

# ERU High-Level Processing – Object Detection



- **Hardware/Software tools utilized**

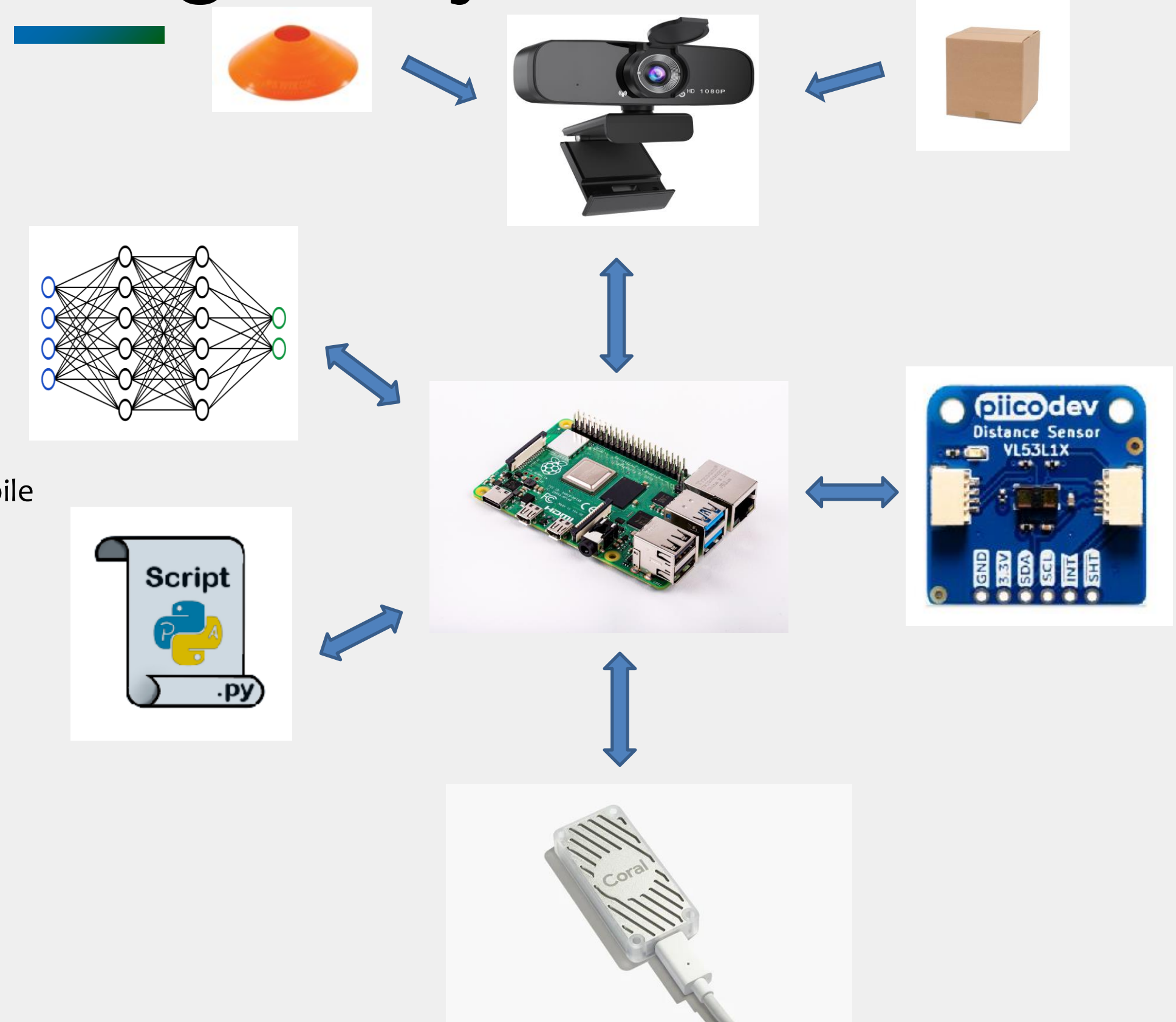
- Raspberry Pi 4, HD USB webcam (CV2), Google coral edge TPU
- Ubuntu 20.04, Google Colab, TFLite, LabelIMG, Python3.8
- PiicoDev Laser Distance Sensor

- **Network**

- Efficientdet\_lite\_o(current), possibly 0~2 can be used.
- Originally trained on COCO(Common Objects in Context) 2017 dataset, optimized for TFLite, designed for performance on mobile CPU, GPU, and EdgeTPU.
- Retrained through Google Colab using custom dataset (hiker, package, cone, and box).

- **Implementation**

- Upon detecting obstacle, I/O signal is sent from inference python script
- FPS(Frames per second) and Distance (in mm) printed on live camera screen
- Signals will be packaged and interpreted via ROS



# ERU High-Level Processing – Object Detection

```

1 import time
2 import cv2
3 from tfliite_support.task import core
4 from tfliite_support.task import processor
5 from tfliite_support.task import vision
6
7 #piicodev libraries for sensor
8 from PiicoDev_VL53L1X import PiicoDev_VL53L1X
9 from time import sleep
10 import utils

```

-> Imports

```

12 def run() -> None:
13     cap = cv2.VideoCapture(0)
14     cap.set(cv2.CAP_PROP_FRAME_WIDTH, 640)
15     cap.set(cv2.CAP_PROP_FRAME_HEIGHT, 480)
16
17     #CHANGE NAME OF FILE YOU'RE USING HERE AND SET USE_CORAL TO TRUE IF USING EDGETPU LINE 16
18     base_options = core.BaseOptions(file_name="android_edgetpu.tflite", use_coral=True, num_threads=4)
19     detection_options = processor.DetectionOptions(max_results=3, score_threshold=0.3)
20     options = vision.ObjectDetectorOptions(base_options=base_options, detection_options=detection_options)
21     detector = vision.ObjectDetector.create_from_options(options)
22
23     #declare visualization parameters
24     row_size = 20 # pixels
25     left_margin = 24 # pixels
26     right_margin = 300
27     text_color = (0, 0, 255) # red
28     font_size = 1
29     font_thickness = 1
30     fps_avg_frame_count = 10
31     counter, fps = 0, 0
32     start_time = time.time()

```

-> Set-up

```

34 distSensor = PiicoDev_VL53L1X()
35 while cap.isOpened():
36     #sensor#####
37     success, image = cap.read()
38     dist = distSensor.read() # read the distance in millimetres
39
40     distance_text = 'Distance = {:.1f}'.format(dist) + 'mm'
41     text_location = (left_margin, row_size)
42     cv2.putText(image, distance_text, text_location, cv2.FONT_HERSHEY_PLAIN, font_size, text_color, font_thickness)
43     #sleep(0.1)

```

-> Laser Sensor

```

44 #FPS#####
45 counter += 1
46 if counter % fps_avg_frame_count == 0:
47     end_time = time.time()
48     fps = fps_avg_frame_count / (end_time - start_time)
49     start_time = time.time()

```

-> FPS calculation

```

51 # Show the FPS
52 fps_text = 'FPS = {:.1f}'.format(fps)
53 text_location = (right_margin, row_size)
54 cv2.putText(image, fps_text, text_location, cv2.FONT_HERSHEY_PLAIN, font_size, text_color, font_thickness)
55 #####

```

-> Displaying FPS

```

57 input_tensor = vision.TensorImage.create_from_array(image)
58 detection_result = detector.detect(input_tensor)
59 #image = utils.visualize(image, detection_result)
60 numObj = len(detection_result.detections)
61 for i in range(numObj):
62     label_halfx = detection_result.detections[i].bounding_box.width//2
63     label_halfy = detection_result.detections[i].bounding_box.height//2
64     label_x = label_halfx + detection_result.detections[i].bounding_box.origin_x
65     label_y = label_halfy + detection_result.detections[i].bounding_box.origin_y
66     cv2.putText(image, "L", (label_x, label_y), cv2.FONT_HERSHEY_PLAIN, 10, (0,0,255), 10)
67

```

-> Image feed &  
Coordination

```

68
69 if cv2.waitKey(1) == 27:
70     break
71 cv2.imshow('object_detector', image)

```

```

73 cap.release()
74 cv2.destroyAllWindows()

```

```

76 run()

```

# ERU High-Level Processing – Object Detection



- **Wireless Video Transmission using NDI**

- FPS measured: About 15~17, max 20

Demo video Link:

<https://youtu.be/-JaYwJnfG48>

- **NDI Protocol Specifications**

- By default, it transmits using UDP
- Many endpoints can watch the video source on the network
- Utilizes mDNS (multicast Domain Name System) to allow for zero configuration discovery

