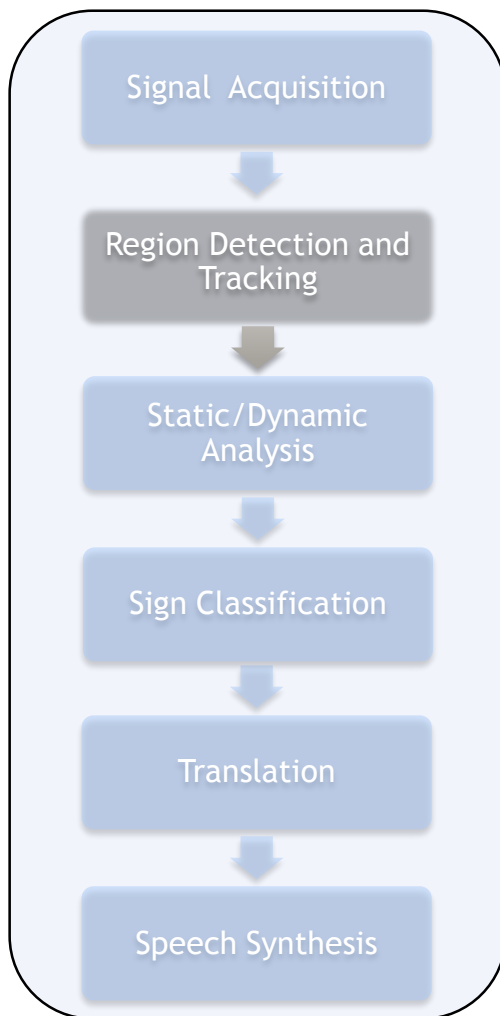
System Overview



Sign Language to Speech



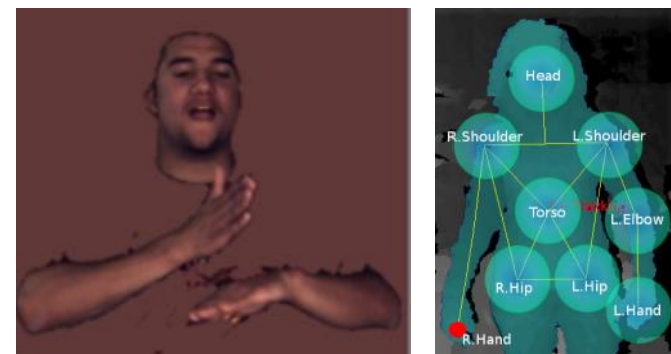
Sign Language to Speech



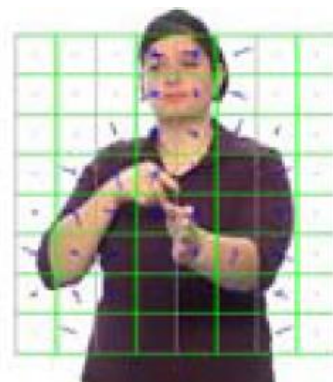
- **Signer Isolation**



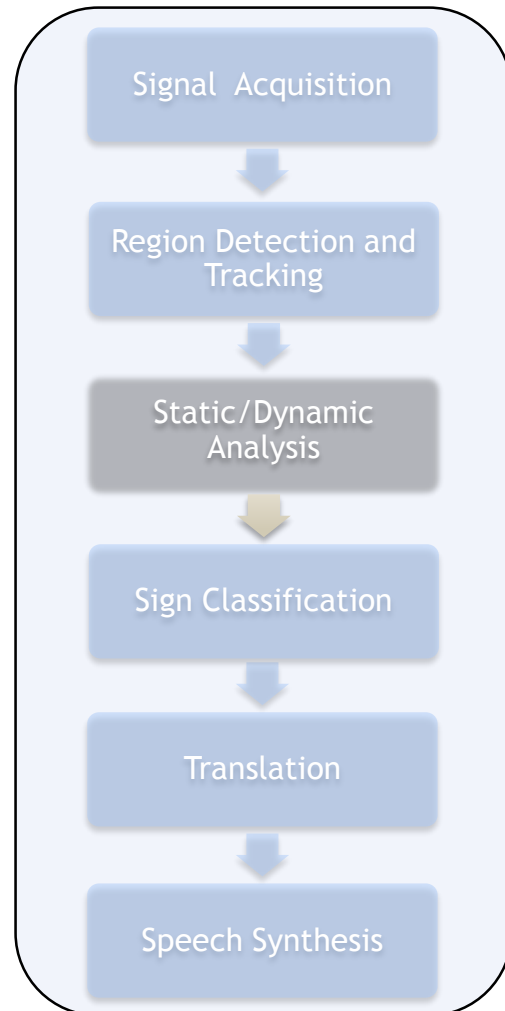
- **Feature Localization**
 - Face and Hands
 - Whole Body



- **Motion Tracking**



Sign Language to Speech



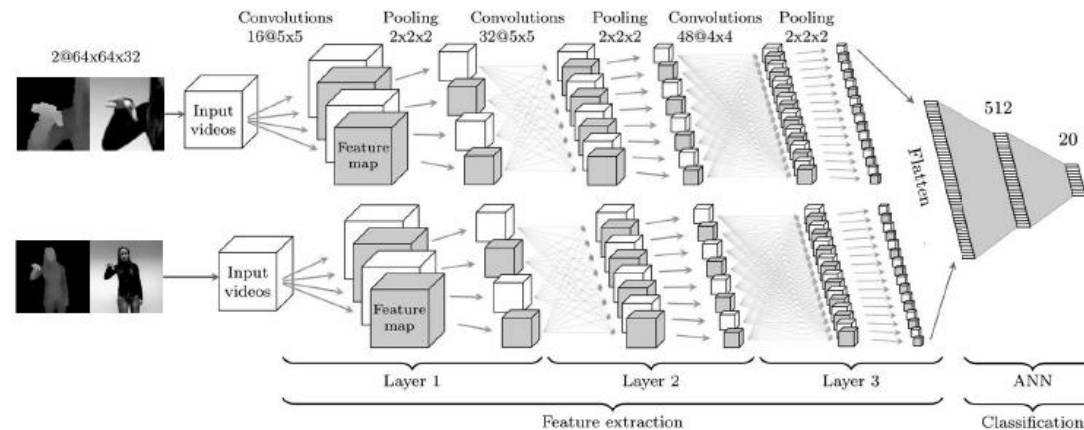
- **Classify Individual Hand Gestures**



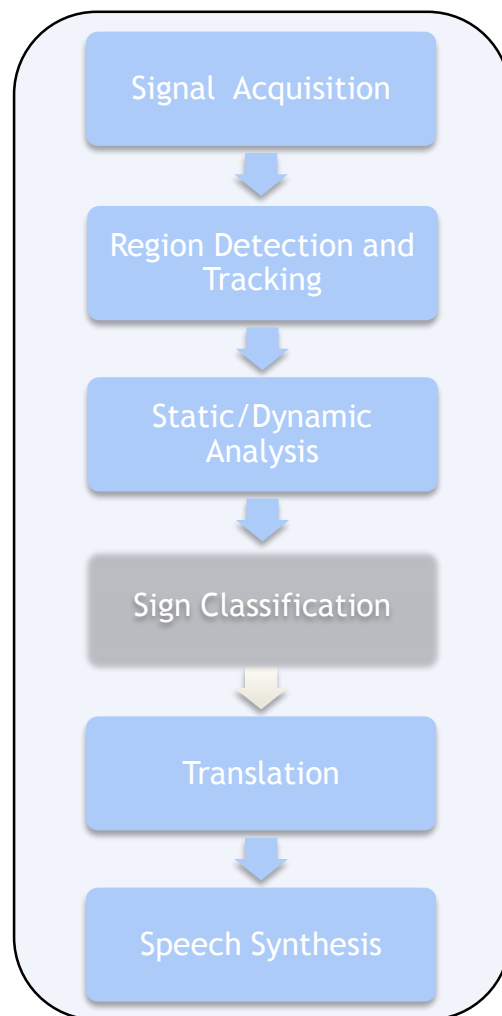
- **Evaluate Facial Cues**



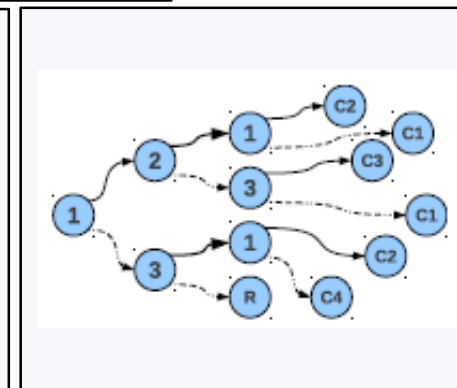
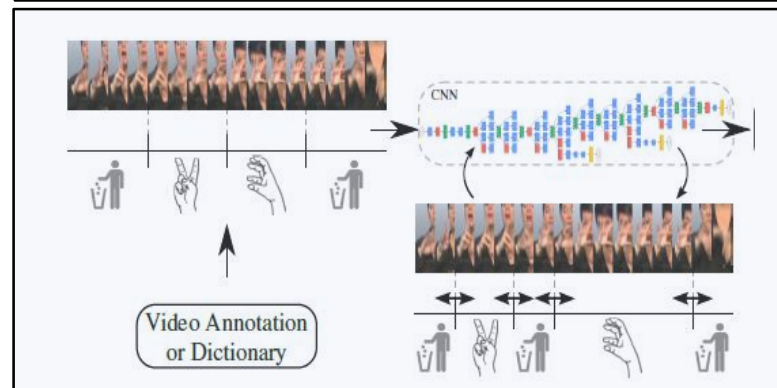
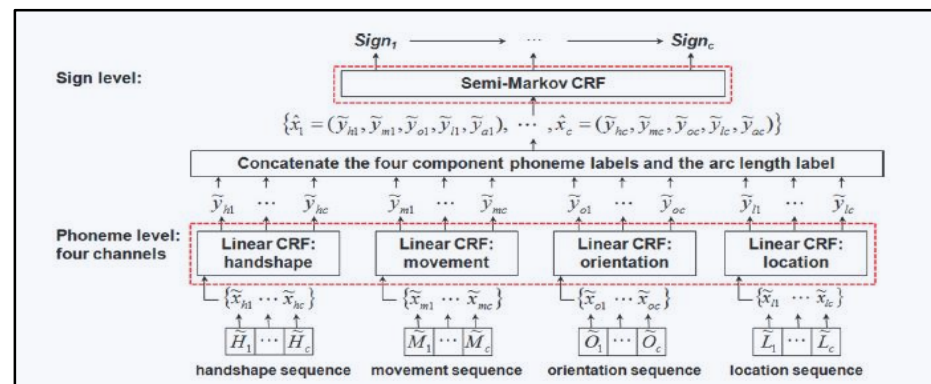
- **Performed on single frame or short series of video**
- **Typically adopt image machine learning methods.**



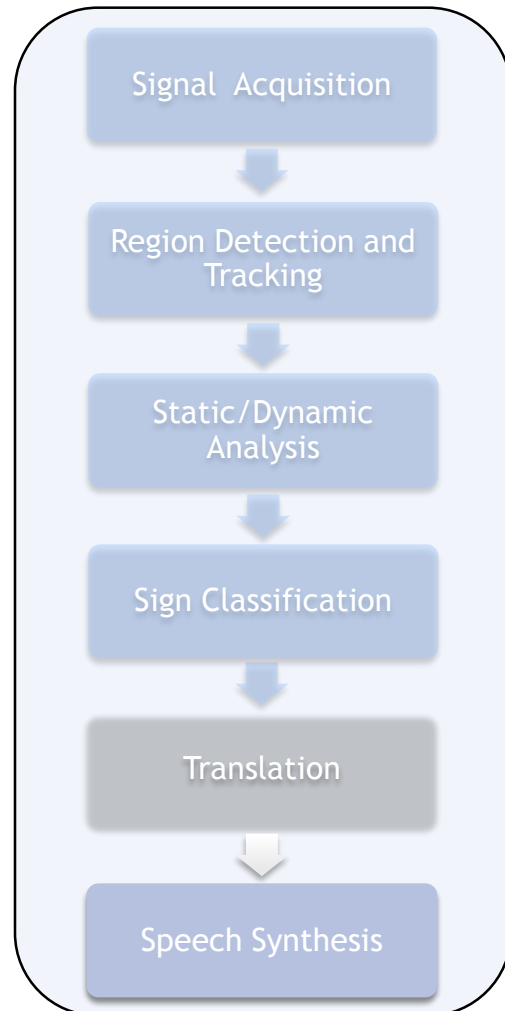
Sign Language to Speech



- Given gesture sequences, we want to identify discrete signs
- Guided by a lexicon (e.g. signing dictionary)
- Typically involves dynamic machine learning methods
 - **Markov Modeling**
 - **Neural Networks**
 - **Sequential Pattern Boosting**



Sign Language to Speech



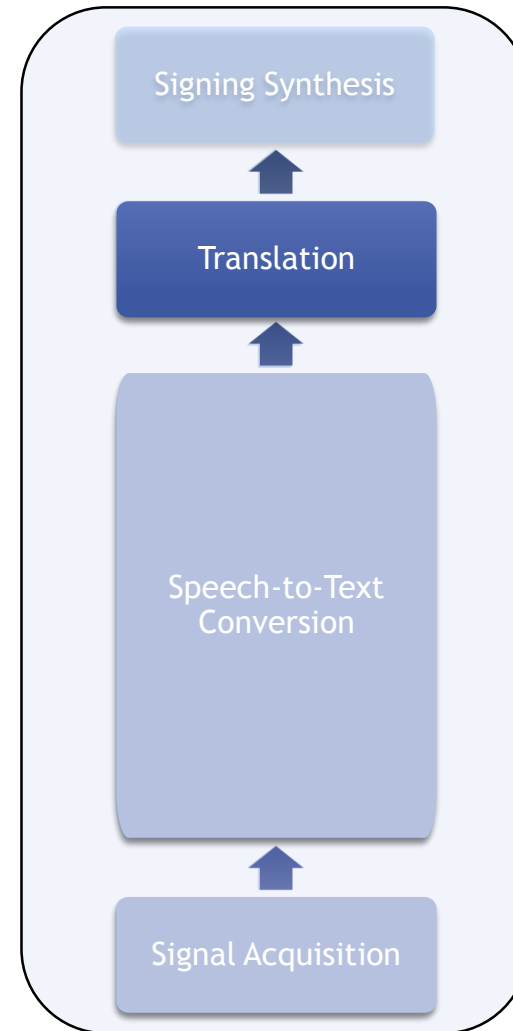
Translation:

- Convert recognized signing sequences into an English sentences.
- Example of Machine Translation (MT) Problem
- ASL is not structured like English and is more like Japanese, in that it is a Topic-Comment language. It must be ordered correctly before it is converted to speech, so that it conforms to English syntax and is readily understood by an English speaker.
- Requires sizable database of parallel ASL-English data
e.g. Television Corpus of Closed-Caption + ASL

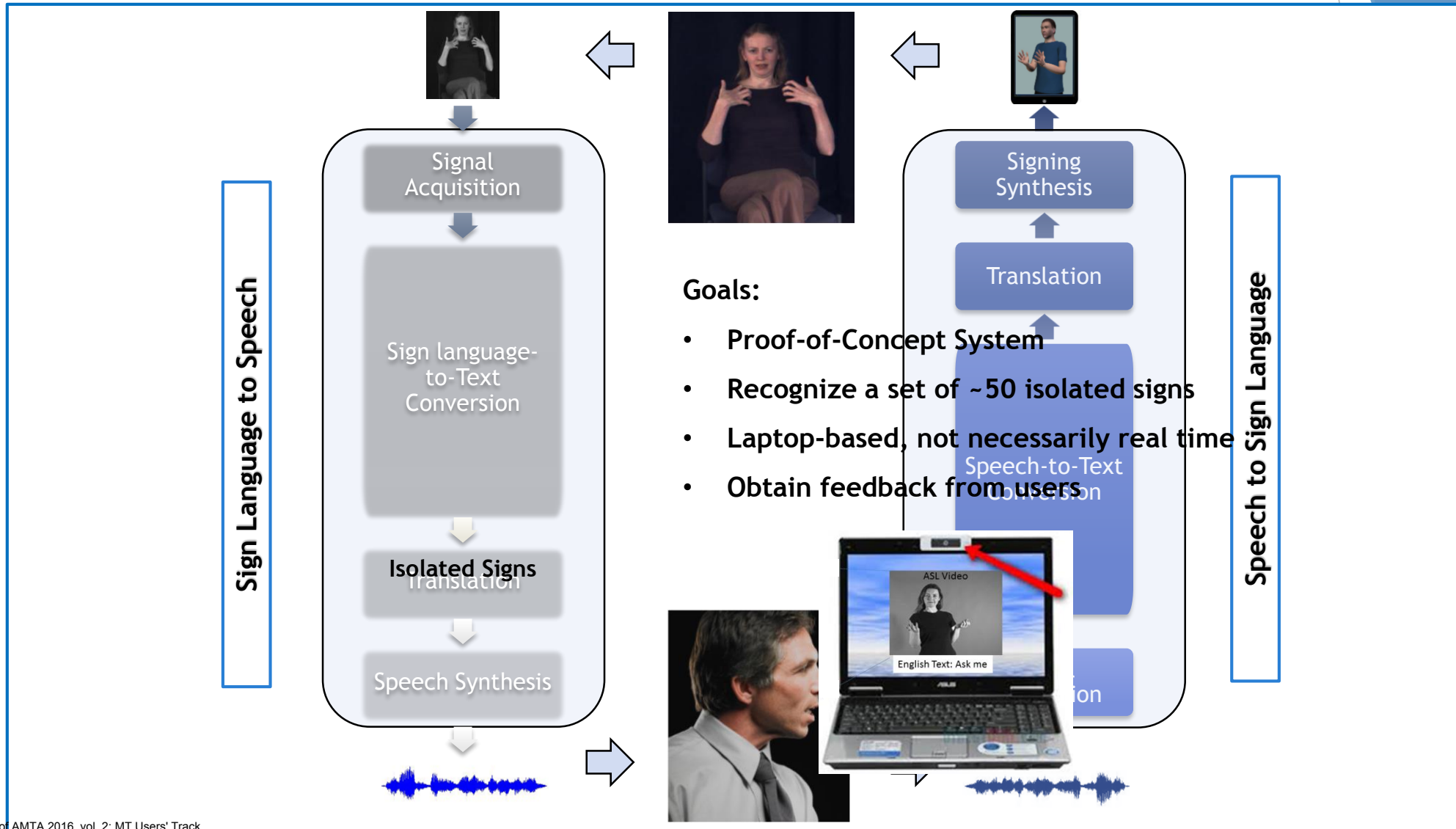
Speech to Sign Language

Translation

- Inverse operation of the MT problem
- English sentences converted into sequences of manual and non-manual gestures



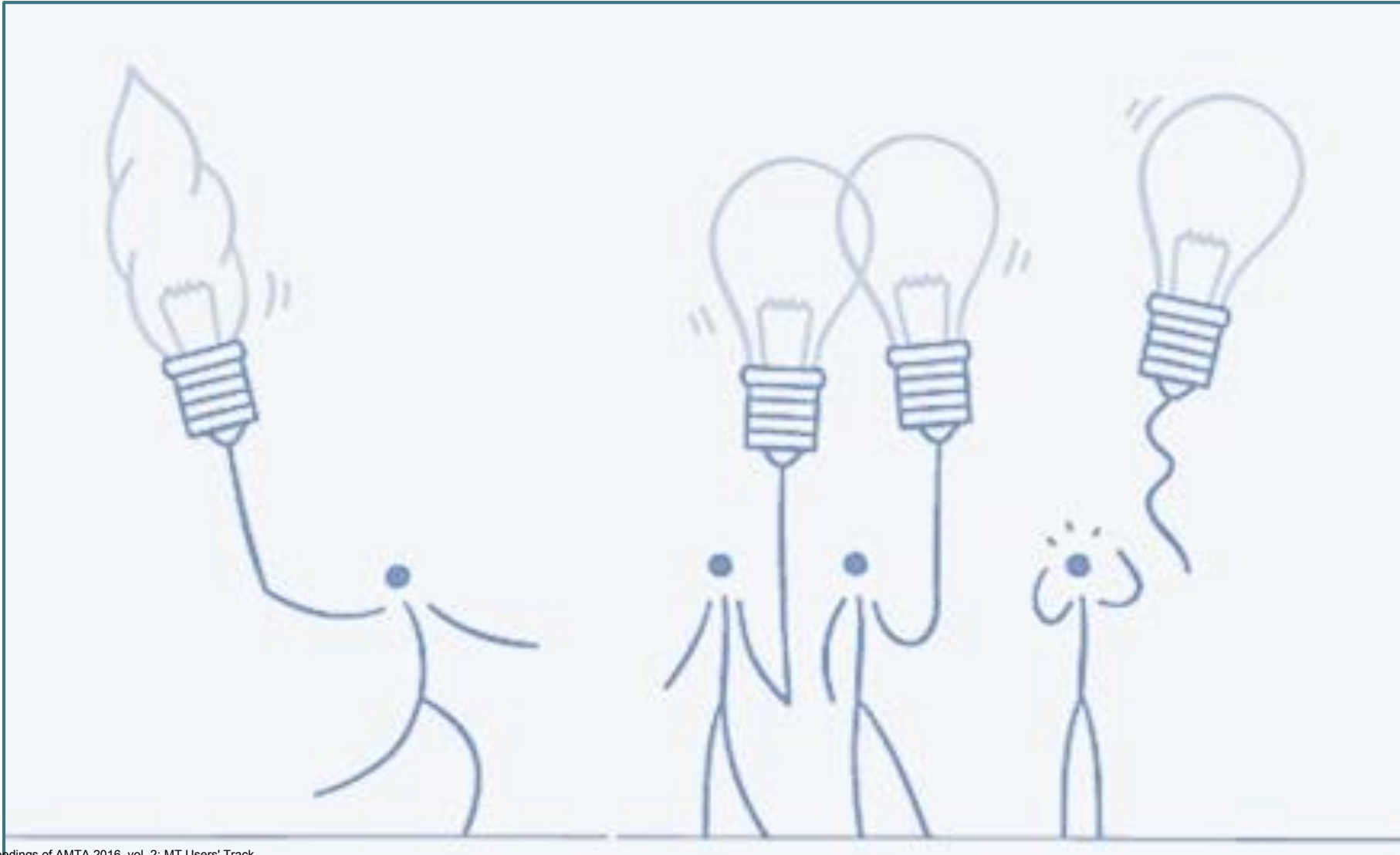
Next Steps



Project Status

- ▶ We have initiated an extensive literature search to leverage best practices and relevant research done to date.
- ▶ We are compiling data, annotation, algorithmic, and system requirements
 - ▶ Identified and aggregating annotated ASL datasets
 - ▶ ASLLVD RVL-SLLL Gallaudet
 - ▶ Identified relevant CNN models for feature extraction
 - ▶ VGG and DeepHand models
- ▶ We have begun work on a prototype for ASL recognition capabilities.

Questions?



Thank You!

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