Abstract

With the growing increase of the utilization of technology in sports; our novel project the Umpire gesture Recognition System aims squarely to introduce a more robust technology to show Umpire choices with the assistance of Gesture Recognition and trailing of hand movement of the Umpire. This technology helps to alleviate the burden of the score-keepers. It conjointly minimizes errors in displaying Umpire choices therefore adding to a more robust viewing expertise. This paper presents four easy but economical ways to implement hand gesture recognition specifically Subtraction, Gradient, Principal elements Analysis and Rotation Invariant. The ways used were in to retrieve the right matches. The results supported speed and accuracy was analysed.

References

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**Index Terms**

Computer Science  
Pattern Recognition

**Keywords**

Gestures, Umpire, Cricket, Euclidean, Eigen Vector, Gradient, GUI,