

10. Gesture recognition

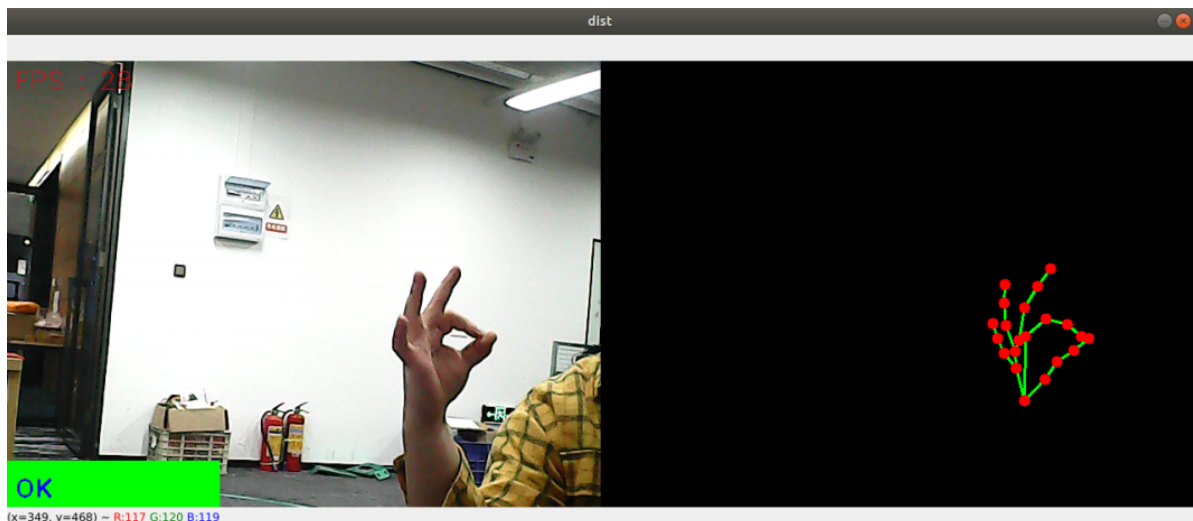
Gesture recognition

The potential recognition designed based on the right direction can accurately recognize when specific conditions are met. The recognizable gestures include: [Zero, One, Two, Three, Four, Five, Six, Seven, Eight, Okay, Rock, Thumb_up (like), Thumb_down (thumb down), Heart_single (single)], totaling 14 categories.

1) Start

Input following command:

```
cd /home/yahboom/orbbec_ws/src/yahboomcar_mediapipe/scripts
python3 11_GestureRecognition.py
```



2) Code

Code path:

/home/yahboom/orbbec_ws/src/yahboomcar_mediapipe/scripts/11_GestureRecognition.py

```
#!/usr/bin/env python3
# encoding: utf-8
import math
import time
import cv2 as cv
import numpy as np
import mediapipe as mp

class handDetector:
    def __init__(self, mode=False, maxHands=2, detectorCon=0.5, trackCon=0.5):
        self.tipIds = [4, 8, 12, 16, 20]
        self.mpHand = mp.solutions.hands
        self.mpDraw = mp.solutions.drawing_utils
        self.hands = self.mpHand.Hands(
            static_image_mode=mode,
            max_num_hands=maxHands,
```

```

        min_detection_confidence=detectorCon,
        min_tracking_confidence=trackCon
    )
    self.lmList = []
    self.lmDrawSpec = mp.solutions.drawing_utils.DrawingSpec(color=(0, 0,
255), thickness=1, circle_radius=6)
    self.drawSpec = mp.solutions.drawing_utils.DrawingSpec(color=(0, 255,
0), thickness=2, circle_radius=2)

    def get_dist(self, point1, point2):
        x1, y1 = point1
        x2, y2 = point2
        return abs(math.sqrt(math.pow(abs(y1 - y2), 2) + math.pow(abs(x1 - x2),
2)))

    def calc_angle(self, pt1, pt2, pt3):
        point1 = self.lmList[pt1][1], self.lmList[pt1][2]
        point2 = self.lmList[pt2][1], self.lmList[pt2][2]
        point3 = self.lmList[pt3][1], self.lmList[pt3][2]
        a = self.get_dist(point1, point2)
        b = self.get_dist(point2, point3)
        c = self.get_dist(point1, point3)
        try:
            radian = math.acos((math.pow(a, 2) + math.pow(b, 2) - math.pow(c,
2)) / (2 * a * b))
            angle = radian / math.pi * 180
        except:
            angle = 0
        return abs(angle)

    def findHands(self, frame, draw=True):
        self.lmList = []
        img = np.zeros(frame.shape, np.uint8)
        img_RGB = cv.cvtColor(frame, cv.COLOR_BGR2RGB)
        self.results = self.hands.process(img_RGB)
        if self.results.multi_hand_landmarks:
            for i in range(len(self.results.multi_hand_landmarks)):
                if draw: self.mpDraw.draw_landmarks(frame,
self.results.multi_hand_landmarks[i], self.mpHand.HAND_CONNECTIONS,
self.lmDrawSpec, self.drawSpec)
                self.mpDraw.draw_landmarks(img,
self.results.multi_hand_landmarks[i], self.mpHand.HAND_CONNECTIONS,
self.lmDrawSpec, self.drawSpec)
                for id, lm in
enumerate(self.results.multi_hand_landmarks[i].landmark):
                    h, w, c = frame.shape
                    cx, cy = int(lm.x * w), int(lm.y * h)
                    self.lmList.append([id, cx, cy])
            return frame, img

    def frame_combine(self, frame, src):
        if len(frame.shape) == 3:
            frameH, frameW = frame.shape[:2]
            srcH, srcW = src.shape[:2]

```

```

        dst = np.zeros((max(frameH, srcH), frameW + srcW, 3), np.uint8)
        dst[:, :frameW] = frame[:, :]
        dst[:, frameW:] = src[:, :]
    else:
        src = cv.cvtColor(src, cv.COLOR_BGR2GRAY)
        frameH, frameW = frame.shape[:2]
        imgH, imgW = src.shape[:2]
        dst = np.zeros((frameH, frameW + imgW), np.uint8)
        dst[:, :frameW] = frame[:, :]
        dst[:, frameW:] = src[:, :]
    return dst

def fingersUp(self):
    fingers=[]
    # Thumb
    if (self.calc_angle(self.tipIds[0],
                        self.tipIds[0] - 1,
                        self.tipIds[0] - 2) > 150.0) and (
        self.calc_angle(
            self.tipIds[0] - 1,
            self.tipIds[0] - 2,
            self.tipIds[0] - 3) > 150.0): fingers.append(1)
    else:
        fingers.append(0)
    # 4 finger
    for id in range(1, 5):
        if self.lmList[self.tipIds[id]][2] < self.lmList[self.tipIds[id] -
2][2]:
            fingers.append(1)
        else:
            fingers.append(0)
    return fingers

def get_gesture(self):
    gesture = ""
    fingers = self.fingersUp()
    if self.lmList[self.tipIds[0]][2] > self.lmList[self.tipIds[1]][2] and \
        self.lmList[self.tipIds[0]][2] > self.lmList[self.tipIds[2]][2]
and \
        self.lmList[self.tipIds[0]][2] > self.lmList[self.tipIds[3]][2]
and \
        self.lmList[self.tipIds[0]][2] > self.lmList[self.tipIds[4]][2]
: gesture = "Thumb_down"

    elif self.lmList[self.tipIds[0]][2] < self.lmList[self.tipIds[1]][2] and
\
        self.lmList[self.tipIds[0]][2] < self.lmList[self.tipIds[2]][2]
and \
        self.lmList[self.tipIds[0]][2] < self.lmList[self.tipIds[3]][2]
and \
        self.lmList[self.tipIds[0]][2] < self.lmList[self.tipIds[4]][2]
and \
        self.calc_angle(self.tipIds[1] - 1, self.tipIds[1] - 2,
self.tipIds[1] - 3) < 150.0 : gesture = "Thumb_up"
        if fingers.count(1) == 3 or fingers.count(1) == 4:

```

```

        if fingers[0] == 1 and (
            self.get_dist(self.lmList[4][1:], self.lmList[8][1:])
<self.get_dist(self.lmList[4][1:], self.lmList[5][1:])
        ): gesture = "OK"
        elif fingers[2] == fingers[3] == 0: gesture = "Rock"
        elif fingers.count(1) == 3: gesture = "Three"
        else: gesture = "Four"
    elif fingers.count(1) == 0: gesture = "Zero"
    elif fingers.count(1) == 1: gesture = "One"
    elif fingers.count(1) == 2:
        if fingers[0] == 1 and fingers[4] == 1: gesture = "Six"
        elif fingers[0] == 1 and self.calc_angle(4, 5, 8) > 90: gesture =
"Eight"
        elif fingers[0] == fingers[1] == 1 and self.get_dist(self.lmList[4]
[1:], self.lmList[8][1:]) < 50: gesture = "Heart_single"
        else: gesture = "Two"
    elif fingers.count(1)==5:gesture = "Five"
    if self.get_dist(self.lmList[4][1:], self.lmList[8][1:]) < 60 and \
        self.get_dist(self.lmList[4][1:], self.lmList[12][1:]) < 60 and
\
        self.get_dist(self.lmList[4][1:], self.lmList[16][1:]) < 60 and
\
        self.get_dist(self.lmList[4][1:], self.lmList[20][1:]) < 60 :
gesture = "Seven"
    if self.lmList[self.tipIds[0]][2] < self.lmList[self.tipIds[1]][2] and \
        self.lmList[self.tipIds[0]][2] < self.lmList[self.tipIds[2]][2]
and \
        self.lmList[self.tipIds[0]][2] < self.lmList[self.tipIds[3]][2]
and \
        self.lmList[self.tipIds[0]][2] < self.lmList[self.tipIds[4]][2]
and \
        self.calc_angle(self.tipIds[1] - 1, self.tipIds[1] - 2,
self.tipIds[1] - 3) > 150.0 : gesture = "Eight"
    return gesture

'''
Zero One Two Three Four Five Six Seven Eight
Ok: OK
Rock: rock
Thumb_up : 点赞
Thumb_down: 拇指向下
Heart_single: 单手比心
'''

if __name__ == '__main__':
    capture = cv.VideoCapture(0)
    capture.set(6, cv.VideoWriter_fourcc('M', 'J', 'P', 'G'))
    capture.set(cv.CAP_PROP_FRAME_WIDTH, 640)
    capture.set(cv.CAP_PROP_FRAME_HEIGHT, 480)
    print("capture get FPS : ", capture.get(cv.CAP_PROP_FPS))
    pTime = cTime = 0
    hand_detector = handDetector(detectorCon=0.75)
    while capture.isOpened():
        ret, frame = capture.read()
        # frame = cv.flip(frame, 1)

```

```

frame, img = hand_detector.findHands(frame, draw=False)
if len(hand_detector.lmList) != 0:
    totalFingers = hand_detector.get_gesture()
    cv.rectangle(frame, (0, 430), (230, 480), (0, 255, 0), cv.FILLED)
    cv.putText(frame, str(totalFingers), (10, 470),
cv.FONT_HERSHEY_PLAIN, 2, (255, 0, 0), 2)
    if cv.waitKey(1) & 0xFF == ord('q'): break
    cTime = time.time()
    fps = 1 / (cTime - pTime)
    pTime = cTime
    text = "FPS : " + str(int(fps))
    cv.putText(frame, text, (10, 30), cv.FONT_HERSHEY_SIMPLEX, 0.9, (0, 0,
255), 1)
    dist = hand_detector.frame_combine(frame, img)
    cv.imshow('dist', dist)
    # cv.imshow('frame', frame)
    # cv.imshow('img', img)
capture.release()
cv.destroyAllWindows()

```