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| Author | Paper Title | Description | Year |
| Zhang, Wenjin and Wang, Jiacun | Dynamic hand gesture recognition based on 3D convolutional neural network models | In this paper the author use the simplest cara as an input snsor. And they have designed the a 3D hand recognition model. The model is trained with jest dataset. | 2019 |
| Wang, Limin and Xiong, Yuanjun and Wang, Zhe and Qiao, Yu and Lin, Dahua and Tang, Xiaoou and Van Gool, Luc | Temporal segment networks for action recognition in videos | In this paper the author proposed the method called temporal segment network (TSN), aims to model long-range temporal structure with a new segment-based sampling and aggregation scheme. This unique design enables the TSN framework to efficiently learn action models by using the whole video. | 2018 |
| Zhang, Wenjin and Wang, Jiacun and Lan, Fangping | Dynamic hand gesture recognition based on short-term sampling neural networks | This paper presents a novel deep learning network for hand gesture recognition. The network integrates several well-proved modules together to learn both short-term and long-term features from video inputs and meanwhile avoid intensive computation. | 2020 |
| Chen, Yuxiao and Zhao, Long and Peng, Xi and Yuan, Jianbo and Metaxas, Dimitris N | Construct dynamic graphs for hand gesture recognition via spatial-temporal attention | In this paper they author has propose a Dynamic Graph-Based Spatial-Temporal Attention (DG-STA) method for hand gesture recognition. The key idea is to first construct a fully-connected graph from a hand skeleton, where the node features and edges are then automatically learned via a self-attention mechanism that performs in both spatial and temporal domains. | 2019 |
| Min, Yuecong and Zhang, Yanxiao and Chai, Xiujuan and Chen, Xilin | An efficient pointlstm for point clouds based gesture recognition | In this paper the author has formulate gesture recognition as an irregular sequence recognition problem and aim to capture long-term spatial correlations across point cloud sequences. | 2020 |
| Tang, Hao and Liu, Hong and Xiao, Wei and Sebe, Nicu | Fast and robust dynamic hand gesture recognition via key frames extraction and feature fusion | This work combines image entropy and density clustering to exploit the key frames from hand gesture video for further feature extraction, which can improve the efficiency of recognition. Moreover, a feature fusion strategy is also proposed to further improve feature representation, which elevates the performance of recognition. | 2019 |
| Chung, Hung-Yuan and Chung, Yao-Liang and Tsai, Wei-Feng | An efficient hand gesture recognition system based on deep CNN | The goal of this paper is to use a webcam to instantly track the region of interest (ROI), namely, the hand region, in the image range and identify hand gestures for home appliance control (in order to create smart homes) or human-computer interaction fields. hand gestures for home appliance control (in order to create smart homes) or human-computer interaction fields. | 2019 |
| Rahim, Md Abdur and Miah, Abu Saleh Musa and Sayeed, Abu and Shin, Jungpil | Hand Gesture Recognition Based on Optimal Segmentation in Human-Computer Interaction | In This ptimal segmentation method for identifying hand gestures from input images, improving recognition performance. For segmenting hand gestures, we compared the segmentation methods of YCbCr, SkinMask, and HSV (hue, saturation, and value). | 2020 |
| Xu, Jun and Wang, Hanchen and Zhang, Jianrong and Cai, Linqin | Robust Hand Gesture Recognition Based on RGB-D Data for Natural Human-Computer Interaction | This paper presents a robust RGB-D data based recognition method of static and dynamic hand gesture. Firstly, for static hand gesture recognition, starting from the hand gesture contour extraction, the palm center is identified by Distance Transform (DT) algorithm. The fingertips are localized by employing the K-Curvature-Convex Defects Detection algorithm (K-CCD. | 2022 |
| Sarma, Debajit and Bhuyan, MK | Hand gesture recognition using deep network through trajectory-to-contour based images | In this paper, a model-based method for hand gesture recognition has been presented using convolutional neural network. The model is fed with trajectory-to-contour based images obtained from isolated trajectory gesture through segmentation and tracking the hand motion, thereby estimating the hand motion trajectory for recognition. | 2018 |