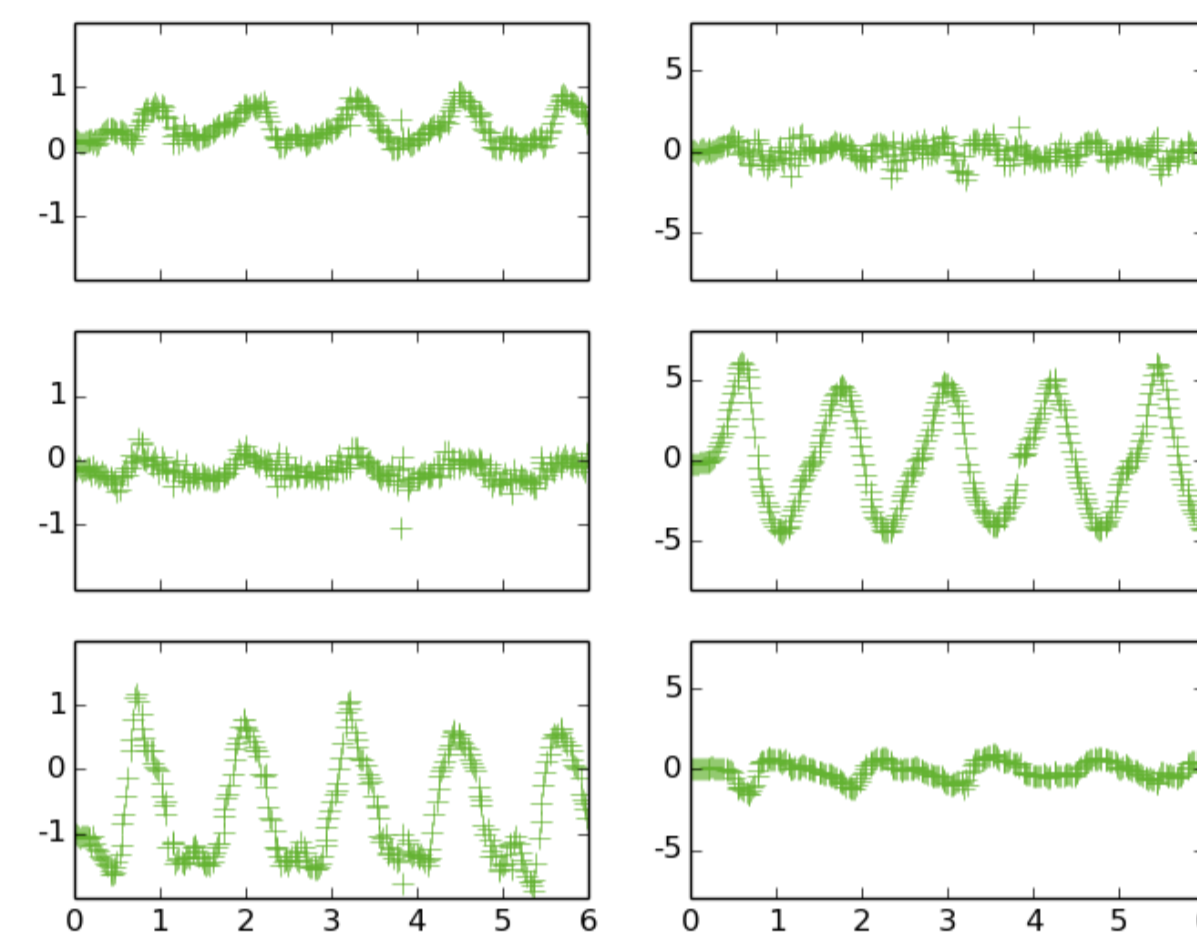


Gesture recognition

Gesture



Sensor measurements



Hidden state: Motion of hand

Measurements: Motion sensors, accelerometer and gyroscope

Problem: Detection of a gesture in real-time

Navigation

Quad rotor



Measurements (Camera)



Hidden state: Position and orientation of quadrotor

Measurements: Camera and motion sensor

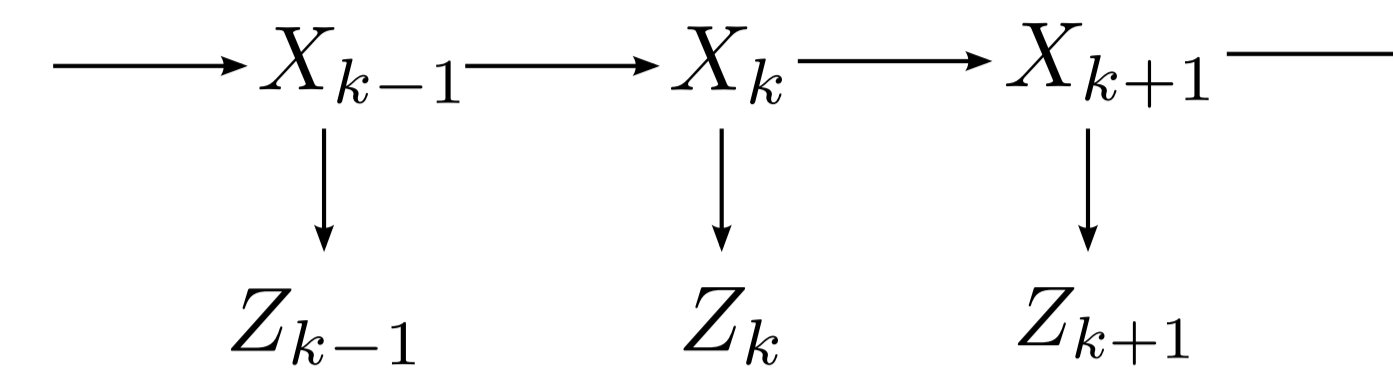
Problem: Estimate the state based on measurements

Challenges

1. Nonlinear dynamics
2. Model uncertainties
3. Sensor noise
4. Real-time and reliable solution

Approach: Probabilistic, Nonlinear filtering

Nonlinear filtering, Bayesian inference



State of the system: X_k
Model for state dynamics: $X_k \rightarrow X_{k+1}$
Model for measurements: $X_k \rightarrow Z_k$

Objective: Compute probability distribution of state given measurements

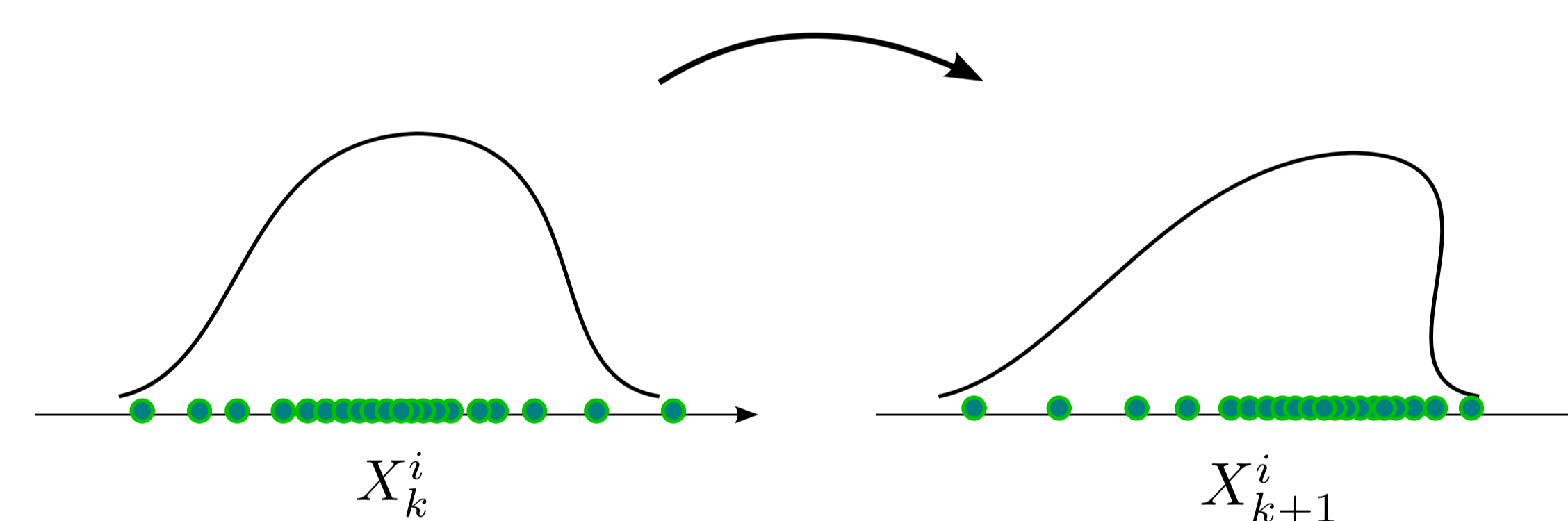
$$P(X_k | Z_1, \dots, Z_k)$$

Filtering algorithms

Linear and Gaussian: Kalman filter

Nonlinear and non-Gaussian: Extended Kalman filter, particle filter

Feedback Particle Filter



► Approximate $P(X_k | Z_1, \dots, Z_k)$ with particles, $\{X_k^1, X_k^2, \dots, X_k^N\}$

► Move particles with a control law s.t

$$X_{k+1}^i \sim P(X_{k+1} | Z_1, \dots, Z_{k+1})$$

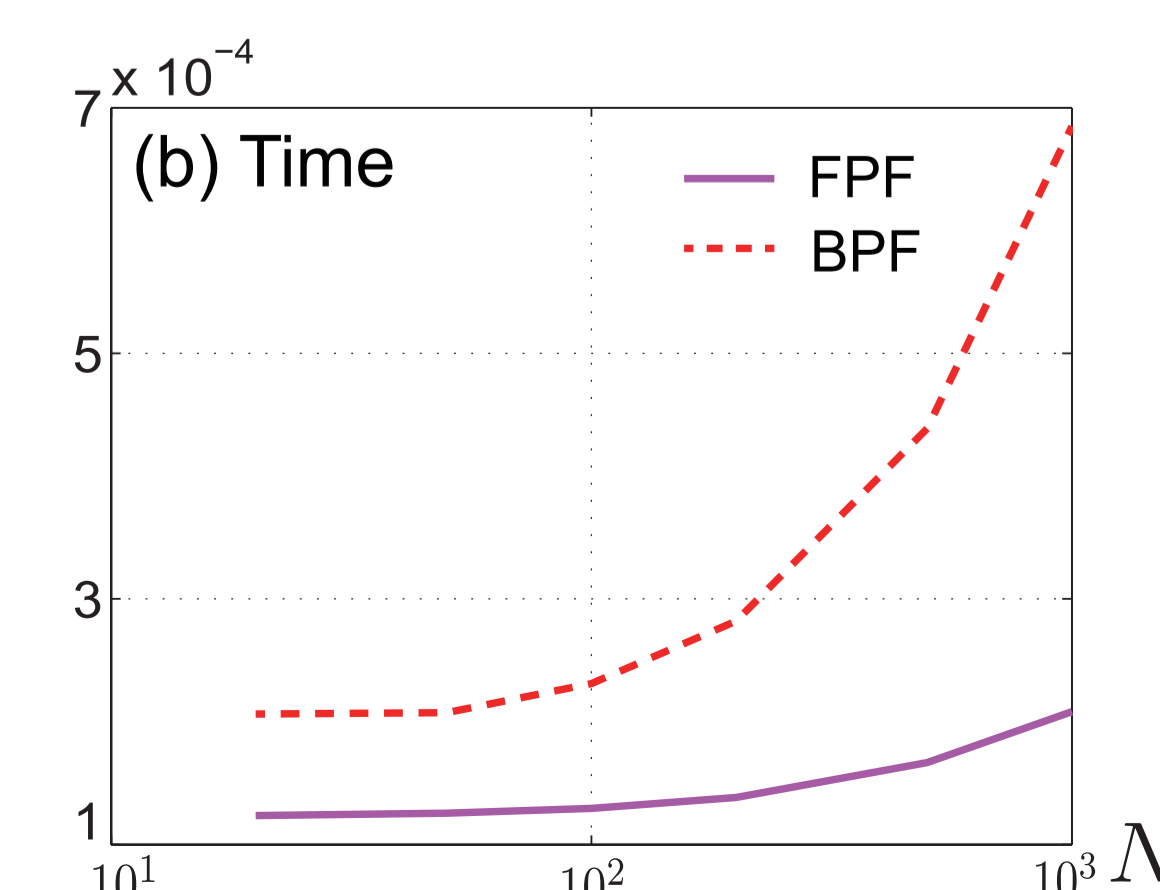
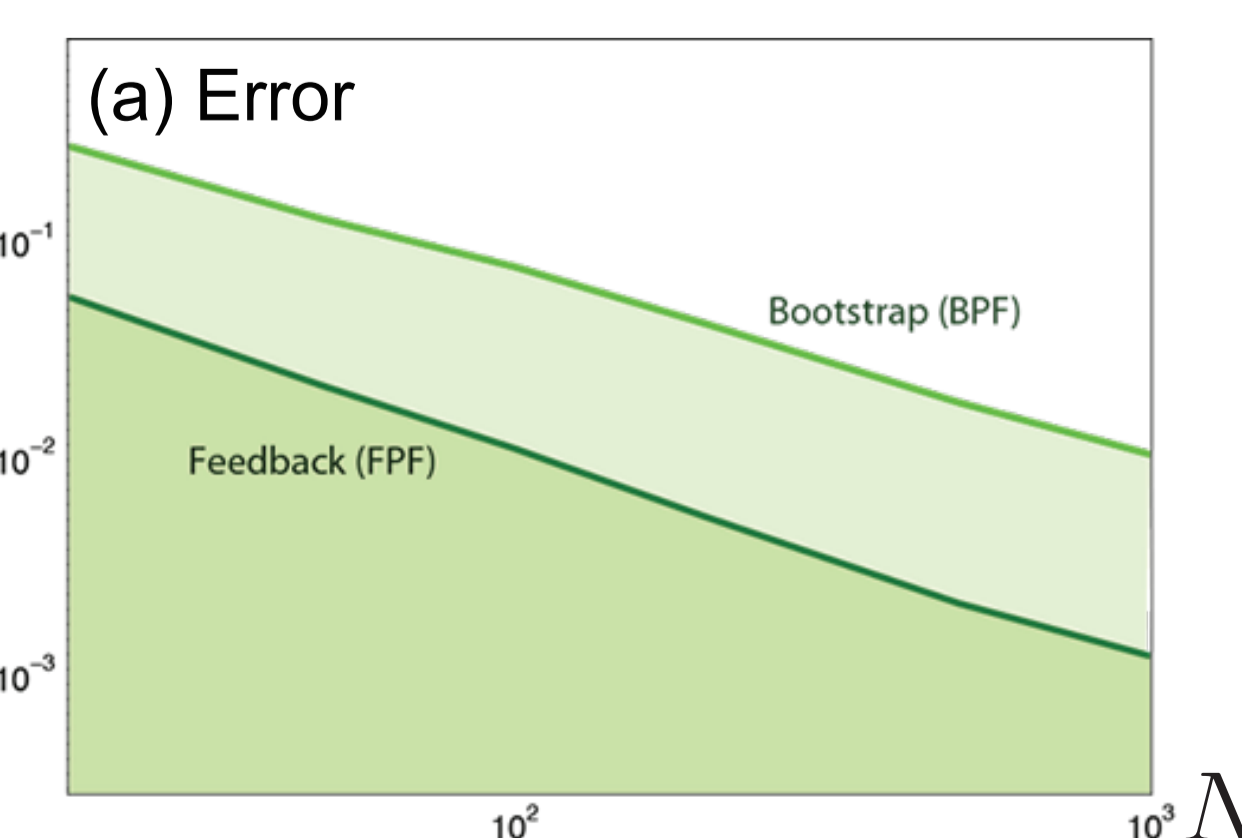
► The control law has a feedback structure

$$\text{Gain} * \text{Error}$$

► *Gain* is solution to a BVP \rightarrow hard to solve!

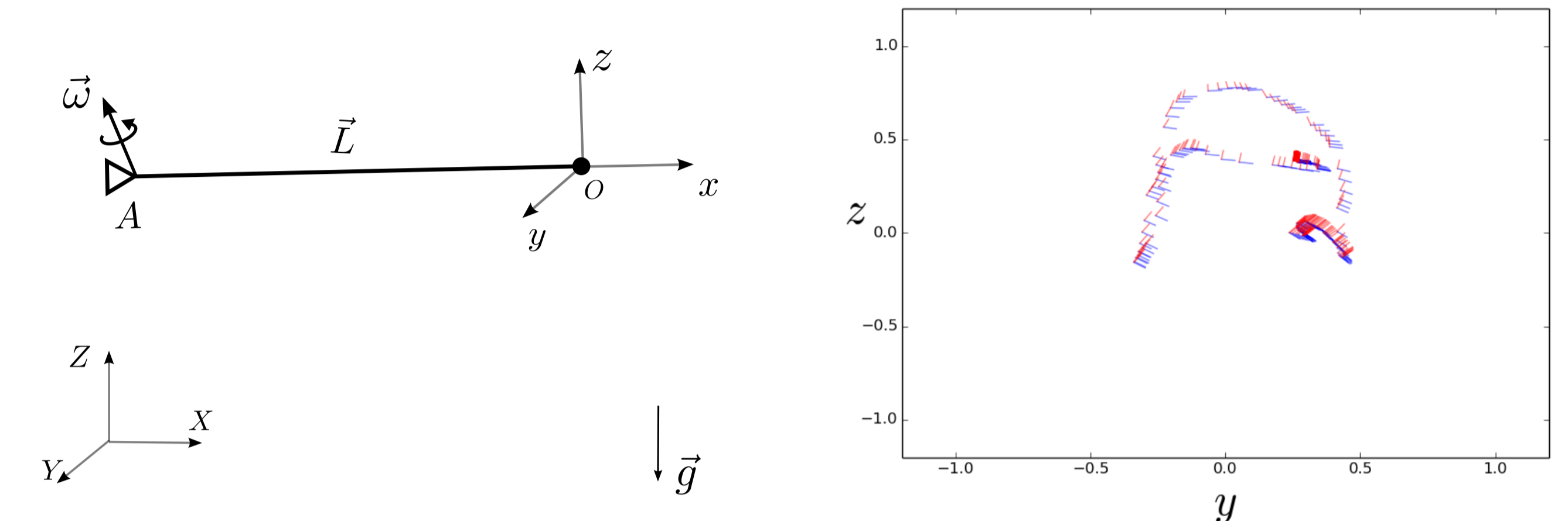
FPF vs particle filter

► Variance reduction



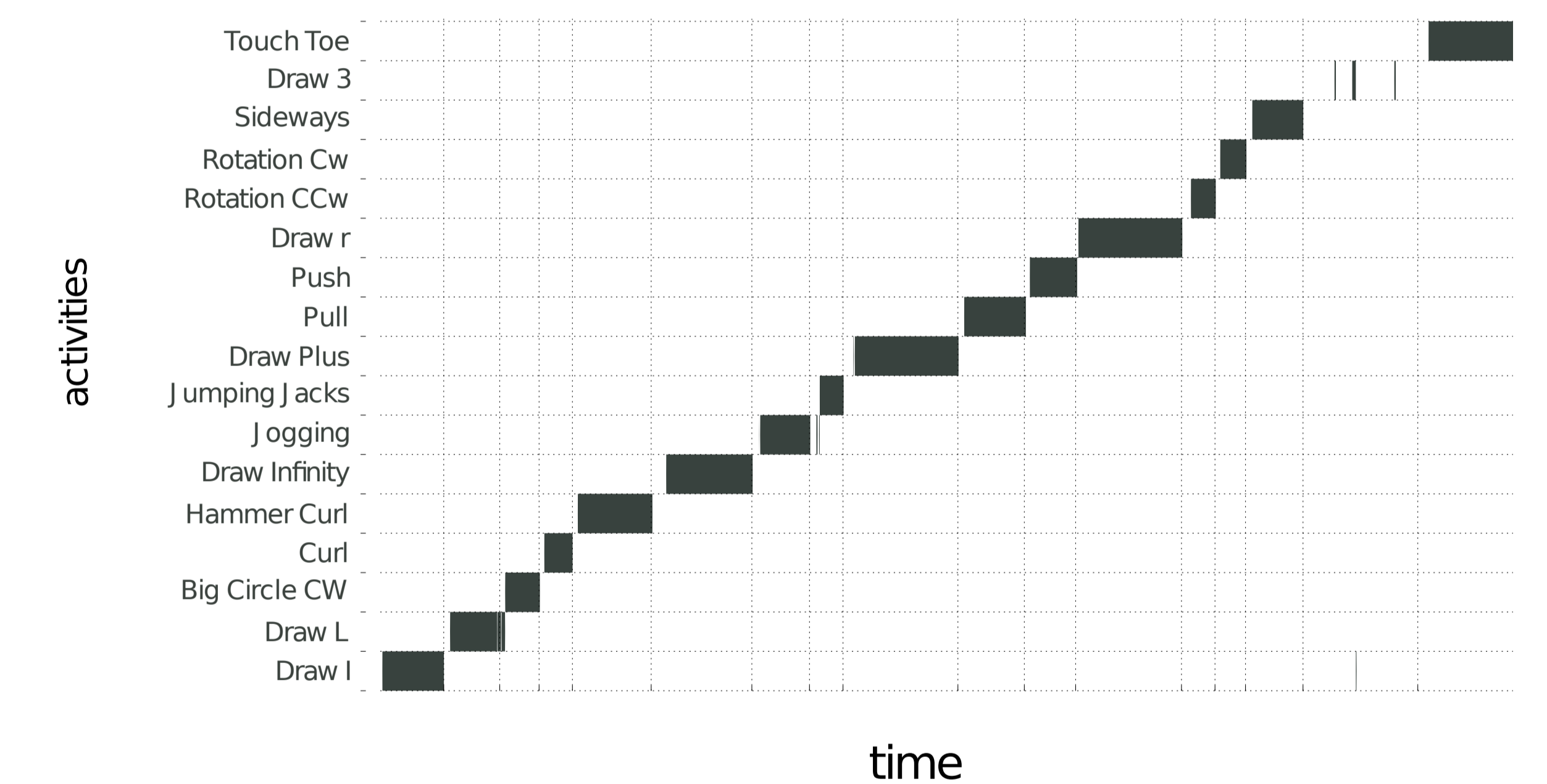
Estimating gesture trajectory

- The hand is modeled as a rigid link
- State is the attitude of body frame
- FPF is implemented to estimate the attitude



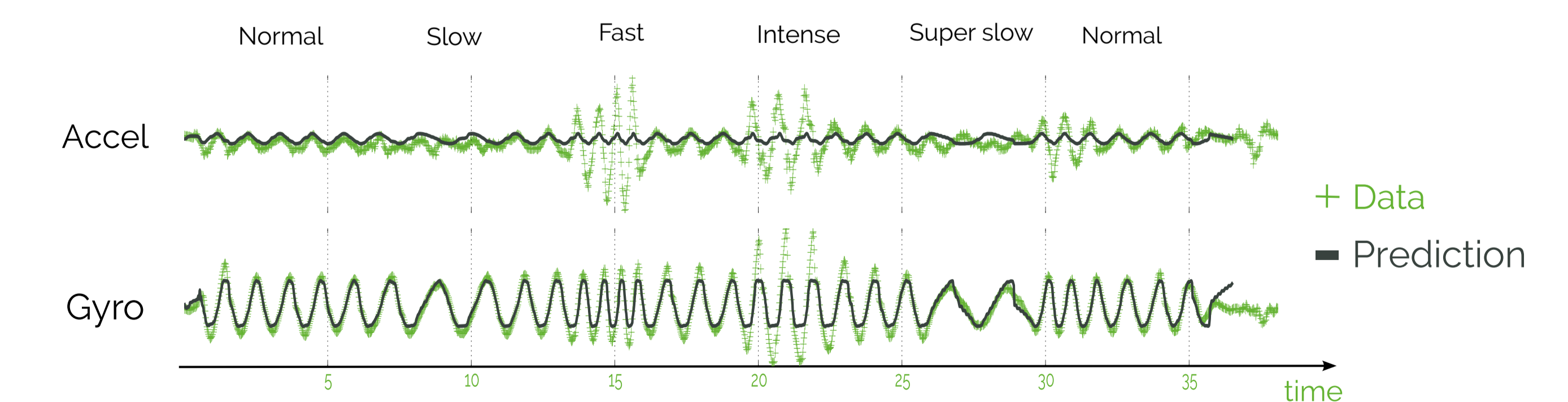
Activity recognition

- Models for 17 activities are learned
- FPF is used to classify activities in real time



Robustness

► Filter is robust to changes in speed and intensity



Recent publications

- An optimal transport formulation of linear FPF, ACC, (2016)
- FPF on matrix Lie groups, ACC, (2016)

Acknowledgement

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