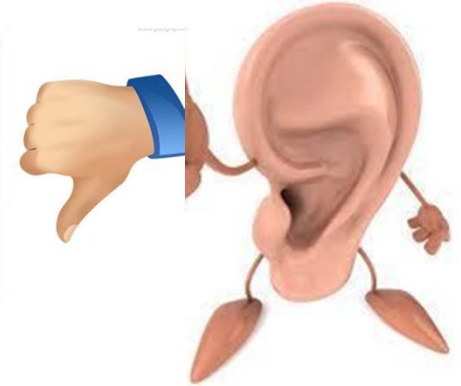


Sign *Language* to *English*



Team SLatE8

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.....
Prajjwal Dangal, Roshil Paudyal

Background

Customer:

- Hearing Impaired community in the U.S. (28 million)
- Parents of hearing impaired children
- business
- office
- retail
- ect.



Background

Needs and Demand:

- portable device
- easy to use
- fast response time and accuracy
- long battery life
- helpful
- fastest communication
- ect.



Problem Statement

The core principle of our team project is to build a device that will help to integrate the deaf/mute community more into society by developing a device able to understand, translate, and communicate with a person not knowledgeable with ASL by interpreting ASL into English.

Problem Statement Count'd



Design Requirements

- Internal features: **Intel Galileo Board**
 - Physical Characteristics
 - Communication
 - Processor Features
 - Storage Option
- Constraints:
 - Resources
 - Time
 - System Developments

Design Requirements

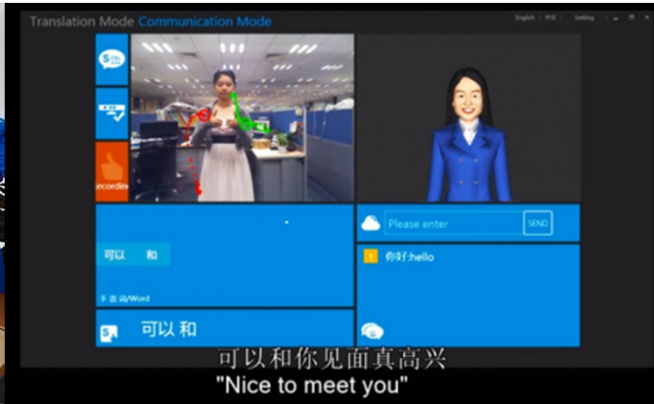
- **Weight & Size:** less than 15 oz, 10x5x2 in.
- **Camera:** 640x480 bit resolution
- **Sound system:** 3.5 mm TRRS, with frequency response range from 20Hz to 20kHz.
- **Display screen:** touch screen about 3.5in diagonal of a resolution of 640x480 at 326 ppi (0.61megapixels) with a typical 800:1 contrast ratio.
- **Response time:** no more than 30 seconds after the camera captures the picture of sign.
- **Accuracy:** are greater than 90% and error are below 5%.

Current Status of Art

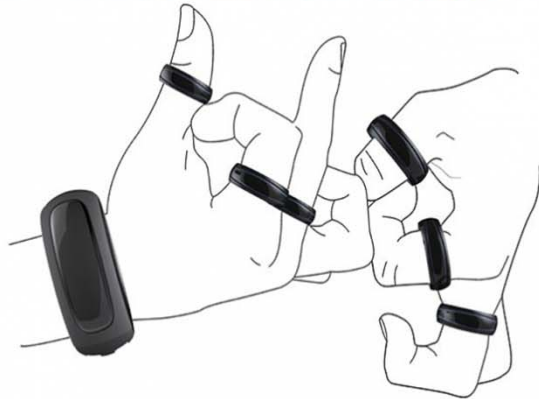


- MyVoice (University of Houston students of engineering technology and industrial design programs)
- EnableTalk gloves translate sign language into speech in real time (Ukraine's quadSquad winners at Microsoft Imagine Cup)

Current Status of Art



- Kinect Sign Language Translator (Microsoft Asia)



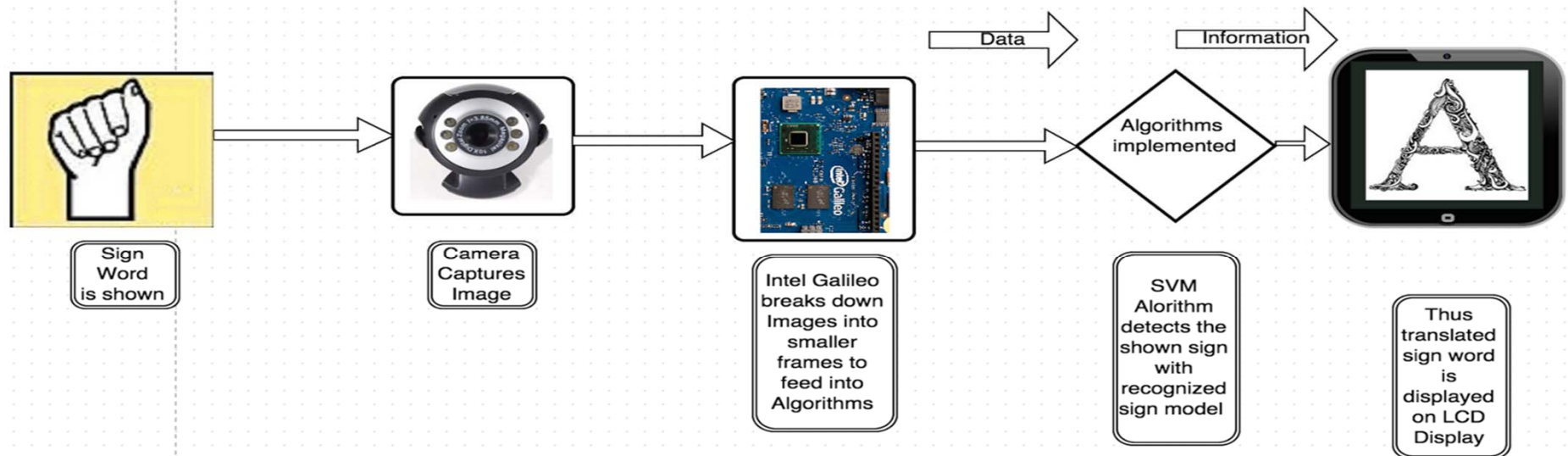
- The Sign Language Ring (winner of the 2013 RedDot Design Award)

Solution Approach

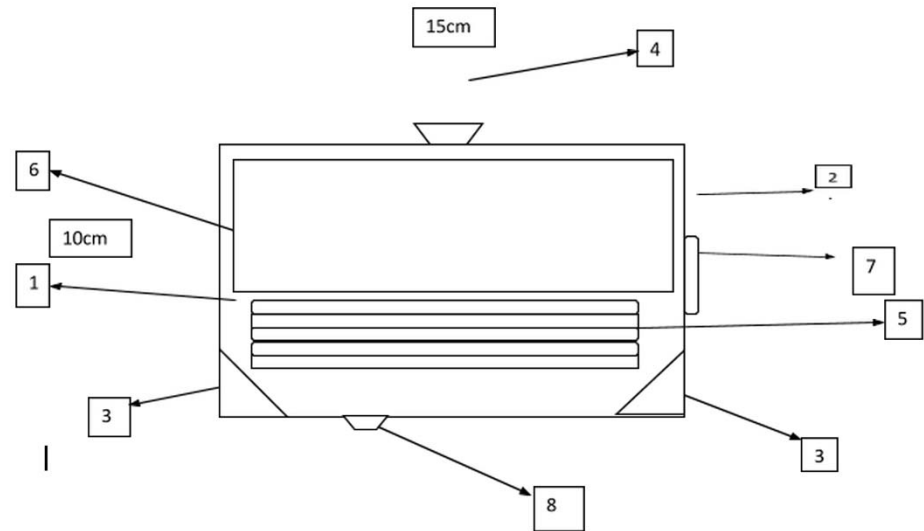
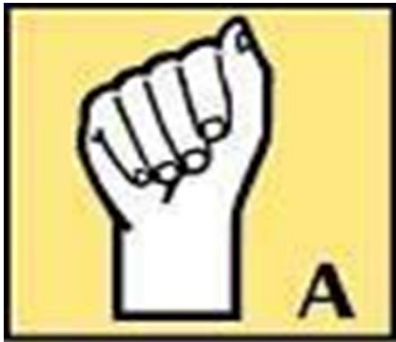
Design a working prototype which is

- Handheld and Portable
- Efficient and inexpensive means to bridge communication gap
- A fast and efficient method of communication

Solution Approach



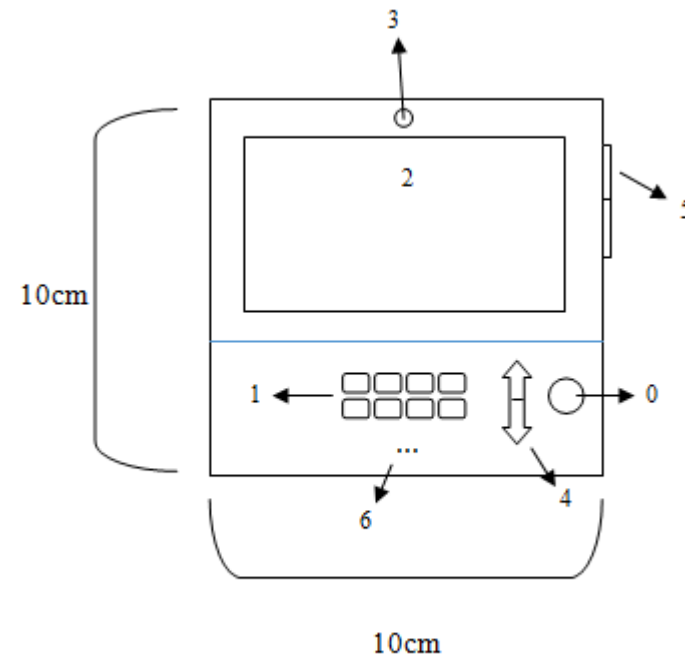
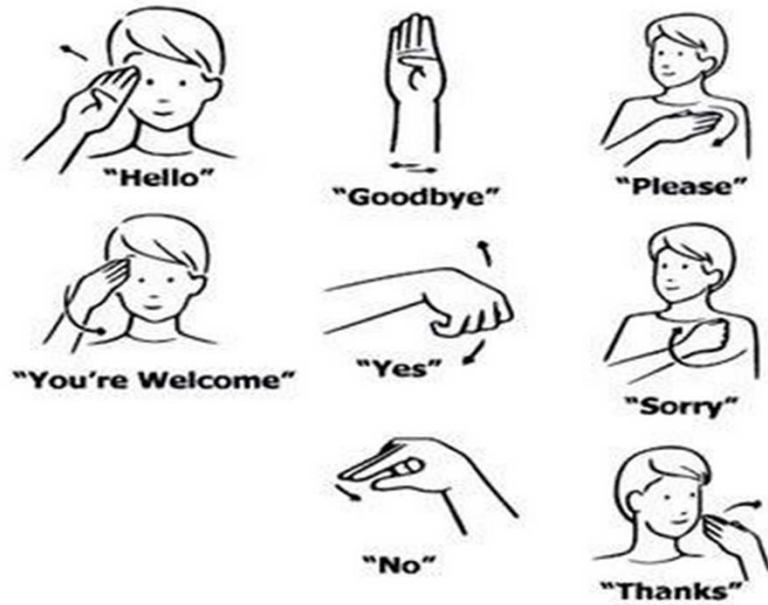
Conceptual Design I



Conceptual Design I

Button	Function	Description
1 – Power Button	ON/OFF	Turn the device off
2 - Speakers	To provide the output	Allows Customers to hear
3 - Camera	Captures images of Sign	Camera captures the video of users gesture and then convert into text
4 - Distance from the Object to the Camera	To read the object capture	To Test the accuracy of the device at different distance that an object is capture
5 - Keyboard	To control the volume	Customer can type in word to know the sign for the word
6 - Screen	Display	Allows Customers to see what sign will look like
7- Volume	To control the volume	To increase or decrease the volume to understand the speaker perfectly.

Conceptual Design II



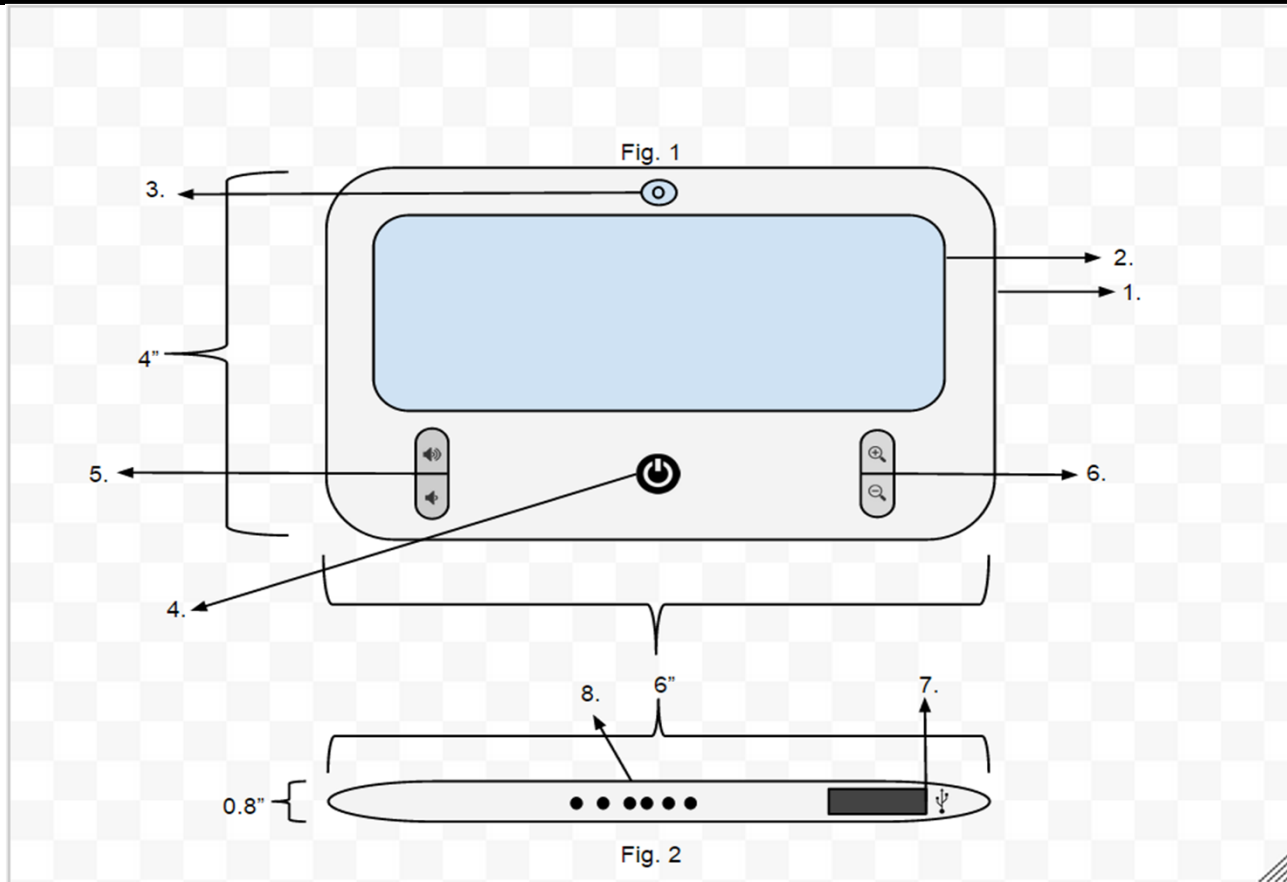
Conceptual Design II

Button	Function	Description
0 - Power	ON/OFF	Turn the device off
1 - Keyboard	To input text into a computer	To help the user to enter data
2 - LCD Screen	To display image on the screen	Produces the visible image on the screen to help the user to read/identify the correct output
3 - Camera	Motion Controller	Camera captures the video of users gesture and then convert into text
4 - Distance from the Object to the Camera	To read the object capture	To Test the accuracy of the device at different distance that an object is capture
5 - Volume	To control the volume	To increase or decrease the volume to understand the speaker perfectly.
6 - Speakers	To provide the output	Responsible to present the output for the translation by sound.

Top Design Selection

Attributes	Conceptual Design I	Weight	Score	Agg. Score	Conceptual Design II	Score	Agg. Score	Analysis Method	
Speed	100 Mhz/sec		5	4	20	120 Mhz/sec	5	25	Speed of Operation
Responce Time	12 sec		4	4	16	10 sec	5	20	Time in sec
Weight	15 Oz		3	5	15	17 OZ	3	9	weight in lbs
Power	AC conveter and USB cable		2	2	4	AC converter and DC Power Connector - 2.5mm I.D. - 5.5mm O.D	1.5	3	Method of charging
Life	6 Hour usage, 12 Hour Standby		2	5	10	4 Hour Usage, 10 Hour Standby	4	8	Battery Life in time
Screen Size	3.5in diagonally		4	3	12	9.7 in diagonally	4	16	Size in inches
Screen Type	960x640 at 326 ppi		4	3.5	14	960x640 at 326 ppi	3.5	14	Resolution of screen
Camera	5-megapixel camera embedded in device		5	5	25	4megapixels camera connected Outside	4	20	Capacity in pixels
Video Capture	720p		5	5	25	.6megapixel	4	20	Capture capability in pixel
Volume Button	2 Buttons for Volume Up and Down		2	2	4	Rotating volume control	1.5	3	Convenience
Dimension	10 X 10 X 2		5	4	20	15 X 10 X 2	5	25	Portable/easier to carry
Display Screen	6 X 4		5	4	20	12 X 5	5	25	Size and quality of display
Power Switch	On the the front face of the device		2	2	4	One the right edge of the device	2	4	Convenience
Total			48	48.5	189		47.5	192	

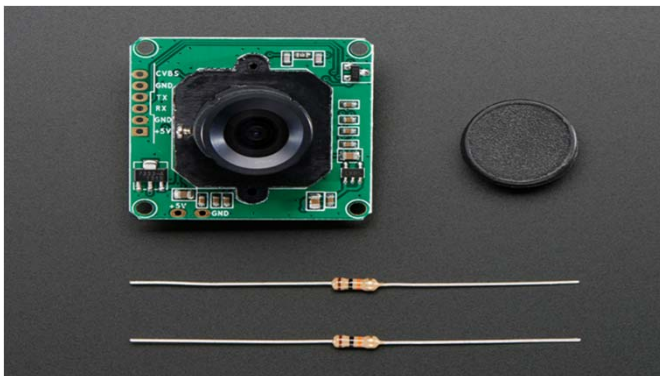
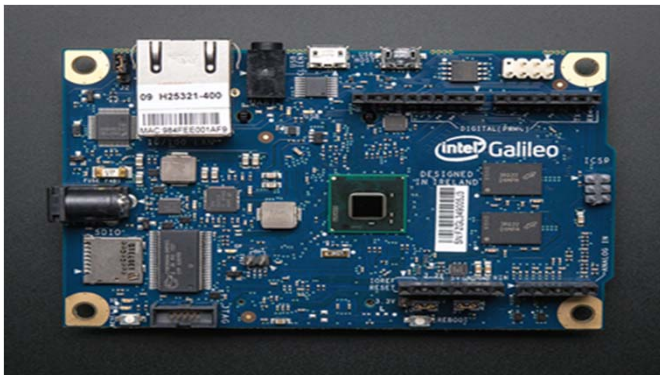
Final Design



Final Design

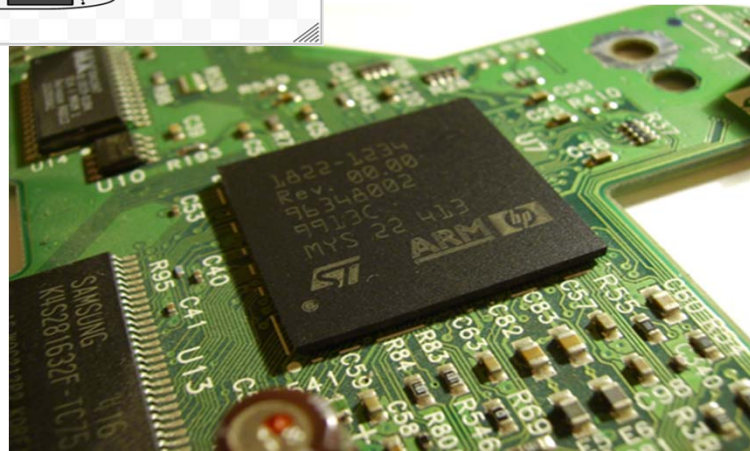
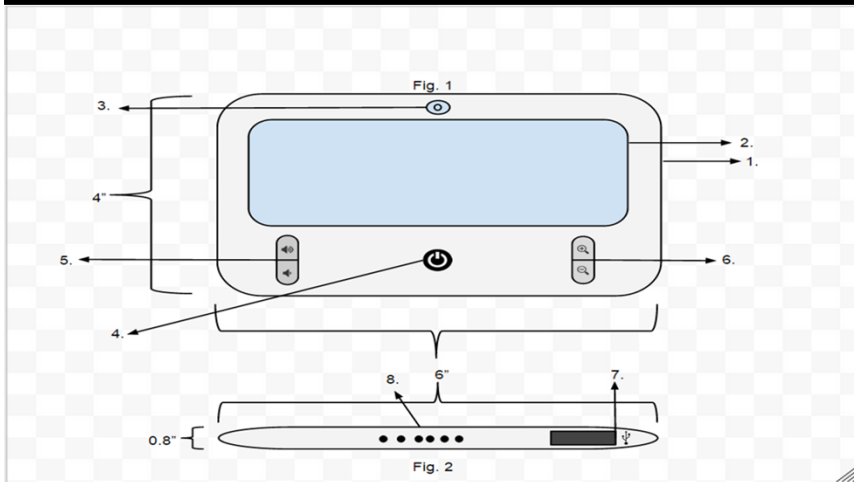
Attributes	Details
Weight	15 ounces (425.5 gm)
Height	4 inch (10.16 cms)
Width	6 inch (15.24 cms)
Depth	0.8 inch (2.03 cms)
Display	2" X 4.75" X 5.15 Screen(Diagonal), 960 X 640 at 326 ppi
Camera	5.1 megapixels
Video	720p Video recording (30-60fps)
Power	AC converter and USB
Battery	Built in rechargeable lithium-ion battery
Speakers	On the bottom middle of the device
Buttons	1-Turn ON/OFF 2- Volume UP/DOWN 2- Zoom IN/OUT (to focus)

Cost & Resources- 1st prototype



- Intel Galileo **\$60**
- TTL Serial JPEG Camera with NTSC Video **\$40**
- 7"inch fpc3-tp70001av2 Black Glass Panel Touch Screen Digitizer **\$24**
- Anker® 2nd Gen Astro E4 13000mAh External Battery **\$30**

Cost & Resources- final prototype



Goal: Final product for customer should not cost more than **\$100.**

To fit design parameters some changes maybe required such as ARM Microcontrollers **\$45**
Fabrication cost \$??

Implementation and Verification Plan



Stage 1- Still Image Analysis

Image
Processing
Timeline

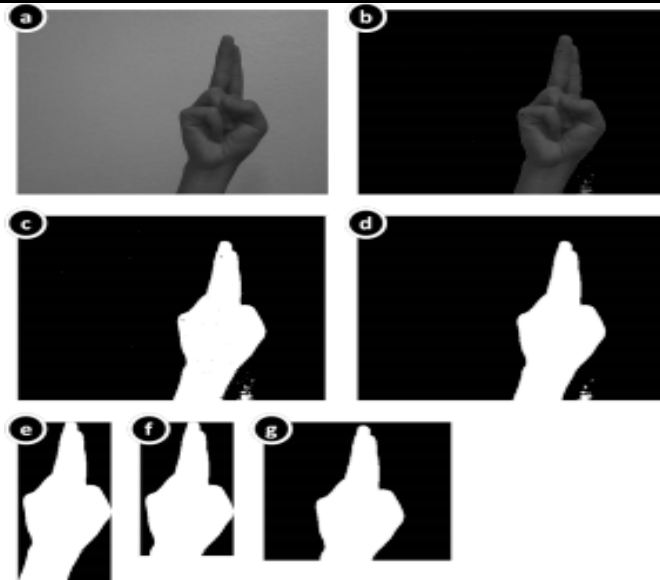


Table 1: Pixel Feature Classification Results

Classifier	C.V. accuracy		Test accuracy	
	12 signs	25 signs	12 signs	25 signs
Linear kernel	97.2%	90.8%	98.6%	92.4%
Gaussian kernel	98.3%	92.4%	98.6%	93.5%
k-nearest-neighbor	N/A	N/A	93.0%	84.8%

20x20px images

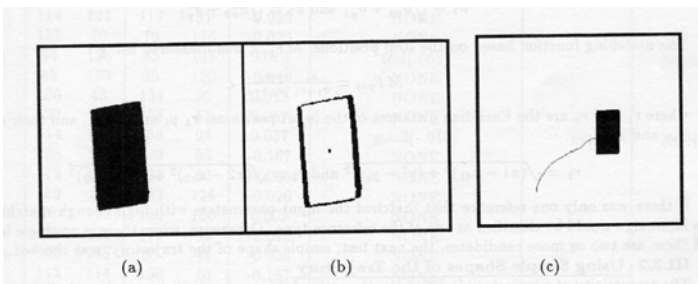
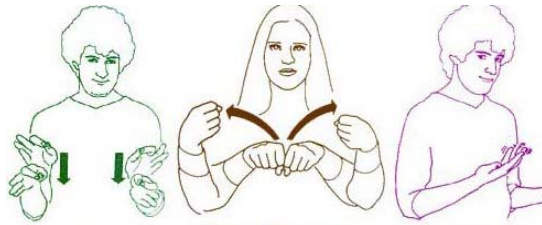
*problem with j & z

Classify using linear and Gaussian kernel SVM

Run cross-validations to determine optimal SVM parameters C and σ

1. Knight
2. Shariff
3. Marx
4. *Markov

Stage 2- Image Motion Analysis



$$D(n,x,y) = 1 \text{ if } \text{abs}[I(n,x,y) - I(n-1,x,y)] > \text{threshold}$$

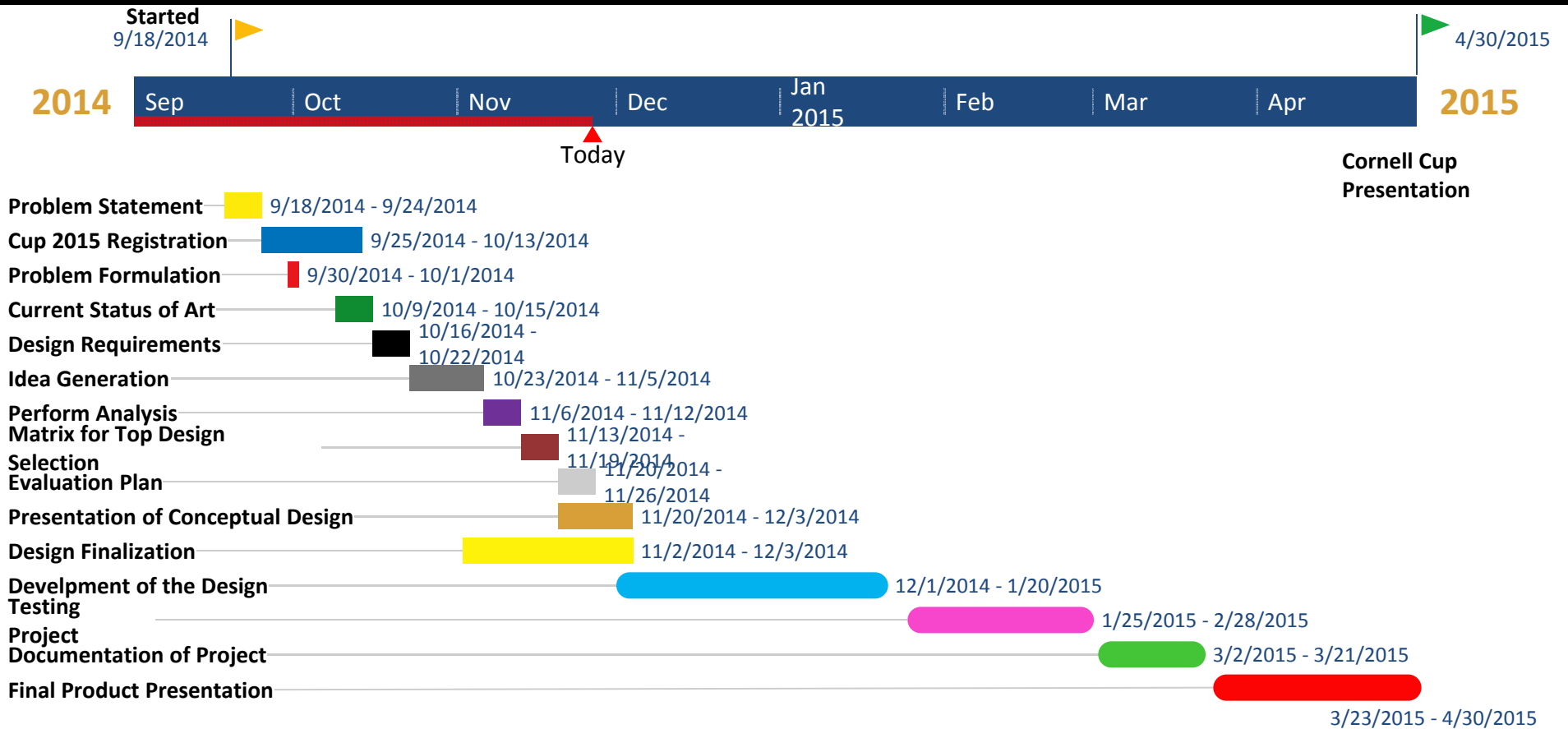
$$= 0 \text{ otherwise}$$

$I(n,x,y)$ → Intensity of image frame at position x,y

$D(n,x,y)$ → Difference image frame (n)



Timelines and milestones



Conclusion

- SLATE 8 will use all resources available to reach the goal of providing a *portable* and *cost efficient* device that can help the hearing impaired community communicate easier by translating sign language into text/voice.



Questions

