



AlmageLAB - Unimore

# Riconoscimento di gesti per l'interazione uomo-veicolo mediante sensori infrarossi e 3D



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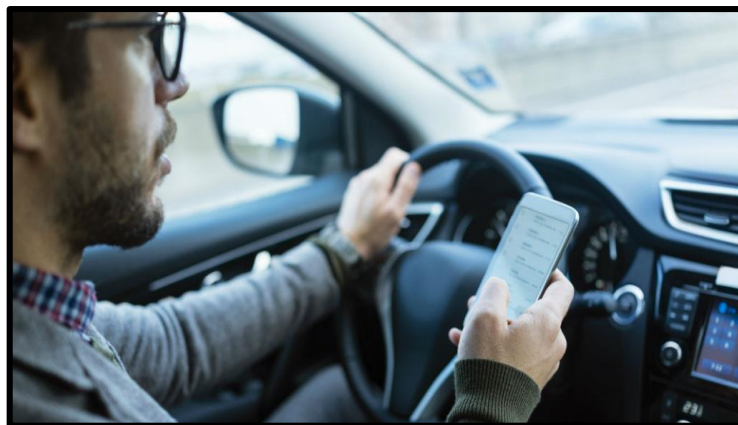
**Relatore:** Prof. Roberto Vezzani

**Correlatori:** Dott. Guido Borghi  
Dott. Stefano Pini

Più del **90%** degli incidenti stradali sono dovuti a **errori umani**.<sup>1</sup>

Una delle cause principali è la **Distrazione** del **Driver**:

- Visiva
- Cognitiva
- **Manuale**

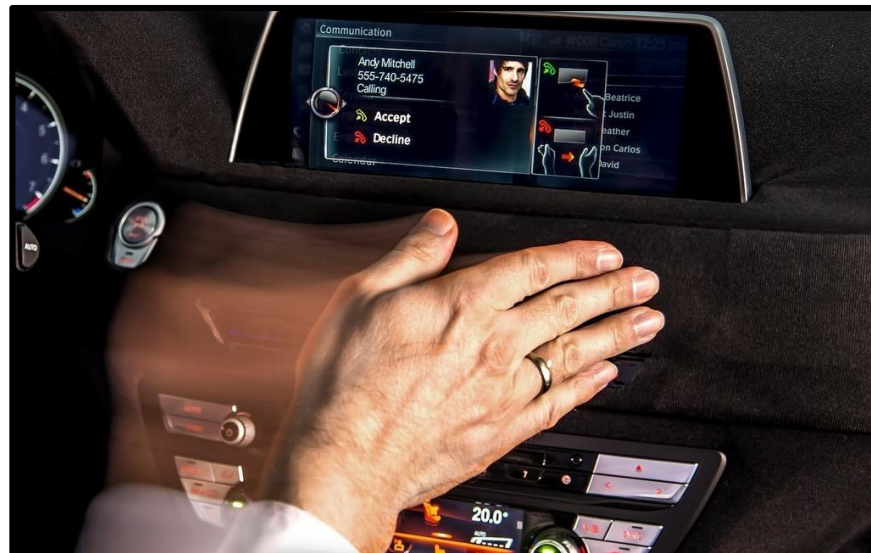


Interazione Uomo-Macchina (HMI) tramite **Natural User Interface** (NUI):

- **No** Dispositivi **Fisici** (manopole, pulsanti, touchscreen)
- Interazione **Intuitiva**

## Gesture Recognition

riconoscimento automatico dei **gesti** mediante sistemi di **visione**

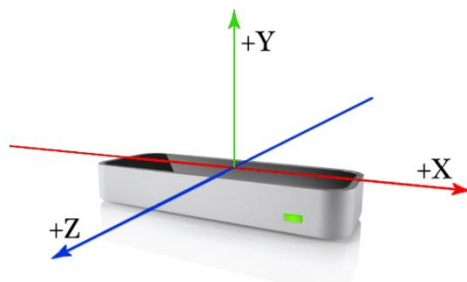


## Vincoli:

- Posizione e ingombro fisico
- Invarianza Luminosità
- Prestazioni Real Time



Pico Flexx  
ToF

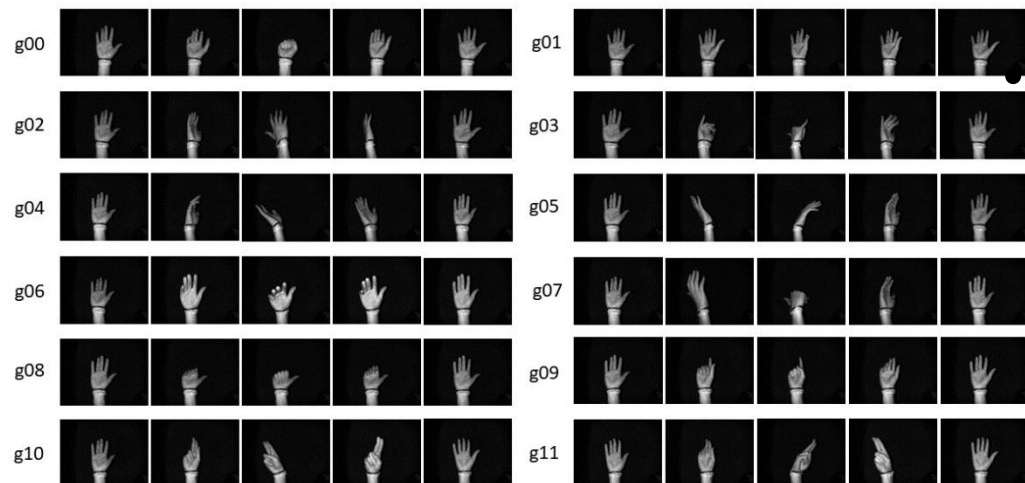


Leap Motion  
Stereo-camera infrarossi



RGB cam





## 12 Gesti Dinamici:

- Fist – g00
- Pinch – g01
- Flip over – g02
- Telephone – g03
- Right Swipe – g04
- Left Swipe – g05
- Top-down swipe – g06
- Bottom-up – g07
- Thumb – g08
- Index – g09
- Clockwise rotation – g10
- Counterclockwise rotation – g11



40 Soggetti



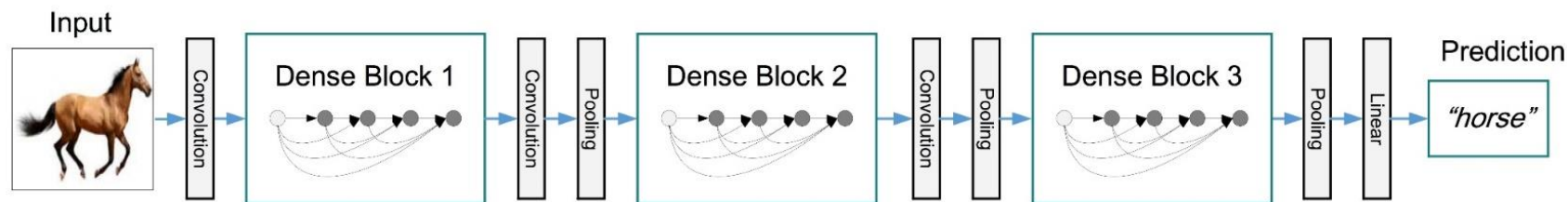
Dati Acquisiti:

IR – RGB – Depth Map – 3D Feature

L'**evoluzione temporale** dei gesti dinamici è affrontata lato software da **3 Architetture**:

1. DenseNet con **Stack di frame**
2. C3D con **convoluzioni 3D** (dimensione tempo)
3. LSTM- **Rete Neurale Ricorrente**

## DenseNet<sup>1</sup>



Input:

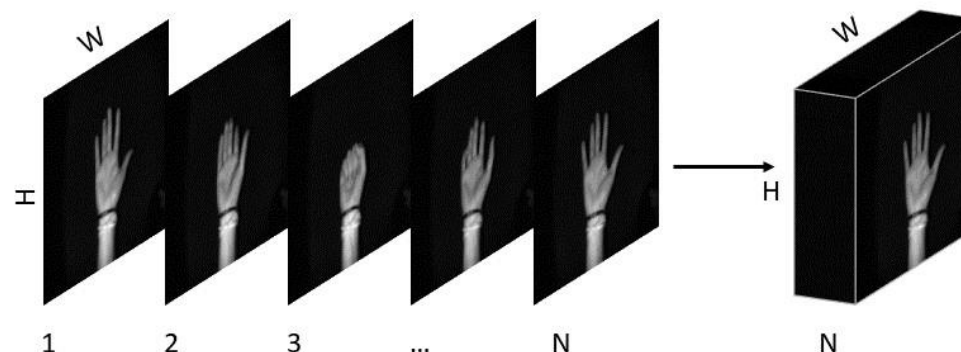
- Depth Map
- Immagini IR
- Immagini RGB/Grayscale

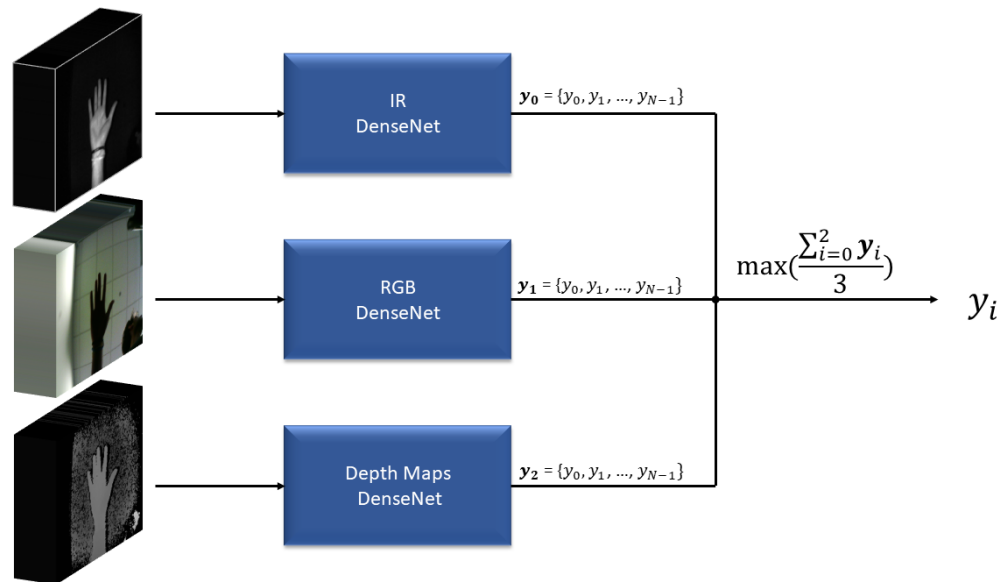
Output:

- Classe Gesture

Temporalità:

- Stack





## Input:

- Depth Map – IR
- Depth Map – RGB/Grayscale
- IR – RGB/Grayscale
- Depth Map – IR – RGB/Grayscale

## Output:

- Classe Gesture



## C3D<sup>1</sup>



Input:

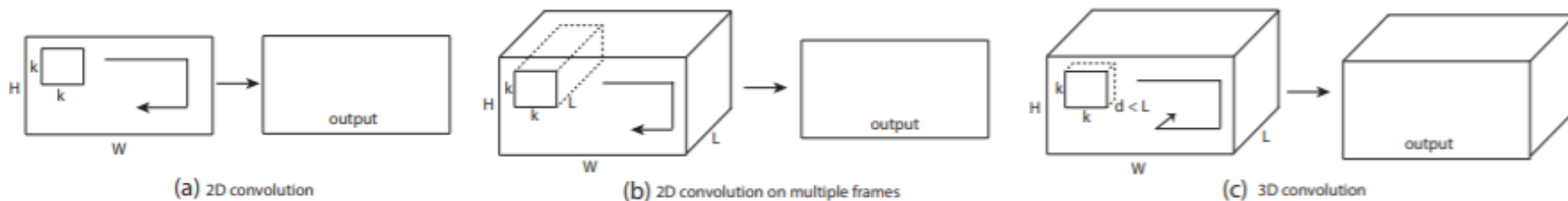
- Depth Map
- Immagini IR
- Immagini RGB/Grayscale

Output:

- Classe Gesture

Temporalità:

- Convoluzioni 3D



## Input:

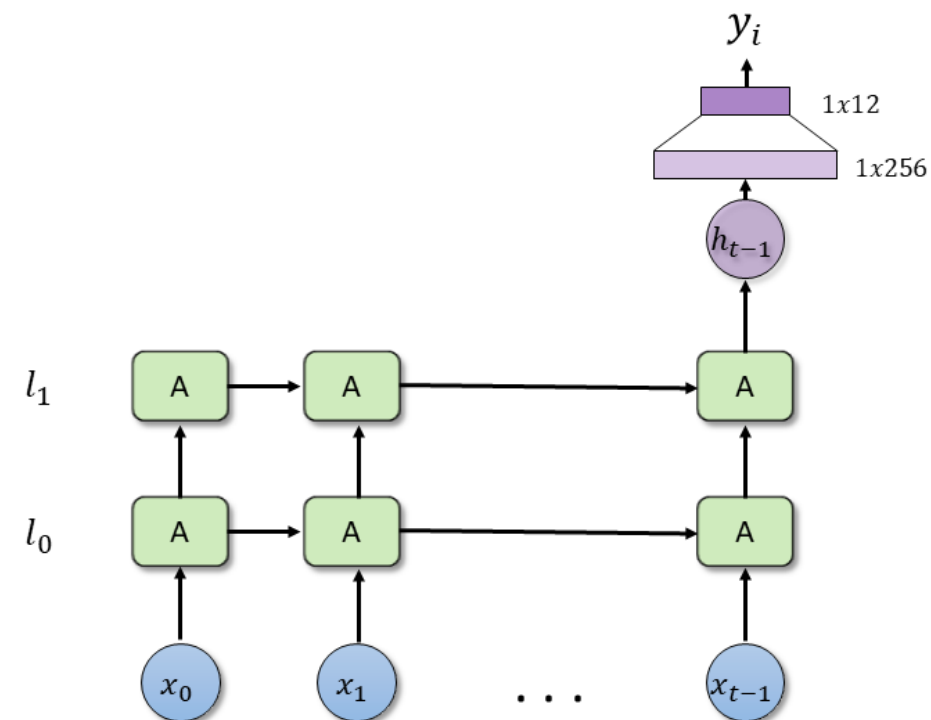
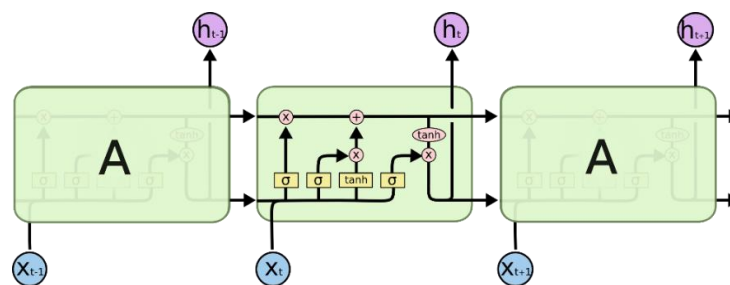
- 3D Feature:
  - Coordinate 3D dei giunti
  - Velocità 3D
  - Imbardata, beccheggio, rollio

## Output:

- Classe Gesture

## Temporalità:

- Rete Ricorrenti



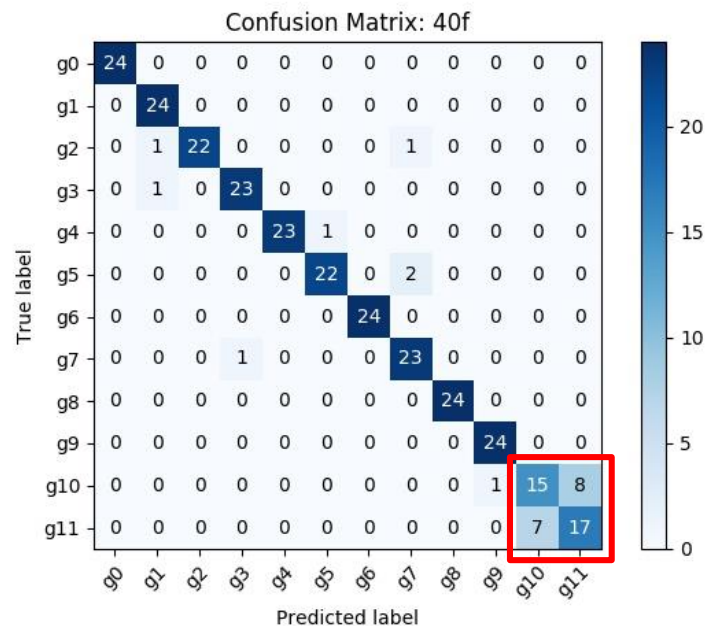
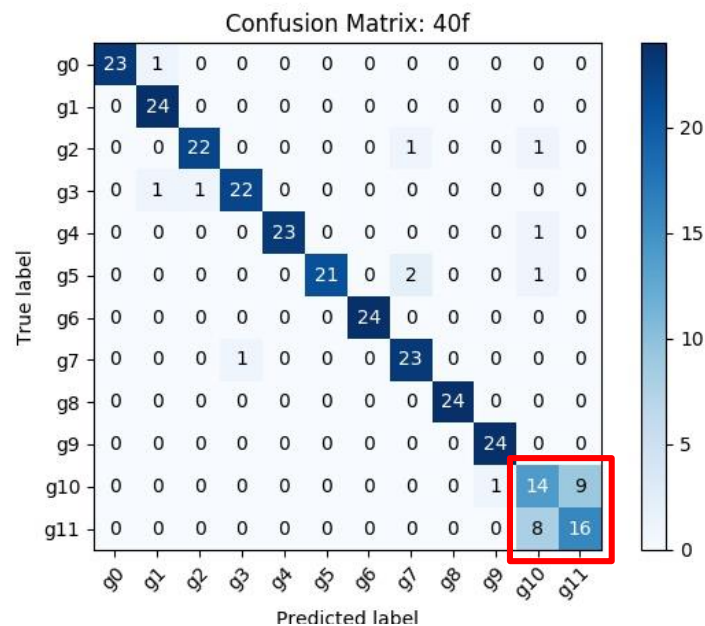
LSTM<sup>1</sup>

1. Gers, Felix A., Jürgen Schmidhuber, and Fred Cummins. "Learning to forget: Continual prediction with LSTM." (1999): 850-855.

2. 12th Eurographics Workshop on 3D Object Retrieval (3DOR), SHREC 2019 Track: online gesture recognition.

## DenseNet

Accuray CNN per tipo di input				
Seq. len.	Depth map	IR	RGB	RGB grayscale
40	<b>0,903</b>	0,861	0,837	<b>0,871</b>
35	0,903	0,878	<b>0,851</b>	0,865
30	0,861	<b>0,892</b>	0,837	0,851

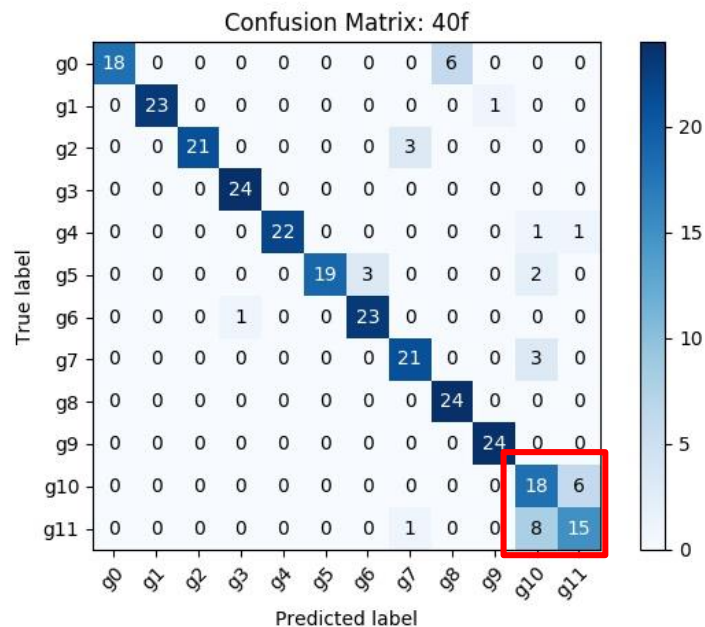


## Architettura Multimodale

Accuracy per modalità di input	
Input	Accuracy
Depth Map, IR	<b>0,920</b>
Depth Map, RGB	0,896
Depth Map, RGB Grayscale	0,910
IR, RGB	0,865
IR, RGB Grayscale	0,865
Depth Map, IR, RGB	0,910
Depth Map, IR, RGB Grayscale	0,899

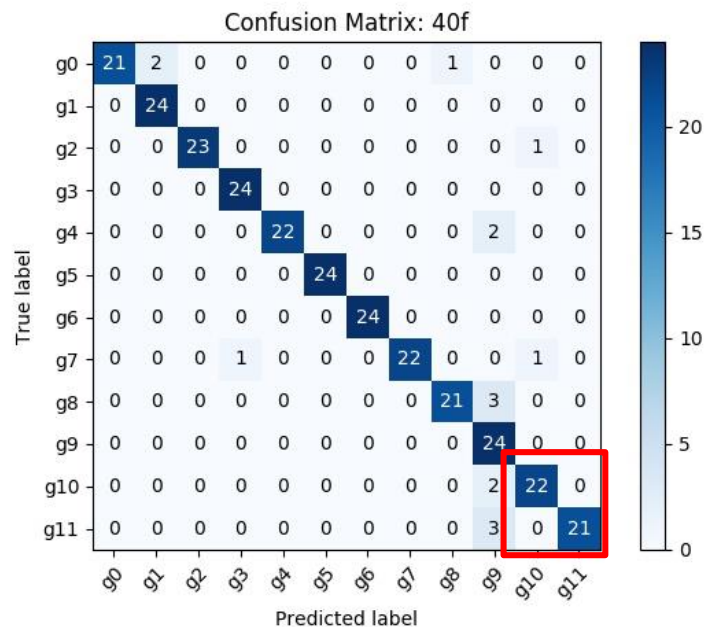
C3D

Accuracy C3D per tipo di input	
Input	Accuracy
Depth Map	0,760
Immagini IR	<b>0,875</b>
Immagini RGB	0,722
Immagini RGB Grayscale	0,633



LSTM

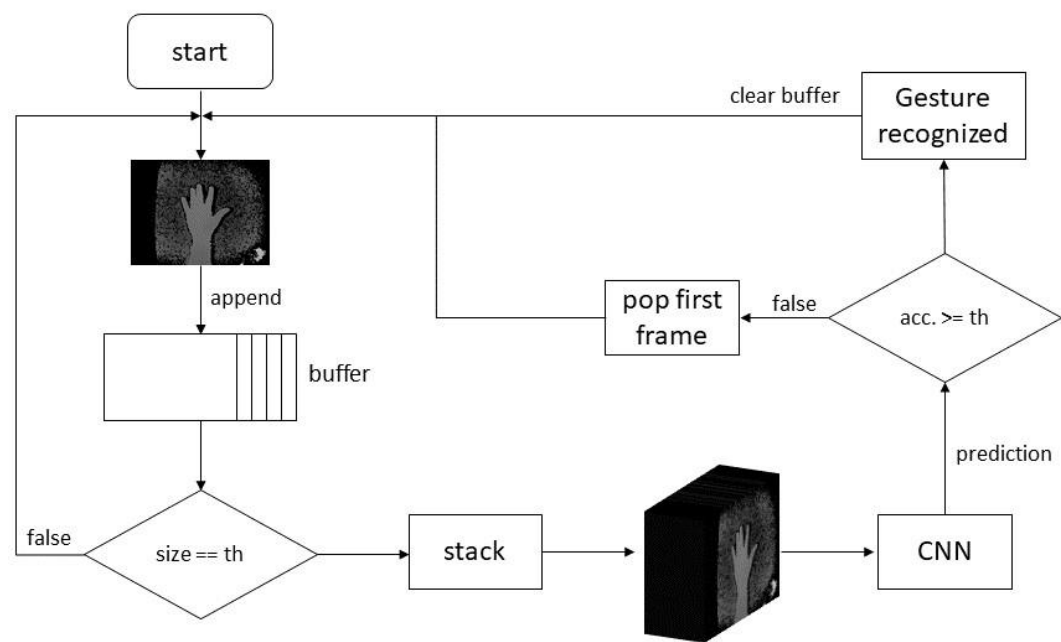
LSTM - 3D Features	
Seq. len.	Accuracy
40	<b>0.944</b>
35	0.927
30	0.927



Accuracy			
CNN (Depth Map - 40)	Architettura Multimodale (Depth Map, IR - 40)	C3D (IR - 40)	LSTM (3D features - 40)
0,903	0,920	0,875	<b>0,944</b>

## CNN – Depth Map

- Affidabilità
- Prestazioni real-time







# Grazie per l'attenzione

## Pubblicazioni:

1. 12th Eurographics Workshop on 3D Object Retrieval (3DOR), SHREC 2019 Track: online gesture recognition. F. Manganaro, S. Pini, G. Borghi, R. Vezzani, R. Cucchiara et al.
2. ICIAP 2019, Hand Gestures to Interact with the Car: the **xxx** dataset. Fabio Manganaro, Stefano Pini, Guido Borghi, Roberto Vezzani, Rita Cucchiara. (SUBMITTED)