



A Camera Mouse- Application for Disable Person: A review

Pooja Patle¹, Snehal Waigaonkar², Jyoti Patil³, Piyush Anjankar⁴
UG Scholar^{1,2,3}, Assistant Professor⁴

Department of Computer Science & Engineering^{1,2,3}, Department of Information Technology⁴
N.I.T, Nagpur, India

Abstract:

In this paper, we present a face recognition based human-computer interaction (HCI) system using a single video camera for Disable person to control mouse position, Different from the conventional communication methods between users and machines. We combine head pose, to control the mouse. We can identify the position of the eyes and mouth, and use the facial centre to estimate the pose of the head. We have two algorithms; The First one is based on the computation of a set of geometrical features such as nose width and length, mouth position, chin shape & the second one is based on almost-grey-level template matching using Haar Classifier algorithms available in EmguCV open Source .NET wrapper in C# Technology.

Keywords: Face recognition, Image processing, template matching, EmguCV, Haar Cascade.

I. INTRODUCTION

In recent years, the field of computer vision progressed rapidly and the efforts have been made to apply research results in the real-world scenarios. When implementing researcher findings, hardware cost becomes an important issue. In this paper, we use only a video camera and a PC to develop a face based human-computer interaction (HCI) system. The concept of Human Computer Interaction (HCI) refers to a discipline, which studies information exchange between people and computers by using software. HCI mainly focuses on design—assessing and implementing interactive technological devices that cover the largest possible number of users.

The ultimate goal of HCI is to make this interaction as efficient as possible, looking to: minimize errors, increase satisfaction, lessen frustration, include users in development processes, and work in multidisciplinary teams and run usability tests. In short, the goal is to make interaction between people and computers more productive. The proposed HCI system not only can detect facial features in head-tilted situations, correctly anywhere in the whole image plane. There are many techniques, which are currently used to detect facial features, such as eyes or face on it. Open source bookstores exist for such purpose, such as OpenCV, which enable very reliable and accurate detection algorithm to be applied, such as Haar Cascade using very high-level programming. Detecting faces in images is a fundamental task for realizing surveillance systems or intelligent vision-based human computer interaction. To build flexible systems that work in a variety of lighting conditions and run on mobile phones or handheld PCs, robust and efficient face detection algorithms are required. Appearance-based methods are mainly employed to achieve high detection accuracy. They solve a two-class problem by using a probabilistic framework or finding a discriminate function from a large set of training examples. For example, neural network-based methods, support vector machines and other kernel methods have been proposed [8, 9, 10, 11]. Most of these algorithms use raw pixel values as features. However, they are sensitive to addition of noise and change in illumination. Instead, Papageorgiou et al. used Haar-like features, which are similar to Haar basis functions. The

features encode differences in average intensities between two rectangular regions, and they can extract texture without depending on absolute intensities. Recently, Viola and Jones proposed an efficient scheme for calculating these features. They also proposed a method for constructing a strong classifier by selecting a small number of distinctive features using AdaBoost. This framework provides both robustness and computational efficiency [7].

EmguCV is a cross platform .Net wrapper to the OpenCV image processing library. Allowing OpenCV functions to be called from .NET compatible languages such as C#, VB, VC++, IronPython etc. The wrapper can be compiled by Visual Studio, Xamarin Studio and Unity; it can run on Windows, Linux, Mac OS X, Ios, Android and Windows Phone. The OpenCV library is use with C, C++ and Java Interface, but for the use of .NET compatible languages, we need to use Emgu CV library. Camera Mouse is a program that allows you to control the mouse pointer on a Windows computer just by moving your head. Camera Mouse uses a standard built-in camera or USB webcam to track your head. If you move your head to the left, the mouse pointer moves to the left, and so on. Clicking can be done by “dwell time”. If you hold the mouse pointer within a certain area of the screen for, say, a second a mouse click will be issued by the program. The purpose of Camera Mouse is to help people with physical disabilities to access the computer. In particular, Camera Mouse has proved very helpful to people who have no voluntary movement below the neck, people who can voluntarily control only their head. People with Cerebral Palsy, traumatic brain injury, ALS, Multiple Sclerosis, and various other disorders have used Camera Mouse to access the computer and internet.

II. LITERATURE REVIEW:

We focused on face detection, head position estimation and recognition. In face detection related research, Roberto Brunelli et al.[1] have proposed several different techniques for computer recognition of human faces, to compare two simple but general strategies on a common database(frontal images of face). In face recognition related research, they

developed and implemented two new algorithms; the first one is based on the computation of a set of geometrical features, such as nose width and length, mouth position, and chin shape, and the second one is based on almost-grey-level template matching. Rowlet et al. [2] present a neural network –based face detection system. Unlike similar system which is limited to detecting upright, frontal faces, this system detects faces at any degree of rotation in the image plane. In our observations of face detector demonstration, we have found that users expect faces to be detected at and any angle, algorithm to detect faces in gray-scale images. Saad Ahmed sirohey at al. [3] segmentation identification of human faces from grey scale image with clutter.

The segmentation developed utilizes the elliptical structure of the human head .it uses the information present in the edge map of the image & through some pre-processing separates the head from the background clutter. In Human computer interaction, with camera mouse related research Hojoon Park at al. [4] presents a new approach for controlling mouse movement using a real-time camera. Most existing approaches involve changing mouse parts such as adding more buttons or changing the position of the tracking ball. Instead, they proposed to change the hardware design. Our method is to use a camera and computer vision technology, such as image segmentation and gesture recognition, to control mouse tasks. Qing Chen at al.[5] presents a new approach to solve the problem of real-time vision-based hand gesture recognition with the combination of statistical and syntactic analyses. The fundamental idea is to divide the recognition problem into two levels, lower level of the approach implements the posture detection with a statistical method based on Haar-like features and the AdaBoost learning algorithm. Archana S. Ghotkar at al.[6] presents part of vision based hand gesture recognition system for Natural Human Computer Interface. Hand tracking and segmentation algorithm (HTS) is found to be most efficient to handle the challenges of vision based system such as skin colour detection, complex background removal and variable lighting condition. Takeshi Mita. [7] Presents a new distinctive feature, called joint Haar-like feature, for detecting faces in images. This is based on co-occurrence of multiple Haar-like features. Feature co-occurrence, which captures the structural similarities within the face class, makes it possible to construct an effective classifier. The joint Haar-like feature can be calculated very fast and has robustness against addition of noise and change in illumination.

III. PROPOSED SYSTEM:

In this paper, we develop a Human-Computer Interaction (HCI) system using a single video camera to capture images. For facial recognition and detection, first of all we label the areas of an image using skin colors, which act as candidates for the face. Second, connected components are discovered from these image areas. Third, we set a threshold for the connected components to filter out noise, eliminating the areas which are too small to be candidates for the face. For the remaining succeeded candidates, we declare search areas for the eyes and mouth. We search for the eyes using the black and white color feature characteristic. We discover the mouth using the distinct redder color tone of the lips compared to facial skin. Finally, after retrieving the eyes and mouth. Last of all, we combine the results of facial recognition, and show recognised face from them on the screen for us to verify the correctness of the detection and recognition results.

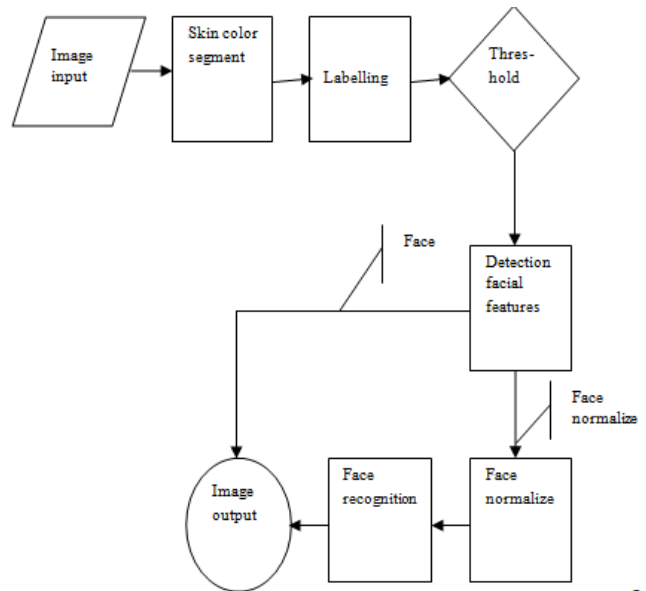
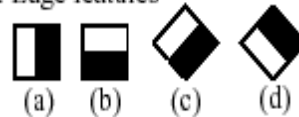


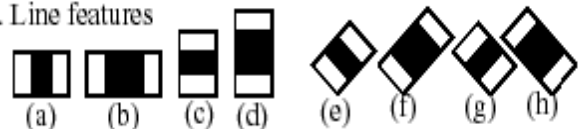
Figure.1. System diagram of the proposed system

For the above working we are using the, Haar classifier object detection is the Haar-like features. These features, rather than using the intensity values of a pixel, use the change in contrast values between adjacent rectangular groups of pixels. The contrast variances between the pixel groups are used to determine relative light and dark areas. Two or three adjacent groups with a relative contrast variance form a Haar-like feature. Haar-like features, as shown in Figure 2 are used to detect an image. Haar features can easily be scaled by increasing or decreasing the size of the pixel group being examined. This allows features to be used to detect objects of various sizes.

1. Edge features



2. Line features



3. Center-surround features

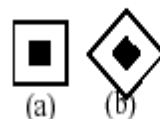


Figure.2. Common Haar Features

IV. FUTURE SCOPE:

A new technique has been proposed to control the mouse cursor and implement its function using a real time camera. This system is based on computer vision algorithms and can do all mouse tasks such as left and right clicking, double clicking and starting the applications using the gestures like notepad, paint, word etc. This system can also be further implemented in the mobile where using pointing devices like mouse is difficult.

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