Snapture - a Hybrid Hand Gesture Recognition System

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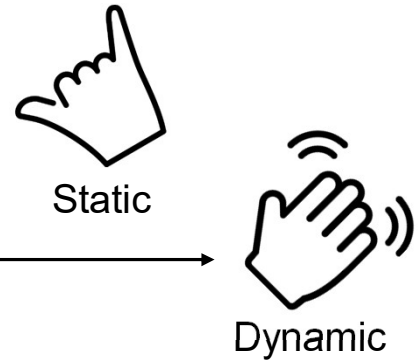
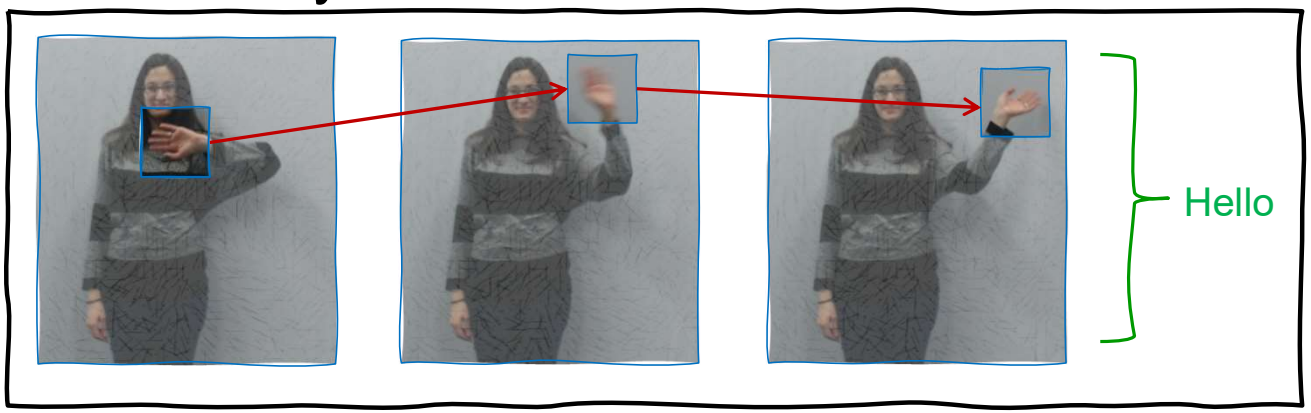
http://www.informatik.uni-hamburg.de/WTM/

Motivation

- Hand gesture applications
- Gesture taxonomy



- Vision-based systems



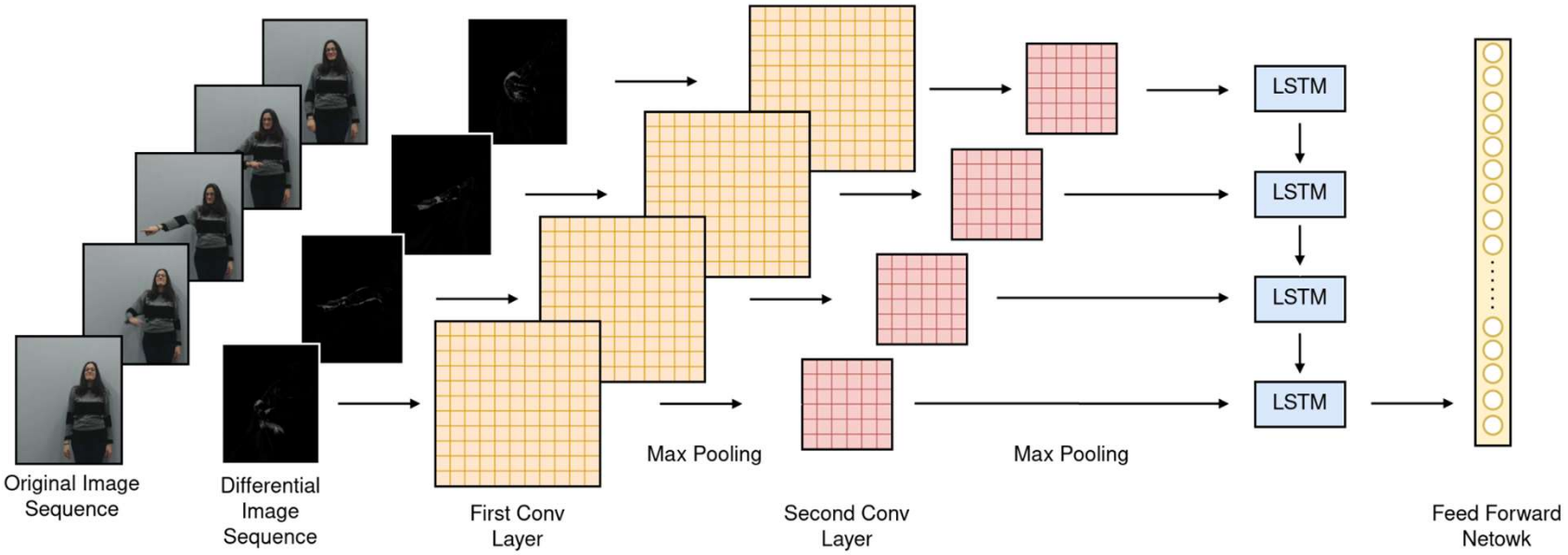
Hand detection

Hand tracking

Recognition

CNNLSTM

- Evaluated using the Tsironi GRIT dataset (available on WTM website)
- We reproduce the results.



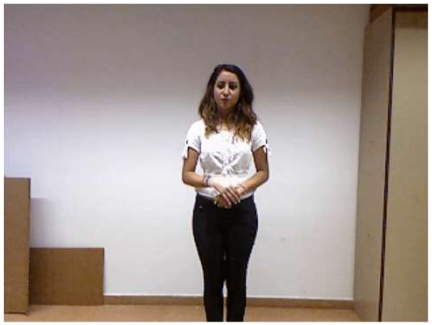
1. How influenced is the CNNLSTM network by subject variability?

Prendere

Messi D'accordo

Turn Left

No

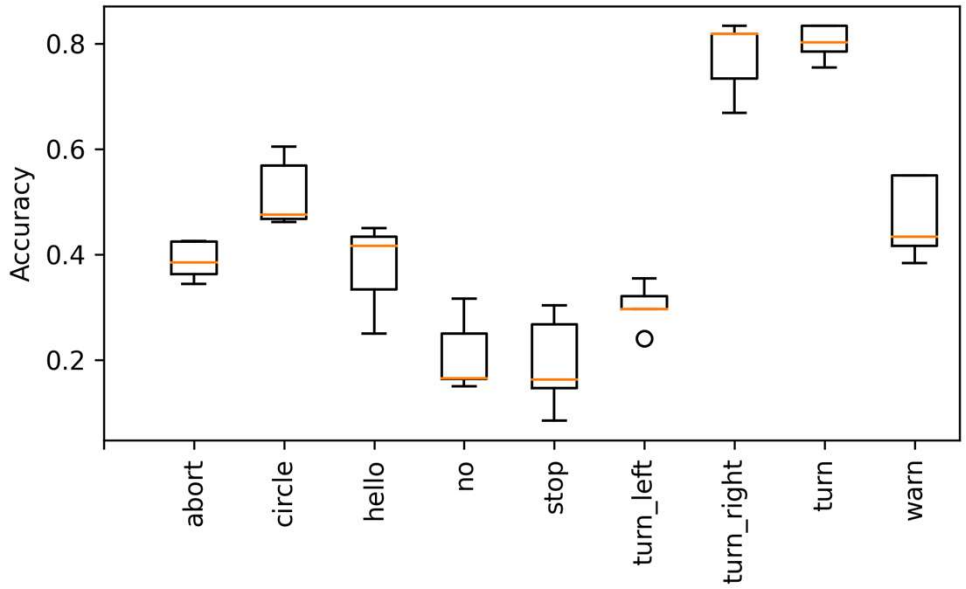


Montalbano

GRIT

CNNLSTM – Subject Variability

- Experiment using the GRIT dataset
- Evaluate on unseen subjects (Leave-one-out approach)
- Low accuracy for most classes
- **Consequence**: train on data of all subjects.



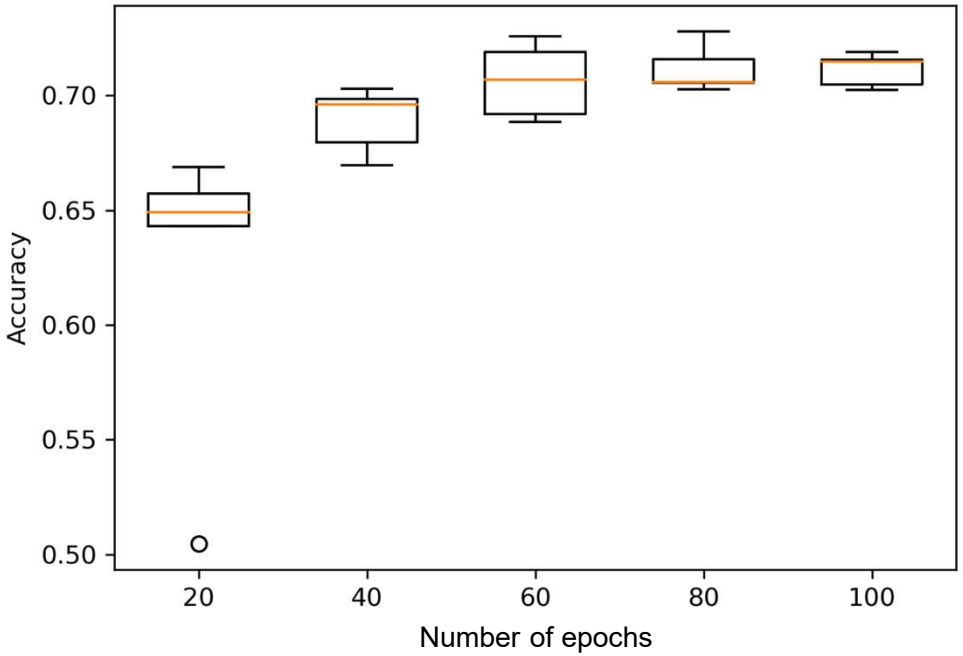
Accuracy per class, avg. over all subjects, avg. of 5 trials

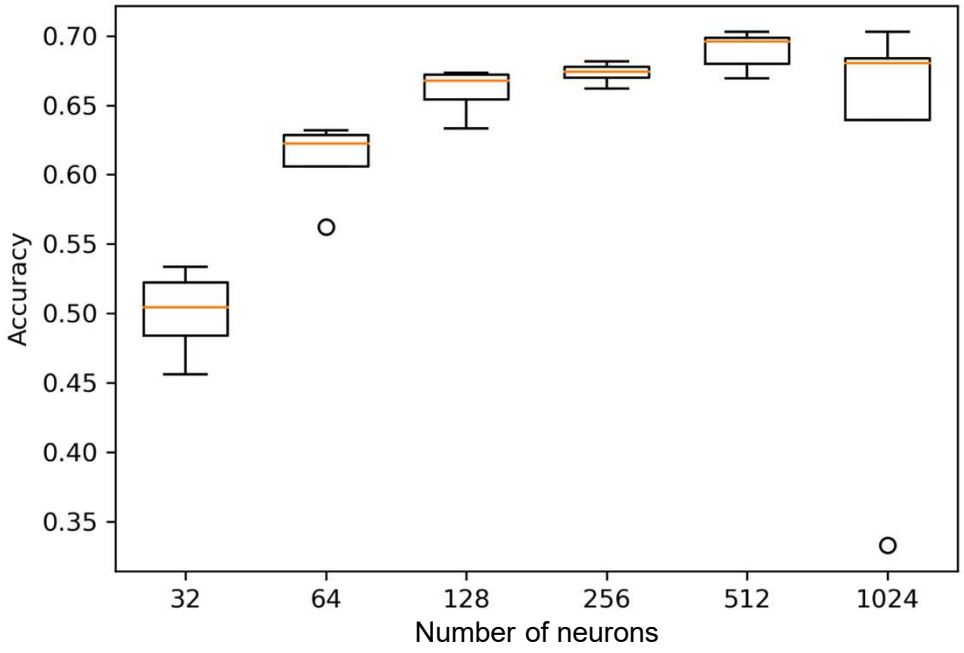
2. How efficient is the CNNLSTM network at learning co-speech gestures?

- Grit: suitable for robot commands, unique motion paths, lab settings
- Montalbano: co-speech (more profound)

Dataset	**Chalearn Montalbano**	**Tsironi GRIT**
#classes	**20**	9
#observations	**13 342**	542
#participants	**48**	6
#scenes	**5**	1

CNNLSTM – Upscaling





Results on the Montalbano dataset (avg. of 5 trials)

CNNLSTM – Upscaling

- Two Issues (Hypotheses):
  - *It is challenging for the CNNLSTM model to distinguish classes with similar movement patterns.*
  - *It is challenging for the CNNLSTM model to distinguish subtle movements done at the peak of the gesture.*
- **Solution:** *Snapture* architecture

3. How to identify the peak of the gesture and extract the handshape using RGB data only?

Gesture phases (Kendon), ex: *cosatifarei*

1. Rest position | 2. Pre-stroke | 3. Stroke | 4. Post-stroke | 5. Rest position

Motion Profile

- **Problem:** analysis of motion/pause carried in a movement sequence
- **Solution:** structure similarity (SSIM) index

$$SSIM(x,y) = \frac{(2\mu_x\mu_y + C_1)(2\sigma_{xy} + C_2)}{(\mu_x^2 + \mu_y^2 + C_1)(\sigma_x^2 + \sigma_y^2 + C_2)}$$

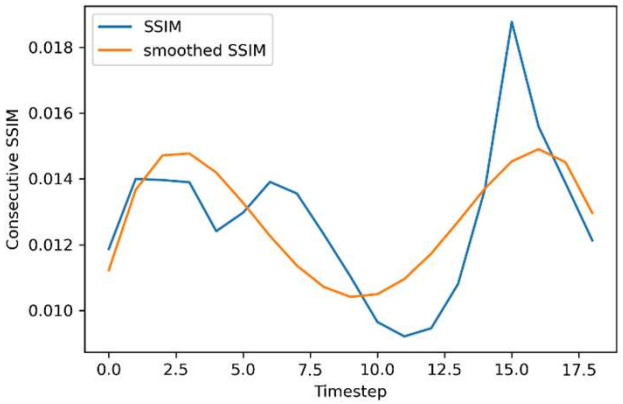
$$inverted_{SSIM} = 1 - \sum SSIM(\Delta_i, \Delta_{i-1})$$

$$\Delta_i = (I_i - I_{i-1}) \wedge (I_{i+1} - I_i)$$

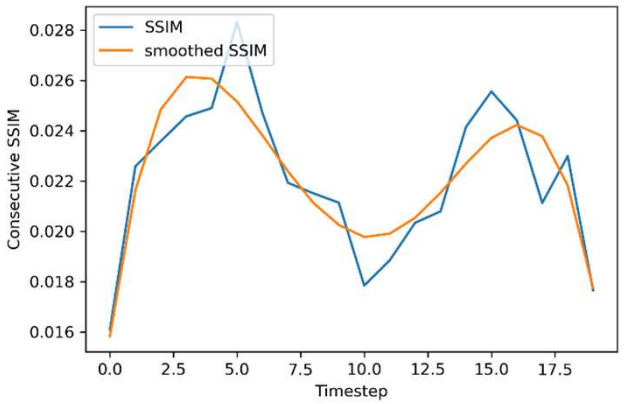
μ: avg. intensity, σ^2 :variance
C_1, C_1: stability constants
Δ_i, Δ_{i-1}: differential images
I_{i-1}, I_i, I_{i+1}: original frames

Motion Profile

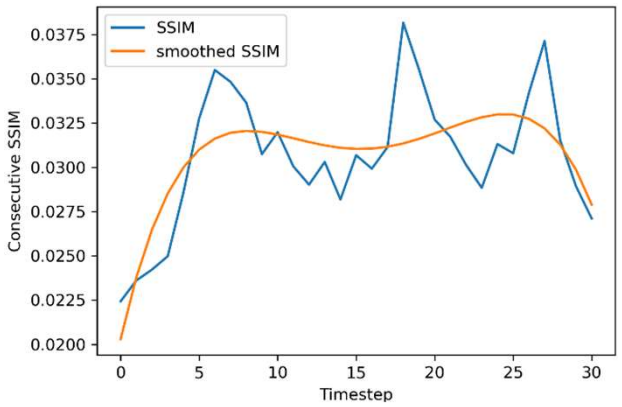
- Tsironi GRIT data:
  - *paused-gestures:* the arm remains briefly in a fixed position at the peak
  - or gestures with *repeated-pattern:* include a motion pattern, usually circular



Stop



Turn Left

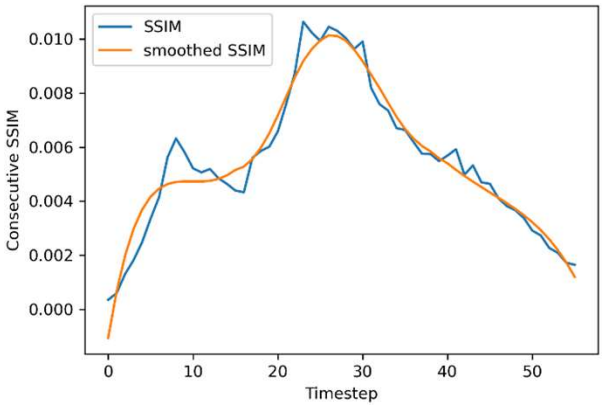


Turn

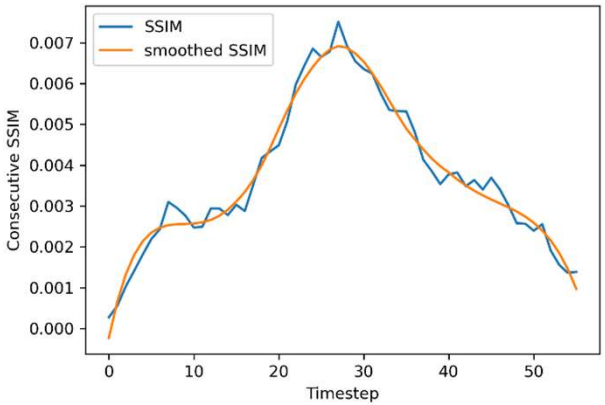
Motion Profile

- Chalearn Montalbano movements have comparable profile with pause at the peak

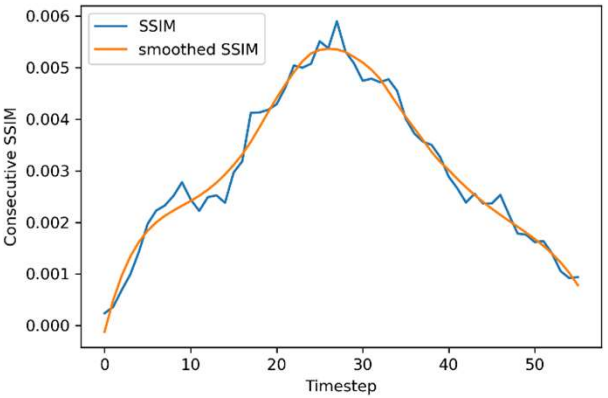
  → Peak around the mean of the sequence length



Vattene



Vieniqui

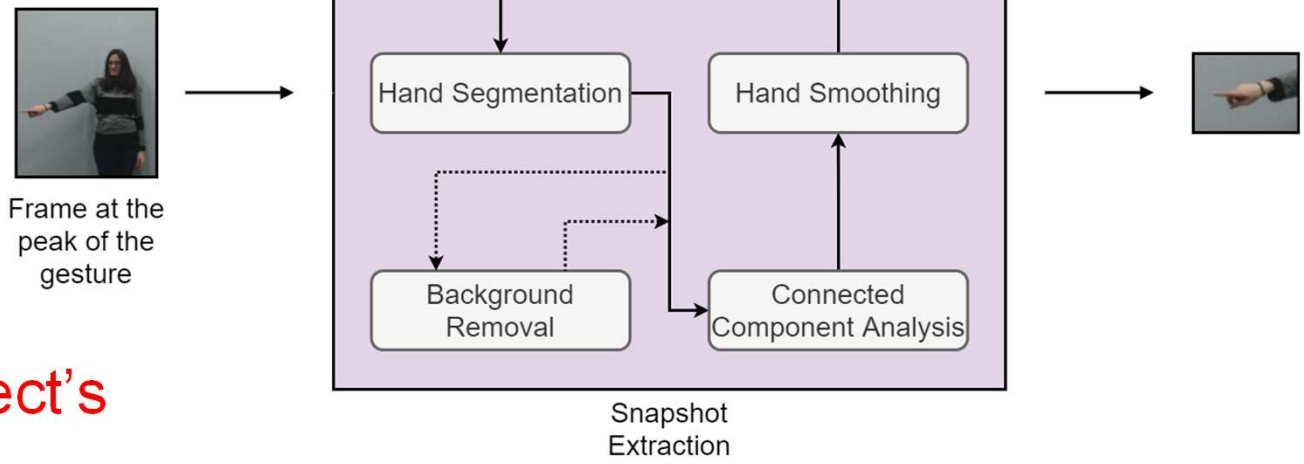


Ok

Snapture Architecture

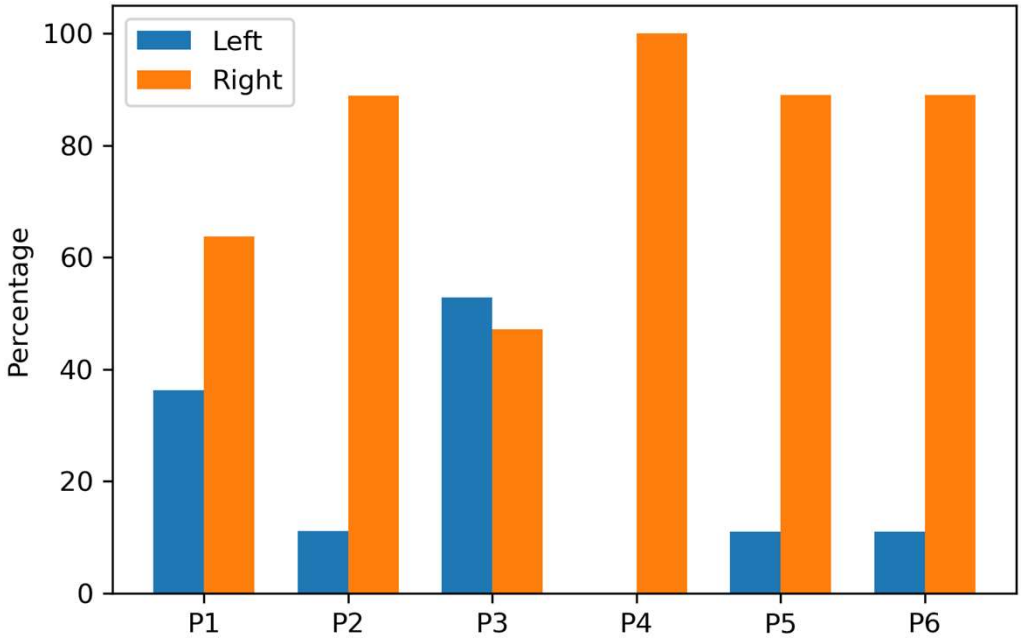
Static Channel

- Gesture Peak Detection
- Gesture Peak Extraction



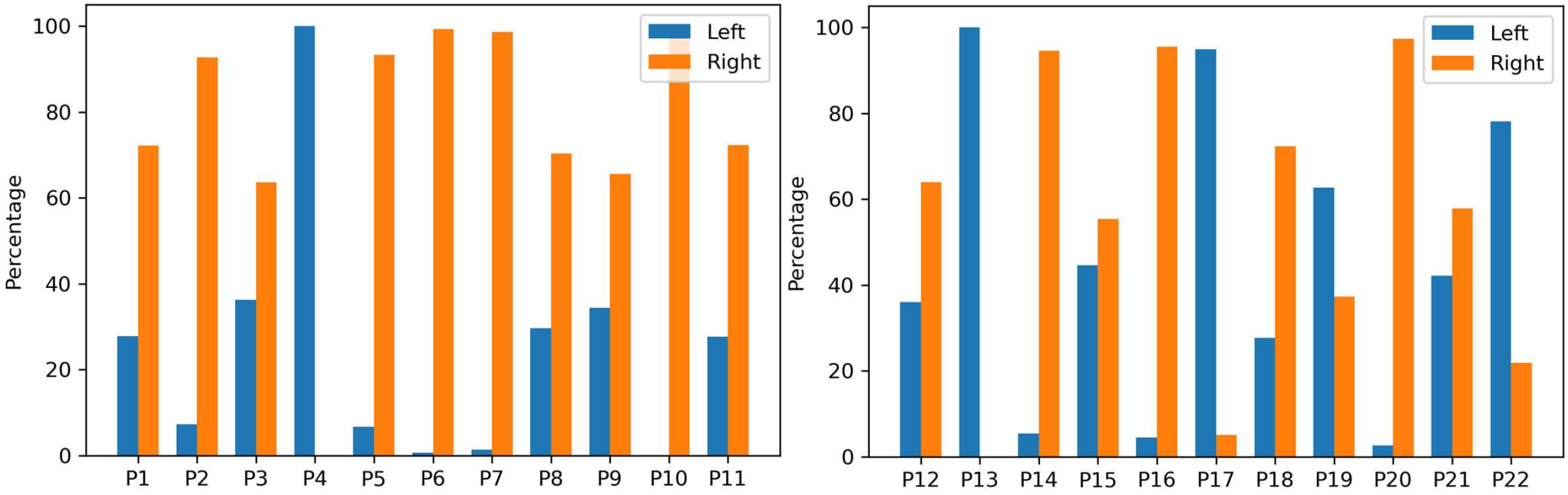
- Independent of subject's dominant hand

Hand Preference



The ratio of the gestures performed using the left and right hand per subject in the GRIT dataset.

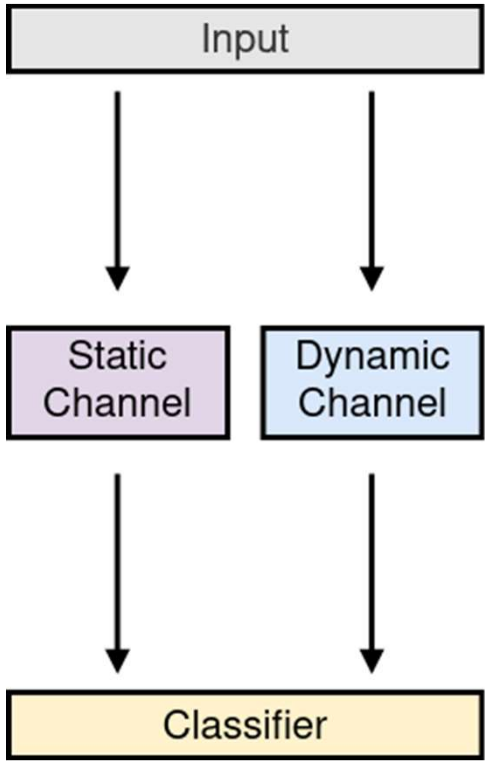
Hand Preference



The ratio of the gestures performed using the left and right hand for 22 subjects of the Montalbano dataset.

Snapture Architecture

- SNAPshot capTURE is our proposed architecture
- Hybrid (static/ dynamic) gesture recognition
- **Input:** *isolated sequences*



Snapture Architecture

Dynamic Channel

sequence-level CNNLSTM

Freganiente

Ok

Noncenepiu

Static Channel

a *snapshot* at the peak, CNN-based

4. How to regulate the integration of the hand details into a dynamic gesture recognition system?

- Some gestures, e.g., *Circle* are strictly dynamic .
- Low camera frame-rate

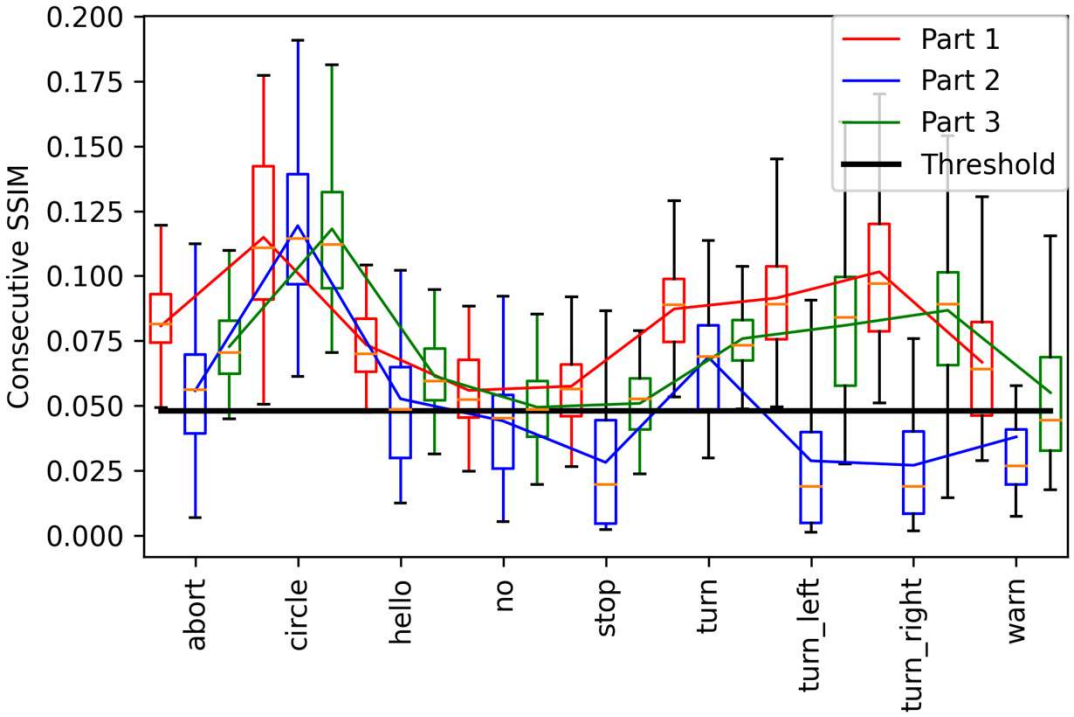
  → *blurriness* issue
- **Solution:** *threshold-controlled* approach based on sufficient pause

Circle

Stop

Regulating the static channel

- Approx. only 44% of the GRIT samples include a pause

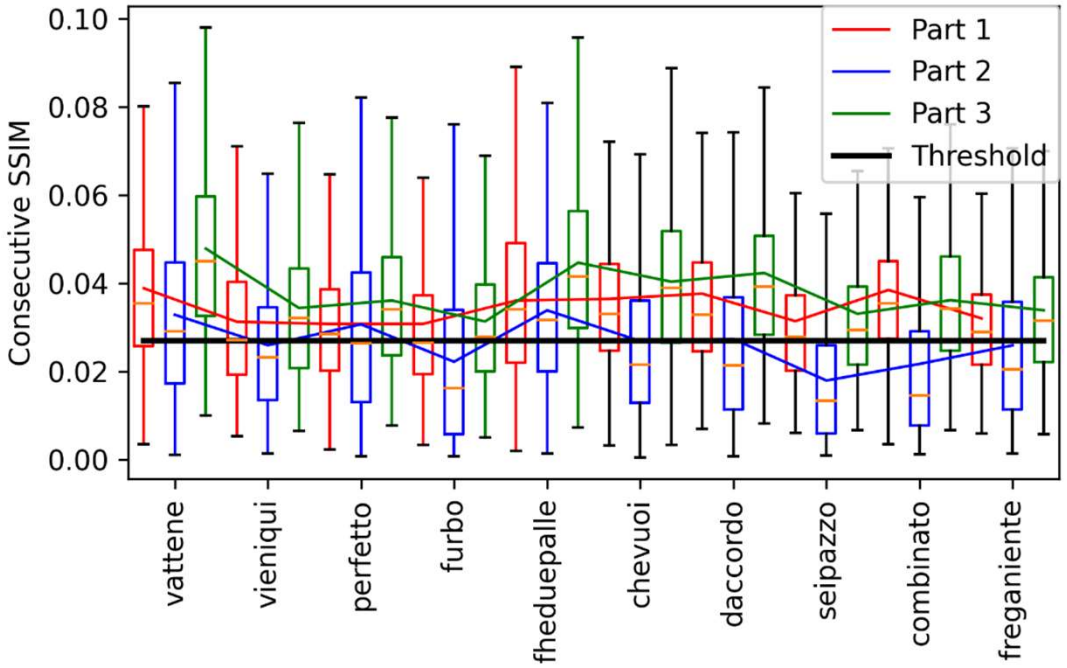


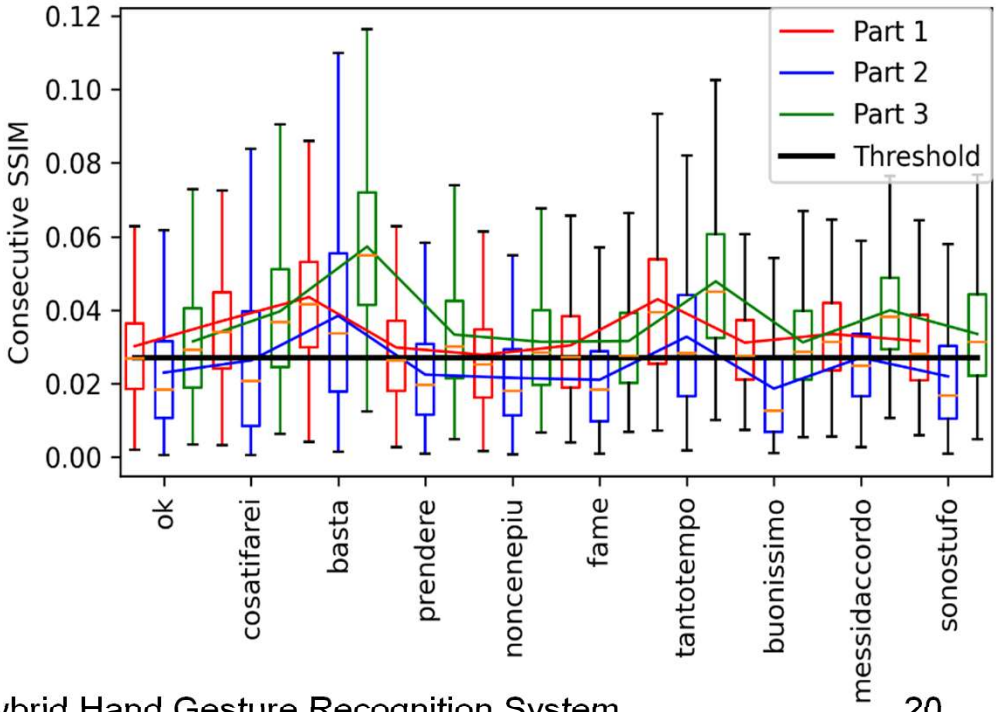
Part 1: rest to pre-stroke,
Part 2: pre-stroke to post-stroke,
Part 3: post-stroke to rest

Regulating the static channel

- Co-speech movements include more pause at the peak (≈70% Montalbano samples).

Part 1: rest to pre-stroke, Part 2: pre-stroke to post-stroke, Part 3: post-stroke to rest





Results

Tsironi GRIT Dataset

Model	Accuracy	F1-score	Time*
CNNLSTM	0.91 (0.012)	0.913 (0.012)	140.612 (0.255)
Snapture	0.924 (0.006)	**0.927** (0.005)	170.012 (1.027)
Snapture $_{thold}$	**0.926** (0.008)	0.913 (0.012)	125.156 (1.117)

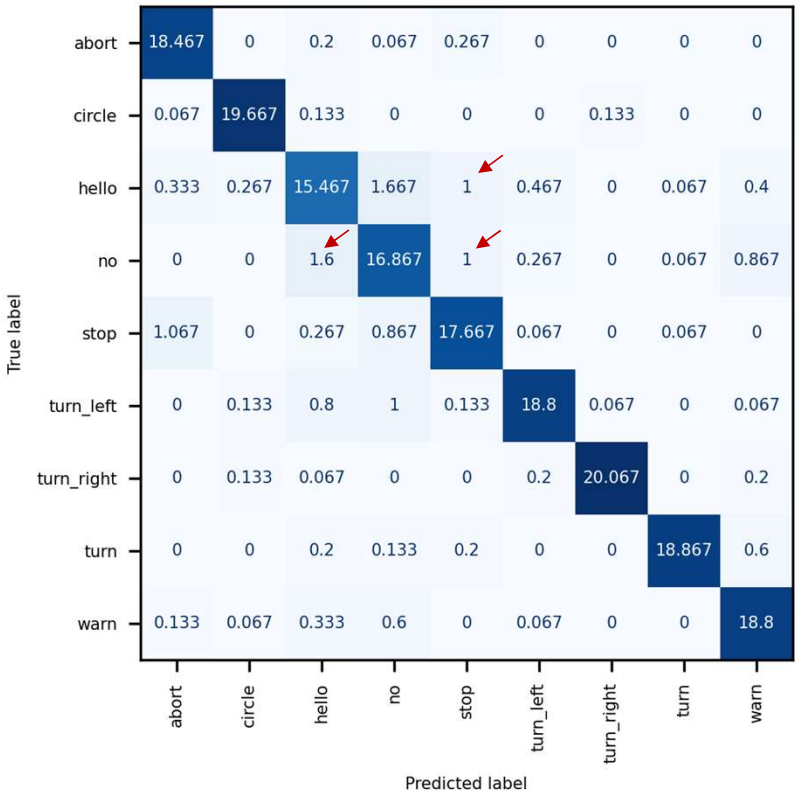
***In seconds.**

Chalearn Montalbano Dataset

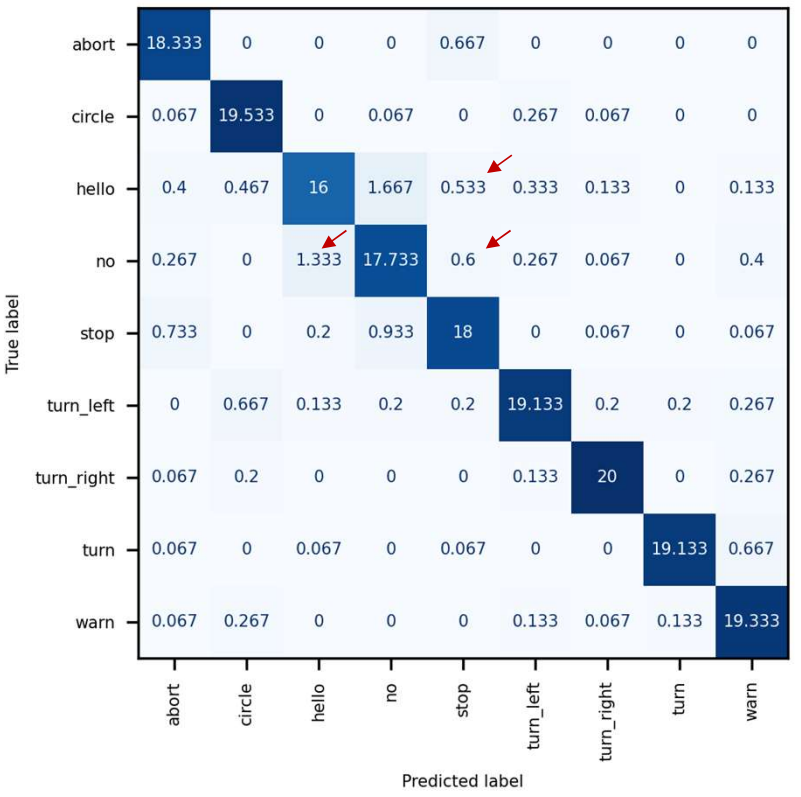
Model	Accuracy	F1-score	Time*
CNNLSTM	0.699 (0.014)	0.701 (0.013)	234.762 (0.115)
Snapture	0.755 (0.021)	0.752 (0.021)	318.578 (0.428)
Snapture $_{thold}$	**0.77** (0.008)	**0.772** (0.007)	744.953 (0.724)

***In minutes.**

Results Analysis - GRIT



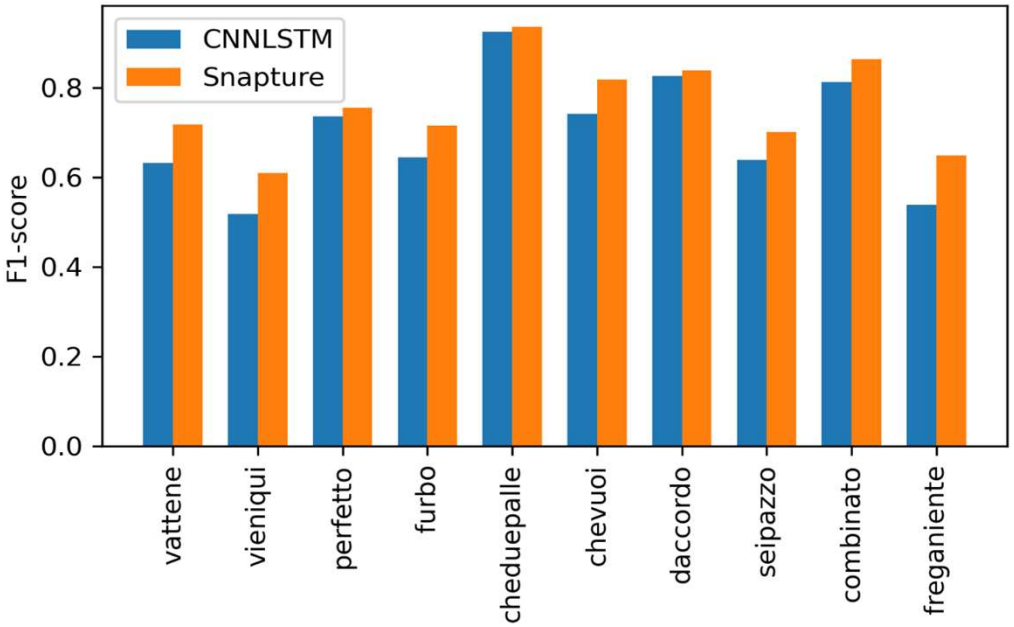
CNNLSTM
(avg. 5 trials)

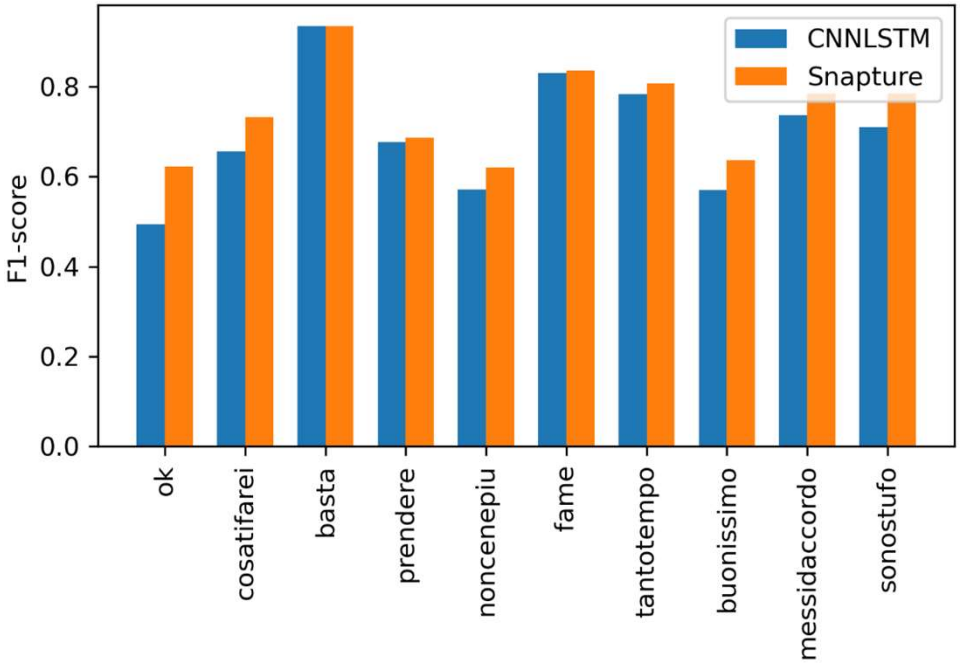


Snapture
(avg. 5 trials)

Results Analysis - Montalbano

- *Snapture:* superior results on all classes except for *Basta*
- Boosted F1-score for unique handshape classes (ex: *Ok*)





Results Analysis - Montalbano

- *Snapture* boosts the classification of indistinctive movements.

Cosatifarei

snapshot

Vattene

snapshot

Perfetto

snapshot

Freganiente

snapshot

Ok

snapshot

Noncenepiu

snapshot

Results Analysis - Montalbano

- *Snapture* boosts the classification of subtle movements.

Basta (explicit hand movement

Sonostufo (subtle hand movement)

Limitations


Vieniqui or Tantotempo?


snapshot


snapshot


Furbo or *Buonissimo*?


snapshot


snapshot

Limitations



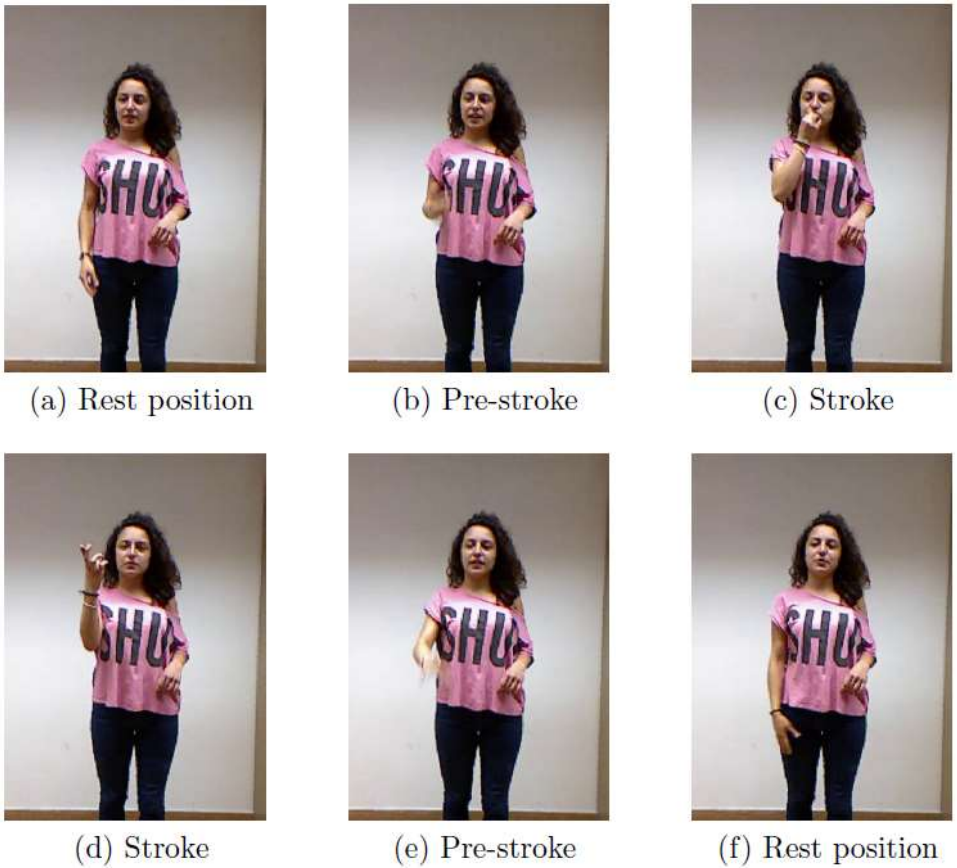
Open palm or an extended index finger?


snapshot


snapshot


snapshot

Limitations



(a) Rest position (b) Pre-stroke (c) Stroke

(d) Stroke (e) Pre-stroke (f) Rest position

Perfetto (fuzzy stroke phase)

Limitations

(a)

(b)

D'accordo (different snapshot of the same gesture)

Conclusion

- Our *Snapture* architecture achieved superior results to CNNLSTM especially in the context of co-speech gestures.

  → Similar motion patterns, missing hand details (pre-processing)

  → Independent of dominant hand
- *Snapture* $_{thold}$ bypassed the *blurriness* issue and provided performance boost.

  → New algorithm based on SSIM for analyzing a gesture's motion/pause.
- Code + Montalbano temporal segmentations available soon on: https://github.com/sano-90/snapture

Future Work

- additional channels (facial features, speech, body pose)
  → simple (modularity of our architecture)
- Improve robustness of threshold values.
- A concrete step to support an immersive HRI scenarios without the lab restrictions.
  → gestures acted “in the wild”
  → day-to-day human environments
  → No assumption of a hand dominance

The End

Thank you for your attention.

Any question?

Literature

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