Gesture-Based Teleoperation of Stretch Robot

Authors: Shubhankar Katekari, Atharva Jamsandekar, Nikhil Gutlapalli

Northeastern University

23rd April 2025



Motivation & Problem



Traditional control = joysticks, wearables



Need: natural, contact-free control



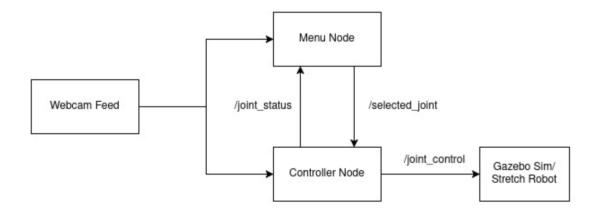
Goal: Robust gesture-based teleoperation

System Overview

Uses Mediapipe + ROS2

Two ROS nodes: Menu Node & Controller Node

Webcam input → real-time control





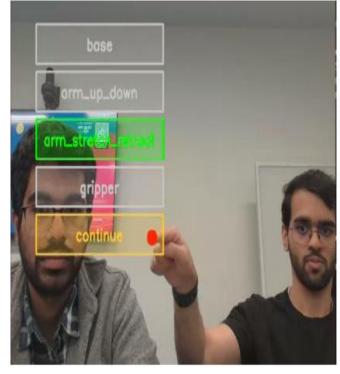
Gesture-Based Interaction Interface

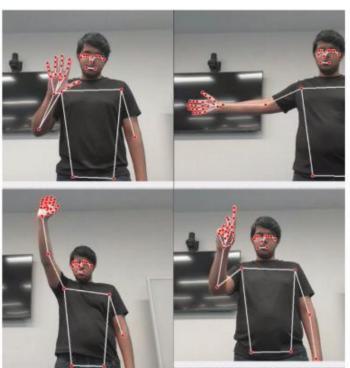
Menu Selection

- •On-screen buttons for mode selection
- •Fingertip hover → intuitive & error-resistant

Gesture Commands

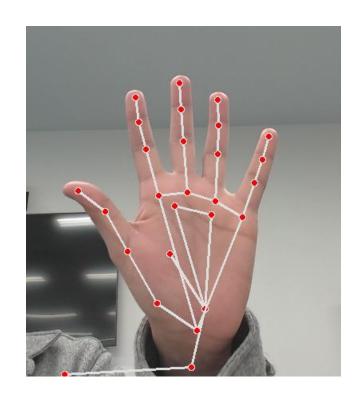
- •Wrist to shoulder → Arm up/down
- •Elbow angle → Arm stretch/retract
- •Thumb-index gap \rightarrow Gripper control
- •Two open palms \rightarrow Return to menu





Vision System – MediaPipe

- Real-time hand & pose tracking
- •Uses standard webcam (no gloves or sensors)
- •Extracts 21 hand landmarks + 33 pose landmarks
- •Enables gesture recognition like arm raise, finger gap, and two palms
- •Fast, lightweight runs at 30 FPS on standard PCs



ROS2 & Robot Simulation Framework

•ROS2: Modular robotic middleware for control logic

Menu Node: Manages hover-based UI

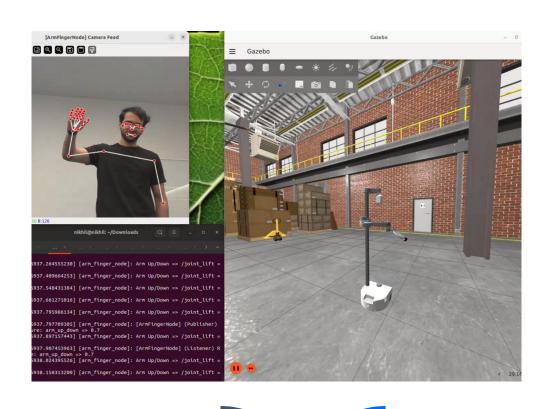
•Controller Node: Interprets gestures & sends commands

•Gazebo (Ignition): Simulated environment for Stretch 3 robot



Bridging Vision and Control – MediaPipe + ROS2

- •MediaPipe: Extracts real-time body & hand landmarks from webcam
- •Landmarks → Gestures: Wrist, elbow, thumb-index used to infer actions
- •ROS2 Menu Node: Receives selected robot mode via hover interface
- •ROS2 Controller Node: Converts gestures into robot commands
- •Seamless handoff from vision to action in real time

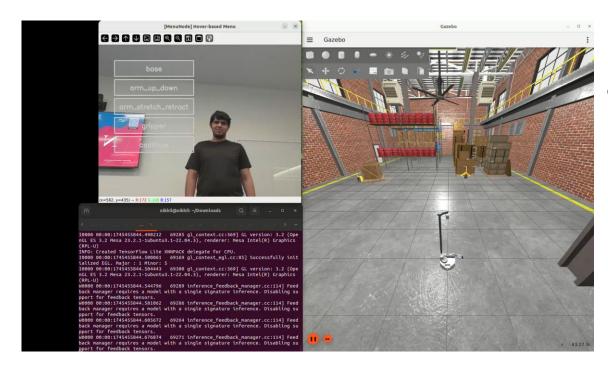


Results Summary

Gesture Type	Accuracy	Recall	Avg. Latency (s)	False Positives
Base Movement	0.95	0.93	0.20	0.05
Arm Up/Down	0.90	0.88	0.22	0.07
Arm Stretch/Retract	0.88	0.85	0.25	0.09
Gripper (Open/Close)	0.96	0.94	0.19	0.04
Two Palms (Quit Signal)	0.85	0.90	0.29	0.15

Table 1. Gesture Accuracy, Recall, Latency and False Positives rate results

Final Demo



https://drive.google.com/file/d/1Y-RRnm93idmmsbtF1hLAsq5z70bYDb3g/vi ew?usp=drive_link

