



A Gesture-based Tool for Sterile Browsing of Radiology Images

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An IBM PROJECT REPORT

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CHAPTER 1

INTRODUCTION

1.1 Project Overview

In this project we use gestures to browse images obtained during radiology. Gestures refer to non verbal form of communication made using hands.

A major challenge involved in this process is to provide doctors with efficient, intuitive, accurate and safe means of interaction without affecting the quality of their work. Keyboards and pointing devices, such as a mouse, are today's principal method of human—computer interaction. However, the use of computer keyboards and mice by doctors and nurses in intensive care units (ICUs) is a common method for spreading infections. Humans can recognize body and sign language easily. This is possible due to the combination of vision and synaptic interactions that were formed along brain development.

In order to replicate this skill in computers, some problems need to be solved: how to separate objects of interest in images and which image capture technology and classification technique are more appropriate, among others. In this project Gesture based Desktop automation, First the model is trained pre trained on the images of different hand gestures, such as a showing numbers with fingers as 1,2,3,4. This model uses the integrated webcam to capture the video frame. The image of the gesture captured in the video frame is compared with the Pre-trained model and the gesture is identified. If the gesture predicts is 0 - then images is converted into rectangle, 1 - image is Resized into (200,200), 2 - image is rotated by $-45\,\Box$, 3 - image is blurred, 4 - image is Resized into (400,400), 5 - image is converted into grayscale.

1.2 Purpose

It is used to browse through the images obtained using radiology using hand gestures rather than using mouse,keyboard,etc thereby maintaining sterility.

This interface prevented the surgeon's focus shift and change of location while achieving a rapid intuitive reaction and easy interaction. Data from two usability tests provide insights and implications regarding human-computer interaction based on nonverbal conversational modalities.

CHAPTER 2 LITERATURE SURVEY

2.1 Existing problem

A major challenge involved in gesture process is to provide doctors with efficient, intuitive, accurate and safe means of interaction without affecting the quality of their work. Keyboards and pointing devices, such as a mouse, are today's principal method of human—computer interaction. However, the use of computer keyboards and mice by doctors and nurses in intensive care units (ICUs) is a common method for spreading infections. Humans can recognize body and sign language easily. This is possible due to the combination of vision and synaptic interactions that were formed along brain development.

In order to replicate this skill in computers, some problems need to be solved: how to separate objects of interest in images and which image capture technology and classification technique are more appropriate, among others.

2.2 References

S.No	Article	Authors	Published Year	Abstract

Literature Survey Akshaha, Bhavani on Hand Gesture Recognition System Sindhu shree S

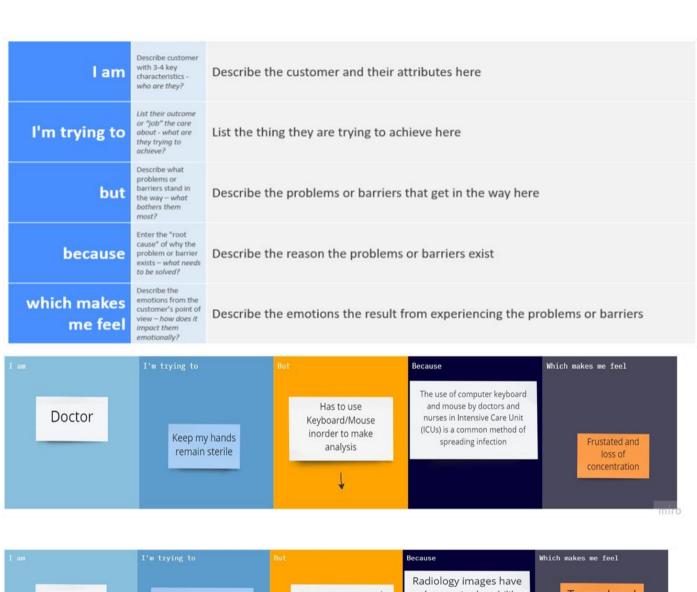
2	Systematic literature review of hand gestures used in human computer interaction interfaces	ADEEN H.S, ATIA A, AMIN A, VICTOR A, ESSAM A, GHARIB E HUSSIEN	August 2015	There are three sub-types of iconic gestures: those that describe a shape (Pictographs), those that represent a spatial relation (Spatiographic), and those that describe action of an object (Kinematographs) (Rimé and Schiaratura, 1991). Metaphoric gestures "are iconic gestures which represent abstract content" (Wagner et al., 2014, McNeill, 1992), e.g. a cutting gesture to indicate a decision has been made (Casasanto and Lozano, 2007). They "sketch in space the logical track followed by the speaker's thinking" (Rimé and Schiaratura, 1991). Modalizing symbolic gestures primarily complement speech, but can also complement other means of communication.
3	HAND GESTURE RECOGNITION : A LITERATURE REVIEW	Rafiqul Zaman Khan Noor Adnan Ibraheem	July 2012	Hand gesture recognition system received great attention in the recent few years because of itsmanifoldness 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.

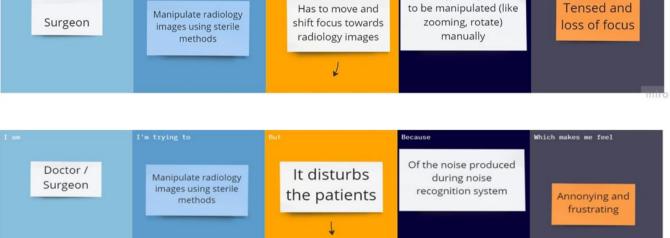
Real-Time Hand Gesture Interface for Browsing Medical Images Helman Stern, Yae lEdan, Craig Feied, Mark Smith Jon March 2007 A gesture interface is developed for users, such as a doctors/surgeons, to browse medical images in a sterile medical environment. A vision-based gesture capture system interprets user's gestures in real-time to manipulate objects in an image visualization environment. A color distribution model of the gamut of colors of the users hand or glove is built at the start of each session resulting in an independent system. The gesture system relies on real-time robust tracking of the user's hand based on a color-motion fusion model, in which the relative weight applied to the motion and color cues are adaptively determined according to the state of the system. Dynamic navigation gestures are translated to commands based on their relative positions on the screen. A state machine switches between other gestures such as zoom and rotate, as well as a sleep state. Performance evaluation included gesture recognition accuracy, task learning and rotation accuracy. Fast task learning rates were found with convergence after ten trials. A beta test of a system prototype was conducted during a live brain biopsy operation, where neurosurgeons were able to browse through MRI images of the patient's brain using the sterile hand gesture interface. The surgeons indicated the system was
easy to use and fast with high overall satisfaction.

5	Gesture-controlled image system positioning for minimally invasive interventions	Hatsche rB, Mewes A, Pannicke E, Kagebein U, Wacker F, Hansen C, Hensel.	December 2020	This work examines how a touchless interaction concept contributes to an efficient, direct, and sterile interaction workflow during CT-guided interventions. Twohand gesture sets were designed specifically under consideration of the clinical workflow and the hardware capabilities. These were used to change the position of an X-Ray tube and detector of a CT scanner without breakingsterility and are compared regarding usability and performance in a user study with 10 users. The user study revealed that it ispossible to change the angle of the gantry within 10 secondsaverage in an experimental setup. A straight hand gesture showed higher acceptance than a pistol motivated gesture. Furthermore, the sequences were not optimal and confused the users. It turned out that it feels more natural to activate and confirm the system with the same gesture.
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2.3 Problem Statement Definition

The Problem Statement helps you focus on what matters to create experiences people will love. A well-articulated problem statement allows you and your team to find the ideal solution for the challenges your customers face. Throughout the process, you'll also be able to empathize with your customers, which helps you better understand how they perceive your product or service.





Problem Statement (Customer) to	trying But	Because Whic make feel	
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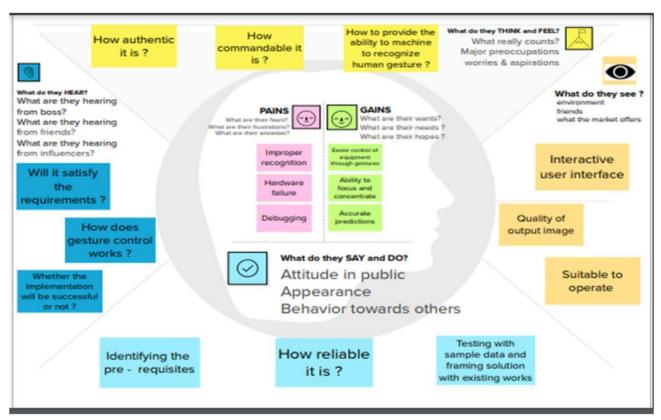
PS-1	Doctor	Keep my hands remain sterile	Has to use Keyboard/Mouse inorder to make analysis	The use of computer keyboard and mouse by doctors and nurses in Intensive Care Unit (ICUs) is a common method of spreading infection	Frustated and loss of concentration
PS-2	Surgeon	Manipulate radiology images using sterile methods during surgery	Has to move and shift focus towards radiology images	Radiology images have to be manipulated (like zooming, rotate) manually	Tensed and loss of focus
PS-3	Doctor/Surge on	Manipulate radiology images using sterile methods	It disturbs the patients	Of the noise produced during noise recognition system	and

CHAPTER 3 IDEATION & PROPOSED SOLUTION

3.1 Empathy Map Canvas

An empathy map is a simple, easy-to-digest visual that captures knowledge about a user's behaviours and attitudes.

It is a useful tool to helps teams better understand their users. Creating an effective solution requires understanding the true problem and the person who is experiencing it. The exercise of creating the map helps participants consider things from the user's perspective along with his or her goals and challenges.



3.2 Ideation & Brainstorming

Ideation

In order to provide surgeons with a more efficient, comfortable, precise, and sterile interaction technique, the hands can be an effective means of accomplishing this goal in comparison to other modalities, such as voice or eye interaction. Touch-less gesture interaction is an option to interact with imaging systems, displays, and controllers without breaking the sterility barrier. The

system utilizes nothing but a camera with good quality and can follow the hand of the user in 2 dimensions and identify up to four mouse-defined hand motions.

Recent progress in artificial intelligence provides innovative opportunities for motion tracking and human-machine interaction. In the field of healthcare, sensors like Microsoft Kinect has been used for detecting postures. And using electromyography technology to capture gesture instead of the camera, therefore it is less affected by the external factors such as light and obstruction.

Voice command is another type of touchless communication but its commands are discrete rather than hand gestures which are able to perform analog commands. On the other hand, voice command has other disadvantages such as its low accuracy due to existence of noise in surgery rooms and accents.

Brainstorming

Brainstorming provides a free and open environment that encourages everyone within a team to participate in the creative thinking process that leads to problem solving. Prioritizing volume over value, out-of-the-box ideas are welcome and built upon, and all participants are encouraged to collaborate, helping each other develop a rich amount of creative solutions.

This helps the team to unleash their imagination and start shaping concepts even if you're not sitting in the same room.

Temp



Brainstorm & idea prioritization

Use this template in your own brainstorming sessions so your team can unleash their imagination and start shaping concepts even if you're not sitting in the same room.

- 10 minutes to prepare
- 1 hour to collaborate
- 2-8 people recommended



Before you collaborate

A little bit of preparation goes a long way with this session. Here's what you need to do to get going.

↑ 10 minutes

- Team gathering

 Define who should participate in the session and send an invite. Share relevant information or pre-work ahead.
- Set the goal
 Think about the problem you'll be focusing on solving in the brainstorming session.
- Learn how to use the facilitation tools
 Use the Facilitation Superpowers to run a happy and
 productive session.

Open article





Define your problem statement

What problem are you trying to solve? Frame your problem as a How Might We statement. This will be the focus of your brainstorm.

① 5 minutes

PROBLEM

The doctors' hands should be sterile inside the Operation Theatre. They would often need to pick some objects or would try to ask for some objects. They should be able to communicate without touching any objects which may lead to some infections. We try to avoid direct contact by recognizing the hand gestures of the doctors using an UI that is associated with an AI model.



Key rules of brainstorming

To run an smooth and productive session

- Stay in topic.
- Encourage wild ideas.
- Defer judgment.
- C Listen to others.
- Go for volume.
- If possible, be visual.

Step-2: Brainstorm, Idea Listing and Grouping





Group ideas

Take turns sharing your ideas while clustering similar or related notes as you go. In the last 10 minutes, give each cluster a sentence-like label. If a cluster is bigger than six sticky notes, try and see if you and break it up into smaller sub-groups.

20 minutes

Gloves and Infections:

It avoids infections

Contactless

Gloves should not affect the gestures meaning

Less possibilities of new infections

Communication:

The future gestures should not impact model The model should work at any kind of locations

Model Complexities:

The model might be biased The model should adapt to new gestures in future It should be a generalized model

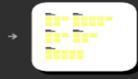
Sensors and cameras:

Doctor Computer interaction based in non verbal

There is less possibility for misunderstanding of Hand Gestures It should be able to capture te gesture fast Use of high resolution camera enhance the recognition of gestrure









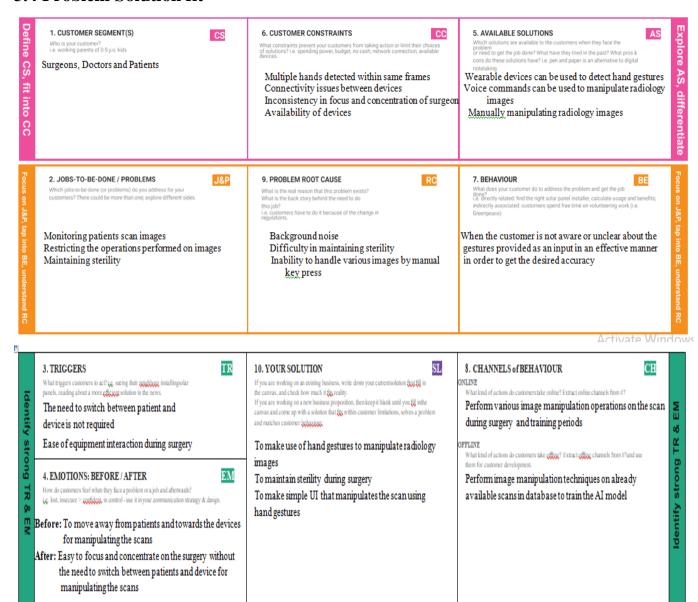
Step-3: Idea Prioritization



3.3 Proposed Solution

S.No.	Parameter	Description
1.	Problem Statement (Problem to be solved)	Hand Gesture tool to do sterile navigation of radiology images
2.	Idea / Solution description	Use artificial intelligence technology to assist doctors by taking hand gestures as input and perform necessary actions on radiology images
3.	Novelty / Uniqueness	These Gestures helps to manipulate the radiology images and helps to stay focused for surgeons.
4.	Social Impact / Customer Satisfaction	The proposed system should provide a good manipulation of radiology images for surgeon during surgery supporting their focus of attention, and providing fast response times.
5.	Business Model (Revenue Model)	A Hand-based Gesture Recognition System used for detecting any kind of Gestures which when the given input Gesture matches with the trained image.
6.	Scalability of the Solution	The proposed approach allows the learning of new gestures with no need of recording real subjects.

3.4 Problem Solution fit



CHAPTER 4 REQUIREMENT ANALYSIS

4.1 Functional requirements

FR No.	Functional Requirement (Epic)	Sub Requirement (Story / Sub-Task)
FR-1	Hand detection	Filtering of hand from video capturing device
FR-2	Filtered object detection	Reads and filters by recognizing clusters of skin coloured objects
FR-3	Gesture control	Hand gestures recognition for commands
FR-4	Hand calibration	Perform according to the adjustment of user's dominant hand
FR-5	Model rendering	When the user uploads/gives the gestures, the algorithm should start processing its task.
FR-6	Launching the model	Launch the application either from cloud where it is deployed or by installation but with a stable internet connectivity

4.2 Non-Functional requirements

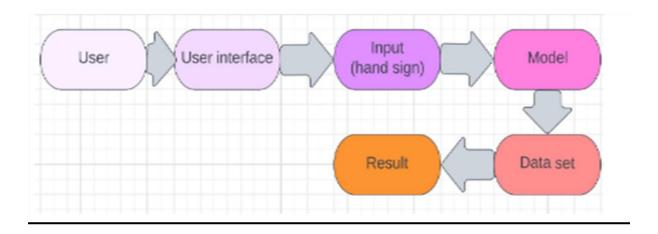
FR No.	Non-Functional Requirement	Description
NFR-1	Usability	Usability is easy for all users. It is understandable for non technical users with minimal instructions
NFR-2	Security	Accessible only in secure networks with administrative permissions, so there is less chance of security breach
NFR-3	Reliability	It is operable under all conditions, regardless of user's operating environment
NFR-4	Performance	Minimize the number of calculation to perform hand gesture and to improve image resolution quality
NFR-5	Availability	When the gesture is available then only the application works. This application is only available in surgery rooms
NFR-6	Scalability	Model is scaled by CNN with help of data augmentation and gesture recognition using OpenCV, Tensorflow, Keras

CHAPTER 5 PROJECT DESIGN

5.1 Data Flow Diagrams

A Data Flow Diagram (DFD) is a traditional visual representation of the information flows within a system. A neat and clear DFD can depict the right amount of the system requirement graphically. It shows how data enters and leaves the system, what changes the information, and where data is stored.

Simplified



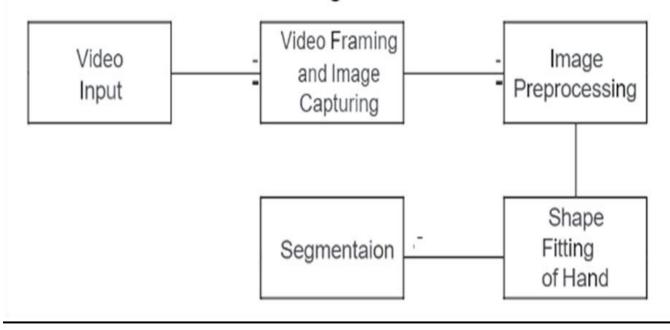
Data Flow Diagram - Level 0



Data Flow Diagram - Level 1

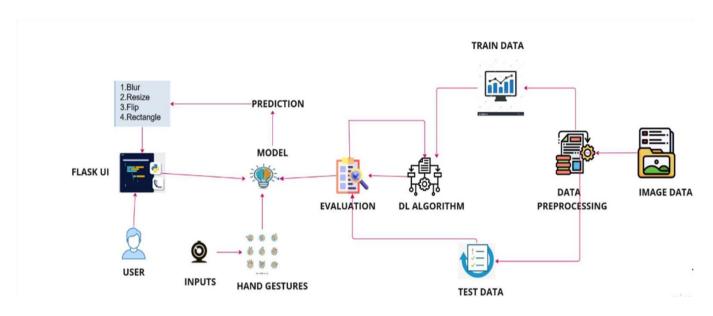


Data Flow Diagram - Level 2



5.2 Solution & Technical Architecture

Technical Architecture



Solution Architecture

Solution architecture is a complex process – with many sub-processes – that bridges the gap between business problems and technology solutions. Its goals are to:

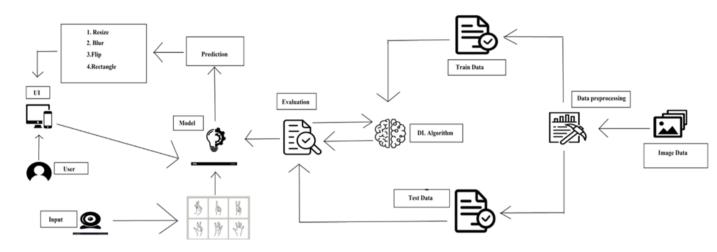
- Find the best tech solution to solve existing business problems.
- Describe the structure, characteristics, behavior, and other aspects of the software to project stakeholders.
- Define features, development phases, and solution requirements.
- Provide specifications according to which the solution is defined, managed, and delivered.

Solution architecture for a gesture based tool for sterile browsing of radiology images.

- 1. User (Doctor/Surgeon) is giving hand gestures as input to perform the certain actions such as zoom in, zoom out the image of the patients during the surgery.
- 2. In this project Gesture based project, First the model is trained, pre trained on the images of different hand gestures,

- 3. This model uses the integrated webcam to capture the video frame. The image of the gesture captured in the video frame is compared with the pretrained model and the gesture is identified.
- 4. If the gesture predicate is 1 then images is resized into 200x200; 2. image is rotated to 45 degree right side; 3. image is blurred; 4. Image is resized into 400x400; 5. Image is converted to greyscale.

Solution Architecture



5.3 User Stories

User Type	Functional Requirement (Epic)	User Story Number	User Story / Task	Acceptance criteria	Priority	Release
Customer [Doctor/Surgeon] (Web user)	Launch	USN-1	As a user I can launch the webpage to upload and manipulate the scan images	I can access the webpage	High	Sprint-4

	-	_	-	-	-	
		USN-2	As a user I can use different web browsers	I can access the webpage using different web browsers	High	Sprint-1
Administrator	IBM Cloud	USN-1	Access the database	Database Management	High	Sprint-3
		USN-2	Server crash, database recovery	Resolve the errors/ issue, recover the lost data from database	High	Sprint-5
Customer care executive	Availability	USN-1	Interpret and recognize gesture inaccurately	Webcam detection	Medium	Sprint-5
		USN-2		Webpage is unresponsive	Medium	Sprint-4

CHAPTER 6

PROJECT PLANNING & SCHEDULING

6.1 Sprint Planning & Estimation

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Application/S oftware Launch	USN-1	As a user, I can launch the developed application/soft ware	10	Medium	Praveen V Ramanan K Praveen G Justus Kevin T
Sprint-1	Accessing the User Interface (UI)	USN-2	As a user, I can interact with software and operate the application with the help of UI	10	Medium	Praveen V Ramanan K Praveen G Justus Kevin T
Sprint-2	Launching the webcam/came ra	USN-3	As a user, I can open the webcam/camera from the application to perform gestures	12	Low	Praveen V Ramanan K Praveen G Justus Kevin T

Sprint-2	Upload images from local system for manipulation	USN-4	As a user, I can upload images to the application from local system for manipulation	18	Low	Praveen V Ramanan K Praveen G Justus Kevin T
Sprint-3	Manipulating images through gestures	USN-5	As a user, I can perform various gestures with respect to system specification to manipulate the images	20	Medium	Praveen V Ramanan K Praveen G Justus Kevin T
Sprint-4	Display the result/output	USN-6	As a user, I can see the sterile browsed/manip ulated image on the screen with respect to the gesture performed	20	High	Praveen V Ramanan K Praveen G Justus Kevin T

6.2 Sprint Delivery Schedule

SI. NO	MILESTONE	ACTIVITIES	DATE
1	Preparation Phase	Pre-requisites	24 Aug 2022
		Prior knowledge	25 Aug 2022
		Project Structure	23 Aug 2022

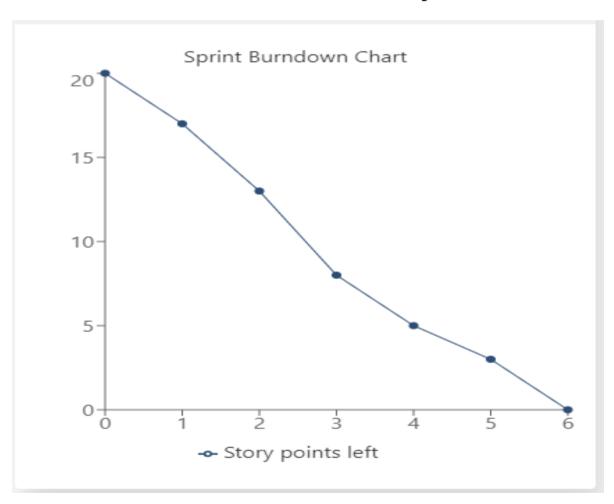
		Project Flow	23 Aug 2022
		Project Objectives	22 Aug 2022
		Registrations	26 Aug 2022
		Environment Set- up	27 Aug 2022
2	Ideation Phase	Literature Survey	29 Aug 2022 - 03 Sept 2022
		Empathy Map	5 Sept 2022 - 7 Sept 2022
		Problem Statement	8 Sept 2022 – 10 Sept 2022
		Ideation	12 Sept 2022- 16 Sept 2022
3	Project Design Phase -I	Proposed Solution	19 Sept 2022 – 23 Sept 2022
		Problem Solution Fit	24 Sept 2022 – 26 Sept 2022
		Solution Architecture	27 Sept 2022 – 30 Sept 2022
4	Project Design Phase -II	Customer Journey	3 Oct 2022 – 8 Oct 2022
		Requirement Analysis	9 Oct 2022 – 11 Oct 2022
		Data Flow Diagrams	11 Oct 2022 – 14 Oct 2022
		Technology Architecture	15 Oct 2022 – 16 Oct 2022
5	Project Planning Phase	Milestones & Tasks	17 Oct 2022 – 18 Oct 2022
		Sprint Schedules	19 Oct 2022- 22 Oct 2022

6 Project Development Phase	Project Development Phase	Sprint-1	24 Oct 2022 - 29 Oct 2022
	Sprint-2	31 Oct 2022 - 05 Nov 2022	
	Sprint-3	07 Nov 2022 - 12 Nov 2022	
		Sprint-4	14 Nov 2022 - 19 Nov 2022

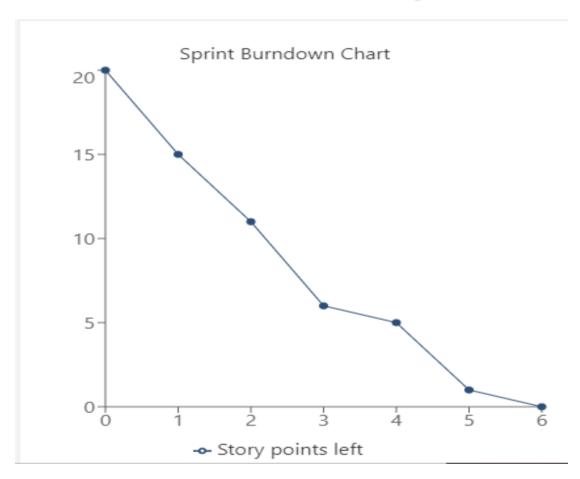
6.3 Reports from JIRA

Burndown Chart

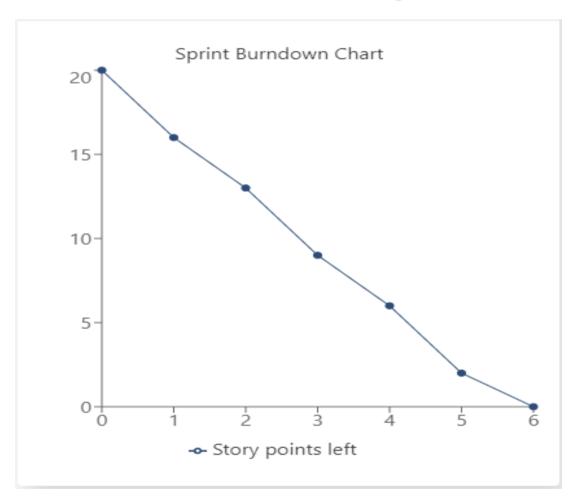
Burndown Chart for Sprint 1



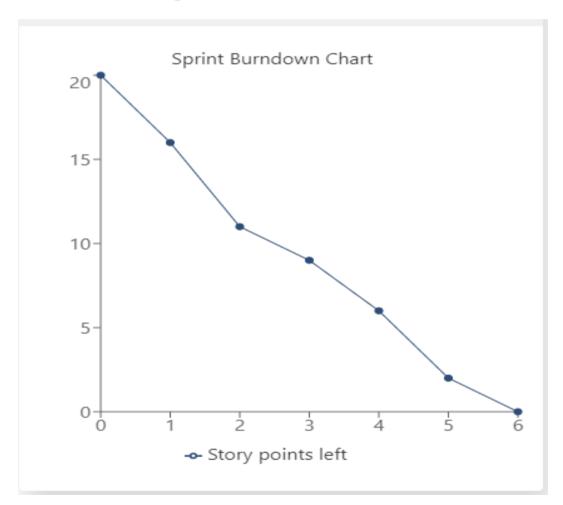
Burndown Chart for Sprint 2



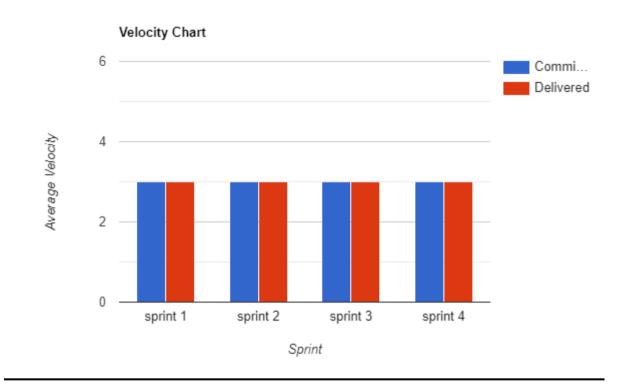
Burndown Chart Sprint 3



Burndown Chart Sprint 4



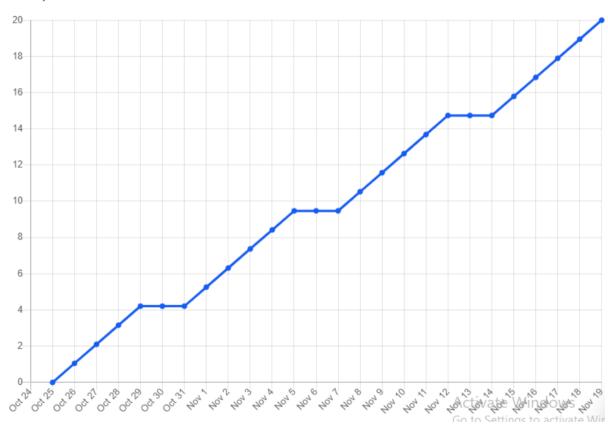
Velocity Chart



Burnup Chart

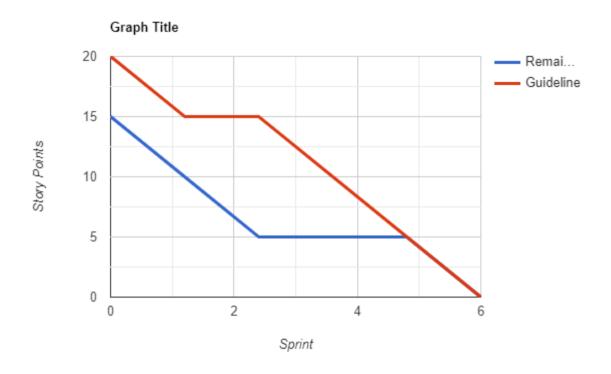
Burnup Chart for Sprint 1 - Sprint 4

Burnup chart

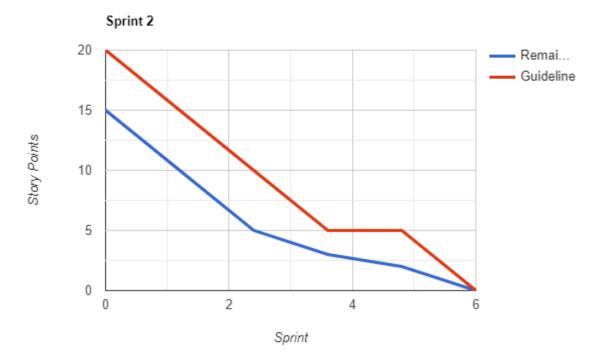


Sprint Report

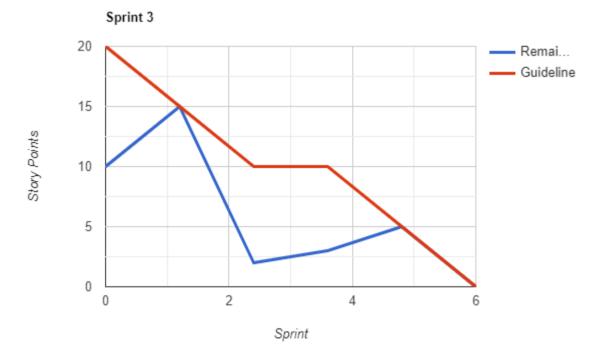
Sprint 1



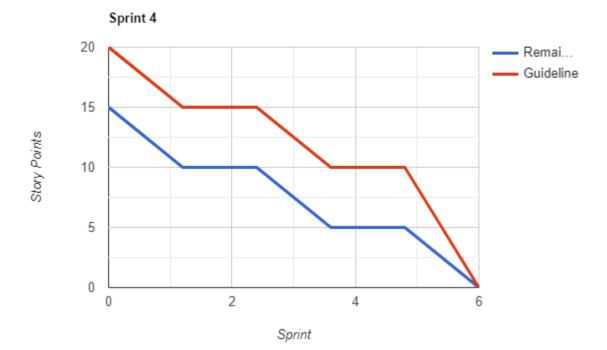
Sprint 2



Sprint 3



Sprint 4



CODING & SOLUTIONING

7.1 Demo video

The demo video is found on the demo page and can be accessed through the link https://127.0.0.1:5000/demo or https://127.0.0.1:5000/demo and click on demo

This demo video showcases the browsing of radiology images through sterile methodology of gesture based

```
<iframe width="780" height="440"
src="https://www.youtube.com/embed/nD621G8u6oc?start=3&loop=1&autopla
y=1&mute=1&controls=0">
```

</iframe>

7.2 Home header

The home header is found on the top of home page and can be accessed through the link https://127.0.0.1:5000/

This home header leads to the smartinternzl page of the projet when the header is clicked


```
<h2> Gesture-based Tool for Sterile Browsing of Radiology
Images</h2>
</a>
```

7.3 Upload the image

The upload image feature is found in launch page and can be accessed through the link https://127.0.0.1:5000/ and click on launch

This feature is used to upload the image which is going to be manipulated

<form action = "http://localhost:5000/" id="upload-file" method="post"
enctype="multipart/form-data">

```
<br/>
<br/>
<div class="upload">
<br/>
<label><i class="fa fa-upload" style="font-size: 50px; "aria-hidden="true"><input type="file" style="display:none;" name="image" id="imageUpload" accept=".png, .jpg, .jpeg,.pdf"></i></label>
</div><br>><br>
</form>
```

```
.upload{
border: 1px solid black;
border-radius: 50%;
padding: 20px;
background-color: white;
}
```

```
$(document).ready(function () {
    // Init

$('.image-section').hide();

$('.loader').hide();

$('#result').hide();

// Upload Preview
```

```
function readURL(input) {
    if (input.files && input.files[0]) {
       var reader = new FileReader();
       reader.onload = function (e) {
         $('#imagePreview').css('background-image', 'url(' + e.target.result +
')');
         $('#imagePreview').hide();
         $('#imagePreview').fadeIn(650);
       reader.readAsDataURL(input.files[0]);
  $("#imageUpload").change(function () {
    $('.image-section').show();
    $('#btn-predict').show();
    $('#result').text('');
    $('#result').hide();
    readURL(this);
  });
```

7.4 Manipulate button

It is found in launch page and can be accessed via https://127.0.0.1:5000/ and click on launch or https://127.0.0.1:5000/launch

It is used to start the manipulation of uploaded image through opencv2

<div class="image-section" style="display:none;">

```
<div class="img-preview">
       <div id="imagePreview">
       </div>
      </div>
      <div>
       <button type="button" class="btn btn-info btn-lg " id="btn-</pre>
predict">Manipulate</button>
      </div>
     </div>
     <div class="loader" style="display:none;"></div>
   </div>
      <footer>
   <script src="{{ url_for('static', filename='js/main.js') }}"</pre>
type="text/javascript"></script>
 </footer>
```

```
.img-preview {
    width: 256px;
```

```
height: 256px;
  position: relative;
  border: 5px solid #F8F8F8;
  box-shadow: 0px 2px 4px 0px rgba(0, 0, 0, 0.1);
  margin-top: 1em;
  margin-bottom: 1em;
.img-preview>div {
  width: 100%;
  height: 100%;
  background-size: cover;
  background-repeat: no-repeat;
  background-position: center;
.loader {
  border: 8px solid #f3f3f3; /* Light grey */
  border-top: 8px solid #3498db; /* Blue */
  border-radius: 50%;
  width: 50px;
  height: 50px;
  animation: spin 1s linear infinite;
```

```
button {
  background-color: #091425;
  color: black;
  padding: 14px 20px;
  margin-bottom:10px;
  border: none;
  cursor: pointer;
  width: 17%;
  border-radius:4px;
  font-family:Montserrat;
 button:hover {
  opacity: 0.8;
```

```
.button:hover {
   box-shadow: 0 12px 16px 0 rgba(0,0,0,0.24), 0 17px 50px 0 rgba(0,0,0,0.19);
}
```

```
// Predict
$('#btn-predict').click(function () {

var form_data = new FormData($('#upload-file')[0]);
```

```
// Show loading animation
  $(this).hide();
  $('.loader').show();
  // Make prediction by calling api /predict
  $.ajax({
    type: 'POST',
    url: '/perform',
    data: form_data,
    contentType: false,
    cache: false,
    processData: false,
    async: true,
    success: function (data) {
       // Get and display the result
       $('.loader').hide();
       $('#result').fadeIn(600);
       $('#result').html(data);
       console.log('Success!');
  });
});
```

7.5 Resize image to 200x200 size

This feature resizes the image size to 200x200. This is achieved by showing 1 finger infront of webcam while manipulating the image

if prediction[0][0]=='ONE':

```
resized = cv2.resize(image1, (200, 200))

cv2.imshow("Fixed Resizing", resized)

key=cv2.waitKey(3000)

if (key & 0xFF) == ord("1"):

cv2.destroyWindow("Fixed Resizing")
```

7.6 Rotate image by 45 degree right

This feature rotates the image 45 degree to right. This is achieved by showing 2 fingers infront of webcam while manipulating the image

elif prediction[0][0]=='TWO':

```
(h, w, d) = image1.shape
center = (w // 2, h // 2)

M = cv2.getRotationMatrix2D(center, -45, 1.0)

rotated = cv2.warpAffine(image1, M, (w, h))

cv2.imshow("OpenCV Rotation", rotated)

key=cv2.waitKey(3000)

if (key & 0xFF) == ord("2"):

cv2.destroyWindow("OpenCV Rotation")
```

7.7 Blur the image

This feature blurs the uploaded image. This is achieved by showing 3 fingers infront of webcam while manipulating the image

```
elif prediction[0][0]=='THREE':
```

```
blurred = cv2.GaussianBlur(image1, (21, 21), 0)

cv2.imshow("Blurred", blurred)

key=cv2.waitKey(3000)

if (key & 0xFF) == ord("3"):

cv2.destroyWindow("Blurred")
```

7.8 Resize the image to 400x400 size

This feature resizes the uploaded image to the size 0f 400x400. This is achieved by showing 4 fingers infront of webcam while manipulating the image

```
elif prediction[0][0]=='FOUR':
```

```
resized = cv2.resize(image1, (400, 400))

cv2.imshow("Fixed Resizing", resized)

key=cv2.waitKey(3000)

if (key & 0xFF) == ord("4"):

cv2.destroyWindow("Fixed Resizing")
```

7.9 Convert the image to grayscale

This feature converts the uploaded image to grayscale image. This is achieved by showing 5 fingers infront of webcam while manipulating the image

```
elif prediction[0][0]=='FIVE':
```

```
gray = cv2.cvtColor(image1, cv2.COLOR_RGB2GRAY)

cv2.imshow("OpenCV Gray Scale", gray)

key=cv2.waitKey(3000)

if (key & 0xFF) == ord("5"):

cv2.destroyWindow("OpenCV Gray Scale")
```

TESTING

8.1 Test Cases

Feature Type	Compon ent	Test Scenario	Pre-Requisite	Steps To Execute	Test Data	Expected Result	Actual Result	Sta tus	Commnets	TC for Automation(Y/N	BUG ID	Ezecut
UI	Home Page	Verify user is able to see and interact with home page		1.Enter URL 2.Check whether the home page is rendered	https://127.0.0.1:5000/	Home page should display	Working as expected	Pas s		No		Justus H
Functional	Home Page	Verify the UI header element in home page		1.Enter UPL 2.Check whether the home page is rendered 3.Click on the header to see if it lands to other page	https://127.0.0.1:5000/	Details of smartinternz project page appears	Working as expected	Pas s		No		Rama Justus I
UI	Demo page	Verify user is able to see and interact with demo page		2.Check whether the demo page is rendered	https://127.0.0.1:5000/demo https://127.0.0.1:5000/	Demo page should display	Working as	Pas s		No		Prave
Functional	Demo page	Verify user is able to watch the demo video and manipulate as a normal video player			https://127.0.0.15000/demo https://127.0.0.15000/	Demo video should run and the video should be manipulated as a normal video player	Working as expected	Pas s		No		Prave Prave
UI	Launch page	Verify user is able to see and interact with launch page		1.Enter URL(https://127.0.0.1:5000/) and click launch 2.Check whether the launch page is rendered	https://127.0.0.1:5000/ https://127.0.0.1:5000/launch	Launch page should display	Working as	Pas s		No		Prave
Functional	Launch page	Verify user is able to upload the image to be manipulated		2.Check whether the launch page is rendered	https://127.0.0.15000/ https://127.0.0.15000/launch Image to be manipulated	Application should show upload the image to be manipulated and manipulation operation should begin	Working as expected	Pas s		No		Prave Justus I
Functional	Launch page	Verify user is able to resize the image to 400x400 size	mage needs to uploaded which is going to be manipulated	, ,	https://127.0.0.1:5000/ https://127.0.0.1:5000/launch Image to be manipulated	Application should show resized image of 400x400	Working as expected	Pas s		Yes		Justus I Prave
Functional	Launch page	Verify user is able to blur the image	Image needs to uploaded which is going to be manipulated	2.Check whether the launch page is rendered	https://127.0.0.1:5000/ https://127.0.0.1:5000/launch Image to be manipulated	Application should show blurred image	Working as expected	Pas s		Yes		Prave Rama

				1.Enter URL(https://127.0.0.1:5000/) and click launch	https://127.0.0.1:5000/	Application should show				
			Image needs to uploaded	2.Check whether the launch page is rendered	https://127.0.0.1:5000/launch	resized image of 200x200	Morking			
Functional	Laurak raza	verini liser is anie ro resize i	which is going to be	3.Click on the file upload icon and upload the image	Image to be manipulated		Vorking	Pas	Yes	Rama
FullCuolidi	Launch page	the image to 200x200 size		4.Click on the manipulate button to start manipulating the			93	S	162	Prav
			manipulated	image 5.Show1(one finger) infront of camera as input			expected			
				6.Check whether the image is resized into 200x200						
				1.Enter URL(https://127.0.0.1:5000/) and click launch	https://127.0.0.1:5000/	Application should show image	Vorking	Pas		
			lmana naada ta unlaadad	2.Check whether the launch page is rendered	https://127.0.0.1:5000/launch	turned 45 degree right	as	s		
Functional		Verini liser is able to rorare	Image needs to uploaded	3.Click on the file upload icon and upload the image	Image to be manipulated		expected		Yes	hombon
Functional	Launch page	the image 45 degree right	which is going to be	4.Click on the manipulate button to start manipulating the					Tes	Justus
			manipulated	image 5.Show 2 (two fingers) infront of camera as input						
				6.Check whether the image is turned 45 degree to right						
				1.Enter URL(https://127.0.0.1:5000/) and click launch	https://127.0.0.1:5000/	Application should show				
				2.Check whether the launch page is rendered	https://127.0.0.1:5000/launch	grayscaled image	Vadia			
Functional	Launch	Verify user is able to convert	Image needs to uploaded	3.Click on the file upload icon and upload the image	Image to be manipulated		Vorking	Pas	Yes	D
Functional	page	the image to grayscale	which is going to be	4.Click on the manipulate button to start manipulating the			93	S	res	Prav
			manipulated	image 5.Show 5 (five fingers) infront of camera as input			expected			
				6.Check whether the image is converted to grayscale						

	Test Scenarios
1	Verify user is able to access the website
2	Verify user is able to navigate between home, introduction/demo and launch page
3	Verify user is able to watch the demo video in demo page
4	Verify user is able to upload the image to be manipulated
5	Veriify user is able to manipulate the uploaded image
	Manipulation
1	Verify user is able to rotate image 45 degree right
2	Verify user is able to resize the image to 400x400
3	Verify user is able to convert the image into grayscale
4	Verify user is able to resize the image to 200x200
5	Verify user is able to blur the image
	1 3 4 5 1 2 3 4

8.2 User Acceptance Testing

Purpose

It is to briefly explain the test coverage and open issues of the A Gesture-based Tool for Sterile Browsing of Radiology Image project at the time of the release to User Acceptance Testing (UAT).

Defect Analysis

This report shows the number of resolved or closed bugs at each severity level, and how they were resolved

Resolution	Severity1	Severity2	Severity3	Severity4	Subtotal
By Design	6	4	3	5	18
Duplicate	1	2	1	0	4
External	2	3	0	2	7

Fixed	11	2	3	13	29
Not Reproduced	0	1	1	1	3
Skipped	0	0	2	2	4
Won't Fix	0	4	2	2	8
Totals	20	16	12	25	73

Test Case Analysis

This report shows the number of test cases that have passed, failed, and untested

Section	TotalCases	Not Tested	Fail	Pass
Print Engine	9	0	0	9
Client Application	45	0	5	40
Security	5	0	1	4
Outsource Shipping	3	0	0	3
Exception Reporting	8	2	1	5

Final Report Output	10	1	2	7
Version Control	3	0	0	3

RESULTS

9.1 Performance Metrics

Model Performance Testing

S.No.	Parameter	Values	Scr	eenshot		
1	Model Summary	-	0	<pre>model.summary() Model: "sequential"</pre>		
				conv2d (Conv2D) max_pooling2d (MaxPooling2D) conv2d_1 (Conv2D) max_pooling2d_1 (MaxPooling 2D) flatten (Flatten) dense (Dense)	(None, 62, 62, 32) (None, 31, 31, 32) (None, 29, 29, 32) (None, 14, 14, 32) (None, 6272) (None, 512) (None, 6)	320 0 ■ 9248 0 0 3211776 3078

198/198 [=======] - 15s 74ms/step - loss: 0.0513 - accuracy: 0.9832 - val_loss: 0.3753 - val_accuracy: 0.9667 Epoch 22/25 198/198 [=======] - 13s 67ms/step - loss: 0.0369 - accuracy: 0.9882 - val_loss: 0.3396 - val_accuracy: 0.9667 Epoch 23/25 198/198 [============] - 13s 68ms/step - loss: 0.0276 - accuracy: 0.9916 - val_loss: 0.4354 - val_accuracy: 0.9667 Epoch 24/25 198/198 [====================================
--

ADVANTAGES & DISADVANTAGES

Advantages

- Major advantage of this tool is that it helps to maintain the sterility of the environment.
- It is also easy to use and is quicker than the existing methods to browse images.
- It can also be performed even if the surgeon is a bit far away from the system, this helps to save time.
- The tool does not need the person using it to have an apparatus or any devices on them to use it.
- The Hand Gesture Recognition system provides a natural way of interfacing with the computers; hence it is more User friendly..
- There is less wear and tear of the computer as the standard input devices are eliminated and a camera is used as an input device.

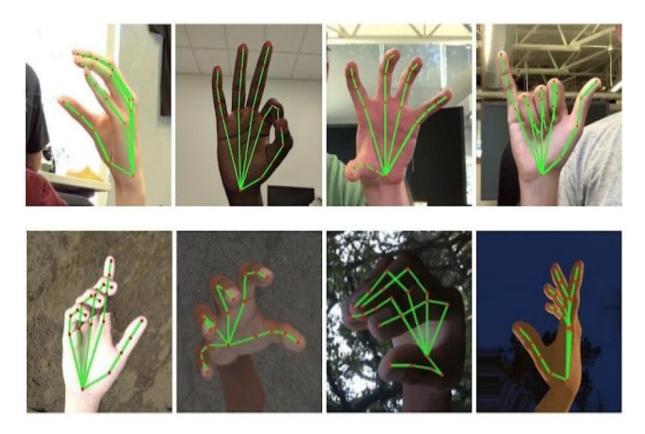
Disadvantages

- The tool can be quite expensive as it requires cameras and other expensive devices to capture images and process it.
- Such systems are difficult to develop because of their complexity and their cost of implementation.
- As each gesture is assigned a specific control command, this system is not platform independent since certain control commands vary as the operating system varies.

CONCLUSION

In this project a tool is developed which recognises hand gestures and enables doctors to browse through radiology images using these gestures. This enables doctors and surgeons to maintain the sterility as they would not have to touch any mouse or keyboard to go through the images. This tool is also easy to use and is quicker than the regular method of using mouse/keyboard. It can be used regardless of the users location since they don't have to be in contact with any device. It also does not require the user to have any device on them to use it. Further this technology can be extended to other industries like it can be used by presenters, by teachers for show images in the classroom, etc.

FUTURE SCOPE



The tool can be made to add multiple images to be uploaded and predict the output for the particular image. For that, user can choose any image from the multiple images and apply the prediction for the respective image for manipulation.

The tool can be made quicker by increasing the recognition speed. More number of gestures can be added thereby increasing this tool's functionality and useability for different purposes. Tracking of both hands can be added to increase the set of commands. Voice commands can also be added to further increase the functionality.

APPENDIX

Source Code

Image_preprocessing.py:

```
"""Importing Libraries """
import os
from tensorflow.keras.preprocessing.image import ImageDataGenerator
"""Configuring the ImageDataGenerator Class"""
train data generator1 =
ImageDataGenerator(rescale=1.0/255,horizontal_flip=True)
test data generator1 = ImageDataGenerator(rescale=1.0/255,
horizontal flip=True)
train data generator2 =
ImageDataGenerator(rescale=1.0/255,rotation_range=90)
test_data_generator2 =
ImageDataGenerator(rescale=1.0/255,rotation_range=90)
train_data_generator3 =
ImageDataGenerator(rescale=1.0/255,brightness_range=[0.2,1.0])
test_data_generator3 =
ImageDataGenerator(rescale=1.0/255,brightness_range=[0.2,1.0])
train data generator4 =
ImageDataGenerator(rescale=1.0/255,zoom_range=[0.5,1.0])
test_data_generator4 =
ImageDataGenerator(rescale=1.0/255,zoom_range=[0.5,1.0])
"""Applying ImageDataGenerator to test dataset and train dataset"""
trdata1 = train_data_generator1.flow_from_directory(r'D:\College\7th
semester\ibm\Project Development Phase\Sprint 1\Data
collection\Dataset\train',target_size=(64,64),batch_size=(3),color_mode='graysc
ale',class mode='categorical')
```

```
trdata2 = train_data_generator2.flow_from_directory(r'D:\College\7th
semester\ibm\Project Development Phase\Sprint 1\Data
collection\Dataset\train',target_size=(64,64),batch_size=(3),color_mode='graysc
ale',class_mode='categorical')
trdata3 = train_data_generator3.flow_from_directory(r'D:\College\7th
semester\ibm\Project Development Phase\Sprint 1\Data
collection\Dataset\train',target_size=(64,64),batch_size=(3),color_mode='graysc
ale',class_mode='categorical')
trdata4 = train data generator4.flow from directory(r'D:\College\7th
semester\ibm\Project Development Phase\Sprint 1\Data
collection\Dataset\train',target size=(64,64),batch size=(3),color mode='graysc
ale',class_mode='categorical')
tsdata1 = test_data_generator1.flow_from_directory(r'D:\College\7th
semester\ibm\Project Development Phase\Sprint 1\Data
collection\Dataset\test',target_size=(64,64),batch_size=32,class_mode='categori
cal',color_mode='grayscale')
tsdata2 = test_data_generator2.flow_from_directory(r'D:\College\7th
semester\ibm\Project Development Phase\Sprint 1\Data
collection\Dataset\test',target_size=(64,64),batch_size=32,class_mode='categori
cal',color_mode='grayscale')
tsdata3 = test_data_generator3.flow_from_directory(r'D:\College\7th
semester\ibm\Project Development Phase\Sprint 1\Data
collection\Dataset\test',target_size=(64,64),batch_size=32,class_mode='categori
cal',color_mode='grayscale')
tsdata4 = test data generator4.flow from directory(r'D:\College\7th
semester\ibm\Project Development Phase\Sprint 1\Data
collection\Dataset\test',target_size=(64,64),batch_size=32,class_mode='categori
cal',color mode='grayscale')
print(trdata1.class_indices)
print(trdata2.class_indices)
print(trdata3.class_indices)
print(trdata4.class_indices)
print(tsdata1.class_indices)
```

```
print(tsdata2.class_indices)
print(tsdata3.class_indices)
print(tsdata4.class_indices)
 App.py:
from flask import Flask, render template, request
# Flask-It is our framework which we are going to use to run/serve our
application.
#request-for accessing file which was uploaded by the user on our application.
import operator
import cv2 # opency library
import matplotlib.pyplot as plt
import matplotlib.image as mpimg
import numpy as np
from tensorflow.keras.models import load_model #to load our trained model
import os
from werkzeug.utils import secure_filename
app = Flask(__name___,template_folder="templates") # initializing a flask app
# Loading the model
model=load_model('gesture.h5')
@app.route('/')# route to display the home page
def home():
  return render_template('home1.html')#rendering the home page
@app.route('/demo',methods=['GET','POST']) # routes to the intro page
def demo():
```

return render_template('demo.html')#rendering the intro page

```
@app.route('/launch',methods=['GET','POST'])
def launch():
  return render_template("launch.html")
@app.route('/perform',methods=['GET', 'POST'])# route to show the predictions
in a web UI
def perform():
  if request.method == 'POST':
     print("inside image")
     file_loader = request.files['image']
     basepath = os.path.dirname(__file__)
     file_path = os.path.join(basepath, 'uploads',
secure_filename(file_loader.filename))
     file_loader.save(file_path)
     print(file_path)
     cap = cv2.VideoCapture(0)
     while True:
       _, frame = cap.read() #capturing the video frame values
       # Simulating mirror image
       frame = cv2.flip(frame, 1)
       # Coordinates of the ROI
       x1 = int(0.5*frame.shape[1])
       y1 = 10
       x2 = frame.shape[1]-10
       y2 = int(0.5*frame.shape[1])
       # Drawing the ROI
```

```
# The increment/decrement by 1 is to compensate for the bounding box
       cv2.rectangle(frame, (x1-1, y1-1), (x2+1, y2+1), (255,0,0), 1)
       # Extracting the ROI
       roi = frame[y1:y2, x1:x2]
       # Resizing the ROI so it can be fed to the model for prediction
       roi = cv2.resize(roi, (64, 64))
       roi = cv2.cvtColor(roi, cv2.COLOR_BGR2GRAY)
       _, test_image = cv2.threshold(roi, 120, 255, cv2.THRESH_BINARY)
       cv2.imshow("test", test_image)
       # Batch of 1
       result = model.predict(test_image.reshape(1, 64, 64, 1))
       prediction = {'ZERO': result[0][0],
                'ONE': result[0][1],
                'TWO': result[0][2],
                'THREE': result[0][3],
                'FOUR': result[0][4],
                'FIVE': result[0][5]}
       # Sorting based on top prediction
       prediction = sorted(prediction.items(), key=operator.itemgetter(1),
reverse=True)
       # Displaying the predictions
       cv2.putText(frame, prediction[0][0], (10, 120),
cv2.FONT_HERSHEY_PLAIN, 1, (0,255,255), 1)
       cv2.imshow("Frame", frame)
       #loading an image
```

```
image1=cv2.imread(file_path)
if prediction[0][0]=='ONE':
  resized = cv2.resize(image1, (200, 200))
  cv2.imshow("Fixed Resizing", resized)
  key=cv2.waitKey(3000)
  if (key & 0xFF) == ord("1"):
    cv2.destroyWindow("Fixed Resizing")
elif prediction[0][0]=='ZERO':
  cv2.rectangle(image1, (480, 170), (650, 420), (0, 0, 255), 2)
  cv2.imshow("Rectangle", image1)
  cv2.waitKey(0)
  key=cv2.waitKey(3000)
  if (key & 0xFF) == ord("0"):
    cv2.destroyWindow("Rectangle")
elif prediction[0][0]=='TWO':
  (h, w, d) = image 1.shape
  center = (w // 2, h // 2)
  M = cv2.getRotationMatrix2D(center, -45, 1.0)
  rotated = cv2.warpAffine(image1, M, (w, h))
  cv2.imshow("OpenCV Rotation", rotated)
  key=cv2.waitKey(3000)
  if (key & 0xFF) == ord("2"):
    cv2.destroyWindow("OpenCV Rotation")
elif prediction[0][0]=='THREE':
```

```
blurred = cv2.GaussianBlur(image1, (21, 21), 0)
    cv2.imshow("Blurred", blurred)
    key=cv2.waitKey(3000)
    if (key & 0xFF) == ord("3"):
       cv2.destroyWindow("Blurred")
  elif prediction[0][0]=='FOUR':
    resized = cv2.resize(image1, (400, 400))
    cv2.imshow("Fixed Resizing", resized)
    key=cv2.waitKey(3000)
    if (key & 0xFF) == ord("4"):
       cv2.destroyWindow("Fixed Resizing")
  elif prediction[0][0]=='FIVE':
    gray = cv2.cvtColor(image1, cv2.COLOR_RGB2GRAY)
    cv2.imshow("OpenCV Gray Scale", gray)
    key=cv2.waitKey(3000)
    if (key & 0xFF) == ord("5"):
      cv2.destroyWindow("OpenCV Gray Scale")
  else:
    continue
  interrupt = cv2.waitKey(10)
  if interrupt & 0xFF == 27: # esc key
    break
cap.release()
cv2.destroyAllWindows()
```

```
return render_template("home1.html")
if __name__ == "__main__":
 # running the app
  app.run(debug=True)
   Demo.html:
   <html>
 <head>
  <meta charset="utf-8">
  <meta name="viewport" content="width=device-width, initial-scale=1,</pre>
shrink-to-fit=no">
 <title>INTRODUCTION/DEMO</title>
 link rel="stylesheet"
href="https://maxcdn.bootstrapcdn.com/bootstrap/4.5.2/css/bootstrap.min.css">
 <script src="https://ajax.googleapis.com/ajax/libs/jquery/3.5.1/jquery.min.js">
 </script>
 <script
src="https://cdnjs.cloudflare.com/ajax/libs/popper.js/1.16.0/umd/popper.min.js"
 </script>
 <script
src="https://maxcdn.bootstrapcdn.com/bootstrap/4.5.2/js/bootstrap.min.js">
  </script>
<style>
  .topnav {
```

```
background-color:black;
  overflow: hidden;
/* Style the links inside the navigation bar */
.topnav a {
 float: left;
 color: #f2f2f2;
 text-align: center;
 padding: 14px 16px;
 text-decoration: none;
 font-size: 17px;
/* Change the color of links on hover */
.topnav a:hover {
 background-color: rgb(105, 118, 160);
color: black;
/* Add a color to the active/current link */
.topnav a.active {
 background-color:rgb(105, 118, 160);
 color: white;
```

```
* Right-aligned section inside the top navigation */
.topnav-right {
 float: right;
body
 background-size:auto;
 background-position:center;
h1
 text-decoration: underline;
 color: black;
</style>
 </head>
<body>
 <div class="topnav">
  <a class="active" href="{{url_for('demo')}}}">Demo</a>
<div class="topnav-right">
   <a href="{{url_for('home')}}}">Home</a>
   <\!\!a\;href="\{\{url\_for('launch')\}\}">\!\!Launch<\!/a>
```

```
</div>
 </div>
<h1 style="color: rgb(193, 207, 207);">
 <h1>HAND GESTURE RECOGNITION OF RADIOLOGY IMAGES
THROUGH STERILE BROWSING</h1>
   <iframe width="780" height="440"</pre>
src="https://www.youtube.com/embed/nD621G8u6oc?start=3&loop=1&autopla
y=1&mute=1&controls=0">
   </iframe><br/>
  </center>
</div>
</body>
</html>
```

Home1.html:

```
<!DOCTYPE html>
<html>
<head>
<meta charset="utf-8">
<title>HOME</title>
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
```

```
<script
src="https://ajax.googleapis.com/ajax/libs/jquery/3.3.1/jquery.min.js"></script>
  <link href="https://fonts.googleapis.com/icon?family=Material+Icons"</pre>
rel="stylesheet">
  <meta charset="UTF-8">
  <title>Predict</title>
  k href="https://cdn.bootcss.com/bootstrap/4.0.0/css/bootstrap.min.css"
rel="stylesheet">
  <script
src="https://cdn.bootcss.com/popper.js/1.12.9/umd/popper.min.js"></script>
  <script src="https://cdn.bootcss.com/jquery/3.3.1/jquery.min.js"></script>
  <script
src="https://cdn.bootcss.com/bootstrap/4.0.0/js/bootstrap.min.js"></script>
  <script src="https://kit.fontawesome.com/bfa13e516e.js"</pre>
crossorigin="anonymous"></script>
   <link href="{{ url_for('static', filename='css/style1.css') }}"</pre>
rel="stylesheet">
  </script>
</head>
<header class="center">
  <div class="container-fluid">
     <div class="row">
       <nav class="navbar navbar-expand-lg py-3">
          <nav class="navbar navbar-expand-lg navbar-dark shadow-5-
strong"></nav>
```

```
<a href="#" class="navbar-brand">
           <!-- Logo Image -->
           <img src="{{ url_for('static', filename='images/logoo.png') }}"</pre>
width="45" alt=""></a>
            
           <!-- Logo Text -->
          <a href="https://smartinternz.com/guided-project/a-gesture-based-
tool-for-sterile-browsing-of-radiology-images-cnn-and-open-cv">
            <h2> Gesture-based Tool for Sterile Browsing of Radiology
Images</h2>
       </a>
        </div>
       </div>
        </nav>
        <div class="topnav">
         <a class="active" href="{{url_for('home')}}}">Home</a>
       <div class="topnav-right">
          <a href="{{url_for('demo')}}}">Demo</a>
          <a href="{{url_for('launch')}}}">Launch</a>
        </div>
        </div>
```

```
</div>
</header>
<img class="bg" src="{{ url_for('static', filename='images/doc.jpg') }}"</pre>
width=100% height=100%>
<div class="h1">
  <br>
  <marquee direction="right"> <h1> INTRODUCTION TO HAND
GESTURE</h1></marquee>
  </div>
  <h3>Humans are able to recognize body and sign language easily. This is
possible due to the combination of vision and synaptic interactions that were
formed along brain development.
In order to replicate this skill in computers, some problems need to be solved:
how to separate objects of interest in images and which image capture
technology and classification technique are more appropriate, among others.
In this project Gesture based Desktop automation, First the model is trained pre-
trained on the images of different hand gestures, such as a showing numbers
with fingers as 1,2,3,4.
This model uses the integrated webcam to capture the video frame. The image
of the gesture captured in the video frame is compared with the Pre-trained
model and the gesture is identified.
If the gesture predictes is 1 then images is blurred;2, image is resized;3,image is
rotated etc.</h3>
<br>
 <br>>
```

In two brain surgeries at the Neurosurgery OR at the Washington Hospital Center, procedures were observed by the authors to gain insights about the use of current technologies and how they affect the quality of the surgeon's performance.

We found that: (a) surgeons kept their focus of attention between the patient and the surgical point of interest on the touch-screen navigation system;

- (b) a short distance between the surgeon and the patient was maintained during most of the surgery;
- (c) the surgeon had to move close to the main control wall to discuss and browse through the patient's MRI images.

The hand gesture control system "Gestix" developed by the authors helped the doctor to remain in place during the entire operation, without any need to move to the main control wall since all the commands were performed using hand gestures.

```
</div>
     </div>
  </div>
</section>
<br>
<br>
<div id="gallery" class="gallery">
  <div class="container">
     <h2><u>RADIOLOGY</h2><u></h2>
 <div class="row">
<div class="gallery_product col-md-4 col-md-4 col-sm-4 col-xs-6">
         <img src="{{ url_for('static', filename='images/c1.jpg') }}"</pre>
class="img-responsive" width="300" height="300">
       </div>
       <div class="gallery_product col-md-4 col-md-4 col-sm-4 col-xs-6">
         <img src="{{ url_for('static', filename='images/c2.jpg') }}"</pre>
class="img-responsive" width="300" height="300">
       </div>
       <div class="gallery_product col-md-4 col-md-4 col-sm-4 col-xs-6">
         <img src="{{ url_for('static', filename='images/c3.jpg') }}"</pre>
class="img-responsive" width="300" height="300">
       </div>
       </div>
```

```
</div>
</div>
</html>
```

Launch.html:

```
<a href="https://www.enus.com/">https://www.enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus.com/enus
    <head>
    <meta charset="utf-8">
             <meta http-equiv="X-UA-Compatible" content="IE=edge">
             <meta name="viewport" content="width=device-width, initial-scale=1">
              <script
src="https://ajax.googleapis.com/ajax/libs/jquery/3.3.1/jquery.min.js"></script>
              <link href="https://fonts.googleapis.com/icon?family=Material+Icons"</pre>
rel="stylesheet">
              <meta charset="UTF-8">
              <title>MANIPULATE</title>
              <link href="https://cdn.bootcss.com/bootstrap/4.0.0/css/bootstrap.min.css"</pre>
rel="stylesheet">
              <script
src="https://cdn.bootcss.com/popper.js/1.12.9/umd/popper.min.js"></script>
              <script src="https://cdn.bootcss.com/jquery/3.3.1/jquery.min.js"></script>
              <script
src="https://cdn.bootcss.com/bootstrap/4.0.0/js/bootstrap.min.js"></script>
```

```
<link href="{{ url_for('static', filename='css/main.css') }}"</pre>
rel="stylesheet">
   <script src="https://kit.fontawesome.com/bfa13e516e.js"</pre>
crossorigin="anonymous"></script>
 <style>
 .bar
 margin: 0px;
 padding:20px;
 background-color:black;
 opacity:0.6;
 color:black;
 font-family:'Roboto',sans-serif;
 font-style: italic;
 border-radius:20px;
 font-size:25px;
 color:rgb(181, 228, 236);
 float:right;
 font-weight: bold;
 text-decoration:none;
```

```
font-style:normal;
 padding-right:20px;
 font-size: 30px;
 div1{
  text-align: center;
  width: 650spx;
  height: 800px;
  padding: 180px;
  margin: 10px;
  position: absolute;
 body
  background: url("{{ url_for('static', filename='images/fin.jpg') }}") no-repeat
center center fixed;
  -webkit-background-size: cover;
 -moz-background-size: cover;
 -o-background-size: cover;
 background-size: cover;
```

```
.topnav {
  background-color:black;
  overflow: hidden;
/* Style the links inside the navigation bar */
.topnav a {
 float: left;
 color: #f2f2f2;
 text-align: center;
 padding: 14px 16px;
 text-decoration: none;
 font-size: 17px;
/* Change the color of links on hover */
.topnav a:hover {
 background-color: rgb(105, 118, 160);
 color: black;
/* Add a color to the active/current link */
.topnav a.active {
 background-color:rgb(105, 118, 160);
 color: white;
```

```
/* Right-aligned section inside the top navigation */
.topnav-right {
 float: right;
 .upload{
  border: 1px solid black;
  border-radius: 50%;
  padding: 20px;
  background-color: white;
 .button {
 background-color: #091425;
 border: none;
 color: black;
 padding: 15px 32px;
 text-align: center;
 text-decoration: none;
 display: inline-block;
 font-size: 12px;
 border-radius: 16px;
```

```
.button:hover {
 box-shadow: 0 12px 16px 0 rgba(0,0,0,0.24), 0 17px 50px 0 rgba(0,0,0,0.19);
input[type=text], input[type=password] {
 width: 100%;
 padding: 12px 20px;
 display: inline-block;
 margin-bottom:18px;
 border: 1px solid #ccc;
 box-sizing: border-box;
form{
 margin-left: 400px;
 margin-right: 400px;
button {
 background-color: #091425;
 color: black;
 padding: 14px 20px;
 margin-bottom:10px;
 border: none;
 cursor: pointer;
```

```
width: 17%;
 border-radius:4px;
 font-family:Montserrat;
button:hover {
 opacity: 0.8;
.cancelbtn {
 width: auto;
 padding: 10px 18px;
 background-color: #f44336;
.imgcontainer {
 text-align: center;
 margin: 24px 0 12px 0;
img.avatar {
 width: 30%;
 border-radius: 50%;
.container {
```

```
padding: 16px;
span.psw {
 float: right;
 padding-top: 16px;
/* Change styles for span and cancel button on extra small screens */
@media screen and (max-width: 300px) {
 span.psw {
   display: block;
   float: none;
 .cancelbtn {
   width: 100%;
.home{
 margin:80px;
 width: 84%;
 height: 500px;
 padding-top:10px;
 padding-left: 30px;
```

```
.contents{
 margin-left: 120px;
.login{
 margin:80px;
 box-sizing: content-box;
 width: 84%;
 height: 420px;
 padding: 30px;
 border: 10px solid rgb(12, 91, 94);
.left,.right{
box-sizing: content-box;
height: 400px;
margin:20px;
border: 10px solid rgb(12, 91, 94);
.mySlides {display: none;}
img {vertical-align: middle;}
/* Slideshow container */
.slideshow-container {
```

```
max-width: 1000px;
 position: relative;
 margin: auto;
/* Caption text */
.text {
 color: #f2f2f2;
 font-size: 15px;
 padding: 8px 12px;
 position: absolute;
 bottom: 8px;
 width: 100%;
 text-align: center;
/* The dots/bullets/indicators */
.dot {
 height: 15px;
 width: 15px;
 margin: 0 2px;
 background-color: #bbb;
 border-radius: 50%;
 display: inline-block;
```

```
transition: background-color 0.6s ease;
.link {
 font-size: 17px;
/* Fading animation */
.fade {
 -webkit-animation-name: fade;
 -webkit-animation-duration: 1.5s;
 animation-name: fade;
 animation-duration: 1.5s;
@-webkit-keyframes fade {
 from {opacity: .4}
 to {opacity: 1}
@keyframes fade {
 from {opacity: .4}
 to {opacity: 1}
/* On smaller screens, decrease text size */
@media only screen and (max-width: 300px) {
```

```
.text {font-size: 11px}
 </style>
 </head>
 <body>
 <div class="header">
  <div class="side" onclick="changeicon(this)"><div class="bar1"></div>
  <div class="bar2"></div>
  <div class="bar3"></div></div>
 </div>
 <br>
 <div class="topnav">
  <a class="active" href="{{url_for('launch')}}}">Launch</a>
<div class="topnav-right">
   <a href="{{url_for('home')}}">Home</a>
   <a href="{{url_for('demo')}}">Demo</a>
  </div>
 </div>
  <div1 class="contents"><h1><font color="Black" size="6" font-</pre>
family="Roboto">Hand Gesture Recognition</h1><br/>br>
  <h4><i><font color="Black" size="4" fonr-family="sans-
serif"></i><u>Provide an image for which you want to perform various
operations</u></h4>
```

```
<br
       <h4>Upload Image Here</h4>
    <form action = "http://localhost:5000/" id="upload-file" method="post"</pre>
enctype="multipart/form-data">
      <br>
      <div class="upload">
      <label><i class="fa fa-upload" style="font-size: 50px; "aria-</pre>
hidden="true"><input type="file" style="display:none;" name="image"
id="imageUpload" accept=".png, .jpg, .jpeg,.pdf"></i></label>
      </div><br><br><
    </form>
    <div class="image-section" style="display:none;">
      <div class="img-preview">
       <div id="imagePreview">
       </div>
      </div>
      <div>
       <button type="button" class="btn btn-info btn-lg " id="btn-</pre>
predict">Predict!</button>
      </div>
    </div>
```

Main.css:

```
.img-preview {
  width: 256px;
  height: 256px;
  position: relative;
  border: 5px solid #F8F8F8;
  box-shadow: 0px 2px 4px 0px rgba(0, 0, 0, 0.1);
  margin-top: 1em;
  margin-bottom: 1em;
}
.img-preview>div {
  width: 100%;
  height: 100%;
  background-size: cover;
```

```
background-repeat: no-repeat;
  background-position: center;
}
input[type="file"] {
  display: none;
}
.upload-label{
  display: inline-block;
  padding: 12px 20px;
  background: #39D2B4;
  color: #fff;
  font-size: 1em;
  transition: all .4s;
  cursor: pointer;
}
.upload-label:hover{
  background: #34495E;
  color: #39D2B4;
}
.loader {
  border: 8px solid #f3f3f3; /* Light grey */
  border-top: 8px solid #3498db; /* Blue */
  border-radius: 50%;
  width: 50px;
```

```
height: 50px;
  animation: spin 1s linear infinite;
}
@keyframes spin {
  0% { transform: rotate(0deg); }
  100% { transform: rotate(360deg); }
}
 Style1.css:
body
background-size:cover;
background-position-y:1270px;
}
header
{
  background:rgba(255,255,255,0.6);
}
h1
{
  text-align: center;
  text-decoration: underline;
  text-shadow: 2px;
}
h3
```

```
{
  text-align:left;
  font-style: normal;
  font-weight: 100;
  text-align-last: left;
}
#p1
{
  padding: 50px 50px;
 border: 2px solid #162b78;
 background-position: left;
}
  #about{
 border: 3px dotted;
border-color: rgb(0, 0, 0);
}
.topnav {
  background-color:black;
  overflow: hidden;
}
/* Style the links inside the navigation bar */
.topnav a {
```

```
float: left;
 color: #f2f2f2;
 text-align: center;
 padding: 14px 16px;
 text-decoration: none;
 font-size: 17px;
/* Change the color of links on hover */
.topnav a:hover {
 background-color: rgb(105, 118, 160);
 color: black;
/* Add a color to the active/current link */
.topnav a.active {
 background-color:rgb(105, 118, 160);
 color: white;
}
/* Right-aligned section inside the top navigation */
.topnav-right {
 float: right;
 Model_building.py:
"""Model Building.ipynb
"""Import the libraries"""
```

```
import numpy as np
import os
import tensorflow as tf
from tensorflow.keras.models import Sequential
from tensorflow.keras.layers import Dense, Flatten, Dropout
from tensorflow.keras.layers import Convolution2D, MaxPooling2D
from tensorflow.keras.preprocessing.image import ImageDataGenerator
from tensorflow.keras.preprocessing import image
from tensorflow.keras.models import load model
import matplotlib.pyplot as plt
import matplotlib.image as mpimg
"""Augment the data"""
train = ImageDataGenerator(rescale =
1./255,shear_range=0.2,zoom_range=0.2,horizontal_flip=True)
test = ImageDataGenerator(rescale = 1./255)
"""Loading and augmentation of given data"""
A_train = train.flow_from_directory(r'D:\College\7th semester\ibm\Final
Deliverables\Project\Dataset\train', target size=(64,64),
color_mode='grayscale',batch_size=3, class_mode='categorical')
A_test = test.flow_from_directory(r'D:\College\7th semester\ibm\Final
Deliverables\Project\Dataset\test', target_size=(64,64),
color mode='grayscale',batch size=3, class mode='categorical')
print(A_train.class_indices)
print(A_test.class_indices)
"""Import Keras library"""
model = Sequential()
```

```
"""Add 1st Convolution Layer and Pooling layer"""
model.add(Convolution2D(32,(3,3),input_shape=(64,64,1),activation='relu'))
model.add(MaxPooling2D(pool_size=(2,2)))
"""Add 2nd Convolution Layer and Pooling layer"""
model.add(Convolution2D(32,(3,3),activation='relu'))
model.add(MaxPooling2D(pool_size=(2,2)))
"""Add Flatten layer"""
model.add(Flatten())
"""Add dense layers"""
model.add(Dense(units=512,activation='relu'))
model.add(Dense(units=6,activation='softmax'))
print(model.summary())
"""Compile the model"""
model.compile(metrics=['accuracy'],loss='categorical_crossentropy',optimizer='
adam')
"""Train the model"""
model.fit(A_train,steps_per_epoch =
594/3,epochs=25,validation data=A test,validation steps=len(A test))
"""Save the model"""
model.save('gesture.h5')
json_model = model.to_json()
with open("model-gesture.json", "w") as json_file:
 json_file.write(json_model)
"""Test the model"""
test_model = load_model('gesture.h5')
```

```
img_path=r"D:\College\7th semester\ibm\Final Deliverables\Project\Model
Building\test_image.jpg"
img = mpimg.imread(img_path)
imgplot = plt.imshow(img)
plt.show()
imgload =
image.load_img(img_path,color_mode='grayscale',target_size=(64,64))
res = image.img_to_array(imgload)
print(res.shape)
print(type(res))
res = np.expand_dims(res,axis=0)
print(res.shape)
"""Predict the result"""
pred_res = np.argmax(test_model.predict(res),axis=-1)
print(pred_res)
index = ['0', '1', '2', '3', '4', '5']
final_res = str(index[pred_res[0]])
print(final_res)
 Main.js:
   $(document).ready(function() {
```

```
// Init

$('.image-section').hide();

$('.loader').hide();

$('#result').hide();

// Upload Preview
```

```
function readURL(input) {
    if (input.files && input.files[0]) {
       var reader = new FileReader();
       reader.onload = function (e) {
         $('#imagePreview').css('background-image', 'url(' + e.target.result +
')');
         $('#imagePreview').hide();
         $('#imagePreview').fadeIn(650);
       reader.readAsDataURL(input.files[0]);
  $("#imageUpload").change(function () {
    $('.image-section').show();
    $('#btn-predict').show();
    $('#result').text(");
    $('#result').hide();
    readURL(this);
  });
 // Predict
  $('#btn-predict').click(function() {
    var form_data = new FormData($('#upload-file')[0]);
```

```
// Show loading animation
  $(this).hide();
  $('.loader').show();
  // Make prediction by calling api /predict
  $.ajax({
    type: 'POST',
    url: '/perform',
    data: form_data,
    contentType: false,
    cache: false,
    processData: false,
    async: true,
    success: function (data) {
       // Get and display the result
       $('.loader').hide();
       $('#result').fadeIn(600);
       $('#result').html(data);
       console.log('Success!');
  });
});
```

Github Link:

https://github.com/IBM-EPBL/SI-GuidedProject-9365-1663041160

Video Link:

https://drive.google.com/file/d/1zMTno7m0Lt6TDnTBSXYvXQjp5ow1vcpn/view?usp=drivesdk