



ACM-W 5<sup>th</sup> National Hackathon – 2020

# Contactless Writing

## Technocrats



# Team Introduction

## TEAM TECHNOCRATS

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# Problem Statement

## 17. Gesture Recognition for Human Computer Interaction

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- Alternative way of effectively interacting with the system by using hand gestures for input and controls
- Simulate the functions of the keyboard alphabets, cursor and common controls like switching slides, etc using hand gesture images
- Help users interact with the computer from a considerable distance without using any device like a mouse or keyboard
- Eliminate or at least decrease the hardware requirement for effective human-computer interaction

# Domains of Impact

Gesture controlled interaction has a plethora of professional, recreational and supportive applications

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- In the prevailing pandemic situation, it prevents contact with surfaces, for example, billing stations and manufacturing warehouses
- It facilitates interaction with a computer from a considerable distance, for, example, changing slides while taking a presentation
- No need for extra hardware and mimics real actions, heavy machinery operations and game playing
- Support for deaf and mute people

A decorative pattern of hexagons in various shades of blue and teal. Some hexagons contain icons: a lightbulb, a thumbs up, a smartphone, a magnifying glass, and a gear. A large teal hexagon in the center-left contains the number 4.

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## Implementation Plan

- Plan of Action
- Technology Stack
- Current Status
- Next Steps



# Plan of Action

## STEP 1

Detect key points in the image and the template gesture dataset

## STEP 2

Create descriptors from these keypoints

## STEP 3

Match descriptors between the user image and dataset

## STEP 4

Keep only the good key points from the matches

## STEP 5

Match gesture from these key points

## STEP 6

Perform the corresponding action like print, change slide, etc




# Technology Stack

Framework, Package or tool	Components used	Purpose
Python 3.9	<ul style="list-style-type: none"><li>• Interpreter</li><li>• Related modules</li></ul>	Primary language of development of the solution
OpenCV	<ul style="list-style-type: none"><li>• SIFT</li><li>• FLANN</li></ul>	<ul style="list-style-type: none"><li>• To obtain the key points and descriptors</li><li>• To perform fast feature matching</li></ul>
Numpy	Arrays and vectors	Vectorization and image representation



# Current Status



Data collected and  
cleaned for  
processing from  
Kaggle

Gesture  
Detection  
and  
Matching

Testing and  
homography  
visualization





# Next Steps

- Speech acknowledgment for accepted or rejected control request using gestures
- Text input and control from gestures
- Cursor control using gestures

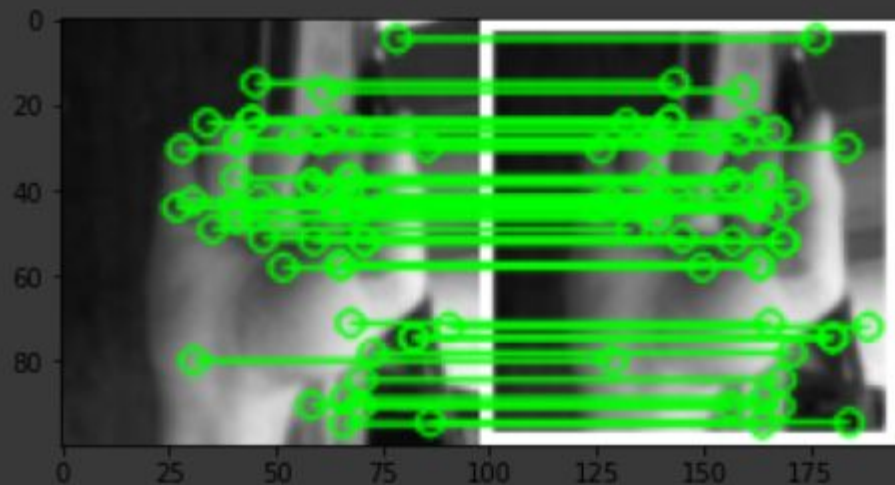


A decorative pattern of hexagons in various shades of blue and cyan. Some hexagons contain white icons: a lightbulb, a thumbs-up, a network of nodes, a smartphone, a magnifying glass, a gear, and a speech bubble.

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# Demo

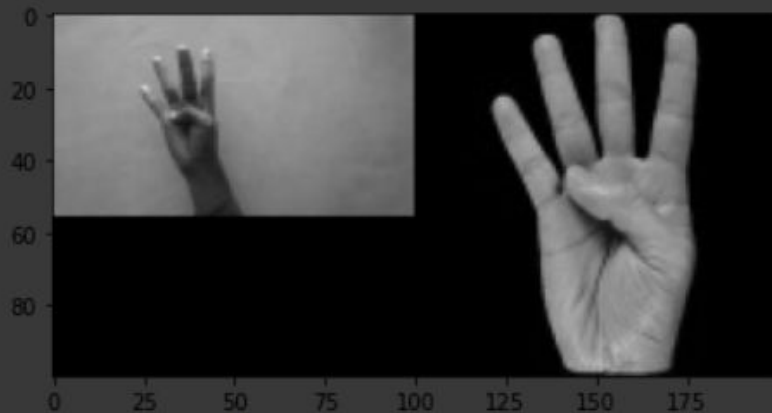
Code and results obtained so far



`['a/a_1.jpg', 'a/a_1.jpg']`

**MATCH!!!!**

Not enough matches are found - 0/20



['b/b\_1.jpg', 'b/b\_100.jpg']

NO MATCH

TESTING

\*\*\*\*\*CONSOLIDATED TESTING REPORT\*\*\*\*\*

Testcase 0 : PASSED: MATCH

Testcase 1 : FAILED: NO MATCH



# Thank You

Any Questions?

