PROJECT DEVELOPMENT PHASE

DELIVERY OF SPRINT 3

Team ID	PNT2022TMID16644
Project Name	Virtual Eye - Life Guard for Swimming Pools ToDetect Active Drowning
Maximum Marks	4Marks

__init__.py

```
from .object_detection import detect_common_objects
```

object_detection.py

```
#import necessary packages
import cv2
import os
import numpy as np
from .utils import download_file

initialize = True
net = None
dest_dir = os.path.expanduser('~') + os.path.sep + '.cvlib' + os.path.sep + 'object_detection' +
os.path.sep + 'yolo' + os.path.sep + 'yolov3'
classes = None
#colors are BGR instead of RGB in python
COLORS = [0,0,255], [255,0,0]

def populate_class_labels():

    #we are using a pre existent classifier which is more reliable and more efficient than one
    #we could make using only a laptop
    #The classifier should be downloaded automatically when you run this script
    class_file_name = 'yolov3_classes.txt'
    class_file_abs_path = dest_dir + os.path.sep + class_file_name
    url = 'https://github.com/Nico31415/Drowning-Detector/raw/master/yolov3.txt'
    if not os.path.exists(class_file_abs_path):
        download_file(url=url, file_name=class_file_name, dest_dir=dest_dir)
    f = open(class_file_abs_path, 'r')
    classes = [line.strip() for line in f.readlines()]

    return classes
```

```
def get_output_layers(net):

    #the number of output layers in a neural network is the number of possible
    #things the network can detect, such as a person, a dog, a tie, a phone...
    layer_names = net.getLayerNames()
    output_layers = [layer_names[i - 1] for i in net.getUnconnectedOutLayers()]
    #output_layers = [layer_names[i - 1] for i in net.getUnconnectedOutLayers()]

    return output_layers


def draw_bbox(img, bbox, labels, confidence, Drowning, write_conf=False):

    global COLORS
    global classes

    if classes is None:
        classes = populate_class_labels()

    for i, label in enumerate(labels):

        #if the person is drowning, the box will be drawn red instead of blue
        if label == 'person' and Drowning:
            color = COLORS[0]
            label = 'DROWNING'
        else:
            color = COLORS[1]

        if write_conf:
            label += ' ' + str(format(confidence[i] * 100, '.2f')) + '%'


        #you only need to points (the opposite corners) to draw a rectangle. These points
        #are stored in the variable bbox
        cv2.rectangle(img, (bbox[i][0],bbox[i][1]), (bbox[i][2],bbox[i][3]), color, 2)

        cv2.putText(img, label, (bbox[i][0],bbox[i][1]-10), cv2.FONT_HERSHEY_SIMPLEX, 0.5,
color, 2)

    return img

def detect_common_objects(image, confidence=0.5, nms_thresh=0.3):

    Height, Width = image.shape[:2]
    scale = 0.00392

    global classes
    global dest_dir
```

```
#all the weights and the neural network algorithm are already preconfigured
#as we are using YOLO

#this part of the script just downloads the YOLO files
config_file_name = 'yolov3.cfg'
config_file_abs_path = dest_dir + os.path.sep + config_file_name

weights_file_name = 'yolov3.weights'
weights_file_abs_path = dest_dir + os.path.sep + weights_file_name

url = 'https://github.com/Nico31415/Drowning-Detector/raw/master/yolov3.cfg'

if not os.path.exists(config_file_abs_path):
    download_file(url=url, file_name=config_file_name, dest_dir=dest_dir)

url = 'https://pjreddie.com/media/files/yolov3.weights'

if not os.path.exists(weights_file_abs_path):
    download_file(url=url, file_name=weights_file_name, dest_dir=dest_dir)



global initialize
global net

if initialize:
    classes = populate_class_labels()
    net = cv2.dnn.readNet(weights_file_abs_path, config_file_abs_path)
    initialize = False

blob = cv2.dnn.blobFromImage(image, scale, (416,416), (0,0,0), True, crop=False)

net.setInput(blob)

outs = net.forward(get_output_layers(net))

class_ids = []
confidences = []
boxes = []

for out in outs:
    for detection in out:
        scores = detection[5:]
        class_id = np.argmax(scores)
        max_conf = scores[class_id]
        if max_conf > confidence:
            center_x = int(detection[0] * Width)
            center_y = int(detection[1] * Height)
            w = int(detection[2] * Width)
```

```
            h = int(detection[3] * Height)
            x = center_x - w / 2
            y = center_y - h / 2
            class_ids.append(class_id)
            confidences.append(float(max_conf))
            boxes.append([x, y, w, h])


    indices = cv2.dnn.NMSBoxes(boxes, confidences, confidence, nms_thresh)

    bbox = []
    label = []
    conf = []

    for i in indices:
        i = i
        box = boxes[i]
        x = box[0]
        y = box[1]
        w = box[2]
        h = box[3]
        bbox.append([round(x), round(y), round(x+w), round(y+h)])
        label.append(str(classes[class_ids[i]]))
        conf.append(confidences[i])

    return bbox, label, conf
```

utils.py

```
import requests
import progressbar as pb
import os


def download_file(url, file_name, dest_dir):
    if not os.path.exists(dest_dir):
        os.makedirs(dest_dir)

    full_path_to_file = dest_dir + os.path.sep + file_name

    if os.path.exists(dest_dir + os.path.sep + file_name):
        return full_path_to_file

    print("Downloading " + file_name + " from " + url)

    try:
        r = requests.get(url, allow_redirects=True, stream=True)
```

```
    except:
        print("Could not establish connection. Download failed")
        return None

    file_size = int(r.headers['Content-Length'])
    chunk_size = 1024
    num_bars = round(file_size / chunk_size)

    bar = pb.ProgressBar(maxval=num_bars).start()

    if r.status_code != requests.codes.ok:
        print("Error occurred while downloading file")
        return None

    count = 0

    with open(full_path_to_file, 'wb') as file:
        for chunk in r.iter_content(chunk_size=chunk_size):
            file.write(chunk)
            bar.update(count)
            count += 1

    return full_path_to_file
```

app.py

```
import time

import cv2
import numpy as np
from cloudant.client import Cloudant
from flask import Flask, request, render_template, redirect, url_for
from playsound import playsound

import cvlib as cv
from cvlib.object_detection import draw_bbox

# Loading the model

# Authenticate using an IAM API key
client = Cloudant.iam('8780b82a-5a3b-4da0-a180-a0e1516479f9-bluemix',
'TzYs8u0Q5eoj204gDo2eOEDAuGRhj0fG_9rlZr5SsJUH',
                      connect=True)
```

```
# Create a database using an initialized client
my_database = client.create_database('my_database')

app = Flask(__name__)

# default home page or route
@app.route('/')
def index():
    return render_template('index.html')


@app.route('/index.html')
def home():
    return render_template("index.html")


# registration page
@app.route('/register')
def register():
    return render_template('register.html')


@app.route('/afterreg', methods=['POST'])
def afterreg():
    x = [x for x in request.form.values()]
    print(x)
    data = {
        '_id': x[1],  # Setting _id is optional
        'name': x[0],
        'psw': x[2]
    }
    print(data)

    query = {'_id': {'$eq': data['_id']}}

    docs = my_database.get_query_result(query)
    print(docs)

    print(len(docs.all()))

    if (len(docs.all()) == 0):
        url = my_database.create_document(data)
        # response = requests.get(url)
        return render_template('register.html', pred="Registration Successful, please login using your
details")
    else:
        return render_template('register.html', pred="You are already a member, please login using
your details")
```

```
# login page
@app.route('/login')
def login():
    return render_template('login.html')


@app.route('/afterlogin', methods=['POST'])
def afterlogin():
    user = request.form['_id']
    passw = request.form['psw']
    print(user, passw)

    query = {'_id': {'$eq': user}}

    docs = my_database.get_query_result(query)
    print(docs)

    print(len(docs.all()))

    if (len(docs.all()) == 0):
        return render_template('login.html', pred="The username is not found.")
    else:
        if ((user == docs[0][0]['_id'] and passw == docs[0][0]['psw'])):
            return redirect(url_for('prediction'))
        else:
            print('Invalid User')


@app.route('/logout')
def logout():
    return render_template('logout.html')


@app.route('/prediction')
def prediction():
    return render_template('prediction.html')


@app.route('/result', methods=["GET", "POST"])
def res():
    webcam = cv2.VideoCapture('drowning.mp4')

    if not webcam.isOpened():
        print("Could not open webcam")
        exit()

    t0 = time.time()  # gives time in seconds after 1970
```

```
# variable dcount stands for how many seconds the person has been standing still for
centre0 = np.zeros(2)
isDrowning = False

# this loop happens approximately every 1 second, so if a person doesn't move,
# or moves very little for 10seconds, we can say they are drowning

# loop through frames
while webcam.isOpened():
    # read frame from webcam
    status, frame = webcam.read()

    if not status:
        print("Could not read frame")
        exit()
    # apply object detection
    bbox, label, conf = cv.detect_common_objects(frame)
    # simplifying for only 1 person

    # s = (len(bbox), 2)
    if (len(bbox) > 0):
        bbox0 = bbox[0]
        # centre = np.zeros(s)
        centre = [0, 0]
        # for i in range(0, len(bbox)):
        # centre[i] =[(bbox[i][0]+bbox[i][2])/2,(bbox[i][1]+bbox[i][3])/2 ]

        centre = [(bbox0[0] + bbox0[2]) / 2, (bbox0[1] + bbox0[3]) / 2]

        # make vertical and horizontal movement variables
        hmov = abs(centre[0] - centre0[0])
        vmov = abs(centre[1] - centre0[1])

        # there is still need to tweek the threshold
        # this threshold is for checking how much the centre has moved

        x = time.time()

        threshold = 10
        if (hmov > threshold or vmov > threshold):
            print(x - t0, 's')
            t0 = time.time()
            isDrowning = False

        else:

            print(x - t0, 's')
            if ((time.time() - t0) > 10):
                isDrowning = True
```

```
            # print('bounding box: ', bbox, 'label: ' label ,'confidence: ' conf[0], 'centre: ', centre)
            # print(bbox,label ,conf, centre)
            print('bbox: ', bbox, 'centre:', centre, 'centre0:', centre0)
            print('Is he drowning: ', isDrowning)

            centre0 = centre
            # draw bounding box over detected objects

        out = draw_bbox(frame, bbox, label, conf, isDrowning)

        # print('Seconds since last epoch: ', time.time()-t0)

        # display output
        cv2.imshow("Real-time object detection", out)
        if (isDrowning == True):
            playsound('alarm.mp3')
            webcam.release()
            cv2.destroyAllWindows()
            return render_template('prediction.html', prediction="Emergency !!! The Person is
drowining")
            # return render_template('base.html')

        # press "Q" to stop
        if cv2.waitKey(1) & 0xFF == ord('q'):
            break

    # release resources
    webcam.release()
    cv2.destroyAllWindows()
    # return render_template('prediction.html',)


""" Running our application """
if __name__ == "__main__":
    app.run(debug=True)
```

detect.py

```
import cvlib as cv
from cvlib.object_detection import draw_bbox
import cv2
import time
import numpy as np
```

```
from playsound import playsound
#for PiCamera
#from picamera Import PiCamera
#camera = PiCamera
#camera.start_preview()
# open webcam
webcam = cv2.VideoCapture(0)

if not webcam.isOpened():
    print("Could not open webcam")
    exit()



t0 = time.time() #gives time in seconds after 1970

#variable dcount stands for how many seconds the person has been standing still for
centre0 = np.zeros(2)
isDrowning = False

#this loop happens approximately every 1 second, so if a person doesn't move,
#or moves very little for 10seconds, we can say they are drowning

#loop through frames
while webcam.isOpened():

    # read frame from webcam
    status, frame = webcam.read()

    if not status:
        print("Could not read frame")
        exit()

    # apply object detection
    bbox, label, conf = cv.detect_common_objects(frame)
    #simplifying for only 1 person

    #s = (len(bbox), 2)

    if(len(bbox)>0):
            bbox0 = bbox[0]
            #centre = np.zeros(s)
            centre = [0,0]


            #for i in range(0, len(bbox)):
                #centre[i] =[(bbox[i][0]+bbox[i][2])/2,(bbox[i][1]+bbox[i][3])/2 ]
```

```
            centre =[(bbox0[0]+bbox0[2])/2,(bbox0[1]+bbox0[3])/2 ]

            #make vertical and horizontal movement variables
            hmov = abs(centre[0]-centre0[0])
            vmov = abs(centre[1]-centre0[1])

            #there is still need to tweek the threshold
            #this threshold is for checking how much the centre has moved

            x=time.time()

            threshold = 10
            if(hmov>threshold or vmov>threshold):
                print(x-t0, 's')
                t0 = time.time()
                isDrowning = False

            else:

                print(x-t0, 's')
                if((time.time() - t0) > 10):
                    isDrowning = True

            #print('bounding box: ', bbox, 'label: ' label ,'confidence: ' conf[0], 'centre: ', centre)
            #print(bbox,label ,conf, centre)
            print('bbox: ', bbox, 'centre:', centre, 'centre0:', centre0)
            print('Is he drowning: ', isDrowning)

            centre0 = centre
            # draw bounding box over detected objects

        out = draw_bbox(frame, bbox, label, conf,isDrowning)

        #print('Seconds since last epoch: ', time.time()-t0)

        # display output
        cv2.imshow("Real-time object detection", out)
        if(isDrowning == True):
            playsound(r'C:\Users\HP\Downloads\alarm.mp3')

        # press "Q" to stop
        if cv2.waitKey(1) & 0xFF == ord('q'):
            break

    # release resources
    webcam.release()
    cv2.destroyAllWindows()
```