# CS 283 Final Project Proposal - Hand Gesture Actions

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#### 1 Motivation

Inspired by the Kinect and recent hand gesture technology (for an example, see http://news.cnet.com/8301-11386\_3-57548636-76/bringing-minority-report-touchless-gestures-to-w I want to explore how one can use a simple webcam to detect hand gestures and convert these into concrete actions. I also want to explore how to train a classifier to detect objects and explore how to use optical flow to track objects.

### 2 Goal

The goal of this project will be to use a webcam to detect simple hand gestures and convert these into concrete actions in an application, such as Google Maps or a drawing app. Examples of possible hand gestures include actions such as scrolling left/right/up/down, zooming in and out, rotating, and pointing. Hopefully, I will be able to detect simple motion of the hands (like in this video: http://www.youtube.com/watch?v=CvEa\_92JW44) and ultimately produce something like this: http://www.youtube.com/watch?v=U4taMDEozCs.

# 3 Proposed Method

I will use OpenCV's optical flow capabilities to perform video tracking, and I will train a classifier to detect different orientations of the hand and/or multiple hands. I will most use a cascade classifier to train hands: http://docs.opencv.org/doc/tutorials/objdetect/cascade\_classifier/cascade\_classifier.html.

# 3.1 Training the Classifier

To train the classifier, I will gather data in the following way:

Use the Cambridge Hand Gesture Data set http://www.iis.ee.ic.ac.uk/icvl/ges\_db.htm to train the initial Haar classifier. I will initially attempt to build a classifier for a closed and/or open palm.

- 2. Gather my own training data by taking videos in different lighting and backgrounds and annotating it, using the procedure outlined here:
  - (a) http://www.21csi.com/?q=blog/buildingtrainingdata
  - (b) http://note.sonots.com/SciSoftware/haartraining.html
  - (c) http://www.andol.info/hci/1991.htm. However, this post suggests the the last technique does not work very well: http://cwyalpha.wordpress.com/2012/05/ 07/thought-this-was-cool-a-failed-example-of-hand-gesture-recognition-using-op I will explore this.
- 3. Once I have the training set, I will build my own Haar classifier for a closed and/or open palm, and compare the results from training it with just the Cambridge Hand Gesture Data set. If this works well, I will attempt to train other hand positions too (e.g. one finger up, a first).

#### 3.2 Using Optical Flow to Track the Hand

Once I am able to detect a hand gesture, I will use this to find better salient points to track during optical flow. I will use this process:

- 1. Detect the hand (e.g. in some fixed position such as an open palm).
- 2. Draw a bounding box around the hand, and detect the salient points within this box.
- 3. Use optical flow (http://docs.opencv.org/modules/video/doc/motion\_analysis\_ and\_object\_tracking.html) to track these salient points and compute a final velocity vector to indicate the overall motion of the hand. Use this vector to actualize a hand gesture (e.g. a left pointing vector would correspond to an application action of scrolling left x amount).

I will experiment with several techniques that may improve recognition, such as background subtraction: http://www.cse.ohio-state.edu/~busaryev/Projects/Gesture%20Recognition%20With%20Applications/Report.pdf

# 3.3 Actualizing the Hand Gesture

Once I am able to accurately track the position and orientation of the hands, I will use Chrome's webRTC (http://www.webrtc.org/) capabilities to send a video stream from the client to a server that performs the video tracking and hand detection, and then convert this back into concrete actions in the client. A example of such a server-client setup is here: http://www.smartjava.org/content/face-detection-using-html5-javascript-webrtc-websockets-jet: An example of an application using hand gestures would be navigating Google Maps or drawing an image.

## 4 Plan for Evaluation

I will evaluate my project based on these guidelines:

- 1. Accuracy of the hand/finger classifier, subject to different orientations, lighting, background, and other noise factors of the Cambridge data set vs. my own generated data set.
- 2. Number of images required to train the classifier.
- 3. Number of different hand gestures that can be detected.
- 4. Accuracy of tracking hand detection + optical flow vs. simply tracking using salient points of the entire frame without any notion of hands.
- 5. How well these different hand gestures translate into concrete actions in some application.