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Gesture Sensor Technology for UI Control: A Human-Centric Approach

Prof. Anjali S. More[1], Vrushabh Chaudhari[2], Tanmay Kokate[3], Akshay Japtap[4], Khushal Base[5]

[1]Assistant Professor, Department of Computer Engineering, SRTTC FOE, MH, India,
[2,3,4,5]Student, Department of Computer Engineering, SRTTC FOE, MH, India, (Savitribai Phule Pune University)

ABSRACT

Hand gesture recognition system received great attention in the recent few years because of its manifoldness applications and the ability to interact with machine efficiently through human computer interaction. In this paper a survey of recent hand gesture recognition systems is presented. Key issues of hand gesture recognition system are presented with challenges of gesture system. Review methods of recent postures and gestures recognition system presented as well. Summary of research results of hand gesture methods, databases, and comparison between main gesture recognition phases are also given. Advantages and drawbacks of the discussed systems are explained finally.

Keywords: Machine Learning, Deep Learning, Hand Gesture, Human Computer Interaction (HCI), Segmentation, Feature Extraction, Classification Tools, Neural Networks., Hand Posture

INTRODUCTION

As technology advances, the way we interact with devices undergoes constant evolution. Gesture sensor technology represents a leap forward, offering a more intuitive and immersive user experience. This paper aims to explore the current state of gesture-based UI control, emphasizing the human-centric design to make technology more accessible and user-friendly. The essential aim of building hand gesture recognition system is to create a natural interaction between human and computer where the recognized gestures can be used for controlling a robot or conveying meaningful information [1]. How to form the resulted hand gestures to be understood and well interpreted by the computer considered as the problem of gesture interaction [2].

Human computer interaction (HCI) also named Man-Machine Interaction (MMI) [3][4] refers to the relation between the human and the computer or more precisely the machine, and since the machine is insignificant without suitable utilize by the human [3]. There are two main characteristics should be deemed when designing a HCI system as mentioned in [3]: functionality and usability. System functionality referred to the set of functions or services that the system equips to the users [3], while system usability referred to the level and scope that the system can operate and perform specific user purposes efficiently [3]. The system that attains a suitable balance between these concepts considered as influential performance and powerful system [3]. Gestures used for communicating between human and machines as well as between people using sign language [5].

Some recent reviews explained gesture recognition system applications and its growing importance in our life [10]especially for Human computer Interaction HCI, Robot control, games, and surveillance, using different tools and algorithms [9][11]. This work demonstrates the advancement of the gesture recognition systems, with the discussion of different stages required to build a complete system with less erroneous using different algorithms.

LITERATURE SURVEY

The literature review surveys the existing body of knowledge on gesture sensor technology. It examines relevant studies, technological advancements, and user experiences to understand the strengths and limitations of current

approaches. This section also explores the psychological aspects of gesture-based interactions, shedding light on the human factors influencing the adoption of such technologies.

A literature survey on Gesture Sensor Technology for UI Control covers various aspects of gesture recognition, sensor technologies, user interfaces, and their applications. Here are some key areas and research papers that might be useful for such a survey:

Gesture Recognition Techniques:
Explore various gesture recognition techniques such as machine learning algorithms (e.g., neural networks, support vector machines), computer vision-based methods (e.g., convolutional neural networks), and sensor fusion approaches.

Sensor Technologies:
Review different types of sensors used in gesture recognition such as cameras (RGB, depth cameras like Kinect), accelerometers, gyroscopes, and proximity sensors.

UI Control and Human-Computer Interaction (HCI):
Investigate how gesture recognition technology is applied in user interfaces, gaming, smart devices, and other HCI applications.

Challenges and Limitations:
Discuss challenges and limitations of gesture recognition systems including environmental factors, occlusion, variability in gestures, and real-time processing requirements.

Applications:
Explore the diverse range of applications utilizing gesture recognition technology like virtual reality (VR), augmented reality (AR), robotics, healthcare, automotive interfaces, etc.

User Experience (UX) and Design:
Investigate how gestural UI impacts user experience, usability, and the design of interactive systems.

EXISTING SYSTEM

The technologies enabling these systems typically involved a variety of sensors such as depth cameras (like Kinect), infrared sensors, accelerometers, gyroscopes, and computer vision algorithms. Machine learning and neural networks were also utilized for gesture recognition to improve accuracy and adaptability to various gestures and users.

Challenges in existing systems included accuracy and robustness in gesture recognition, mitigating environmental interference, differentiating between similar gestures, and ensuring seamless and intuitive user experiences.

Here are a few examples of existing systems that employ Gesture Sensor Technology for UI Control:
Microsoft Kinect: Initially developed for Xbox gaming consoles, Kinect utilizes depth-sensing cameras and infrared sensors to recognize body movements and gestures. It allows users to control games, navigate menus, and interact with the console using gestures.

Leap Motion: It's a small sensor device that tracks hand and finger movements in 3D space. It's primarily used for gesture-based interactions with computers, enabling control of applications and interfaces through hand gestures without physical contact.

Samsung Smart TVs: Certain models of Samsung Smart TVs incorporate gesture recognition technology using built-in cameras. Users can perform gestures like hand swipes or finger movements to control volume, change channels, or navigate menus.

Gesture-based Mobile Applications: Some mobile devices employ gesture recognition for UI control. For instance, apps may utilize swiping, pinching, or drawing gestures for functionalities like navigating menus, zooming in/out, or unlocking the device.

Automotive Gesture Control: Luxury car manufacturers like BMW and Mercedes-Benz integrate gesture recognition into their infotainment systems. Drivers or passengers can make specific gestures to adjust audio volume, answer calls, or control navigation without physical touch.

Gesture-Controlled Robotics: Research and development in robotics include gesture-based control interfaces. These systems enable users to control robotic arms, drones, or other devices through hand gestures for tasks in manufacturing, healthcare, or exploration.

Gesture Recognition in AR/VR Headsets: Virtual and Augmented Reality headsets like the Oculus Rift or HoloLens use gesture recognition to interact with virtual objects, navigate menus, and enhance the immersive experience without physical controllers.

These systems use various sensor technologies such as depth cameras, infrared sensors, accelerometers, gyroscopes, and computer vision algorithms to interpret and respond to gestures. They facilitate user interactions in gaming, entertainment, smart devices, automotive interfaces, healthcare, and more.

PROPOSED SYSTEM

Hardware Components: Select appropriate sensors such as depth cameras, infrared sensors, or accelerometers based on the intended application.

Software Framework: Implement robust gesture recognition algorithms using computer vision, machine learning, or sensor fusion techniques.

User Interface Integration: Develop an interface that responds to recognized gestures for controlling various applications or devices.

Key Components:

Sensor Setup:

- Choose sensors based on the application requirements—depth cameras for precise hand tracking, accelerometers for motion detection, etc.
- Position sensors strategically to capture gestures effectively within the intended range and context.

Gesture Recognition Algorithms:

- Utilize computer vision algorithms or machine learning models to interpret gestures accurately.
- Train the models on diverse datasets to recognize a wide range of gestures reliably.

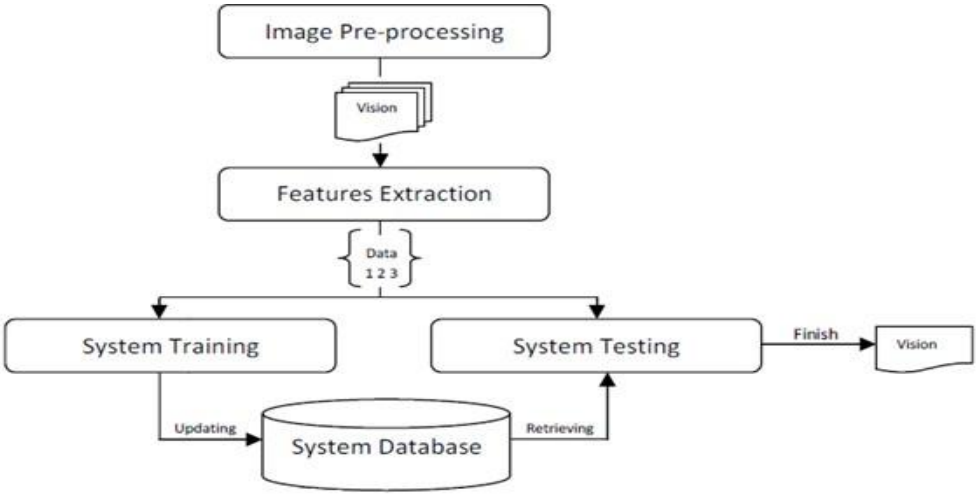
User Interface Integration:

- Design an intuitive user interface that responds to recognized gestures effectively.
- Implement controls and interactions that align with the gestures recognized by the system.

Usability Testing and Iteration:

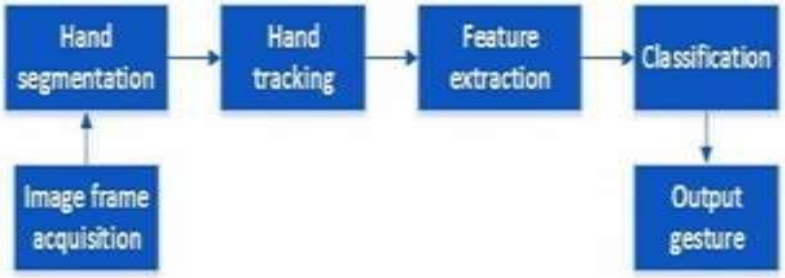
- Conduct usability testing to refine the system's responsiveness, accuracy, and user experience.
- Iterate based on user feedback to improve gesture recognition accuracy and system performance.

SYSTEM ARCHITECTURE



Architecture of gesture recognition system

As shown in the above figure, the raw data from the original dataset is passed onto the first phase i.e., Data pre-processing. In Data pre-processing this raw data is then cleaned of all redundancies, missing values etc. The new clean data is fit for training different algorithmic models on it. The process of training models is fundamental process in Machine learning Projects. There are two approaches to machine learning mainly Supervised Learning and Unsupervised Learning. Our model mostly applies the first approach initially. i.e., Supervised Learning. Now in Supervised Learning, the system is trained on some examples i.e., Training set and then the model is asked to predict new values based on the test set. The partitioning of datasets becomes crucial for getting good accuracy in models. The percentage mostly used while partitioning is 80/20. i.e., 80% for training and 20% for testing purposes. In our system we aim at first applying different algorithms on the training dataset and based on the model's Confidence and testing dataset accuracy, we select the best model algorithm and apply it on testing dataset to generate accurate results.



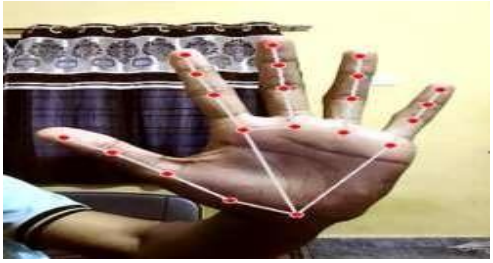
METHODOLOGY

OpenCV: OpenCV is an open-source library that was developed by Intel in the year 2000. It is mostly used in computer vision tasks such as object detection, face detection, face recognition, image segmentation, etc. but also contains a lot of useful functions that you may need in ML

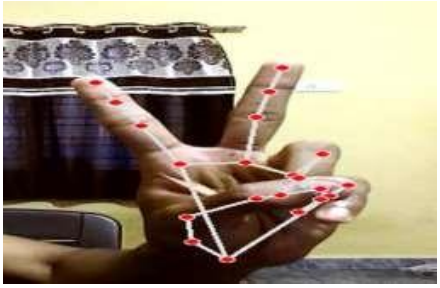
MediaPipe: MediaPipe is a framework which is used for apply in a machine learning ML pipelines, and it is an open source framework of Google. The MediaPipe frameworkings is use for cross platforms developing since the frameworks are built using the time series of the data. The MediaPipe framework are multimodals, in this framework can be applied to various on audios and videos. The MediaPipe framework is used by the developers to building and analyzing the systems through the graphs, and it also been using for developing the systems for this application purposes.

SYSTEM IMPLEMENTATION

1. Gesture



1. Natural Gesture



2. Mouse Cursor Moving

3. Natural Gesture

4. Brightness Multiple Item Selection

APPLICATIONS

The Gesture Sensor System is useful for many applications; it can be used to reduce the space for using the physical device mouse, and it can be used in situations where not use the physical device mouse. The system eliminating the usage of devices, and it improving the human-computer interactions.

1] The proposed model has a greater accuracy of 99% which is far greater than that of other proposed models for more virtual mouse, and it has various applications
2] Admist the COVID-19 situation, it is not safely to use the devices by touching them because it can may result in a possible situations of spreading of the virus by touching the devices, so the proposed AI virtual mouse used to controlling the PC mouse operations without using the physical mouse
3] The system can be used to control robots and automation systems operations without the usage of devices.
4] 2D and 3D images can be drawn using the AI virtual system using the hand gestures
5] AI virtual mouse can be used to play virtual reality- and augmented reality-based games operations without the wireless or physical wired mouse devices

CONCLUSION

This system has proposed a novel approach to hand gesture recognition which will be utilized in natural interaction between human and computers. We used CV library and Media Pipe concept instead of typical algorithms. The main objective of the system is to control the mouse cursor functions by using the hand gestures instead of using a physical mouse. The proposed system can be achieved by using a webcam or a in-built web cam which detecting the hand gestures and hand tip operations and processing these framings to performing the particular mouse operations.

Hand gesture recognition is of more importance for achieving human computer interaction (HCI) because of its extensive applications operations in virtual reality and sign language for recognition etc. Human hand is very smaller with the complex articulations to comparing with the entire human bodies and therefore the errors can be easily affected by using it. It is thus a very challenging problem to recognizing hand tip gestures. This paper comprises of the existing methods in detecting operations and recognizing hand gestures operations and a detailed study on their performances, accuracy, convenience, operational range and design challenges in performing operations etc

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