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HAND GESTURE DETECTION

[1] Jenifer Shylaja M, [2] S.Naveenkumar, [3] M.Pravin ,

[4] R.Robin [5]A.Tharun Bhasgar

[1] Assistant Professor, Department of Computer Science and Engineering, Vel Tech High Tech Dr. Rangarajan Dr. Sakunthala Engineering College

[2,3,4] UG Student, Department of Computer Science and Engineering, Vel Tech High Tech Dr. Rangarajan Dr. Sakunthala Engineering College

ABSTRACT:

To distinguish between various hand gestures and classify them effectively in order to comprehend both static and dynamic hand movements utilized in communication. Initially, gesture recognition equipment such as accelerometers, Sensor devices, hand movement sensors, and connected electrodes are used to record both static and dynamic hand movements. Hand gesture detection technologies including surface electromyogram, latent regression forest, dynamic temporal warping framework, multivariate fuzzy decision tree, hidden Markov models (HMM), and support vector machine are used to process these motions. Gesture capture systems that have the right lighting conditions are able to record hand movements done with both single and two hands. These recorded motions are examined for occlusions and finger-to-finger contacts in order to determine which gesture is correct, categorize it, and disregard sporadic movements.

Keywords: Human-computer interaction, Hand gestures, Gesture recognition system, Static and dynamic hand gesture.

INTRODUCTION

Body language is one the non-verbal forms of communication and hand gestures and arm movement, posturing, face movement and eye gaze forms the non-verbal form of body language communication.

Gestures are considered as one of the methods used for conveying information through motion of the body. In hand gesture recognition system (GRS), hand gestures can be a continuous gesture referred as dynamic gestures or can be fixed or single gesture referred as static gestures.

Hand gesture plays a vital role in the day-to-day interaction devices such as smart homes, smartphones,andother gadgets; these devices use hands for communication, interfacing, and networking with the environment. Gesture recognition is considered as a multidisciplinary approach combining computer vision, pattern recognition, motion analysis, and machine learning.

Hand gestures are a fundamental aspect of human communication, transcending language barriers and enhancing interaction. They are non-verbal signals that convey a wide range of messages and emotions, from simple greetings and farewells to complex ideas and commands. Hand gestures play a crucial role in various contexts, including everyday conversation, public speaking, and professional settings.

Historically, hand gestures have been integral to

cultural expression and social rituals. Different cultures have unique gestures with specific meanings, and what is considered a friendly gesture in one culture might be offensive in another.

Addition to cultural significance, hand gestures are also essential in fields like sign language, where they are the primary mode of communication for many deaf and hard-of-hearing individuals. Gestures also play a vital role in technology and virtual communication, such as touchscreen gestures and motion-sensing devices.

Understanding hand gestures and their meanings can enhance interpersonal communication, foster cultural sensitivity, and improve effectiveness in various professional and personal interactions.

LITERATURE REVIEW

Deaf Mute Communication Interpreter- A Review [1] : This paper aims to cover the various prevailing methods of deaf-mute communication interpreter system. The two broad classification of the communication methodologies used by the deaf –mute people are - Wearable Communication Device and Online Learning System. Under Wearable communication method, there are Glove based system, Keypad method and Handicom Touch-screen**. [1].**

An Efficient Framework for Indian Sign Language Recognition Using Wavelet Transform [2]:The proposed ISLR system is considered as a pattern recognition technique that has two important modules: feature extraction and classification. The joint use of Discrete Wavelet Transform (DWT) based feature extraction and nearest neighbour classifier is used to recognize the sign language.

Hand Gesture Recognition Using PCA in [3]: In this paper authors presented a scheme using a databasedriven hand gesture recognition based upon skin color model approach and thresholding approach along with an effective template matching with can be effectively used for human robotics applications and similar other applications.. Initially, hand region is segmented by applying skin color model in YCbCr color space. In the next stage thresholding is applied to separate foreground and background.

Hand Gesture Recognition System For Dumb People [4]: Authors presented the static hand gesture recognition system using digital image processing. For hand gesture feature vector SIFT algorithm is used. The SIFT features have been computed at the edges which are invariant to scaling, rotation, addition of noise.

Hand Gesture Recognition for Sign Language Recognition: A Review in [5]: Authors presented various method of hand gesture and sign language recognition proposed in the past by various researchers. For deaf and dumb people, Sign language is the only way of communication.

Real Time Detection And Recognition Of Indian And American Sign Language Using Sift In [6]: Author proposed a real time vision based system for hand gesture recognition for human computer interaction in many applications. The system can recognize 35 different hand gestures given by Indian and American Sign Language or ISL and ASL at faster rate with virtuous accuracy.

A Review on Feature Extraction for Indian and American Sign Language in [7]: Paper presented the recent research and development of sign language based on manual communication and body language. Sign language recognition system typically elaborate three steps pre processing, feature extraction and classification.Classification methods used for recognition are Neural Network(NN), Support Vector Machine(SVM), Hidden Markov Models(HMM), Scale Invariant Feature Transform(SIFT),etc.

SignPro-An Application Suite for Deaf and Dumb . In [8]: Author presented application that helps the deaf and dumb person to communicate with the rest of the world using sign language. The key feature in this system is the real time gesture

to text conversion. The processing steps include: gesture extraction, gesture matching and conversion to speech. Techniques applicable for Gesture matching include feature point matching and correlation based matching.

METHODOLOGY

User Hand Gestures:

The user positions their hand parallel to the webcam and Hand Gesture Controlled Using Opencv performs hand gestures within the frame of the video.

Hand Region Extraction:

The video from the webcam is processed to extract the hand region. This step aims to isolate the hand from the rest of the scene.

Illumination and Background Considerations:

Proper illumination is crucial to minimize errors in hand segmentation. The background should not contain any elements that have a skin color, as it can interfere with the accuracy of the segmentation.

Webcam Resolution:

The resolution of the webcam is set to 640 x 480 pixels. This resolution is chosen to ensure a better quality video, which aids in accurate hand region extraction.

Background Subtraction:

In real-world scenarios where the background can contain various elements, a background subtraction technique is employed. This technique helps to segment the hand region from other regions in the video by subtracting the static background.

Color Space Conversion:

The video obtained from the webcam is typically in the RGB color model. To facilitate the identification of skin regions, the video is converted to the HSV (Hue, Saturation,Value) color model. Skin regions tend to have distinct hue and saturation values in the HSV color space learning models into the app, ensuring real-time disease detection capabilities.

Binary Image:

The regions that are detected as skin during the segmentation process result in a binary image. In this binary image, skin regions are represented using white color, while non-skin regions are represented as black.

Hand Region Selection:

The largest connected region in the binary image that is detected as skin is considered the hand region of interest. This region represents the segmented hand, which will be used for gesture recognition.

Gesture Recognition:

The segmented hand region is the region of interest for recognizing gestures. Various techniques, such as pattern recognition, machine learning, or computer vision algorithms, can be applied to analyze the hand region and classify the performed gestures.

PROPOSED SYSTEM

Hardware Setup Camera:

High-resolution camera to capture hand movements.

Gesture Recognition :

Train a machine learning model (e.g., SVM, Random Forest) or a deep learning model (e.g., CNN, RNN) using the extracted features.

For real-time recognition, use a sliding window approach to classify sequences of frames.

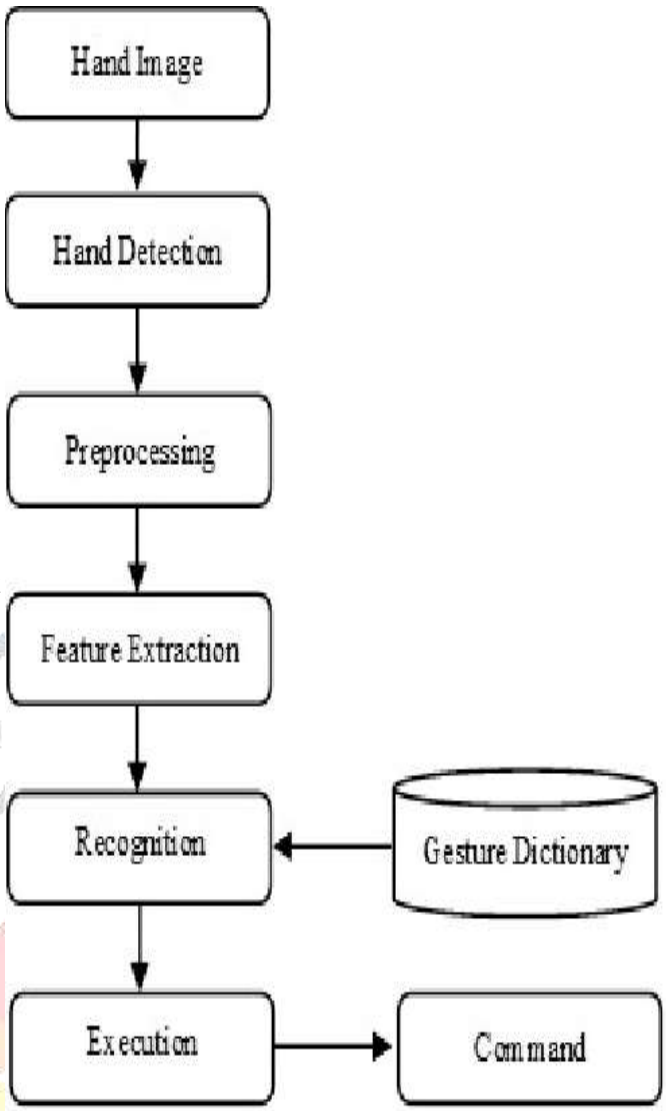
Preprocessing

Convert images to grayscale to reduce computational complexity.
Apply Gaussian blur to reduce noise.
Use background subtraction or skin color

detection to isolate the hand from the background.

HAND GESTURE

Gestures can originate from any bodily motion or state but commonly originate from he face or hand. Current focuses in the field include emotion recognition from the face and hand gesture recognition. Different approaches are carried out using cameras and computer algorithms to interpret sign language. Gesture recognition can be seen as a way for computers to begin to understand human body language, thus building a richer bridge between the machines and humans. Sign language is the most important methodology using which hearing and speech impaired people can communicate with rest of the world. Different gestures used by dumb people are shown in figure



FLOWCHART

CONCLUSION

Communication with a normal person is always a challenging task for a dumb person. In this paper, a hand gesture recognition system is introduced which is an effective communication aid for a dumb person. The system uses the advanced technologies like Image processing to ensure maximum accuracy. Also it is convenient when compared to existing systems. Capturing the hand without the glove results in inaccurate outputs. Data base creation and testing using a GUI makes the system more user friendly. The database can be expanded with more number of hand gestures and its different possibilities to improve the performance of the system. The GUI created gives a platform for the user to carry out the hand gesture recognition.

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