**Gesture Recognition for Enabling Control of Electrical Devices**

by David T. Tung

B.S. in Mechanical Engineering, National Sun Yat-Sen University

Master of Computer Science, University of Southern California

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Praxis directed by

Shahryar Sarkani  
 Adjunct Professor of Engineering Management and Systems Engineering

John Fossaceca  
 Professorial Lecturer of Engineering Management and Systems Engineering

The School of Engineering and Applied Science of George Washington University certifies that David T. Tung has passed the Final Examination for the degree of Doctor of Engineering as of xx, 2025. This is the final and approved form of the Praxis.

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David T. Tung

Praxis Research Committee:

Shahryar Sarkani, Adjunct Professor of Engineering Management and Systems Engineering, Praxis Co-Director

John Fossaceca, Professorial Lecturer of Engineering Management and Systems Engineering, Praxis Co-Director

-------, Associate Professor of Engineering and Applied Science, Committee Member [place holder]

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# Dedication

I would like to dedicate this research to my family…(todo)

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# Abstract of Praxis

**Gesture Recognition for Enabling Control of Electrical Devices**

Individuals with mobility impairments frequently encounter obstacles in accessing and managing electrical devices. To improve accessibility for this demographic, the implementation of a gesture-based control system should be considered. This research initiative aims to develop and assess a user-friendly, economically feasible machine-learning methodology that allows users to control devices via pointing gestures. In particular, this initiative seeks to enhance DeePoint, a three-dimensional pointing direction prediction model (Nakamura *et al.*, 2023), into a cohesive two-stage machine learning system capable of recognizing the electrical devices toward which a user is pointing. The primary objective of this project is to establish technology that can be easily developed into applications empowering mobility-impaired individuals to quickly and intuitively utilize their household devices through natural pointing gestures.

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# List of Symbols

State of the system

Output of the system

Noise

# List of Acronyms

ADA Americans with Disabilities Act

HUD Housing and Urban Development.

YOLO You Only Look Once is a real-time object detection system

CNN Convolutional Neural Networks

Fast R-CNN Fast Region-Based Convolutional Neural Networks

DL Deep Learning

HRI Human-Robot Interaction

HOI Human-Object Interaction

ViT Vision Transformer

CLIP Contrastive Language-Image Pretraining

MGM Multimodal Guidance Module

NLP Natural Language Processing

ML Machine Learning

SLAM Simultaneous Localization and Mapping

HHS Health and Human Services

CMU Carnegie Mellon University

U.S. United States

# Chapter 1—Introduction

## 1.1 Background

As the number of older adult households continues to grow, more homeowners are expected to undertake expensive accessibility renovations (U.S. Department of Housing and Urban Development, n.d., 2015). One of the most critical and costly elements of these projects is improving access to electrical devices, particularly for individuals with mobility impairments who rely on wheelchairs for movement. In addition, the number of relevant caregivers is shrinking as the need for care rapidly increases (Nora S. *et al*., 2020). Despite advances in assistive devices, laws, and technology aimed at aiding daily activities, people with mobility disabilities continue to face barriers in utilizing electrical devices, reducing their capacity to live independently.

Accessible housing design features can significantly increase the independence of people with mobility-related disabilities within their homes. Over the years, various solutions have been developed to assist individuals with mobility impairments in controlling household devices, including voice-activated systems and augmented or mixed-reality smart glasses (Zhou K. *et al*., 2023). Despite their potential, these technologies are not yet ready to be used widely within this group due to several challenges. Voice-activated systems, for instance, often underperform in noisy environments, making them unreliable in busy or public settings. They are additionally unsuitable for environments where quiet is required, such as a baby’s room or a shared living space. While smart glasses provide a hands-free solution, they also come with drawbacks, such as high costs and discomfort when worn for extended periods, which limits their practicality for long-term, everyday use.

As for the use of gestures, many existing gesture-based control systems rely on specialized hardware and sensors, which are often effective but also expensive, bulky, and cumbersome to use and maintain. Several associated research initiatives are: “AR Smart Home: A Smart Appliance Controller Using Augmented Reality Technology and a Gesture Recognizer” (Inomata *et al*., 2020), which requires an AR device, and “Magic Ring: A self-contained gesture input device on the finger” (Jing *et al*., 2013), which requires the user to wear a specially designed ring. These limitations prevent widespread adoption, particularly for individuals seeking affordable and convenient solutions to increase their independence. As a result, there is a growing need for more user-friendly, intuitive, and cost-effective approaches to overcome these barriers and provide greater accessibility in daily device control (Chang *et al*., 2022).

Creating an intuitive system that enables device control through pointing gestures using a cost-effective, fixed-mounted camera could greatly assist those with mobility challenges. For instance, corner-mounted cameras would allow a wheelchair user to move around a room and switch on lights using gestures—an installation that is likely both simple and inexpensive. Our praxis introduces a machine learning system that serves as the core feature for device control, identifying the device that the user points at. The configuration is tailored for environments containing indoor objects and has been tested with simulated data for a seated user’s pointing gesture. The machine learning system processes video feeds that track the user’s movements, detect their intent to operate devices by pointing at them and potentially generate corresponding commands for the devices to execute[[1]](#footnote-1).

With our proposed machine learning system, we can establish a foundation for future touchless device controls in other environments like elevator buttons, pedestrian push buttons, or parking lot push buttons (see Figure 1). Going forward, our project aims to provide machine learning tools to develop a more accessible and independent world.

A yellow button on a pole

Description automatically generated

Figure 1. Potential application using pointing gesture

## 1.2 Research Motivation

The motivation behind this research arises from the persistent challenges faced by individuals with mobility impairments, particularly wheelchair users, in controlling household devices. While offering a degree of autonomy, existing solutions like voice-activated systems and smart glasses have notable limitations, such as reduced effectiveness in noisy environments, physical discomfort, and high costs. Additionally, hardware-dependent systems, such as those utilizing specialized sensors, are often expensive and cumbersome, further restricting accessibility.

We need more natural, intuitive, and affordable solutions that enable individuals with mobility impairments to interact seamlessly with devices. Gesture recognition, especially through pointing direction, offers a promising alternative. However, research on the visual interpretation of 3D pointing gestures is still limited (Nakamura *et al*., 2023). To bridge this gap, this study seeks to develop a machine-learning model that leverages standard RGB cameras for 3D pointing recognition to provide an effective and cost-effective mechanism for interpreting these gestures.

## 1.3 Problem Statement

*Individuals using wheelchairs often face challenges accessing electrical devices, so approximately 35% of U.S. housing units may need to be modified to meet the accessibility requirements of the devices (U.S. Department of Housing and Urban Development, n.d., 2015).*

Even in places that comply with the Americans with Disabilities Act (ADA), individuals using wheelchairs are often required to stretch to reach electrical switches. Furthermore, assistive devices like canes, intelligent eyewear, or mechanical movement aids can be expensive and difficult to maintain.

## 1.4 Thesis Statement

*A two-stage classification system is needed to identify the electrical devices a wheelchair user points at, enabling touchless device control and enhancing accessibility.*

The main output of this research is a device classification system developed in Python to improve accessibility for wheelchair users and support integrators and developers in further improving accessibility. Our research introduces a novel classification system capable of identifying electrical devices pointed to by wheelchair users, utilizing DeePoint (Nakamura et al., 2023) and object detection as key machine-learning technologies. The methodology involves machine learning, transformers, deep learning, computer vision, and object detection. Input data will comprise videos of a seated person pointing at electrical devices, while the output will classify the device and generate a probability score.

## 1.5 Research Objectives

This research primarily aims to create a machine-learning model that classifies devices pointed at by wheelchair users and investigates the accuracy and performance of the classification system across different network architectures and scenarios. The detailed objectives are as follows:

1. Examine the viability of a two-stage machine learning classification system that combines pointing direction prediction with object detection features. Evaluate the system's performance using test data to assess its effectiveness and precision.

2. Examine how the addition of a new input feature (particularly gaze direction) affects the proposed classification system's accuracy and efficiency when compared to the baseline DeePoint model.

3. Analyze the impact of using different object detection models as components within the proposed pointing device classification system, comparing their accuracy and efficiency. Specifically, the study will use YOLO and Fast R-CNN models for comparison.

## 1.6 Research Questions and Hypotheses

This study aims to clarify and explain the following three research questions:

**RQ1:** Does tracking gaze direction enhance the accuracy of pointing direction predictions in the first stage of the two-stage classification system?

**RQ2:** Can a two-stage classification system be developed to identify the electrical devices a wheelchair user points at, enabling touchless device control and improving accessibility?

**RQ3:** Which ML model works best for the second stage of the two-stage classification system for identification of electrical devices, as pointed by wheelchair user?

**H1:** Tracking gaze direction can improve the accuracy of pointing direction prediction by approximately 5% in the first stages of a two-stage classification system.

**H2:** The proposed two-stage classification system can reach 70% accuracy in identifying the electrical devices a wheelchair user points at.

**H3:** In the second stage, the proposed device classification system incorporating the YOLO is expected to outperform the model using the Fast R-CNN as an object detection component.

## 1.7 Scope of Research

The scope of this research is to determine the feasibility of a machine learning system that interprets gesture-based interactions and the capability to classify in-house devices that the person is pointing at. It focuses especially on device accessibility for individuals who use wheelchairs. Some performance measurements include true positive and negative rates, accuracy, precision, recall, confusion matrix, and F1-Score. Training and testing time will also be reviewed as an evaluation factor. The control of the actual electrical devices is not within the scope of this project.

## 1.8 Research Limitations

The following factors limit this research:

While incorporating a confirmation step for pointing gestures would greatly improve reliability and user experience in practical applications, it falls outside the scope of this study. Instead, the focus is on developing a device classification model.

To streamline the model development and ensure focused experimentation, the device categories have been intentionally limited to three common household items: a TV, a Fan, and a Lamp. This selection allows for a more controlled evaluation of the model's performance without overcomplicating the training process with an extensive array of devices. However, future research could expand this range to incorporate a broader selection of household items, providing a more comprehensive solution to assist individuals with mobility impairments.

Additionally, the testing environment and data collection are confined to indoor settings, with test data exclusively drawn from videos of seated users. While the model aims to eventually support users with mobility challenges (including those in wheelchairs), the current study does not include data from actual wheelchair users but only seated users. Expanding the study to include real-world data from wheelchair users and varying environments would be a logical next step in future work, helping to further validate and enhance the model's applicability.

## 1.9 Organization of Praxis

This Praxis is structured into five chapters:

Chapter 1 introduces the background and research motivation, followed by the research objectives, questions, and hypotheses. It concludes with the research's scope and limitations.

Chapter 2 offers a review of pertinent literature, starting with the DeePoint paper (Nakamura et al., 2023), which underpins this praxis. Additional sources discuss accessibility challenges for wheelchair users. The WorldPoint paper from CMU provides technical details on implementing the ray-casting algorithm for object intersection (Kim *et al*., 2023), while the MultiNet framework illustrates how to effectively merge multiple models into one (Teichmann *et al*., 2018). The end-to-end human-object interaction detection paper suggests a solution for pointing objects detection based on the HOI pattern (Zou *et al*., 2018).

Chapter 3 introduces the three research questions guiding this praxis, along with the hypothesis testing.

Chapter 4 details the results and analyses using the statistical methods outlined in Chapter 3.

Chapter 5 concludes the praxis with a discussion of the results and insights. It further addresses contributions by discussing knowledge and offers recommendations for future research in this field.

# Chapter 2—Literature Review

## 2.1 Introduction

The growing number of individuals with mobility impairments has highlighted the need for effective assistive technologies that enable users to control devices with minimal physical effort. Among all assistive technologies, gesture-based controls have emerged as a natural and intuitive method for human-device interaction, allowing users to control devices through simple motion (Islam, M.M., 2020). This chapter provides a comprehensive literature review of topics related to assistive technologies, finger-pointing gesture recognition, transformer and neural network algorithms, which enable the core of intelligent assistive technology for mobility-impaired users. The purpose of this review is to summarize the research that has been published on these topics and to analyze the existing body of technical knowledge.

This chapter examines the challenges faced by mobility-impaired individuals and the pressing need for assistive technologies designed to improve their independence and quality of life. It then presents a detailed analysis of existing solutions for these users, drawing from a wide range of literature. The chapter also explores recent advancements in key areas such as gesture recognition, object detection, and human-object interaction. These critical components enable seamless interaction between users and their environments.

Additionally, this chapter reviews the latest research on AI and neural networks, specifically highlighting the Transformer and Convolutional Neural Network (CNN) architectures utilized in this field. The discussion centers on their application in gesture-based control systems and object detection tasks. The chapter concludes by summarizing key literature findings and exploring the implications of this research for advancing future assistive technologies, especially regarding improved accessibility for users with mobility impairments.

## 2.2 Assistive living and technologies review

America's aging population is undergoing unprecedented growth, and a significant portion faces mobility challenges, with many requiring wheelchairs to move around and access daily utilities. As individuals age, they are increasingly likely to experience mobility disabilities, which pose serious challenges to independent living. Many homes in the US are not equipped for such needs, often requiring costly modifications to meet accessibility standards. The financial burden of these adjustments is significant. In addition to modification, according to the US Department of Health and Human Services (HHS), nearly 70 percent of people who reach the age of 65 will require some form of long-term care in their lifetime. This additional care and housing modifications can be overwhelming, particularly for those already facing financial constraints.

Compounding this issue is the shrinking number of available caregivers at a time when the demand for long-term care is surging (Nora *et al*., 2020). With fewer caregivers to provide assistance, new solutions are urgently needed to bridge the gap. Technology has the potential to play a transformative role in addressing these challenges. Innovations in assistive technology can significantly improve the quality of life for older adults by providing them with the tools they need.

For instance, Chen, W. L. et al. introduced a novel home appliance control system tailored for individuals with disabilities, which enables them to perform daily tasks independently. Such systems represent a step toward greater autonomy for people with mobility issues, allowing them to control household devices with minimal physical effort. Another example is the work of Bourbakis, N.G., who proposed an intelligent system that integrates robots, sensors, and other assistive technologies to aid with mobility. While this system provides a comprehensive solution for those with severe mobility impairments, it is also prohibitively expensive for widespread adoption. The combination of advanced robotics, artificial intelligence, and sensor technologies presents an impressive solution, but it may only be feasible for those with considerable financial resources or specialized needs.

As with many technological solutions, these advances come with their own set of challenges. The primary hurdles involve the cost of these systems and the obtrusiveness of the devices. High upfront costs can put these technologies out of reach for many older adults -- particularly those on fixed incomes. Furthermore, the physical presence of devices in the home can be intrusive, potentially disrupting the comfort and aesthetics of the living environment. For a practical application in solving accessibility issues for older adults, the challenge lies in developing affordable and unobtrusive technologies while still retaining the effectiveness of the technology. Solutions must focus on functionality and user experience, ensuring that devices blend seamlessly into the home environment without being overwhelming or difficult to use. Affordability is key, especially as the population ages and the number of individuals needing assistance continues to rise.

In response to these challenges intuitive, low-cost solutions such as gesture recognition systems or simple control interfaces could be designed to allow individuals to control devices through natural interactions with AI technology and without the need for complex hardware or invasive modifications (Islam, M.M., 2020). These systems could provide a cost-effective alternative, allowing older adults to easily manage their daily tasks while avoiding the high costs associated with robotics and sensor-heavy systems. By focusing on accessible, affordable, and unobtrusive technological solutions, we can help bridge the gap between the increasing need for care and the dwindling number of caregivers. These technologies have the potential to empower older adults, enabling them to live more independently and with greater dignity as they age. (Courtney, K. L. et al, 2007; Moon NW, et al, 2019)

## 2.3 Pointing gestures recognition and object interaction

Gesture control has been widely adopted in the AR/VR industry and can serve as an ideal daily solution for individuals with mobility impairments. The egocentric vision (also known as first-person vision) usually refers to capturing and processing images and videos from cameras worn on a person’s head. With the development of smart wearable cameras and augmented reality headsets such as Meta Oculus, Microsoft HoloLens, and Google Glass, egocentric vision and its potential applications have drawn much attention. This 2016 CVPR paper, “A Pointing Gesture-Based Egocentric Interaction System: Dataset, Approach, and Application” (Huang *et al*., 2016) research AR-based pointing technology, especially hand gesture-based interaction. This paper presents a solution for point gesture-based interaction in egocentric vision and its applications. Firstly, a dataset is established, focusing on pointing gestures for egocentric vision. Second, they propose a two-stage Faster R-CNN-based hand detection and dual-target fingertip detection framework. Later, Cao *et al*. proposed an egocentric gesture recognition using recurrent CNN with spatiotemporal transformer modules for wearable AR device movement problems. Alam M. M. *et al*. introduce a unified learning approach to predict both the probabilistic output of the egocentric gesture of fingers and the positional output of all the fingertips using one forward propagation of a CNN. For special hardware, G. Park et al. developed a gesture recognition method with a radar-antenna system and a deep learning model.

A wearable solution for gesture recognition may pose significant challenges for mobility-impaired individuals, as it can be expensive and physically intrusive. In contrast, Nakamura et al. (2023) offer a more practical approach. They developed a non-wearable solution that focused on automatic visual recognition and direction estimation for pointing gestures, called DeePoint. This research presents a groundbreaking method for neural-based pointing recognition and introduces the first large-scale dataset designed specifically for this purpose. The DeePoint Dataset (DP) is the first of its kind. It consists of over 2 million frames collected from 33 individuals exhibiting a variety of pointing styles. Each frame has been meticulously annotated with pointing timings and 3D pointing directions, enabling detailed and accurate gesture analysis. This rich dataset serves as a critical resource for training and evaluating models in visual gesture recognition. Additionally, this paper introduces the DeePoint model, the first neural network architecture specifically designed to understand pointing gestures and estimate their direction. Through extensive experimentation, the model demonstrated both high accuracy and efficiency, showcasing its potential for real-world applications. The combination of the DeePoint model and the DP Dataset offers a robust foundation for future advancements in visual human intention understanding, particularly for non-wearable gesture-based interaction systems. DeePoint research addresses the limitations of wearable technologies and advances nonintrusive solutions, setting the stage for more accessible and intuitive assistive technologies for users with mobility impairments.

WorldPoint (Kim et al., 2023) introduces an innovative concept that leverages pointing gestures for quick and intuitive mobile interactions. This approach eliminates the need for wearable devices, although users are required to always have their mobile phones with them. Developed by Kim et al. at CMU, this technology harnesses the recent advancements in wide-angle, rear-facing smartphone cameras combined with hardware-accelerated machine learning -- facilitating real-time, infrastructure-free finger-pointing interactions on modern mobile devices.

Finger-pointing occasionally needs verification to fully understand the user’s intent. Constantin et al. propose an error correction technique utilizing natural language in conjunction with pointing gestures. Their approach employs 2D detection of hands and objects, relying on user utterances to rectify mistakes stemming from the misclassification of pointed objects. Xie et al. introduced the Multimodal Guidance Module (MGM) in their paper, which integrates various input methods, including language directives, pointing gestures, and clicks to identify target areas and sample points as centers of regions. Our research embodies this concept by using two types of inputs: images and pointing direction vectors to the transformer for device classification.

Recently, pointing gesture technologies have become popular in the automobile industry. In the paper "You Have a Point There: Object Selection Inside an Automobile Using Gaze, Head Pose, and Finger Pointing" (Aftab *et al*. 2020), finger-pointing technology is explored for automotive user interaction. The automotive industry is rapidly advancing in user interaction technologies, with mid-air gestures and voice commands already enhancing driver-vehicle interaction (see Figure 2). This paper proposes a multimodal fusion method: gaze, head pose, and finger-pointing gestures, using speech solely as a trigger for the fusion process. This paper compared state-of-the-art deep neural network architectures with traditional machine learning; the results indicate that deep learning methods can improve pointing direction accuracy when integrating multiple modalities. This multimodal approach has the potential to enhance user interaction in vehicles, establishing a basis for future applications that rely on sensor fusion for a more intuitive and responsive driving experience.

In contrast to other approaches that rely on specialized and often costly gesture camera hardware, our research leverages a software-based solution using the DeePoint model (Nakamura 2023). This shift away from hardware dependency represents a significant advancement, as it allows us to achieve accurate pointing gesture recognition without the need for expensive, dedicated gesture-tracking equipment. By focusing on software-based innovations, we are able to lower the overall cost of the system, making it more accessible and practical for widespread use, particularly for individuals with mobility impairments who may benefit from affordable assistive technology.

Our software-driven approach capitalizes on the strength of neural networks and advanced algorithms to replicate the functionality typically associated with high-end hardware solutions. By using DeePoint, we maintain high accuracy in gesture recognition and direction estimation, while drastically cutting down the expenses that would otherwise be incurred by utilizing specialized cameras. This not only makes the technology more cost-effective but also enhances its portability and ease of implementation in various real-world environments, including homes, healthcare facilities, and public spaces.

Ultimately, this software-first strategy aligns with our goal of developing accessible assistive technologies, reducing barriers for users, and enabling broader adoption across diverse settings. By eliminating the need for dedicated hardware, we pave the way for more scalable and flexible solutions that can integrate seamlessly into existing systems, benefiting a wider range of users without the burden of high costs.

The problem of object selection inside a car has also been presented by Roider et al., who integrate eye gaze with finger-pointing gestures in a passive manner using a simple rule-based fusion approach. They have shown that the selection on an in-vehicle display screen achieves increased pointing accuracy over a single modality, i.e., finger pointing (Roider et al., 2018). However, this experiment is limited to only four objects on a screen adjacent to each other.

A finger pointing at a car dashboard

Description automatically generated

Figure 3.Driver makes a pointing gesture to interact with the car (Source: Aftab 2020)

In the robotics industry, gestures are a common way for human-robot interaction as studied by the 2023 ECCV paper "Interactive Multimodal Robot Dialog Using Pointing Gesture Recognition" (Tanada et al., 2024). This work proposes a system for interactive, multimodal, task-oriented robot dialog that leverages pointing gesture recognition. The system integrates state-of-the-art computer vision techniques to recognize objects, hand positions, orientations, and overall human poses, allowing for a comprehensive understanding of pointing gestures and the corresponding target objects. Furthermore, M. Ürkmez and H. I. Bozma proposed a two-stage CNN approach to detect 3D hand-pointing direction. However, this method requires a depth camera and focus on HRI (Human-Robot interaction) applications. Like robots, pointing gestures are also used in drone applications; for the paper titled: “Using Pointing Gesture to Define a Target Object” (Medeiros et al. 2020), which develops a method for firefighters to specify the place of fire and direct drone to fly over to the location. Another similar paper by Medeiros et al. integrates depth info with SLAM to achieve the same purpose.

Human-object interaction (HOI) detection is a crucial component in advanced human-centric scene understanding, and it has garnered significant research attention in recent years. The primary objective of HOI detection is not only to localize humans and objects within a scene but also to accurately recognize their interactions. This capability is essential for applications such as robotics, autonomous systems, and assistive technologies, where understanding human intentions and actions in relation to objects is key.

Previous research, such as the work by Chen Gao (2018; 2020) has produced promising results by employing a two-stage approach to HOI detection. In these studies the task is decoupled into two steps: object detection and interaction classification. This method first identifies the objects and humans separately and then classifies the type of interaction occurring between them. Although effective, this two-stage process can introduce inefficiencies and unneeded complexity.

More recent methods such as those proposed by Tiancai Wang, Kim B., and Yue L. have advanced HOI detection by formulating a surrogate interaction detection problem. These approaches aim to optimize HOI detection indirectly, using a more streamlined one-stage approach. This method combines object detection and interaction recognition into a single step, improving efficiency and potentially increasing detection accuracy by allowing for a more holistic analysis of the scene.

Additionally, Zou et al. introduced a groundbreaking end-to-end HOI prediction model that eliminates the need for multiple stages entirely. Their approach enables direct prediction of human-object interactions, simplifying the process and improving the overall efficiency of detection. This end-to-end approach holds particular promise for applications in gesture-object interaction, where recognizing gestures in relation to objects in real-time is critical. Such advancements are paving the way for more effective and seamless interaction systems, especially in environments requiring a quick and accurate understanding of human behavior, such as assistive technologies or gesture-based control systems.

## 2.4 Vision transformer technology

This section provides an overview of Vision Transformer technology and references the key papers related to its development.

The core of Transformer technology is the attention mechanism. The attention mechanism is a concept used in machine learning models to help them focus on specific parts of input data rather than processing all information equally. It allows the model to "attend" to the most relevant pieces of data when making predictions. In sequence models like Transformers, attention calculates the importance of each word or token in relation to others, enabling the model to capture long-range dependencies and contextual relationships more effectively. In other words, an attention function can be understood as a process that takes a query and a set of key-value pairs as inputs and generates an output. Each of these (query, keys, values, output) is represented as a vector. The output is a weighted sum of the values, where the weight for each value is determined by how closely the query matches the corresponding key, computed through a compatibility function. This allows the model to focus on relevant information in the data. (Vaswani et al., 2017). The result is to make the attention mechanism highly useful in natural language processing and image recognition tasks.

The attention-based Transformer architecture has become the de-facto standard for natural language processing tasks, but its applications to computer vision remain limited. In vision, CNNs remain dominant (LeCun et al., 1989; Krizhevsky et al., 2012); focus is either applied in conjunction with convolutional networks or used to replace certain components of convolutional networks while keeping their overall structure in place. Dosovitskiy et al. at Google Brain published a paper titled: “An image is worth 16x16 words: Transformers for image recognition at Scale” (Dosovitskiy et al., 2020), which changed the NLP-only usage in transformers by introducing Vision Transformer (see Figure 3). This paper explores directly applying Transformers to images by treating image patches as tokens for classification. In our proposal architecture we have integrated transformer technology by leveraging a similar Vision Transformer (ViT) architecture.

A diagram of a bird ball car

Description automatically generated

Figure 4.Vision Transformer Architecture (Source: Dosovitskiy 2020)

The evolution of architectures for video understanding has closely followed the progress made in transformer-based models for image recognition. One significant contribution to this area is the Video Vision Transformer (ViViT), as presented in the work by Arnab and colleagues in 2021. In this paper, the authors developed pure transformer-based architectures specifically designed for video classification tasks, drawing inspiration from the success of the Vision Transformer (ViT) in image processing. The motivation behind utilizing transformer architectures for video understanding stems from the inherent ability to model long-range dependencies and capture contextual relationships over time, which are crucial for analyzing video data.

Transformers -- particularly their self-attention mechanisms excel at understanding data sequences by focusing on different parts of the input simultaneously and learning how elements relate to one another. In video processing, where the input consists of frames over time, these attention-based architectures are particularly well-suited for modeling both the temporal and spatial dimensions of video. The Video Vision Transformer (ViViT) leverages this capability by extending the transformer’s attention mechanism to individual video frames' spatial features and the temporal dependencies between consecutive frames, enabling the model to capture rich contextual information that spans time and space.

By using a pure transformer approach rather than relying on convolutional neural networks (CNNs) or recurrent architectures, the model can process video data more holistically, considering global relationships within the video stream. This is especially useful for tasks that require understanding complex actions or interactions over time, such as activity recognition, event detection, or video-based object tracking.

Arnab et al.'s work represents a key advancement in video classification, as it demonstrates how transformer-based models -- originally designed for static images can be adapted to handle the dynamic and sequential nature of video. The introduction of the Video Vision Transformer not only highlights the versatility of transformers in various computer vision tasks but also sets a new standard for how we approach video understanding. By leveraging the transformer’s attention mechanisms, the architecture is better equipped to manage the complexities inherent in video data, such as long-range temporal dependencies and high-dimensional input, offering a more intuitive and powerful framework for video analysis.

To integrate text with images in transformer-based models, CLIP (Contrastive Language-Image Pretraining) developed by Radford and colleagues in 2021 at OpenAI, provides a groundbreaking approach that connects natural language with visual understanding. CLIP is trained on an extensive dataset consisting of text-image pairs and employs contrastive learning to align visual inputs with their corresponding text descriptions. This enables CLIP to perform tasks such as zero-shot image classification, where the model can match images to relevant labels without requiring task-specific fine-tuning. CLIP’s ability to bridge language and visual content represents a major advancement in multimodal AI, offering a flexible and powerful framework for applications ranging from image retrieval to understanding visual context based on textual descriptions.

The success of CLIP has led to various adaptations, such as CLIP2, developed by Zeng et al. This version expands CLIP’s functionality into the 3D domain, learning transferable 3D point cloud representations for real-world applications. By utilizing a novel proxy alignment mechanism, we broaden CLIP's scope beyond just 2D image-text tasks to also encompass 3D object recognition and interaction. These developments underline the adaptability and potential of CLIP-based models to enhance linguistic and visual understanding in a variety of contexts.

## 2.5 Object Detection Technology

This section provides a comprehensive overview of object detection technology and highlights key contributions from seminal papers in the field.

Object detection has been a core challenge in computer vision for decades, with a wide range of applications in areas such as image understanding, robotics, and autonomous systems. The development of effective object detection algorithms has been critical for enabling machines to perceive and interact with their environments. One of the most influential advancements in this area is the YOLO (You Only Look Once) algorithm, first introduced by Joseph Redmon and colleagues in 2016 (Redmon et al., 2016). YOLO revolutionized object detection by departing from traditional region-based approaches, which rely on generating proposals for possible object locations within an image. Instead, YOLO framed object detection as a single-stage regression problem, allowing it to predict both the object class and its bounding box coordinates in one pass through the neural network (see Figure 4).

The YOLO algorithm has undergone significant evolution since its initial release, with researchers introducing more refined and optimized versions over the years. These include YOLOv2, YOLOv3, YOLOv4, and YOLOv5, each improving on the model’s speed, accuracy, and ability to detect smaller objects (Zhao et al., 2019; Laroca et al., 2018). Additionally, lighter versions such as YOLO-LITE have been developed to make the model more suitable for resource-constrained environments, enabling real-time detection on devices with limited computational power (Huang et al., 2018).

By October 2024, the YOLO framework has reached its 11th version, continuing to push the boundaries of real-time object detection. These advancements reflect ongoing efforts in the research community to balance accuracy and efficiency in various applications, from self-driving vehicles to surveillance and robotics. Each version of YOLO has built on the strengths of its predecessors, incorporating new techniques and technologies to maintain its position as one of the most widely used and impactful object detection algorithms in the field.

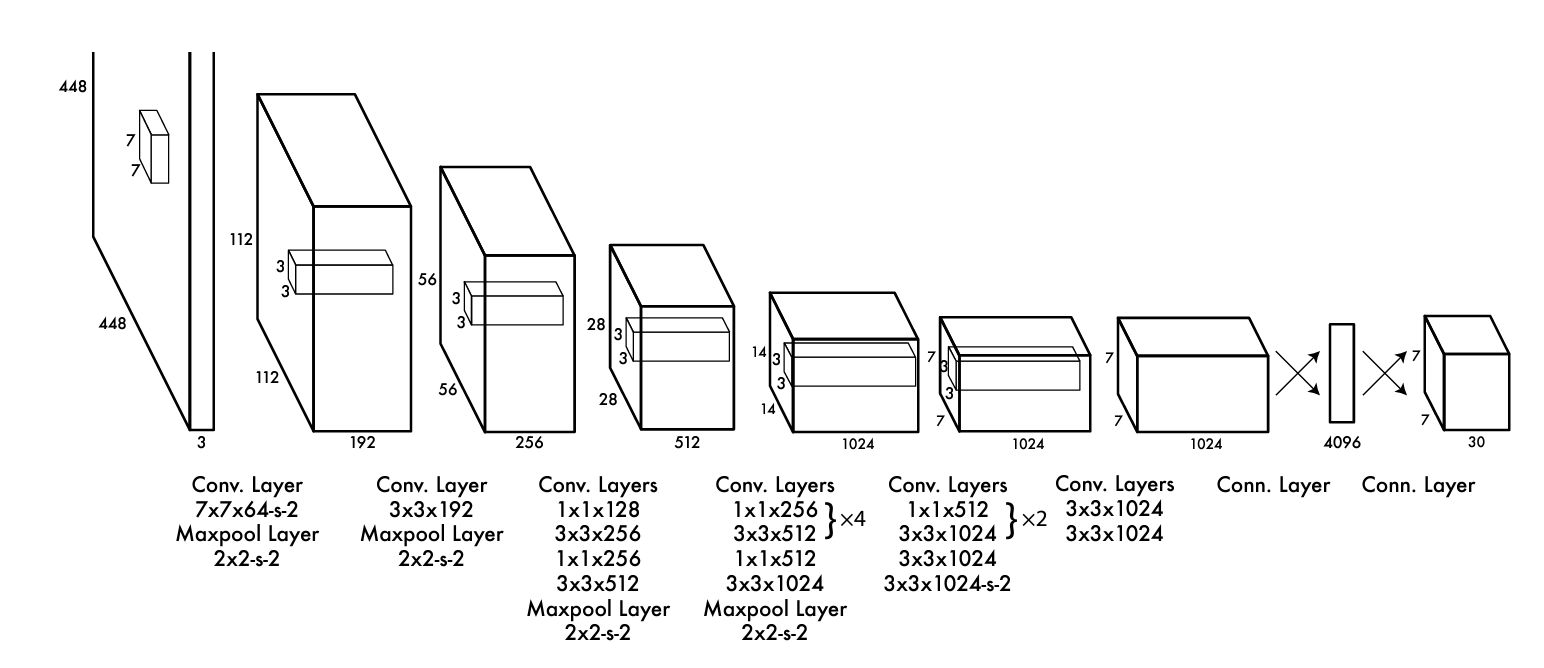


Figure 5. YOLO architecture (Source: Redmon et al., 2016)

Another widely adopted object detection algorithm is Fast R-CNN, developed by Ren and colleagues in 2016. This algorithm builds on the limitations of earlier region-based object detection methods by introducing a more efficient, integrated approach. Fast R-CNN is composed of two key modules that work together to enable faster and more accurate detection. The first module is a deep, fully convolutional network that generates region proposals, which are potential areas in the image that may contain objects. This process of generating candidate regions helps narrow down the areas that require further analysis, significantly reducing the computational load.

The second module is the Fast R-CNN detector, which processes these proposed regions to classify the objects and refine the bounding boxes. Unlike earlier systems that required multiple stages to accomplish these tasks, Fast R-CNN unifies both modules into a single, end-to-end trainable neural network. This seamless integration allows for joint optimization of both region proposals and object classification, leading to improved detection accuracy while maintaining a high inference speed.

A key feature of Fast R-CNN is its ability to handle the entire detection pipeline in a single forward pass, making it faster than previous models like R-CNN and SPPnet. In addition, the algorithm leverages modern techniques found in neural networks with 'attention' mechanisms (Chorowski et al., 2015). These mechanisms enable the model to focus on relevant parts of the image, enhancing its ability to detect objects that may otherwise be overlooked. Attention mechanisms are particularly useful for dealing with complex scenes where multiple objects are present or when the objects are small or partially obscured.

Fast R-CNN’s combination of region proposal generation and efficient object detection has made it a foundational technique in the field of computer vision, influencing subsequent developments in object detection models. By streamlining the process into a single unified network, Fast R-CNN set a new standard for performance and efficiency, contributing to the advancement of real-time object detection across various applications, such as autonomous driving, video analysis, and robotic perception. The innovation of Fast R-CNN continues to be referenced in modern object detection research, illustrating its lasting impact on the field.

## 2.6 Summary and Conclusion

This section of the literature review offers an in-depth analysis of scholarly research, including journal articles, conference proceedings, and books, all focused on key areas such as assistive technology, gesture recognition, finger-pointing technology in industrial applications, and the use of transformer-based models for device classification in pointing tasks. Through this examination, several trends and insights have emerged regarding the role of finger-pointing as a natural and effective means of interacting with objects in both virtual and physical environments.

Finger-pointing has proven to be an intuitive method for users to specify or select objects across a wide range of applications. In augmented reality (AR), robotics, drones, automotive interfaces, and beyond, finger-pointing simplifies interaction by allowing users to naturally direct attention or control devices through gestures. Several industries have integrated this technology to enhance user experience and operational efficiency. For instance, automotive companies are increasingly exploring finger-pointing for in-car interfaces, enabling drivers to control dashboard functions without manual input. Similarly, AR systems benefit from finger-pointing by allowing users to interact with virtual objects in immersive environments with greater ease.

Importantly, the literature also highlights the potential for these same technologies to be adapted for the assistive technology sector, particularly in supporting individuals with mobility impairments. For people who face challenges in performing everyday tasks, finger-pointing combined with gesture recognition and device classification systems presents an opportunity to regain independence. By leveraging transformers and other advanced models, these systems can enable users to interact with home devices, computers, or other assistive systems through simple gestures, bypassing the need for more physically demanding interfaces.

The review underscores the versatility of finger-pointing technology, showing its relevance not only in commercial and industrial applications but also in its capacity to revolutionize assistive technology solutions. Through the use of transformer based models, the same gesture based systems which enhance AR and robotic technology can be repurposed to provide the intuitive, low effort control systems which would prove so significant -- not only to individuals with mobility impairments, but to any individual responsible for controlling an automotive, digital system, or smart device. This in turn stands to open the door for more inclusive technologies going forwards, giving people of all kinds the opportunity to live more independently and more naturally within their environment.

# Chapter 3—Methodology

## 3.1 Introduction

## 3.2 Another Section

# Chapter 4—Results

## 4.1 Introduction

## 4.2 Another Section

# Chapter 5—Discussion and Conclusions

## 5.1 Discussion

## 5.2 Conclusions

## 5.3 Contributions to Body of Knowledge

## 5.4 Recommendations for Future Research

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# Appendix A

1. The actual device control research and implementation are not in the scope of this praxis. [↑](#footnote-ref-1)