Using ML to Read the ASL Alphabet

A lesson in preprocessing data

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Introduction

- Classification of images of ASL alphabet
- Inspired by kaggle competition
 - Data obtained from kaggle









Introduction to Data

- 1. The online data
- 29 categories
- 1 hand
- 3000 jpgs in each
- 240 X 240 pixels



Α



В



С



D

. . . .







Delete

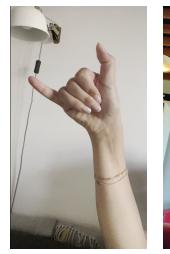
Space

Nothing

Introduction to Data

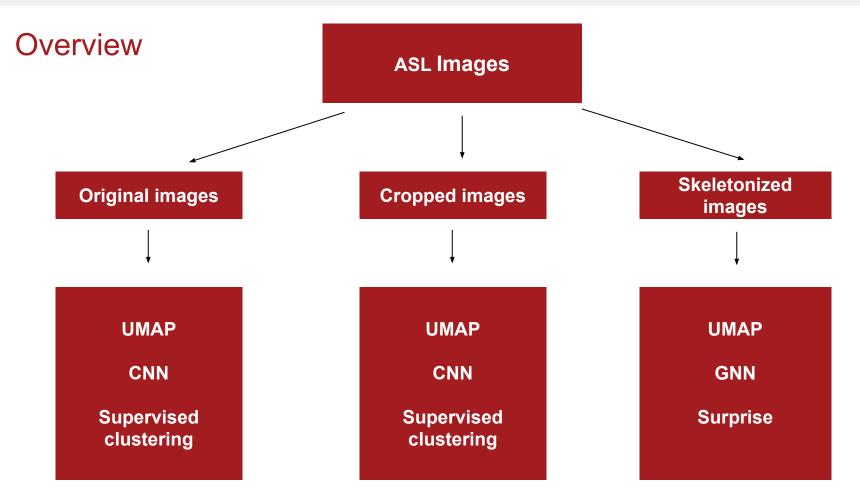
- 1. The online data
- 29 categories
- 1 hand
- 3000 jpgs of each sign
- 240 X 240 pixels
- 2. Self produced data
 - 29 categories
 - 4 hands
 - 960 jpgs of each sign
 - variable dimensions

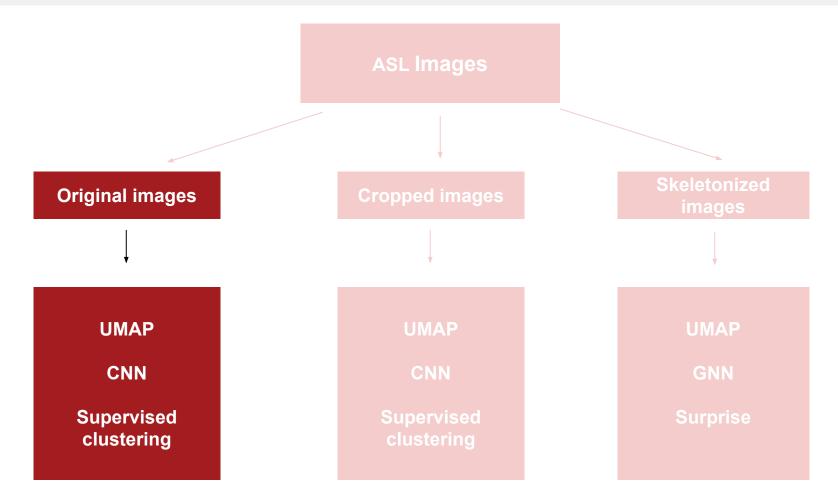












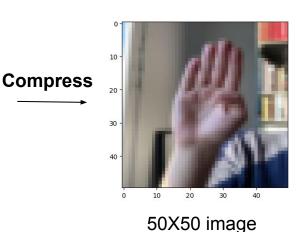
Preprocessing

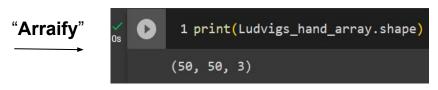
A two step process

- 1. Compress photo to suitable format
- 2. Turn into array



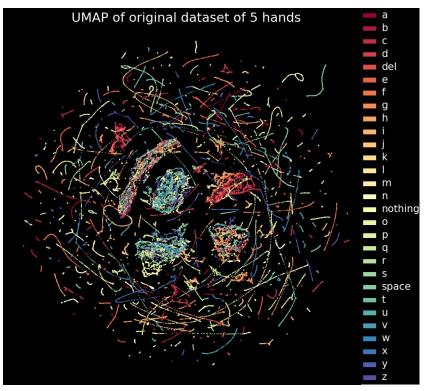
Original image





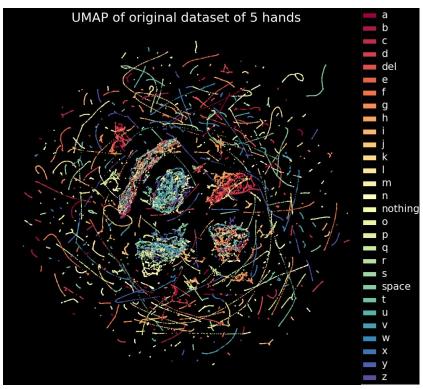
Dimensionality reduction using UMAP on original images

Colouring by sign

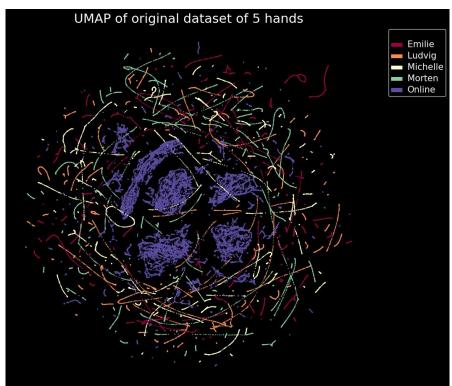


Dimensionality reduction using UMAP on original images

Colouring by sign

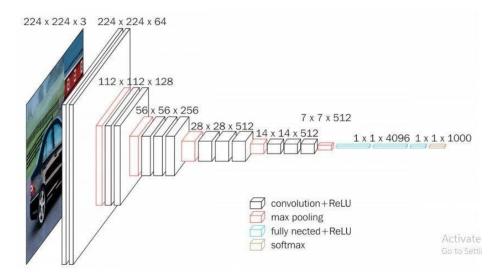


Colouring by people



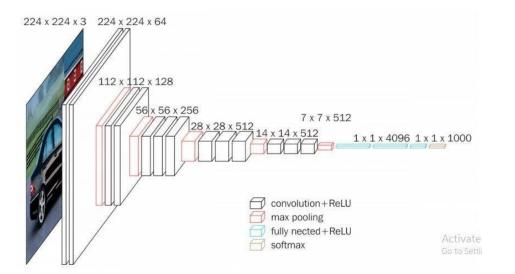
Using CNNs to classify signs

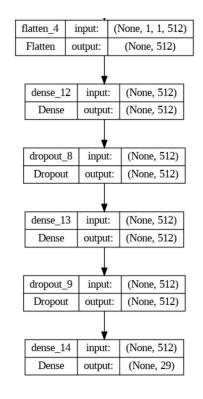
- VGG16 - a pretrained network



Using CNNs to classify signs

- VGG16 - a pretrained network

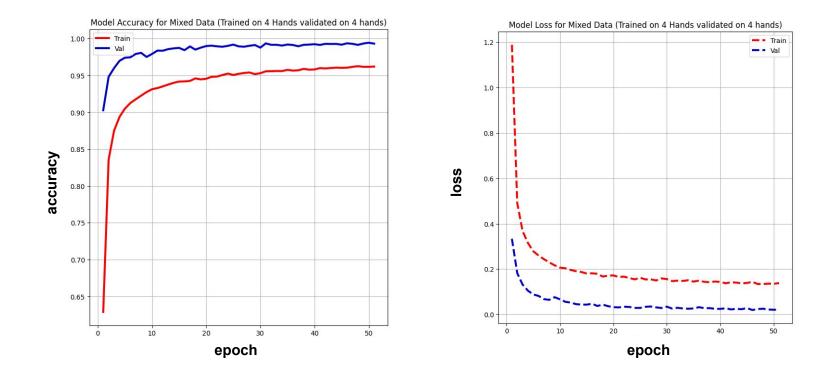




+

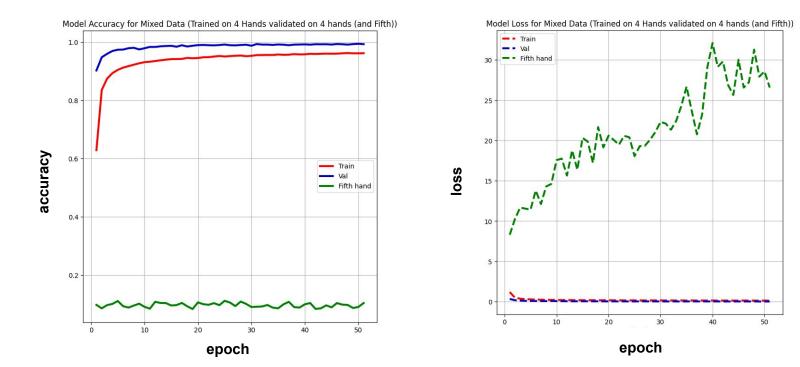
Using CNNs to classify signs

- Mixing the online data and 3 of our hands and doing train/test split

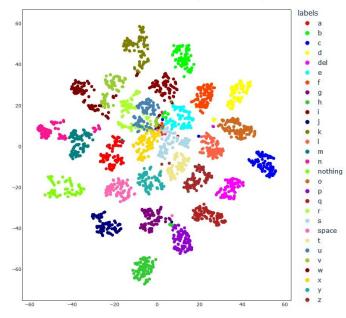


CNN classifies new signs with an accuracy of ~ 9 %

- Mixing the online data and 3 of our hands and doing train/test split
- What if we introduced a new hand?



- Removing the output layer of CNN yields feature selection
- From these features we can perform t-sne to get a better look at the data!

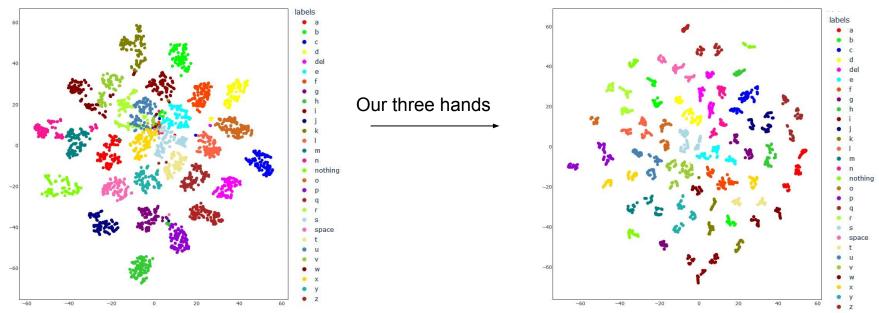


t-SNE Visualization of Online Hand Data (Trained on 4 Hands)

t-SNE Visualization of Online Hand Data (Trained on 4 Hands)

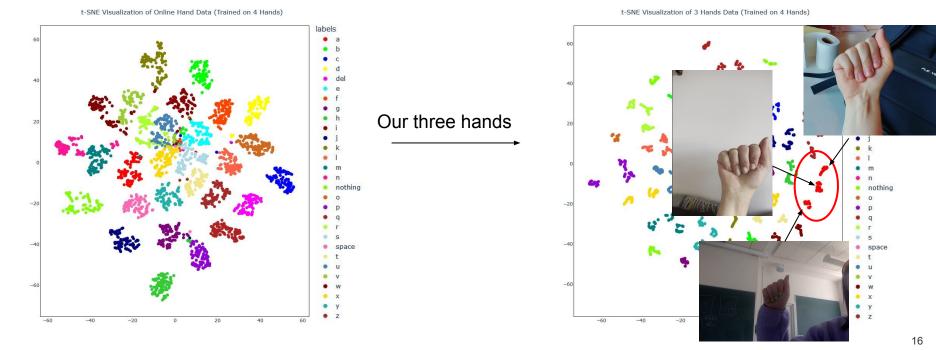
Visualizing Data Using Supervised Clustering

- Removing the output layer of CNN yields feature selection
- From these features we can perform t-sne to get a better look at the data!

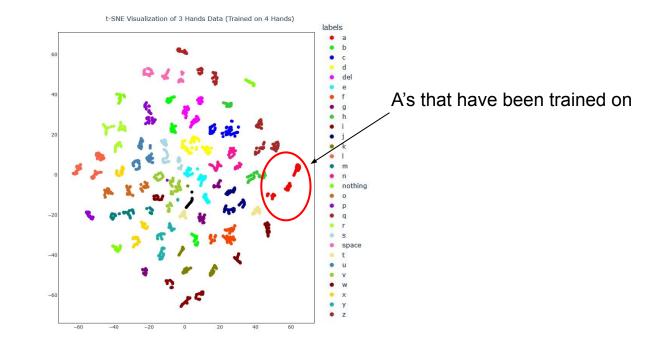


t-SNE Visualization of 3 Hands Data (Trained on 4 Hands)

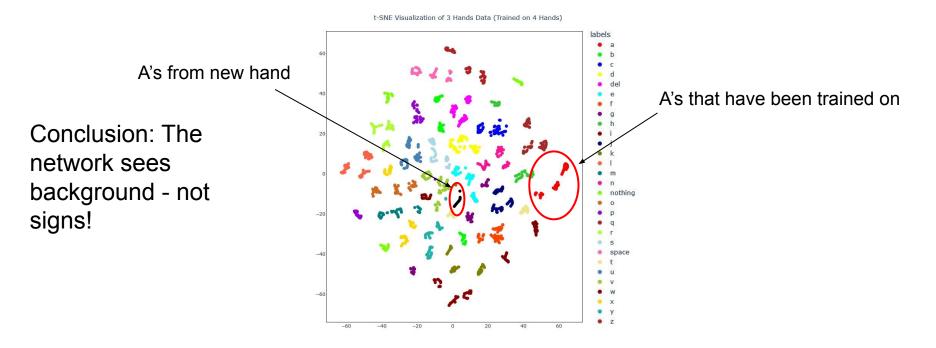
- Removing the output layer of CNN yields feature selection
- From these features we can perform t-sne to get a better look at the data!

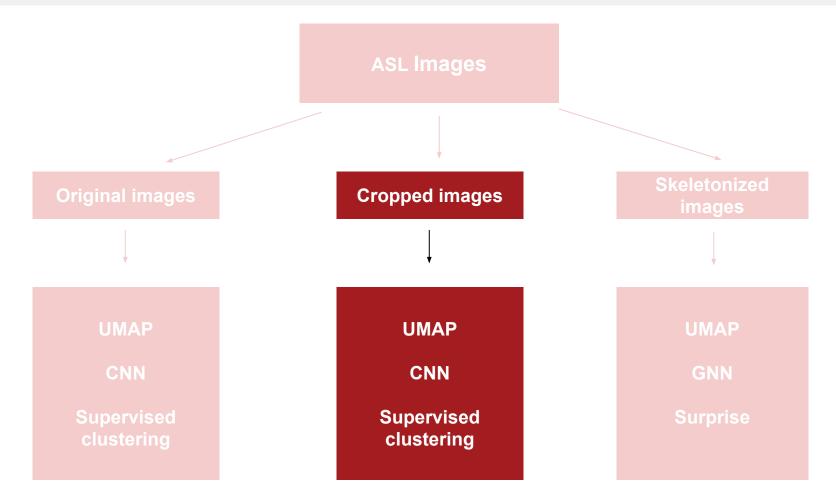


- What if we add a letter from a new hand?



- What if we add a letter from a new hand?





Introduction to cropped data

A three step process

- 1. Crop image to contain only the hand
- 2. Compress photo to suitable format
- 3. Turn into array

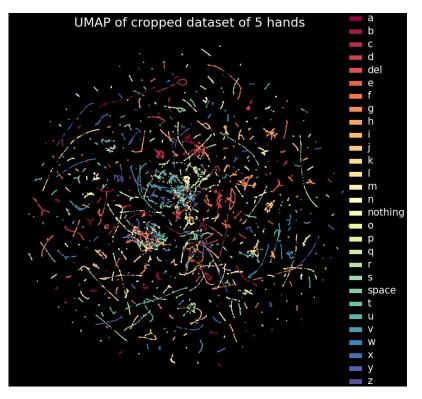


Original image

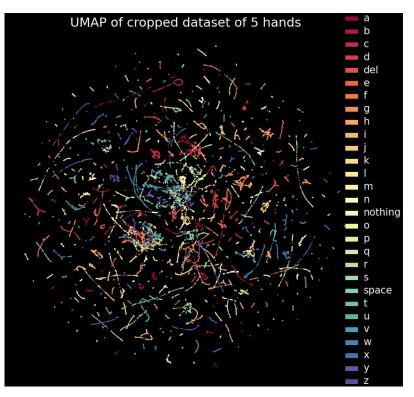
Image cutout

50X50 image

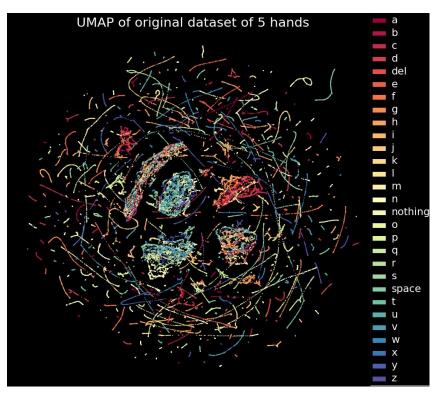
Colouring by sign (cropped)



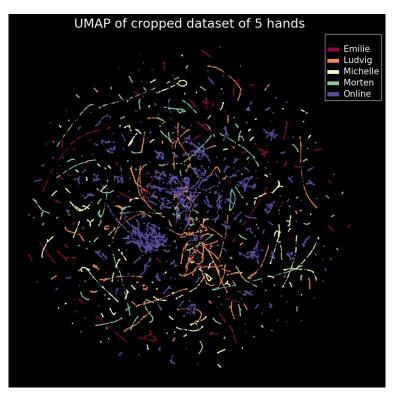
Colouring by sign (cropped)



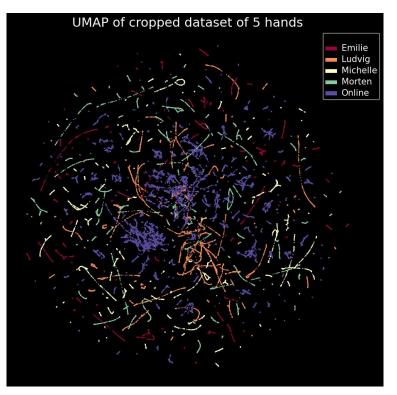
Colouring by sign (original)



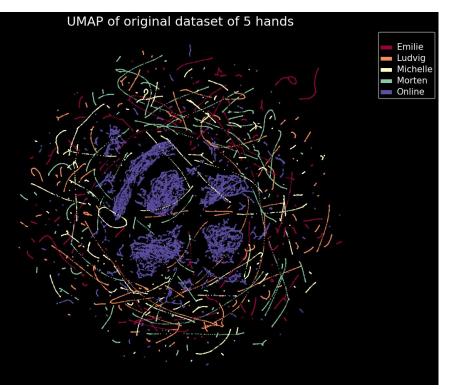
Colouring by people (cropped)



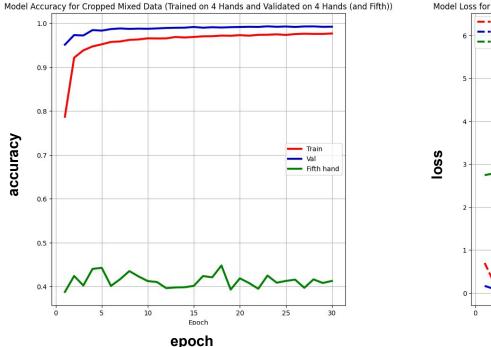
Colouring by people (cropped)



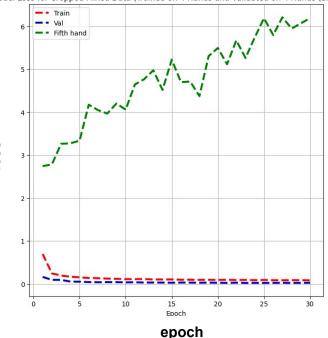
Colouring by people



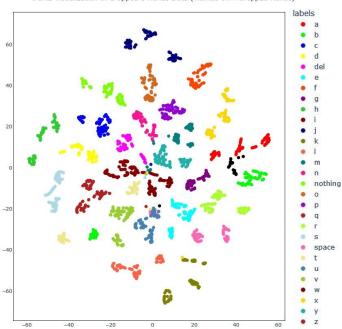
CNN classifies new signs with an accuracy of ~ 40 %



Model Loss for Cropped Mixed Data (Trained on 4 Hands and Validated on 4 Hands (and Fifth))

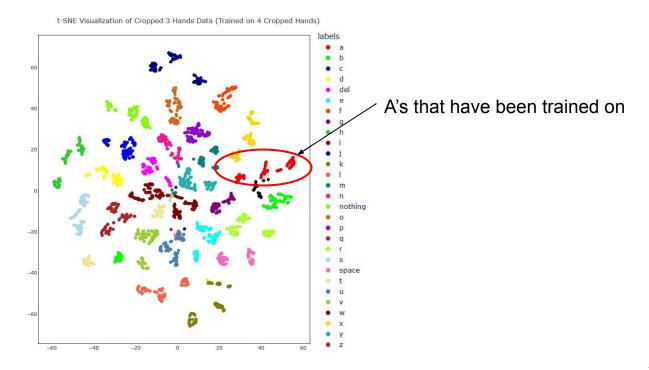


- Is the new hand closer now?

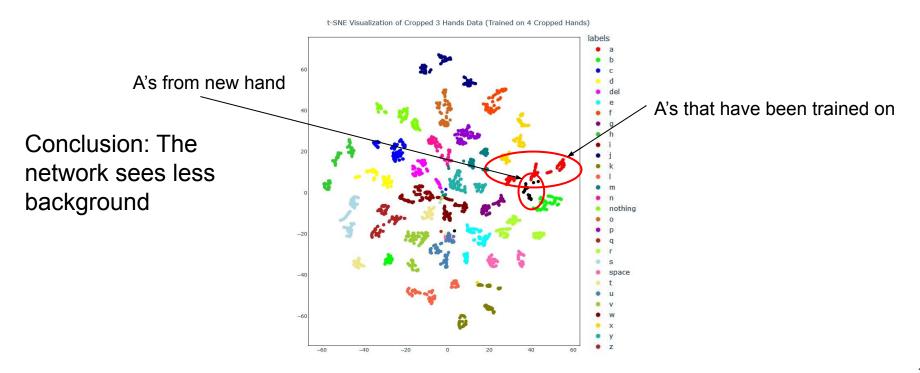


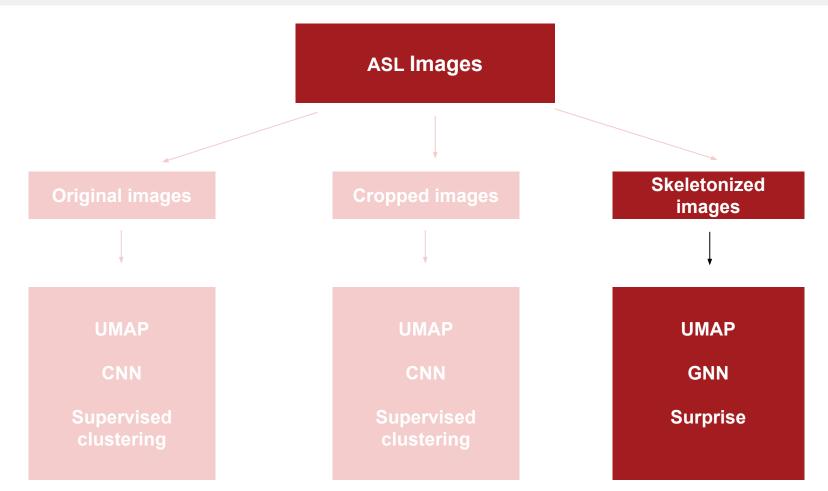
t-SNE Visualization of Cropped 3 Hands Data (Trained on 4 Cropped Hands)

- Is the new hand closer now?



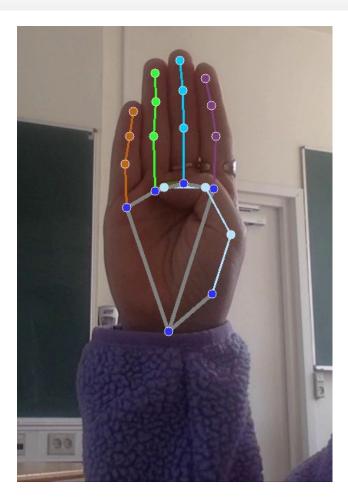
- Is the new hand closer now?



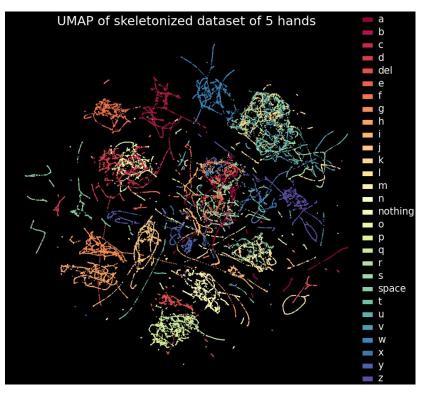


Skeletonized hands

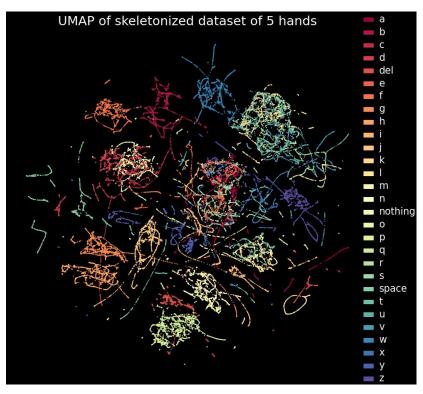
- Use a pretrained CNN to detect landmarks
 - MediaPipe
- Output: X, Y and Z coordinates of 21 landmarks
- 100 times smaller than compressed RGB files



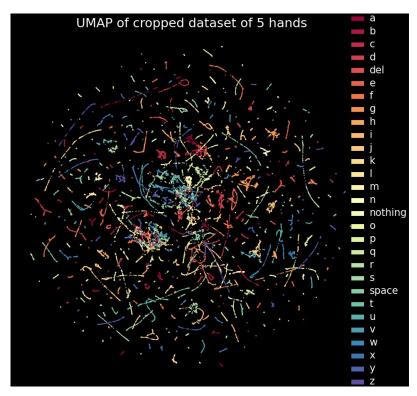
Colouring by sign (skeletonized)



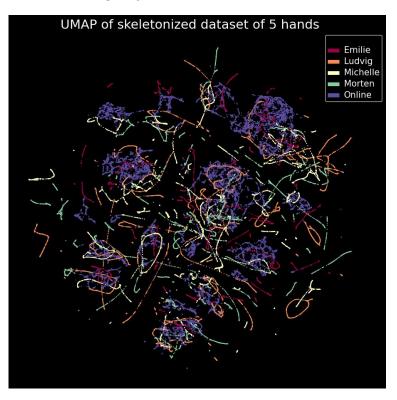
Colouring by sign (skeletonized)



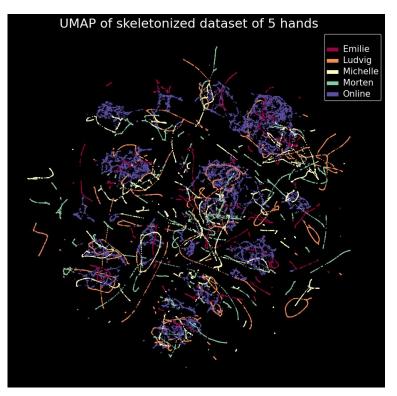
Colouring by sign (cropped)



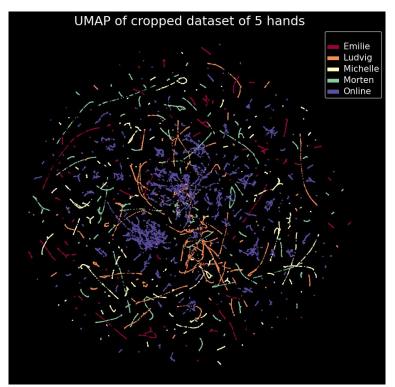
Colouring by people (skeletonized)



Colouring by people (skeletonized)



Colouring by people (cropped)

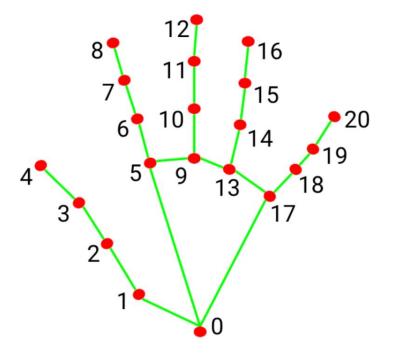


Constructing the graph for a GNN

Each landmark corresponds to 1 node in the graph, with 3 features: X, Y, Z

Basic adjacency matrix:

- Dimensions: 21 x 21
- 1 for connections, otherwise 0

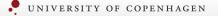


https://developers.google.com/mediapipe/solutions/visio n/hand_landmarker#models

Constructing the GNN for graph classification

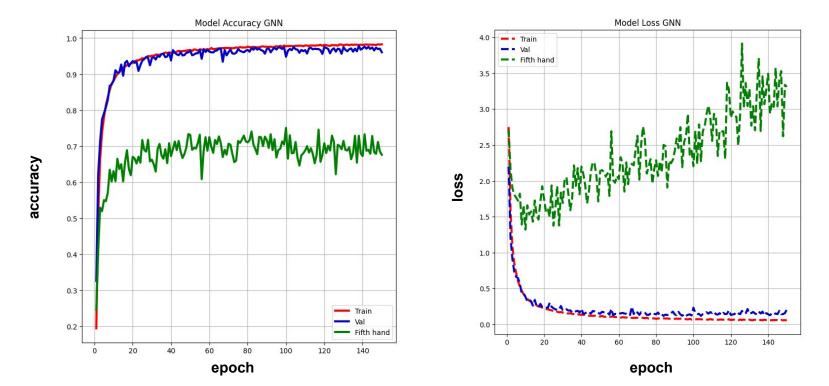
- 1 input GCN layer
- 3 hidden GCN layers
- Pooling layer
- Output layer

Hyperparameters optimized using bayesian search



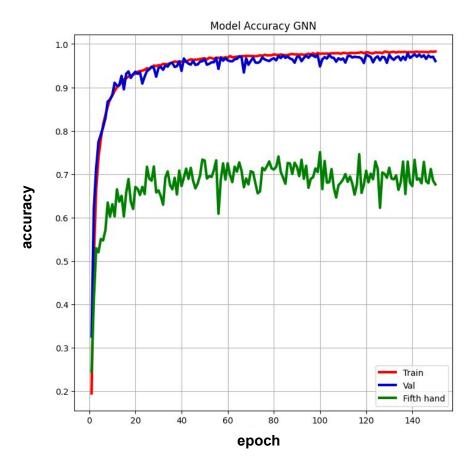
GNN classifies new signs with an accuracy of ~ 70 %

- Adding a new hand in a GNN using the skeletonized data

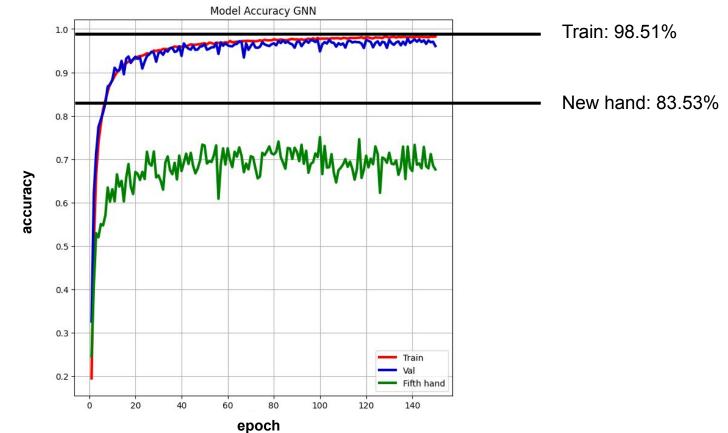


37

Now we have tabular data...

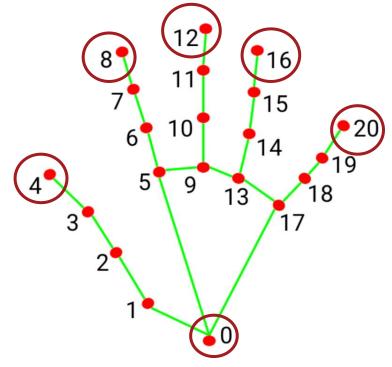


Surprise, LightGBM is superior



Top six LightGBM feature selection of landmarks

	feature	ranking
0		13610
4		13068
8		12037
20		8511
12		7954
16		7425



https://developers.google.com/mediapipe/solutions/visio n/hand_landmarker#models

Conclusion

Preprocessing data and removing background significantly improves CNN performance.

Removing all irrelevant features of images by landmarking dramatically improves accuracy in a GNN.

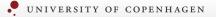
Once again LightGBM reigns supreme!

Future work

Thoroughly optimize our algorithms

Expanding the training dataset to include a larger variety of hands

Remove failed landmarking using clustering outliers





(All participants contributed equally to this project)

Method of reading images

- To make the images from regular images to RGB arrays we have used the library cv2, and the function cv2.imread()

Kaggle images obtained from: <u>https://www.kaggle.com/datasets/grassknoted/asl-alphabet?datasetId=23079</u>

Hand landmarking

Completed using Mediapipe's HandLandmarker, can be found at

https://storage.googleapis.com/mediapipe-models/hand_landmarker/hand_landmarker/ker/float16/1/hand_landmarker.task

or:

https://developers.google.com/mediapipe/solutions/vision/hand_landmarker

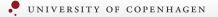
Handedness and real world length estimates are discarded.

Cropping method

- Follows the procedure for image reading.
- After hand landmarking, the outermost points (xmax, xmin, ymax, ymin) are identified, and a buffer of 0.2*(xmax-xmin) is added to ensure catching the entire hand.

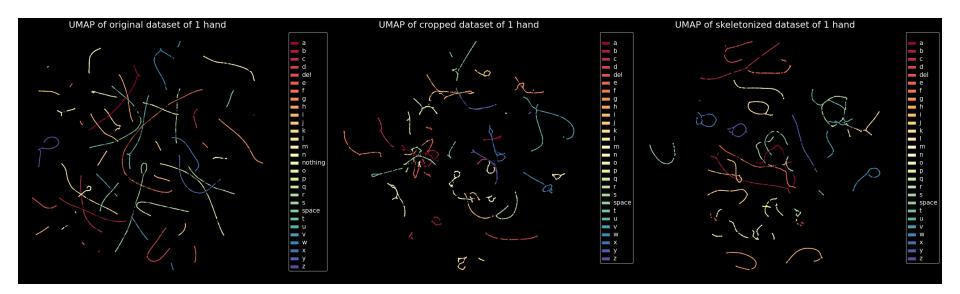
Image compression method

- To make compress the images, we have used the library skimage and the function skimage.transform.resize()



UMAP

UMAP's of only one hand



Performed with umap.UMAP() Settings: default

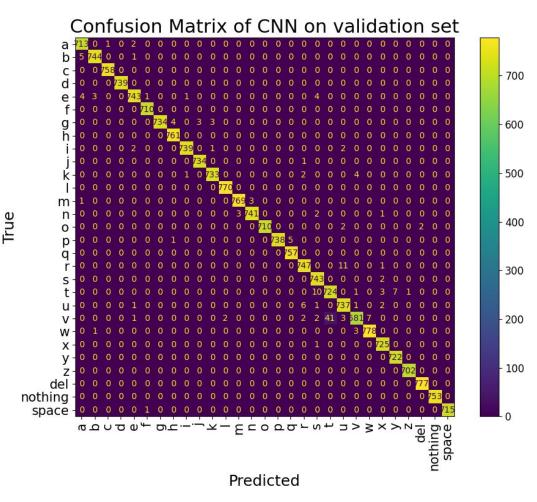


CNN

CNN summary of network in code

```
base = VGG16(weights = 'imagenet', include top=False, input shape=(50, 50, 3))
for layer in base.layers:
    layer.trainable = False
x = base.output
x = Flatten()(x)
x = Dense(512, activation='relu')(x)
x = Dropout(0.5)(x)
x = Dense(512, activation='relu')(x)
x = Dropout(0.5)(x)
predictions = Dense(29, activation='softmax')(x)
```

Confusion matrix for CNN on validation set (uncropped)



52

Confusion matrix for CNN on fifth hand (uncropped)

Confusion Matrix of CNN on new hand 0 0 0 0 0 74 0 0 13 0 0 0 20 0 0 105 7 0 8 13 12 4 2 0 26 0 0 0 0 0 0 1 30104 0 0 4 2 0 0 0 0 27 0 0 0 42 74 0 0 0 0 26 2 0 49 0 0 0 0 12 0 5 8 0 0 9 0 0 0 0 0 26 42 110 0 10 0 0 0 0 0 18 0 0 0 6 0 0 0 42 14 7 137 5 0 18 0 0 0 16 11 9 0 26 11 35 4 0 0 21 15 0 0 0 0 36 0 0 38 0 0 0 24 3 0 0 0 0 0 0 0 0 0 27 144 0 0 16 0 0 0 0 0 0 26 0 0 0 0 0 20 4 0 0 0 0 0 3 0 4 28112 0 0 10 0 0 0 0 0 0 59 0 0 0 0 14 55 0 0 0 19 19 0 0 0 0 0 0 0 0 2 0 0 0 0 26 0 0 105 0 4 0 0 10 0 22 0 0 0 49 0 0 3 0 0 0 11 0 0 0 0 0 0 0 0 0 0 141 0 18 0 0 0 0 4 0 0 15 9 0 0 13 0 2 15 0 0 0 0 0 0 26 11 0 11<mark>106</mark>10 0 0 0 0 16 0 0 0 0 0 90 50 0 0 0 0 0 0 0 40 13 9 22 0 12 3 10 0 0 0 0 0 0 0 41 0 11 48 99 0 0 15 0 0 0 0 0 0 0 1 0 0 0 0 5 0 0 4 0 2 0 0 6 65 0 0 0 0 6 43 0 0 0 0 11 9 0 61 27 <u>0 0 0 7 11 0 0 6 0 0 0 0 0 46 4 24 0 12 71</u> 0 0 0 0 0 0 59 0 0 0 0 0 0 2 0 0 0 0 17 75 0 0 0 0 6 0 0 0 140 0 - 0 0 0 28 8 6 0 0 0 2 0 0 0 0 0 0 1 0 43 0 0 0 0 0 0 0 1 <mark>151</mark> 0 0 0 10 20 0 7 0 0 0 0 0 0 0 0 0 0 13 0 18 64 0 0 0 0 13 0 1 88 6 1 17 2 0 15 0 0 0 0 0 0 0 37 96 0 31 2 19 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 5 92 45 0 0 49 0 0 0 0 2 30 0 17 0 0 0 0 0 55 0 0 0 0 0 0 0 0 0 35 46 0 2 61 0 0 1 0 5 4 2 27 2 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 89122 0 0 5 0 0 0 0 0 0 3 14 0 3 0 0 0 0 0 0 0 0 0 0 0 32 11 0 0 0 0 2 0 0 2 34 0 2432 0 0 0 0 0 0 0 11 0 0 26 156 0 0 17 0 0 0 0 5 21 0 0 0 0 0 3 5 0 0 0 0 0 0 0 0 0 0 0 12459 0 0 0 0 0 0 0 0 28 0 21 0 del nothing - 0 0 0 space

True



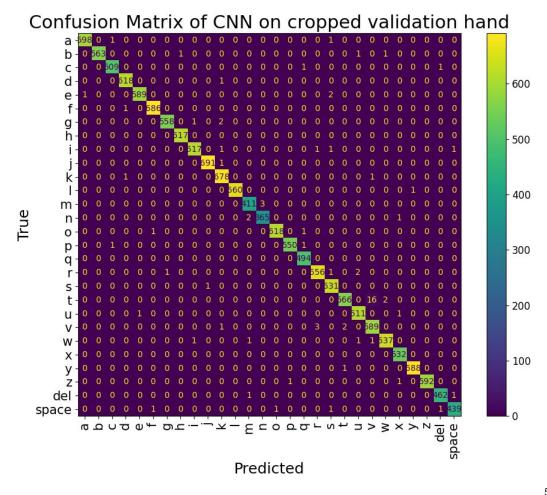
200

150

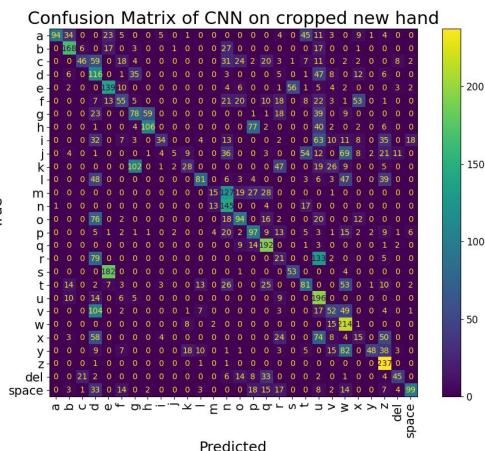
- 100

- 50

Confusion matrix for CNN on validation set (cropped)



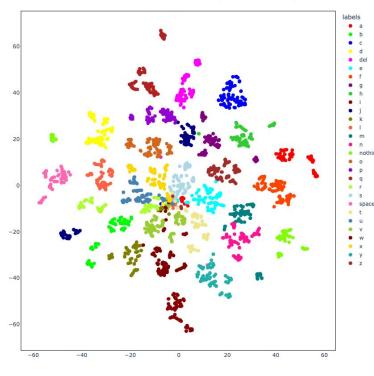
Confusion matrix for CNN on fifth hand (cropped)



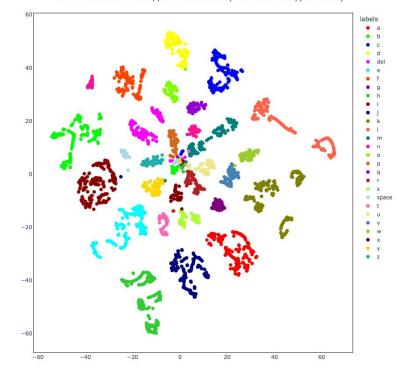
True

t-SNE visualisation on four hands (trained on all four)

t-SNE Visualization of 4 Hands Data (Trained on 4 Hands)



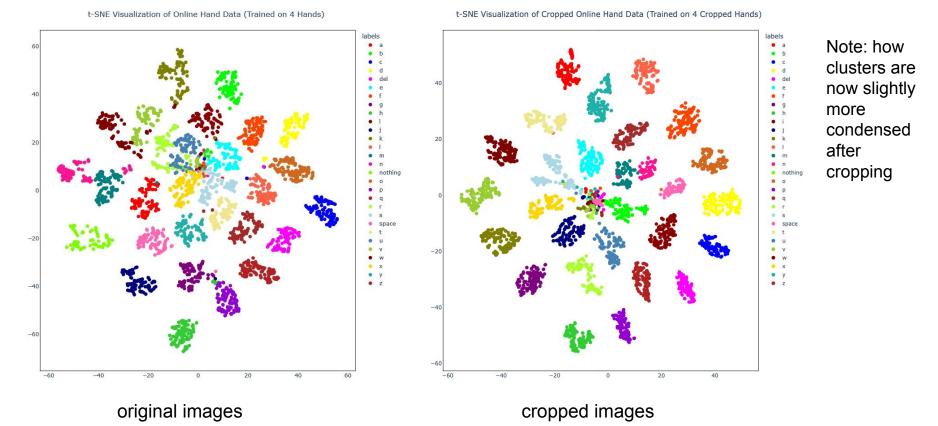
t-SNE Visualization of Cropped 4 Hands Data (Trained on 4 Cropped Hands)



original images

cropped images

t-SNE visualisation of only online hand





GNN

Confusion matrix for GNN fifth hand

Confusion Matrix GNN for fifth hand 0 0 4 0 0 0 0 0 13 0 0 0 0 0 51 15 0 0 0 0 44 82 0 0 30 89 b -0 38 0 155 8 29 21 0 0 C -0 0 0 0 16 0 d -0 79 0 14 0 19 0 0 1 0 38 0 0 0 0 0 0 0 0 75 0 0 141 22 1 0 2 23 0 0 0 22 2 6 0 27 0 29 6 f-0 0 0 0 0 0 4 0 0 6 0 0 12 0 0 5 0 0 0 0 196 13 4 a - 0 0 0 15 0 0 0 0 0 0 0 0 0 0 0 0 0 0 3 228 0 0 0 0 2 h -0 3 0 0 0 0 0 0 0 0 0 228 6 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 23 0 0 0 0 0 0 0 74 0 14 0 0 0 0 0 0 23 0 78 43 5. k-0 0 0 0 0 2 0 0 |<u>-00000</u>0000000<mark>136</mark>0500000<mark>99</mark>0 0 0 0 0 0 0 0 0 107107 0 m - 0 0 0 0 0 0 3 0 0 n - 0 0 0 0 0 0 0 0 0 0 0 0 <mark>85 95</mark> 0 0 0 0 0 0 0 0 0 0 0 0 0 0 - 0 0 <u>39 0</u> 0 0 0 0 0 0 0 0 4 0 <u>197</u> 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 4 0 0 0 0 0 0 0 190 7 0 0 0 0 0 0 0 0 0 p-0 0 0 0 1 1 67 150 0 0 0 a - 0 00 0 0 0 0 0 3 0 0 0 0 0 0 0 0 r-00 0 0 0 0 0 0 131 1 11 24 0 0 62 0 0 0 s-1 0 0 0 11 1 0 0 0 0 187 20 0 0 0 0 0 0 0 0 0 0 0 14 0 0 0 0 0 0 203 0 0 0 14 18 0 0 0 t - 0 00 0 0 0 0 0 14 115 78 0 19 u -0 0 0 v-00000000 0 0 0 0 29210 0 0 0 0 0 0 w-00000000 0 0 0 240 0 0 0 x - 0 0 0 0 0 0 0 0 0 0 0 33 15 0 0 0 0 33 0 0 0 145 0 14 0 v - 0 0 0 0 0 0 2 0 0 16 0 0 0 0 0 0 0 0 182 0 39 0 z-0 0 0 0 0 0 0 11 22 0 3 42 del -0 0 0 0 0 0 0 6 0 0 0 0 51 0 35 0 0 space - 0 0 0 0 7 23 0 0 0 0 0 1 15 0 1 0 0 0 space del

Predicted

-200

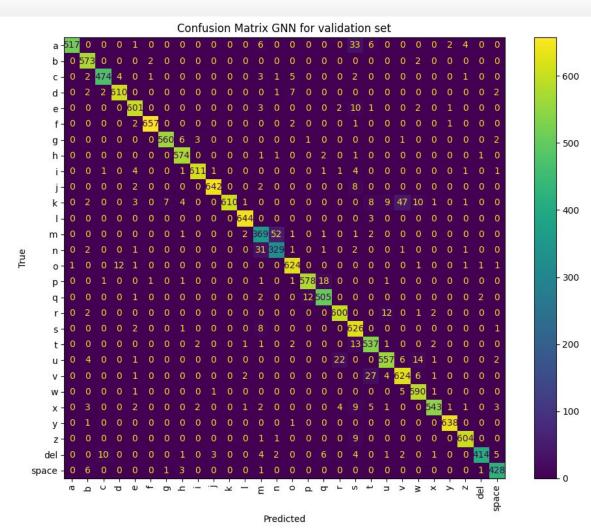
- 150

- 100

- 50

True

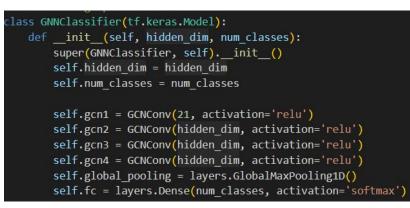
Confusion matrix for GNN Validation set



Graph design

An adjacency matrix was designed based on 3D distance between the nodes, using the simple matrix as edge matrix, but as initial testing was horrible (30%> accurycy on validation) and in the interest of time, this was abandoned.

GNN summary of the network code



Layer (type)	Output Shape	Param #
gcn_conv (GCNConv)	multiple	======== 84
gcn_conv_1 (GCNConv)	multiple	2816
gcn_conv_2 (GCNConv)	multiple	16512
gcn_conv_3 (GCNConv)	multiple	16512
global_max_pooling1d (Globa lMaxPooling1D)	multiple	0
dense (Dense)	multiple	3612

Graphs are constructed using Spektral

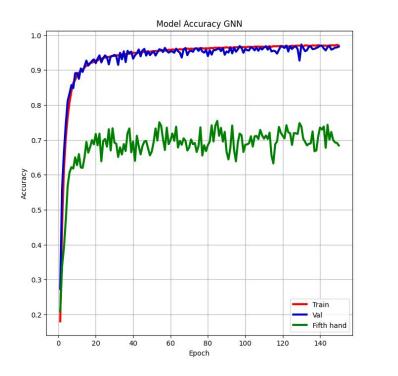
Bayesian search completed using Optuna, optimizing the hidden dimensions, batch size and learning rate.

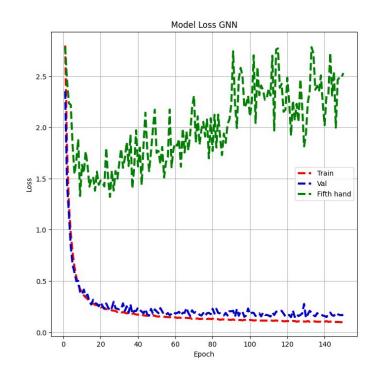
hidden_dim = trial.suggest_categorical("hidden_dim", [32, 64, 128])
n_epochs = trial.suggest_categorical("n_epochs", [45]) # Number of epochs
batch_size = trial.suggest_categorical("batch_size", [64, 128, 256, 512, 1024]) # batch size
learning_rate= trial.suggest_categorical("Learning_rate", [0.01, 0.005, 0.0025, 0.001, 0.0005])

Optimized using Adam. loss function: Keras.losses.SparseCategoricalCrossentropy

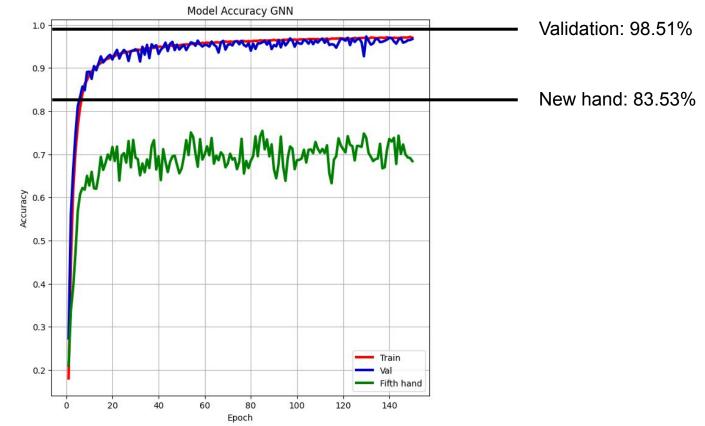
GNN classifies new signs with an accuracy of ~ 70 % pre optimisation

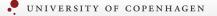
- Adding a new hand in a GNN using the skeletonized data





LightGBM comparison to GNN pre optimization





LightGBM

LightGBM hyperparameters changed from default

- objective = 'multiclass'
- num_leaves = 35
- n_estimators = 125

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Feature importance for each coordinate LightGBM using built-in ranking

	index	feature	ranking
0	Y4		6467
1	Y8		5599
2	Z0		5298
3	X4		5006
4	X8		4977
5	X0		4746
6	Y20		4279
7	Y16		3961
8	Y0		3566
9	Y12		3490
10	X12		3200
11	X20		2611
12	Z5		2488
13	Z1		2426
14	Y1		2004
15	X1		1931

16	Z17	1862
17	Z16	1782
18	X16	1682
19	Y3	1647
20	Z20	1621
21	Y2	1607
22	Z4	1595
23	X2	1588
24	Y17	1577
25	Y18	1554
26	X5	1547
27	Y5	1479
28	Z8	1461
29	X6	1457
30	Y10	1444
31	Y14	1397

32	Y15	1393
33	Y6	1387
34	X17	1296
35	Z12	1264
36	Z14	1245
37	Y11	1200
38	Z9	1185
39	Х3	1151
40	Z18	1072
41	X 7	1047
42	Y7	1042
43	Y19	1040
44	Z13	996
45	Z3	912
46	Y9	856
47	Z2	854

48	Z11	827
49	X11	810
50	X10	793
51	Z7	789
52	X19	742
53	Z10	730
54	Z15	715
55	X18	712
56	Y13	677
57	Z19	664
58	X9	655
59	Z6	627
60	X14	542
61	X15	512
62	X13	495

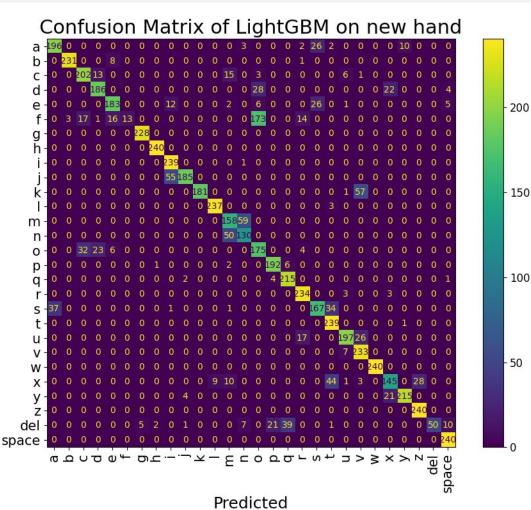
Feature importance for each landmark LightGBM using built-in ranking

	feature	ranking	
0		13610	
4		13068	
8		12037	
20		8511	
12		7954	
16		7425	
1		6361	

5	5514
17	4735
2	4049
3	3710
6	3471
18	3338
14	3184

10	2967
7	2878
11	2837
9	2696
15	2620
19	2446
13	2168

Confusion matrix by LightGBM



True