

Masterthesis Medientechnologie

mit einem eventuell
ganz langen Untertitel

vorgelegt von

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vorgelegt an der

TECHNISCHEN HOCHSCHULE KÖLN
CAMPUS DEUTZ
FAKULTÄT FÜR INFORMATION-,
MEDIEN- UND ELEKTROTECHNIK

im Studiengang

MEDIENTECHNOLOGIE

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Köln, im August 2017

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Kurzfassung

Hier folgt die Kurzfassung.

Abstract

Hier folgt die Kurzfassung auf Englisch.

1 Einleitung

The standard interface between human and computer has for long years been mouse and keyboard. But with the advance of technology, new interfaceing methods were developed in the last few years.

Touch technology for interfacing with mobile devices and desktop computers has become a reliable technology and has been integrated into our everyday lives. Advances in capabilities of CPU as well as GPU hardware has build a foundation for the use of advanced AR and VR Technology. 3D and Stereoscopic rendering can now be accomplished even by mobile hardware (with some limitations) without the need of specific Hardware. For An intensely immersive experience VR Goggles are used to explore digitally created worlds.

But with this level of immersion, a touch device or even a mouse and keyboard setup is rather hindering the user experience. First attempts of solving this problem came with the introduction of tracked controllers for the interaction with the digital world, but these can also only supply a fraction of the capabilities of our natural interaction devices, namely the human hands.

2 Description of problem

The usage of the human hands as interaction devices has been a topic of research and most solutions concentrate on the tracking of the human hand itself. Most solutions only did rudimentary integration testing of their developed systems with an VR application. Some of the solutions are even not capable of tracking the hands in real time.

This thesis will focus on building a tracking solution for tracking a physical object and the human hand in "real" space. The tracking data is then used in the "virtual" space to display these two objects correctly and allow the user to get a physical feedback when grabbing the real object in the virtual world.

Therefore it will first give an overview of how the human hand can be displayed in the digital realm. Furthermore it will give an overview of the possible tracking algorithms with their pros and cons. In the next step a testing setup for evaluation will be described.

3 Description of hand in digital space

Tracking of the human hand has always been a challenging Problem. In comparison to other larger bodyparts like the Arm or the head, the human hand itself contains a large variety of smaller parts, namely bones and muscles. These components have to be taken into account when trying to replicate the natural motion of the hand in digital space.

3.1 Physiological structure of the human hand

(Lee u. Kunii, 1995) describes the human hand as "an articulated structure with about 30 degrees of freedom [which] changes shape in various ways by its joint movements."

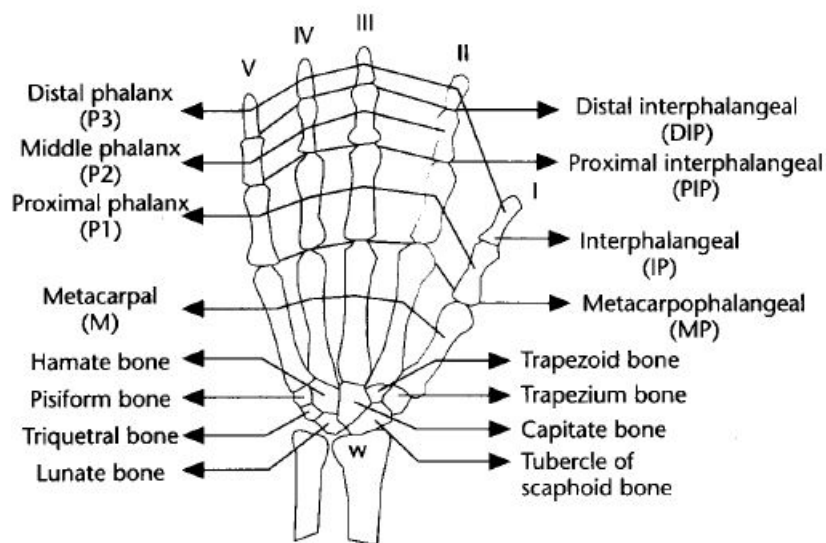


Figure 3.1: Bone structure of the human left hand (Lee u. Kunii (1995))

All of the hand components are connected to at least one neighboring component via a joint. The joints affect the position of the connected components. To describe the movement of the hand components, we can use the rotation angles of the joints to correlate to a specific position. To do so, we define a local coordinate system

for each of the exiting hand joints. By doing so, we achieve a sequence of rotations in the local coordinate systems of the joints. Such a sequence can then be used to describe a specific movement and/or position of a component. Not all of the joints in the human hand have equal degrees of freedom. Their functionality can be classified in the amount of DOFs (Degrees of freedom) Korein (1985)

- 1 DOF
 - A joint movement that can perform a **flexion** or **twist** in one direction
- 2 DOF
 - A joint movement that can perform **flexion** in more than one direction (**directive**)
- 3 DOF
 - A joint movement that permits simultaneous **directive** and **twist** movements. (**spherical**)

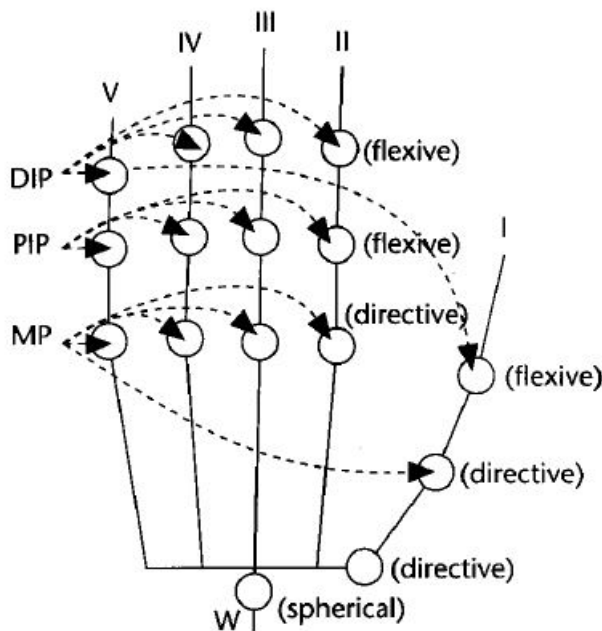


Figure 3.2: Representation of the DOFs of the human hand

When looking at the DOFs displayed in Figure 3.2, each finger (II-V) sums up to 4 DOFs and the thumb to 5 DOFs. Also considering 6 DOFs for the rotation and position of the whole and itself, the result gets us to 27 DOFs for the human hand.

3.1.1 Constraints in Hand Motion

A full usage of all the declared DOFs would lead to a large amount of possible combination. Since the hand is not only made up of bones but also Muscles and the

skin, we can impose some constraints(Badler u. a. (1987)) to the movement of the joints. Ling, Wu and Huang(Lin u. a. (2000)) proposed following classification for the constraints:

- **Type I constraints**
-A constraint that limits the range of finger motions based on hand anatomy
- **Type II constraints**
- A constraint that the position of the joints during finger movement
- **Type III constraints**
-A constraint that limits position based on natural hand motions

The **Type I** and **Type II** constraints rely on the physiological and mechanical properties of the human hand. **Type III** constraints are results of common and natural movements and can be differing from person to person. As these movements are to some degree similar for everyone, a broad grouping can be applied. The curling of the fingers at the same time when forming a fist is way more natural than curling each finger by itself. Here the motion of the hand is quite similar between different persons, but the constraints cannot be described in a mathematical form. A **Type I** constraint example would be that the position of the fingertip is limited by the length of the other finger segments and thereby can only reach as far as the combined length.

An example for **Type II** constraints would be that, for your fingertip to touch your hand palm, all joints in the finger have to be bent to achieve this position. The following inequalities can be used to describe these constraints:

Type I

$$\begin{aligned}
 0^\circ &\leq \Theta_{MP_flex} \leq 90^\circ \\
 0^\circ &\leq \Theta_{PIP_flex} \leq 110^\circ \\
 0^\circ &\leq \Theta_{DIP_flex} \leq 90^\circ \\
 -15^\circ &\leq \Theta_{MP_abduct/adduct} \leq 15^\circ
 \end{aligned} \tag{3.1}$$

A further constraint that is specific to the middle finger is, that this finger's MP normally does not abduct and adduct much. Therefore we can infer an approximation and thereby remove 1DOF from the model:

$$\Theta_{MP_abduct/adduct} = 0^\circ \tag{3.2}$$

The same behavior can be seen in the combination of hand parts labeled W(the connection point between hand and lower arm). This approximation also eliminates one DOF on the connected thumb:

$$\Theta_{W_abduct/adduct} = 0^\circ \tag{3.3}$$

Since the DIP, PIP and MP joints of our index, middle, ring, and little fingers only have 1DOF for flexion, we can further assume that their motion is limited to movement in one plane.

Type II

The **Type II** constraints can be split into interfinger and intrafinger constraints. Regarding intrafinger constraints between the joints of the same finger, human hand anatomy implies that to bend the DIP joints on either the index, middle, ring or little fingers, the corresponding PIP joints of that finger must also be bent. The approximation for this relation [Rijpkema u. Girard (1991)] can be described as :

$$\Theta_{DIP} = \frac{2}{3}\Theta_{PIP} \quad (3.4)$$

Interfinger constraints can be imposed between joints of adjacent fingers. Interfinger constraints describe that the bending of an MP joint in the index finger forces the MP joint in the middle finger to bend as well.

When combining the constraints described in the above equations, the starting number 21 DOF's of the human hand can be reduced to 15. Inequalities for these cases, obtained through empiric studies, can be found in (Lee u. Kunii, 1995).

3.2 Kinematics

The preceding sections gave an overview of how we can describe a model of the human hand and introduced some limiting constraints. With the model and the constraints, we can now start to build a kinematic system for the animation of the model.

Kinematic systems contain so called *kinematic chains*, which consist of a *starting point* or *root*, kinematic elements like *joints*, *links* and an *endpoint*, also called *end effector*. Applied to the human hand, the whole hand model represents the kinematic system. This system contains several *kinematic chains*, namely the fingers of the hand with the fingertips being the *end effectors* of each of these chains.

As we begin to move our hands, the states of the kinematic chains begin to change. Joint angles and end effector positions are modified until the end position is reached. To represent the new position and angle dataset of our physical hand with our kinematic system, two major paths for achieving a solution can be taken.

3.2.1 Forward Kinematics

Forward Kinematics (FK) uses the knowledge of the new angles and positions after the application of known transformations to the kinematic chain. The data of the *joints* and *links* between the *root* and the *end effector* is then used to solve the problem of finding the *end effector's* position. The advantage of an FK solution is that there is always a unique solution to the problem. In consequence, this approach is commonly used in the field of robotics, where the information on the chain elements is easily available.

The tracking of the human hand and all of its chain components is rather complicated. Therefore a solution which takes a known position of the *end effector* and calculates the parameters for the rest of the chain would be more desirable.

3.2.2 Inverse Kinematics

Inverse Kinematics (IK) is a method for computing the posture via estimating each individual degree of freedom in order to satisfy a given task (Andreas Aristidou and Joan Lasenby, S. 14)

The concept of *Inverse Kinematics* (IK) already describes its principle in its name. It takes the reversed approach in comparison to the FK principle in chapter 3.2.1. Instead of knowing the states of the chain elements and calculating the resulting position of the *end effector*, we take the position of the *end effector* and try to retrieve the possible states of the other chain elements. In contrary to having a unique solution with the FK approach, the IK approach can end at the point of not finding a suitable solution. Figure 3.3 displays three possible outcomes for the IK approach.

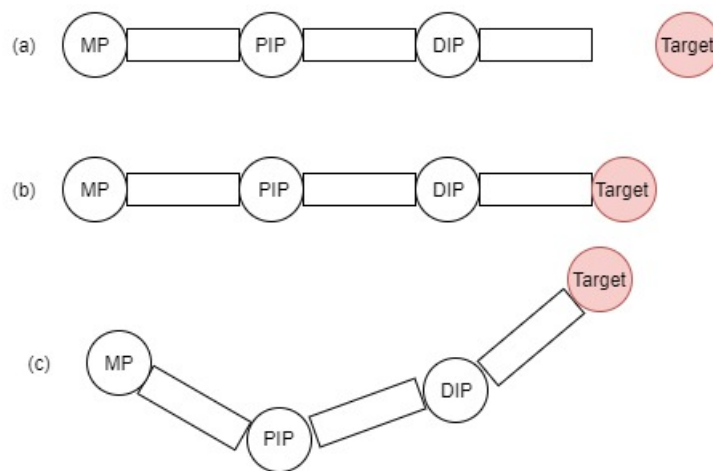


Figure 3.3: Possible solution for an IK problem of a human finger:
 (a) The given target position of the end effector can not be reached. (b) The given target can only be reached by one solution. (c) The target position can be reached with multiple different solutions.

3.3 Digital hand models

4 Fazit

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Eidesstattliche Erklärung

Ich versichere, die von mir vorgelegte Arbeit selbständig verfasst zu haben.

Alle Stellen, die wörtlich oder sinngemäß aus veröffentlichten oder nicht veröffentlichten Arbeiten anderer entnommen sind, habe ich als entnommen kenntlich gemacht. Sämtliche Quellen und Hilfsmittel, die ich für die Arbeit benutzt habe, sind angegeben.

Die Arbeit hat mit gleichem Inhalt bzw. in wesentlichen Teilen noch keiner anderen Prüfungsbehörde vorgelegen.

Gummersbach, xx. August 2016

Max Mustermann