Welcome to ARPACS Project

A Reference Paper Collection System - Open Access-based Journal API

Open Access Paper Retrieval

Choose the API:

◯ Semantic Scholar API

◯ DOAJ API

◯ PubMed API

🔴 Multiple API Integration

Enter your query:

Real-time Hand Gesture Recognition with EMG Sensor

Enter up to 10 keywords for refining search:

Enter keywords:

Hand Gesture, Recognition, EMG, EMG Sensor, Realtime ✕   Press enter to add more

Search

Searching for 'Real-time Hand Gesture Recognition with EMG Sensor' with keywords: ['Hand Gesture, Recognition, EMG, EMG Sensor, Realtime']
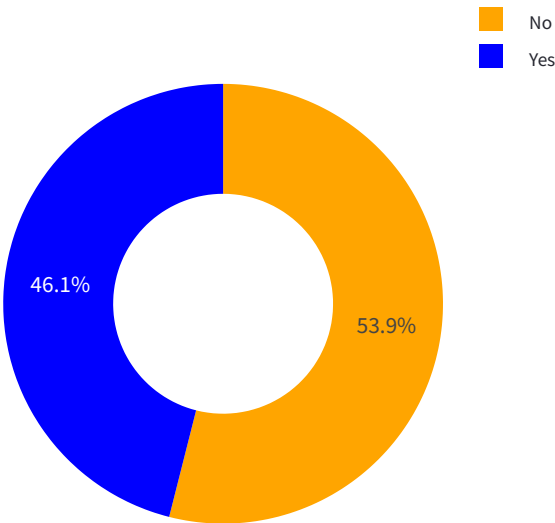
Fetching data from multiple APIs...

Data fetched in 54.86 seconds!

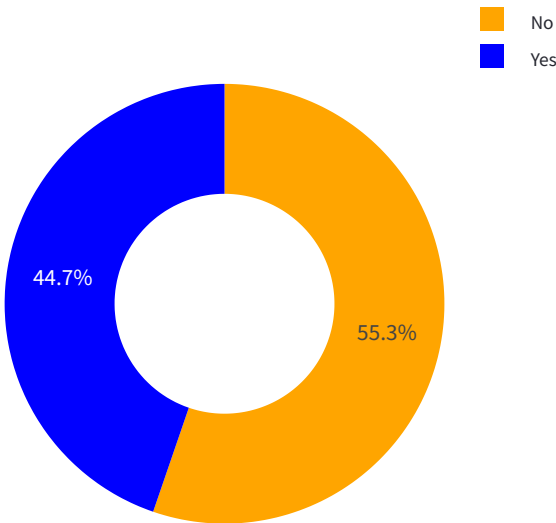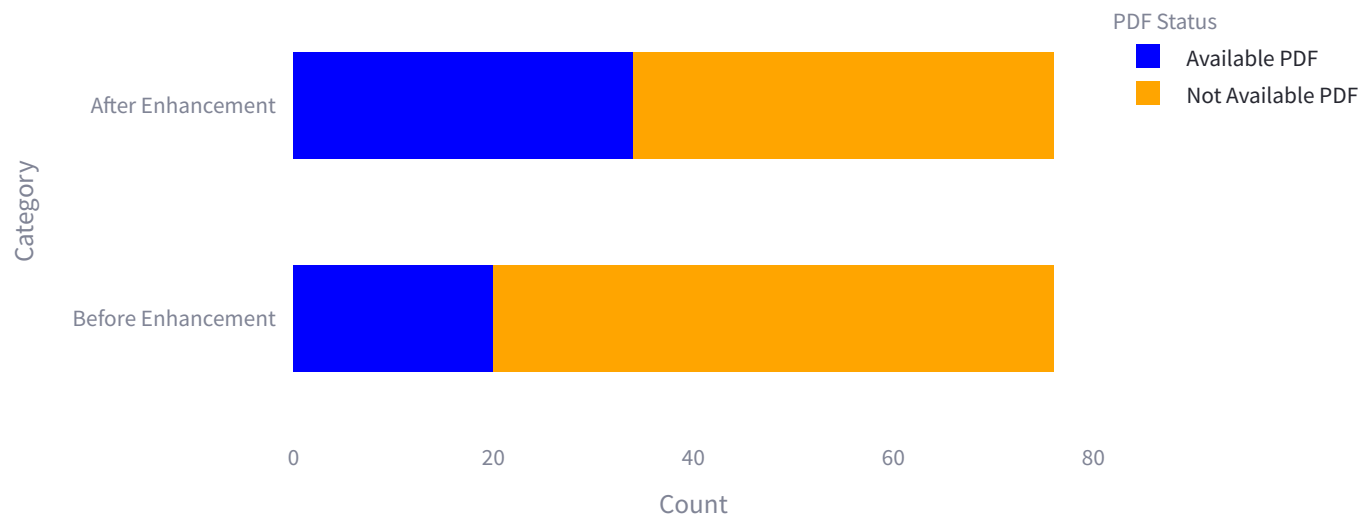| Paper Id		Title
27	5a96f403328be1de01c7cbb2b2d5c8c0d2e6a6d2	Real-Time Hand Gesture Recognition Model Using Deep Lear
38	4977ec869c0c887c657fa9908225fdd8e828fb50	Real-Time American Sign Language Recognition Using Wrist-
82	31323888	Real-Time Surface Emg Pattern Recognition For Hand Gestu
47	c8fe42b0875e50323d406e531e2f65a2e4a07052	Soft Wrist-Worn Multi-Functional Sensor Array For Real-Time
56	35270841	Real-Time Analysis Of Hand Gesture Recognition With Temp
58	38900624	A Real-Time Hand Gesture Recognition System For Low-Late
20	1891723758c6d16a32bc63434f9b47e420763ca2	Tinyml For Real-Time Embedded Hd-Emg Hand Gesture Rec
66	31765319	A Fully Embedded Adaptive Real-Time Hand Gesture Classifi
7	6ce73ba6a18f49d67b881e75c7b434ea55e67401	Emg Wrist-Hand Motion Recognition System For Real-Time E
75	33198083	An Semg-Controlled 3D Game For Rehabilitation Therapies:

— Page 1 of 1 +

Performance Metrics

Open Access Availability

No
Yes

46.1%   53.9%

PDF Availability

No
Yes

44.7%   55.3%

PDF Availability Before and After Enhancement

Available PDF Files Before Enhancement: 20 paper(s)

Available PDF Files After Enhancement: 34 paper(s)

Successfully Collected: 76 paper(s)

Execution Time: 54.87 seconds

Initial Memory Usage: 4043.17 MB

Final Memory Usage: 4416.25 MB

Memory Used: 373.08 MB

CPU Usage: 31.70% of 16 logical processors available (5.07 cores)

Download data as CSV

Developed by テルスナ・マウラナ・ファルディン