

11. Mediapipe gesture control action group

Note: There are relevant running codes on Raspberry Pi and Jetson nano, but due to differences in motherboard performance, they may not run so smoothly. The supporting virtual machines also have running environments and programs installed. If the experience on the motherboard is not good, you can remove the camera and plug it into the virtual machine. Connect the camera device to the virtual machine to run the image processing program on the virtual machine and run the driver on the motherboard. The premise is that distributed communication needs to be set up between the motherboard and the virtual machine. Please refer to the previous tutorial for setting up.

11.1. Introduction

MediaPipe is an open source data stream processing machine learning application development framework developed by Google. It is a graph-based data processing pipeline for building and using multiple forms of data sources, such as video, audio, sensor data, and any time series data.

MediaPipe is cross-platform and can run on embedded platforms (Raspberry Pi, etc.), mobile devices (iOS and Android), workstations and servers, and supports mobile GPU acceleration. MediaPipe provides cross-platform, customizable ML solutions for real-time and streaming media.

The core framework of MediaPipe is implemented in C++ and provides support for languages such as Java and Objective C. The main concepts of MediaPipe include Packet, Stream, Calculator, Graph and Subgraph.

Features of MediaPipe:

- End-to-end acceleration: Built-in fast ML inference and processing accelerates even on commodity hardware.
- Build once, deploy anywhere: Unified solution for Android, iOS, desktop/cloud, web and IoT.
- Ready-to-use solutions: cutting-edge ML solutions that showcase the full capabilities of the framework.
- Free and open source: frameworks and solutions under Apache2.0, fully extensible and customizable.

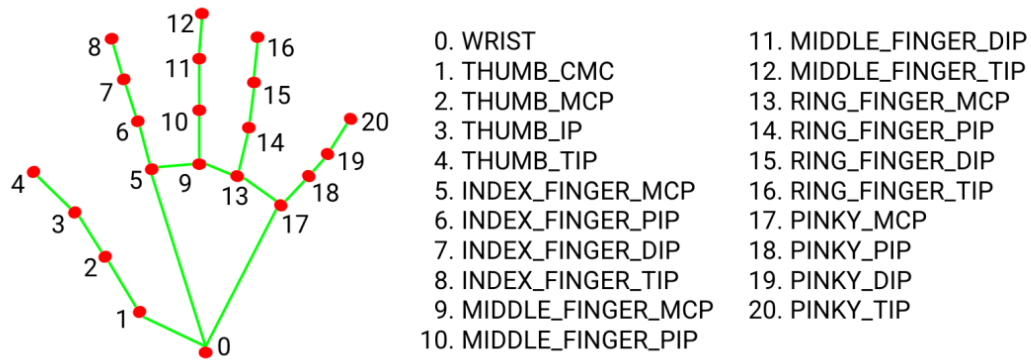
11.2. Start up

After the program is run, the camera will capture images and there are six gestures, as follows,

- Gesture Yes: the robotic arm dances
- Gesture number 1: Robotic arm nods
- Gesture rock (the index finger and little finger are straightened, and the other fingers are bent): the robotic arm is straightened and turned left and right
- Gesture number 5: robotic arm applauds
- Gesture contempt (clench fist, extend thumb, thumb down): The robotic arm kneels down and the clamping claws are tightened
- Gesture OK: The robotic arm shakes its head and the clamping claws tighten

Here, after each gesture is completed, it will return to the initial position and beep, waiting for the next gesture recognition.

MediaPipe Hands infers the 3D coordinates of 21 hand-valued joints from a frame,



Method 1: Run on separate motherboard/virtual machine,

```
roscore
roslaunch arm_mediapipe arm_driver.py
roslaunch arm_mediapipe FingerCtrl.py
```

Method 2: Motherboard + virtual machine (needs to be equipped with a camera and set up multi-machine communication),

```
roscore #Host
roslaunch arm_mediapipe arm_driver.py #The motherboard starts the underlying drive
robotic arm
roslaunch arm_mediapipe FingerCtrl.py #Virtual machine starts image processing
```

11.3. Source code

11.3.1. arm_driver.py

Source code location: /home/yahboom/dofbot_ws/src/arm_mediapipe/scripts/arm_driver.py

jetson-nano source code

location: /home/jetson/dofbot_ws/src/arm_mediapipe/scripts/arm_driver.py

Raspberry Pi source code location:

/home/dofbot/dofbot_ws/src/arm_mediapipe/scripts/arm_driver.py

```
#!/usr/bin/env python3
# encoding: utf-8
import rospy
from Arm_Lib import Arm_Device
from yahboomcar_msgs.msg import *
from std_msgs.msg import Bool
import time
Arm = Arm_Device()

joints = [90, 2.0, 60.0, 40.0, 90]
Arm.Arm_serial_servo_write6(90, 90, 90, 90, 90, 90, 1000)
time.sleep(1)
print("init done")
def Armcallback(msg):
```

```

    if not isinstance(msg, ArmJoint):
        print("-----")
        return
    arm_joint = ArmJoint()
    print("msg.joints: ",msg.joints)
    print("msg.joints: ",msg.run_time)
    if len(msg.joints) != 0:
        arm_joint.joints = joints
        for i in range(2):
            Arm.Arm_serial_servo_write6(msg.joints[0],
msg.joints[1],msg.joints[2],msg.joints[3],msg.joints[4],msg.joints[5],time=msg.r
un_time)
            time.sleep(0.01)
    else:
        arm_joint.id = msg.id
        arm_joint.angle = msg.angle
        for i in range(2):
            Arm.Arm_serial_servo_write(msg.id, msg.angle, msg.run_time)
            time.sleep(0.01)

def Buzzercallback(msg):
    if not isinstance(msg, Bool):
        print("-----")
        return
    if msg.data==True:
        print("beep on")
        Arm.Arm_Buzzer_On()
    else:
        Arm.Arm_Buzzer_Off()
        print("beep off")

sub_Arm = rospy.Subscriber("TargetAngle", ArmJoint, Armcallback,
queue_size=1000)
sub_Buzzer = rospy.Subscriber("Buzzer", Bool, Buzzercallback,queue_size=1000)

if __name__ == '__main__':
    Arm.Arm_serial_servo_write6(90, 90, 90, 90, 90, 90, 1000) #修改这个地方，可以调
整机械臂初始位置
    rospy.init_node("arm_driver_node",anonymous=True)
    rospy.spin()

```

11.3.2、FingerCtrl.py

Virtual machine source code location:

/home/yahboom/dofbot_ws/src/arm_mediapipe/scripts/FingerCtrl.py

jetson-nano source code

location:/home/jetson/dofbot_ws/src/arm_mediapipe/scripts/FingerCtrl.py

Raspberry Pi source code location:

/home/dofbot/dofbot_ws/src/arm_mediapipe/scripts/FingerCtrl.py

```

#!/usr/bin/env python3
# encoding: utf-8
import threading

```

```

import numpy as np
from media_library import *
from time import sleep, time

class HandCtrlArm:
    def __init__(self):
        self.media_ros = Media_ROS()
        self.hand_detector = HandDetector()
        self.arm_status = True
        self.locking = True
        self.init = True
        self.pTime = 0
        self.add_lock = self.remove_lock = 0
        self.media_ros.pub_arm([90, 135, 0, 45, 90, 90])
        print("111")
        self.event = threading.Event()
        self.event.set()

    def dance(self):
        print("dance")
        time_sleep = 0.5
        self.media_ros.pub_arm([90, 90, 90, 90, 90, 90])
        sleep(time_sleep)
        self.media_ros.pub_arm([90, 60, 120, 60, 90, 90])
        sleep(time_sleep)
        self.media_ros.pub_arm([90, 45, 135, 45, 90, 90])
        sleep(time_sleep)
        self.media_ros.pub_arm([90, 60, 120, 60, 90, 90])
        sleep(time_sleep)
        self.media_ros.pub_arm([90, 90, 90, 90, 90, 90])
        sleep(time_sleep)
        self.media_ros.pub_arm([90, 100, 80, 80, 90, 90])
        sleep(time_sleep)
        self.media_ros.pub_arm([90, 120, 60, 60, 90, 90])
        sleep(time_sleep)
        self.media_ros.pub_arm([90, 135, 45, 45, 90, 90])
        sleep(time_sleep)
        self.media_ros.pub_arm([90, 90, 90, 90, 90, 90])
        sleep(time_sleep)
        self.media_ros.pub_arm([90, 90, 90, 20, 90, 150])
        sleep(time_sleep)
        self.media_ros.pub_arm([90, 90, 90, 90, 90, 90])
        sleep(time_sleep)
        self.media_ros.pub_arm([90, 90, 90, 20, 90, 150])
        sleep(time_sleep)
        self.media_ros.pub_arm([0, 90, 90, 90, 0, 90])
        sleep(time_sleep)
        self.media_ros.pub_arm([0, 90, 180, 0, 0, 90])
        sleep(time_sleep)
        self.media_ros.pub_arm([], 6, 180)
        sleep(time_sleep)
        self.media_ros.pub_arm([], 6, 30)
        sleep(time_sleep)
        self.media_ros.pub_arm([90, 90, 90, 90, 90, 90])
        sleep(time_sleep)

```

```

self.media_ros.pub_arm([90, 135, 0, 45, 90, 90])
sleep(time_sleep)

def init_pose(self):
    self.media_ros.pub_arm([90.0, 145.0, 0.0, 0.0, 90.0, 31.0])
    sleep(0.5)
    self.media_ros.RobotBuzzer()

def arm_applaud(self):
    print("applaud")
    self.media_ros.pub_arm([90.0, 145.0, 0.0, 71.0, 90.0, 0.0])
    sleep(0.5)
    self.media_ros.pub_arm([], 6, 30)
    sleep(0.5)
    self.media_ros.pub_arm([], 6, 180)
    sleep(0.5)
    self.media_ros.pub_arm([], 6, 30)
    sleep(0.5)
    self.media_ros.pub_arm([], 6, 180)
    sleep(0.5)
    #self.media_ros.pub_arm([90.0, 145.0, 0.0, 0.0, 90.0, 31.0])

def shake(self):
    print("applaud")
    for i in range(3):
        self.media_ros.pub_arm([138.0, 94.0, 92.0, 88.0, 92.0, 172.0])
        sleep(0.5)
        self.media_ros.pub_arm([48.0, 94.0, 92.0, 87.0, 92.0, 172.0])
        sleep(0.5)
    self.media_ros.pub_arm([90.0, 145.0, 0.0, 0.0, 90.0, 31.0])

def arm_nod(self):
    print("nod")
    for i in range(3):
        self.media_ros.pub_arm([82.0, 89.0, 93.0, 93.0, 89.0, 32.0])
        sleep(0.5)
        self.media_ros.pub_arm([82.0, 89.0, 93.0, 33.0, 89.0, 32.0])
        sleep(0.5)
    self.media_ros.pub_arm([90.0, 145.0, 0.0, 0.0, 90.0, 31.0])

def process(self, frame):
    frame = cv.flip(frame, 1)
    frame, lmList, bbox = self.hand_detector.findHands(frame)
    if len(lmList) != 0 and self.media_ros.Joy_active:
        threading.Thread(target=self.arm_ctrl_threading, args=
(lmList, bbox)).start()
        self.cTime = time()
        fps = 1 / (self.cTime - self.pTime)
        self.pTime = self.cTime
        text = "FPS : " + str(int(fps))
        cv.putText(frame, text, (20, 30), cv.FONT_HERSHEY_SIMPLEX, 0.9, (0, 0,
255), 1)

```

```

self.media_ros.pub_imgMsg(frame)
return frame

def arm_ctrl_threading(self, lmList, bbox):
    if self.event.is_set():
        self.event.clear()
        fingers = self.hand_detector.fingersUp(lmList)
        self.hand_detector.draw = False
        gesture = self.hand_detector.get_gesture(lmList)
        if gesture == "Yes":
            self.arm_status = False
            self.dance()
            sleep(0.5)
            self.init_pose()
            sleep(1.0)
            self.arm_status = True

        elif gesture == "OK":
            self.arm_status = False
            for i in range(3):
                sleep(0.1)
                self.media_ros.pub_arm([80, 135, 0, 15, 90, 180])
                sleep(0.5)
                self.media_ros.pub_arm([110, 135, 0, 15, 90, 90])
                sleep(0.5)
            self.init_pose()
            sleep(1.0)
            self.arm_status = True
        elif gesture == "Thumb_down":
            self.arm_status = False

            self.media_ros.pub_arm([90, 0, 180, 0, 90, 180])
            sleep(1.0)
            self.media_ros.pub_arm([90, 0, 180, 0, 90, 90])
            sleep(1.0)
            self.init_pose()
            sleep(1.0)
            self.arm_status = True

        elif sum(fingers) == 1:
            self.arm_status = False

            self.arm_nod()
            self.init_pose()
            sleep(1.0)
            self.arm_status = True

        elif fingers[1] == fingers[4] == 1 and sum(fingers) == 2:
            self.arm_status = False

            self.shake()
            self.init_pose()
            sleep(1.0)

```

```

        self.arm_status = True

    elif sum(fingers) == 5:
        self.arm_status = False
        self.arm_applaud()
        self.init_pose()
        sleep(1.0)
        self.arm_status = True

    self.event.set()

if __name__ == '__main__':
    rospy.init_node('HandCtrlArm_node', anonymous=True)
    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))
    ctrl_arm = HandCtrlArm()
    ctrl_arm.media_ros.pub_arm([90, 135, 0, 45, 90, 90])
    while capture.isOpened():
        ret, frame = capture.read()
        action = cv.waitKey(1) & 0xFF
        frame = ctrl_arm.process(frame)
        if action == ord('q'):
            ctrl_arm.media_ros.cancel()
            break
        cv.imshow('frame', frame)
    capture.release()
    cv.destroyAllWindows()

```