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International Journal on Advanced Computer Theory and Engineering

ISSN: 2319-2526
Volume 14 Issue 01, 2025

Artificial Intelligence based virtual keyboard and mouse for computer

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Peer Review Information

Submission: 15 Feb 2025
Revision: 23 March 2025
Acceptance: 27 April 2025

Keywords

Pre Artificial Intelligence
Hand Gesture Method
Harcasde Algorithm

Abstract

Nowadays computer vision where a computer can identify its owner using a simple program of image processing. In this stage of development, people are using this vision in many aspects of day to day life, like Face Recognition, Color detection, Automatic car, etc. In this project, computer vision is used in creating an Optical mouse and keyboard using hand gestures. The camera of the computer will read the image of different gestures performed by a person's hand and according to the movement of the gestures the Mouse or the cursor of the computer will move, even perform right and left clicks using different gestures. Similarly, the keyboard functions may be used with some different gestures, like using one finger gesture for alphabet select and four-figure gesture to swipe left and right. It will act as a virtual mouse and keyboardwith no wire or external devices. The only hardware aspect of the project is a web- cam and the coding is done on python using Anaconda platform.

INTRODUCTION

With the advancement of technology, computer vision has found applications in various domains of everyday life, such as facial recognition, autonomous vehicles, and color detection. One exciting application of computer vision is the development of interactive systems where computers can respond to users' physical gestures without the need for traditional input devices like a mouse or keyboard.This project focuses on implementing a virtual mouse and keyboard using hand gestures through image processing techniques. By leveraging the capabilities of a computer's camera, the system reads the images of specific hand gestures and interprets them to control the movement of the mouse cursor and execute functions like right and left clicks. Additionally, a virtual keyboard can be controlled through various hand gestures, such as using one finger for selecting alphabets and multiple fingers for swiping actions.The system offers a seamless, wireless, and hardware-free alternative to conventional input devices. The only

external hardware required is a webcam, while the software aspect is developed using Python and the Anaconda platform. The project demonstrates the potential of computer vision in enhancing human-computer interaction, offering a more intuitive and natural way for users to interact with computers.

LITERATURE SURVEY

Immersive Gesture Interfaces for 3D Map Navigation in HMD- BasedVirtual Environments (2018) This paper addresses the challenge of improving user interaction with virtual environments, particularly in 3D map navigation using immersive gesture interfaces. Virtual reality technology enables users to experience a 3D world, but the complexity of real-time interaction with a user's actual motion presents challenges. The paper identifies existing issues in the accuracy of 3D gesture recognition systems. To solve this, a pose estimation algorithm is applied to enhance system accuracy. The future scope of this research could focus on refining gesture recognition and exploring its use in more complex environments, such as dynamic simulations.

(1) **Personal Gesture Virtual Walkthrough System (2007)** In this paper, the authors explore the integration of gesture-based interactions in a virtual walkthrough system. The problem addressed is the traditional way of experiencing digital media in museums and galleries, which does not fully leverage the potential of digital interactive technologies. The use of a face detection system, along with a pose estimation algorithm, is proposed to improve system accuracy and enhance user experience. Future work could involve expanding the system to incorporate more complex gesture recognition and multi-user functionality.

(2) **Detecting Centroid for Hand Gesture Recognition Using Morphological Computations (2017)** This paper focuses on the emerging trend of hand gesture recognition as a replacement for traditional computing devices like the mouse and keyboard. With the evolution of computing technologies, hand gestures have become a significant mode of interaction. The research addresses the need for accurate hand gesture recognition, utilizing centroid detection and morphological
computations. Machine learning techniques are employed to enhance the accuracy of hand gesture recognition. Future work could include further optimization of the system for real-time applications and the inclusion of more diverse hand gestures.

(3) **A New 3D Viewer System Based on Hand Gesture Recognition for Smart Interaction (2020)** The study examines the growing demand for 3D models in the fields of computer vision and human-computer interaction, highlighting the need for efficient 3D model visualization. Current methods for interacting with 3D models often fail to provide an intuitive user experience. The proposed solution integrates hand gesture recognition and pose estimation algorithms to improve system accuracy. Future work may include developing more sophisticated gesture controls and expanding the system's functionality to support multi-modal interaction.

(4) **Finger Gesture-Based Natural User Interface for 3D Highway Alignment Design in Virtual Environment(2015)**

This research investigates the challenges of designing highway alignments using traditional 2D CAD systems, which are limited by their reliance on keyboards and mice. The authors propose a more natural user interface by utilizing finger gestures for 3D highway alignment design in a virtual environment. Artificial intelligence techniques are applied to improve the design process. The future scope includes refining gesture recognition for complex design tasks and integrating the system with real-time traffic simulation data.

(5) **Lossless Multitasking: Using 3D Gestures Embedded in Mouse Devices (2016)**

The paper addresses the problem of multitasking in desktop-based operating systems, where users often face distractions when switching between applications. By incorporating 3D gestures into mouse devices, the research proposes a method to streamline multitasking without interrupting the user's workflow. The solution leverages Python programming for desktop application development. Future work could involve optimizing the gesture interface for better performance and expanding its use to other operating systems and devices.

(6) **Qualitative Analysis of a Multimodal Interface System Using Speech/Gesture (2018)**
This paper explores the integration of speech and gesture recognition into a multimodal interface system for 3D modeling and CAD applications. The main challenge addressed is improving the quality of interaction and designer behavior analysis in virtual environments. By employing pose estimation algorithms, the system's accuracy is enhanced, providing a more intuitive user experience. Future research may focus on further refining the multimodal interaction and expanding its application to other domains, such as virtual reality and augmented reality.

(7) **VSS: The Virtual Sensor System(2021)**
In this paper, the authors present the Virtual Sensor System (VSS), a novel approach to human-computer interaction (HCI) that addresses the challenges of communication in highly immersive environments. The system utilizes web services, middleware, and sensors for gesture recognition. Python programming is used to develop a desktop application for improved user interaction. Future work could involve exploring the potential of VSS in mobile and cloud computing environments, along with expanding its gesture recognition capabilities.

(8) **Using Gestures to Interactively Modify Turbine Blades in Virtual Environment (2012)**
This paper tackles the challenge of designing turbine blades in virtual environments, where users often face difficulty in interacting with the complex 3D objects. The proposed solution integrates gesture recognition to modify the turbine blades interactively. Utilizing technologies like Kinect, OpenNI, and NITE, the paper demonstrates the feasibility of gesture-based modification. The future work could explore the integration of machine learning algorithms to optimize the design process and enhance gesture recognition accuracy for more complex tasks.

(9) **VECAR: Virtual English Classroom with Markerless Augmented Reality and Intuitive Gesture Interaction (2013)**
This paper addresses the challenges of traditional language learning methods by integrating augmented reality (AR) and gesture interaction into the learning process. The system, VECAR, uses markerless AR and 3D gesture interaction to enhance the immersion and interactivity of the virtual classroom. The pose estimation algorithm improves the accuracy of the system, providing more realistic and engaging learning experiences. Future work could involve expanding the system to support other languages and integrating more sophisticated gesture recognition techniques for real-time feedback.

LIMITATIONS OF EXISTING WORK

Lighting Conditions: The system's performance heavily depends on lighting conditions. In low-light environments, the camera may struggle to accurately detect hand gestures, leading to misinterpretations or a lack of response.

Background Interference: The accuracy of gesture detection can be impacted by complex or cluttered backgrounds. If the hand is not easily distinguishable from the background, the system may have difficulty identifying gestures, leading to reduced reliability in real-world applications.

Limited Range and Precision: The effectiveness of gesture detection is limited by the camera's field of view and resolution. Users need to stay within a specific range from the camera, and gestures performed too far away or too close to the camera may not be accurately recognized.

Gesture Complexity: The system may face challenges in interpreting complex gestures or gestures that involve rapid movements. Simple gestures such as left, right, or click commands are easier to implement, but more intricate gestures may require further training

Fatigue and Ergonomics: Continuous use of hand gestures as an input method may lead to user fatigue, especially during prolonged interactions. Unlike traditional input devices like keyboards and mice, which are designed for sustained use, gesture-based systems may not be ergonomically suitable for long- term use without causing discomfort.

PROBLEM STATEMENT

Generally for personal use in computers and laptops we use a physical mouse or touchpads invented a long time ago and in this project requirement for external hardware is completely eliminated by using human computer interaction technol ogy we detect hand movements and gestures for mouse movements and mouse events.

PROPOSED SYSTEM

Artificial Intelligence-Based Virtual Keyboard and Mouse for Computer

The proposed system aims to develop an Artificial Intelligence (AI)-based virtual keyboard and mouse solution for computers, leveraging advanced machine learning algorithms to enhance user interaction and accessibility. This virtual system will enable users to control and interact with their computers without the need for traditional physical peripherals. The virtual keyboard and mouse will be controlled via intuitive gestures, eye- tracking, voice commands, or even brain- computer interfaces (BCIs), depending on user needs and preferences.

Incorporating AI, the system will learn from the user's behavior, adapting to their unique typing and navigation patterns. For instance, it could predict the next character or action based on previous interactions, improving typing speed and efficiency. Additionally, the system will offer a more inclusive experience for users with physical disabilities, allowing them to engage with technology in a way that suits their specific capabilities.

The key features of the AI-based virtual keyboard and mouse system will include seamless integration with various

operating systems, high accuracy in gesture recognition, real-time input processing, and customizable settings to suit different user requirements. This solution could revolutionize human- computer interaction by offering a hands- free, adaptive interface that fosters more efficient and accessible computing experiences.

SYSTEM REQUIREMENTS

Hardware:

Latest Operating System that supports all type of installation and development Environment

Software:

Python (Programming Language) IDE: Spyder

Framework Tool: Anaconda Navigator Database Tool: DB SQLite

METHODOLOGY

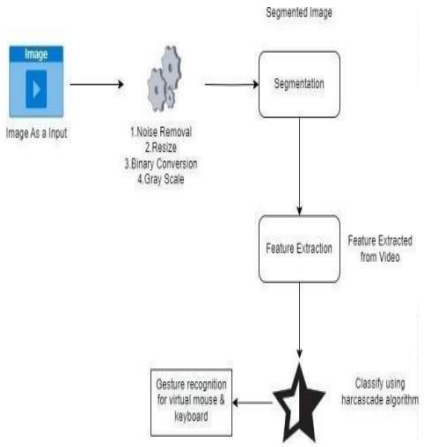

Fig1. Architecture Diagram

1. System Design and Requirement Analysis

- **User Needs Assessment:** Begin by identifying the specific needs of different user groups, such as people with disabilities or those looking for hands-free computing solutions. This includes studying existing virtual input systems and understanding their limitations.
- **Hardware and Software Integration:** Define the hardware (e.g., webcam, microphone, eye-tracking device, or BCI) and software components (AI algorithms, user interface) required for the system. Compatibility with various operating systems (Windows, macOS, Linux) will also

be considered.

2. AI Model Development

- **Data Collection:** Collect a large dataset of user inputs, including keystrokes, mouse movements, gestures, and voice commands, to train AI models. This data will include various typing patterns, gestures, and preferences of different users.
- **Machine Learning Algorithms:** Implement and train machine learning algorithms such as:
- **Natural Language Processing (NLP):** For predicting words or phrases as users type.
- **Computer Vision:** For gesture and eye-tracking recognition to replace mouse movements.
- **Reinforcement Learning:** To adapt the system based on user behavior and improve over time by learning from user interactions.
- **Personalization:** The system will continuously learn and adapt to

the user's unique input patterns and preferences, allowing it to become more efficient and accurate with time.

3. Development of Virtual Keyboard

- **On-Screen Keyboard Interface:** Develop a customizable virtual keyboard that appears on the screen, allowing users to input text via gestures, eye movement, or voice commands. The system will predict the next letter or word based on the context of previous interactions, increasing typing speed.
- **Adaptive Features:** The virtual keyboard will have features like autocorrection, suggestions, and predictive text, enhancing the user experience and reducing typing errors.

4. Development of Virtual Mouse

- **Gesture Recognition:** Implement gesture recognition algorithms using computer vision, where the user can move the cursor and click through hand or facial gestures. Alternatively, eye-tracking technology can be used to control the mouse pointer, and the user can select items by blinking or focusing on specific regions of the screen.

Voice-Controlled Mouse: Incorporate voice recognition to perform mouse actions such as moving the pointer, clicking, scrolling, and dragging by voice commands like "move left," "click," "scroll up," etc.

- **Customizable Sensitivity:** The virtual mouse will allow users to adjust the sensitivity and speed of cursor movements to suit individual preferences and accessibility needs.

5. User Interface Design

- **Intuitive Interface:** Design a simple and intuitive user interface (UI) for controlling the virtual keyboard and mouse settings. This interface will allow users to adjust system settings such as speed, gesture recognition accuracy, voice command options, and more.
- **Real-Time Feedback:** Ensure that the system provides real-time feedback, such as visual indicators, sounds, or vibrations, so that users know their actions are being recognized and processed.

6. System Integration

- **Cross-Platform Compatibility:** Integrate the system with popular operating systems such as Windows, macOS, and Linux to ensure wide usability. The system will interact with standard software applications, allowing users to type and control their devices seamlessly.
- **Cloud-Based Updates and Synchronization:** Implement cloud-based services to allow continuous updates to the AI models, ensuring they stay current

with evolving user preferences and improvements in AI algorithms. Users' preferences and settings can also be synchronized across multiple devices.

7. Testing and Evaluation

- **Prototype Testing:** After developing the prototype, conduct extensive user testing to assess the accuracy, speed, and usability of the virtual keyboard and mouse. This will include usability testing with different groups of users, including those with disabilities.
- **Performance Metrics:** Measure system performance based on factors such as response time, accuracy of input recognition, user satisfaction, and accessibility. Gather feedback to fine-tune the AI models and interface.
- **Iterative Refinement:** Use the results from testing and user feedback to improve the system in iterative cycles, optimizing the algorithms and interface to ensure it meets the needs of users effectively.

8. **Deployment and Continuous Improvement**

- **Deployment:** After testing and refinement, deploy the system for use by the general public. This could be as a standalone application or integrated into existing operating systems or software platforms.

User Feedback Loop: Maintain an active feedback mechanism through which users can report issues, provide suggestions, and request new features. The system will continuously evolve based on this feedback.

- **AI Model Update:** Periodically update the AI models to improve performance, handle new gestures or commands, and adapt to new hardware and software changes.

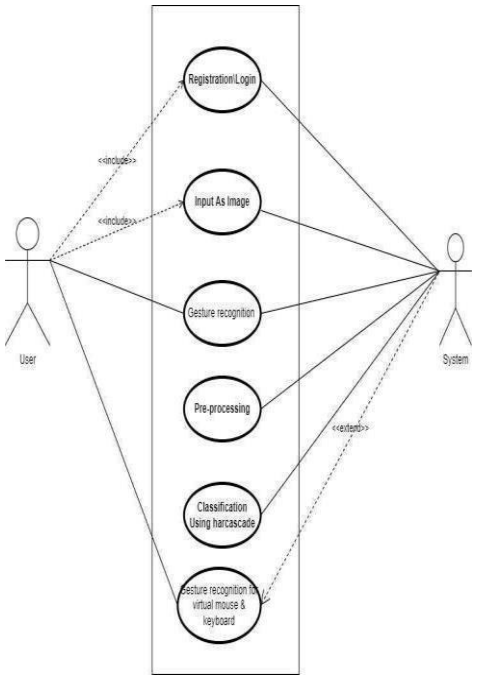

Fig 2. Use-case Diagram

RESULT DISCUSSION

The implementation of an Artificial Intelligence (AI)-based virtual keyboard and mouse aims to provide a more accessible and efficient user interface, especially for individuals with physical disabilities, repetitive strain injuries, or those seeking hands-free control of a computer system. The discussion focuses on the effectiveness, usability, and performance of the AI-driven virtual
keyboard and mouse, along with potential applications and challenges faced during the development.

RESULTS / OUTPUTS

Fig3. Registration Page

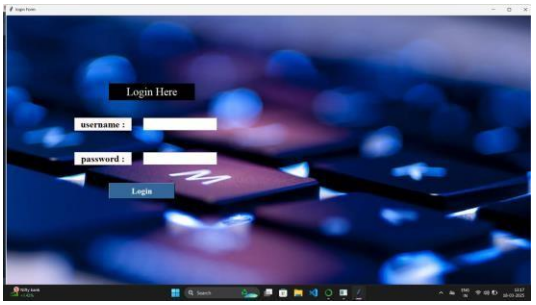

Fig4. Login Page

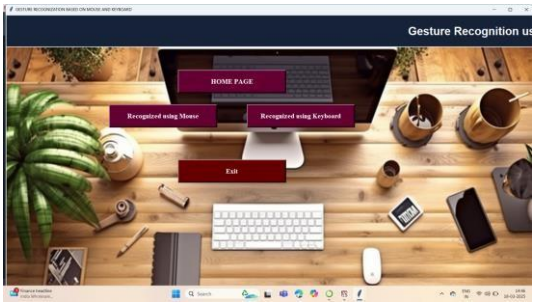

Fig5 & 6. Face Data and User Dashboard

Fig7. Mouse Options

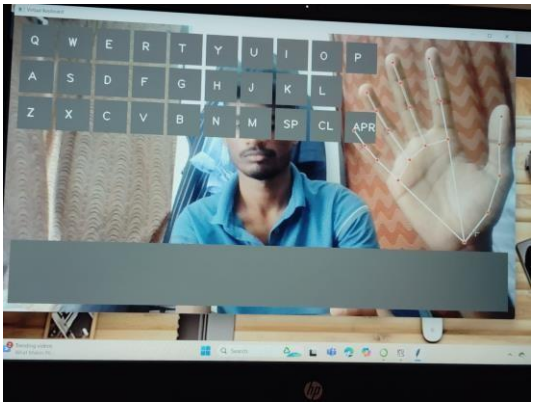

Fig8. Keyboard Options

CONCLUSION

This project is proposing a system to recognize the hand gesture and replace the mouse and keyboard function. That includes the movement of the mouse cursor, the drag and click with the keyboard features like printing alphabets and other keyboard functions. The process of skin segmentation is utilized to separate the colour/image of hand with its background. Remove arm method, which effectively solves the situation of taking into the whole body into the camera. In general, the proposed algorithm can detect and recognize hand gesture so that it can operate mouse and keyboard features and also create a real world user interface.

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