
STEP-BY-STEP: TRAINING IMU-BASED GESTURES WITH LIVE FEEDBACK

Michael Schnebly¹

ABSTRACT

Recognizing user-defined gestures in inertial measurement unit (IMU) data unlocks new forms of creativity and accessibility in human-computer interaction. However, training gesture recognition models is a difficult task that requires a deep understanding of machine learning. We present Step-by-Step, a software tool that allows users to train gesture recognition models with live audiovisual feedback. Step-by-Step uses a simple neural network to learn to recognize and distinguish multiple gestures in IMU timeseries data. Users can train the model by performing gestures and receiving live feedback on the model's performance. Step-by-Step is designed to be accessible to users with no machine learning experience, while providing a powerful codebase for advanced users.

1 INTRODUCTION

2 BACKGROUND

3 METHOD

4 FINDINGS

REFERENCES

Author, N. N. Suppressed for anonymity, 2018.

Duda, R. O., Hart, P. E., and Stork, D. G. *Pattern Classification*. John Wiley and Sons, 2nd edition, 2000.

Kearns, M. J. *Computational Complexity of Machine Learning*. PhD thesis, Department of Computer Science, Harvard University, 1989.

Langley, P. Crafting papers on machine learning. In Langley, P. (ed.), *Proceedings of the 17th International Conference on Machine Learning (ICML 2000)*, pp. 1207–1216, Stanford, CA, 2000. Morgan Kaufmann.

Michalski, R. S., Carbonell, J. G., and Mitchell, T. M. (eds.). *Machine Learning: An Artificial Intelligence Approach, Vol. I*. Tioga, Palo Alto, CA, 1983.

Mitchell, T. M. The need for biases in learning generalizations. Technical report, Computer Science Department, Rutgers University, New Brunswick, MA, 1980.

¹School of Engineering and Applied Sciences, Harvard University, Cambridge, MA, USA. Correspondence to: Michael Schnebly <michael_schnebly@g.harvard.edu>.

Newell, A. and Rosenbloom, P. S. Mechanisms of skill acquisition and the law of practice. In Anderson, J. R. (ed.), *Cognitive Skills and Their Acquisition*, chapter 1, pp. 1–51. Lawrence Erlbaum Associates, Inc., Hillsdale, NJ, 1981.

Samuel, A. L. Some studies in machine learning using the game of checkers. *IBM Journal of Research and Development*, 3(3):211–229, 1959.