



# IClicker

PROJET NUMÉRO 73

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# CHAPITRE 1

## INTRODUCTION

### 1.1 LE CONTEXTE

Project for “PJI”... but also for Bachelor’s Thesis  
At the time working at this project, 5 semesters as a student at... last semester erasmus student...

### 1.2 L’IDÉE

TL;DR : Eye tracking using computer’s webcam ; move cursor with eyes.

### 1.3 MOTIVATION

I wanted a project that would help me learn... related to... (AI, ML) because I want to have a career as an...

Also, I was deeply motivated by doing something that could actually be used as a practical tool... or help anybody in a way...

Wanted to work on a series of experiments with MLPs, CNNs... in order to learn...

Question : Is it wrong to place images in the "introduction" chapter ?

### 1.4 LE BUT

#### 1.4.1 OBJECTIFS ESSENTIELS

Cross-platform app

Base functionality : predict where the user’s looking on a grid 3x3. Based on the grid, we can "artificially" move the cursor.

1	2	3
4		5
6	7	8

**FIGURE 1.1**  
3x3 Grid

Looking at square 2 will move the cursor up by  $dy$ . Looking at square 6 will move it to the bottom-left by  $dx$  and  $dy$  and so on.

App easy to maintain : use concepts learn throughout university : classes, cohesion, SOLID principles  
\*to mention that Python isn't exactly the best language to take OOP into consideration, but use OOP more like general guidelines

Left click = long blink with left eye, right click = long blink with right eye

#### **1.4.2 OBJECTIFS PRÉFÉRABLES**

If predicting the squares works well, try regression : try to predict the exact position of the cursor

Maybe find a way to click without using hands : maybe recognize when the user *says* "click"?

## CHAPITRE 2

# À PROPOS DE L'APPLICATION

### 2.1 COMMENT RÉSOUDRE LE PROBLÈME

Mention exactly what the “problem” is : being able to accurately track one’s eyes in order to move the cursor. TL;DR : Will try to tackle this problem as a Machine Learning problem.  
Why is Machine Learning suitable for this ?

#### 2.1.1 LES RÉSEAUX DE NEURONES

Mention general things about neural networks and why they work well with images.

### 2.2 PLAN D'ATTAQUE

Question : is there a more formal french expression similar to “strategy” ?  
Which title is better : “Plan d’attaque” où “Strategie” ?

#### 2.2.1 NÉCESSITÉS POUR L'APPRENTISSAGE AUTOMATIQUE

Data. Bad data, bad algorithm. Good data, good algorithm.

Data processing. No data processing, no benefits. Good data processing, better algorithm.

#### 2.2.2 PERCEPTRONS MULTICOUCHES

Will try to work with these and see how they act.

#### 2.2.3 RÉSEAU NEURONES CONVOLUTIFS

Will try to work with these and see how they act.  
Mention why these might be better for images.

#### 2.2.4 RECHERCHE D'AUTRES MÉTHODES

Will make some research to see other state of the art methods for solving problems similar to the one I have.

## CHAPITRE 3

# INFORMATIONS PRÉLIMINAIRES

### 3.1 MANIÈRE DE TRAVAILLER

VSC - Github

Link github repository here

Mention general guidelines : develop, test, develop, test. TODO : should start using branches when working on important features.

### 3.2 CONFIGURATION UTILISÉE

TODO : label this section and reference it wherever I mention “training took  $x$  seconds”. Mention laptop model.

Emphasize on webcam resolution & quality.

Emphasize on no GPU & cpu speed.

### 3.3 INFORMATIONS TECHNIQUES

TODO : Section title – maybe find a better one ?

Technology name	Version	Useful links
Python3	3.6	<a href="https://www.python.org">https://www.python.org</a>
Conda	4.8.0	<a href="https://conda.io/">https://conda.io/</a>
...	...	...

Maybe mention important Python libraries used :

Library name	Version	Useful links
Keras	...	...
PyTorch	...	...
OpenCV	...	...

### 3.4 CONDITIONS REQUISES

Technical requirements : Every technology previously mentioned 3.3 should be installed

Currently only tested on MacOS, possible that Windows will give errors. Linux should work

Link github repository here and mention install instructions.

### 3.5 LIMITES

Some of the *CURRENT* limits are (current because more will appear, probably) : App only tested with 1 monitor.

If setup has multiple cameras, it chooses the first one it finds.

Mention training data collection : only me. I wear no glasses.

Emphasize on wearing glasses : might not work. To test this.

Mention necessity of good lighting.

Might only work on MacOS and Linux right now (will test to be sure).



## CHAPITRE 4

# LA COLLECTE DE DONNÉES

### 4.1 IMPORTANCE DES DONNÉES

“ Q : How many machine learning specialists does it take to change a light bulb ?

A : Just one, but they require a million light bulbs to train properly.

Q : How many machine learning specialists does it take to change a fluorescent light bulb ?

A : That wasn't in the training data ! ”

Importanta datelor – exemple clare, conditii “controlate” de testare vs. conditiile in care utilizatorul foloseste aplicatia

Importanta varietatii datelor

.

### 4.2 DONNÉES NÉCESSAIRES

Datele cu care lucreaza aplicatia : imagini de la webcam.

Despre cea mai importanta parte : Capul. Ochi, postura capului

De mentionat ca elementele care vor fi folosite in fiecare experiment vor fi mentionate in cadrul experimentului respectiv.

E posibil sa nu fie folosite toate caracteristicile imaginii

Intrebare : Ar fi bine sa scriu cate ceva despre ochi ? Iris, pupila

### 4.3 ACQUISITION DE DONNÉES

#### 4.3.1 SAUVEGARDE DES DONNÉES

Mentionez ca salvez datele pe “sesiuni”, definesc ce e o “sesiune”, ce salvez : rezolutia ecranului, rezolutia camerei webcam (deci rezolutia pozelor).

Imaginile sunt salvate *fara* modificari.

#### 4.3.2 MOYENS D'ACQUÉRIR DES DONNÉES

Despre cele doua moduri de colectare de date pe care le-am implementat : “background” si “activ”.

Exemplu cu cod sursa, screenshot-uri, structura datelor in foldere etc.

## **CHAPITRE 5**

# **TRAITEMENT DE L'INFORMATION**

### **5.1 AVANTAGES DU TRAITEMENT DES DONNÉES**

Why it might be good : only focus on what's important.  
Eliminate noise from images.

### **5.2 TRAVAILLER UNIQUEMENT AVEC LES YEUX**

How I extracted only the eyes, what libraries I used, everything related to this.  
Place images with before and after.

### **5.3 EN UTILISANT SEULEMENT LE VISAGE**

Another option : use the whole face and let the CNN do the hard work.

# CHAPITRE 6

## L'ENTRAÎNEMENT

### 6.1 LE MODÈLE

What's a model.

### 6.2 EN ENTRAÎNEMENT UN MODÈLE

Information about general parameters : for example epochs of training.

Serialize each model, save its configuration.

Mention what I mean by a model's configuration.

```
1 {  
2     "train_parameters": {  
3         "epochs": 100  
4     },  
5     "score": [  
6         7.1555709958233535,  
7         7.432588309638585,  
8         7.4325869143087715,  
9         7.432587050009465,  
10        7.432587050009465  
11    ],  
12    "training_time": 35320  
13 }
```

**LISTING 6.1**

Example of a model's configuration

### 6.3 EN UTILISANT UN MODÈLE

Afterwards, same model used for prediction.

Data for prediction has to have the same format as the data the model was trained with.

## **CHAPITRE 7**

# **PERCEPTRONS MULTICOUCHES**

### **7.1 DEFINITION**

Define MLP's.

### **7.2 EXEMPLES D'UTILISATION**

Give some example of where these are used, their results and so on.

### **7.3 MES RÉSULTATS**

About my results with MLP's.

About data used, parameters for the MLP, metrics (accuracy, how I defined the score) etc

## CHAPITRE 8

# RÉSEAU NEURONES CONVOLUTIFS

### 8.1 DEFINITION

Define MLP's.

### 8.2 EXEMPLES D'UTILISATION

Give some example of where these are used, their results and so on.  
Just to show how citing would look like : DESHPANDE 2020

### 8.3 MES RÉSULTATS

Travaux en cours.

## **CHAPITRE 9**

## **CONCLUSION**

# BIBLIOGRAPHIE

DESHPANDE, Adit (2020). *A begginer's guide to CNN*. Adit Deshpande. URL : <https://adeshpande3.github.io/adeshpande3.github.io/A-Beginner's-Guide-To-Understanding-Convolutional-Neural-Networks/> (visit  le 10 mar. 2020).