Gesture Recognition with Transfer Learning

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Problem Statement

Cozmo is supposed to be a smart robot at home, but to conventionally train it with custom gestures, you typically would need:

- Knowledge about implementing machine learning
- Lots of labelled data
- A way to train cozmo (that is easy and isn't terribly slow)

Inspiration

Inspired by Google's Teachable Machine Web App, which allows for training of a gesture recognizer in minutes. We want to implement this on Cozmo, so we can give him commands via the camera.



Approach

Transfer learning using pretrained VGG 16.

- 1. Load VGG16, removing last layer
- 2. Use that model to extract features from training data
- 3. With those features, train a smaller, custom model to classify the images

Giving Cozmo Data

Uses polling and Cozmo's camera to get data for each label

Takes about 600 images for each of 4 classes in about 4 minutes



Demo

Results

Finished training in less than a minute

It then collects 5 images every 2.5 seconds, outputs the mode prediction, and then performs an action based on that prediction.

It achieved ~87% accuracy on unseen data.

What we learned

Simplifying task by providing good user interface

Different ways to perform transfer learning

Recognising limitations of current models, and from there developing a better network architecture:

- Preventing overfitting (Decreasing number of hidden units, adding dropout)
- Tuning hyperparameters to escape local minima and converge smoothly (adding momentum and a decaying learning rate)

What's next?

Data augmentation and model tuning for better accuracy.

Experimenting with a NULL class, so Cozmo knows when to do nothing.

Sign-to-speech:

- Sign language (alphabet) interpretation
- Transfer learning to customize for users

Model Architecture

For our simple custom classifier, that takes in the 4096 outputs from VGG:

Input layer

Dropout layer, with ~30% dropout

10 node fully connected layer (ReLU activation)

Output layer, with 4 class softmax activation.

VGG Architecture

