Gesture Recognition

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## Problem Statement

To develop a cool feature for smart TV to recognize 5 different gestures performed by the user.

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| **Experiment Number** | **Model** | **Result** | **Decision + Explanation** |
| **1** | **Conv3D** | **Accuracy : 0.26** | **Accuracy was extremely low of 0.26 and hence next model will increase the batch size and epochs** |
| **2** | **Conv3D** | **Accuracy : 0.84** | **Accuracy has improved and the graph shows good improvement.** |
| **3** | **Conv3D** | **Accuracy: 0.80** | **Increase the amount of trainable data/ reduce the filter size** |
| **4** | **Conv3D** | **Accuracy : 0.85** | **Good accuracy but using a high number of parameters** |
| **5** | **Conv3D** | **Accuracy : 0.59** | **Accuracy dropped and also used a high number of parameters** |
| **6** | **Time Distributed with gru** | **Accuracy: 0.89** | **Has good accuracy with good number of parameters of 1657445** |
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Conclusion

The model built with Time distributed Conv2d (Model 6) gave better results compared to the other models. It also has the least number of parameters for the scenario as well