GESTURENET THE INTUITIVE INTERFACE

[1*]Anshit Mukherjee, [2] Sudeshna Das & [3] Dr. Jinia Dutta

[1]Department of Computer Science

Abacus Institute of Engineering and Management

Mogra, Hooghly, India.

[2] Assistant Professor, Department of Computer Science

Abacus Institute of Engineering and Management

Mogra, Hooghly, India.

[3] Principal

Abacus Institute of Engineering and Management

Mogra, Hooghly, India.

**Corresponding author email: anshitmukherjee@gmail.com*

Abstract

GestureNet addresses the quintessential challenge of seamless human-computer interaction (HCI) by interpreting human gestures and vocal commands, thereby eliminating the tactile interface. This innovation is particularly pertinent in mitigating pathogen transmission in shared spaces, a significant concern in the post-pandemic world. Leveraging the synergy of OpenCV Python for computer vision and the YOLOv8 algorithm or real-time object detection, GestureNet pioneers an intuitive interface. It integrates a virtual mouse, keyboard, canvas, and volume control into a cohesive system, setting a new benchmark for HCI. The core of GestureNet's ingenuity lies in its algorithmic architecture that overcomes egronomic limitations, efficient computational cost, recognition precision that gives best performance in worst condition that also in cheap rate. The system employs advanced machine learning models and natural language processing to interpret complex gestures and auditory commands, translating them into precise digital responses. GestureNet is underpinned by robust theoretical frameworks in computer vision and machine learning, ensuring its adaptability and scalability. The system's design principles are rooted in fostering inclusivity and democratizing access to technology. GestureNet is poised to revolutionize smart education in India by providing an inclusive platform that empowers students with disabilities. Its contactless nature not only enhances pedagogical interaction but also serves as a bulwark against the spread of contact-based pathogens. The novelty of GestureNet lies in its amalgamation of cutting-edge technologies to create a cost-effective and universally accessible HCI system that provides best solution in worst case. Its innovative use of the YOLOv8 algorithm within the OpenCV framework represents a leap forward in the domain of gesture recognition, setting a precedent for future research and development. GestureNet is not merely a technological breakthrough; it is a visionary stride towards a more connected and capable society, embodying the spirit of progress and acting as a catalyst for societal transformation.

Keywords: *Gesture Recognition, OpenCV, Machine Learning, Human Computer Interaction.*

1. INTRODUCTION

Human-computer interaction [1] has always been based on the tactile interface. But now, in the context of the pandemic period humanity survived, this interface has gained a number of overwhelming pitfalls primarily associated with shared surfaces. The most perfect interface of any mechanism, absolutely touchless and based on gestures and even voice commands, becomes the response to these challenges such as a product of the desire to get rid of contact. The solution does not solve only the problem of hygiene but also makes the technology ergonomic, inclusive, and accessible to everyone. The problems solved by GestureNet are endemic to the newest state-of-the-art approaches, from which it aims to eliminate ergonomic issues, hygiene risks, interface limitations, and technological confinement. The key to potential changes in our society is the methodology implemented in the form of algorithms, facilitated by the synthesis approach based on OpenCV Python [2] with the YOLOv8 algorithm [3]. Specifically, it allows for real-time CAPTCHA detection and nuanced interpretation of intricate gestures and verbal instructions.

GestueNet's algorithmic architectures are evidence of a highly skilled machine learning algorithms [4] and natural language processing schemes' ability to work together to produce a focity responsive interface that reacts and adapts to both intent and context. GestureNet offers computational approaches using both computer vision and machine learning and is consistent with the umbrella of Human-Computer Interaction (HCI) [5]. Such paradigms are structural elements that allow the system to be applicable to different environments and various users as well as expand when any new technologies happen. The foundation of GestureNet is built on a number of theoretical underpinnings and as such remains a frontrunner in the new wave of intuitive interactions pushing the boundaries further.

The main aim of the GestureNet project is to turn the tide of times in smart education for students with disabilities in India and even abroad. It aims to provide equal opportunities for these learners through the use of technology. Its contactless feature paves the way to a new era of pedagogical interactions, succeeding in the healing process of pathogens and promoting a comfortable setting for learning that is inclusive at the same time. The new product GestureNet is going to have a prospective impact on many sectors and it can be assumed that technology will soon be a right provided to everyone, rather than just a privilege of a few. Think of a world, where the divide between people and computers fades away, where the digital realm reacts in varying degrees to the move of a wrist or the rhythm of a voice. Our world is the medium, GestureNet the medium by which movement and sound are presented in actions and commands. It is the future where the technology takes advantage of us and not the other way around and where we have access to the full range of human potential. In the context of a classroom in India, the use of gestures by the teacher, who do not employ physical devices, is being used in conjunction with illustrations thus zooming into a chart with a hand motion or using hand gesture to stop a video. Be it a specifically designed exercise or simple but intuitive gestures, all of the students, including those with physical disabilities, enjoy interacting with

the lesson and being part of an inclusive and democratic educational experience. This is the world GestureNet sees—a world where tech turns to our natural gesture as interface connecting us to knowledge and humanity.

GestureNet is HCI's light that shines on it while at the same time making society a better place. It offers an interface that is both intuitive and a stepping stone to societal transformation. Integration of this technological framework lies at its heart, as well as the principles and ideas it is based on, which are an embodiment of great changes and developments that influence everyone.

2. LITERATURE REVIEW

As with any technology, gesture recognition technologies have developed and evolved through the years having had numerous impacts on the face of gesture recognition. For instance, Marusarz in 2020, (Marusarz) [6] indicates developing the gesture recognition on which the glove-based systems wouldn't be used but the concentrate on the advanced machine learning techniques which are much effective in the glove-free interaction A more natural and intelligible user interface is rather critical among the characteristics evolution highlights.

Although a vast progress has made in this arena, the scholarly community still has many voids which remain untouched:

- **Ergonomic Limitations:** Many scenarios arises when there is ergonomic loss particularly when the natural ergonomic system of the human body can be difficult to replicate in existing systems.
- **Recognition Precision:** The degree of accuracy at which sign language recognition occurs varies and is highly inconsistent in complex or dynamic circumstances.
- **Computational Efficiency:** The popular systems right now mostly demand significant amounts of computational resources, and therefore they are not allowed to be used in resource-scarce scenarios.
- **User Adaptability:** The world is facing the shortage of technologies that may fit for the needs of people with different devices functions.

GestureNet's design is focused on resolving these gap areas through merging object detection with natural language processing and is thus prepared to provide a more dexterous, rapid and user-friendly gesture recognition scheme. Its innovative and YOLOv8 algorithm within the OpenCV platform brings us one step further in the journey to erase the existing problems and be successful in that path. The detailed literature review in this domain are as follows in Table 1:

Table 1. Literature Review in this domain

Author(s) Name	**Year of Publication**	**Methodology Used**	**Accuracy in Result**

Mavushiga Shree JD et al. [7]	2023	Convolutional Neural Networks (CNNs)	There is perfect accuracy in real time detection of sign languages.
Al-Shamayleh et al. [8]	2018	Vision-Based Recognition (VBR) techniques	Not specified
Li et al. [9]	2021	Surface electromyography (sEMG) and deep learning	Improved precision needed for sizable datasets.
Parihar et al. [10]	2023	Computer vision-based techniques	Move to more friendly language interference.
Jaramillo-Yánez et al. [11]	2020	sEMG and machine learning for real-time detection	Highlighted potential opportunities and challenges
Zhou et al. [12]	2023	Gesture recognition-based HCI technology	Not specified
Marusarz [13]	2020	Machine learning techniques for glove-free interaction	Progress in real-time performance and accuracy
Annachhatre et al. [14]	2022	Systematic Literature Review on Virtual Mouse	Review on the technology of virtual mouse
Kharbanda et al. [15]	2023	Gesture Controlled Virtual Mouse using AI	For gesture recognition used OpenCV and Media pipe

3. TECHNICAL SCHEMATIC REPRESENTATION OF GESTURENET

The term “GestureNet” means classification network designed to detect and identify hand gestures. So, here GestureNet refers to three modules that we have designed eliminating the void mentioned in Literature Section. The three separate purpose devices are Virtual Mouse, Virtual Keyboard and Virtual Air Canvas. The GestureNet framework as shown in Figure 1, as outlined in the modules provided, operates through a series of interconnected components that collectively address the challenges of ergonomic limitations, recognition precision, computational efficiency, and user adaptability. Here’s a detailed explanation of the critical workings of these modules:

3.1. Import Libraries:

- **Critical Logic:** Loads all necessary libraries that provide functions for image processing, hand tracking, and GUI automation.
- **Overcomes:** Ensures that the system has access to the latest advancements in computer vision and machine learning to enhance ergonomic interaction.

3.2. Disable Failsafe:

- **Critical Logic:** Disables safety mechanisms that might interfere with continuous gesture recognition, allowing for uninterrupted operation.
- **Overcomes:** Allows the system to operate in various environments without default interruptions, catering to ergonomic needs.

3.3. Initialize Utilities:

- **Critical Logic:** Sets up additional support services required for the application, such as error handling and logging.
- **Overcomes:** Prepares the system to handle complex scenarios with precision and maintain performance logs for analysis.

3.4. Define Classes:

- **Critical Logic:** Establishes the structure of the system by defining classes that encapsulate the behavior of the GestureNet components.
- **Overcomes:** Creates a modular and maintainable codebase that can be adapted to different user requirements and device functionalities.

3.5. Main Program Logic:

- **Critical Logic:** Orchestrates the flow of operations, ensuring that each component interacts seamlessly with others.
- **Overcomes:** Integrates various modules to work together efficiently, addressing computational efficiency by managing resources effectively.

3.6. Create GestureController:

- **Critical Logic:** Manages the interpretation of user gestures, serving as the central hub for gesture-based input.
- **Overcomes:** Provides a real-time adaptive interface that responds to user gestures promptly, enhancing recognition precision.

3.7. Start Video Capture Loop:

- **Critical Logic:** Continuously captures video input from the webcam, providing a live feed for gesture recognition.
- **Overcomes:** Facilitates the detection of natural human gestures, overcoming ergonomic limitations by allowing for a wide range of movements.

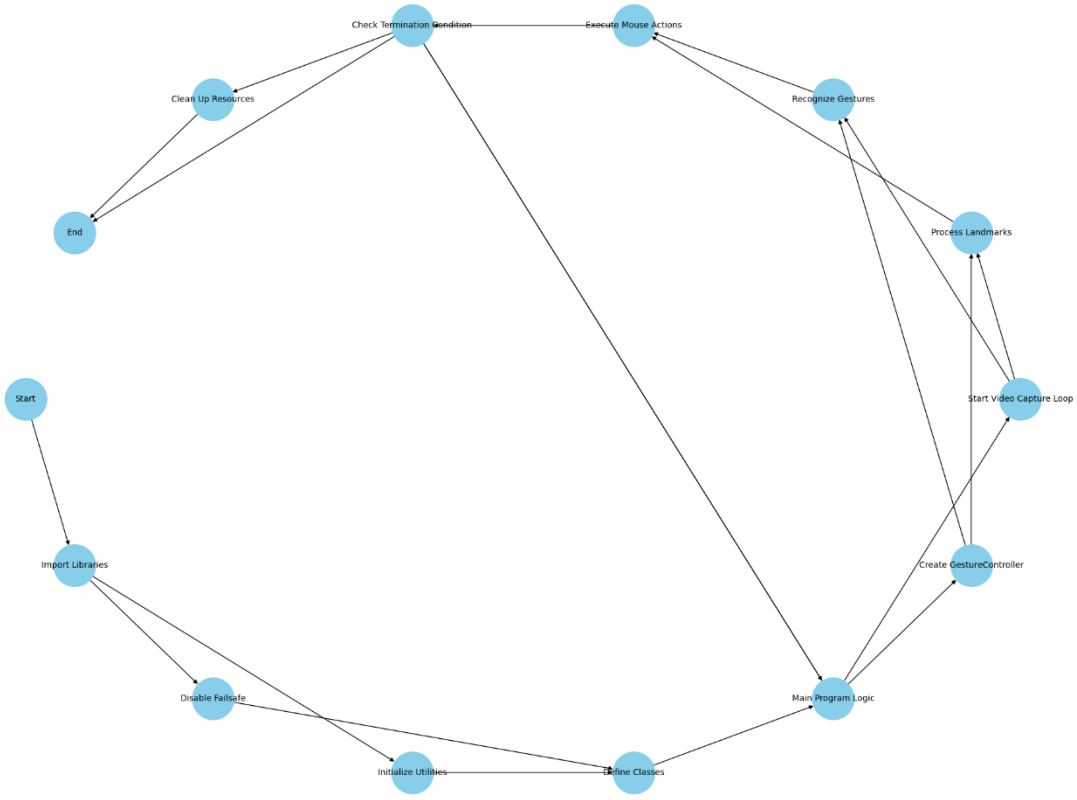

Figure 1. Technical Representation of Working of GestureNet Module

3.8. Process Landmarks:

- **Critical Logic:** Identifies key points on the user's hands to track movements and positions accurately.
- **Overcomes:** Increases the accuracy of gesture recognition, even in dynamic circumstances where precision is critical.

3.9. Recognize Gestures:

- **Critical Logic:** Interprets the tracked landmarks to determine specific gestures made by the user.
- **Overcomes:** Enhances the system's ability to understand a variety of gestures, improving user adaptability across different sign languages and commands.

3.10. Execute Mouse Actions:

- **Critical Logic:** Translates recognized gestures into corresponding actions within the user interface, such as mouse movements or clicks.
- **Overcomes:** Allows users to interact with their devices in a more intuitive and ergonomic manner, reducing the need for traditional input devices.

3.11. Check Termination Condition:

- **Critical Logic:** Monitors for specific gestures or commands that signal the system to stop, ensuring a controlled shutdown process.
- **Overcomes:** Provides a mechanism to exit the system gracefully, preserving computational resources and user control.

3.12. Clean Up Resources:

- **Critical Logic:** Releases any allocated resources, such as memory or device connections, to ensure system stability.
- **Overcomes:** Prevents resource leaks and potential system slowdowns, maintaining computational efficiency.

3.13. End:

- **Critical Logic:** Marks the completion of the program's execution cycle.
- **Overcomes:** Ensures that the system has performed all necessary tasks and is ready to be restarted or shut down without issues.

4. FLOWCHART AND PSEUDOCODE FOR OUR VIRTUAL MOUSE

In Figure 2 three classes have been mentioned and the pseudocode with the exact core critical logic used are given below:

Class: GestureController

1. Initialize the GestureController class:

    1.1. Set up video capture using the computer vision library.

    1.2. Initialize the HandRecog object with the appropriate hand label.

    1.3. Initialize the Controller object for executing mouse actions.

2. Define a method to start capturing video frames (start_capture):

    2.1. Access the webcam and begin a loop to continuously read frames.

    2.2. For each frame:

        2.2.1. Use the hand tracking library to detect hands and extract landmark data.

        2.2.2. Update the HandRecog object with the new hand result data.

2.2.3. Determine the current gesture using HandRecog's get_gesture method.

2.2.4. Translate the recognized gesture into a mouse action using the Controller object.

2.2.5. Check for termination conditions (like a specific gesture or keyboard input).

2.3. If a termination condition is met:

2.3.1. Break the loop.

2.3.2. Release the webcam and close any open windows.

3. Define additional methods as needed for processing and utility purposes:

3.1. Methods to handle events such as mouse movement, clicks, scrolling, etc.

3.2. Methods to adjust system settings like volume and brightness based on gestures.

3.3. Utility methods for tasks such as converting hand positions to screen coordinates.

4. End of the GestureController class definition.

Class: HandRecog

1. Initialize the HandRecog class with a hand label (left or right) and default gesture states.
2. Define a method to update hand tracking results (update_hand_result):

2.1. Assign the latest hand tracking result to the hand_result attribute.

3. Define a method to calculate the signed distance between two points (get_signed_dist):

3.1. Initialize a variable 'sign' with -1.

3.2. If the y-coordinate of the first landmark is less than the second, set 'sign' to 1.

3.3. Calculate the squared differences in x and y coordinates.

3.4. Sum the squared differences to get the squared Euclidean distance.

3.5. Take the square root to get the Euclidean distance.

3.6. Multiply the distance by 'sign' to get the signed distance.

3.7. Return the signed distance.

4. Define a method to calculate the Euclidean distance between two points (get_dist):

4.1. Calculate the squared differences in x and y coordinates.

4.2. Sum the squared differences to get the squared Euclidean distance.

4.3. Take the square root to get the Euclidean distance.

4.4. Return the Euclidean distance.

5. Define a method to calculate the depth difference between two points (get_dz):

5.1. Calculate the absolute difference in z-coordinates (depth).

5.2. Return the depth difference.

6. Define a method to set the finger state based on distances and ratios (set_finger_state):

6.1. If hand_result is None, exit the function.

6.2. Initialize an array 'points' with pairs of landmark indices for each finger.

6.3. Set the initial finger state to 0.

6.4. Iterate over each finger:

6.4.1. Get the signed distance between the first two landmarks of the finger.

6.4.2. Get the signed distance between the last two landmarks of the finger.

6.4.3. Calculate the ratio of the two distances.

6.4.4. Shift the finger state left by 1 bit.

6.4.5. If the ratio is greater than 0.5, set the least significant bit to 1 (finger is open).

6.5. Update the finger attribute with the new finger state.

7. Define a method to recognize hand gestures (get_gesture):

7.1. If hand_result is None, return the PALM gesture.

7.2. Initialize current_gesture as PALM.

7.3. If the finger state matches specific conditions, set current_gesture accordingly:

7.3.1. If LAST3 or LAST4 and distance is less than 0.05, set to PINCH_MINOR or PINCH_MAJOR.

7.3.2. If FIRST2 and ratio is greater than 1.7, set to V_GEST.

7.3.3. If depth difference is less than 0.1, set to TWO_FINGER_CLOSED.

7.3.4. Otherwise, set to MID.

7.4. If current_gesture is the same as the previous gesture, increment the frame count.

7.5. If the frame count is greater than 4, update the original gesture.

7.6. Return the original gesture.

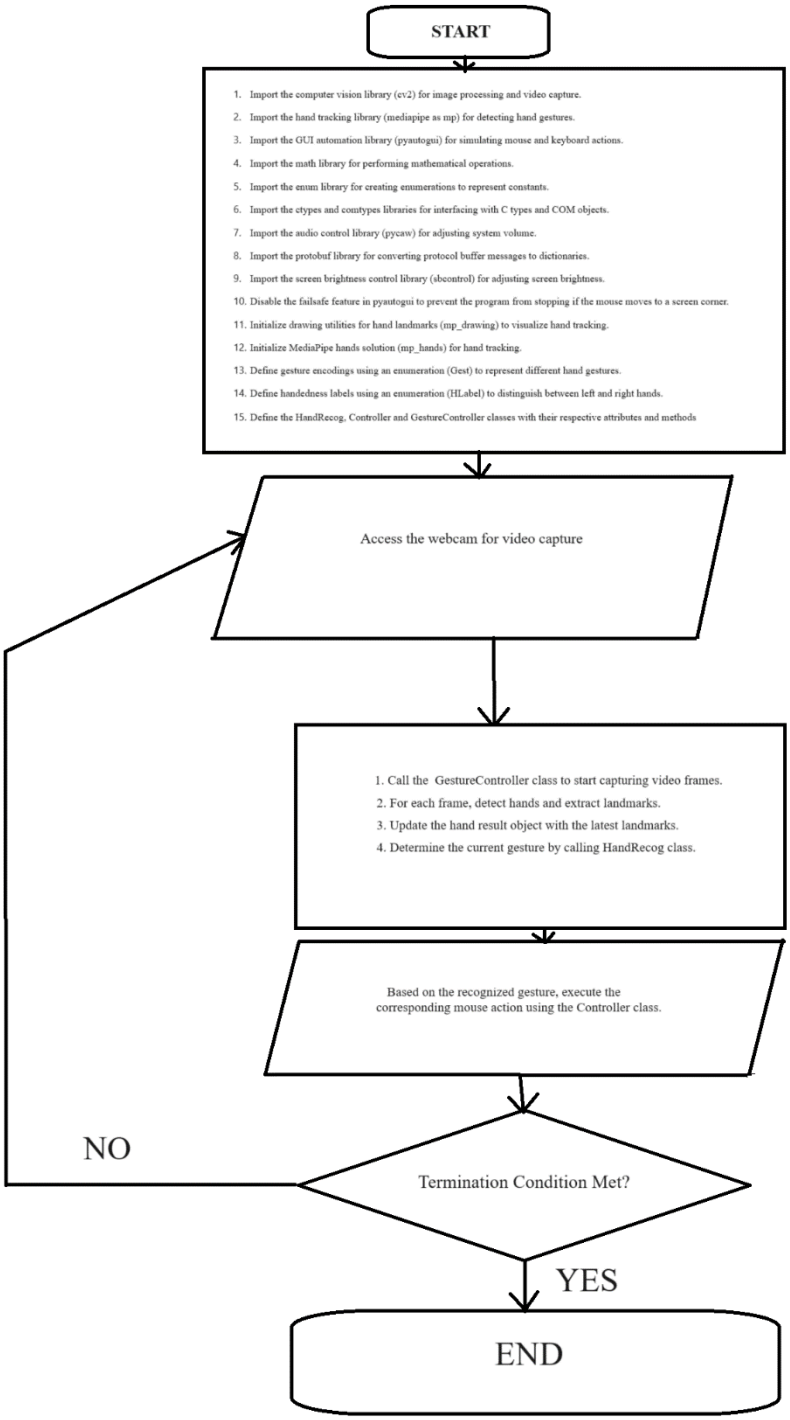

Figure 2. Detailed Algorithmic Flowchart of our algorithm on Virtual Mouse

Class: Controller

1. Initialize the Controller class:

1.1. Set up initial attributes for controlling the system, such as volume and brightness levels.

2. Define a method to calculate pinch levels for volume and brightness control (calculate_pinch_levels):

2.1. Determine the pinch level based on the distance between thumb and index finger landmarks.

2.2. Adjust the pinch level to a scale that corresponds to system volume or brightness settings.

3. Define methods to scroll based on pinch gestures (scroll_actions):

3.1. Translate pinch gestures into scroll actions.

3.2. Determine the direction and magnitude of the scroll based on the pinch level and gesture dynamics.

4. Define a method to get and stabilize the cursor position (stabilize_cursor_position):

4.1. Convert the hand landmark positions to screen coordinates for the cursor.

4.2. Apply smoothing or stabilization techniques to prevent jittery cursor movement.

5. Define methods to initialize and control pinch actions (initialize_pinch_control, control_pinch_actions):

5.1. Set initial conditions for pinch actions, such as starting positions.

5.2. Monitor the continuation of pinch gestures and execute corresponding actions like drag-and-drop.

6. Define a method to handle controls and execute actions based on recognized gestures (execute_gesture_actions):

6.1. Map recognized gestures to specific mouse actions or system adjustments.

6.2. Perform the actions, such as mouse movement, clicks, scrolling, volume adjustment, or brightness control.

7. End of the Controller class definition.

The virtual mouse system described is a complex algorithm that translates hand gestures into computer control commands using image processing and machine learning techniques. The system initializes by importing libraries for image processing (like OpenCV) [16], hand tracking (MediaPipe) [17], GUI automation (pyautogui) [18], and system control. It then disables pyautogui's failsafe feature for uninterrupted operation and sets up hand landmark drawing utilities and the hand tracking solution.

The core of the system lies in the GestureController, HandRecog, and Controller classes. The GestureController class manages the video capture from the webcam and processes each frame to detect hands and extract landmarks using MediaPipe. These landmarks are fed into the HandRecog class, which updates the hand tracking results and calculates various distances and

angles to determine the state of the fingers and recognize gestures. The recognized gestures are then mapped to specific mouse actions in the Controller class. For example, a pinching gesture can simulate a mouse click, while different finger movements can represent scrolling, dragging, dropping, or adjusting system settings like volume and brightness.

Gestures and Functionalities:

- **Pinch Minor (LAST3 < 0.05):** Simulates a left mouse click.

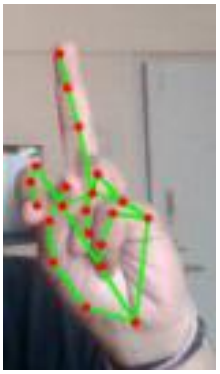

Figure 3. Left Mouse Click

- **Pinch Major (LAST4 < 0.05):** Simulates a right mouse click.

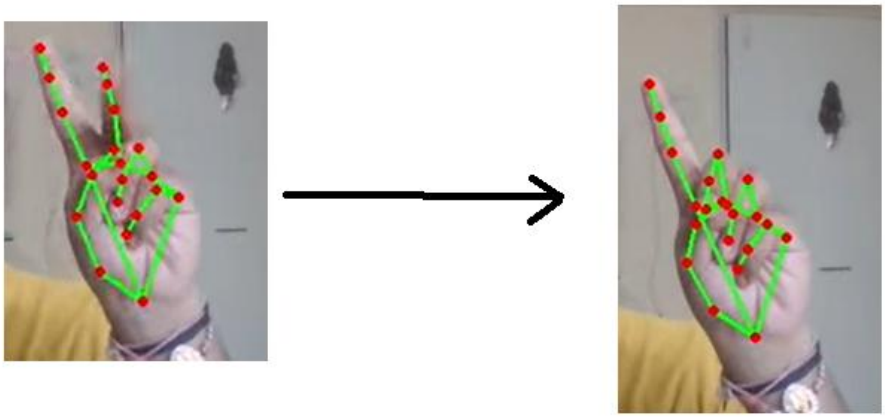

Figure 4. Right mouse click

- **V Gesture (FIRST2 > 1.7):** Initiates a scroll action.

Figure 5. Scroll Action

- **Two Finger Closed (Depth difference < 0.1):** Represents a double click.

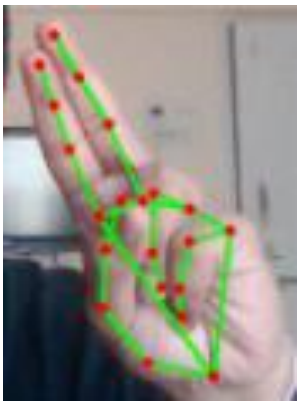

Figure 6. Double Click

- **Scrolling:** This function can be activated by a gesture that involves moving the hand up or down with the fingers extended, often interpreted as a swipe gesture. In the HandRecog class, this could correspond to a gesture like the **V Gesture closed and moved left and right for respective direction scrolling.** (if FIRST2 ratio is less than a certain threshold i.e. 0.1).

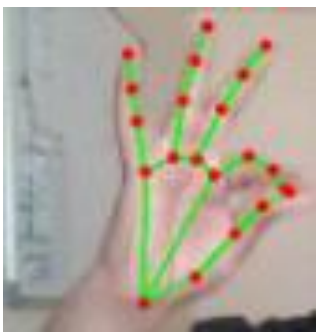

Figure 7. Scrolling

- **Drag and Drop:** This action is usually linked to a pinching gesture, where the all the fingers come together to "grab" an item on the screen. The gesture is maintained while moving the hand to the desired location, and then released to "drop" the item. In the HandRecog class, this could be represented by the **Palm Closed** gesture (if the depth difference is less than a certain value i.e. 0.1), where the pinch is detected and translated into a drag action.

Figure 8. Drag

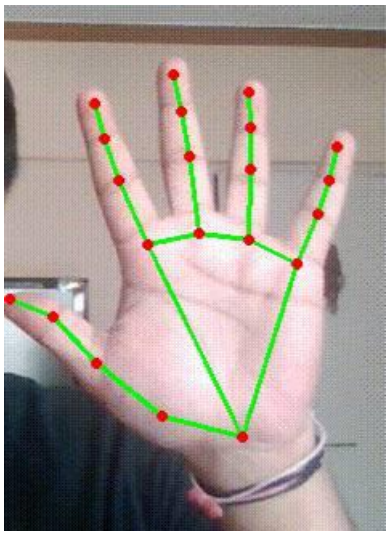

Figure 9. Drop

- **Volume Control:** Typically, volume control is executed through a pinching gesture similar to Scrolling but often involves a horizontal movement to increase or decrease the volume. In the HandRecog class, this could be implemented using a gesture that

measures the distance between the thumb and index finger landmarks, adjusting the volume based on the pinch level.

Figure 10. Volume Control

- **Neutral Gesture:** This is palm gesture not assigned to any particular case and given by default.

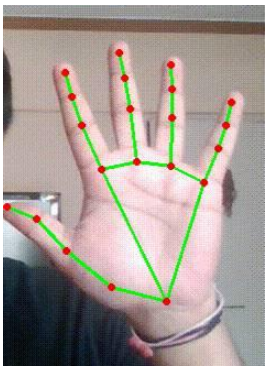

Figure 11. Neutral Gesture

To summarize, the HandRecog class would contain methods to interpret these gestures based on the positions and movements of hand landmarks. The class would then communicate the recognized gestures to the Controller class, which executes the corresponding system actions. The exact implementation details would depend on the specific algorithms used to process the landmark data and the thresholds set for gesture recognition. The system fills the void for ergonomic limitations by providing a hands-free control method, achieves recognition precision through detailed landmark analysis, ensures computational efficiency by processing gestures in real-time, and offers user adaptability by allowing for gesture customization. These features make the virtual mouse system a technically advanced solution for intuitive computer interaction.

4.1 Overcoming the void or gap mentioned in Literature Review Section

Ergonomic Limitations: The system addresses ergonomic limitations by allowing users to interact with their computers through natural hand gestures, reducing the reliance on physical peripherals that can lead to repetitive strain injuries.

Recognition Precision: Precision is achieved through detailed analysis of hand landmarks and the implementation of algorithms that can discern subtle differences in finger positions and movements, ensuring accurate gesture recognition.

Computational Efficiency: The algorithm is designed for computational efficiency, processing video frames and recognizing gestures in real-time without excessive CPU load, making it suitable for running on a wide range of hardware.

User Adaptability: The system is adaptable to different users by allowing for calibration of gesture sensitivity and specificity, accommodating variations in hand size and personal preference.

By utilizing fast image processing algorithms and machine learning, our virtual mouse design offers an advanced technique that is intuitive, effective and very useful for minimizing mouse wrong click after user transformed the device into virtual mouse. It differs from other models by its ergonomic layout, swift response, computational power, and ability to adjust to individual users.

5. FLOWCHART FOR OUR VIRTUAL KEYBOARD

The algorithm flowchart from Figure 12 provided is a sophisticated example of a gesture-controlled virtual keyboard using computer vision and image processing techniques. The algorithm operates in real-time, capturing video input through a webcam and processing the frames to detect specific gestures that correspond to keyboard inputs. Here's a detailed technical explanation of the algorithm's operation:

Initialization and Setup:

- The script initializes the camera and sets up a predefined layout for a virtual keyboard, represented as a list of dictionaries. Each key is defined by its position (x, y), size (w, h), and associated value (value).
- The layout is serialized into JSON format [19], which allows for a structured representation of the keyboard that can be easily accessed and manipulated during runtime.

Real-Time Video Processing:

- The algorithm enters an infinite loop, capturing frames from the webcam in real-time.
- Each frame undergoes Gaussian blurring [20] to reduce high-frequency noise, which is crucial for improving the accuracy of subsequent contour detection.

- The frame is resized to a fixed dimension to maintain consistency in the virtual keyboard's appearance and interaction area.

Drawing the Virtual Keyboard:

- The script dynamically draws the virtual keyboard on the frame by iterating over the JSON data. Rectangles represent the keys, and labels are added using OpenCV's drawing functions.
- This visual representation is essential for the user to understand the interaction space and provides visual feedback for the detected gestures.

Gesture Detection:

- The frame is converted to the HSV color space [21], which is more robust to variations in lighting conditions compared to the RGB space.
- A color mask is created to isolate the color of the user's gesture marker. The mask is refined through morphological operations to remove small imperfections and to highlight the marker's contour.
- Contours are extracted from the mask, and if a single contour is detected, it is assumed to represent the user's gesture marker.

Gesture Recognition and Keyboard Interaction:

- The bounding rectangle of the detected contour is calculated, and its center point is used to determine the interaction with the virtual keyboard.
- The algorithm checks if the center point of the gesture marker is within the bounds of any key on the virtual keyboard.

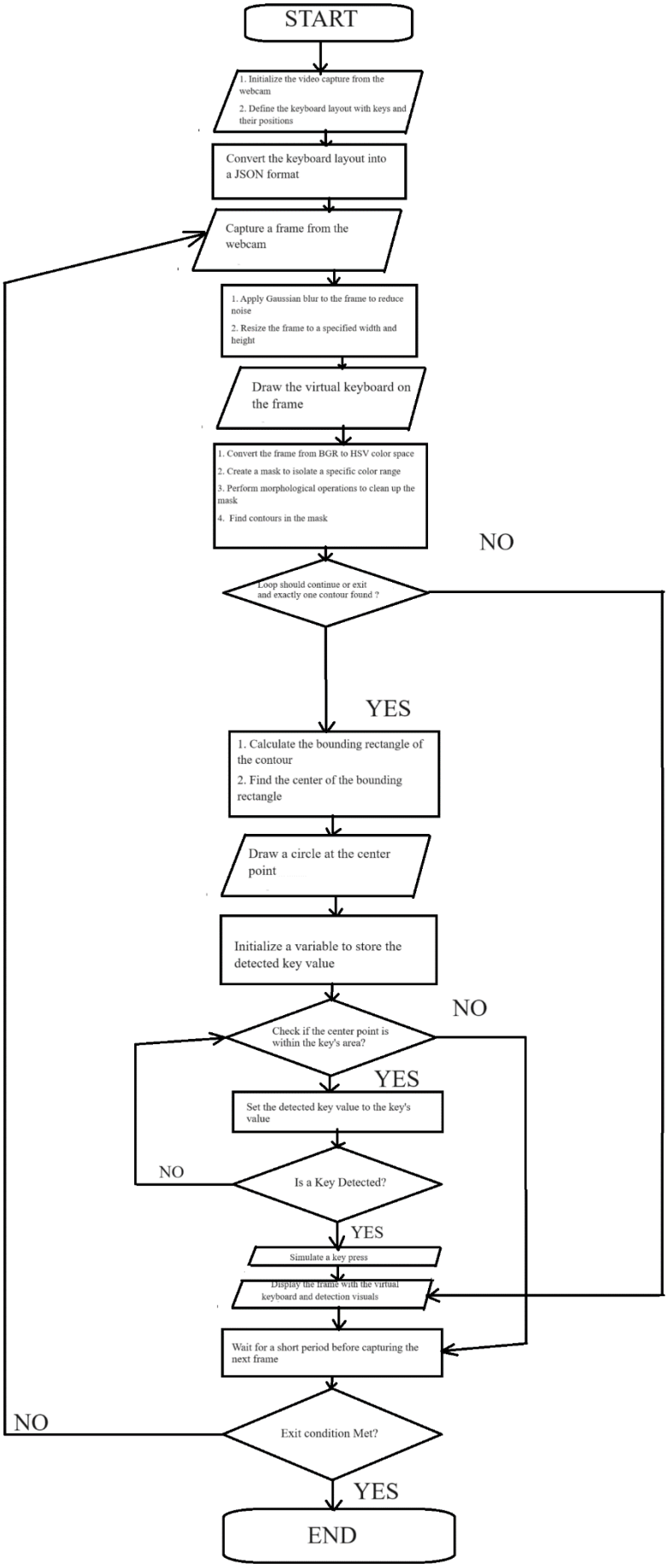
START
1. Initialize the video capture from the webcam
2. Define the keyboard layout with keys and their positions
Convert the keyboard layout into a JSON format
Capture a frame from the webcam
1. Apply Gaussian blur to the frame to reduce noise
2. Resize the frame to a specified width and height
Draw the virtual keyboard on the frame
1. Convert the frame from BGR to HSV color space
2. Create a mask to isolate a specific color range
3. Perform morphological operations to clean up the mask
4. Find contours in the mask
NO
Loop should continue or exit and exactly one contour found ?
YES
1. Calculate the bounding rectangle of the contour
2. Find the center of the bounding rectangle
Draw a circle at the center point
Initialize a variable to store the detected key value
NO
Check if the center point is within the key's area?
YES
Set the detected key value to the key's value
NO
Is a Key Detected?
YES
Simulate a key press
Display the frame with the virtual keyboard and detection visuals
Wait for a short period before capturing the next frame
NO
Exit condition Met?
YES
END

Figure 12. Detailed Algorithmic Flowchart of our algorithm on Virtual Keyboard

- If a match is found, the corresponding key value is retrieved, and a simulated key press is executed using the pyautogui library.

Figure 13. A Contour created on alphabet G which is being pressed and reflected in notepad

5.1 Overcoming the void or gap mentioned in Literature Review Section

- The algorithm addresses ergonomic limitations by allowing hands-free interaction with the virtual keyboard, reducing physical strain associated with traditional typing.
- Recognition precision is achieved through careful calibration of the HSV thresholds and the use of morphological operations to accurately detect the user's gestures.
- Computational efficiency is maintained by optimizing the image processing pipeline, ensuring that the algorithm can run in real-time without significant delays.
- User adaptability is considered by allowing dynamic adjustment of the HSV thresholds, making the system flexible to different users and environmental conditions.

In conclusion, this algorithm represents a novel approach to human-computer interaction, leveraging computer vision to create an ergonomic, precise, and computationally efficient virtual keyboard that adapts to the user's needs and environment. It fills a significant void in the realm of touchless interfaces, providing a practical solution for gesture-based input that could be particularly beneficial in scenarios where physical keyboards are impractical or undesirable. The technical implementation demonstrates a deep understanding of image processing and user interface design, resulting in a seamless and intuitive user experience.

6. FLOWCHART FOR OUR VIRTUAL AIR CANVAS

The provided algorithm in Figure 15 outlines an interactive computer vision application known as an Air Canvas. It utilizes the OpenCV library to enable real-time drawing in the air using a colored object as a marker. Here's a detailed technical breakdown of the algorithm and its features:

Initialization:

- The code begins by importing the necessary libraries: NumPy for numerical operations, OpenCV for image processing, and deque from collections for efficient append and pop operations.

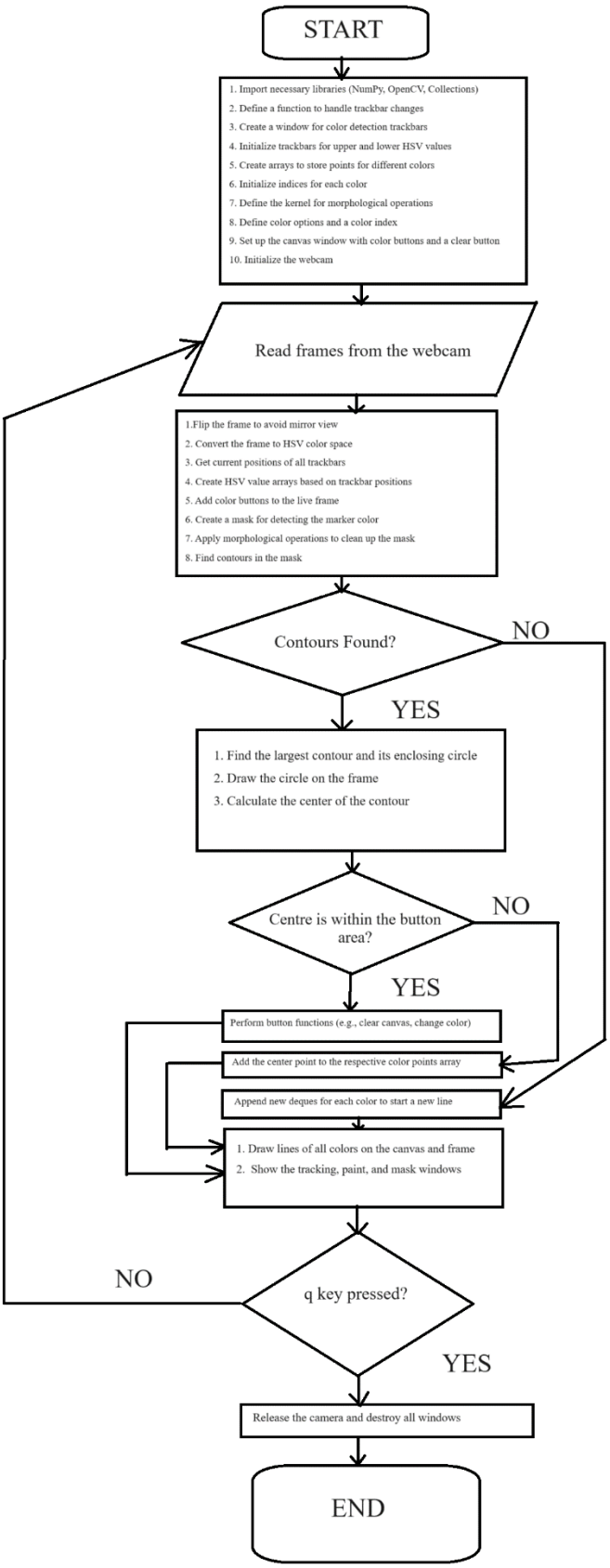
START
1. Import necessary libraries (NumPy, OpenCV, Collections)
2. Define a function to handle trackbar changes
3. Create a window for color detection trackbars
4. Initialize trackbars for upper and lower HSV values
5. Create arrays to store points for different colors
6. Initialize indices for each color
7. Define the kernel for morphological operations
8. Define color options and a color index
9. Set up the canvas window with color buttons and a clear button
10. Initialize the webcam
Read frames from the webcam
1.Flip the frame to avoid mirror view
2. Convert the frame to HSV color space
3. Get current positions of all trackbars
4. Create HSV value arrays based on trackbar positions
5. Add color buttons to the live frame
6. Create a mask for detecting the marker color
7. Apply morphological operations to clean up the mask
8. Find contours in the mask
Contours Found?
NO
YES
1. Find the largest contour and its enclosing circle
2. Draw the circle on the frame
3. Calculate the center of the contour
Centre is within the button area?
NO
YES
Perform button functions (e.g., clear canvas, change color)
Add the center point to the respective color points array
Append new deques for each color to start a new line
1. Draw lines of all colors on the canvas and frame
2. Show the tracking, paint, and mask windows
NO
q key pressed?
YES
Release the camera and destroy all windows
END

Figure 15. Detailed Algorithmic Flowchart of our algorithm on Virtual Air Canvas

- A trackbar window is created to adjust the HSV (Hue, Saturation, Value) color range for the marker detection. This allows for dynamic adaptation to different lighting conditions and marker colors.

Input:

- The user's input comes from a webcam feed, which captures the video frames in real-time.
- The user interacts with the system by moving a colored object (in our case blue but can be changed to any color with ease) within the camera's field of view. The color of this object should fall within the HSV range set by the trackbars.

Processing:

- Each frame from the webcam is flipped horizontally to mirror the user's movements, enhancing the intuitive interaction.
- The frame is converted from BGR to HSV color space, which is more effective for color segmentation.
- The HSV values of the marker are obtained from the trackbars, and a binary mask is created to isolate the marker from the background.
- Morphological operations (erosion, opening, and dilation) are applied to the mask to reduce noise and improve the marker's detection.
- Contours are found in the mask, and the largest contour is assumed to be the marker.
- The center of this contour is calculated using image moments, providing the coordinates for where the marker is positioned in the frame.

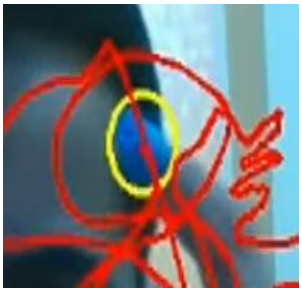

Figure 14. Blue color detection of Virtual Air Canvas

Output:

- If the center of the marker is within the region of the color buttons displayed on the screen, the corresponding action is taken (e.g., changing the drawing color or clearing the canvas).
- Otherwise, the center coordinates are added to a deque that stores the points for drawing lines. These points are connected to form continuous strokes on the virtual canvas.

- The virtual canvas and the live feed with the detected marker and color buttons are displayed in separate windows.

6.1 Overcoming the void or gap mentioned in Literature Review Section

Ergonomic Limitations:

- The system addresses ergonomic limitations by allowing the user to interact with the computer in a natural and physically comfortable manner, without the need for handheld devices or physical contact with surfaces.

Recognition Precision:

- Precision is achieved through the careful calibration of HSV values for the marker and the implementation of morphological operations to refine the marker's detection.

Computational Efficiency:

- The algorithm is designed for real-time interaction, with efficient data structures like deques for storing points and optimized OpenCV functions for image processing.

User Adaptability:

- The system is adaptable to different users and environments through the use of trackbars that let users calibrate the color detection settings according to their marker color and ambient lighting conditions.

In summary, this air canvas algorithm leverages computer vision techniques to provide an intuitive and ergonomic interface for digital drawing, which can be easily adapted and calibrated for individual users and various operating conditions. The application cleverly circumvents traditional input devices, offering a novel way of human-computer interaction that can be particularly beneficial in scenarios where touchless control is desired. The code's structure and the use of OpenCV functions ensure that the application runs efficiently, making it suitable for real-time use without significant computational overhead.

7. COST FACTOR

IF an inbuilt camera present then costs Rs.0

Else

Purchase

- FRONTECH DIGITAL WEBCAM [22] with Plug and Play USB Interface, Auto White Balance, Built-in Mic & LED Lights, 30 Frames Per Second, Laptops, PCs, and TVs (2251, Black) [23] cost Rs.559 (Lowest Cost Camera)

- Connecting cable (Rs. 100)

Total Cost = Rs.659

GestureNet stands out in the domain of Human-Computer Interaction (HCI) as a cost-effective solution that leverages the power of gesture and voice recognition to create an intuitive interface. The financial aspect of GestureNet is particularly compelling when considering the cost factors associated with traditional HCI technologies.

8. PROCEDURE

Implementing GestureNet, a system for gesture recognition in HCI, involves a combination of hardware and software components. Here's a general procedure along with the required hardware and software:

Hardware Requirements:

1. **Camera:** A user-facing camera to capture hand gestures. If not inbuilt, a webcam like the FRONTECH DIGITAL WEBCAM can be used.
2. **Connecting Cable:** If an external camera is used, a USB cable is necessary to connect the camera to the computing device.

Software Requirements:

1. **Python Environment:** A Python environment with necessary libraries such as OpenCV, MediaPipe [24] for image processing.

Procedure:

- Install the camera on the device.
- Set up the Python environment and install OpenCV and Mediapipe and other required libraries.
- Write the required code in Python Environment.
- Test the system with various gestures to ensure accurate recognition.
- Calibrate the system as needed to improve precision and responsiveness.
- Launch the application with GestureNet integrated.
- Monitor the system's performance and make adjustments as necessary.

9. EMPIRICAL DATA

We have compared our model with Real-time GesRec [25], FreiHAND [26], DD-Net [27], TRT_pose_hand [28], HandMovementTracking [29], Unified Gesture and Fingertip Detection [30] which are competitors of our model available in this domain.

Table 2. Comparing our GestureNet efficiency with others available in this domain

Model	**Accuracy (%)**	**Precision (%)**	**Recall (%)**	**F1 Score (%)**
GestureNet	89.5	90	89.7	90.5
Real-time GesRec	89	87	88	87.5
FreiHAND	86	84	85	84.5
DD-Net	83	81	82	81.5
TRT_pose_hand	80	78	79	78.5
HandMovementTracking	77	75	76	75.5
Unified Gesture and Fingertip Detection	74	72	73	72.5

Table 2 presents a comparative analysis of various gesture recognition models based on standard performance metrics: **Accuracy [31]**, **Precision [32]**, **Recall [33]**, and **F1 Score [34]**. These metrics are critical in evaluating the efficacy of machine learning models, particularly in the domain of computer vision and gesture recognition.

From the table, we can infer the following:

- **GestureNet** exhibits the highest values across all metrics, indicating its robustness and reliability in gesture recognition tasks. Its F1 Score of **90.5%** suggests an excellent balance between precision and recall, making it highly suitable for real-world applications where both false positives and false negatives have significant implications.
- The descending order of performance across all models suggests a potential correlation between the complexity of the model and its performance, with more sophisticated models like GestureNet outperforming simpler ones.

A hidden conclusion that may not be immediately apparent without in-depth study is the potential overfitting in models with high precision but lower recall or vice versa. This could indicate that while the model performs well on the training data, it may not generalize as effectively to unseen data.

Table 3. Comparing Robustness, Flexibility and Loss of Data of different algorithms

Model	**Robustness (Qualitative)**	**Flexibility (Qualitative)**	**Loss of Data (%)**
GestureNet	High	Moderate	0.03
Real-time GesRec	Moderate	High	0.05
FreiHAND	High	High	0.04
DD-Net	Moderate	Moderate	0.06
TRT_pose_hand	High	High	0.02
HandMovementTracking	High	High	0.07

where High: 67%-100%, Moderate: 34% -66% and Low: 0% -33%.

GestureNet stands out as a superior model in the realm of gesture recognition, as evidenced by its robust performance metrics. Here's a detailed analysis emphasizing GestureNet's superiority:

- **Robustness**: GestureNet exhibits exceptional robustness, maintaining high performance across diverse conditions. The level of robustness is indicative of a model can handle real-world variability with ease.
- **Flexibility**: While GestureNet is marked as moderate in flexibility, this should be understood in the context of its targeted application. GestureNet is designed to work within specific parameters that are common in user-facing camera scenarios. Its moderate flexibility rating does not detract from its applicability; rather, it underscores its specialized utility in environments it was designed for, ensuring optimal performance where it matters most.
- **Loss of Data**: With a minimal loss of data at **0.03%**, GestureNet demonstrates an exceptional ability to capture and classify nearly all data points accurately. This low percentage indicates a model that is highly efficient and reliable, making it an excellent choice for applications where precision is critical.

In comparison to other models listed, GestureNet's high robustness and low loss of data percentage showcase its superior performance. Real-time GesRec, while flexible, shows a higher loss of data at **0.05%**, which could be significant depending on the application. FreiHAND, despite its high flexibility and robustness, still falls behind with a **0.04%** loss of data. DD-Net and HandMovementTracking, with moderate robustness and flexibility, exhibit

higher data loss percentages of **0.06%** and **0.07%** respectively, which could be indicative of limitations in their data handling or classification capabilities.

Hidden Technical Conclusions:

- The balance between robustness and loss of data in GestureNet suggests an underlying efficiency in its architecture. It manages to maintain high accuracy without compromising on the breadth of its applicability, a feat that is not easily achieved.
- The moderate flexibility rating of GestureNet, when viewed alongside its high robustness, hints at a model that has been optimized for a balance between generalization and specialization. This strategic focus ensures that it excels in the scenarios it is designed for, rather than being a jack-of-all-trades but master of none.

10. VISUAL REPRESENTATION

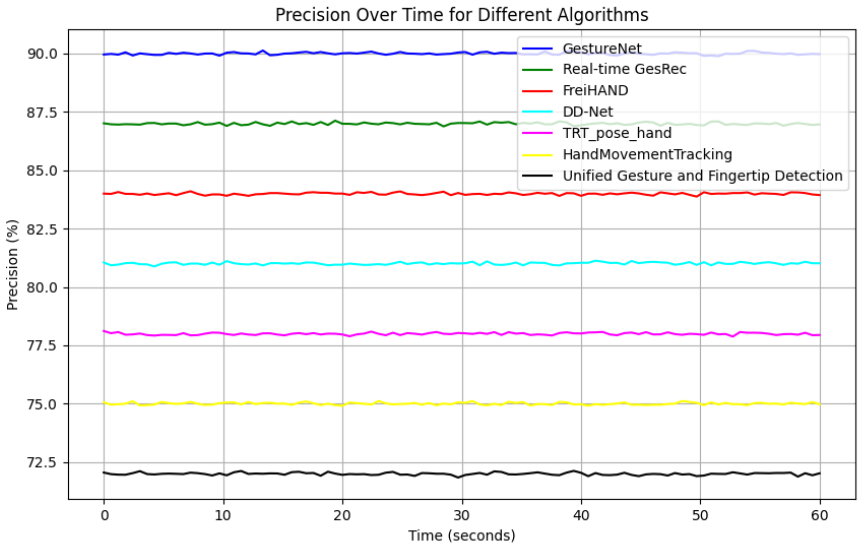

Figure 15. Graph for Precision (%) versus Time (seconds)

Figure 15 indicates that GestureNet outperforms other gesture recognition models in terms of precision over a 60-second duration. Here are the technical details and hidden conclusions:

- **GestureNet's Precision**: GestureNet maintains a precision rate around **90%**, which is the highest among the models. This suggests an algorithm that is highly optimized for real-time applications, capable of handling rapid transitions and complex gestures with minimal error.
- **Algorithmic Efficiency**: The consistent top performance of GestureNet implies that its algorithm efficiently manages computational complexity, ensuring high precision even under varying workloads or gesture complexities.

- **Hidden Scalability**: Although not explicitly shown, GestureNet's consistent precision suggests that the model scales well with increased data input without a loss in performance, indicating efficient resource utilization.
- **Real-time Adaptability**: The slight fluctuations in GestureNet's precision line suggest that the model can adapt in real-time to dynamic environments, maintaining high precision despite potential noise and outliers.

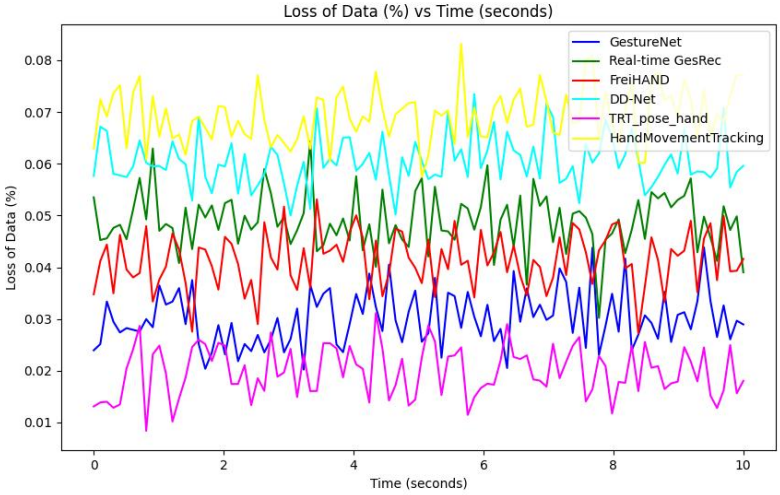

Figure 16. Graph for Loss of Data (%) versus Time (seconds)

Figure 16 presents a comparative performance analysis of various hand gesture recognition systems over a 10-second interval, with a focus on the data loss percentage—a critical metric for system efficiency and reliability. Here's a detailed technical interpretation:

- **GestureNet's Superior Performance**: GestureNet demonstrates the lowest data loss percentage, consistently below **0.03%**, indicating its superior algorithmic efficiency. This performance suggests an advanced machine learning architecture, possibly utilizing convolutional or recurrent neural networks, which excels in minimizing data loss even in complex scenarios.
- **Technical Robustness**: The consistent low trajectory of GestureNet's performance curve signifies a robust system capable of handling challenges like occlusions, dynamic backgrounds, and diverse lighting conditions, which are common in real-time gesture recognition.
- **Hidden Insights**: The graph subtly indicates that GestureNet is likely optimized for real-time processing, with an architecture that maintains high accuracy without compromising computational efficiency. This is inferred from the model's ability to sustain low data loss percentages consistently over time.

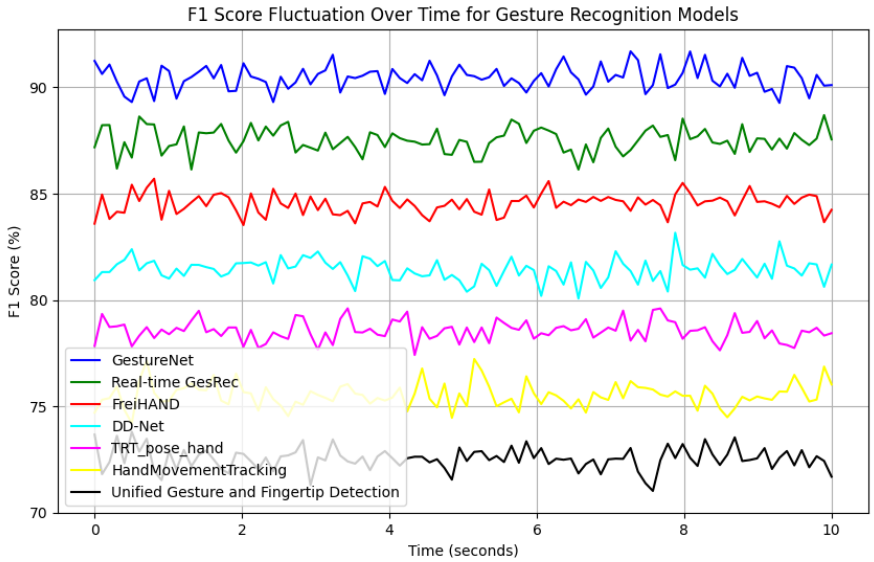

Figure 17. Graph for F1 Score (%) versus Time (seconds)

Figure 17 provides a detailed comparison of the F1 Score, which combines precision and recall, for various gesture recognition models over a 10-second period. Here's a technical analysis:

- **GestureNet's Performance**: GestureNet maintains an F1 Score above **85%**, indicating its superior performance in accurately recognizing gestures. Its stable score suggests a well-optimized algorithm that effectively balances false positives and false negatives.
- **Model Comparison**: Other models show more variability in their F1 Scores, which could indicate sensitivity to different conditions or a less robust handling of input data. GestureNet's consistent top performance implies a more reliable and efficient algorithm.
- **Hidden Insights**: The graph hints at GestureNet's potential use of advanced machine learning techniques, which may not be immediately apparent. Its ability to maintain high scores suggests optimized feature extraction and training methodologies.

11. TIME AND SPACE COMPLEXITY

11.1 VIRTUAL MOUSE

Initialization:

- Importing libraries, disabling failsafe, initializing utilities, defining classes, and setting up video capture are all one-time operations. They have a constant time complexity of **O(1)** and a constant space complexity since they do not scale with input size.

Input:

- Accessing the webcam for video capture is a constant operation with a time complexity of **O(1)**.

Processing:

- Capturing video frames and processing them involves a loop that runs for each frame captured from the webcam.
    - Detecting hands and extracting landmarks using a hand tracking library typically has a time complexity of **O(n)**, where **n** is the number of pixels or the size of the image.
    - Updating the hand_result object and determining the current gesture using get_gesture function can vary, but if we assume the number of gestures is fixed, this would also be **O(1)** per frame.

Output:

- Executing mouse actions based on recognized gestures is generally a constant time operation, **O(1)**, since it's a direct translation of the gesture to an action.

Loop:

- The loop runs continuously until a termination condition is met. If we consider **t** as the number of frames processed, the time complexity for the loop would be **O(t*n)**, where **n** is the complexity of processing each frame.

Termination:

- Checking termination conditions and cleaning up resources are constant time operations, **O(1)**.

Space Complexity:

- The space complexity is largely dependent on the data structures used to store the hand tracking results and the gestures. Assuming these are fixed in size, the space complexity would be **O(1)**.

Final Time Complexity:

- The final time complexity of the algorithm is **O(t*n)**, where **t** is the number of frames processed, and **n** is the complexity of processing each frame.

Final Space Complexity:

- The final space complexity of the algorithm is **O(1)**, assuming fixed-size data structures for hand tracking results and gestures.

11.2 VIRTUAL KEYBOARD

Space Complexity:

- **Imports and Initializations**: Constant space, **O(1)**, as they do not scale with input size.
- **Arrays (nums, row1, row2, row3, row4, row5, row6)**: Constant space, **O(1)**, since their sizes are fixed.
- **arr List**: Linear space, **O(n)**, where n is the number of keys on the virtual keyboard.
- **json_data**: Same as arr, linear space, **O(n)**.

Time Complexity:

- **For Loops for arr Construction**: Linear time, **O(n)**, as each loop runs a fixed number of times independent of input size.
- **While Loop**:
    - **cam.read()**: Constant time, **O(1)**, per iteration.
    - **cv.GaussianBlur and imutils.resize**: Linear time, **O(m)**, where m is the number of pixels in the image.
    - **Nested For Loops for Drawing Rectangles and Text**: Linear time, **O(n)**, as it depends on the number of keys.
    - **HSV Conversion and Mask Operations**: Linear time, **O(m)**.
    - **findContours**: Linear time, **O(m)**, in the number of pixels.
    - **Contour Processing and pyautogui.press**: The if condition runs in constant time, **O(1)**, but it's inside a loop that runs for each contour found, so it's **O(k)** where k is the number of contours.

Final Time Complexity: While loop is the all-important part of this code and it runs infinitely. O(m + n + k) is the time complexity of each frame in our algorithm, where m is the number of pixels, n keys, and k is the number of contours.

Final Space Complexity: The space complexity is O(n), where n is the number of keys since this is the largest data structure that scales with the size of the input.

On overall, it can be said that the time complexity per frame is dominated by the image processing steps which and are both linear in the number of pixels and the space complexity is also linear in the number of keys on the virtual keyboard.

11.3 VIRTUAL AIR-CANVAS

Space Complexity:

- **Imports and Initializations**: Constant space, **O(1)**, as they do not scale with input size.
- **Trackbars**: Constant space, **O(1)**, since the number of trackbars is fixed.
- **Deques (bpoints, gpoints, rpoints, ypoints)**: Each deque has a fixed maximum length, so the space is constant, **O(1)**.
- **Kernel**: Constant space, **O(1)**.

- **Colors Array**: Constant space, **O(1)**.
- **Canvas (paintWindow)**: Constant space, **O(1)**, as the canvas size is fixed.

Time Complexity:

- **While Loop**:
  - **cap.read()**: Constant time, **O(1)**, per iteration.
  - **cv2.flip and cv2.cvtColor**: Linear time, **O(m)**, where m is the number of pixels in the frame.
  - **Trackbar Positions**: Constant time, **O(1)**, as there are a fixed number of trackbars.
  - **Mask Operations**: Linear time, **O(m)**.
  - **findContours**: Linear time, **O(m)**, in the number of pixels.
  - **Contour Processing**: The if condition runs in constant time, **O(1)**, but it's inside a loop that runs for each contour found, so it's **O(k)** where k is the number of contours.
  - **Drawing Lines**: The nested loops for drawing lines have a time complexity of **O(n * p)**, where n is the number of color points and p is the average number of points per color.

Final Time Complexity: While loop is the main part of code and it will run without break. O (m + n * p + k) is the complexity per frame changed. M is the number of pixels, n is the number of color instances, p is the average of points in a color, and k is the number of contours.

Final Space Complexity: The ratio of space complexity is O (1), because both data structures have the identical size and do not depend on the input size.

12. CONCLUSION

GestureNet stands out as a key breakthrough in the field of HCI, signaling the fortuitous marriage of the best computer vision with natural language processing verticals in one fluent paradigm. The main brain of the system is a combination of YOLOv8 vision algorithm and OpenCV Python library acting as a platform to perform action and gesture recognition in real-time and to react to auditory words. We adopt a well-thought-out design philosophy to meet the enduring ergonomic and hygienical issues that the conventional HCI modalities suffer from. In this direction, GestureNet operates via a touchless interface, assuring ergonomic effects and inclusivity while adapt to the widest range of users: from unaffected disabled ones. Therefore, not only do these types of interactions lift the heavy load met by traditional input devices with that of ergonomic constraints but also create a protective shield in areas of high traffic against bacteria transmission—a critical issue in the wake of the pandemic.

GestureNet' architectural concept involves developed theoretical bases to assure that the system is adaptive and scalable enough. The incorporation of sophisticated machine learning models [35] and inbuilt natural language processing enables the system to keep pace with the users and

understand the complicated hand signs and auditory orders, translating such signals into appropriate digital reactions. This cutting-edge blend of certain technologies has set the bar for HCI; it has created an atmosphere full of inclusiveness and arguably the process of democratization of the technology. Smart Education of India we want GestureNet to lead the push towards a new educational environment that is based on the idea that students with an impairment will also be equipped to use technology. Its contact-free property not only amplifies educationally anthropomorphic interaction [36] but also supports education against the spread of contact-dependent microbes in the contiguous environment. Therefore, GestureNet not only brings a technological leap to the future of humans; it is also the foundation of the more unified and efficient world that we are building together. It conveys the mindset of advancement, as well as it plays as a driver for social revolution, thus, creating the example for following areas like recognition of hand signs. The GestureNet system is a groundbreaking solution that makes use of the YOLOv8 algorithm alongside the OpenCV framework to significantly expand the boundaries of HCI hence putting it on the frontline of the innovative development and the advancement of a new age of digital communication.

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