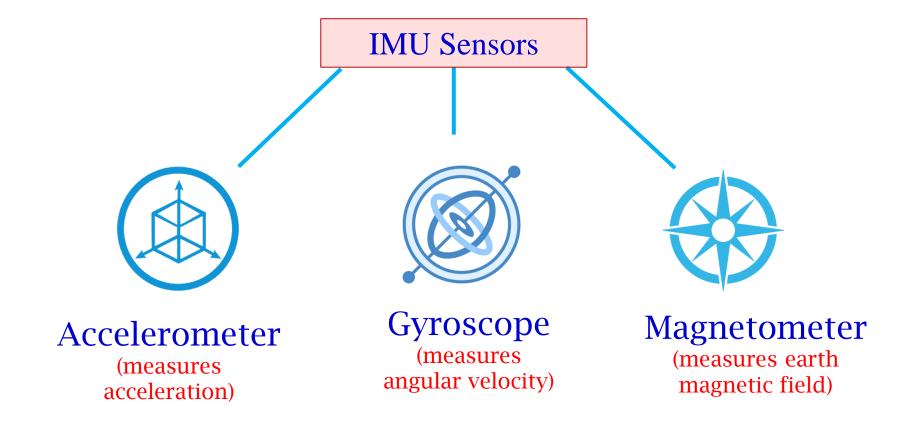
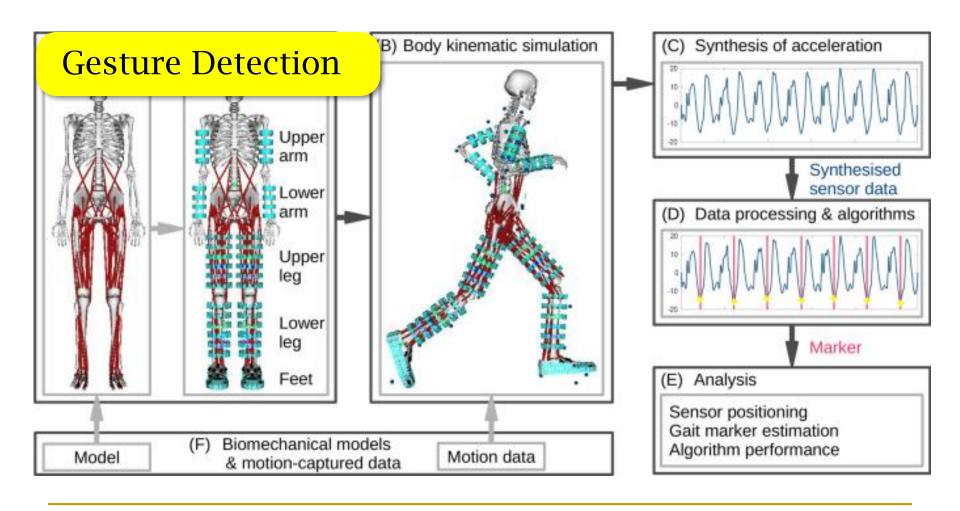
Gesture Recognition using IMU sensors

Amitangshu Pal

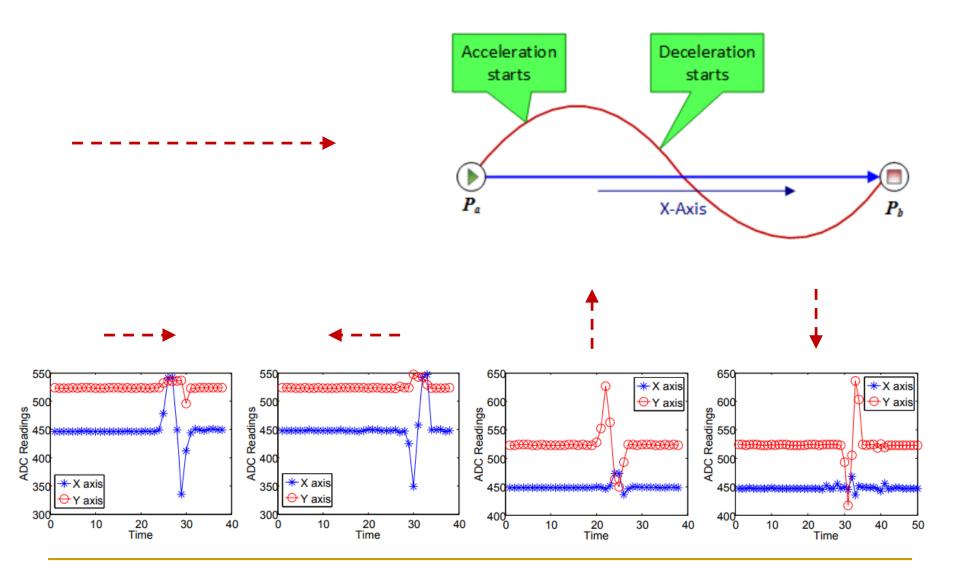
IMU Sensors



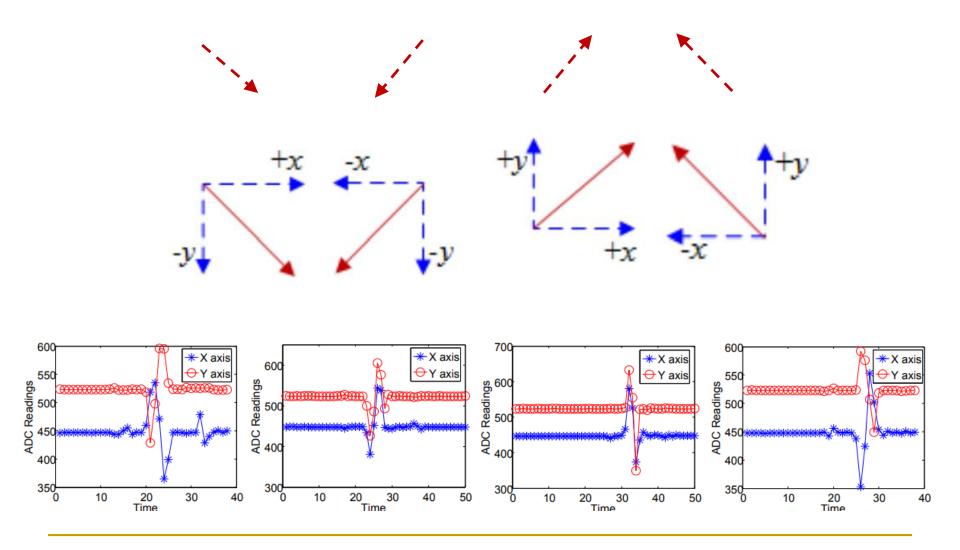
Sensing, Communication and Networking for Smart Wireless Devices



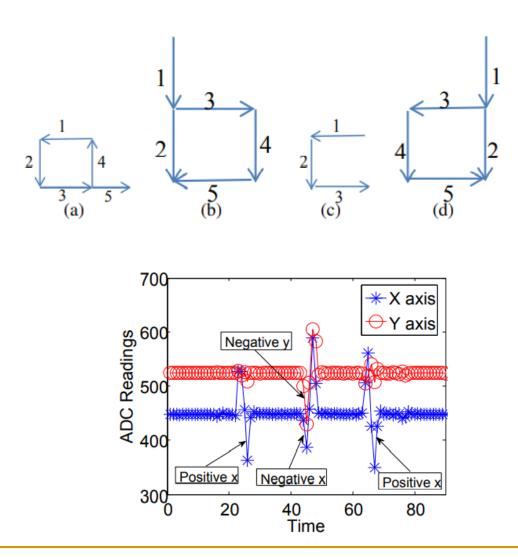
Hand Movement Detection with Strokes



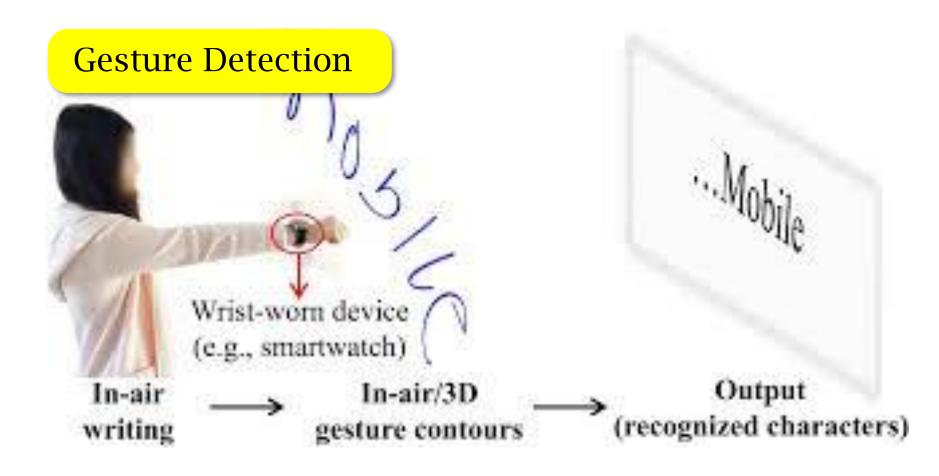
Hand Movement Detection with Strokes



Hand Movement Detection with Strokes



Sensing, Communication and Networking for Smart Wireless Devices



Audio Signal Matching

Doors and corners, kid. That's where they get you.



Doors and corners, kid. That's where they get you.



You walk into a room too fast, the room eats you.

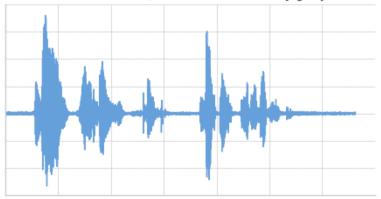


Doors and corners, kid. That's where they get you.

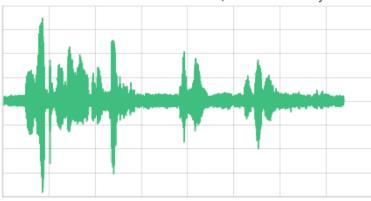


Audio Signal Matching

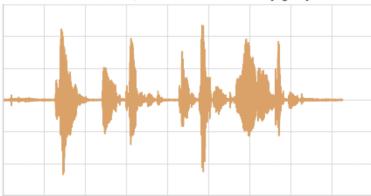
Doors and Corners, Kid. That's where they get you.



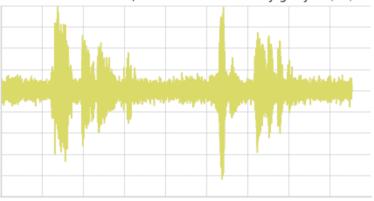
You walk into the room too fast, the room eats you.



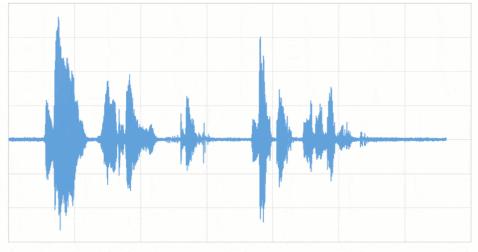
Doors and Corners, Kid. That's where they get you.(v2)



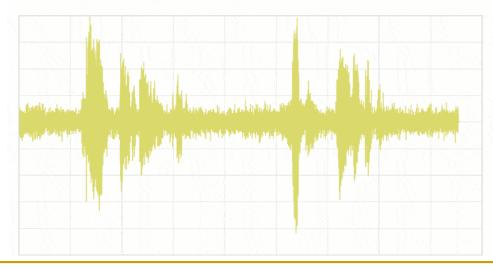
Doors and Corners, Kid. That's where they get you.(v3)



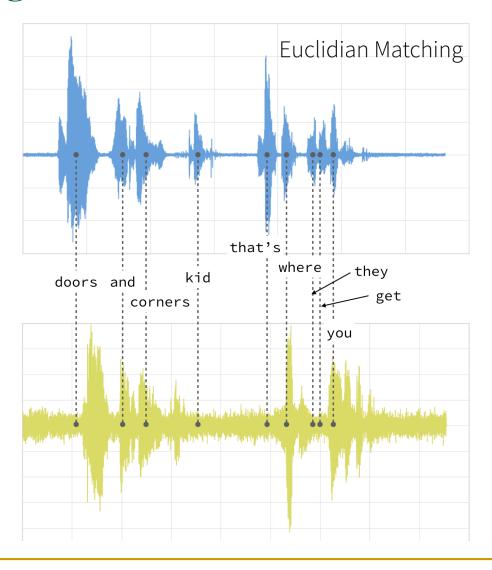
Audio Signal Matching



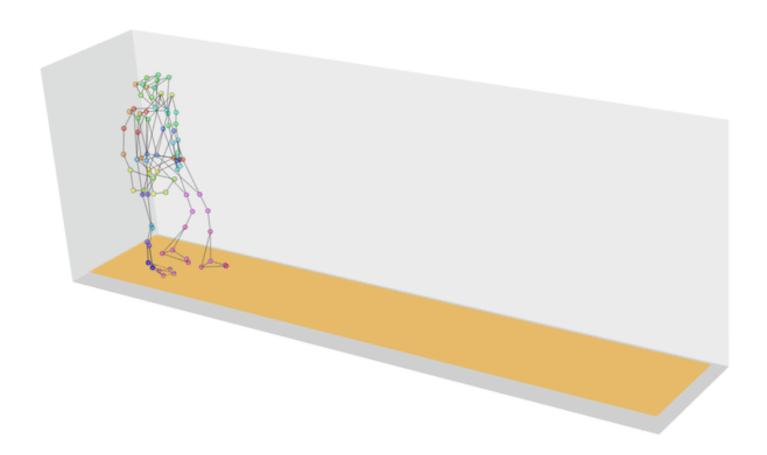
Doors and corners, kid. That's where they get you.



Calculating Euclidian Distance is not Sufficient

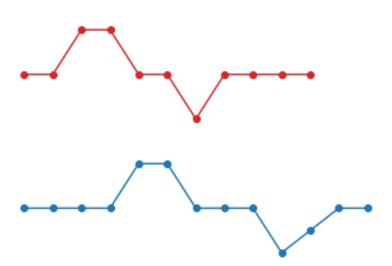


Walking Pattern Matching

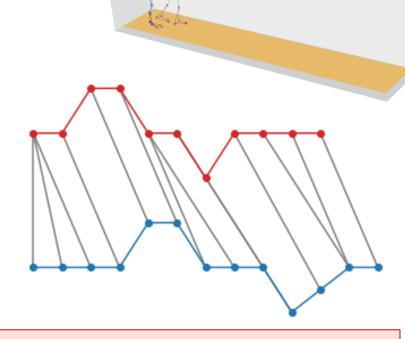


Dynamic Time Warping

- How similar are two signals?
- Which points corresponding to one another?



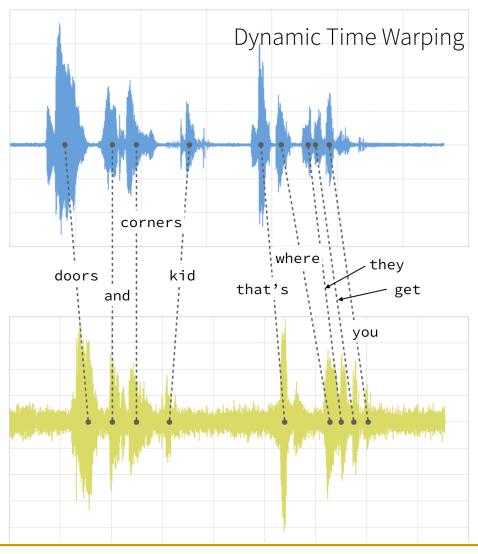
ED: Produces poor similarity score



DTW: More intuitive similarity score → allows similar shapes to match even if they are out of phase

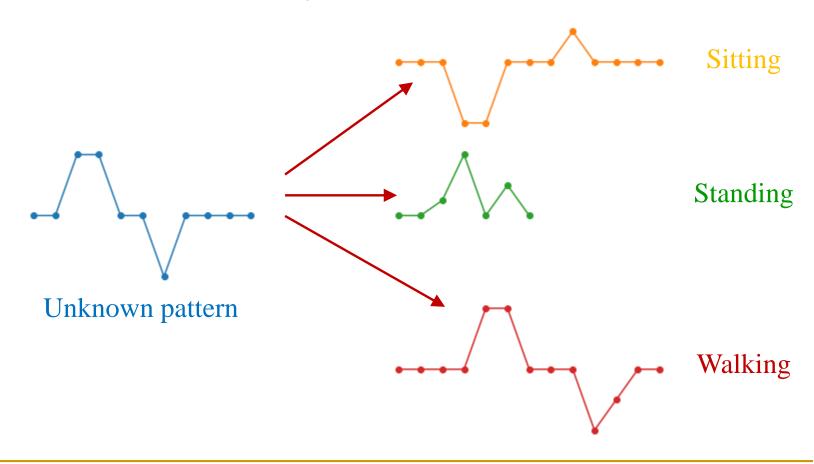
Src: Herman Kamper, 2021. Licensed under CC BY-SA 4.0

DTW for Audio Signal Matching



DTW for Posture Detection

- How similar are two signals?
- Which points corresponding to one another?



Inputs: $x_{1:N}$ and $y_{1:M}$

Cost matrix: $D \in \mathbb{R}^{N+1 \times M+1}$

<u>Initialization</u>: for i = 1 to N: $D_{i,0} = ∞$

for j = 1 to M: $D_{0,j} = \infty$

 $D_{0,0} = 0$

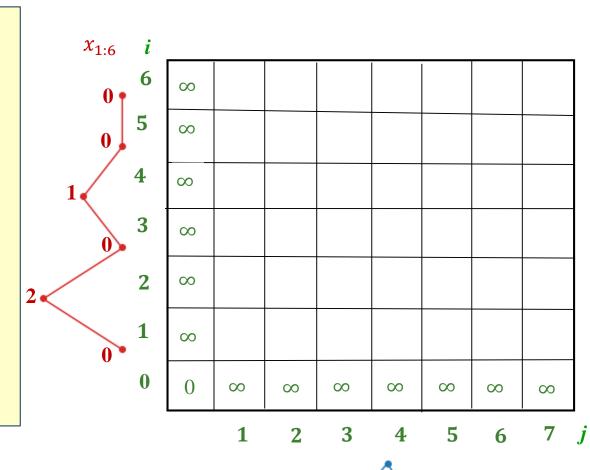
Calculate cost matrix:

for i = 1 to N:

for j = 1 to M:

$$D_{ij} = d(x_i, y_j) + \min \begin{bmatrix} D_{i-1,j-1} \\ D_{i-1,j} \\ D_{i,j-1} \end{bmatrix}$$

Get alignment: Trace back from $D_{N,M}$ to $D_{0,0}$



0.5

 $y_{1:7}$

Inputs: $x_{1:N}$ and $y_{1:M}$

Cost matrix: $D \in \mathbb{R}^{N+1 \times M+1}$

<u>Initialization</u>: for i = 1 to N: $D_{i,0} = ∞$

for j = 1 to M: $D_{0,j} = \infty$

 $D_{0,0} = 0$

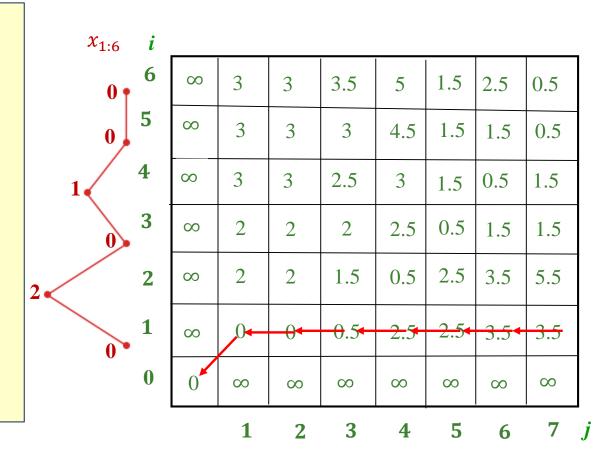
Calculate cost matrix:

for i = 1 to N:

for j = 1 to M:

$$D_{ij} = d(x_i, y_j) + \min \begin{bmatrix} D_{i-1,j-1} \\ D_{i-1,j} \\ D_{i,j-1} \end{bmatrix}$$

Get alignment: Trace back from $D_{N,M}$ to $D_{0,0}$



0.5

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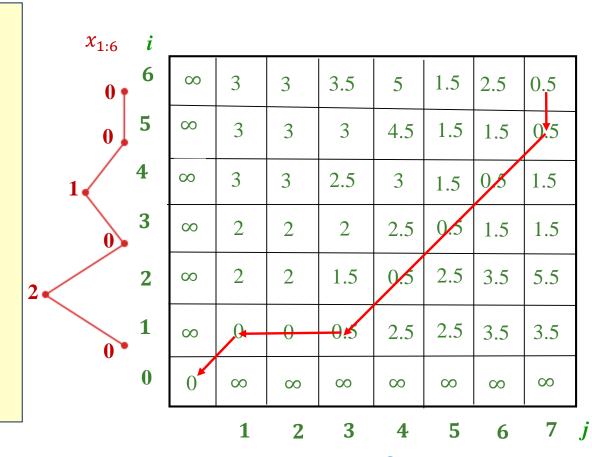
Calculate cost matrix:

for i = 1 to N:

for j = 1 to M:

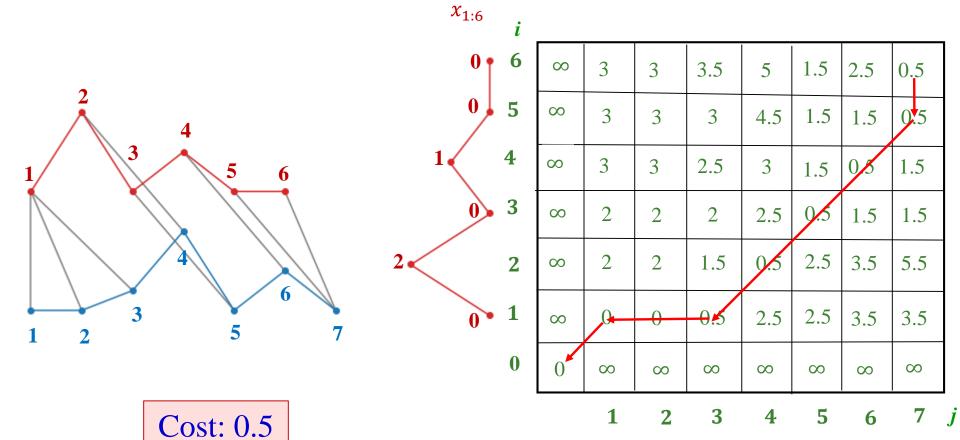
$$D_{ij} = d(x_i, y_j) + \min \begin{bmatrix} D_{i-1,j-1} \\ D_{i-1,j} \\ D_{i,j-1} \end{bmatrix}$$

Get alignment: Trace back from $D_{N,M}$ to $D_{0,0}$



0.5

 $y_{1:7}$



 $y_{1:7}$

0.5

DTW for Audio Signal Matching

Doors and corners, kid. That's where they get you.

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293547478.0

Clip 4



You walk into a room too fast, the room eats you.

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