

# Leveraging a Large Language Model for Movement Intention Recognition

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### INTRODUCTION

- Problem: Current systems rely on sensors such as electromyography (EMG) and inertial measurement units (IMU), to detect muscle or nerve activity. Background: Movement intention recognition is critical for devices like prosthetics. Traditional systems that use sensors can take about 109.67 ms [1]. Advancements in LLMs have the potential to analyze visual data and improve both the speed and accuracy of movement prediction systems.



Figure 1: Camera Glasses

### **RESEARCH QUESTION**

- Can LLMs be effectively used to detect a user's movement intention using video from a pair of glasses?
- Discovering if a LLM can be effectively used to detect movement intention could improve the speed and accuracy of movement intention recognition to create a better or smoother experience for the user.



### METHODOLOGY

- Take video using glasses of different movements.
  - Extract Frames From Video
  - Reduce Resolution of Frames
  - Stitch Frames into one image.
- Feed Stitched Image into LLM using its API.
  - Gemini 2.0 Flash Fast and versatile
- Keep track of the time it takes to turn video into an image, send it to the LLM, receive an answer, and get a result.



## CHALLENGES

- Image Size
- LLM output type
- Figuring out best prompt
- Issues connecting with Gemini API
- Input video Difficulty

Figure 2: Stitched Input Image

Figure 3: Number of Frames vs. Time Response



### CURRENT RESULTS

- Tested 5 Movem
- Tested 3 differer
  - Used same vid all
- 10 Videos
  - 5-11 seconds
  - 3 videos for st for ramps, 2 f ground
- 1 FPS
  - **Response tim** varied betwee

### FUTURE WC

- Including more movements
- Larger Dataset

### REFERENCES

[1] P. Zhang, J. Zhang and A. Elsabbagh, "Lower Limb Motion Intention Recognition Based on sEMG Fusion Features," in IEEE Sensors Journal, vol. 22, no. 7, April, pp. 7005-7014, 2022



### Figure 4: Number of Frames vs. Accuracy

nents	<ul> <li>8 seconds</li> </ul>
nt FPS	<ul> <li>42/50 Correct</li> </ul>
ideos for	• 2 FPS
	<ul> <li>Response time varied between 4 and 9 seconds</li> </ul>
stairs, 1	<ul> <li>35/50 correct</li> </ul>
for flat	• 3 FPS
ายร	<ul> <li>Response time varied between 4 and 10 seconds</li> </ul>
en 4 and	<ul> <li>36/50 correct</li> </ul>
)RK	
	<ul> <li>More FPS</li> </ul>
	<ul> <li>Larger Number of Trials</li> </ul>
	<ul> <li>Improve Prompt</li> </ul>