CS/ECE 8690 Computer Vision Homework 4 –Part B [60 pts]

Out: Tuesday April 4, 2023 Due: Thursday April 13, 2023

Moving Object Detection using Simple Background Subtraction

The goal of this assignment is to implement a very simple background subtraction algorithm to detect moving objects in a scene imaged using a stationary camera. In background subtraction methods, moving regions are detected through difference between the current frame and a reference background image.

| frame_i-Background_i |>Th

These approaches provide the most complete feature data but are often sensitive to dynamic scene changes due to lighting and extraneous events.

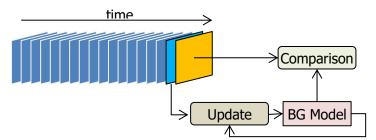
Assignment:

Implement a very simple background subtraction algorithm where previous values for each pixel is modeled using a single Gaussian distribution (μ , σ).

Mean and Covariance (Single Gaussian)

Update equations:

- $\sigma^2(i,j,t+1) = \alpha(frame(i,j,t) \mu(i,j,t))^2 + (1-\alpha)\sigma^2(i,j,t)$



Program Structure:

Write a background subtraction class with the following three methods and call from a main program. You can make small changes in the input/output arguments according to your method.

```
class BGSubModel:
 """Background subtraction model.
 Please replace the ellipsis (...) with actual implementation code.
 def __init__(self, first_frame, alpha, tm):
   """Initialize the background subtraction model.
   Args:
      first_frame (np.ndarray): The initial background image.
      alpha (float): Learning rate.
      tm (float): Matching threshdold.
   self.mean = ...
   self.var = ...
   self.alpha = alpha
   self.tm = tm
 def classify(self, current_frame):
   """Classification method.
   Given the BG model and the current_frame, this function compares each pixel
   from the new frame to the BG model and identifies background and foreground
   regions. High difference is a sign of foreground.
   Args:
      current_frame (np.ndarray): The current frame we wish to classify.
 def update(self, current_frame):
   """Update the BG model.
   Given the BG model and the new frame, updates the BG model. See the single
   Gaussian update equations above.
   Args:
```

```
current_frame (np.ndarray): The current frame.
"""
...
```

Reporting the Results:

- 1) Download the following test data and use it for the following questions. CAVIAR1 dataset from http://sbmi2015.na.icar.cnr.it/SBIdataset.html
- 2) Produce the results for the parameters given below (a-b). Show input frame, background model, and foreground mask for frames 5, 100, 400 and interpret the results (for four cases listed below).
 - a. Test two different learning rates, alpha=0.01 and alpha=0.001
 - b. Test two different matching thresholds Tm=2 and Tm=3. Note the actual thresholding is done with Tm x σ .

Include source code, figures, and interpretations to your report. Submit report + programs to canvas.

Important:

- Failure to follow the given programming structure will result in deduction of points.
- Failure to use the given test data will result in deduction of points.

See the following source for further details on background subtraction:

Slides Lec16_MotionAnalysis

Your main program should look somewhat like below.

```
# Parameters

ALPHA = 0.01

TM = 3

# Files & Folders

INPUT_PATH = './input'

OUTPUT_PATH = './output'

def main():
    if not os.path.isdir(OUTPUT_PATH):
        os.mkdir(OUTPUT_PATH)
    flist = [f for f in os.listdir(INPUT_PATH) if f.endswith('.jpg')]
    flist = sorted(flist)
    n = len(flist)

# Read the first image and initialize the model
```

```
im = cv2.imread(os.path.join(INPUT_PATH, flist[0]))
bg_model = BGSubModel(im, ALPHA, TM)
for fr in range(n):
 im = cv2.imread(os.path.join(INPUT_PATH, flist[fr]))
 # Classify the foreground using the model
 fg_mask = bg_model.classify(im)
 bg_model.update(im)
 # Save the results
 fname = 'FGmask_' + flist[fr]
 fname_wpath = os.path.join(OUTPUT_PATH, fname)
 cv2.imwrite(fname_wpath, fg_mask)
 fname = 'BGmean_' + flist[fr]
 fname_wpath = os.path.join(OUTPUT_PATH, fname)
 cv2.imwrite(fname_wpath, bg_model.mean.astype('uint8'))
main()
```