



IJRASET

International Journal For Research in
Applied Science and Engineering Technology



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 11 **Issue:** VI **Month of publication:** June 2023

DOI: <https://doi.org/10.22214/ijraset.2023.53665>

www.ijraset.com

Call:  08813907089

E-mail ID: ijraset@gmail.com

Hand Gesture Recognition and Cursor Control

Dr. Anita Dixit¹, Disha D Naik², Asiya Sulthana³, Arpita Kori⁴, Sumaiyya Dangi⁵,

Department of Information Science and Engineering, SDM College of Engineering and Technology, Dharwad, 580002, Karnataka, India

Abstract: Convolutional neural network in this process to overcome the issue, use the network AutoGesNet for the gesture recognition task that creating effective neural network architecture is challenging. To be more precise, we first combine and preprocess three sets of gesture recognition data. The AutoGesNet search space and general architecture are then designed. Additionally, we employ transfer learning and reinforcement learning techniques to automatically create the intricate AutoGesNet architecture. Finally, the searched neural network is adjusted and retrained for two alternative input sizes. The retrained model performs accurately on both our data set and the NUS Hand Posture Dataset II, according to experiments. network that performs well in terms of recognition accuracy. We will contrast and merge AutoGesNet in further work.

Keywords: AutoGesNet, NUS, neural network, Hand Posture Dataset, reinforcement learning

I. INTRODUCTION

As computing and technology evolved, the relationship between humans and computers is getting closer and closer. Traditional modes of human-computer interaction are through mechanical devices such as mice, keyboards, and touch screens. Along with language and expressions, gestures are one of the most common forms of human communication. Being able to use gestures to interact with your computer is even more convenient. Gesture recognition technology can be applied to many fields such as interactive games and autonomous driving, and has high research value. Template matching, feature extraction, and HMM are traditional gesture recognition technologies that perform poorly in complex situations. Recently, after Alex Net won his first prize in the ImageNet competition, the following convolutional neural networks (CNNs) have been proposed. B. VGG, ResNet, Google Net. These deep learning-based algorithms have greatly improved the accuracy of image recognition tasks. However, deep learning algorithms are highly dependent on the choice of hyperparameters. These hyperparameters can be divided into two categories. One is related to deep neural network (DNN) training, such as learning speed and stack size, and the other is related to DNN architecture.

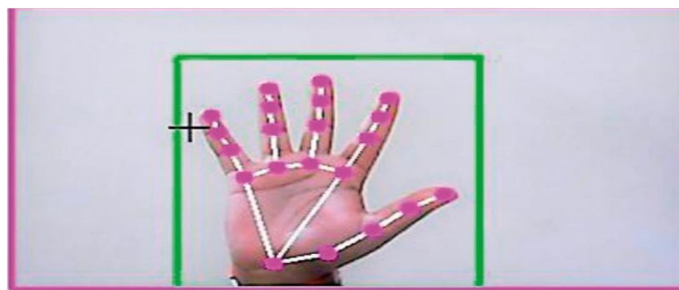


Fig1 hand gesture

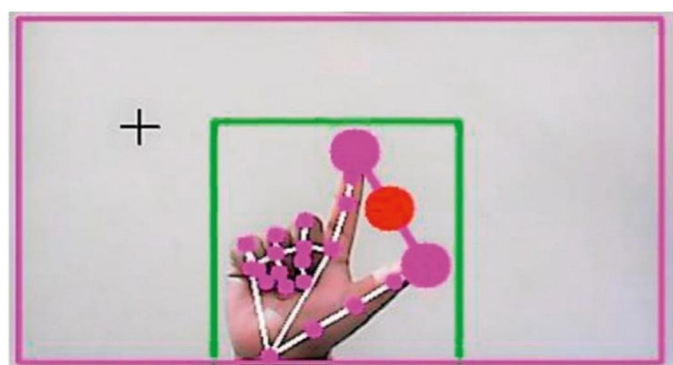


Fig2 volume control gesture

II. LITERATURE SURVEY

- 1) Hand gesture provides a means for human to interact through a series of gestures. While hand gesture plays a significant role in human-computer interaction, it also breaks down the communication barrier and simplifies communication process between the general public and the hearing-impaired community. This paper outlines a convolutional neural network (CNN) integrated with spatial pyramid pooling (SPP), dubbed CNN-SPP, for vision-based hand gesture recognition. SPP is discerned as mitigating the problem found in conventional pooling by having multi-level pooling stacked together to extend the features being fed into a fully connected layer. Provided with inputs of varying sizes, SPP also yields a fixed-length feature representation. Extensive experiments have been conducted to scrutinize the CNN-SPP performance on two well-known American sign language (ASL) datasets and one NUS hand gesture dataset. Our empirical results disclose that CNN-SPP prevails over other deep learning-driven instances.
- 2) Hand gestures are an integral part of communication. In several scenarios hand gestures play a vital role by virtue of them being the only means of communication. For example, hand signals by a traffic policeman, news reader on TV gesturing news for the deaf, signaling in airport for navigating aircrafts, playing games etc. So, there is a need for robust hand pose recognition (HPR) which can find utility in such applications. The existing state-of-the-art methods are challenged due to clutter in the background. We propose a deep learning framework to recognize hand gestures robustly. Specifically, we propose a convolutional neural network (CNN) to identify hand postures despite variation in hand sizes, spatial location in the image and clutter in the background. The advantage of our method is that there is no need for feature extraction. Without explicitly segmenting foreground the proposed CNN learns to recognize the hand poses even in presence of complex, varying background or illumination. We provide experimental results demonstrating superior performance of the proposed algorithm on state-of-the-art datasets.
- 3) Many studies have shown effective hand detection methods, but these methods are probably too practical. Fortunately, convolutional neural network (CNN)-based approaches provide better, less fragile transformations and hand positions. However, the CNN approach is complex, can increase computation time, and ultimately reduces efficiency in speed-critical systems. We propose a flat, fast, responsive, rotational and manual placement of his CNN website. It has been tested in two different fields of manual information material and shows equivalent and rapid performance compared to other state-of-the-art CNN-based hand recognition methods. Our evaluation shows that the proposed flat CNN network achieves 93.9% accuracy and a much faster speed than its competitors. [4] In recent years, gesture recognition algorithms based on deep learning have evolved rapidly, and more convolutional neural network models have been proposed. To address the difficulty of constructing suitable neural network architectures, this work provides a method to automatically generate convolutional neural networks for gesture recognition tasks, calling the network AutoGesNet. Specifically, we first prepare by combining three gesture recognition data. Next, the AutoGesNet search space and general architecture are designed. In addition, we use transfer learning and reinforcement learning techniques to automatically create complex AutoGesNet architectures. Finally, the neural network we are looking for is tuned and retrained on two alternative input variables. Studies show that retrained models succeed with over 99% success rate.

III. METHODOLOGY

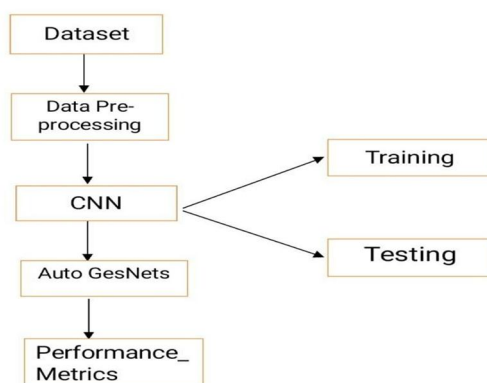


Fig3 flow diagram

A. Hand Contour Extraction

Edge detection algorithms are available, including Laplacian edge detection, edge detection, and boundary detection. The OpenCV function `cv FindContours ()` searches for contours in an image using an ordered search edge detection algorithm. The key the edge detection technique has the advantage that every contour detected in the image is stored in a table. This means that we can determine the shape of the hand by analyzing the outline of each image separately. Canny and Lapland edge detectors can identify the contours of an image, but they don't give us access to every single one. As a result, an edge was implemented in the proposed project boundary detection technique. We tend to be interested in picking out the contours of the hand part of the contour extraction method analysis of this form defines the hand movement. Small contours are probably noise and should be ignored. The assumption was this the hand contour is the largest contour in the image, which ignores any noise. If the shape of the face is larger than the hand review, this assumption may be wrong. To correct this deficiency, the frame's front part must be removed. Assumption the hand was the only moving object in the photo and that the face was relatively still in comparison hand This also means that subtraction from background can remove both stationary pixels and faces from an image. within the urban districts. This is often done using the OpenCV function "Back groundSubtractorMOG2".

B. Gesture Recognition

The gesture recognition technology of the proposed design is a hybrid of two technologies proposed by Yeo and Balazs. hand First, the curvature errors of the contour must be calculated. Manual contour curvature errors were determined using OpenCV built-in function "cvConvexityDefects". The curvature error parameters (start point, end point and depth point) are recorded a set of tables.

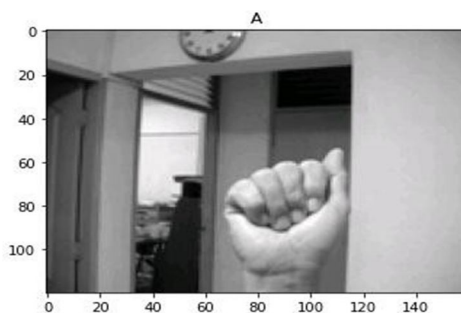


Fig 4. Hand detection

C. Hand Tracking

Hand gestures are used to control pointer movement. To succeed, you must first find the center of the palm find the hand the advantage of determining the shape of the center of the hands is that it is a simple and straightforward run. The shortest distance between a point inside the drawn circle and the contour was measured with a point, and the largest distance is recorded as the center point. Hand radius was calculated as the distance from the center of the hand to the outline of the hand. The center of the hand was determined for each successive frame, and the fingertip was known and used to track the hand using the hand center.

D. Cursor Control

Once hand gestures are detected, completely separate hand gestures must be associated with specific mouse actions the wind.

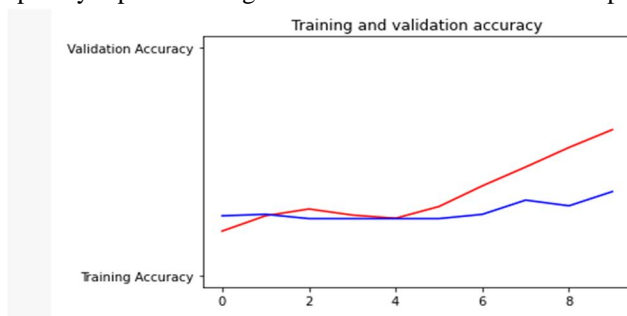


Fig 5. Accuracy graph

IV. RESULT

The proposed virtual AI mouse system presents the concept of using computer vision to facilitate human-computer interaction. Due to the limited number of data available, it is difficult to compare tests of virtual AI mouse systems. Gesture and fingertip detection were tested under different lighting conditions and also at different distances from the webcam to observe hand gesture and fingertip detection.

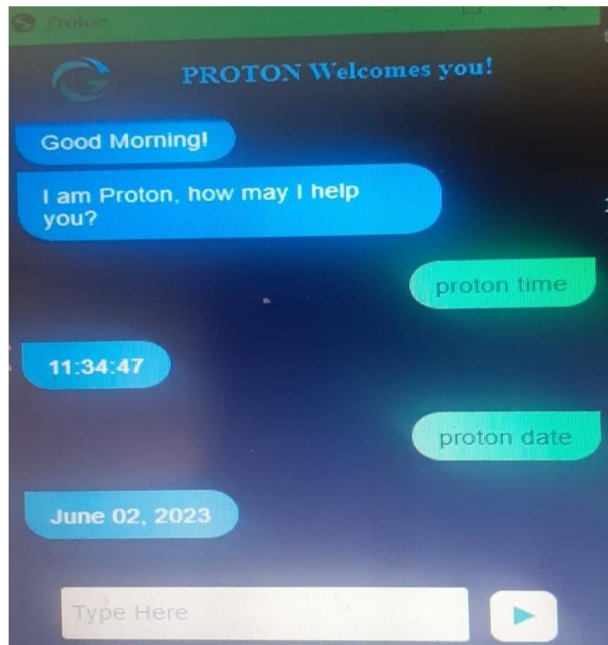


Fig 6. Voice Assistant

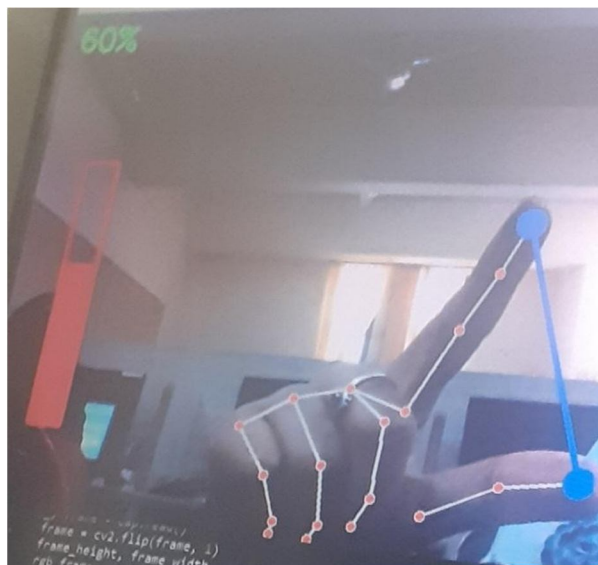


Fig 7. Volume control

V. CONCLUSION

In this study, the limitations of deep learning algorithms and traditional gesture recognition technologies were explored. To solve this problem, an “Auto ML” technique is proposed to automatically create his AutoGesNet for gesture recognition. We show that AutoGesNet is a kind of thin neural network that performs well in terms of recognition accuracy. To improve the model's performance on embedded devices, in later work he compared and integrated AutoGesNet and Shuffle Net, using MAC (memory access cost) in addition to FLOPs to quantify computational complexity.increase.



REFERENCES

- [1] Yong Soon Tan, Kian Ming Lim, Connie Tee, "Convolutional neural network with spatial pyramid pooling for hand gesture recognition" 2020 Conference on Neural Computing and Applications.
- [2] Aparna Mohanty, Sai Saketh Rambhatla and Rajiv Ranjan Sahay, "Deep Gesture: Static Hand Gesture Recognition Using CNN" 2020.
- [3] Richard Adiguna, Yustinus Eko Soelistio, "CNN Based Posture-Free Hand Detection" 2018 Information System Dept. Universities Multimedia Nusantara Indonesia.
- [4] Yinqi Li, Lu Xu, Weihua Shu "Auto Gesture Recognition Network Based on Neural Architecture Search" 2020 12th International Conference on Advanced Computational Intelligence (ICACI) Dali, China.
- [5] S. Mitra and T. Acharya, "Gesture recognition: a survey," IEEE Transactions on Systems, Man, and Cybernetics, vol. 37, no. 3, pp. 311-324, 2007.
- [6] A. Krizhevsky, I. Sutskever, and G. E. Hinton, "ImageNet classification with deep convolutional neural networks," 2012 Conference on Neural Information Processing Systems, Lake Tahoe, NV, 2012, pp. 1097-1105.
- [7] K. Simonyan and A. Zisserman, "Very deep convolutional networks for large-scale image recognition," 2015 International Conference on Learning Representations, San Diego, CA, 2015.
- [8] K. He, X. Zhang, S. Ren, and J. Sun, "Deep residual learning for image recognition," 2016 IEEE Conference on Computer Vision and Pattern Recognition, Las Vegas, NV, 2016, pp. 770-778.
- [9] C. Szegedy et al., "Going deeper with convolutions," 2015 IEEE Conference on Computer Vision and Pattern Recognition, Boston, MA, 2015, pp. 1-9.
- [10] B. Zoph and Q. V. Le, "Neural architecture search with reinforcement learning," 2017 International Conference on Learning Representations, Toulon, France, 2017.



10.22214/IJRASET



45.98



IMPACT FACTOR:
7.129



IMPACT FACTOR:
7.429



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Call : 08813907089  (24*7 Support on Whatsapp)