

NONLINEARITY REDUCTION OF MANIFOLDS USING GAUSSIAN BLUR FOR HANDSHAPE RECOGNITION BASED ON MULTI-DIMENSIONAL GRIDS

Mohamed Farouk¹, Alistair Sutherland² and Amin Shokry³

^{1,2}*School of computing, Dublin City University, Dublin, Ireland*

³*Computer & Systems Eng. Dept., Faculty of Engineering, Alexandria University, Alex, Egypt*
m.farouk2@mail.dcu.ie ,alistair@computing.dcu.ie, aminsh@alex.edu.eg

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Abstract: This paper presents a hand-shape recognition algorithm based on using multi-dimensional grids (MDGs) to divide the feature space of a set of hand images. Principal Component Analysis (PCA) is used as a feature extraction and dimensionality reduction method to generate eigenspaces from example images. Images are blurred by convolving with a Gaussian kernel as a low pass filter. Image blurring is used to reduce the non-linearity in the manifolds within the eigenspaces where MDG structure can be used to divide the spaces linearly. The algorithm is invariant to linear transformations like rotation and translation. Computer generated images for different hand-shapes in Irish Sign Language are used in testing. Experimental results show accuracy and performance of the proposed algorithm in terms of blurring level and MDG size.

1 INTRODUCTION

Gestures are a useful way of communication between people to express what they want to say in everyday life. Hand shape recognition for gestures provides a natural interaction between humans and computers. The key problem in gesture interaction is how to make hand gestures understood by computers. Automatic sign language recognition is one of the applications in that area. Signs can be considered as continuous sequence of postures with different hand shapes and positions within a small interval of time under a certain gesture grammar.

Gesture recognition approaches can be divided into glove-based and vision-based. The first approach uses electronic gloves to gather the information about the hand shape and its position via a set of sensors. Data gloves give good information. However, they are expensive and bring cumbersomeness to the users. On the other hand, vision-based methods use only a camera to capture the hand shape in a natural way of interaction. There are two categories of vision-based systems either a model-based or appearance-based methods.

Model-based methods depend on the 3D kinematics of a hand model. They provide a rich description for the hand shapes. However, it is a computationally expensive process. Appearance-based methods depend on extracting the features of the images from the input video frames. Generally

these methods have the advantage of real time performance. There are different techniques used to build classifiers in this category. PCA is one of these techniques. PCA can be used as a feature extraction and dimensionality reduction method. The data are projected into the eigenspace defined by the principal axes calculated from the covariance matrix of the training data. In (D. Huang and W. Hu, 2010) PCA is used to reduce the dimensionality of Gabor filtered images where the SVM method is adopted to carry out the recognition task. In (S. Shahbudin and A. Hussain, 2010) the PCA technique is applied to extract features from human shape silhouettes. In (G. Gastaldi and A. Pareschi, 2005) the recognition process uses a statistical approach based on Hidden Markov Models after using PCA for dimensionality reduction and feature extraction from the input sequence.

2 RELATED WORK

An “image pyramid” is a data structure that stores different versions of an image at different scales. These versions are decreased in resolution in regular steps. The pyramid algorithm consists of a convolution process between a target image and the sequence of images that are stored in the different levels of the pyramid. It can be used in image analysis to do pattern matching. This process is

concerned with finding a particular target pattern that may exist at any scale within an image. (E. Adelson and C. Anderson, 1984). The same structure is well suited for a variety of other image processing tasks. In (J. Yang and K. Yu, 2009) an extension of the spatial pyramid matching approach is proposed, which computes a spatial-pyramid image representation based on sparse codes. In (C. Zhang and Sek Chai, 2011) mask pyramids are used to build an algorithm that localizes the selection process.

The multi-dimensional grid is a methodology that can be used to cluster data into groups of similar objects. The MDG divides the feature space into hyper-rectangular blocks so that it organizes the feature space surrounding the patterns and not the patterns themselves (E. Schikuta ,1996). In (A. Amini and T. Wah, 2011) grid clustering is used as a natural choice for infinite data streams which are mapped to finite grid cells where the synopsis information for data streams is contained in the grid cells.

The convolution of a kernel described by a Gaussian function with the pixels of an image is commonly called a Gaussian blur. This process is usually used as a low pass filter, to filter images from noise that is inherent in the physical process of acquisition. In (I. Stainvas and N. Intrator, 2000) feed forward networks are trained on original as well as Gaussian-blurred images to achieve higher robustness to different blur operators. In (Z. Chen and S. Nie, 2008) a Gaussian Blur filter is used to help in the automatic segmentation of liver from CT images by connecting isolated pixel clusters in the extracted liver part from the binary image.

3 PROPOSED ALGORITHM

The proposed algorithm depends on data pyramids, multi-dimensional grids, and image blurring to build a classifier that uses manifolds in a Principal Component Analysis space. The algorithm follows the idea of data pyramids in that each level, in a multistage hierarchy, consists of a different eigenspace instead of using different image resolution as described before. The different eigenspaces at the different levels of the proposed multistage hierarchy help in analysing an incoming object from one level to another. The proposed algorithm explores the effect of Gaussian blurring on reducing the nonlinearity in the manifolds. Multi-dimensional grids are used to divide the space

linearly into cells that cluster the data into small groups of similar objects. A new incoming object is labeled according to the objects within the cell, into which it is projected. Our experimental results show that blurring can affect the choice of the best grid size in order to get the highest accuracy.

3.1 Linearizing the Manifolds by Gaussian blurring

The proposed algorithms explore the effect of image blurring using Gaussian Kernels on the classification process. To get a good generalization for the problem, both the incoming object and the training sample are blurred by the same Gaussian kernel. As blurring has the effect of removing small changes between objects, the classification process of a new incoming object will be easier. At a certain blurring level, it is possible to classify the incoming object using the suitable distance measure.

To illustrate our algorithm, a dataset of computer generated images of a human arm and hand are used. The dataset consists of 20 different hand shapes from the Irish Sign Language alphabet. To build a “translation manifold”, PCA is applied to a set of images that represent a hand-shape, which is translated from -5 to +5 pixels in the horizontal and vertical direction forming 121 objects as shown in Figure 1. Image blurring reduces the nonlinearity of the translation manifolds and makes the manifolds more flat. It has the effect of grouping objects together and so the feature space of the data starts to shrink as it removes the small changes between objects. The manifolds get closer together numerically but they become more linear and more parallel. Flattening the manifolds makes the manifolds more linearly separated in the space. Figure 1 shows two neighbouring manifolds before and after blurring (using the 1st and 2nd eigenvectors).

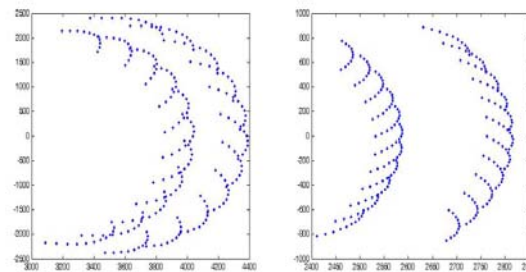


Figure 1: The effect of blurring on separating the Manifolds

3.2 Different PCA spaces

Different PCA spaces are generated to fit the requirements of each level in the multistage hierarchy. To extract the effect of rotation on a hand shape, PCA is applied to images of a certain shape at different rotation angles. The resulting eigenspace contains a “rotation manifold”. And to differentiate between different hand shapes, PCA is applied to images for the 20 shapes at the same rotation angle. The resulting eigenspace contains a “shape manifold”. The order of the shapes within a shape manifold is quite interesting. Figure 2 illustrates how PCA extracts the underlying structure within the data. Hand shapes which are close together in the manifold have similar images. The sequence starts with “O” which is a closed compact shape and ends with “L” which is a broad open shape.

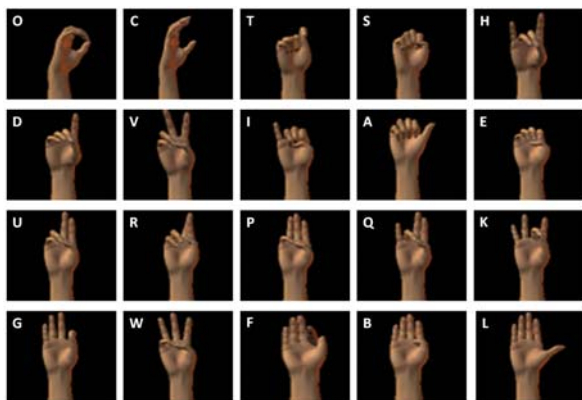


Figure 2: Computer generated images for 20 Shapes in the Irish Sign Language in the Sequence for a Shape Manifold.

3.3 The Multistage Hierarchy

To be invariant to linear transformations like translation and rotation, a large number of translation manifolds are generated for the different hand shapes at different rotations for the signer arm. As the range of angles to be represented increases, the number of manifolds increases and consequently the space of manifolds to be searched becomes larger. It is computationally expensive to project the incoming object into all these different manifolds where each manifold has its own set of eigenvectors. In order to solve this problem, a multistage hierarchical structure is used to reduce the search space at each stage to find the right manifold to search in and hence decide the shape, rotation, and translation position of an incoming sign object.

The proposed algorithm uses multi-dimensional grids that divide these different spaces into cells. The objects within each cell can give enough information to classify a new incoming object in an accurate and efficient way. The MDG structure can be built using the dominant set of eigenvectors. The grid divides each direction of the space into equal intervals based on the range of feature values of the objects that is used to build that eigenspace.

At a certain blurring level, the nonlinearity of the manifolds is reduced to a level that helps in getting the best grid structure. The sides of the hyper-blocks within this grid actually represent the linear decision boundaries that split the objects into different groups. The algorithm follows a hierarchical strategy to classify the incoming object in an efficient and accurate way as it is described in Figure 3.

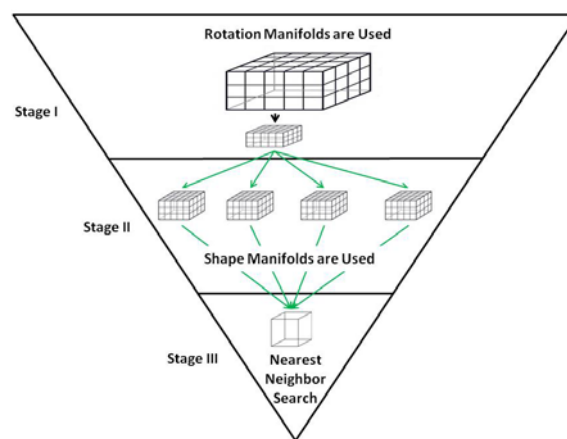


Figure 3: Multistage Hierarchy Using MDGs.

3.3.1 Estimating the rotation angle

At a certain level of blurring, the dominant effect will be the rotation of the signer arm. So it is possible at the first stage to estimate a range of rotation angles for the incoming object. Estimating the range of rotation angles is done at the first stage of the hierarchy, as rotation has the highest variation in the data.

In Stage 1.A, each cell in the MDG is labelled according to the minimum and maximum rotation angles for the objects it holds. In order to classify a new incoming object, it is blurred to the same level of the MDG and projected into it. According to the label of the cell it is projected into, estimation for the range of angles for that object is obtained. A rotation manifold for sign “H”, as the most centrally located

shape, is used to compute the eigenvectors and cells of the MDG. Every fifth image is used in order to be able to compute the covariance matrix. However, this does not provide enough data to fill all the cells of the MDG. So other objects from different shapes at the same rotations are projected into the space to fill in some of the empty cells. This improves the accuracy of the proposed algorithm as projecting an object into an empty cell leads to misestimating its rotation angle and hence may cause a misclassification for the shape in the next stage. The size of the MDG, in terms of the number of eigenvectors and the number of cells in each direction, has an effect on the number of objects within the cells and hence the range of angles within them. The blurring level also has an effect on the distribution of objects within the grid as it makes the manifolds more flat and reduces the distances between objects. A study about these factors and the effect on both accuracy and performance is given in the experimental results section.

In Stage 1.B, a sub-stage is applied by projecting the incoming object into a smaller MDG. The goal of this sub-stage is to increase the precision by estimating a narrower range of angles while preserving the accuracy. Smaller MDGs are constructed using the 6 images from the training set representing the range of angles intermediate between the angles used for the bigger grid. The new incoming object is projected again into one of these smaller MDGs based on the range of angles that has been estimated from the first bigger MDG at Stage 1.A where the range of angles estimated from this smaller MDG is passed to stage 2.

3.3.2 Shape Classification

At the second stage shape manifolds are used to classify the shape of an incoming object. This stage is carried out only for objects with the estimated range of rotation angles obtained at the first stage. MDGs are constructed using shape manifolds for each pair of angles. Each eigenspace is constructed for all shapes and translation at a pair of angles in order to be able to compute the covariance matrix. According to the range of angles that has been estimated by the first stage, a new incoming object is projected into a number of MDGs in the second stage which cover that range. The smaller the number of angles from the first stage to be searched in, the fewer MDGs will be searched and the more speed is gained.

3.3.3 Final Classification

A final third stage is done using a nearest neighbour search. According to the cell, which the incoming object is projected into in the second stage, a nearest neighbour search is done in the third stage for the objects within that cell. If more than one MDG is used to cover the estimated range of angles from the first stage, the nearest neighbour object over all MDGs from the second stage will be used to classify the new incoming object to give a final decision about its shape, rotation, and translation position. Manhattan distance is used as a distance measure in this stage. The number of eigenvectors, which are used to compute the distance measure, will affect the accuracy of the algorithm as will be discussed later in the experimental results.

4 EXPERIMENTAL RESULTS

All the experiments are done on Intel Core 2 Duo CPU @ 2.66GHz, 2.00 GB of RAM. Blurred images are created using a two-dimensional Gaussian low-pass filter of size [6,6] and with standard deviation equals to 10. The results are based on a data sample of 14520 objects. The sample represents the 20 shapes at the first 6 angles from +90 degrees to +180 degrees. The test set is created by 1 degree rotation clock wise from the original set, where images in the original set are 2 degrees apart.

The size of the MDG in Stage 1.A should preserve the precision of the range of angles within all nonempty cells to a maximum of 6 different rotations and at a high level of accuracy in estimating the rotation angle as well. Different structures for the MDG in terms of the number of eigenvectors and the divisions along each direction are tested using different blurring levels. Table (1) shows the maximum number of angles within the cells using five different structures for the MDG and at different blurring levels as well, where Table (2) shows the accuracy of the estimation process of the rotation angle at the same structures.

Table 1: Maximum range of angles at Stage 1.A

	10 ²	10 ³	5 ⁴	7 ⁴	10 ⁴
B0	21	11	11	11	11
B2	21	16	11	11	11
B4	16	11	11	11	6
B6	16	11	11	6	6
B8	16	11	11	6	6
B10	16	11	11	11	6
B12	16	11	11	11	6

Table 2: Accuracy at Stage 1.A

	10 ²	10 ³	5 ⁴	7 ⁴	10 ⁴
B0	98.2	90.8	94.9	94.5	85.8
B2	98.6	94.1	94.7	93.2	84.9
B4	99.0	92.9	94.2	92.6	82.8
B6	98.9	91.9	95.3	91.2	81.3
B8	99.0	93.1	92.9	91.1	80.5
B10	98.0	89.7	87.7	82.0	77.9
B12	98.5	90.1	93.8	79.45	76.0

From the previous two tables, increasing the MDG size increases the number of cells and decreases the range of angles within them as fewer objects are held by each cell. However, this reduces the accuracy of the process as more empty cells are generated within the MDG and the rotation angle of an incoming object can be misestimated in that case. From the previous tables, the size of [7x7x7x7] with a blurring level of 6 is the best for constructing the MDG in stage 1.A where all the nonempty cells have a maximum of 6 different angles and an accuracy of 91.2% in estimating the rotation angle. To reach a precision of 4 rotation angles within the nonempty cells in stage 1.B, the MDG of size [7x7x7x7] is used under blurring level 6. The accuracy of estimating the rotation angle at this size reached 94.2%.

Based on using MDGs of size [4x4x4] and blurring level 6 in stage 2, the proposed algorithm reached 97.2% in detecting different hand shapes using 17 eigenvectors for the distance measure in stage 3, where each objects needs 0.064 sec to be classified. Figure 4 shows the effect of using different numbers of eigenvectors in the third stage on the accuracy of shape detection.

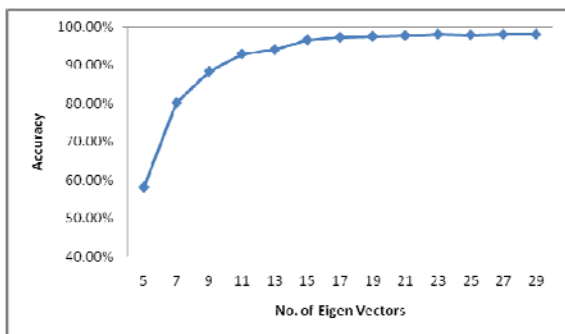


Figure 4: Accuracy versus different number of eigen-vectors

5 CONCLUSIONS

Gaussian blur can be used to reduce the nonlinearity of the manifolds in PCA spaces. MDGs can divide the space linearly for a set of blurred images into cells that hold information from a training set of computer-generated objects. At the best blurring level and the best number of cells in the MDGs, the proposed algorithm reached an accuracy of 97.2% where each object needs 0.064 sec to be classified.

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