

List of Figures

1.1	Use of computer	2
1.2	Some interesting facts about blind population	2
1.3	Infographic released by the International Agency for the Prevention of Blindness	3
1.4	Human-Computer interaction framework	6
1.5	Raised dots arrangement in Braille alphabets	8
1.6	Various solutions suggested to interact with computer	9
1.7	Some facts about Braille literacy rate	9
1.8	Research questions evolution	21
1.9	Organisation of dissertation	24
2.1	Some assistive devices available for visually impaired users (a) Perkins SMART Brailler® (b) Braille Notetakers (c) Enlarging display (d) Braille embosser.	29
2.2	Abstract representation of the proposed interactive system.	34
2.3	Illustration showing correct hand posing based on ergonomic aspects.	35
2.4	Abstract level representation of recognition module.	37
2.5	Pre-processing steps	38
2.6	Features used in a hand gesture recognition system	43
3.1	Illustration of gesture selection method (Example of a class 2 ges- tures).	50
3.2	Class-wise illustration of possible gestures.	52
3.3	Relationship between gesture rank and its weight.	59
3.4	Preference index of (a) Class 1 gestures (b) Class 2 gestures (c) Class 3 gestures (d) Class 4 gestures (e) Class 5 gesture.	61
3.5	Encoding matrix (a) Polybius square (b) Barbier night writing grid . .	63
3.6	Proposed Dactylography (a) Double handed symbols using tier-1 ges- tures (b) Single handed symbols using tier-1 gestures (c) Double handed symbols using tier-2 gestures (d) Single handed symbols us- ing tier-2 gesture.(© 2017 Kishor Prabhakar Sarawadekar and Gourav Modanwal. All rights reserved)	65
4.1	Illustration of finger extraction method.	72

4.2	Flow diagram for steps performed in the finger extraction algorithm.	74
4.3	Various gesture classes and their reduced shape signature.	76
4.4	Effect of band location (a) Extracted hand shape (b) Radial distance signature (c) Reduced shape signature.	77
4.5	Comparision of number of feature sets.	78
4.6	Illustration of insignificant peaks (a) Finger detection with $T_p = 0.62$ (b) Formation of threshold angle.	79
4.7	Illustration of polygonal area and difference angle.	80
4.8	Bar-graph showing (a) Area-ratio (b) Difference angle.	81
4.9	Samples of gestures within the database.	82
4.10	Illustration of robustness to orientation and scale changes (a) Original gesture (b) Rotated gesture (c) Scaled gesture (d) Rotated and scaled gesture.	83
4.11	Illustration of parameter sensitivity.	84
4.12	Workflow diagram of the proposed real-time writing support system. .	86
5.1	Abstract level diagram of a hand gesture recognition system.	92
5.2	Illustration of sudden increase in width at the wrist	94
5.3	Illustration of steps (a) Input RGB image (b) Binary hand mask (M_h) (c) Distance transform of M_h (d) Eroded image (e) Forearm segmented mask (f) Forearm segmented RGB image.	97
5.4	Illustration of movement of the wrist joint (a) Radial deviation (b) Neu- tral position (c) Ulnar deviation.	98
5.5	Illustration of selection of palm circle (a) Largest inscribing circle (b) Second largest inscribing circle.	99
5.6	Example cases (a) Circle fit method (b) Ellipse fit method.	100
5.7	Wrist point localization results on different gestures in HGR1 database. Wrist point (w_r') by expert is shown in blue cross while the green cross represent end points (U' and V') of the line separating hand and forearm in the ground truth data.	102
5.8	Illustration of error (e).	105
5.9	Error histogram of the wrist detection methods on the skin masks obtained from (a) Ground Truth (b) MPMG (c) DSPF (d) FPSD (e) Bayesian	109
A.1	Snellen chart.	122
B.1	Questionnaires data record form.	124