## Multimodal Fusion and Sequence Learning for Cued Speech Recognition from Videos

Katerina Papadimitriou<sup>1</sup>, Maria Parelli<sup>2</sup>,

Galini Sapountzaki<sup>3</sup>, Georgios Pavlakos<sup>4</sup>,

Petros Maragos<sup>2</sup>, Gerasimos Potamianos<sup>1</sup>

<sup>1</sup> Dept. of Electrical & Computer Eng., University of Thessaly, Volos, Greece
<sup>2</sup> School of Electrical & Computer Eng., National Technical University of Athens, Greece
<sup>3</sup> Dept. of Special Education, University of Thessaly, Volos, Greece
<sup>4</sup> Electrical Eng. & Computer Sciences, University of California, Berkeley, CA, U.S.A.

HCI INTERNATIONAL 2021 - International Conference on Human-Computer Interaction







**Overview** 

#### Goal:

 Address automatic cued speech recognition (CSR) from videos with no artificial markings.

#### <u>Challenges:</u>

- Phonetic information from simultaneous articulation of mouthing patterns, hand positioning, and gestures.
- Asynchrony between hand and lip articulation.
- Our earlier approach <sup>[1]</sup>:
  - Tracking: hand and mouth via a hybrid method.
  - ✓ Features: 3D-CNN appearance based and positional embeddings.
  - Recognizer: time-depth separable (TDS) convolutional encoder and attentional convolutional decoder <sup>[3]</sup>.

#### Here:

HCI International 2021

24-29 July • Washington DC, USA

- ✓ **Tracking:** via **OpenPose** framework <sup>[4]</sup>.
- ✓ Features: investigate additional benefit of 2D and 3D (regressed) skeletal keypoints.
- ✓ **Recognizer:** use connectionist temporal classification (CTC) <sup>[5]</sup> for decoding.

[1] **Papadimitriou & Potamianos,** "A fully convolutional sequence learning approach for cued speech recognition from videos," *EUSIPCO* '20.

[2] Attina *et al.*, "A pilot study of temporal organization in cued speech production of French syllables: rules for a cued speech synthesizer," *Speech Comm.* '04.

[3] Hannun et al., "Sequence-to-sequence speech recognition with time-depth separable convolutions", Interspeech '19.

[4] Cao et al., "OpenPose: Realtime multi-person 2D pose estimation using part affinity fields," IEEE TPAMI '21.

[5] Graves et al., "Connectionist temporal classification: labelling unsegmented sequence data with recurrent neural networks," *ICML* '06.



(figure modified from <sup>[2]</sup>).

8 possible lip shapes (not shown)



34 distinct phonemes





### Our Approach

#### Proposed deep learning-based approach architecture:



#### Our main contributions:

- ✓ 2D skeletal data acquisition of the CS interpreter via OpenPose framework.
- ✓ **Hand** and **mouth** region **segmentation** through the 2D skeletal coordinates.
- ✓ **3D hand skeletal** coordinates extraction by a **2D-to-3D hand-pose regression** architecture.
- ✓ **Fusion** of various feature streams / representations of manual and non-manual articulators.
- ✓ **Time-depth separable (TDS) convolution** block structure based encoder
- ✓ Connectionist temporal classification (CTC) decoder.
- Results:
  - Experiments on 2 publicly available CS datasets.
  - Inclusion of skeletal data to the feature fusion module benefits system performance.
  - Better than current state-of-the-art CSR methods.







### <u>CSR System – Visual Front End (I)</u>

#### Hand and mouth detection:

- Based on OpenPose detector of human joints.
- Returns 25 body-pose keypoints, 21 joints for each hand, and 70 face keypoints.
- 2D hand and mouth keypoint features:
  - Retain 21 joints of the signing hand and 20 mouth keypoints.
  - Apply normalization to their coordinates.
  - ✓ Obtain 82-dim features (42-dim for the hand and 20-dim for the mouth).
- Hand and mouth appearance features:
  - Extract region-of-interests (ROIs) based on the OpenPose skeleton.
  - ✓ Feed ROIs to **3D ResNet-34** network <sup>[6]</sup>.
  - Obtain 512-dim spatio-temporal appearance features for each ROI (512-dim for hand ROI and 512-dim for mouth ROI).











### <u>CSR System – Visual Front End (II)</u>



#### <u>3D hand keypoint features:</u>

- Regress 2D hand joints to the 3D space, using a two-layer DNN.
- ✓ DNN input: 21 hand joint coordinates (2D) from OpenPose.
- DNN output: 21 hand joint coordinates in 3D space.
- Apply normalization to the 3D joints.
- ✓ Obtain 63-dim features (21 x 3).
- Hand positioning features:
- Employ 2D coordinates of the upper-most hand skeletal joint.
- 2D-CNN based classification of hand positioning relative to mouth.
- ✓ Obtain 64-dim hand positional embeddings.
- ✓ **5 positions** for **French** CS and **4 positions** for **British English** CS.



HCI International 2021 24-29 July • Washington DC, USA [7] **Parelli** *et al.*, "Exploiting 3D hand pose estimation in deep learning-based sign language recognition from RGB videos," *ECCV-W* '20.





### **<u>CSR System – Feature Fusion and Sequence Model</u>**

- Feature fusion (vector concatenation) yields 1233-dim feature vector:
- ✓ 42-dim for 2D hand keypoints.
- ✓ 40-dim for 2D mouth keypoints.
- ✓ 63-dim for 3D hand keypoints.
- ✓ **512**-dim for hand ROI appearance (3D CNN).
- ✓ **512**-dim for mouth ROI appearance (3D CNN).
- ✓ 64-dim for hand positional embeddings.
- Sequence learning:
- ✓ Time-depth separable convolutional encoder (TDS).
- CTC loss based decoding.







### **Datasets and Experimental Setup**

#### French CS dataset [8]:

- ✓ 2 repetitions of 238 French sentences performed by a professional CS interpreter.
- ✓ **11,770 phonemes** in total belonging to 34 classes.
- ✓ **Upper-body RGB** video data available at 50 fps and 720x576-pixel resolution.
- ✓ 8 lip patterns, 8 handshapes, and 5 different hand positions (34 phonetic classes).

#### British English CS dataset <sup>[9]</sup>:

- ✓ 97 British English sentences recorded by a professional CS interpreter.
- ✓ **Upper-body color** video images available at 25 fps and 720x1280-pixel resolution.
- ✓ 4 hand positions for the 12 monophthongs, 4 hand slips for the 8 diphthongs, and 8 hand shapes for the 24 consonants (44 phonetic classes).

#### Experimental framework:

- ✓ **Ten-fold cross-validation**.
- ✓ 80% of each fold used for training, 10% for validation, and 10% for testing.
- Phonetic error rate (PER, %) reported.



[8] Liu *et al.*, "Visual recognition of continuous cued speech using a tandem CNN-HMM approach," *Interspeech* '18.

[9] Liu *et al.*, "Automatic detection of the temporal segmentation of hand movements in British English cued speech," *Interspeech* '19.





### **Experimental Results (I)**

- Evaluation of various feature stream combinations.
- Fusion of all feature streams yields the best results on both CS corpora.



- Significant improvements on both datasets compared to our earlier model (state-of-the-art):
  - ✓ 8.87% absolute PER reduction (from 29.12% to 20.25%) for French CS.
  - ✓ 3.67% absolute PER reduction (from 36.25% to 32.58%) on British English CS.







### **Experimental Results (II)**

- Proposed model comparison against various sequence learning models on both CS sets:
  - ✓ A one-layer long short-term memory (LSTM) encoder coupled with CTC decoding.
  - ✓ A one-layer gated recurrent unit (GRU) encoder and CTC decoding.
  - ✓ A Transformer encoder complemented with a CTC decoder.
- Two feature fusion schemes employing all feature streams:
  - Synchronous articulation: All features concatenation discarding asynchrony.
  - Asynchronous articulation: Hand-related feature streams artificially delayed by a fixed amount in time.
- The proposed model yields the best results on both sets when there is no enforced time shift.









### **Experimental Results (III)**

- **Performance evaluation** of the proposed model **under** a number of **variations**:
- ✓ Replace the 3D-CNN with a **2D-CNN** (ResNet-18 <sup>[10]</sup>) for **appearance feature extraction**:
- **Degraded PER** by over **2% absolute** for the **French CS** dataset.
- Degraded PER by about 3.5% absolute for the British English CS dataset.
- The number of TDS blocks in the TDS convolutional encoder:
- Increase the number of channels keeping the same receptive field.
- Worse PERs on both corpora.







#### **Conclusions**

- Proposed a deep learning model for effective CS recognition from upper-body videos:
  - ✓ Spatio-temporal feature extraction and fusion.
  - ✓ State-of-the-art deep-learning based sequence learning model.
- Highlighted how the incorporation of multiple representation streams, TDS convolutional encoder and CTC decoding improves feature learning performance.
- Inclusion of skeletal data to the feature fusion module benefits system performance.
- Inferred 3D hand skeletal data boosted CS recognition when added on top of all other spatiotemporal streams.
- Demonstrated that the proposed model outperforms other sequence learning architectures.







# THANK YOU!

### **Questions? Pls. contact:**

aipapadimitriou@uth.gr gpotam@ieee.org

### **Acknowledgments**



The research work was supported by the Hellenic Foundation for Research and Innovation (H.F.R.I.) under the "First Call for H.F.R.I. Research Projects to support Faculty members and Researchers and the procurement of high-cost research equipment grant" (Project Number: 2456).



