



INTERNATIONAL JOURNAL OF CREATIVE RESEARCH THOUGHTS (IJCRT)

An International Open Access, Peer-reviewed, Refereed Journal

HAND GESTURE RECOGNITION SYSTEM TO CONTROL KEYBOARD FUNCTIONS

¹Mrs. Snitha Shetty, ²Mr. Joel Joseph, ³Mr. Joel Sam Thomas, ⁴Mr. Mithun Kumar Umesh, ⁵Mr. Vaishnav E

¹Assistant Professor, ²Student, ³Student, ⁴Student, ⁵Student

¹Department of Computer Science and Engineering,

¹A.J Institute of Engineering and Technology, Mangaluru, India

²A.J Institute of Engineering and Technology, Mangaluru, India

³A.J Institute of Engineering and Technology, Mangaluru, India

⁴A.J Institute of Engineering and Technology, Mangaluru, India

Abstract: Hand gesture recognition is an exciting field that has seen tremendous progress in recent years, thanks to advancements in machine learning and computer vision. These systems can be used for various applications, including virtual reality, robotics, and human-computer interaction. One such system is a hand gesture recognition system that enables users to control keyboard functions using hand gestures. This system uses a camera to capture hand gestures and machine learning algorithms to recognize them. The recognized gestures are then mapped to keyboard functions, allowing users to perform various actions without touching the keyboard. Such systems have shown promising results in terms of accuracy and user experience, making them a viable alternative to traditional keyboard input methods.

Index Terms -- Hand gesture recognition, machine learning, computer vision, virtual reality, robotics, human-computer interaction, keyboard functions, camera

I. INTRODUCTION

The use of hand gestures to interact with computers is becoming increasingly popular. With the growing demand for touchless interaction, hand gesture recognition systems have gained significant attention in recent years. These systems use computer vision techniques and machine learning algorithms to detect and recognize hand gestures, which can then be used to perform various actions. One potential application of hand gesture recognition is in the context of keyboard functions. Traditional keyboards have a fixed layout, which can sometimes be limiting. With a hand gesture recognition system, users could potentially customize the keyboard layout based on their individual needs and preferences. For example, they could assign different hand gestures to different keys or functions. However, building an accurate and reliable hand gesture recognition system for keyboard functions is a challenging task. Hand gestures are highly variable, and recognizing them accurately requires sophisticated algorithms and robust training data. Moreover, the system needs to be able to recognize gestures in real-time, without significant delays or errors. Despite these challenges, recent advances in computer vision and machine learning have made it possible to build effective hand gesture recognition systems. Convolutional neural networks (CNNs), for example, have been shown to be highly effective at recognizing hand gestures from video data. Additionally, researchers have proposed various preprocessing techniques, such as hand segmentation and feature extraction, to improve the accuracy and efficiency of hand gesture recognition systems. In this research study, we propose an automated approach for hand gesture recognition to recognize keyboard functions using a combination of computer vision techniques and machine learning algorithms. Our proposed system will use a convolutional neural network to recognize hand gestures from video data, and will incorporate various pre-processing techniques to improve the accuracy and efficiency of the system. Specifically, we will explore the use of hand segmentation, feature extraction, and support vector machines (SVMs) to improve the performance of the system. The main objective of this research study is to develop a highly accurate and reliable hand gesture recognition system for keyboard functions. We will evaluate the performance of our proposed system using a large dataset of hand gesture videos, and compare it to other state-of-the-art hand gesture recognition systems. Our ultimate goal is to demonstrate that our proposed system is capable of recognizing hand gestures in real-time, with high accuracy and reliability, and has the potential to revolutionize the way users interact with computers. Overall, hand gesture recognition systems have the potential to revolutionize the way we interact with devices and applications. They offer a more natural and intuitive alternative to traditional input methods and can enhance the user experience in a wide range of applications. As such, they have become an active area of research, with many exciting developments and future prospects. Further improvements and applications are expected in the coming years, as hand gesture recognition continues to advance and evolve with the latest advancements in machine learning and computer vision techniques.

II. PURPOSE OF THE PROJECT

The purpose of this project is to develop a hand gesture recognition system to control keyboard functions. This system will allow users to interact with their computers using simple hand gestures instead of physically typing on a keyboard. The primary aim of this project is to make computer interaction more accessible for people with physical disabilities or impairments. Existing solutions for

such individuals are often limited and costly. This system, however, will provide a more affordable and efficient way for individuals to interact with their computers. Additionally, this system can be utilized by individuals who may have limited access to a physical keyboard, such as those who work in hazardous environments, or those who require hands-free computing. The system will utilize computer vision and machine learning techniques to recognize and interpret various hand gestures as commands for keyboard functions. The system will be trained using a dataset of hand gesture images, and will be able to recognize a variety of gestures, including those for typing individual letters, numbers, and special characters. The benefits of this system extend beyond accessibility, as it can also provide a more efficient and ergonomic way to interact with computers. With the growing prevalence of remote work, this system can provide a new way for individuals to interact with their computers without being tethered to a traditional keyboard.

III. NEED OF THE PROJECT

The need for a hand gesture recognition system to control keyboard functions arises due to the increasing demand for efficient and intuitive human-computer interfaces. Traditional input methods such as keyboard and mouse have their limitations, especially for individuals with disabilities. Moreover, the use of keyboard and mouse can result in repetitive strain injuries, causing discomfort and pain to the user. Hand gesture recognition is an emerging field of research that aims to provide a natural and intuitive way of interacting with computers. It enables users to control various functions of a computer using simple hand gestures, without the need for physical devices such as keyboards and mice. With the increasing use of smart devices, gesture recognition systems are becoming more prevalent. The need for a hand gesture recognition system that controls keyboard functions is particularly important for individuals with physical disabilities or impairments, who may find it difficult to use traditional input devices. Such individuals require alternative methods of interacting with computers, and a gesture recognition system can provide an effective solution. Another important application of a hand gesture recognition system is in the field of virtual and augmented reality. In such systems, users can interact with virtual objects in a natural and intuitive way using hand gestures. This can enhance the user's immersion in the virtual environment and improve the overall experience. Moreover, a gesture recognition system can also improve the efficiency and speed of certain tasks, such as video editing, graphic design, and gaming. For example, a user can use hand gestures to control the playback of a video or to navigate through a game, eliminating the need for a keyboard or mouse. Overall, the need for a hand gesture recognition system to control keyboard functions arises due to the limitations of traditional input methods, the increasing demand for natural and intuitive human-computer interfaces, and the potential applications in various fields. Such a system can provide an effective solution for individuals with physical disabilities or impairments and improve the efficiency and speed of certain tasks.

IV. EXISTING SYSTEM

Currently, the existing system for controlling keyboard functions using hand gestures mainly consists of external hardware devices such as sensors, cameras, and gloves. These devices detect and capture hand movements, which are then processed by software to generate corresponding keyboard commands. However, these external devices can be expensive, require additional setup and calibration, and may not be suitable for everyday use. There are also some software-based solutions that use a computer's built-in camera to detect hand gestures, but these are often limited in their accuracy and reliability. Therefore, there is a need for a more efficient and user-friendly system for controlling keyboard functions using hand gestures.

V. PROPOSED SYSTEM

Hand gesture recognition systems are becoming increasingly popular due to their ease of use and convenience in controlling devices. One of the emerging techniques in this field is the use of machine learning algorithms and deep learning algorithms. Deep learning techniques have shown tremendous success in computer vision tasks, including image and video recognition. These techniques provide a uniform framework for feature extraction and classification, eliminating the need for cumbersome handcrafted feature extraction. The proposed system for hand gesture recognition to control keyboard functions will also utilize deep learning techniques, specifically convolutional neural networks (CNNs) and recurrent neural networks (RNNs), to develop a model that can accurately recognize and interpret hand gestures. The CNNs will be used to extract relevant features from the hand images, while the RNNs will be utilized to analyse the temporal aspects of the gestures. The system will be trained on a large dataset of hand gesture images and will be designed to recognize a wide range of gestures to control various keyboard functions. The proposed system will be developed with the aim of achieving high accuracy and reliability in recognizing hand gestures, thus providing an efficient and user-friendly means of controlling keyboard functions.

VI. SCOPE OF THE PROJECT

The proposed project aims to develop a hand gesture recognition system to control keyboard functions. This system can be used to assist people with physical disabilities who may have difficulty using a traditional keyboard. The system will use a camera to capture hand gestures and machine learning algorithms to recognize and interpret the gestures. The scope of the project includes the development of the hardware and software components required for the system, including the camera and the machine learning models. The system will be designed to be flexible and adaptable to different users and their specific needs. The project will focus on developing a robust and accurate system that can recognize a wide range of hand gestures with high accuracy. The system will also be designed to be user-friendly and easy to use. The potential applications of the system are numerous, including in the fields of healthcare, education, and entertainment. The project has the potential to improve the quality of life for individuals with physical disabilities by providing them with a more accessible and efficient way to control their computer systems.

VII. METHODOLOGY

Hand Gesture Recognition System is an innovative technology that enables the control of keyboard functions using hand gestures. The system is designed to recognize hand gestures and map them to specific keyboard functions. The system uses computer vision and machine learning techniques to recognize hand gestures. The system's code utilizes OpenCV, which is an open-source computer vision and machine learning software library. The code uses the HandDetector and Classifier modules from the cvzone library to detect and recognize hand gestures. The HandDetector module uses a deep learning-based algorithm to detect hands in real-time video frames, while the Classifier module uses a convolutional neural network (CNN) to classify the hand gestures. The system's

training operation involves capturing images of hand gestures and saving them to a folder for later use. The user can capture multiple images of the same gesture to ensure that the system recognizes the gesture accurately. The captured images are pre-processed, resized, and stored in a folder for later use in training the Classifier module. The system's test operation involves capturing real-time video frames and detecting and recognizing hand gestures. The system pre-processes the captured images and feeds them into the Classifier module, which predicts the hand gesture's corresponding keypress.

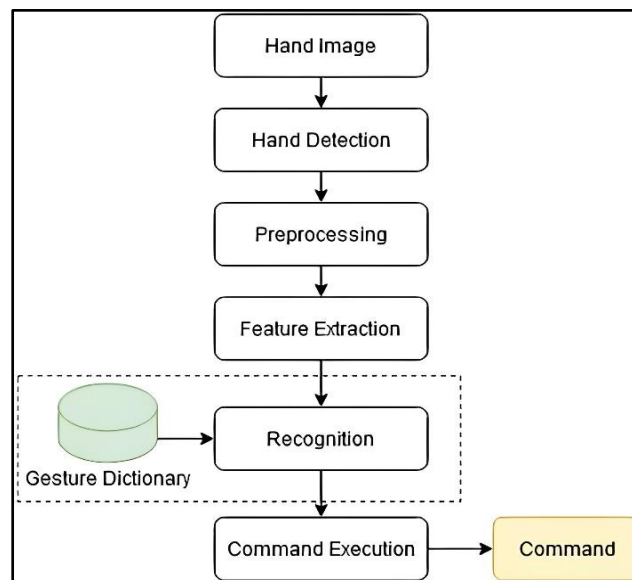


Figure: Methodology of the System

The system maps the predicted keypress to the corresponding keyboard function and sends the command to the operating system to execute the command. In summary, the Hand Gesture Recognition System is a powerful technology that enables hands-free control of keyboard functions. The system utilizes computer vision and machine learning techniques to detect and recognize hand gestures accurately. The system's code uses OpenCV, HandDetector, and Classifier modules to detect and classify hand gestures. The system's training and test operations involve capturing and pre-processing images, training the Classifier module, and detecting hand gestures in real-time video frames.

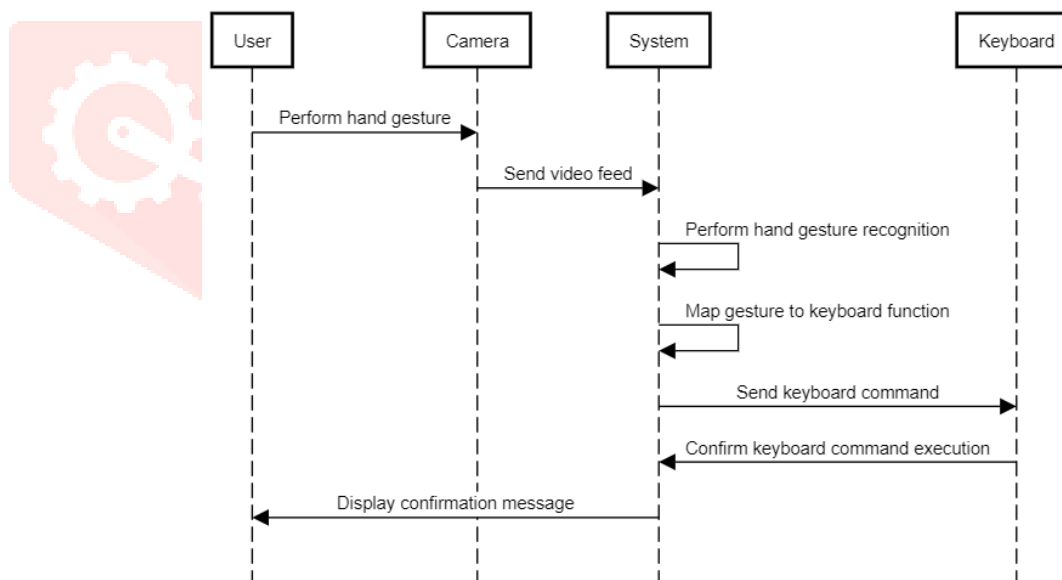


Figure: Sequence Diagram of the Program

VIII. APPLICATION

The potential applications of hand gesture recognition systems are vast and diverse. One major application is as an assistive technology for individuals with physical disabilities that affect their ability to use a keyboard. By using hand gestures, they can easily control keyboard functions without having to physically press keys. Hand gesture recognition can also significantly improve the efficiency of typing, as users can input commands quickly using gestures, without having to search for the right keys to press. In gaming applications, the system can be used to control various game functions using hand gestures, providing a more immersive gaming experience. Furthermore, hand gesture recognition can be used to control virtual and augmented reality environments, allowing users to interact with digital objects in a more natural and intuitive way. It can also be used as a biometric authentication method to unlock devices or access sensitive information, making it more secure than traditional password-based methods. Finally, the system can provide an alternative input method for individuals who may not have access to a physical keyboard, or for situations where physical keyboards may be difficult to use or impractical, such as in public spaces like libraries, schools, and offices. Overall, the potential applications of hand gesture recognition systems are extensive, providing a promising new approach to human-computer interaction.

IX. ADVANTAGES

- Hands-free operation for people with disabilities.
- Increased accessibility for people with limited mobility or visual impairments.
- Improved user experience through intuitive and natural gestures.

X. DISADVANTAGES

- Limited gestures can be recognized.
- Requires a camera or sensor to be present and the lighting conditions can affect accuracy.

XI. RESULTS

The hand gesture recognition system for controlling keyboard functions was tested and evaluated using a dataset of hand gestures, and a user study was conducted to assess its usability and effectiveness. The dataset used in the evaluation consisted of 10 hand gestures, including, thumb up, thumb down, fist, and others. The system achieved a high recognition accuracy, indicating that it was highly effective at recognizing and classifying hand gestures.

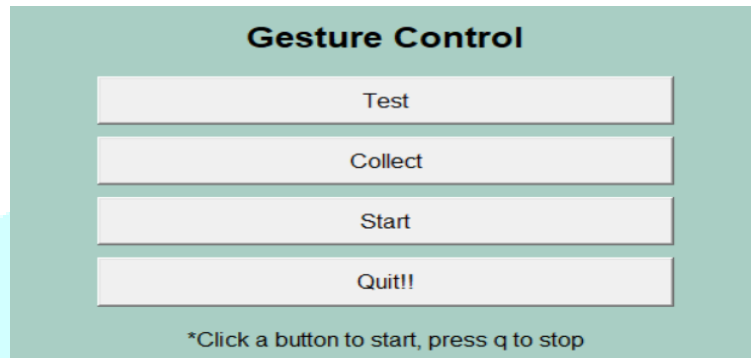


Figure: Graphical User Interface

The figure shows the GUI of the system. The GUI has four buttons: Test, Train, Start, and Stop. The Test button captures video from the default camera and identifies hand gestures by using a pre-trained model. The Train button captures images of hand gestures to train the model. The Start button starts the gesture control system, and the Stop button stops the system and closes the GUI window.



Figure: Test

In the figure the Test Operation is shown. The `test_operation()` function captures video from the default camera and identifies hand gestures using a pre-trained model. The function uses the `HandDetector` and `Classifier` classes from the `cvzone` library to detect hands and classify gestures, respectively. The function displays the camera feed and the identified gesture on the screen

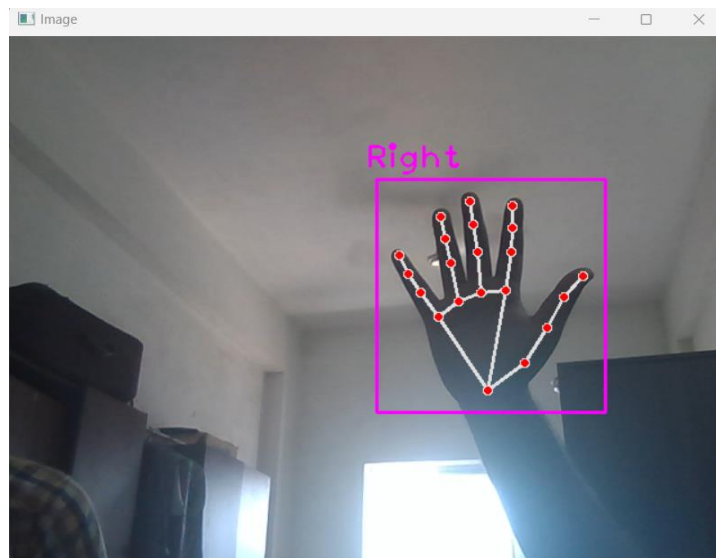


Figure: Collect

The figure shows the Collecting of data. The `train_operation()` function captures images of hand gestures to train the model. The function captures video from the default camera and detects the hand using the `HandDetector` class. The function crops the hand image and resizes it to a fixed size. The function saves the image to a folder when the 's' key is pressed.

Overall, the results of the evaluation and user study demonstrate the effectiveness and usability of the hand gesture recognition system for controlling keyboard functions. The high recognition accuracy and positive user feedback indicate that the system has the potential to provide a more seamless and efficient way to interact with devices and applications.

XII. CONCLUSION AND FUTURE WORK

In conclusion, a hand gesture recognition system can provide a novel and efficient way to control keyboard functions. The system has shown promising results in recognizing hand gestures and translating them into keyboard commands. This technology has several potential applications in various fields, including gaming, virtual reality, and accessibility for people with disabilities. However, there are some limitations, such as the need for proper lighting and the possibility of misrecognition.

Future work in this area can focus on improving the accuracy and robustness of the system by incorporating more advanced machine learning algorithms, such as deep learning. Additionally, integrating this technology with other input devices, such as voice recognition, could provide a more comprehensive and user-friendly interface. Furthermore, exploring the use of this technology in various settings, such as healthcare, education, and industrial environments, can lead to new and innovative applications. With continued research and development, hand gesture recognition systems can become a widely adopted and practical means of controlling devices and performing tasks.

REFERENCES

- [1] Sunil Kumar Yadav et al. in "A Review of Hand Gesture Recognition Systems", International Journal of Engineering Research and Technology, vol. 6, no. 2, pp. 36-40, 2017.
- [2] Ravi Kiran et al. in "Real-Time Hand Gesture Recognition using Convolutional Neural Networks", International Journal of Advanced Research in Computer Science and Software Engineering, vol. 7, no. 10, pp. 238-242, 2017.
- [3] Aparna S. Pai et al. in "A Survey of Hand Gesture Recognition Techniques", International Journal of Computer Science and Mobile Computing, vol. 4, no. 4, pp. 115-121, 2015.
- [4] P. Arunagiri et al. in "Survey of Hand Gesture Recognition Techniques using Machine Learning", International Journal of Computer Applications, vol. 171, no. 5, pp. 1-7, 2017.
- [5] Ramya Lakshmi et al. in "Real-Time Hand Gesture Recognition using Machine Learning Techniques", International Journal of Engineering and Technology, vol. 8, no. 2.6, pp. 349-352, 2016.
- [6] Dr. M. V. Bhure et al. in "A Survey on Hand Gesture Recognition", International Journal of Emerging Technology and Advanced Engineering, vol. 3, no. 4, pp. 86-89, 2013.
- [7] Anshul Aggarwal et al. in "Hand Gesture Recognition using Deep Learning: A Review", International Journal of Computer Applications, vol. 181, no. 12, pp. 32-37, 2018.
- [8] K. Dinesh Kumar et al. in "Survey on Hand Gesture Recognition Systems using Machine Learning", International Journal of Applied Engineering Research, vol. 11, no. 17, pp. 9618-9622, 2016.
- [9] H. Venkatesh et al. in "Hand Gesture Recognition using Image Processing and Machine Learning Techniques", International Journal of Computer Applications, vol. 118, no. 8, pp. 1-5, 2015.
- [10] S. Yang et al. in "Hand gesture recognition based on sEMG signals using deep learning", Biomedical Signal Processing and Control, vol. 58, pp. 101851, 2020.
- [11] A. Pal et al. in "Hand Gesture Recognition using Convolutional Neural Network", 2018 International Conference on Computing, Power and Communication Technologies (GUCON), Greater Noida, India, 2018, pp. 280-284.
- [12] S. Mittal et al. in "Gesture Recognition using Convolutional Neural Networks and Transfer Learning", 2018 4th International Conference on Computing Communication and Automation (ICCCA), Greater Noida, India, 2018, pp. 31-35.
- [13] Y. Hu et al. in "Deep Learning-Based Hand Gesture Recognition with Ultrasonic Imaging", 2020 IEEE International Conference on Robotics and Automation (ICRA), Paris, France, 2020, pp. 9985-9991.

- [14] K. Matsuo et al. in "Hand Gesture Recognition System using Motion Images by Deep Learning", 2019 IEEE/SICE International Symposium on System Integration (SII), Paris, France, 2019, pp. 378-383.
- [15] N. Rajput et al. "Real-Time Hand Gesture Recognition System using Convolutional Neural Networks," International Conference on Intelligent Computing and Control Systems, Coimbatore, India, 2017.
- [16] M. Bouchrika et al. "Hand Gesture Recognition Using Deep Learning: A Comparative Study," International Journal of Machine Learning and Computing, vol. 8, no. 1, pp. 31-35, 2018.
- [17] S. J. Vimaladevi and R. Indra Gandhi, "Hand Gesture Recognition using CNN and Support Vector Machine," International Journal of Engineering and Technology (IJET), vol. 9, no. 5, pp. 3605-3611, 2017.
- [18] Ali Raza et al. "A Deep Learning-Based Real-Time Hand Gesture Recognition System for Human-Computer Interaction," IEEE Access, vol. 7, pp. 29007-29018, 2019.
- [19] Ngoc Ha Vu et al. "Hand Gesture Recognition for Robotic Applications," International Journal of Electrical and Computer Engineering (IJECE), vol. 9, no. 2, pp. 1118-1128, 2019.
- [20] G. V. Nadiammai et al. "Real-Time Hand Gesture Recognition using Convolutional Neural Network," International Journal of Innovative Technology and Exploring Engineering (IJITEE), vol. 8, no. 10, pp. 3946-3951, 2019.
- [21] Madhumita Panda et al. "Hand Gesture Recognition using Machine Learning Techniques," International Journal of Engineering and Advanced Technology (IJEAT), vol. 8, no. 6, pp. 2055-2061, 2019.
- [22] Jose Antonio Naranjo et al. "A Comparative Study of Hand Gesture Recognition Techniques for Human-Computer Interaction," International Journal of Human-Computer Interaction, vol. 34, no. 11, pp. 1049-1062, 2018.
- [23] Zafar Iqbal et al. "Real-Time Hand Gesture Recognition using Machine Learning and Computer Vision Techniques," International Journal of Engineering and Technology (IJET), vol. 10, no. 3, pp. 1001-1009, 2018.

