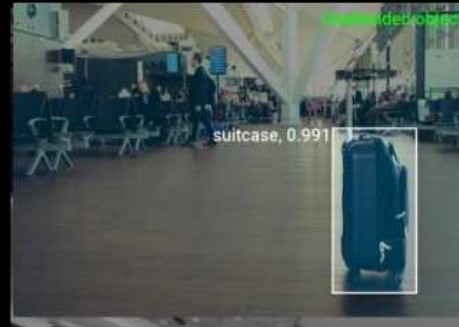
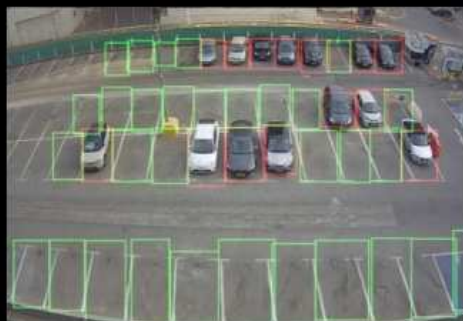


# Explorations in Computer Vision

Dr Simon Lock

# Some Computer Vision Applications



# Different Levels of Comprehension

Attention: is there \*something\* (anything) present ?

Detection: specific \*type\* of thing (car, person etc) ?

Recognition: which \*individual\* thing (car, person) ?

Interpretation: what is the thing actually \*doing\* ?

# Various Image Analysis Techniques

- Image differencing (change in Brightness, Hue etc.)
- Searching for specific colours (RGB, Hue, Sat. etc.)
- Scanning for specific shapes (person, car, letter etc.)
- Matching relative structures (e.g. face detection)

# Our Approach

We *\*could\** try to train a machine learning model  
In order to identify objects/structures in an image  
But this wouldn't give much insight into the process  
(We'd just be training, rather than experimenting)

Instead we will take a much lower-level approach  
Focusing on writing code to analyse images/video  
Using a number of pixel manipulation techniques

# The Application

We need some form of visual material to process  
We'll make use of a recording of a webcam stream  
From the "Marine Biological Association" in Plymouth  
It's a nice view, with lots of activity going on !

PlymouthCamSolution

# Processing Template

To get you started, we provide a template project  
This template illustrates how you can:

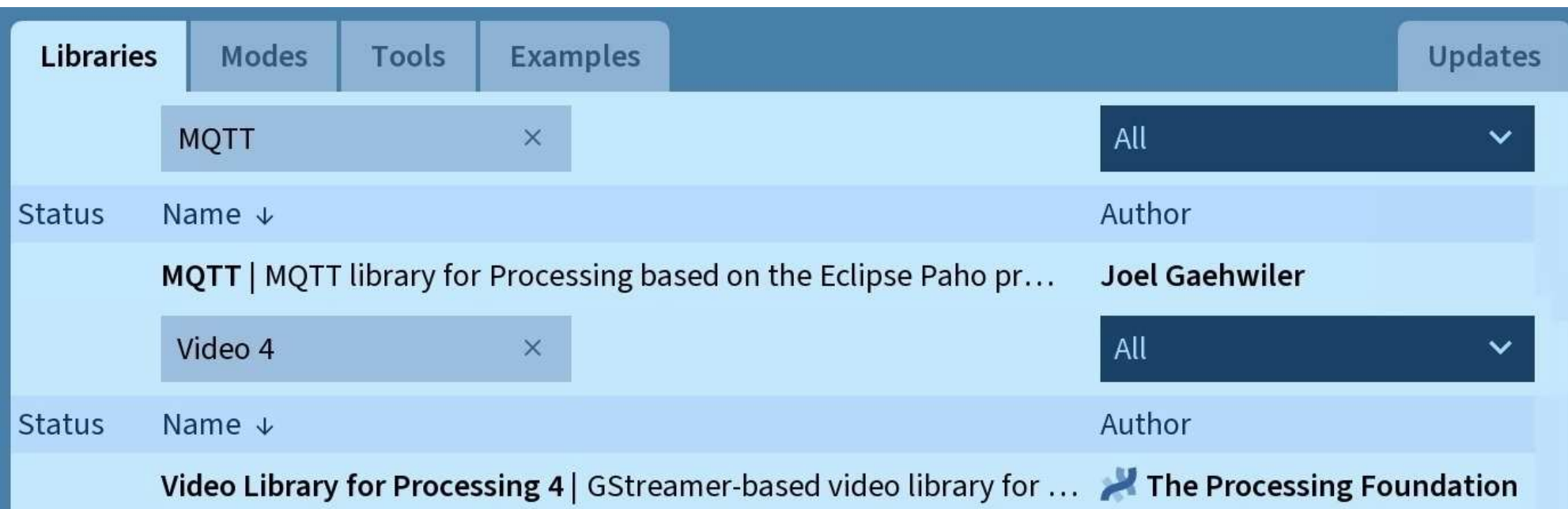
- Open up an MP4 video file
- Extract a single image ("frame") from the video
- Draw that frame onto the screen
- "Mask off" unwanted areas of the frame
- Analyse remaining pixels contained within the frame

PlymouthCamTemplate

# Libraries

Note that in order to run the template project  
You will need to install a couple of libraries using:


Sketch > Import Library > Manage Libraries



The screenshot shows the 'Libraries' panel in the Arduino IDE. It features a top navigation bar with tabs for 'Libraries', 'Modes', 'Tools', 'Examples', and 'Updates'. Below the tabs, there are two sections, each with a search bar and a dropdown menu. The first section has a search bar containing 'MQTT' and a dropdown set to 'All'. Below this, a table lists installed libraries. The second section has a search bar containing 'Video 4' and a dropdown set to 'All', with a table listing another library. The tables have columns for 'Status', 'Name', and 'Author'.

Status	Name	Author
	<b>MQTT</b>   MQTT library for Processing based on the Eclipse Paho pr...	<b>Joel Gaehwiler</b>

Status	Name	Author
	<b>Video Library for Processing 4</b>   GStreamer-based video library for ...	 <b>The Processing Foundation</b>



# Checking the Colour of Individual Pixels

We can get the colour of a particular pixel using:

```
int pixelColour = currentFrame.get(x,y);
```

We can then extract various pixel properties using:

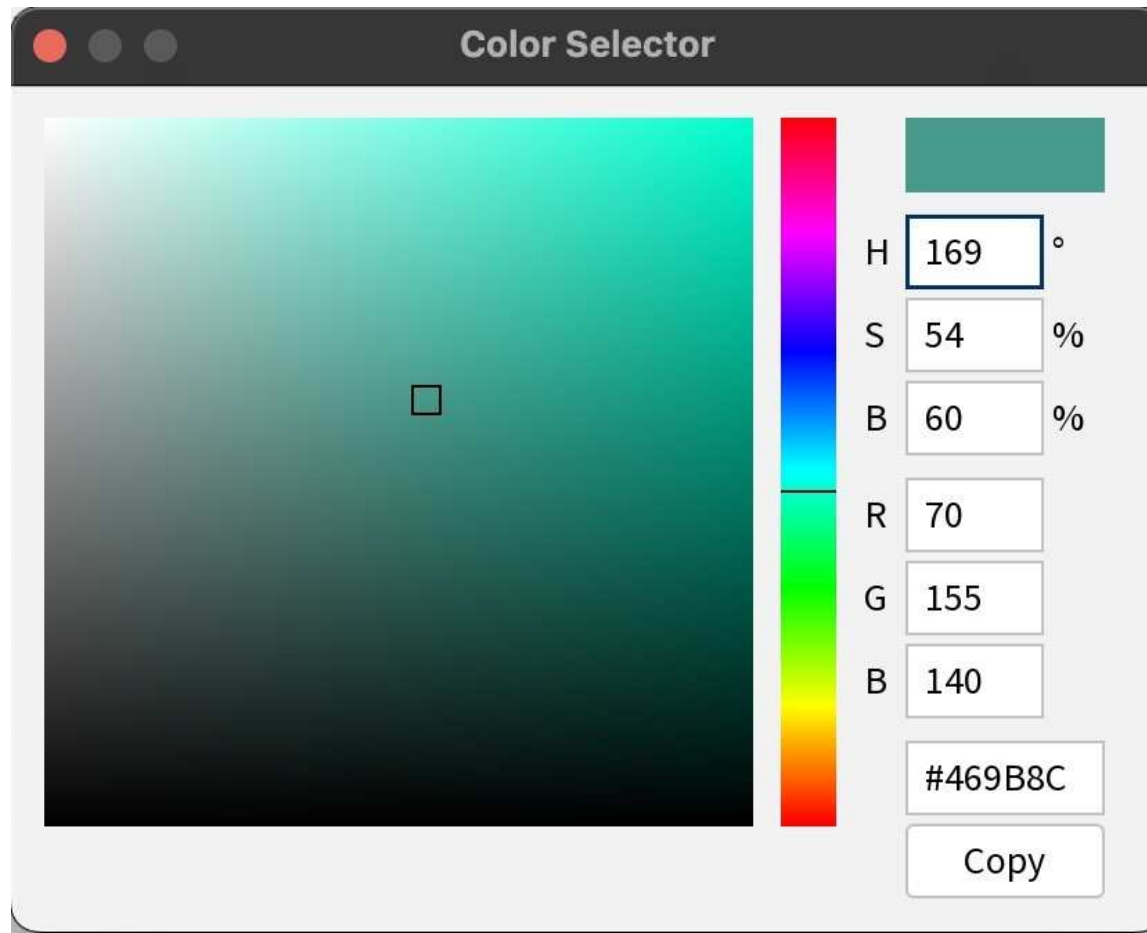
```
int redness = red(pixelColour);  
int greenness = green(pixelColour);  
int blueness = blue(pixelColour);  
int whichColour = hue(pixelColour);  
int howBright = brightness(pixelColour);  
int howSaturated = saturation(pixelColour);
```

# Drawing Pixels within the Frame

- Before any drawing, call "beginDraw" on the frame
- To mask off areas set "fill" colour to black
- Mask off Rectangle, Triangle or Polygon areas
- To draw individual pixels set "stroke" colour...
- Then draw an individual "point" (pixel) in that colour
- After drawing, be sure to call "endDraw"

# Hue / Saturation / Brightness / RGB

Warning: All values in Processing are in range 0-255



# Blob Detection

Blob Detection is a more advanced technique  
(But something still achievable within this session)

Involves scanning for coherent clusters of pixels  
(Based on the pixel brightness or colour)

Narrowing down the bounding box to get a tight fit

BlobDetection

# Your Objective

Select an aspect of the scene to analyse/monitor  
You are free to choose any element that you like...  
But try to choose something with a clear "purpose"  
(Something it might actually be useful to monitor !)

Later, we will be send someone a notification  
When a particular situation occurs in the scene

# What Will You Choose ?



To Work !

# Possible Notification Mechanisms

- Sound an audible alert (using the "SoundFile" class)
- Post onto Facebook/Twitter/X/Instagram etc.
- Publish notifications via MQTT...



# Message Queue Telemetry Transport (MQTT)

Message passing protocol (ideal for notifications !)

You can "publish" messages to "topics" (channels)

Other people "subscribe" to receive notifications

Connect to broker by adding this to setup method:

```
mqtt = new MQTTClient(this);  
mqtt.connect("mqtt://broker.hivemq.com:1883");
```

Then to publish message/notification to topic call:

```
mqtt.publish(topic, parameter);
```

Topic must start with "plymouth/" for example:

```
mqtt.publish("plymouth/birds", "5");
```

# Monitoring Published Messages

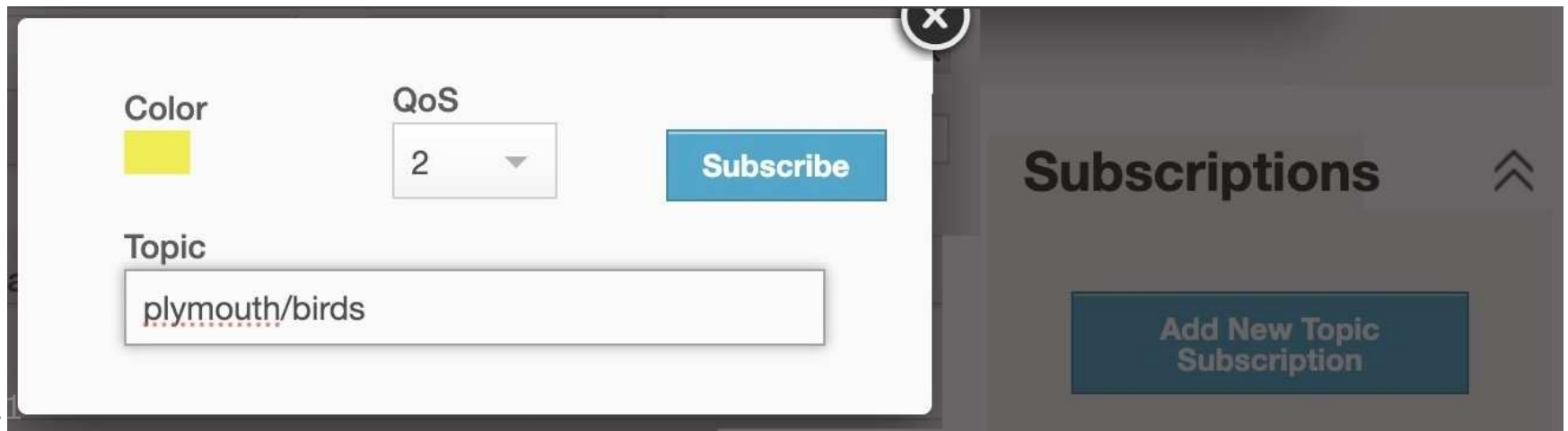
Monitor published messages using the web client:

<https://www.hivemq.com/demos/websocket-client/>

Connect using the default settings

"Subscriptions" > "Add New Topic Subscription"

Then add "topic" of interest (e.g. "plymouth/birds")



The screenshot shows the HiveMQ web client interface. On the left, a modal form for adding a new topic subscription is displayed. It includes a 'Color' selector with a yellow square, a 'QoS' dropdown menu set to '2', a 'Subscribe' button, and a 'Topic' text input field containing 'plymouth/birds'. On the right, the 'Subscriptions' panel is visible, featuring an 'Add New Topic Subscription' button. The interface is dark-themed.

# Central Monitoring of Published Messages

NotificationMonitor

To Work !

# What is happening right now ?

<https://www.mba.ac.uk/mbawebcam/>

Want test your code analysing the live video feed ?

Find all instances of: `drawMovieOntoFrame`

And replace them with: `drawLiveFeedOntoFrame`

For example:

```
drawMovieOntoFrame(currentFrame);
```

Would become:

```
drawLiveFeedOntoFrame(currentFrame);
```

Be careful - try not to behave like a DoS attack !