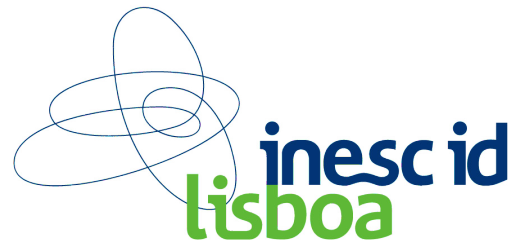


# Let us talk about (Portuguese) Sign Language Translation!

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# Overview

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- About Sign Languages
- About the Portuguese Sign Language
- The translation platform
  - Goal
  - Components
- Main Challenges

# About Sign Languages

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- Sign Languages...
  - ... are natural human languages
  - ... merge manual communication and body language:
    - manual features = different hand shapes, orientation and movement of the hands.
    - non-manual features = body movements (upper torso), facial expressions

# About Sign Languages

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- Sign Languages...
  - ... have their own vocabulary and grammatical rules

*It is very difficult to take advantage of existing resources when moving to a new sign language!*

# About Sign Languages

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- Some (possibly accurate) numbers:
  - ~70 million people use a sign language in the world (*360 million hearing impaired in the world*);
  - ~300 distinct sign languages in the world;
- No official text representation for any sign language.

# About Portuguese Sign Language

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- Língua Gestual Portuguesa (LGP) is the Portuguese Sign Language
- Official recognized since 1997
- No official number for people using LGP in Portugal
  - The 2011 census mentions 27,659 deaf persons
    - no distinction in the level of deafness, and on the respective level of LGP literacy

# About Portuguese Sign Language

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- LGP resources:
  - A “grammar” from 1994
  - A dictionary (“gestuário”) from 97 and newer one from 2010
  - The Spreadthesign project
    - <http://www.spreadthesign.com>
  - ...
  - Recently: online dictionary from Porto Editora

# Overview

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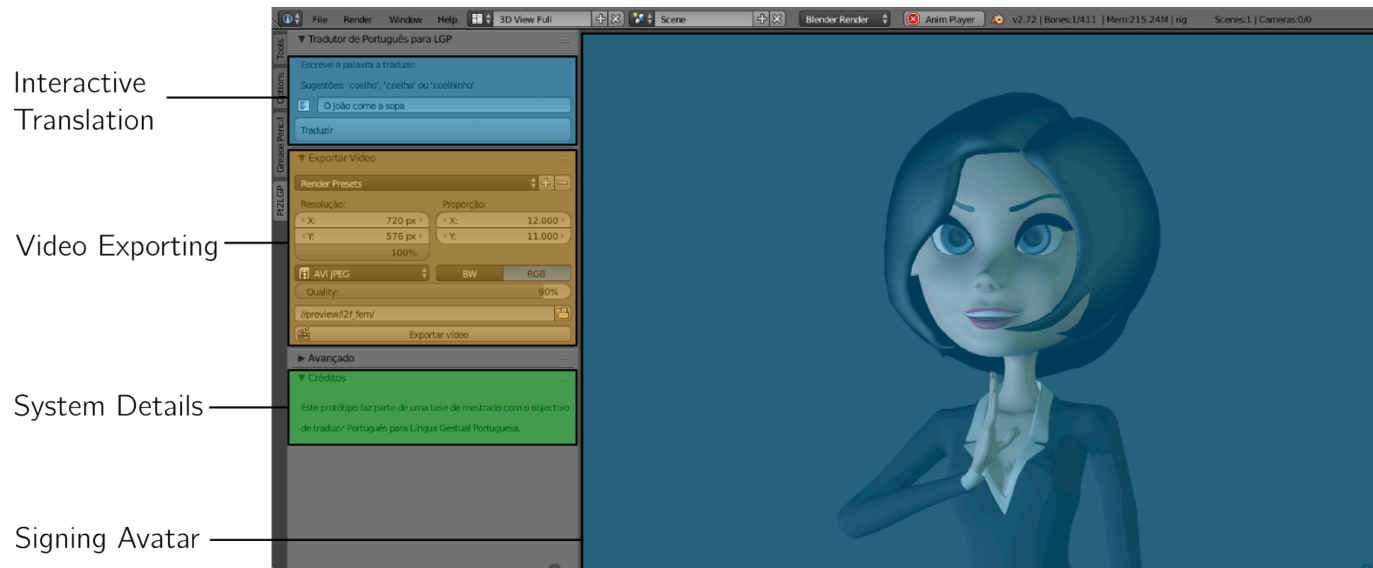
- About Sign Languages ✓
- About the Portuguese Sign Language ✓
- The translation platform
  - Goal
  - Components
- Main Challenges



# The EP2LGP platform: goal

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- Develop a free, open source platform, that translates, in real time, (written) European Portuguese (EP) into Portuguese Sign Language (LGP), being the signs produced by an avatar.



# The EP2LGP platform: components

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- A module for Natural Language Processing
- A module for the avatar
- A module for adding signs

# The Natural Language Processing module

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- A coelhinha Ana come a cenoura (*little female rabbit Ana eats a carrot*)
  - Tokenizador + Lematizador + POS tagger
- [(a, art), (coelhinha, nc), (ana, np), (come, v), (a, art), (cenoura, nc)]
  - Named Entity Recognition + Lexical Transfer
- [(G, coelho + fêmea + pequeno, nc), (FS, ana, np), (G, comer, v), (G, cenoura, nc)]
  - Syntactic Rules
- [(G, cenoura, nc), (G, coelho + fêmea + pequeno, nc), (FS, ana, np), (G, comer, v)]

# The Avatar module

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- 57 hand configurations
- Around 15 signs
  - carrot, rabbit, house, female, small, ...



# The Avatar module

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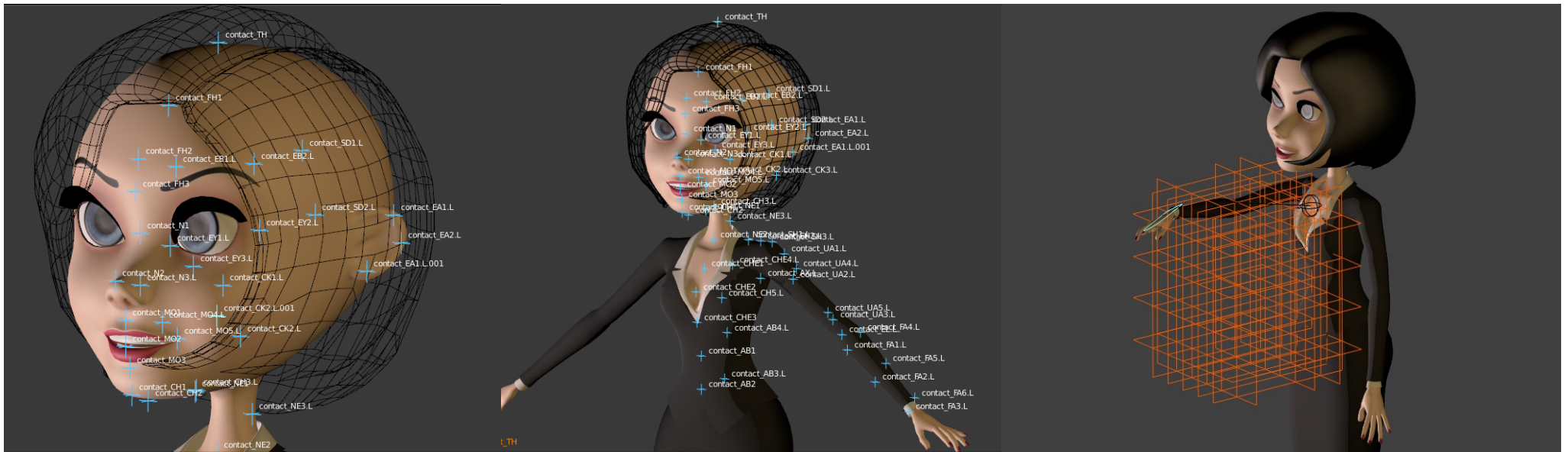
# The EP2LGP platform: components

---

- A module for Natural Language Processing ✓
- A module for the avatar ✓
- A module for adding signs

# A module for adding signs (I)

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# A module for adding signs (II)

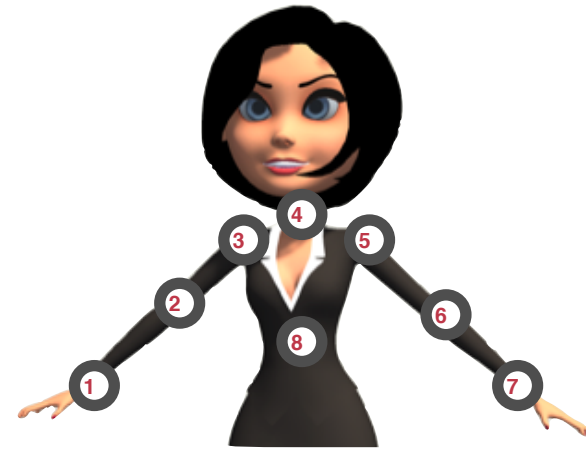
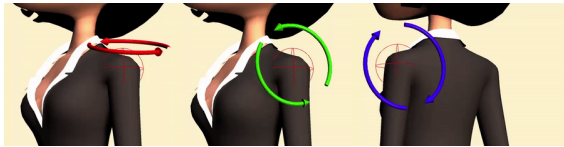
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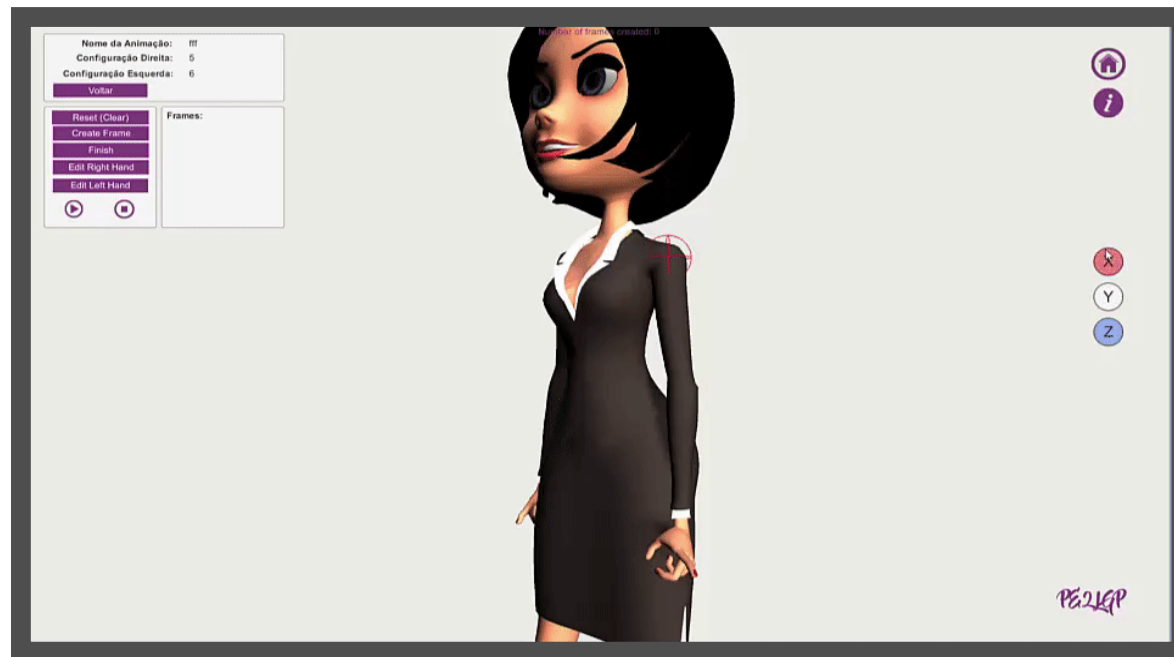
# A module for adding signs (II)

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# A module for adding signs (II)

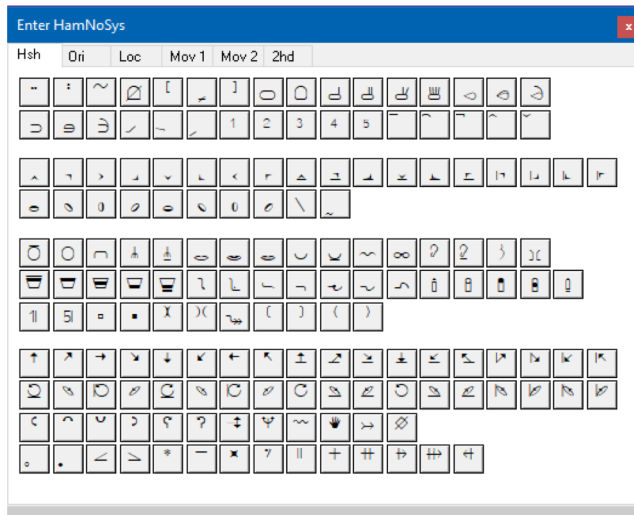
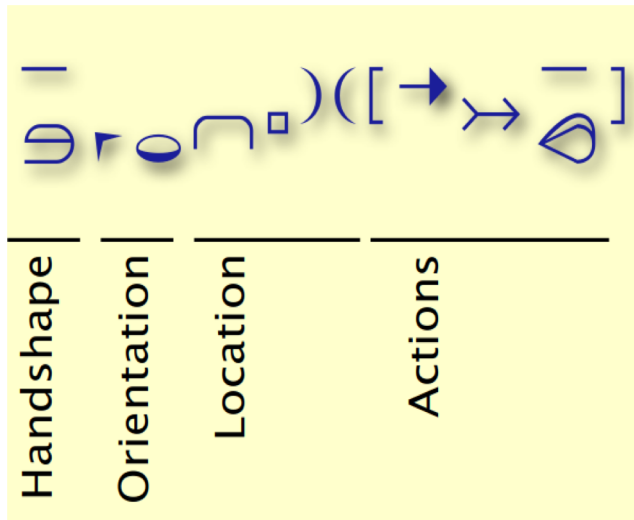
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# A module for adding signs (III)



# A module for adding signs (IV)



Avatar: marc

Speed (log<sub>2</sub> scale): +0.0 - + Reset

SIGML URL:  
scotland-H.sigml

SIGML Text:

```
<?xml version="1.0" encoding="utf-8"?>
<sigml>
<hsh_sign gloss="mug">
<hamosys_nonmanual>
<hsh_mouthpicture picture="mVg"/>
</hamosys_nonmanual>
<hamosys_manual>
<hamfist/> <hamthumbacrossmod/>
<hamextfingerul/> <hampalm/>
<hamshoulders/>
<hamparbegin/> <hamoveu/> <hamarcu/>
<hamreplace/> <hamextfingerul/> <hampalmdl/>
<hamparend/>

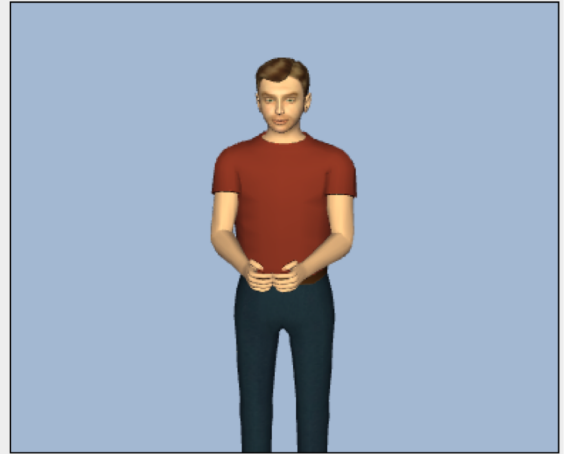
```

Play SIGML URL Play SiGML Text Stop

Suspend Resume Frames: -1 +1

Sign/Frame: 0/0 Gloss: [none] FPS: 25.00

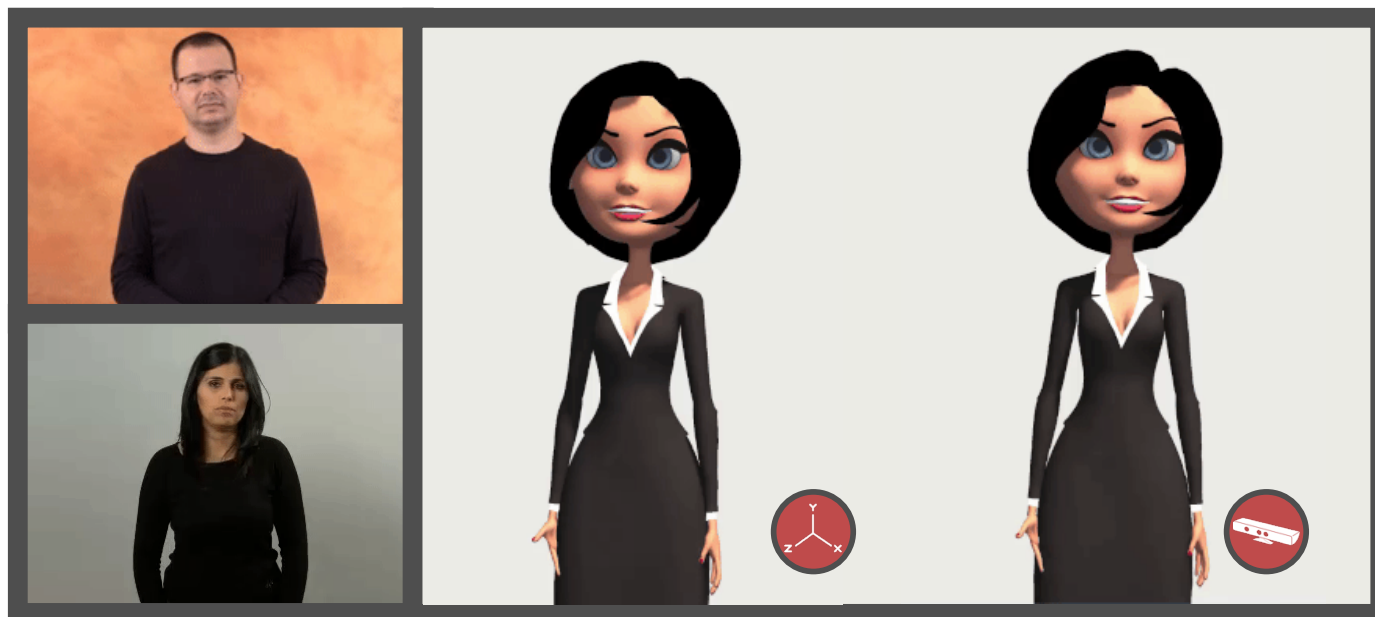
Status: Client: Animgen by Client



<http://vh.cmp.uea.ac.uk/index.php/JASigning>

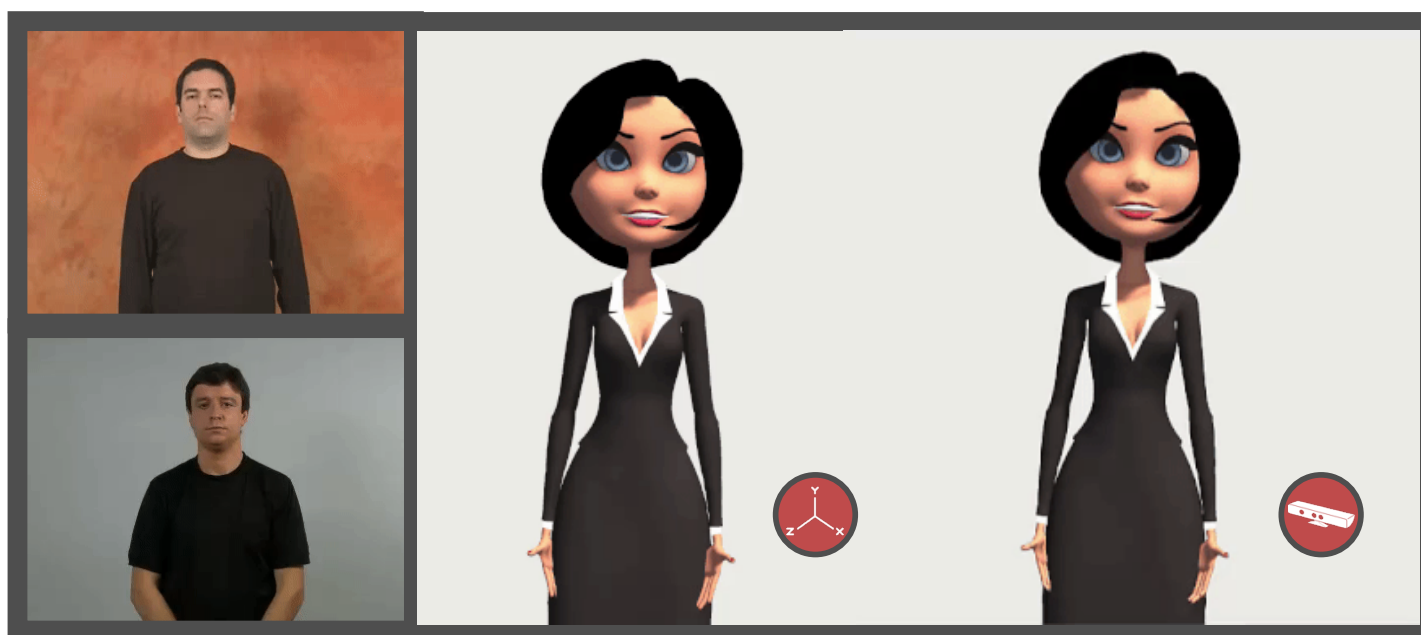
# The word “baixo” (short)

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# The word “noite” (night)

---



# EP2LGP

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## EP2LGP

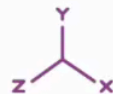
4



### Aprenda LGP

Traduza texto em Língua Natural para Língua Gestual Portuguesa utilizando uma interface.

Sistema 1



### Crie Novos Gestos

Utilize a ajuda do sistema de coordenadas cartesianas para a criação de novas animações.

Sistema 2



### Crie Novos Gestos

Utilize a ajuda do sensor Kinect para a criação de novas animações.

Sistema 3



### Visualize Gestos

Visualize os gestos que criou e também os já existentes, tendo ainda a hipótese de os eliminar.

Gestor

# Main challenges

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- LGP grammar
- How to fasten the insertion of signs in the platform?
  - The crowd is needed!!!!
- How to improve the available signs?

