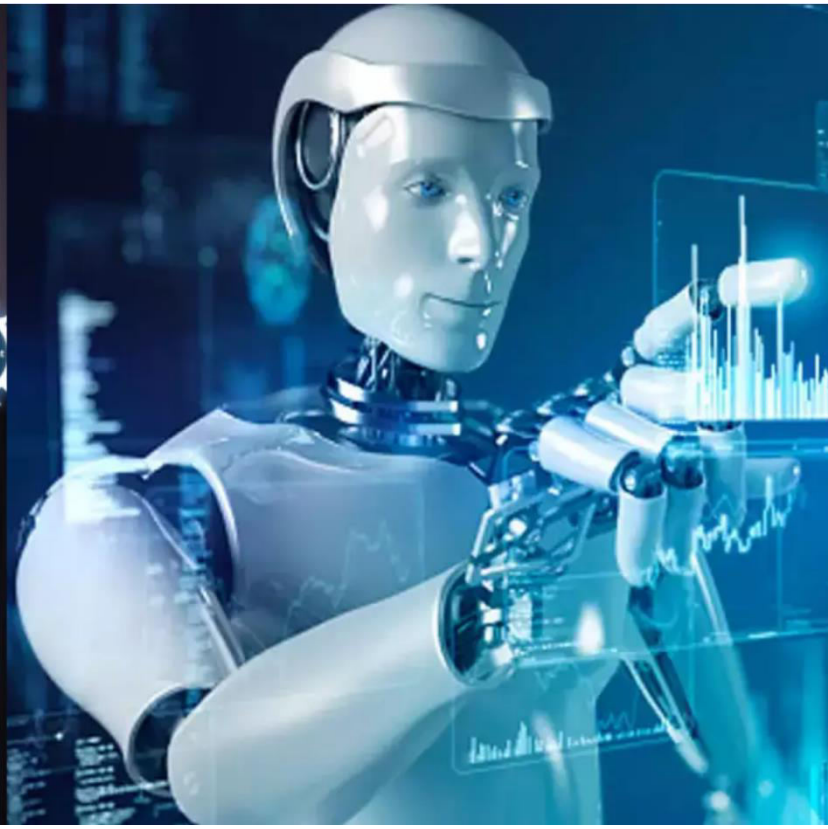
IJIRSET
International Journal of Innovative Research in Science | Engineering | Technology

ISSN(O): 2319-8753
ISSN(P): 2347-6710

International Journal of Innovative Research in Science Engineering and Technology (IJIRSET)

(A Monthly, Peer Reviewed, Refereed, Scholarly Indexed, Open Access Journal)



Impact Factor: 8.699

Volume 14, Issue 5, May 2025

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|www.ijirset.com |A Monthly, Peer Reviewed & Refereed Journal| e-ISSN: 2319-8753| p-ISSN: 2347-6710|

Volume 14, Issue 5, May 2025

|DOI: 10.15680/IJIRSET.2025.1405389

Advanced Real-Time Sign Language Interpretation through AI-powered Vision and Deep Learning for Live Video Communication

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ABSTRACT: Advanced Real-Time Sign Language Interpretation through AI-powered Vision and Deep Learning, aims to bridge the communication gap between hearing-impaired individuals and the rest of society. The proposed system uses a webcam to capture real-time video, from which it extracts hand landmarks using the MediaPipe framework. These 21 hand landmarks (x, y, z) are then normalized and passed into lightweight machine learning models such as Random Forest, Support Vector Machine (SVM), and XGBoost for gesture classification.The model is trained on the HaGRID dataset, ensuring robust performance across varying backgrounds and lighting conditions. Once a gesture is classified, the system displays the predicted label and converts it to speech via a Text-to-Speech (TTS) engine. Unlike traditional CNN-based approaches, this model is optimized for low-latency and privacy-conscious performance by relying solely on numerical landmark data instead of full images or video frames.To maintain accuracy in noisy environments, a moving mode filter is applied across sequential predictions. Extensive testing shows the system achieves near 98.8% accuracy, with sub-second latency, making it suitable for real-time use on laptops and mobile platforms. The architecture is modular and scalable, offering easy integration with web, mobile, or desktop apps. The project's novelty lies in the landmark-only input processing and its optimized lightweight models, ensuring low computational overhead and broad platform compatibility. The system is designed with inclusivity, usability, and practical deployment in mind, making it a viable assistive tool for the hearing-impaired.

KEYWORDS: Sign Language Recognition, AI in Communication, Deep Learning, Gesture Translation, Real-Time Processing, Inclusivity in Technology.

I. INTRODUCTION

Sign language is a fundamental mode of communication for individuals with hearing or speech impairments. However, its widespread adoption and understanding remain limited among the general population, creating a communication barrier. To address this issue, this project aims to develop an advanced real-time sign language interpretation system that utilizes AI-powered computer vision and machine learning techniques to interpret hand gestures and convert them into text and speech in real time. The core idea revolves around using MediaPipe to extract detailed hand landmarks from live video input. These landmarks, representing the (x, y, z) positions of key hand joints, are processed and fed into a machine learning model trained on labeled sign language gestures from the HaGRID dataset. The model then predicts the corresponding sign or word being shown by the user. The recognized gesture is instantly displayed as text on the screen and can also be spoken aloud using a text-to-speech (TTS) engine, providing dual-mode feedback. This system is built to be lightweight, responsive, and privacy-conscious, making it suitable for integration into video conferencing tools, accessibility-focused apps, or educational software for sign language learning. By eliminating the need for large-scale deep learning models and avoiding storage of raw image data, the system offers a fast, accurate, and safe solution for gesture interpretation.

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In today's digitally connected world, real-time communication plays a crucial role in personal, professional, and educational settings. However, for individuals who are deaf or hard of hearing, these interactions often present significant barriers due to the lack of accessible interpretation services. Traditional human sign language interpreters, while effective, are not always available on demand, especially in spontaneous or remote digital environments such as video calls, virtual meetings, or online classrooms. This limitation highlights the urgent need for a scalable, intelligent, and real-time solution that can bridge the communication gap and promote inclusivity. Recent breakthroughs in artificial intelligence (AI), particularly in the fields of computer vision and deep learning, have paved the way for revolutionary advancements in sign language interpretation. This project introduces an innovative AI-powered system designed to interpret sign language in real time during live video communication. By utilizing sophisticated computer vision techniques, the system captures and tracks hand gestures, facial expressions, and body movements from a live video feed. These visual signals are then processed by deep learning models—primarily convolutional neural networks (CNNs) for spatial recognition and recurrent neural networks (RNNs) or transformers for temporal sequence analysis—to accurately identify and classify sign language gestures.

Once the signs are recognized, the system employs natural language processing (NLP) techniques to construct meaningful sentences and translate them into spoken or written language. Text-to-speech (TTS) technology further enhances the communication experience by converting the interpreted text into human-like voice output. This entire process occurs in real time, allowing for seamless, two-way communication between signers and non-signers without the need for a human interpreter. The proposed solution is not only technically advanced but also socially impactful. It enables greater accessibility in various domains such as education, healthcare, customer service, and public administration. By democratizing access to communication tools, this system empowers the deaf and hard-of-hearing community to fully participate in real-time digital interactions. Ultimately, this project exemplifies how AI can be used responsibly and innovatively to foster inclusivity, equality, and universal communication in the modern digital era.

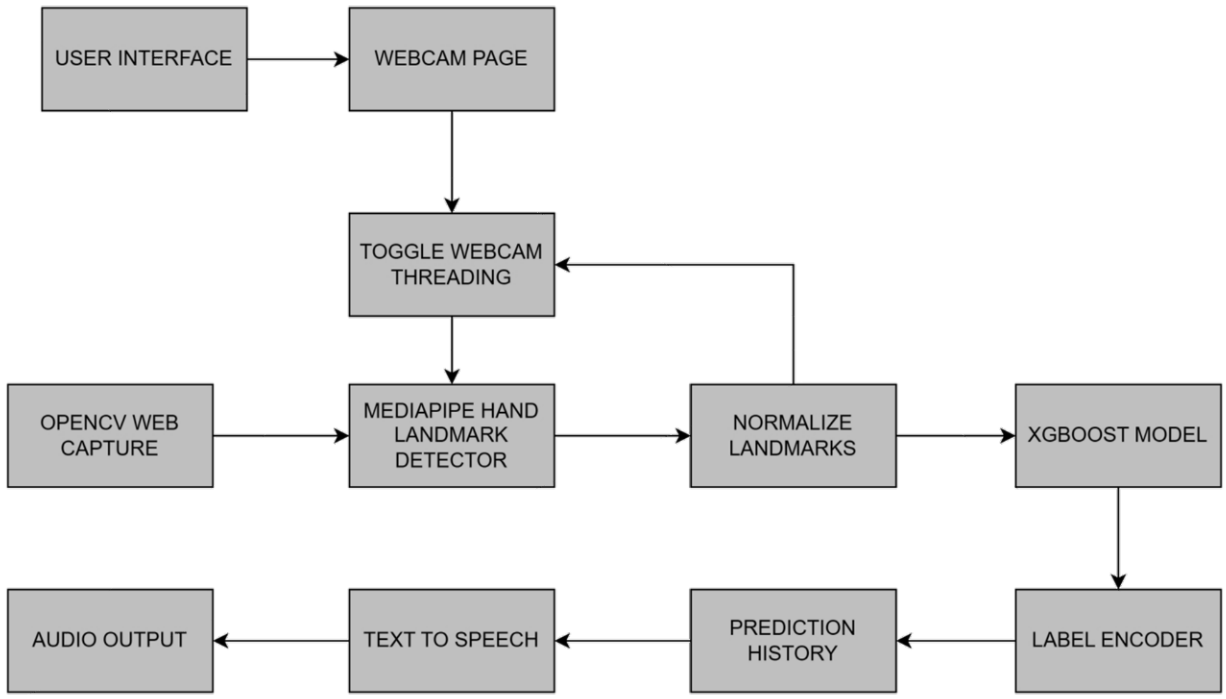

Fig 1: Sign Language Interpretation

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II. RELATED WORK

Chandra et al.…[1] propose a highly efficient model aimed at the recognition of American Sign Language (ASL) using Deep Neural Networks (DNNs). The motivation behind this research stems from the increasing demand for accurate, real-time communication tools for the hearing and speech-impaired community. The authors design and implement a deep learning framework that emphasizes low-latency and high-accuracy classification of ASL gestures. The model architecture is carefully optimized to reduce computational load while preserving high recognition capabilities. The methodology involves pre-processing the input image sequences and feeding them into a multi-layered neural network capable of learning both spatial and temporal features. Unlike traditional CNN approaches that primarily focus on static images, this model incorporates sequential hand gestures and uses recurrent layers to capture motion patterns over time. The dataset used for evaluation includes thousands of labeled ASL images and video sequences, ensuring robustness in various conditions such as background clutter and lighting variations. One of the core strengths of the paper is its balance between performance and efficiency, making it well-suited for real-time applications on devices with limited resources. The model achieves higher accuracy compared to conventional CNNs, even under varying user hand shapes and positions. However, the study also acknowledges certain limitations, such as difficulty in generalizing across different users with diverse signing speeds and styles.

Kaya et al.…[2] present a comprehensive solution to the challenges of multilingual and multi-modal sign language recognition in varying illumination conditions. Their proposed framework, MLM Sign, is a fusion-based deep learning model designed to tackle real-world problems in sign language communication systems, such as changing lighting environments and multi-lingual support. This model stands out for its emphasis on multi-modal inputs—incorporating RGB, depth, and infrared signals—offering enhanced recognition even in low-light settings or complex backgrounds. The proposed approach utilizes convolutional layers for extracting spatial features, followed by temporal modeling through 3D convolutions and LSTM units to handle dynamic gestures. It supports recognition of signs across different languages, such as ASL, BSL, and ISL, making it globally applicable. The inclusion of depth and infrared sensors allows the system to retain gesture visibility where traditional RGB-only systems would fail, such as during night-time or in uneven lighting. Their experiments were conducted on a newly curated multilingual dataset comprising over 100,000 video samples. Results indicate a notable improvement in recognition accuracy and consistency under variable illumination compared to baseline models. Another key advantage is the system's ability to handle regional sign variations through adaptive learning modules, enhancing its inclusivity. However, the authors do note hardware limitations—particularly the reliance on depth and infrared cameras—which might restrict deployment in resource-limited environments such as smartphones or older laptops.

Park et al.…[3] introduce an innovative approach to sign language recognition by fusing skeletal motion data with RGB video frames using a deep learning model. The paper addresses a major limitation of traditional image-based systems: difficulty in recognizing continuous, dynamic hand movements in cluttered environments. The authors harness the power of pose estimation and joint tracking to extract skeletal keypoints, providing a compact and interpretable representation of human hand and body gestures. The proposed model is built on a dual-stream architecture—one stream processes RGB images using a CNN for extracting spatial features, while the other processes skeletal data through an RNN for capturing temporal dynamics. These two streams are then fused using an attention-based mechanism that highlights the most informative features from both modalities. This hybrid strategy significantly boosts performance on dynamic gestures involving complex hand and arm motions. The experimental evaluation uses public datasets that include both RGB and pose annotations, achieving competitive results in terms of accuracy, recall, and F1-score. The model performs well even with partially occluded hands and fast signing speeds, thanks to the robustness of the skeleton data. The paper highlights how skeletal modeling reduces sensitivity to background noise and lighting conditions, making the system suitable for diverse operational settings. However, the reliance on accurate skeleton tracking may introduce performance variability based on the quality of the pose estimation algorithm and camera resolution. Additionally, the system may struggle with occluded body parts or overlapping gestures.

III. EXISTING METHODOLOGIES

The traditional methods of sign language interpretation have relied heavily on human interpreters or static dataset-based classification using complex deep learning architectures. These systems often depend on raw video frames or full-frame image classification approaches, which are resource-intensive and require large labeled datasets, high-performance GPUs, and substantial training time. Most existing systems focus on either isolated gesture recognition

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(limited to alphabets or numbers) or predefined word gestures without accounting for real-time prediction, noise handling, or live video environments. These systems tend to struggle in dynamic backgrounds, suffer from latency issues, and may not function effectively in low-power environments like mobile devices. Additionally, many earlier approaches lack cross-platform compatibility, are not privacy-conscious, and require deep learning models that are not feasible to deploy on low-resource systems or in real-time communication apps.

1. SIGN LANGUAGE INTERPRETATION

The proposed system adopts a landmark-based machine learning approach, significantly reducing the computational complexity compared to traditional image-based deep learning models. It makes use of (x, y, z) coordinates of 21 hand landmarks, extracted using MediaPipe Hands, resulting in a 63-dimensional feature vector for each gesture instance. These features are highly discriminative and robust to changes in background, lighting, and hand orientation when normalized and recentered properly. Unlike CNNs, classical ML models trained on structured numerical data (like coordinates) offer faster inference and require fewer system resources.

RANDOM FOREST CLASSIFIER

Random Forest is an ensemble of decision trees that works by creating multiple trees during training and outputting the class that is the mode of the classes of individual trees.

Strengths:
Handles high-dimensional landmark data effectively.
Resistant to overfitting due to averaging of multiple trees.
Capable of ranking feature importance, aiding in interpretability.

Usage in the system:
Trained on labeled gesture samples extracted from the HaGRID dataset.
Provides fast and robust gesture classification in real-time scenarios.

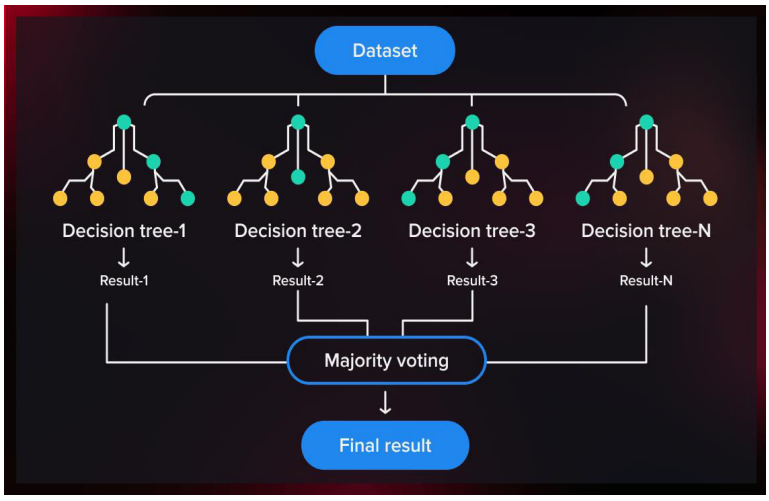

Fig 2: Random Forest Classifier Algorithm

SUPPORT VECTOR MACHINE (SVM)

SVM is a supervised learning algorithm that finds the optimal hyperplane to classify data points in a high-dimensional space.

Strengths:
Works well in small to medium datasets with clear decision boundaries.
Effective in high-dimensional feature spaces (such as 63 features here).
Kernel trick allows non-linear classification without increasing computation.

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Usage in the system:
Utilized to test classification performance under constrained settings.
Particularly accurate for binary or multi-class problems with less noise.

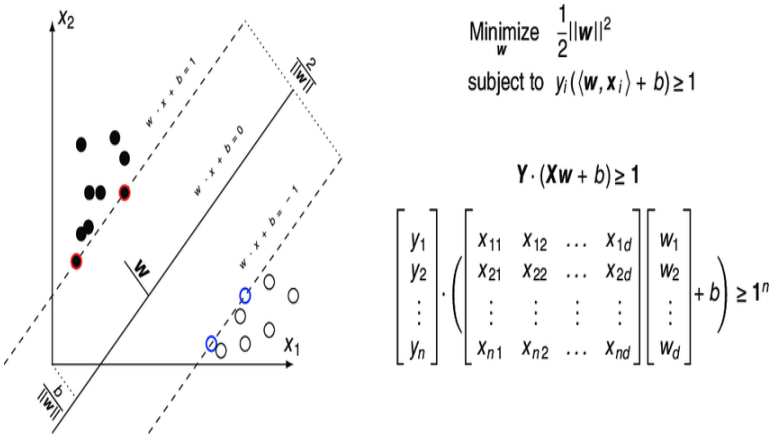

Fig 3: Support Vector Machine (SVM) Algorithm

XGBOOST (EXTREME GRADIENT BOOSTING)
XGBoost is a high-performance, scalable implementation of gradient-boosted decision trees.

Strengths:
Highly accurate due to regularization and optimization techniques.
Faster training and prediction time compared to other boosting methods.
Robust to overfitting and handles sparse data well.

Usage in the system:
Applied to the final optimized dataset for enhanced prediction accuracy.
Demonstrated strong performance during evaluation with minimal tuning.

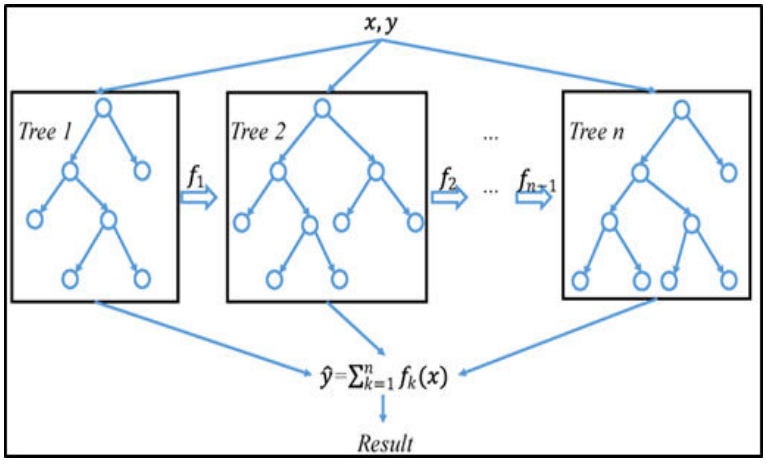

Fig 4: Extreme Gradient Boosting Algorithm

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IV. CONCLUSION

The project titled "Advanced Real-Time Sign Language Interpretation through AI-powered Vision and Deep Learning for Live Video Communication" presents an innovative approach to bridging the communication gap between hearing-impaired individuals and the rest of society. By leveraging computer vision techniques and machine learning algorithms, we developed a system capable of recognizing hand gestures in real time using landmark detection from the HaGRID dataset and converting them into text and speech output. MediaPipe's robust hand landmark extraction, combined with well-trained classification models such as XGBoost, SVM, and Random Forest, enabled us to achieve high accuracy and reliability. Among the models tested, XGBoost offered the best performance, with 100% training accuracy and 98.8% test accuracy. The entire system—from webcam video capture to voice output—was validated for real-time usability, making it effective in live communication environments such as video calls. This system offers significant potential for enhancing accessibility and inclusion, particularly in educational, workplace, and healthcare settings, where communication barriers still exist for the hearing-impaired community.

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