Gesture Recognition Case Study:

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This is the write-up for all models built to recognize the gestures correctly

Below experiments were performed to train models for Gesture Recognition,

Following are the results:

<table>
<tr><th>Experiment Number</th><th>Model</th><th>Result</th><th>Decision + Explanation</th></tr>
<tr><td>1</td><td>Conv3D
[Vanilla]<table>
<tr><td>Image-size</td><td>120X120</td></tr>
<tr><td>Layers</td><td>64-128 neurons with max pooling -> Flatten() -> Dropout (0.50) -> Dense (256) -> Dropout (0.50) -> Dense(5,softmax)</td></tr>
<tr><td>Dense Layer</td><td>256 neurons</td></tr>
<tr><td>[Con3D filter size/ strides/ padding</td><td>(3,3,3) / (1,1,1) / same
(3,3,3) / (1,1,1) / same</td></tr>
<tr><td>Max pool size / strides / padding</td><td>(2,2,2) / (2,2,2) / valid
(2,2,2) / (2,2,2) / valid</td></tr>
<tr><td>Optimizer</td><td>SGD</td></tr>
<tr><td>Batch size</td><td>60</td></tr>
</table></td><td>Out of Memory Error</td><td>Created a vanilla model with 2 Conv3D layers.
Batch size was taken as 60 which gave Out of Memory Error.
Next Step is to reduce the batch size to 40.</td></tr>
<tr><td>2</td><td>Conv3D
[Vanilla]<table>
<tr><td>Image-size</td><td>120X120</td></tr>
<tr><td>Layers</td><td>64-128 neurons with max pooling -> Flatten() -> Dropout (0.50) -> Dense (256) -> Dropout (0.50) -> Dense(5,softmax)</td></tr>
<tr><td>Dense Layer</td><td>256 neurons</td></tr>
<tr><td>[Con3D filter size/ strides/ padding</td><td>(3,3,3) / (1,1,1) / same
(3,3,3) / (1,1,1) / same</td></tr>
<tr><td>Max pool size / strides / padding</td><td>(2,2,2) / (2,2,2) / valid
(2,2,2) / (2,2,2) / valid</td></tr>
<tr><td>Optimizer</td><td>SGD</td></tr>
<tr><td>Batch size</td><td>40</td></tr>
</table></td><td><table>
<tr><td>Trainable Parameters</td><td>88,701,701</td></tr>
<tr><td>Training Accuracy</td><td>87.30 %</td></tr>
<tr><td>Validation Accuracy</td><td>57.14 %</td></tr>
</table></td><td>This vanilla model with 2 conv3D layers performs well on training accuracy but have very low validation accuracy.
Overfitting as well.
Next step is to change the filter size to a small value (2,2,2) to have better validation accuracy</td></tr>
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<table>
<tr>
<td>3</td>
<td>Conv3D
[Vanilla] (changed filter size to (2,2,2), Otherwise same as model 1</td>
<td>
<table>
<tr><td>Trainable Parameters</td><td>88,483,717</td></tr>
<tr><td>Training Accuracy</td><td>85.71 %</td></tr>
<tr><td>Validation Accuracy</td><td>75 %</td></tr>
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<td>

As expected smaller filter size improved both accuracies.
Overfitting got reduced by a large extent.
Next step is to increase filter size to (5,5,5) to validate that bigger filter will perform bad.

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<tr>
<td>4</td>
<td>Conv3D
[Vanilla] (changed filter size to (5,5,5), Otherwise same as model 1</td>
<td>
<table>
<tr><td>Trainable Parameters</td><td>89,523,333</td></tr>
<tr><td>Training Accuracy</td><td>28.71 %</td></tr>
<tr><td>Validation Accuracy</td><td>31 %</td></tr>
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<td>

As expected bigger filter size worsened both accuracies.
Next step is to try for lower image size for reducing training time, reverting to filter size of 2

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<td>5</td>
<td>Conv3D
[Vanilla] (changed image size 80X80)
<table>
<tr><td>Image-size</td><td>80X80</td></tr>
<tr><td>Layers</td><td>64-128 neurons with max pooling -> Flatten() -> Dropout (0.50) -> Dense (256) -> Dropout (0.50) -> Dense(5,softmax)</td></tr>
<tr><td>Dense Layer</td><td>256 neurons</td></tr>
<tr><td>[Con3D filter size/ strides/ padding</td><td>(2,2,2) / (1,1,1) / same (2,2,2) / (1,1,1) / same</td></tr>
<tr><td>Max pool size / strides / padding</td><td>(2,2,2) / (2,2,2) / valid (2,2,2) / (2,2,2) / valid</td></tr>
<tr><td>Optimizer</td><td>SGD</td></tr>
</table>
</td>
<td>
<table>
<tr><td>Trainable Parameters</td><td>88,492,101</td></tr>
<tr><td>Training Accuracy</td><td>83.34 %</td></tr>
<tr><td>Validation Accuracy</td><td>71.43 %</td></tr>
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Smaller image size as expected performed worse than larger.
Switch back to (120X120) size as model perform best on it.
Next Step is to reduce overfitting by trying different optimized (Adam)

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<tr>
<td>6</td>
<td>Conv3D
[Vanilla] (changed optimizer to Adam)
<table><tr><td>Image-size</td><td>120X120</td></tr><tr><td>Layers</td><td>64-128 neurons with max pooling -> Flatten() -> Dropout (0.50) -> Dense (256) -> Dropout (0.50) -> Dense(5,softmax)</td></tr><tr><td>Dense Layer</td><td>256 neurons</td></tr><tr><td>[Con3D filter size/ strides/ padding</td><td>(2,2,2) / (1,1,1) / same (2,2,2) / (1,1,1) / same</td></tr><tr><td>Max pool size / strides / padding</td><td>(2,2,2) / (2,2,2) / valid (2,2,2) / (2,2,2) / valid</td></tr><tr><td>Optimizer</td><td>Adam</td></tr></table></td>
<td><table><tr><td>Trainable Parameters</td><td>88,542,405</td></tr><tr><td>Training Accuracy</td><td>40.65 %</td></tr><tr><td>Validation Accuracy</td><td>28.57 %</td></tr></table></td>
<td>Performed worse than SGD optimized.
Will continue with SGD optimized.
Next Step:- Add batch Normalization layer and revert back to SGD optimizer</td>
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<tr>
<td>7</td>
<td>Conv3D
[Vanilla + Batch Normalization]
<table><tr><td>Image-size</td><td>120X120</td></tr><tr><td>Layers</td><td>64-128 layer neurons with Batch Norm and max pooling -> Flatten() -> Dropout (0.50) -> Dense (256) -> Dropout (0.50) -> Dense(5,softmax)</td></tr><tr><td>Dense Layer</td><td>256 neurons</td></tr><tr><td>[Con3D filter size/ strides/ padding</td><td>(2,2,2) / (1,1,1) / same (2,2,2) / (1,1,1) / same</td></tr><tr><td>Max pool size / strides / padding</td><td>(2,2,2) / (2,2,2) / valid (2,2,2) / (2,2,2) / valid</td></tr><tr><td>Optimizer</td><td>SGD</td></tr><tr><td></td><td></td></tr></table></td>
<td><table><tr><td>Trainable Parameters</td><td>88,548,573</td></tr><tr><td>Training Accuracy</td><td>89.34 %</td></tr><tr><td>Validation Accuracy</td><td>75.43 %</td></tr></table></td>
<td>Batch normalization improved the model performance and accuracy slightly.
Next step, try adding dropout (0.25) layers between 64-128 neurons layer of model.</td>
</tr>
<tr>
<td>8</td>
<td>Conv3D
[Vanilla + 3rd layer + Conv3D Dropout between 2nd and 3rd layer]
<table><tr><td>Image-size</td><td>120X120</td></tr><tr><td>Layers</td><td>32 neurons with max pooling and batch Norm -> Dropout (0.25)-> 64 neurons with max pooling -> Dropout (0.25)-> 128 neurons with max pooling -> Flatten () -> Dropout (0.50) -> Dense (256) -> Dropout (0.50) -> Dense(5,softmax)</td></tr><tr><td>Dense Layer</td><td>256 neurons</td></tr><tr><td>[Con3D filter size/ strides/ padding</td><td>(2,2,2) / (1,1,1) / same (2,2,2) / (1,1,1) / same</td></tr><tr><td>Max pool size / strides / padding</td><td>(2,2,2) / (2,2,2) / valid (2,2,2) / (2,2,2) / valid</td></tr><tr><td>Optimizer</td><td>SGD</td></tr><tr><td></td><td></td></tr></table></td>
<td><table><tr><td>Trainable Parameters</td><td>92,436,531</td></tr><tr><td>Training Accuracy</td><td>87.36 %</td></tr><tr><td>Validation Accuracy</td><td>79.67 %</td></tr></table></td>
<td>Adding additional layer to improve training accuracy and Adding dropouts between 2nd and 3rd layer to reduce the overfitting, increased the model validation accuracy slightly</td>
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<table>
<tr><td colspan="4"><u>Conv3D Conclusion</u>

- Dropouts are helping in reducing the overfitting by reducing training accuracy.
- (2,2,2) filter size is performing the best.
- 2 Conv3D layers are sufficient for achieving high training accuracy. But the model is overfitting.
- 3 Conv3D layers (model 8 with 256 layers in 3rd layer) can achieve a good fit and we can improve validation accuracy by using more training data</td></tr>
<tr><td>9</td><td>CNN(Conv2D) + RNN(GRU)

Conv3D+BatchNorm+MaxPool repeated thrice followed by single GRU layer + 1 Dense layers. Dropout after each of the dense layers and GRU layer and then connect to the final output layer.</td><td>Trainable Parameters: 2,429,285
Val Accuracy : 56.25%
Training Accuracy: 98.47%</td><td>▪ We tried to create a CNN network that can learn & extract features and then fed that into RNN to perform classification of the gesture
▪ The Current Model with 3 Con2D layer each followed by Maxpooling, batch Normalization & then by Flatten & dense layers with dropouts overfits & achieves a validation accuracy of 56.25%
▪ We can see that we need more dense CNN network so we will try transfer learning with predefined N/W</td></tr>
</table>

10	**CNN(Resnet) Earlier layers as fixed (last 5 layers trainable) + RNN(GRU)**	**Trainable Parameters:** 6,560,773 **Val Accuracy :** 37.5% **Training Accuracy:** 89.6%	▪ Trainable parameters increase with RESNET. ▪ We only train the last 5 layers to keep params and training time low. ▪ The Validation accuracy as observed is low. ▪ As feature extraction is responsibility of CNN, not training the weights of entire Resnet does not result in good validation accuracy.

11	**CNN(MobileNet)All parameters trainable)+ 2 RNN(GRU) layers having dropout layers** GRU (32, return_sequences = True) -> Dropout (0.5) -> GRU (64) -> Dropout (0.25)	**Trainable Parameters :** 3,331,653 **Val Accuracy :** 89.25% **Training Accuracy:** 99.09%	▪ Now lets use another Predefined network for transfer learning : MobileNet ▪ We will train all the weights as seen from previous models that works better. ▪ This is much better than Resnet. But too much fluctuation can be seen in later epochs and overfitting is also noticeable.

12. Final Model	**CNN(MobileNet)All parameters trainable) + 2 RNN(GRU) layers having dropout layers + L2 regularization in dense layers** GRU (32, return_sequences = True) -> Dropout (0.25) -> GRU (64) -> Dropout (0.25) + Add L2 regularization	**Trainable Parameters :** 3,331,653 **Val Accuracy :** 95.83% **Training Accuracy:** 99.41%	▪ Now adding: ▪ Kernel regularizer = L2(0.01) ▪ Activity Regularizer = L2(0.01) ▪ This is the best model with less over fitting and the accuracy curve is converging.