

# Sign-to-911: Emergency Call Service for Sign Language Users with Assistive AR

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# Background: Deaf and Sign Language

## Global

- **> 70M** people are deaf [1]

## In the US

- **15%** (~37.5 million) of adults have some trouble hearing [2]
- **0.5-2M** primarily communicate using sign language [3]
- **American Sign Language (ASL) is a natural language** with distinct vocabularies and grammars



[1] Deafness And Hearing Loss Statistics

[2] Blackwell DL, Lucas JW, Clarke TC. Summary health statistics for U.S. adults: National Health Interview Survey, 2012 (PDF). National Center for Health Statistics. Vital Health Stat 10(260). 2014.

[3] Mitchell, Ross E., et al. "How many people use ASL in the United States? Why estimates need updating." Sign Language Studies 6.3 (2006): 306-335.

# Communication Barrier

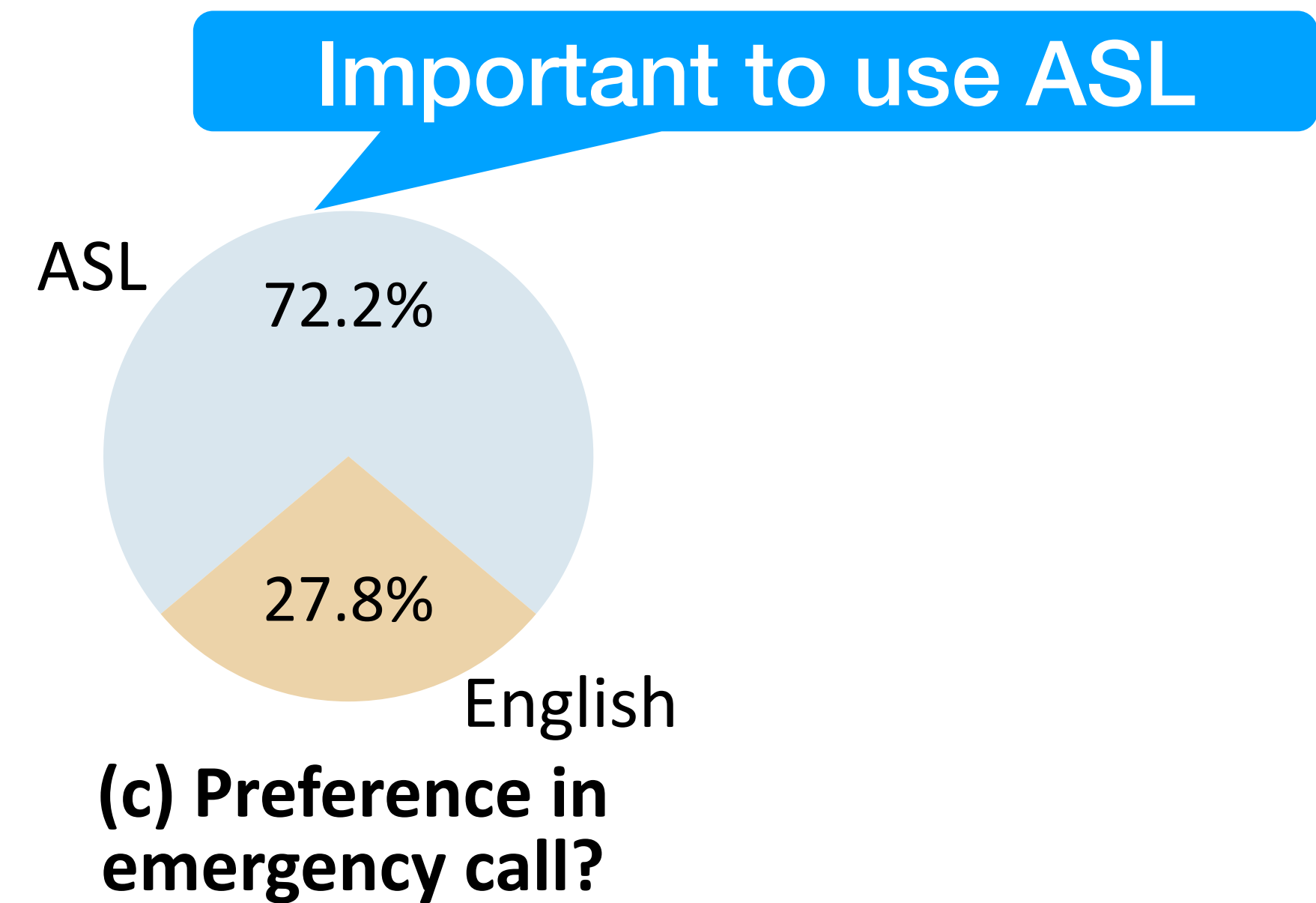
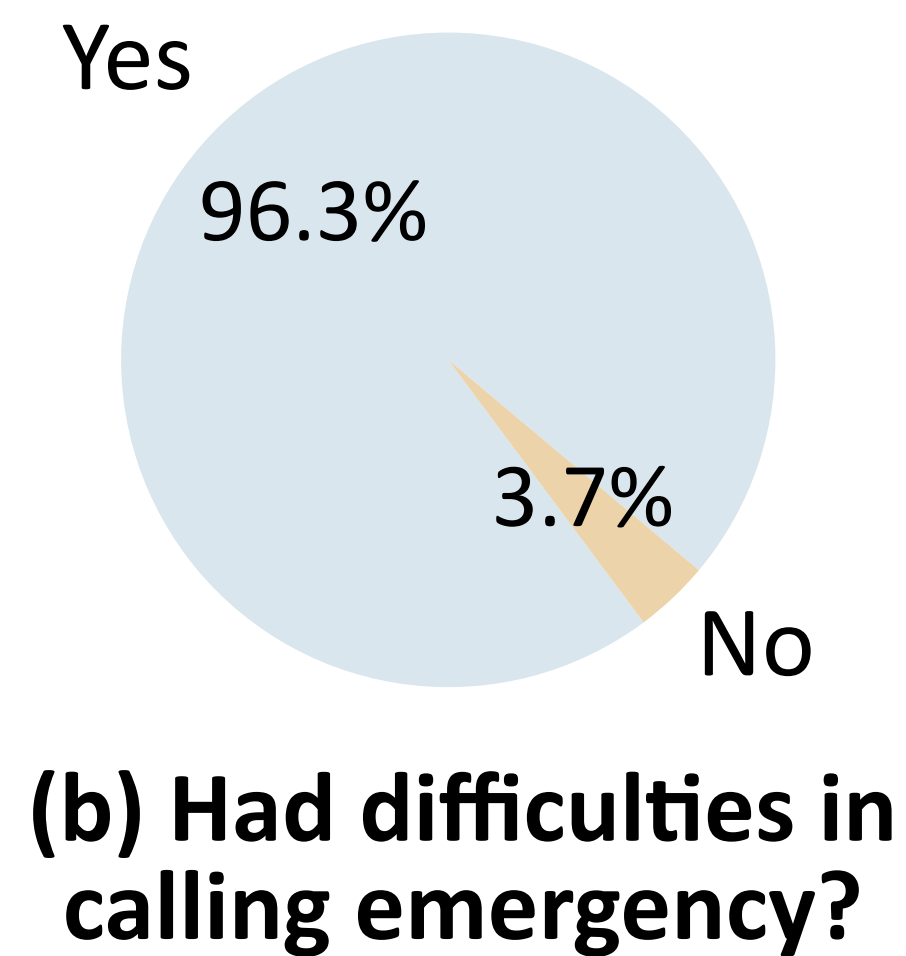
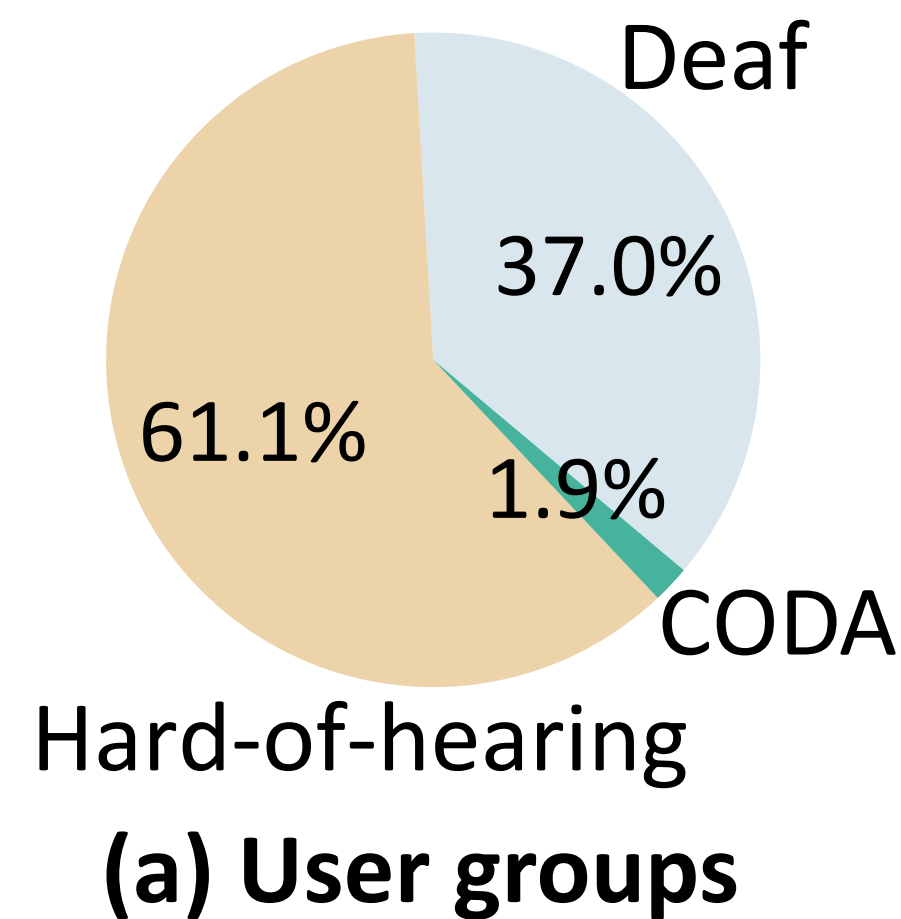
- **Lack of interpreter:** 1 ASL interpreter per 50 deaf individuals [1].
- **First step:** support emergency communication
  - This topic is suggested by my Deaf friend, Mark.

[1] <https://deafservicesunlimited.com/asl-interpreter-shortage-and-accessibility-in-higher-education/>

# Communication Upon Emergencies

Our user survey (54 responses from Deaf community)

- **96%** face challenges to reach emergency services.





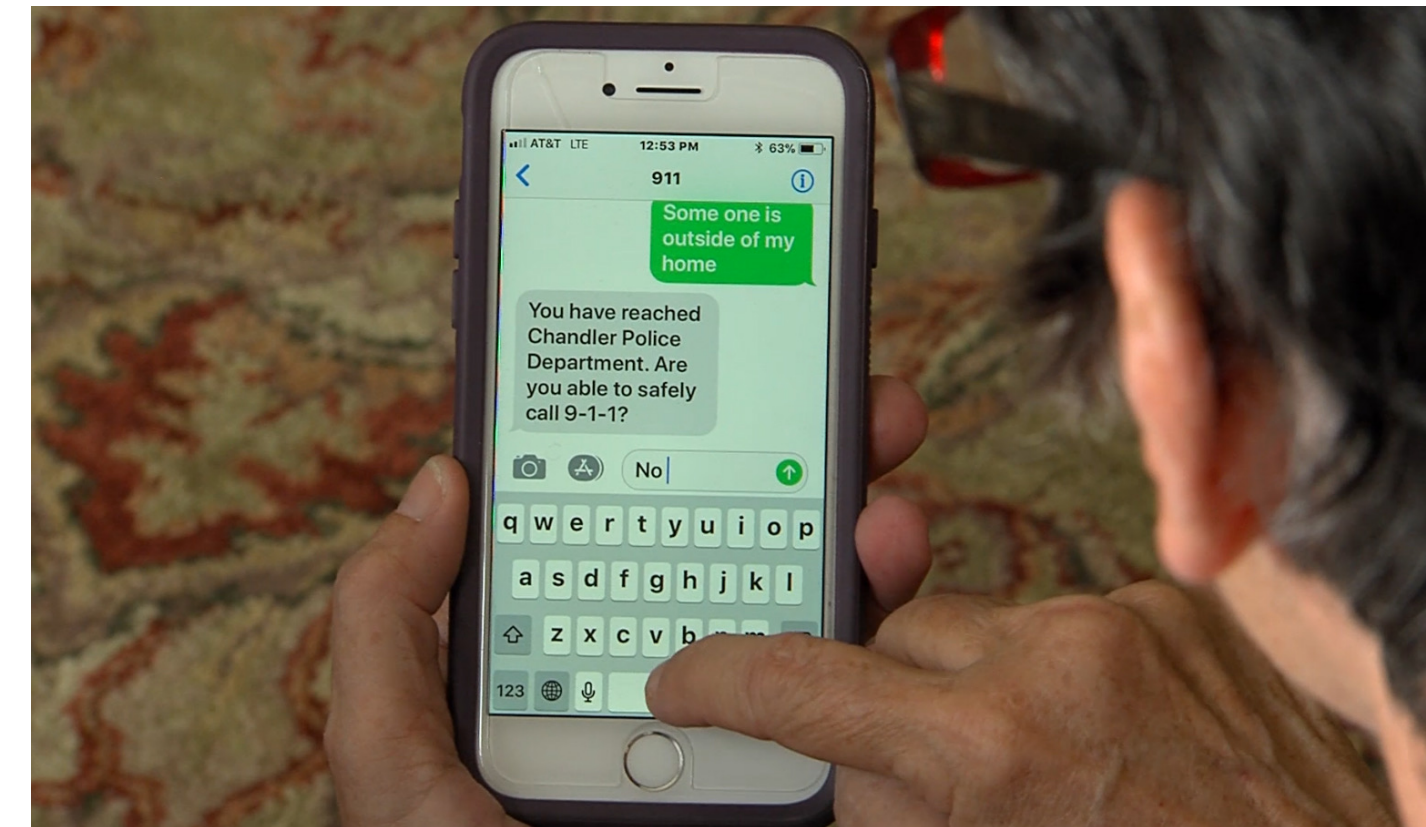
# Current Emergency Services for Deaf People

- **Text-based communication**

- Not all deaf people are fluent in English

- **Video relay services (VRS)**

- Requires network and human interpreters



**Text-to-911**



**VRS**

# How to Provide Accessible Sign Emergency Services?

## Goals

- **Accessible:** easy to use and carry
- **Bi-directional:** ASL  $\leftrightarrow$  Spoken English
- **Standalone:** No dependency on remote processing or connectivity

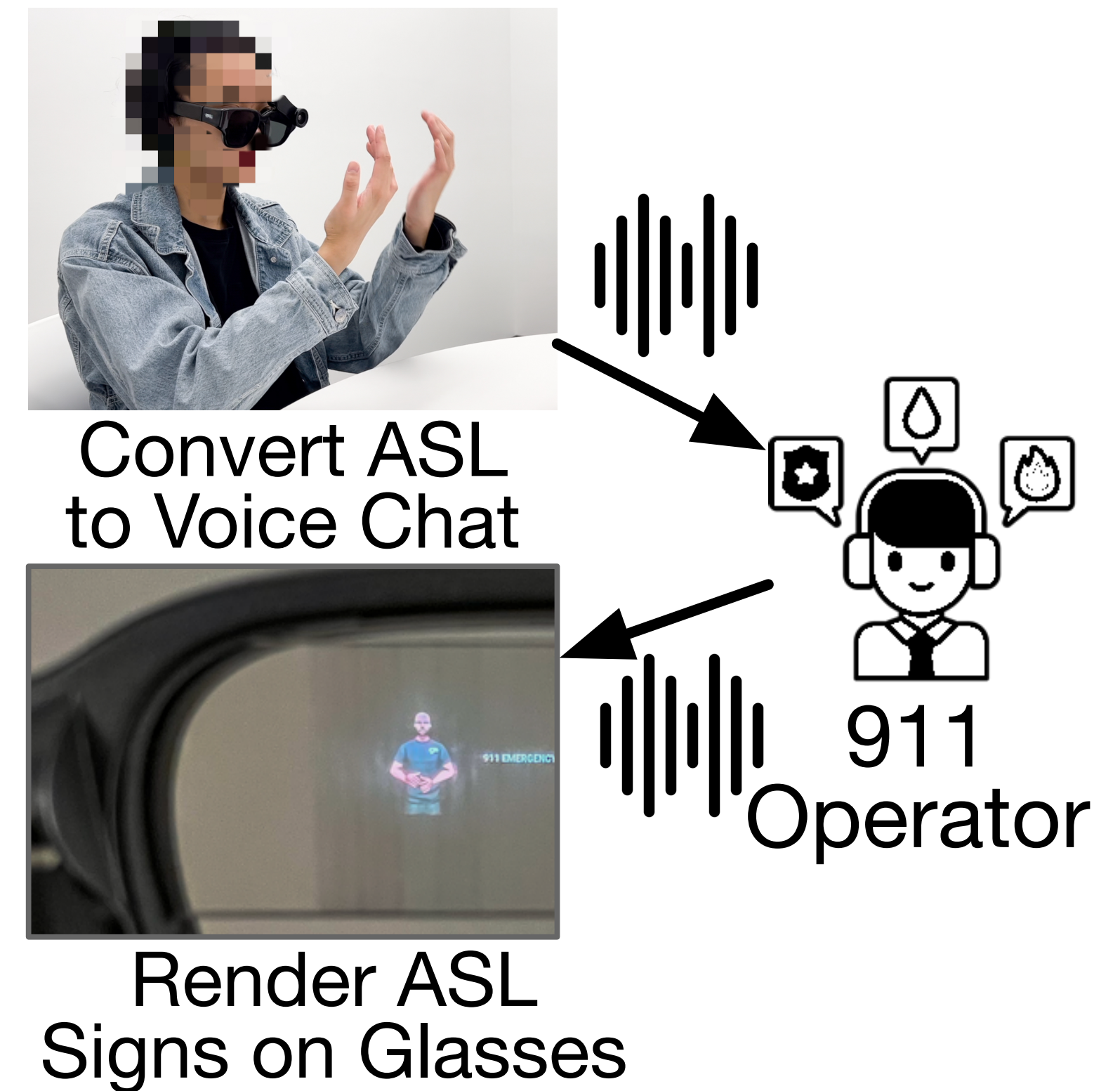
# Core Ideas

- 1. Leverage ASL linguistic features**
- 2. Exploit mobile, wearable computing, and smaller models**
- 3. Working with the Deaf community**



# Sign-to-911 System Overview

- **AR Glasses:** capturing and displaying signs
- **Smartphone:** processing and voice call interface
- **Connection in between:** Bluetooth (150KB/s)



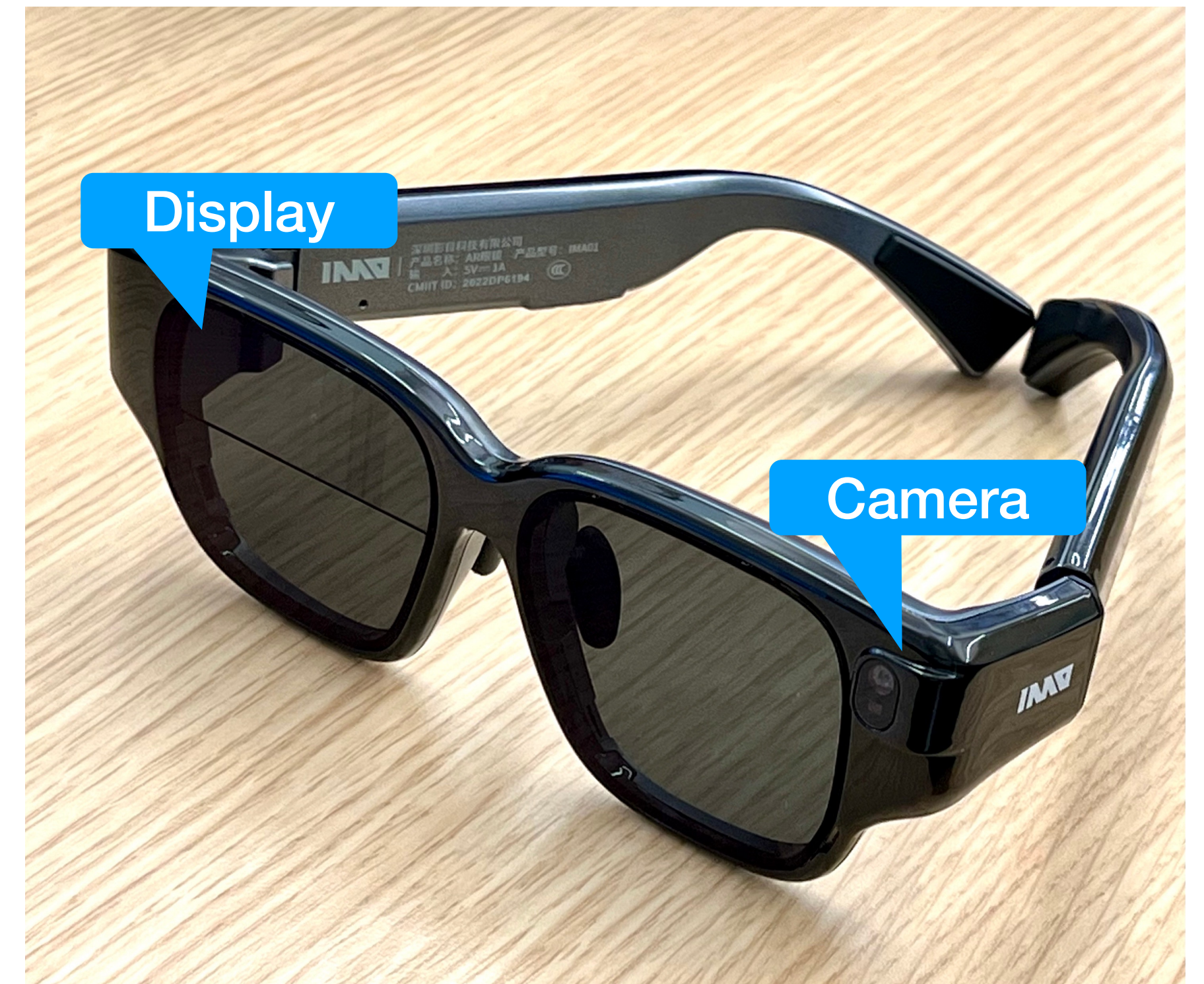


# Why AR Glasses?

## Bi-directional Capability

### Accessibility:

- Compact and non-intrusive
- Keeps hands free for signing
- Already used by deaf people for live captions [1]



Assistive AR glasses (~\$350)

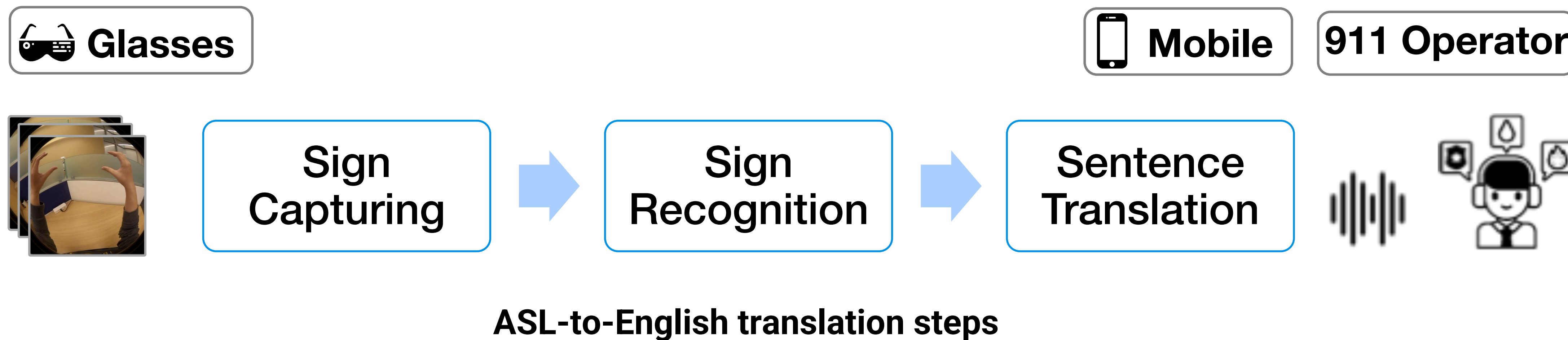
[1] <https://patient-innovation.com/post/7501?language=en>

# System Functions

1. **ASL-to-English:** Fast and Accurate Sign Translation
2. **English-to-ASL:** Efficient Production & Rendering from English



# ASL-to-English: Domain-Oriented Translation

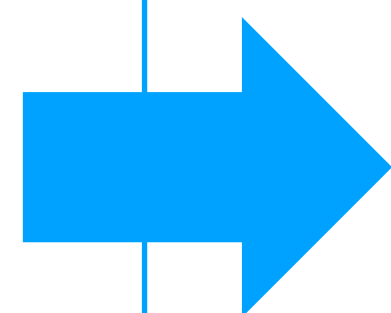


# Step 1: Capture sign with sign parameters

## From Ling. Parameters to ML Parameters

### Sign parameters (Stokoe [1])

1. Hand number
2. Handshape
3. Location
4. Movement
5. Palm orientation
6. ~~Non-manual~~



### Modified parameters for ML

1. Hand number: probabilities, 1 or 2 handed
2. Handshape: probabilities of 40 basic handshape
3. Wrist trajectory:  $(x, y, z)$  over time
4. Palm orientation:  $(\alpha, \beta, \gamma)$  over time

*Captured through glasses*

[1] Tennant, R. A., Gluszak, M., and Brown, M. G. The American sign language handshape dictionary. Gallaudet University Press, 1998.



# How to Extract Sign Parameters?

## 1. Hand recognition

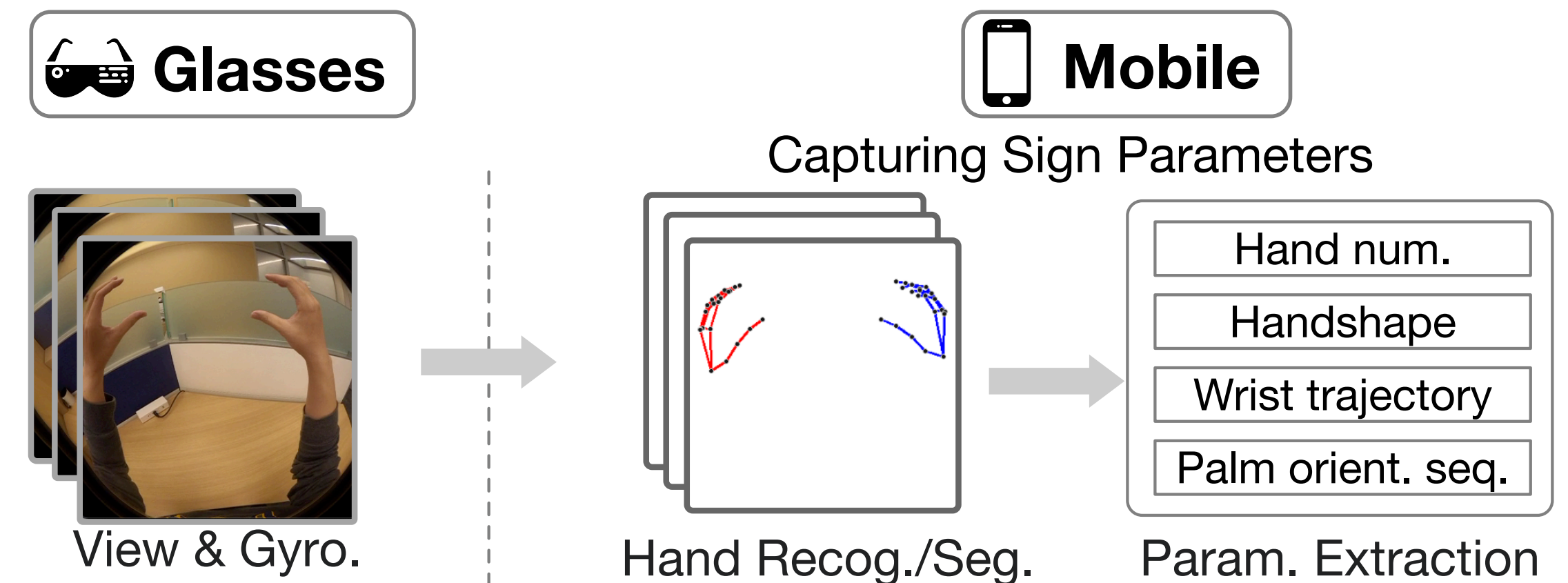
- Offload processing to the phone

## 2. Segmentation

- Pause time and hand neutral hand position

## 3. Adaptive Extraction

- **Merge handshape:** 1) classify handshape with NN; 2) keep start/end handshapes



Parameter	Dimension #
Hand number	2
Handshape	40 x 2
Wrist trajectory	3 x 2 x t
Palm orientation	3 x 2 x t

**Sign Parameter Dimensions**

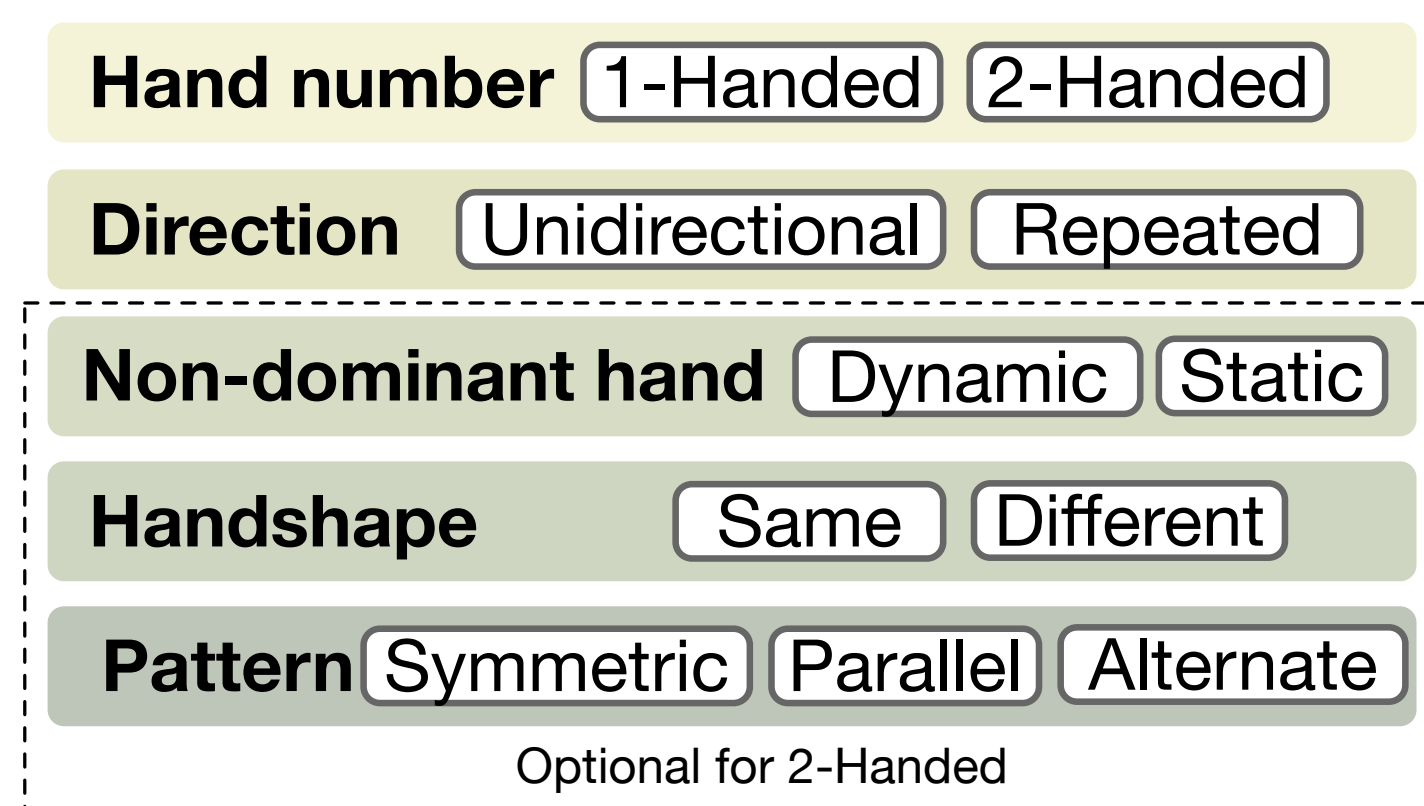
# Step 2: Sign Recognition from Parameters

## a) Sign categorization: Signs are classified along five hierarchical dimensions

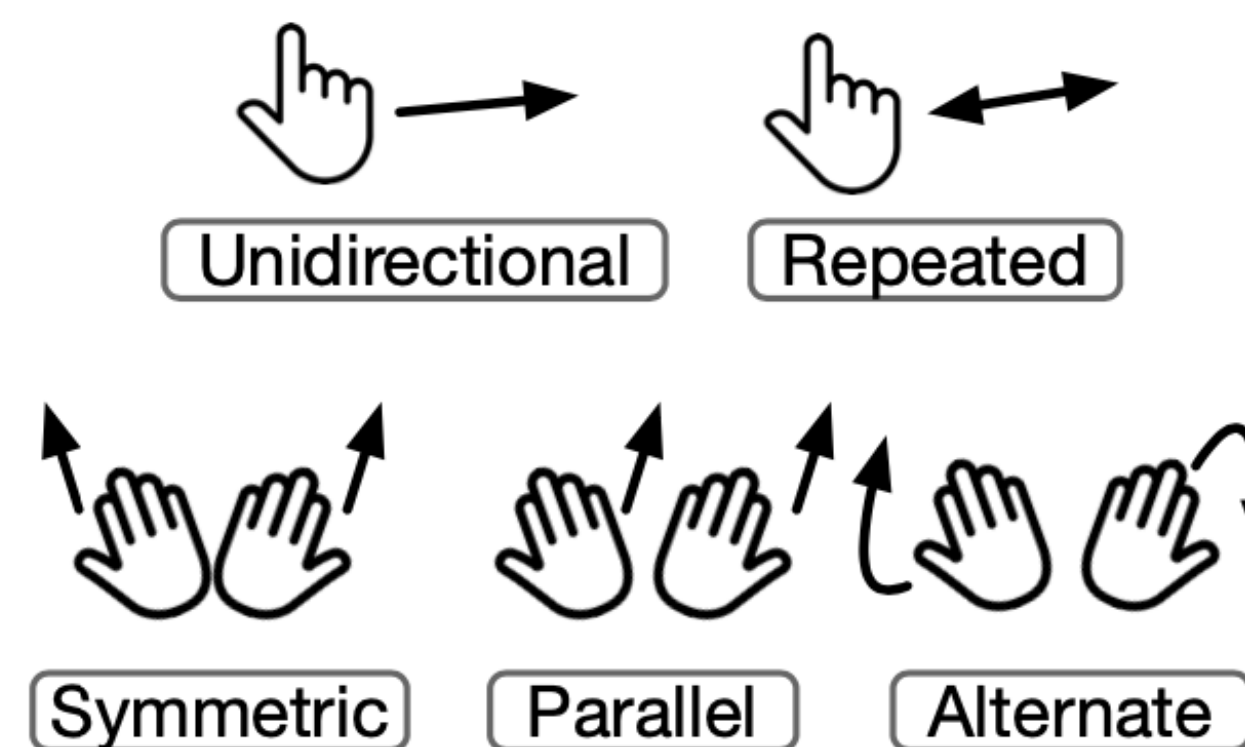
- E.g., Movement Trajectory → Pattern

## b) Recognize signs:

- DTW + Regression model to learn sign parameter weights to classify signs



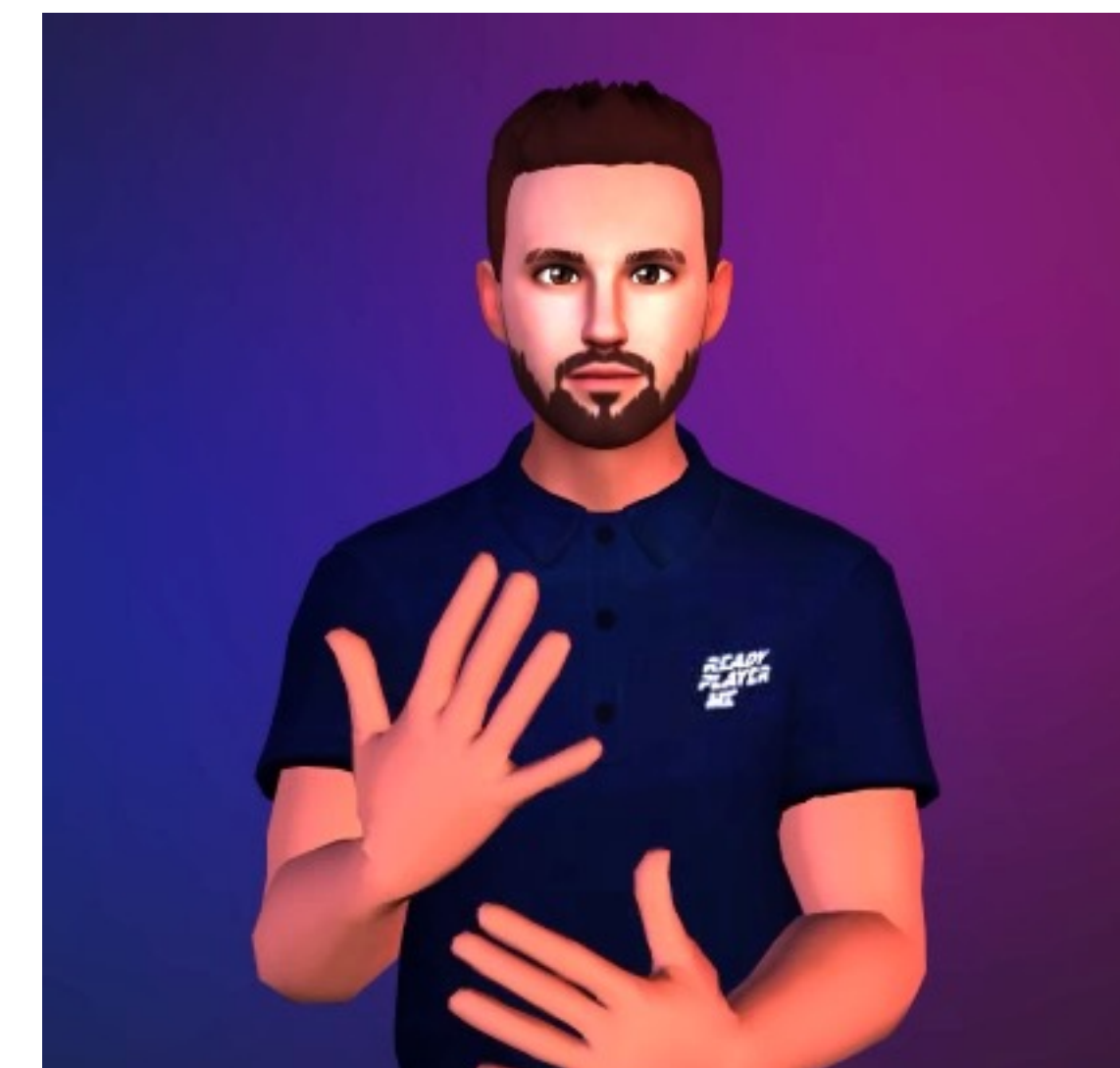
Sign Categories



Movement Patterns

# Step 3: Sentence Translation

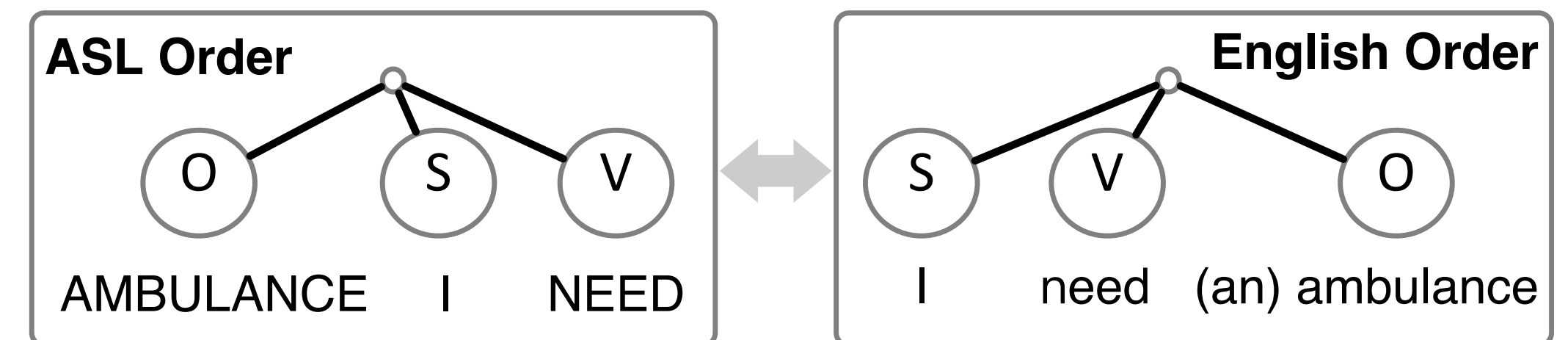
- **ASL grammar rules differ from that of English.**
- **Example:**
  - English: **I have a fire emergency.** (Subject-Verb-Object, SVO)
  - ASL: **FIRE EMERGENCY I HAVE.** (Object-Subject-Verb, OSV)



**I have fire emergency**

# Sentence Translation with Grammar Tree

- **Learn from samples**
  - 1233 pairs: [ASL Gloss Seq., English]
- **Sentence translation**
  - Parse and map with the tree structures
- **Leveraging 911 contexts to refine recognition**
  - Emergency type & questions



**Grammar Mapping**



# English-to-ASL: Phoneme-based ASL Production

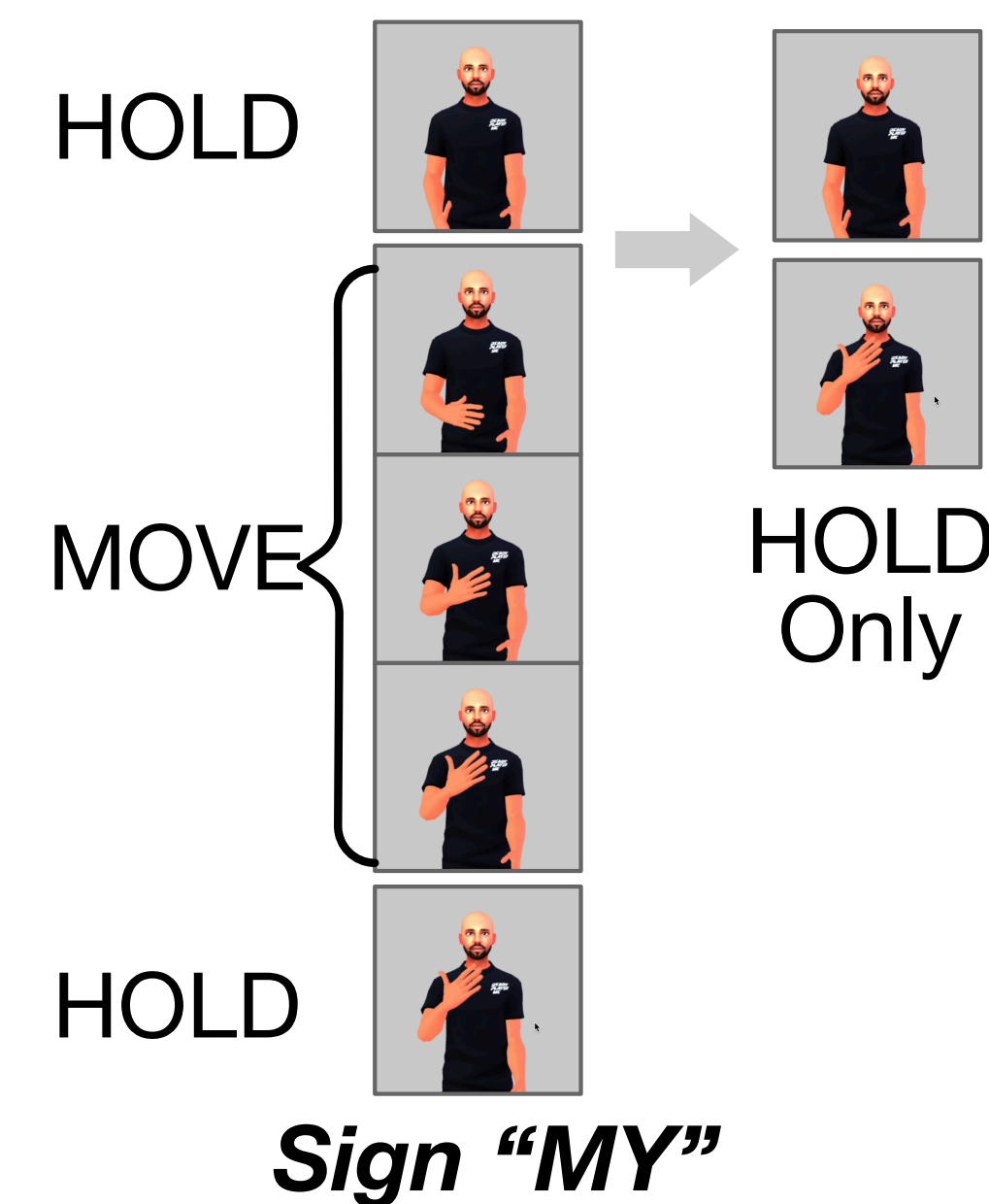
Phonemes are basic unit in ASL[1], contains

- **HOLD:** Static gestures; 1 to 5 per sign
- **MOVE:** Transition between two HOLD states

Phoneme extraction: Motion capture from sign videos

Up to 50x bandwidth reduction with kinematic compressions

→ Work with Bluetooth setup



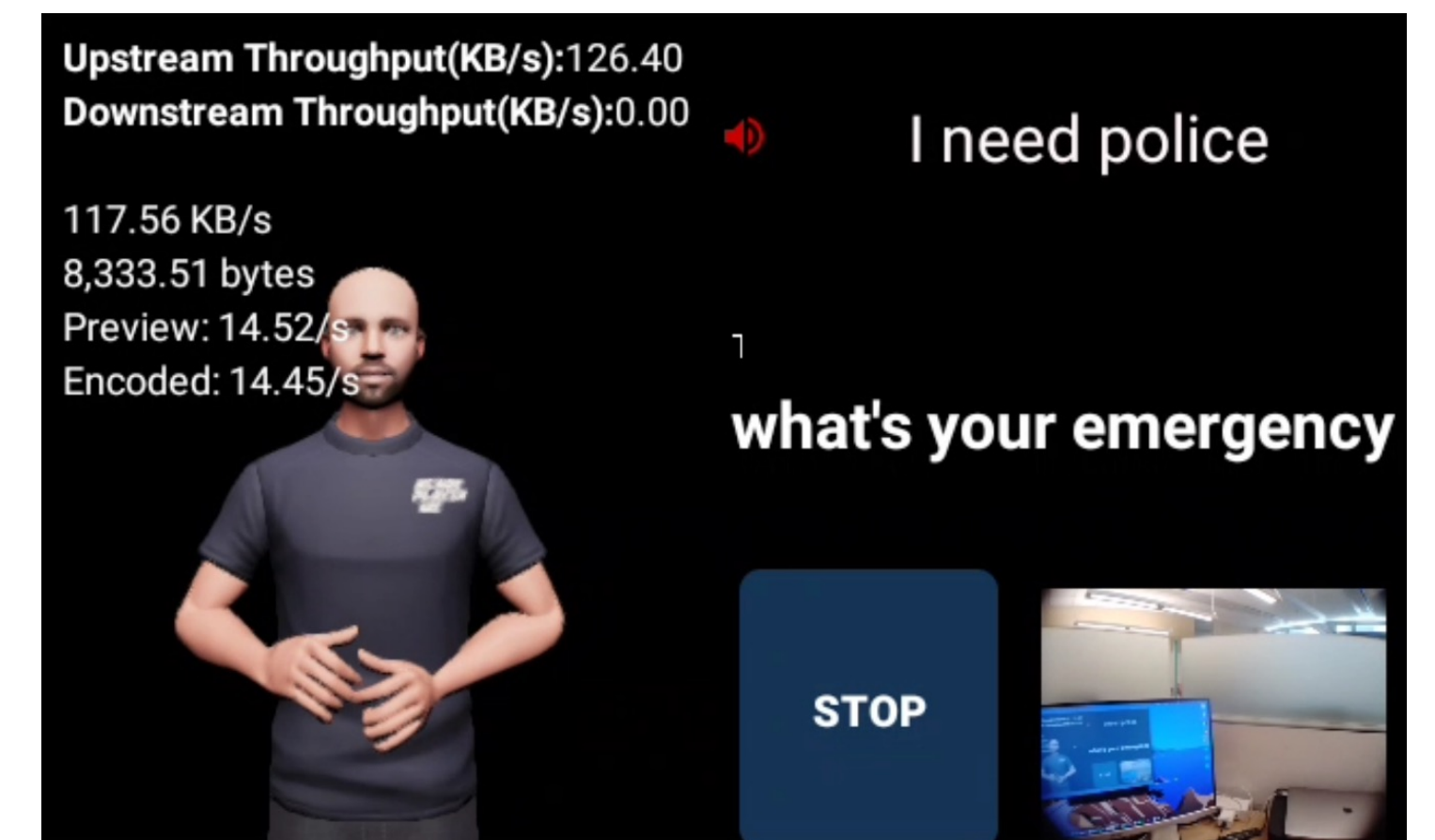
[1] Liddell, Scott K., and Robert E. Johnson. "American sign language: The phonological base." *Sign language studies* 64.1 (1989): 195-277.

# Implementation

## Commodity Devices:

- **Glasses:** INMO AIR priced at \$350.
- **Smartphone:** Android OS, ranging from \$200 to \$550.

Voice call captured with **Android Accessibility APIs**.



**Glass App**

# Datasets

## Glass-view Sign Traces

- **911 conversations from multiple resources**
  - D1 & D2: Derived from **real-world emergency templates**; 550 signs.
  - D3: **911 recordings and ChatGPT synthesized**, 30 conversations with 150 Q&As.
- **By authentic Signers\***: 2 native ASL user, 4 advanced ASL students and researchers
- **Data size**: 249 GB video traces; 11.5-hour signing

## ASL production

- 3000+ signs from video samples



Glass-view collection

\* UCLA IRB #: 23-000239



# System Evaluation

## Sign Capture and Sentence Translation:

- **Accrete:** Achieved +5.1% word acc. improvement

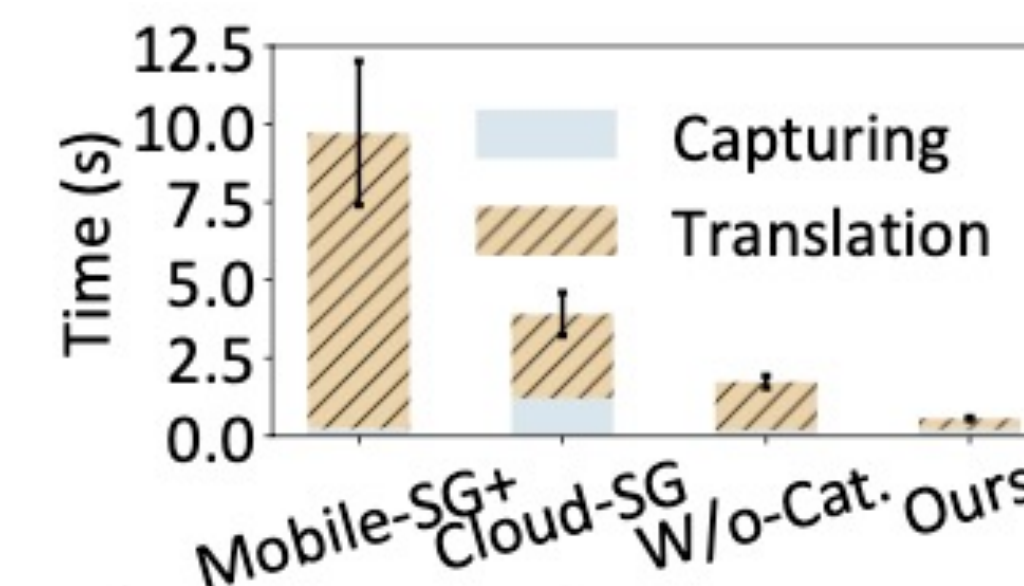
## End-to-end Latency:

- **A2E:** 0.55s; 17x reduction from other models on mobile; 7x reduction from cloud processing
- **E2A:** 0.21s; >15x reduction from skeleton/video streaming

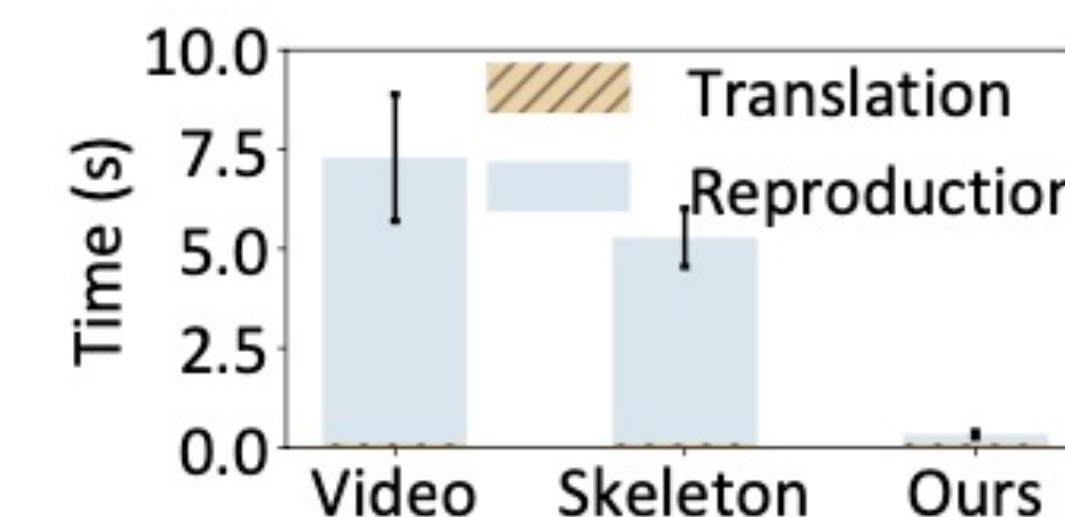
**Overhead:** at the level of video players

Model	D3
I3D	80.18
SL-GCN	86.31
<b>Sign-to-911</b>	<b>91.37</b>

Translation Word Acc.(%)



A2E Latency



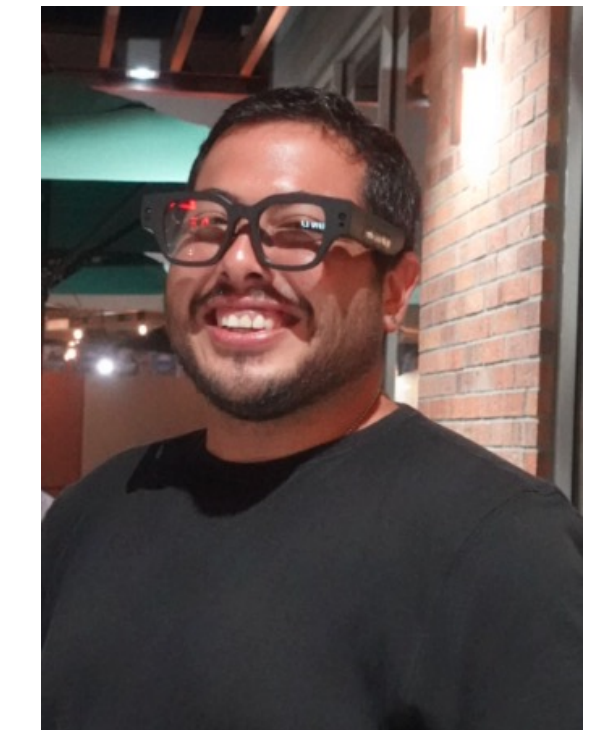
E2A Latency



# User Study

## Participants:

- 12 from CSUN, GLAD, and UCLA, and local communities
- Age Demographics: Spanning ages 20 to 80.



<b>Approach</b>	<b>Accs.</b>	<b>Usab.</b>	<b>Oval.</b>
Text-based	2.9	2.8	2.8
VRS	3.4	3.5	3.6
<b>Sign-to-911</b>	<b>4.2</b>	<b>4.3</b>	<b>4.6</b>

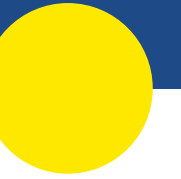
QoE from User Study

# Summary

## **Sign-to-911**

- Introducing bi-directional ASL interaction through Assistive AR
- Solutions oriented from linguistic domain: it's lightweight, efficient, and accurate

# Keep in Mind



- Must address the **needs, wants, and concerns** of the Deaf community
- **Linguistic diversity** of the Deaf community
  - > 200 sign languages in the world
  - The US has other sign language and varieties, e.g., SEE, Black ASL

Thank you!

Stay tuned: [AnySign.net](https://AnySign.net)  
Turning Accessibility into Action!



Contact:  
[linktr.ee/yqguo](https://linktr.ee/yqguo)



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