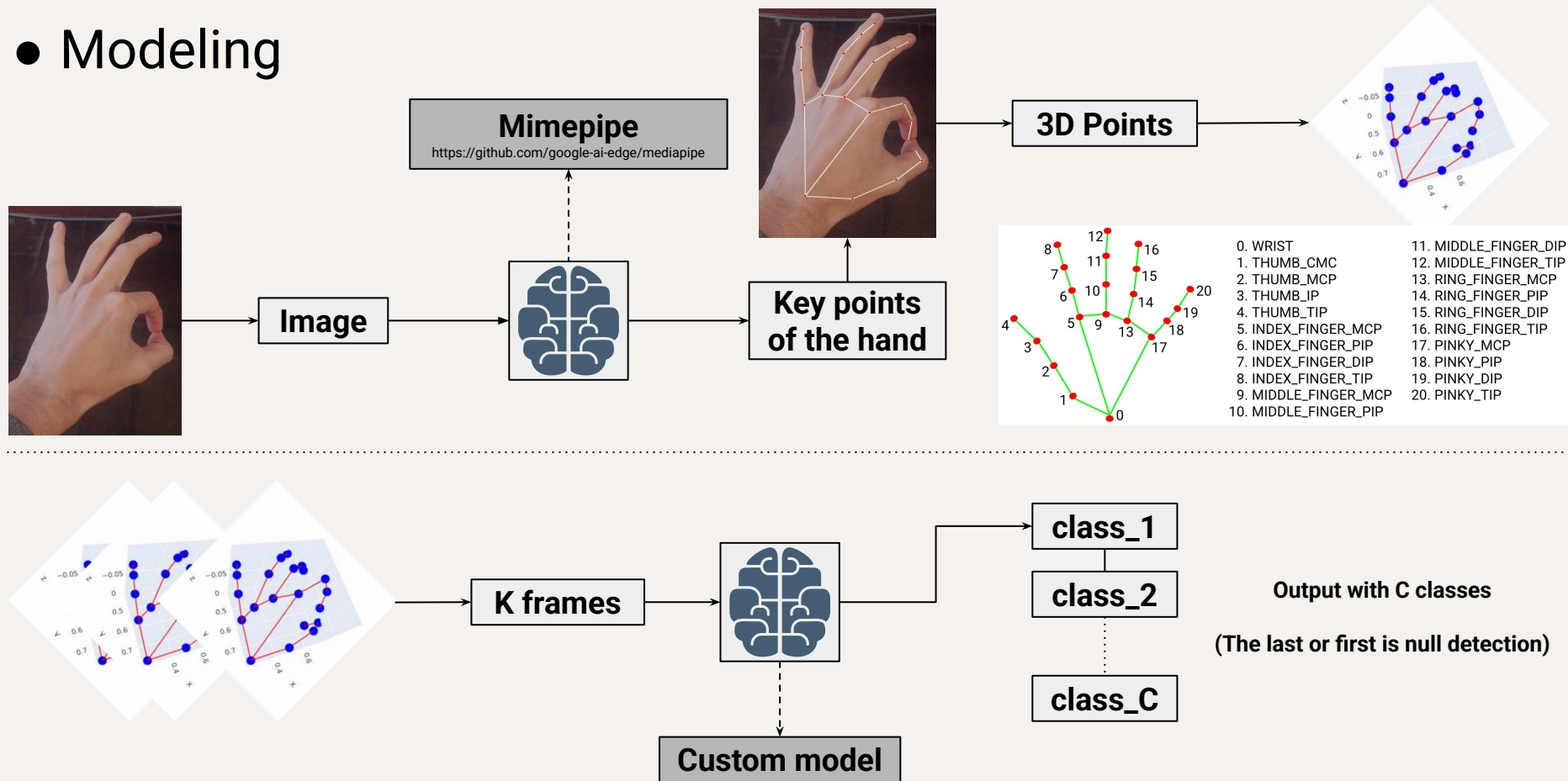


The background features two horizontal wavy lines, one at the top and one at the bottom, rendered in a dark purple color. The text is centered between these lines.

Hand gesture classifier

● Modeling



● Create dataset

Create a sample dataset
(10 videos)

Manual labeling

Convert video frames into a
spatiotemporal point cloud

Data augmentation

Rotation

Rescaling

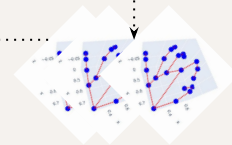
Axis translation

Random noise

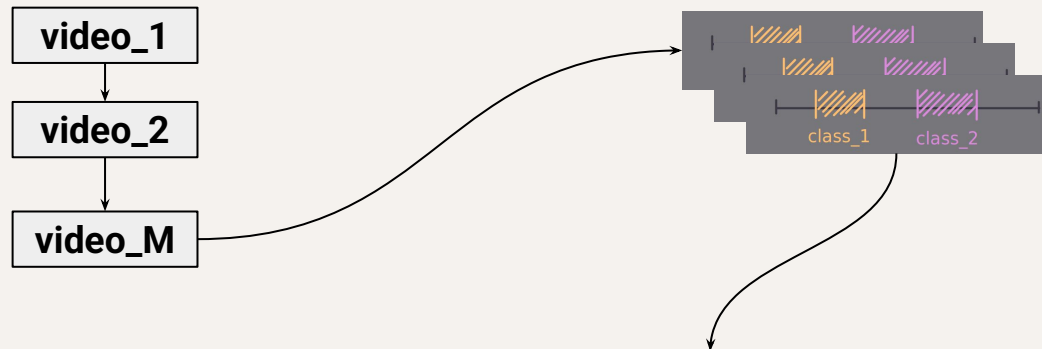
$N \times 21 \times 3$

- **N**: Number of frames in the video.
- **21**: Number of 3D points.
- **3**: (x,y,z)

Different representations
of the same point cloud



- Handling dataset intervals



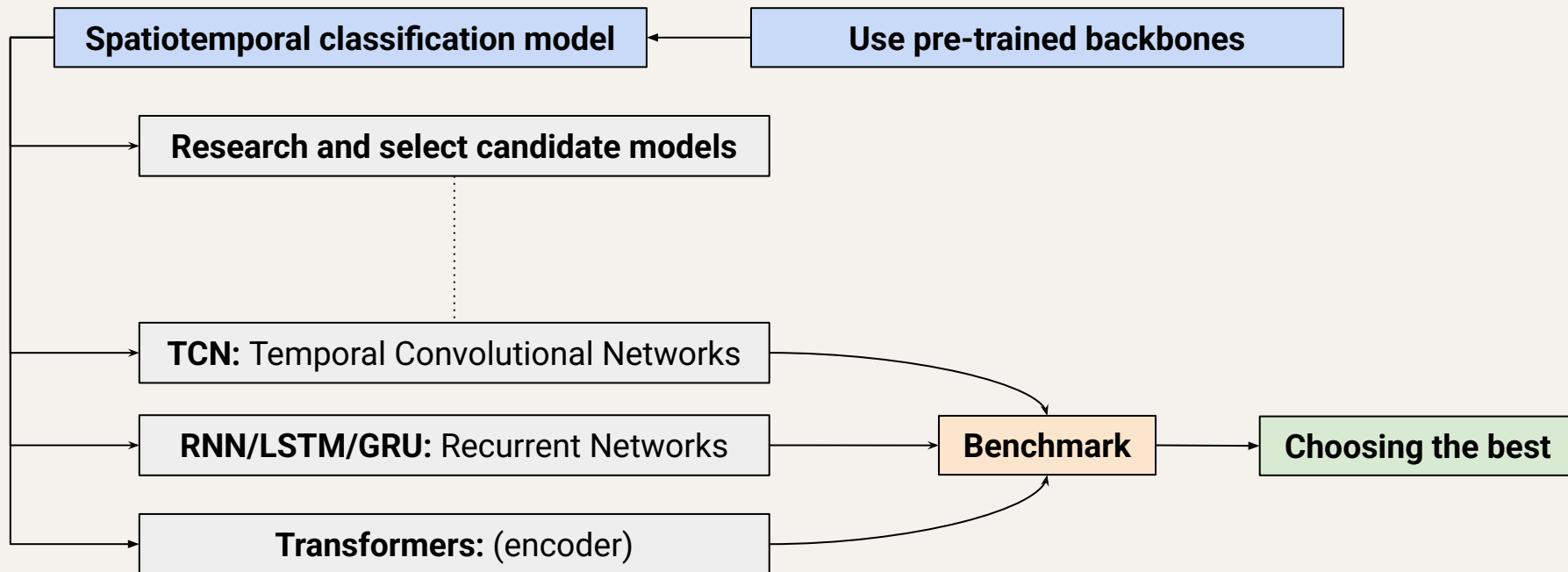
Windows are obtained

For each window, the percentage of overlap with the class is obtained.

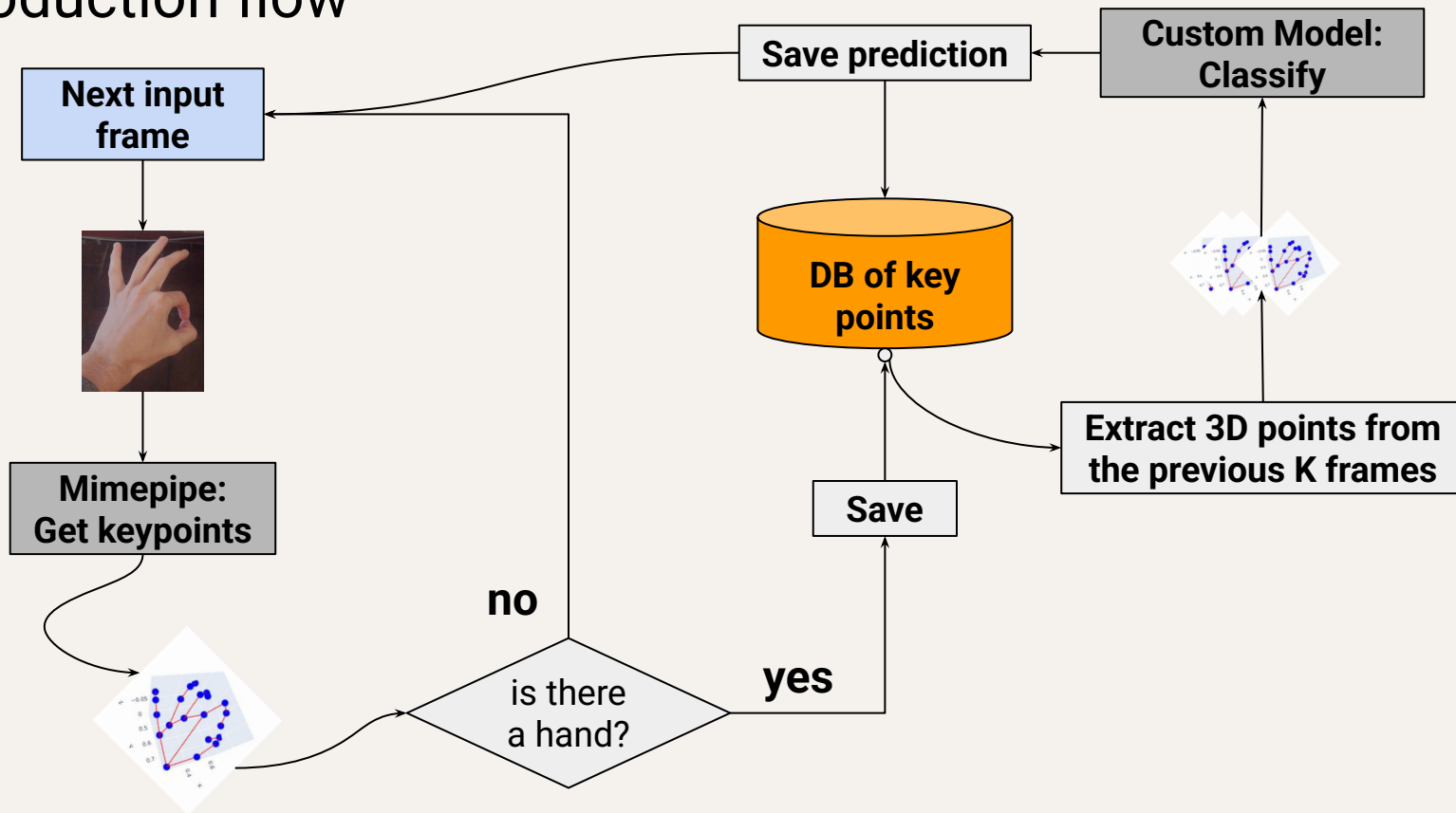
If it exceeds a threshold, it will be that class; otherwise, it will be an empty class.



- Custom model (Try and choose)



● Production flow



● Export .onnx https://docs.pytorch.org/tutorials/beginner/onnx/export_simple_model_to_onnx_tutorial.html

3. Export the model to ONNX format

Now that we have our model defined, we need to instantiate it and create a random 32x32 input. Next, we can export the model to ONNX format.

```
torch_model = ImageClassifierModel()  
# Create example inputs for exporting the model. The inputs should be a tuple of tensors.  
example_inputs = (torch.randn(1, 1, 32, 32),)  
onnx_program = torch.onnx.export(torch_model, example_inputs, dynamo=True)
```



4. Save the ONNX model in a file

Although having the exported model loaded in memory is useful in many applications, we can save it to disk with the following code:

```
onnx_program.save("image_classifier_model.onnx")
```

You can load the ONNX file back into memory and check if it is well formed with the following code:

```
import onnx  
  
onnx_model = onnx.load("image_classifier_model.onnx")  
onnx.checker.check_model(onnx_model)
```

● Draft

