

# Computer Vision Detecting Hand Gestures

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# Opportunity Statement



To create a more human interface to interact with a computer system.

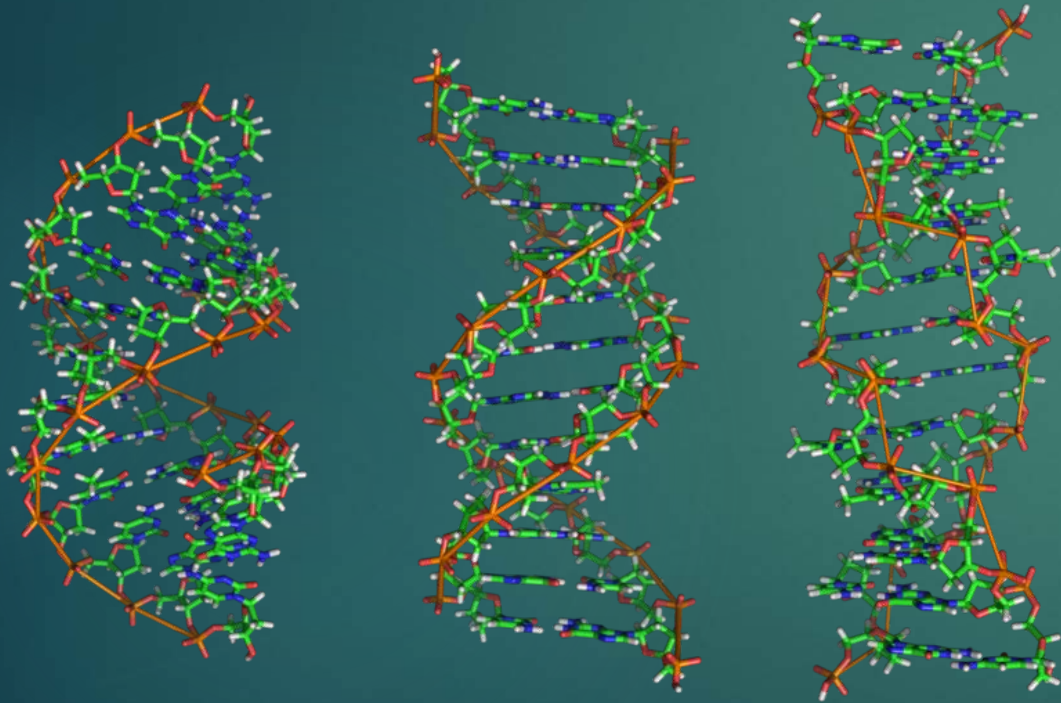


- ▶ Stage 1 – to have a computer system interact with pre-defined gestures
- ▶ Stage 2 – to have a model intuit human needs through our gestures ( as the family dog uses observation to reactively communicate)

# Goal Of This Project

- ▶ To train a convolutional neural network to identify particular hand gestures

# Computers & our Society



Scientific Research



Medical



# Computers & our Society



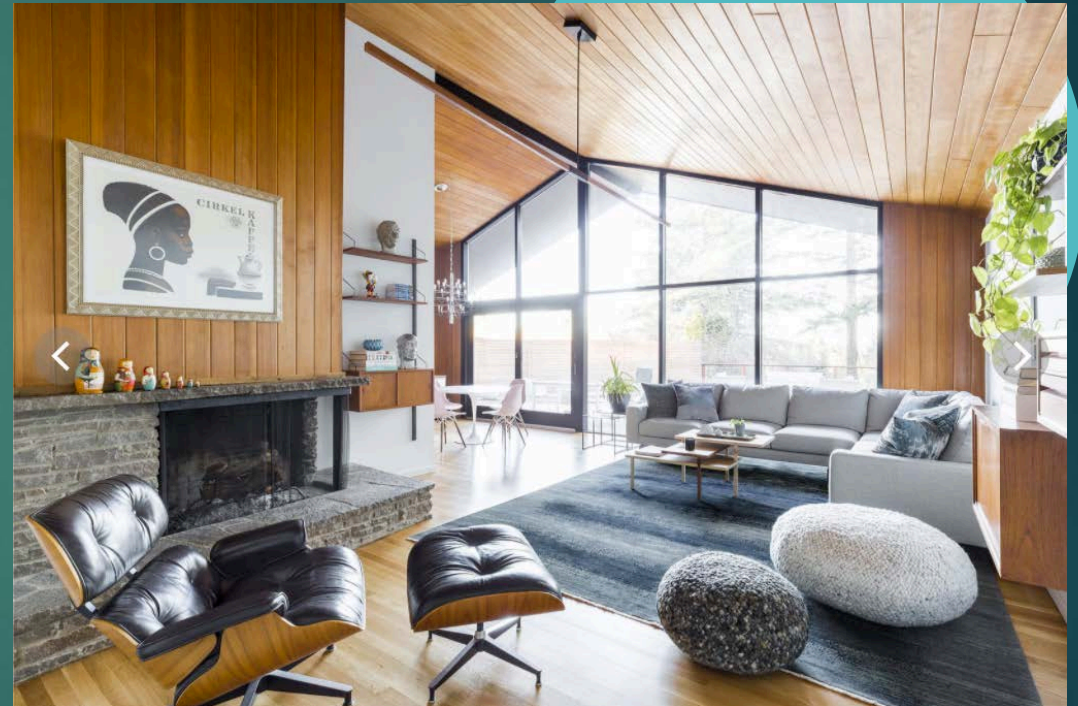
Manufacturing



First Responders






# Computers & our Society



Homes

# Process

- 
- ▶ Data
  - ▶ Modeling
  - ▶ Results
  - ▶ What is next
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# Data

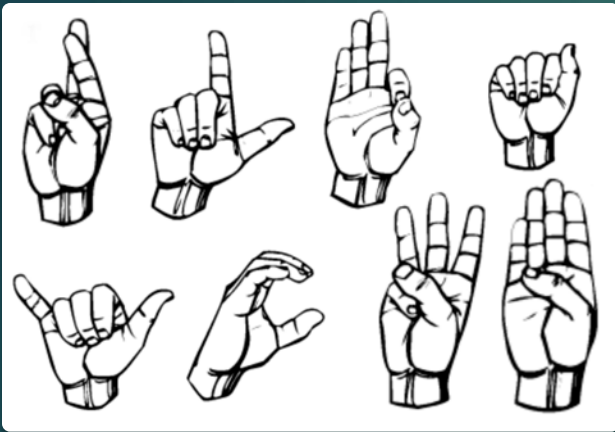
Camera phone, webcam, opensource  
archive, and DSLR 35mm camera





# Data

data teaches your network – be a good teacher



9 Classes



800 units of data

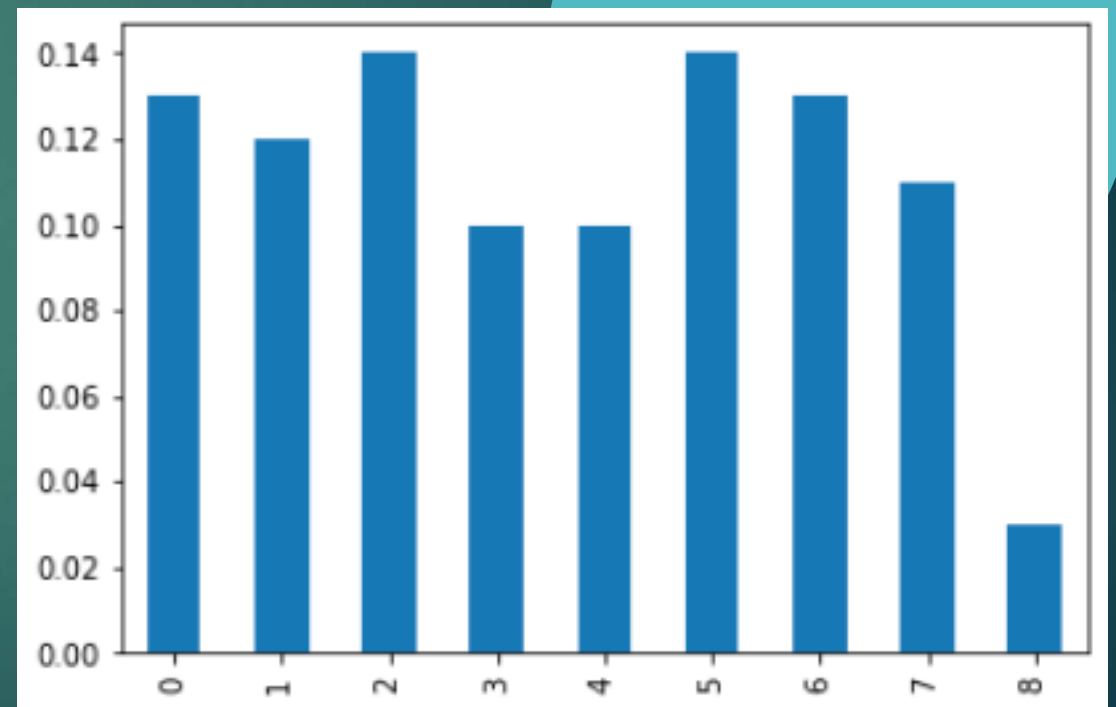
Diversity of subjects,  
positions, lighting situations,  
on different backgrounds



2,000 augmented

Brightness, warping,  
rotation, color saturation,

# Balancing Classes



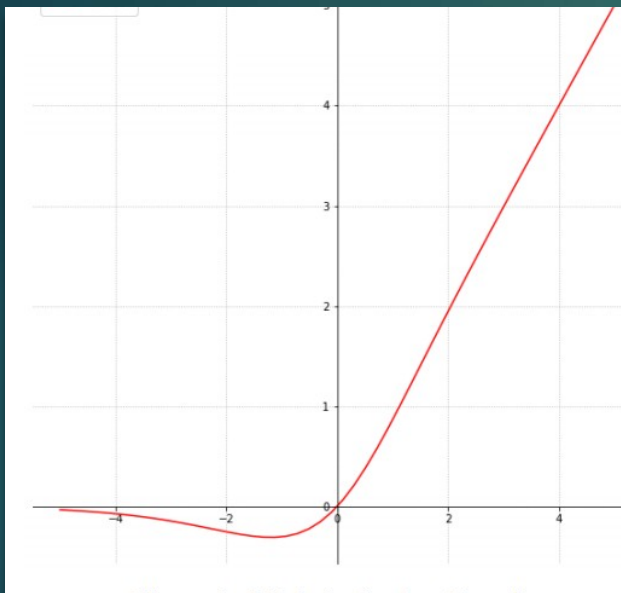
# Model

YoloV4 tiny on Darknet

- ▶ Fast SSD model
- ▶ High accuracy score
- ▶ Pre-trained weights (transfer learning)
- ▶ Built for democratization of computer vision



# Hyperparameters



Activation Layers  
Leaky & Mish

Momentum  
0.08, 0.9 0.929

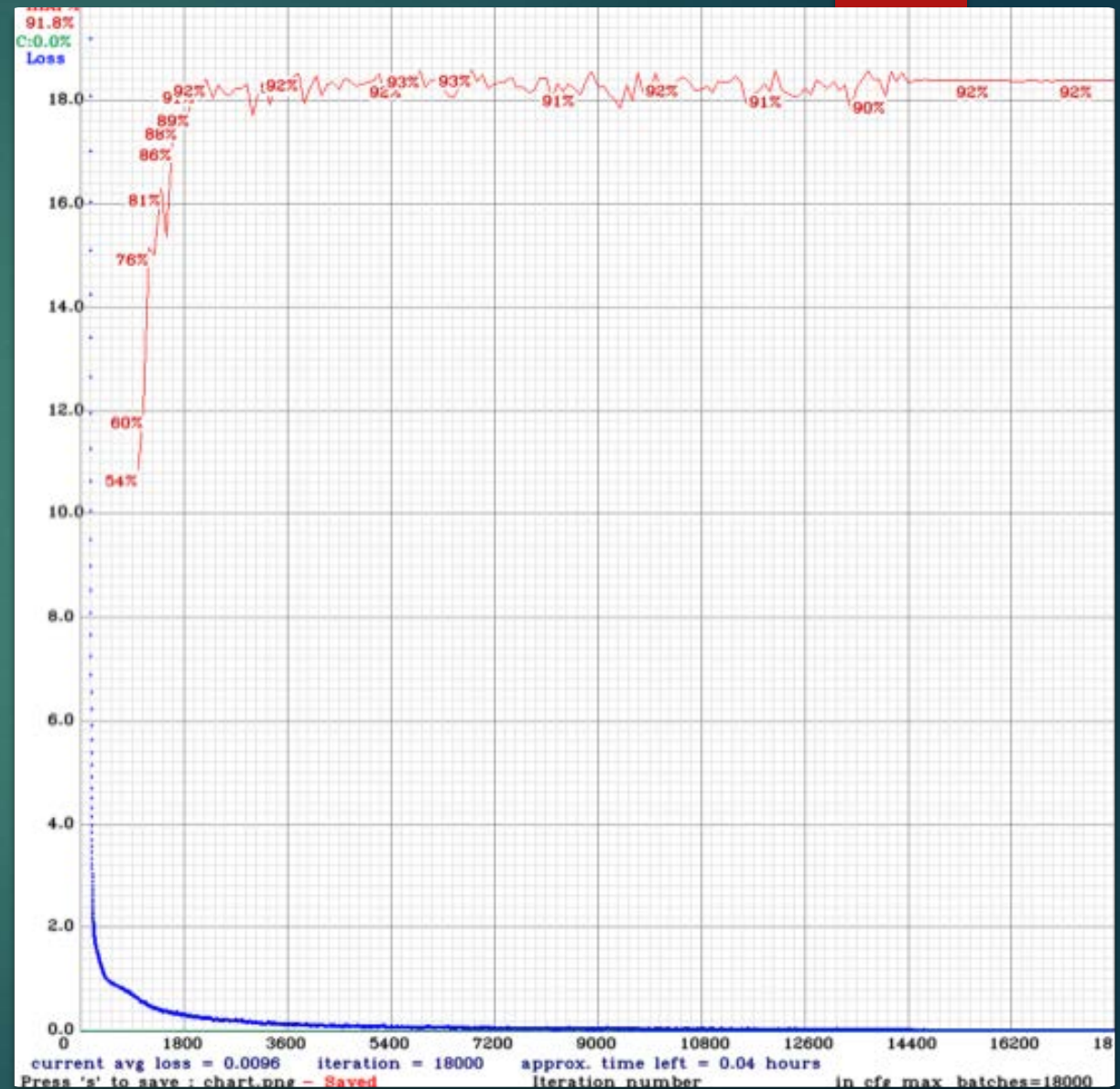
Learning Rates  
.01, 001, 0001

Decay  
0.0005, 0.0003



# Model Performance

mAP = 92.96 %



# Accuracy Scores

recall = 0.91  
precision = 0.87  
F1-score = 0.89

Class	Average Precision	TP	FP
Forward	90.00	9	2
Back	100	10	0
Left	83.33	5	0
Right	91.82	10	2
Input	90	5	1
Plus	81.48	8	1
Three	100	5	2
Seven	100	7	1
Five	100	2	0



# Results

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- 
- 
- ▶ Good performance
  - ▶ speed - 1 sec detection time
  - ▶ Need more and more data

# What is Next

- ▶ Test different elements of the data in small batches and compare mAP. Isolating: angle of view & rotation,
- ▶ Look into other models such as Mediapipe (trained on 30K hands)
- ▶ Look into passively collecting data, 'clustering' for body movements.

# What is Next, Next

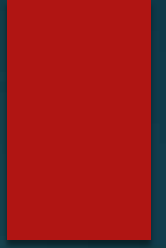
To examine the implications and uses of computers intuiting full body gestures.

## Gesture types

- ▶ Public / shared dictionary of gestures, ex: hand wave, a smile, head nod.
- ▶ Private / personal gestures. This vocabulary of gestures would give deep insight into who you are and how you act.



# Thank you



# How fast, fast...

