SignQuery: A Natural User Interface and Search Engine for Sign Languages with Wearable Sensors

Hao Zhou, Taiting Lu, Kristina McKinnie, Joseph Palagano Kenneth DeHaan, Mahanth Gowda



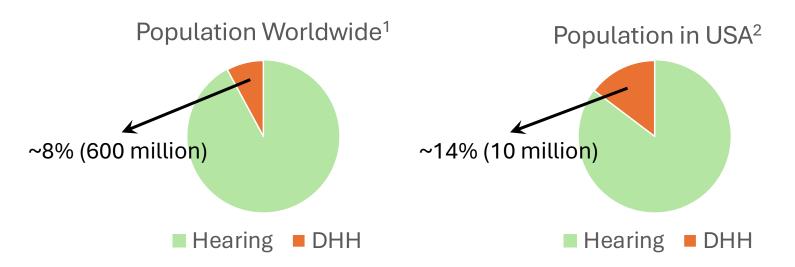


The 29th International Conference on Mobile Computing and Networking (MobiCom '23)

Why do we want to build a search engine with sign languages?



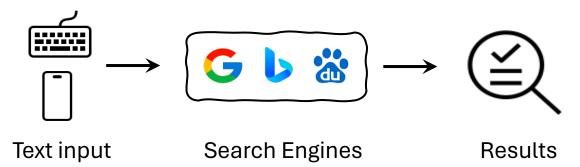
The Deaf and Hard of Hearing community is a part of the world.



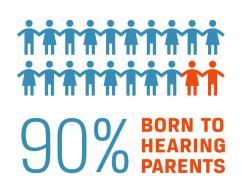
Accessibility and Inclusion: To create a more inclusive digital environment for the Deaf and Hard of Hearing (DHH) community so that they communicate in their native language on the internet and beyond.

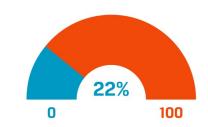
Text search is indeed an option, but...

we ignored one important fact... Language Deprivation and Literacy Challenges³



- 90% of deaf children are born into a hearing family.
- deaf children may not naturally and stably achieve fluency in any language without a frequent and accessible environment in their native language, sign language, before the age of four.



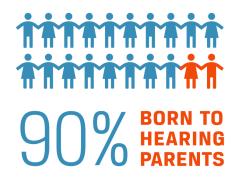


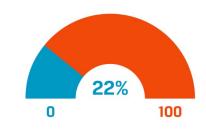
Only 22% of hearing parents with deaf children learn sign language

Signing is more natural to the DHH community.

Natural and Intuitive Interaction: signing is a natural and intuitive process. Allowing queries through signs can make the search experience more fluid and instinctive for them.

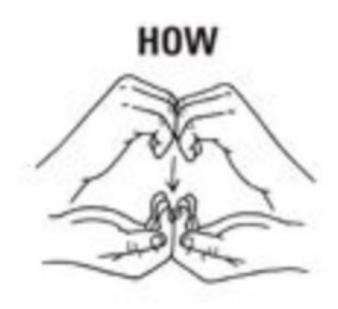
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How to enable direct sign search?



Related work: Translating signs into text before searching

Video based sign language translation systems^{4,5} as an example



Sign Videos

Machine Learning Models

Translation Result

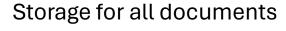
These systems require video inputs, which

- exposes private personal information,
- is sensitive to lightness, occlusions, etc.
- is not ubiquitous.

Importantly, they are still text-based. (recall existing Language Deprivation and Literacy Challenges)

SignQuery

Signs are captured by our IMU device.

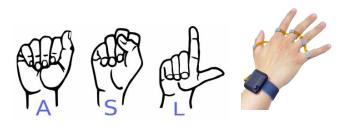




"Cut tomatoes into cubes"

"Add some soft cooked

rice"



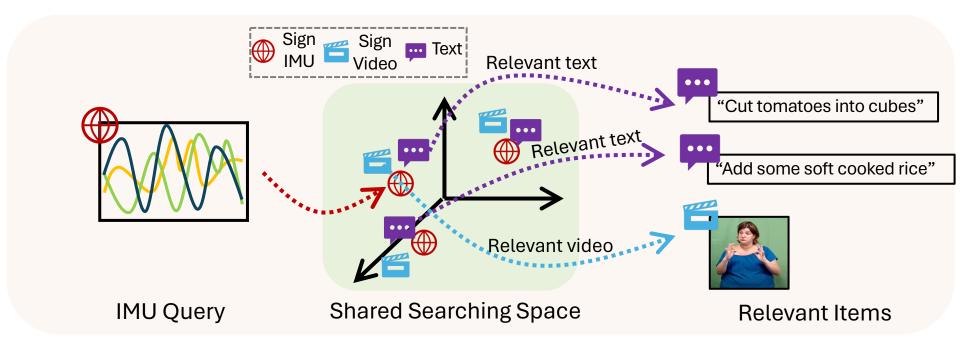




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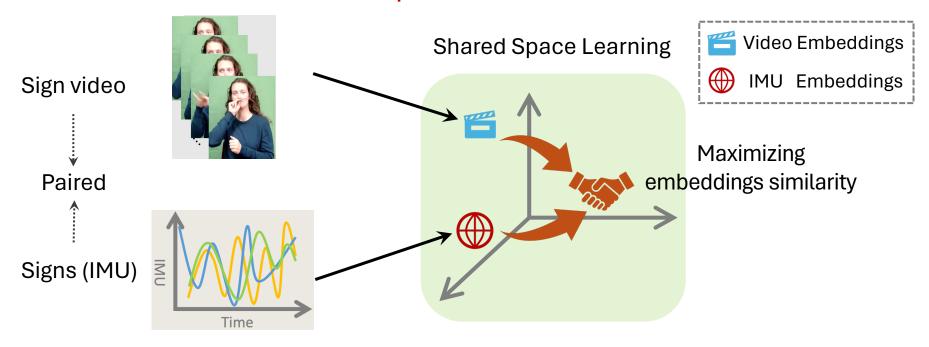
A recommendation system that supports a more natural way of searching (signing vs texting) for the DHH community, thus promoting accessibility and ensuring equitable access principles for all Deaf users to search online.

Key Idea: Encoding different modalities into a shared search space



SignQuery supports direct sign search (in form of IMU) directly in a shared space and returns relevant items.

How to build shared search space with different modalities?



Observation: video contents are more complex and richer than that of IMU signals made the learned shared space ineffective

Video vs. IMU signal

- Video contents tent to be more complex and richer
 - lots of redundancy
 - insignificant information from background





Users might have different facial expressions even they were signing for the same thing





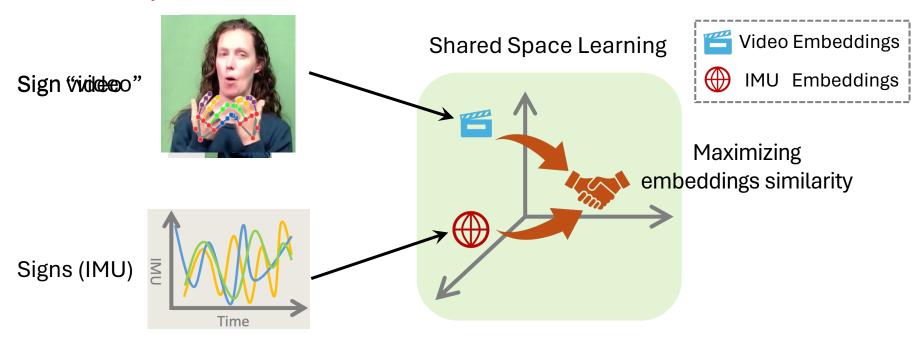
User 2

> While IMU signals contain information from hands only



We need to simplify videos to make the learning process efficient.

Video Simplification



Instead of embedding sign videos directly, we simplify videos by extracting hand joint locations, then embed "videos" with IMU signals.

Training Data Details

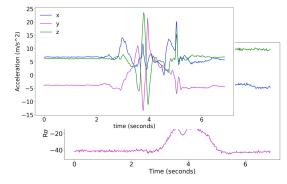
- adopting from How2Sign⁶
- cover various of topics such as sports, arts, personal care, education.

Our User Study Details (Testing Data)

- 12 native ASL signers from D.C. area (mainly GU).

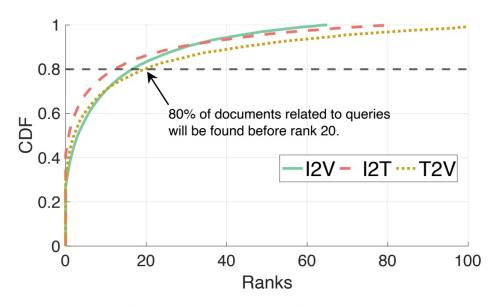
Properties	How2Sign [32] (Train/Evaluation)	SignQuery (Ours) (Test)
Language	ASL	ASL
Duration (h)	79	24
No. of Signers	11	12
No. of Sentences	24109 / 3178	2571
Modality	Video, Text	Video, Text, IMU





Gloss SEE IX CHAMP3

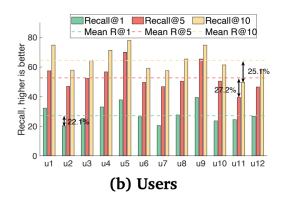
English I am happy to see you!



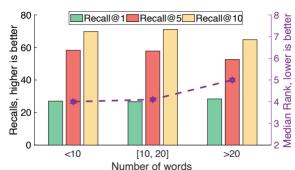
More than 80% of documents that are related to queries can be found before rank 20 (from 24k).

(a) Rank Distributions

*I2V is to use IMU as queries and returning Videos as results



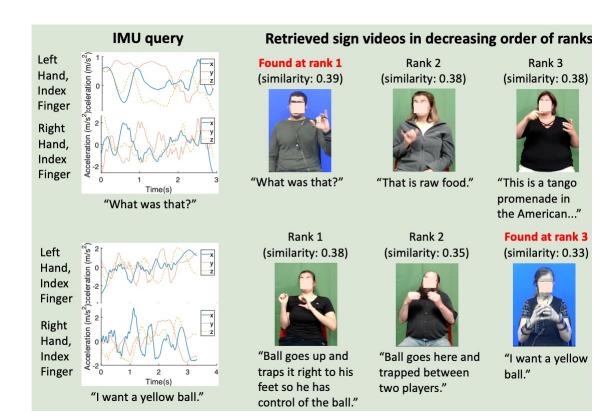




SignQuery performs well with 12 new users in our user study.

Stable across various signing speeds.

Stable across various sentence lengths



Using IMU as queries, relevant documents (e.g., sign videos) can be retrieved accurately.

Take-aways

Signing is always preferred in the DHH community. SignQuery is the first system to support native signs, thus ensuring equitable access principles for all Deaf users to search online.

Embedding all into one is our solution to eliminate the need of text that might not be available for all Deaf people.

SignQuery and its beyond. We believe current version of SignQuery only demonstrates a part of its potential. Other applications such as ASL animation, Sign Language Recognition can be extended on top of SignQuery.



Contact: Hao Zhou / hao.zhou@psu.edu







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Reference

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