

Pao Ying Shoop

Presented By

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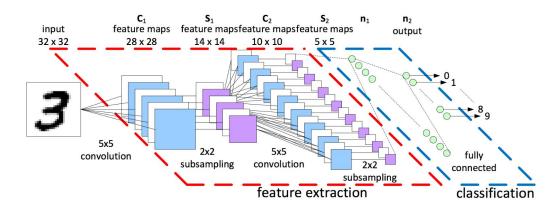
Mahidol University International College
EGCI 461 Artificial Intelligence
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Introduction

We got our main influence from the game rock,paper,scissors. We thought of creating a simple command line where we use the picture we took of our hand to play with the computer by feeding it into the command line and see who wins the turn. For training the system we took at least 1000+ pictures of the 3 gestures and then we use the system to train these picture with all angle possible for example upside down, tilt 90 degree, tilt 180 degree et to generate more training sample.

Al technique

The main technique used to design this project is convolutional neural network. Convolutional Neural Network is a class of profound neural system that is utilized for Computer Vision or examining visual symbolism. The Convolutional Layer makes utilization of an arrangement of learnable channels. A channel is utilized to identify the nearness of particular highlights or examples in the original picture.



The process of building a convolutional neural network consist of the following four step:

- Convolution
- Pooling
- Weights
- Full connection
 - Convolutional layers apply a convolution activity to the information, passing the outcome to the next layer.
 - 2. Convolutional systems may incorporate nearby or worldwide pooling layers, which join the yields of neuron groups at one layer into a solitary neuron in the prior layer.
 - 3. Fully connected layers connect every neuron in one layer to every neuron in another layer. It is in principle the same as the traditional multi-layer perceptron neural network

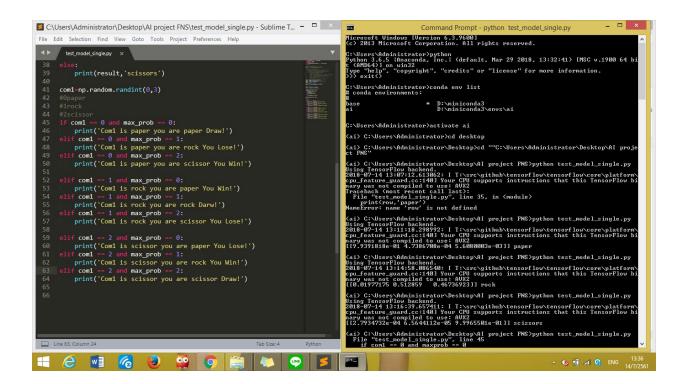
4. CNNs share weights in convolutional layers, which means that the same filter is used for each receptive field in the layer; this reduces memory footprint and improves performance.

How to install

- o Install Miniconda Python distribution
 - Python 3.x 64 bit
- Install Python package
 - Install numpy matrix calculation
 - Install scipy math function
 - Install pillow image processing
- Install Tensorflow library for CNN
- Install Keras high level API for Tensorflow

How to use

- Resize images to 299*299 (standard size)
- Split data to Train and Test
 - Train
 - Pre-trained model Inception-V3 50 layers
 - Train on Dataset ImageNet 14,000,000 images and 1,000 classes
 - Remove last (top) layer (1,000 class) → insert last 2 layers (256 classes and 3 classes)
 - 1 Epoch = all images 1 round
 - Fixed lower layers → train only new layer, not affect trained weight
 - Train until accuracy not improve
 - Learning rate u default 0.01 (less guicker, more not stable)
 - Let half of lower layer to be trained, top layer still fixed
 - Minimize u to 0.0001 because not change half lower layer too much
 - Test on unseen images
 - Load trained model
 - Image processing → resize resolution equal to train, pixel 0-1 (before 0-255)
 - Result probability → select class with highest probability
 - Return answer (paper or rock or scissor)



Evaluation Result



Future Development

- Real-time video capture. A built-in webcam on the computer screen can be implemented to automatically analyse hand movement and recognize gesture.
- Record score. A scoring system can be kept in place to analyse results from Player 1 and Player 2, to keep track on winning streaks.
- Record past iterations. A history of analysed hands can be recorded and kept for future references. For the convenience of the user him/herself.
- Probability player predictions. If it is the same player, a player profile can track player's previous play styles. To see how high or low low is the possibility of a person drawing out a specific hand gesture.