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Survey Paper on Hand Gesture Recognition Using Deep Learning

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Abstract: *Hand gesture recognition is an attractive research field with a wide range of applications. Another important application of hand gesture recognition is the translation of sign language. The importance of hand gesture recognition has increased due to the prevalence of touchless applications The software proposed in this project is created using Python, NumPy, Open-CV, Tk-inter, labeling, and TensorFlow. Recent research has proved the supremacy of Convolutional Neural Networks (CNN) for image representation and classification. the CNN model, the provided image or video will be classified as the respective Alphabet or number from the American Sign Language Set. The proposed system is evaluated on a very challenging dataset, which consists of 11 dynamic hand gestures. The results show that the proposed system outperforms state-of- the-art approaches, demonstrating its effectiveness. The model was trained on 800 images and tested on 400 images. The model with augmented data achieved an accuracy of 86.75%.*

Keywords: Convolutional Neural Networks, OpenCV, Computer vision, Deep Learning, TensorFlow, and Gestures.

I. INTRODUCTION

Gestures are an aspect of body language that can be conveyed by the center of the palm, the position of the fingers, and the shape of the hand. Other existing systems ignore the local configuration of the fingers and only consider the global configuration of the body. These systems have been used successfully in some HCI applications with a small number of defined gestures. If computers can understand the movements or gestures of human hands, we can close the gap, and the task will become much easier. Human hand recognition is used in image processing, network security, robotics, and many mother fields. Gesture recognition has been a very active research topic lately. As the interest and value of gesture detection increase, experiments are performed to validate application and system results. Many countries have their own standards for sign language gestures and interpretation. For example, the alphabet of Korean Sign Language is different from that of Indian Sign Language. It highlights the richness of sign languages, but also their ambiguity. Deep learning requires mastery of gestures to achieve reasonable accuracy. Any technique can be used to identify the logo.

II. LITERATURE OVERVIEW

Hand gestures are a form of nonverbal communication widely used in deaf communication, robotic control, human- computer interaction (HCI), home automation, and medical applications. Gesture-based research papers use many different techniques, including those based on instrumented sensor technology and computer vision. Gesture recognition can be recognized through human movement. But the automatic recognition of human gestures is a big challenge. This article reviews some previous research. In this article, we focus on creating the most accurate way to communicate or interact between computers and humans. We used a

A webcam-based approach where user-provided gestures are captured, processed, than predicted by the machine, and then disabled for specific gestures. For the construction of the project model, we used the CNN algorithm, but to draw this conclusion, which model to use and why, we studied some previous research papers. In addition, the price of such equipment is quite high. For this investigation, they

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used a different approach, based on computer vision of gestures.

Human arm motion recognition using deep reinforcement learning in this approach, they used a deep reinforcement algorithm. 2019 Jaya Prakash Sahoo, Simit Ari, Sarat Kumar Patra Gesture recognition using PCA. Deep CNN reduced functions and SVM classifier authors in this model used a Support Vector Machine (SVM) model). In 2018 Guillaume DeVine au, Wang Xi, and Fabien Mortared, and Jie Yang used Deep Learning Skeletal Data Gesture Recognition In this model, they use a CNN to create a skeletal model of the hand.

Year	Author	Title	Methodologies
2020	Munir Oudh, Ali Al-Nnaji and Javan Chahil	Hand Gesture Recognition Based on Computer Vision	It uses a model of the instrumental glove approach.
2018	W.Soek, Y.Kim, C.Park.	Recognition of Human Arm Movement Using Deep Reinforcement Learning	In this approach, they have used a deep reinforcement algorithm.
2019	Jaya Prakash Sahoo, Simit Ari, Sarat Kumar Patra	Hand Gesture Recognition using PCA-based Deep CNN Reduced Features and SVM Classifier Author	In this model, they have used the support vector machine (SVM) model.
2018	Guillaume Devineau, Wang Xi and, Fabien Moutardel and Jie Yang	Deep Learning for Hand Gesture Recognition on Skeletal Data	In this model, they created a hand-skeletal model using CNN.

The authors of the article [1] used an approach based on an instrumented glove model since these wearable sensors can be used to capture hand movement and position.

Additionally, they can easily provide precise coordinates of palm and finger position, orientation, and configuration using sensors on the glove. However, this method requires the user to be physically connected to the computer, which reduces the convenience for the user to interact with the computer. In this investigation, they used a different approach, namely that camera vision sensors are a common, appropriate, and applicable technology because it enables contactless communication between humans and computers. The cameras are available in different configurations such as monoculars, fisheye, TOF, and IR. However, this technique involves several challenges, including lighting changes, background issues, occlusion effects, complex backgrounds, and trade-off processing time for resolution and frame rate pictures and show foreground or background objects that have the same skin colour or otherwise appear as hands. The article [2] studies deep reinforcement learning methods. Algorithms using this approach learn patterns from sensors using only reward feedback without class labels. It allows users to control IoT devices and generate desired arm movement patterns without creating beacons. In this paper, the performance of a convolutional neural network (CNN) with a DQN model is compared to that of an LSTM model with DQN.

Reinforcement learning has become very popular since the appearance of AlphaGo, an artificial intelligence Go program developed by Google Deep Mind. Therefore, in this investigation, we found that the model used is a deep reinforcement algorithm, which is too advanced for the system and requires a huge data set. Deep features are extracted from the fully connected layers of the pre-trained Alex Net. The PCA dimensionality reduction technique is then used to reduce redundant features in the feature vectors. The proposed technique does not require any manual segmentation or localization technique. However, in this survey, support vector machines (SVM) are used for image classification, which is not good for large terabyte datasets.

In the article [4], they proposed a New 3D gesture recognition method based on a deep learning model. In their paper [1], they propose a novel convolutional neural network (CNN) in which sequences of skeletal hand joint positions are processed by parallel convolutions; we then study the performance of this model on the performance of the gesture sequence classification task. The model only uses hand skeletal data, not depth images. Thus, through all these studies, we have successfully used deep learning to create models through convolutional neural networks.

III. PROBLEM STATEMENT

Suppose you work as a data scientist in a home electronics company that produces modern smart TVs. You want to develop a cool feature in your smart TV that can recognize five different gestures made by the user, which will help the user to control the TV without using a remote control. A webcam mounted on the TV constantly monitors gestures. Each gesture corresponds to a specific command: Thumbs

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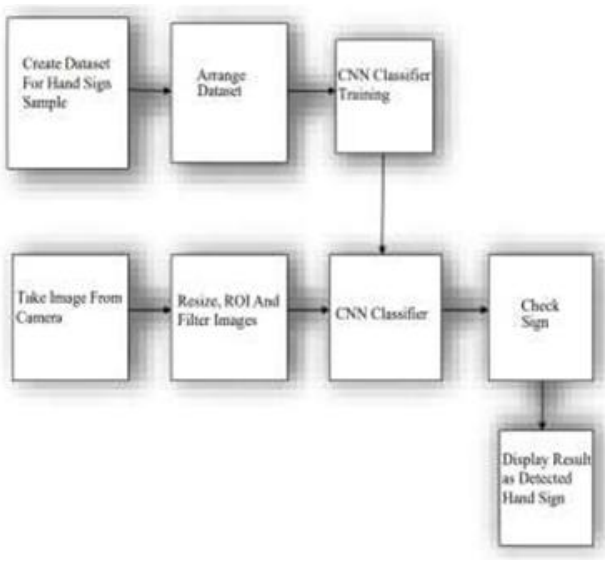
up: Increase volume, Thumbs up: Decrease volume, Swipe left: go back 10 seconds, Swipe right: go forward 10 seconds, Stop put the movie paused.

IV. RESULT AND ANALSIS

The first article describes how a wearable glove-based sensor was used to capture hand movement and position. However, this method requires the user to be physically connected to the computer. However, modern glove-based approaches use touchscreen technology, a more promising technology considered for industrial-grade haptics.

The sensor they created based on electronic camera vision is therefore a universally applicable technology as it enables contactless communication between humans and machines. However, this technique involves several challenges, including lighting changes, background issues, occlusion effects, complex backgrounds, and trade-offs between processing time, resolution, and frame rate. pictures. picture. images, and the appearance of skin tones or hands displayed in the foreground or background. In the second paper, they introduced the deep reinforcement learning method, which uses deep reinforcement learning algorithms to identify human arm movement patterns using IoT sensors. Recent studies have investigated supervised learning-based approaches such as CNNs and RNNs to implement HCI devices.

In this paper, the performance of a convolutional neural network (CNN) with a DQN model is compared to that of a long-short-term memory (LSTM) model with DQN. The results show that the CNN-based DQN model is more stable than the LSTM-based model, with a classification accuracy of 98.33% in predicting arm motion patterns. In the third paper, they classify gesture poses using a classifier based on a support vector machine (SVM) with a linear kernel. In this analysis, the variance of the sum of deep features greater than 99.9% are considered redundant features. The final reduction function studies gesture recognition performance. The tabular results show that the performance of the proposed technique is 87.83%. which is better than the average accuracy result of the Alex-Net only "FC6" function. They introduce a new 3D gesture recognition method based on deep learning models.



V. CONCLUSION

It discusses different approaches to hand tracking, webcams, wireless technologies, CNNs, OpenCV, deep learning, and Tensor Flow. After analyzing five articles on gesture recognition from different authors, we concluded that the article Hand Gesture Recognition Using Convolutional Neural Network is the best. Experimental results show that the proposed system outperforms all other search methods in terms of recognition rate, demonstrating its effectiveness.

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