

# GREEK SIGN LANGUAGE RECOGNITION FOR THE SL-REDU LEARNING PLATFORM

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# **Overview**

## • <u>Goal:</u>

- SL education tool development for SL production selfassessment and objective evaluation.
- SL recognition (SLR) from videos in a signer-independent (SI) mode under realistic recording conditions.
- Previous work [1, 2, 3]:
- ✓ A suitable platform for the SL-ReDu project is built involving "passive"-type GSL learning exercises.
- ✓ Two recognition subtasks employing separate models:
  - Numeral signs with a vocabulary size of 18.
- Non-numeral signs with a vocabulary size of 36.
- Continuous Fingerspelling Recognition:
- ✓ CNN-BiLSTM model is used.
- MobileNet based visual feature learner of each video frame: 1024-dim features.
- ✓ Features are fed to a linear projection layer for size reduction: 512-dim features.

GSL recog. task	Metric	MS	SI	Eval.
iso. numerals	WAcc	97.78	94.48	98.61
iso. non-numerals	WAcc	99.44	96.20	97.22
cont. fingerspelling	WAcc	75.22	65.30	90.28
	LAcc	86.12	77.66	91.03

- SI isolated GSL recognition accuracy (%) per signer for numerals and non-numeral signs.
- Performance varies among signers, remaining nevertheless well above 80% Wacc.





#### SL recognizer:

- Recognition module based on state-of-the-art deeplearning techniques.
- ✓ Focus on isolated signs and continuously fingerspelled letter sequences.

## Contributions:

- Early version of a GSL recognizer integrated within the SL-ReDu learning platform.
- ✓ First education tool in GSL with recognition functionality.

## Evaluation:

- ✓ High multi-signer (MS) and SI recognition accuracies.
- ✓ Evaluation by student and expert users of the SL-ReDu platform and its recognition functionality demonstrates very satisfactory objective and subjective assessments.



✓ Two-layer BiLSTM encoder followed by CTC decoding.

# **GSL Database**

- Signing data by multiple volunteer informants both native and non-native in GSL:
- Data recorded indoors, under realistic, non-studio conditions.

#### Numeral signs:

 $\checkmark$  20 signers x 18 signs x 5 times: 1,800 videos.

### Non-numeral signs:

 $\checkmark$  17 signers x 36 signs x 5 times.

✓ ITI GSL corpus [4]: 7 signers x 36 signs x 5 times.

✓ Total: 24 (17 + 7) signers - 4,320 videos.

# Fingerspelling data:

12 informants: 24 Greek alphabet letters and 50 fingerspelled words of 4-5 letters (unique to each signer).
7 informants: 16 3-7 letter words (common to all).
3 signers expressed extra 71 words of 4-5 letters.
Total: 1,071 videos.





# **SL-ReDu Platform User Evaluation**

- Volunteer Users:
- Department of Special Education at University of Thessaly students:
- **Group 1**: 10 students (GSL for less than 5 months).
- Group 2: 11 students (GSL for more than 5 months).
- ✓ Two GSL experts/teachers volunteers.

✓ Ages: 19-22 years old / Females> males.

- Objective Evaluation of GSL Recognizer:
- Evaluation via "active"-type exercises requiring SL production by the learner.
- ✓ **Numerals**: 3 assignments of six GSL production questions.
- Non-numerals: 6 assignments of six GSL production questions.
- Fingerspelling: 6 six-question assignments Letters and words not in the training set.
- ✓ Volunteers: 7 A0 4 A1 level students, and 1 expert.

# **SL-ReDu Platform**

- Frontend
- Enables self-monitoring and objective learner evaluation.
- System's design involves all aspects of GSL linguistics:
- Teaching techniques and content, including various SL practice assignments.
- ✓ Multiple-choice questions: images, videos, and text.
- User response or user feedback by means of video recordings of GSL production.
- Enables the user to actively sign and be assessed for the capacity to appropriately generate signs.

SL-ReDu prototype system:

- Web-based application managing the end user's interaction.
- System modalities entail the system database, the frontend and back-end user interfaces, and image/video files.
- SLR is a separate system module running as standalone on the learner's device.



#### (Numerals)

(Non-numerals)

(Fingerspelling)

# **Experimental Framework**

- Multi-signer (MS) recognition:
- Training 80% of all videos (numerals: 1,440; non-numerals: 3,456; fingerspelling: 857).
- Validation 10% of all videos (numerals: 180; non-numerals: 432; fingerspelling: 107).
- Testing 10% of all videos (numerals: 180; non-numerals: 432; fingerspelling: 107).
- Signer-independent (SI) recognition:
- ✓ 20-fold cross-validation for numerals.
- ✓ 24-folds cross-validation for non-numerals.
- ✓ **12-folds** cross-validation for **fingerspelling**.
- Each fold contains one test subject, all remaining subjects are used in training.

# SL-ReDu platform user evaluation:

- Training: 90% of the available videos (numerals: 1,620; non-numerals: 3,888; fingerspelling: 964).
- Validation: 10% of the available videos (numerals: 180; non-numerals: 432; fingerspelling: 107).

- Each performs 3 six-question assignments (one per task, totaling 18 questions).
- "Active"-type exams are automatically graded by the system.
- Results are better than SI recognition performance of the isolated/fingerspelling tasks.

# Subjective Assessment of the Platform:

- Participants: anonymous subjective experience questionnaire.
- ✓ Measures 8 aspects on the one-to-five Likert scale.
- In half questions most of the users provided the highest assessment.



# **Conclusions**

Presented the SL-ReDu learning platform GSL recognizer:
✓ Isolated signs and continuously fingerspelled sequences.



(Continuous fingerspelling recognition)

#### Pre-processing:

- Detect the signer, extract the Region-of-Interest (Rol), and provide feedback in case of incorrect signer positioning.
- MediaPipe library for signer's whole-body landmarks extraction from RGB video.
- Lack of detected landmarks of hands, face, and upper torso: incorrect user positioning.
- Correct user positioning: Rol extraction.
- ✓ Isolated sign: upper body is cropped producing the Rol.
- ✓ Fingerspelling: Rol consists of the signing hand.

# Isolated Sign Recognition:

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✓ 18-layer ResNet2+1D model is used, separating spatial and temporal convolutions of 3D CNNs.

#### GSL recognition performance:

- Isolated GSL and continuous fingerspelling tasks under both MS and SI training/testing cases.
- ✓ GSL recognizer **objective evaluation** results.
- Results in word accuracy (WAcc) %, and in the case of fingerspelling in letter accuracy (LAcc) %.
- ✓ Isolated GSL recognition task:
- Performance degrades in the SI case.
- WAcc satisfactory in both isolated SLR tasks.
- Objective evaluation: results better than SI case.
- ✓ Continuous fingerspelling recognition task:
- Performance suffers at the WAcc level, especially for longer letter sequences.
- Higher LAcc results.
- Objective evaluation: results better than SI scenario.

#### Recognition module:

- Incorporates state-of-the-art deep learning based visual detection, feature extraction, and classification.
- ✓ Operates in a SI fashion in non-ideal visual environments.
- Designed module performs very well, as evidenced by experimental results.
- Yields very satisfactory objective and subjective user evaluation of the SL-ReDu platform.

## **References**

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