

## FINAL DELIVERABLE PROJECT DOCUMENTATION

Date	19 November 2022
Team ID	PNT2022TMID24569
Project Name	Virtual Eye-Lifeguard for Swimming Pools to Detect the Active Drowning

### CHAPTER-1 1. INTRODUCTION

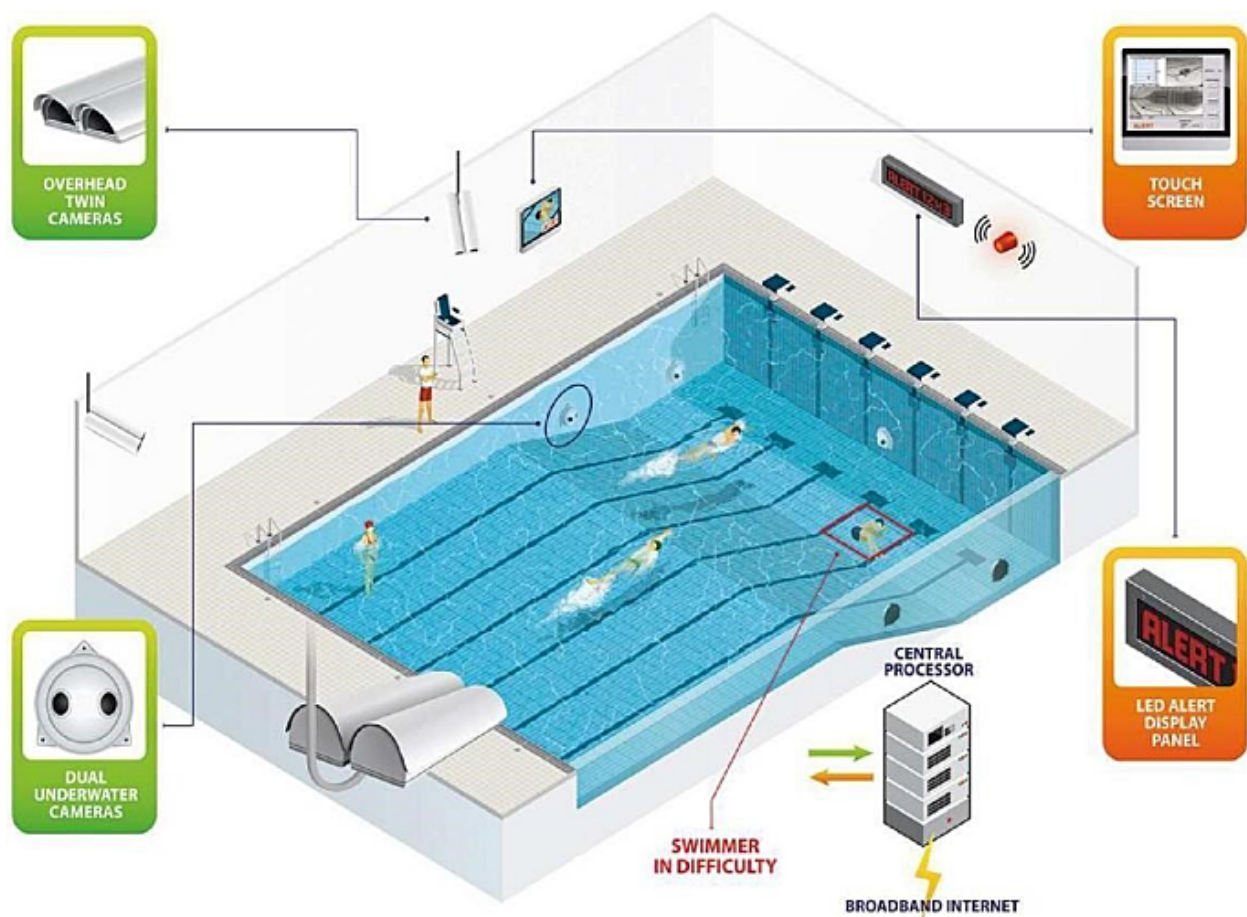
Recently, there has been growing interest around the topic of drowning detection systems (DDS) in the sport and leisure industry both across the UK and globally. Advancements in technology, coupled with the importance of pool safety, has led to its growing prominence, with mention of DDS now in documents such as HSG179 - the latest UK standards document for health and safety in swimming pools (Health and Safety Executive, 2018). However, the topic is a debated area for various reasons explored in this review.

Whilst there are plenty of academic articles dedicated to the technology and design behind these products in the fields of biometrics, computer science and electronic engineering, there is limited academic research investigating their application to real-world scenarios. Furthermore, there is uncertainty around their use alongside traditional lifeguarding; whether international testing standards (ISO standards) are robust enough; and general risks affecting the effectiveness of these products. This includes factors such as water clarity, high pool occupancy, lighting, glare and attractions such as water slides and wave machines. These concerns alongside the lack of research and high installation costs have resulted in a reluctance by some operators to incorporate DDS into their pools. This signifies the importance of independent research into DDS. intends to support the move towards the shared goal of improved pool safety.

This piece will begin with an overview of the different definitions of

DDS, followed by an explanation of the aims and methodology of this review. It will then discuss what the current DDS standards are alongside legislation and guidance available around DDS, and provide a summary of the shared responsibilities towards the effective operation of DDS. Following this, the literature review will examine the co-existence between DDS and traditional lifeguarding, provide an analysis of its impact so far, and conclude with recommendations on the direction of future DDS research.

## Project Overview



## Purpose

- >> Establish and outline what is known on Drowning Detection Systems.
- >> Evaluate the current literature on Drowning Detection Systems,

including their use in indoor pool environments along with interaction with traditional lifeguarding.

>> Better understand where DDS are positioned in the health and safety landscape of indoor swimming pools.

The value that can be generated from these aims stem from the recognition that currently, there are no published documents drawing together all the current DDS research. The literature review aims to contribute as independent research in this field and hopes to signpost the potential future direction of DDS research.

## **CHAPTER-2**

### **2. LITERATURE SURVEY**

Of the differing definitions of DDS, most outline three defining elements:

1. surveillance,
2. detection of a pool user in difficulty, and
3. raising an alarm

For example, ISO\_20380 (the document published by the International Organisation for Standardization (2017) outlining the international safety requirements and test standards for DDS) defines the technology as an ‘automated system including means for digitizing series of images of people in the pool basin, means for comparing and analysing digitized images and decision means for setting off and sending an alarm to trained staff when a detection occurs’. In comparison, there are broader definitions that are inclusive of other technologies that focus on the surveillance aspect, for example, ‘DDS is used to describe various electronic systems that are designed to assist with the surveillance of swimmers within the water of a swimming pool’ (Sport England, 2011). This definition would include CCTV that helps give lifeguards an underwater view but does not have the capacity to detect a pool user in difficulty or raise an alarm. For this to be effective, staff would have to make sure the CCTV is being monitored at all times, making the staff experience with this very different to the experience of using a DDS falling under the first definition. It is

important to distinguish what exactly constitutes a DDS as there are different areas of responsibility required from different actors involved in the effective operation of DDS, which will be examined in chapter 4. For this literature review, research has focused on the definition used by the ISO and other sources that incorporate all three elements of surveillance, detection and alarm raising.

## **Existing Problem**

Whilst literature on DDS mostly agrees on areas such as the risks and issues associated with DDS performance, there are other areas where sources offer differing points of view, for example, DDS and their co-existence with lifeguards. There is debate around whether DDS can be helpful or harmful towards lifeguarding practices and how DDS may change the landscape of traditional lifeguarding, as well as some disagreement on whether they serve as justification for reducing lifeguard numbers. The term

‘blended lifeguarding’ or ‘modern lifeguarding’ has been newly coined to describe the concept of traditional lifeguarding practices being blended with technology for drowning detection (Swimming Pool Scene, 2017).

Currently, there is little qualitative or quantitative research analysing the experiences of lifeguards themselves relating to this concept.

## **References**

1. AngelEye. (2019). AngelEye – Distributors. Retrieved from: <https://www.angeleye.it/news.php?id=28&newscat=10>
2. Aquatics International. (2007). Traumatic Experiences – Should we make our youngest lifeguards come face to face with death? Retrieved from: [https://www.aquaticsintl.com/facilities/traumaticexperiences\\_o](https://www.aquaticsintl.com/facilities/traumaticexperiences_o)
3. British Standards Institution. (2018). BS EN 15288-1, Swimming pools for public use. Safety requirements for design. Retrieved from: <https://shop.bsigroup.com/ProductDetail/?pid=000000000030360254>
4. British Standards Institution 1. (2018). BS EN 15288-2, Swimming pools for public use. Safety requirements for operation. Retrieved from:

<https://shop.bsigroup.com/ProductDetail/?p id=000000000030360257>

5. Drowning Prevention. (2017). The Need. Retrieved from: <https://www.drowningprevention.com.au/>
6. German Institute for Standardization. (2019). German national guideline DGfDB R 94.15 “Test methods for camera-based drowning detection systems under operational conditions” (German Association for Public Swimming Pools).
7. Haizhou Li, Haizhou Li, Kar-Ann Toh and Liyuan Li. (2012). Advanced Topics in Biometrics, World Scientific Publishing Co. Pte. Ltd., ISBN-13 978-981-4287-84-5
8. Health and Safety Executive. (2018). HSG179, Health and safety in swimming pools (Fourth edition).
9. ISO (2017) ISO\_20380, First edition, Public swimming pools — Computer vision systems for the detection of drowning accidents in swimming pools — Safety requirements and test methods.

## **PROBLEM STATEMENT DEFINITION**

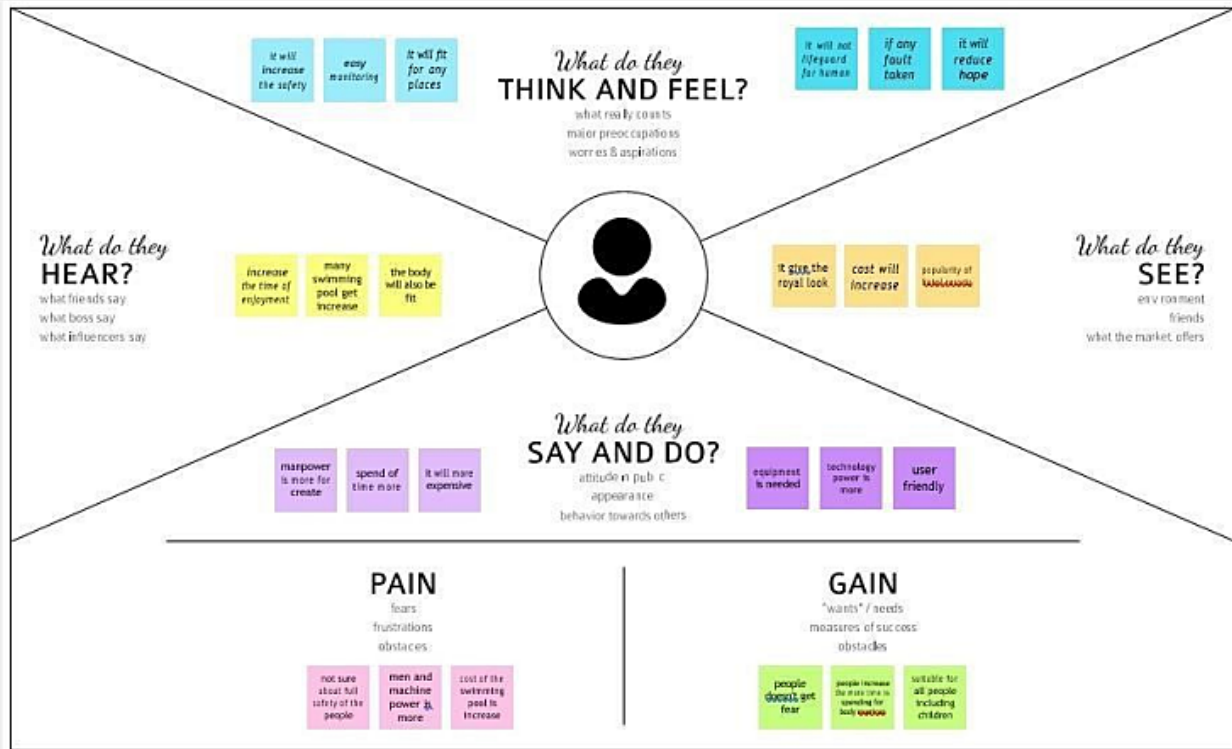
1. Swimming is one of the best exercises that helps people to reduce stress in this urban lifestyle. Swimming pools are found larger in number in hotels.
2. Applying the CNN algorithm to the dataset. Beginners, especially, often feel it difficult to breathe underwater which causes breathing trouble which in turn causes a drowning accident.
3. To overcome this conflict, a meticulous system is to be implemented along the swimming pools to save human life.

## CHAPTER-3

### 3.IDEATION & PROPOSED SOLUTION

#### EMPATHY MAP CANVAS

Virtual-Lifeguard For Swimming Pools to Detect the Active Drowning



## Brainstorm & idea prioritization

Use this template in your own brainstorming sessions or your team can unleash their imagination and start shaping concepts even if you're not sitting in the same room.

Resources to support you

- How to facilitate
- Facilitator's guide

### Before you collaborate

A successful brainstorming session is one that is well-organized, focused, and productive. Here are some tips to help you get the most out of your session.

- Set the scene:** Create a comfortable and relaxed environment. Make sure everyone is comfortable and that the room is well-lit and comfortable.
- Set the agenda:** Make sure everyone knows what to expect and that the session is well-organized and productive.
- Set the tone:** Make sure everyone is comfortable and that the session is well-organized and productive.

### Define your problem statement

What problem are you trying to solve? Frame your problem as a clear, concise statement. This will be the focus of your brainstorming.

Example:

How can we improve the user experience of our new app?

### Brainstorm

Brainstorming is a creative process that allows you to generate ideas and solutions to a problem. Here are some tips to help you get the most out of your session.

Example:

How can we improve the user experience of our new app?

### Group ideas

Now that you have your ideas, it's time to group them into categories. This will help you identify the most important ideas and those that are less important.

Example:

How can we improve the user experience of our new app?

### Finalize

Now that you have your ideas, it's time to group them into categories. This will help you identify the most important ideas and those that are less important.

Example:

How can we improve the user experience of our new app?

How to use this template

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## IDEATION & BRAINSTORMING

## PROPOSED SOLUTION

Define CS, fit into CC	<b>1. CUSTOMER SEGMENT(S)</b> <span>CS</span>  Children, adult, pet animal, old age people.	<b>6. CUSTOMER CONSTRAINTS</b> <span>CC</span>  Spending more time for family, freedom for safety guards near the resources.	<b>5. AVAILABLE SOLUTION</b> <span>AS</span>  Swimmers, gain for people how having the resources.	Explore AS, different
	<b>2. JOBS-TO-BE-DONE/PROBLEM</b> <span>J&amp;P</span> If any unwanted action will cause in the underwater using camera detection will analysis the action and recover it.	<b>9. PROBLEM ROOT CAUSE</b> <span>RC</span> People use the cause for feel relax, need more energy for the health for body exercise increase human blood circulation	<b>7. BEHAVIOUR</b> <span>BF</span> Some place we have detection room near the water area, app in mobile phone or other devices	
Identify strong TR & EM	<b>3. TRIGGERS</b> <span>TR</span> People using the advance technology in some place This increase some other people how doesn't have such features feel to work on that job	<b>10. YOUR SOLUTION</b> <span>SL</span> Camera should be work on any condition With or without the electricity, detection Room and full Protection for camera for Any time even in night also.	<b>8. CHANNELS of BEHAVIOUR</b> <span>CH</span> <b>8.1 ONLINE</b> Detection should be control by using mobile device	Identify strong TR & EM
	<b>4. EMOTIONS: BEFORE / AFTER</b> <span>EM</span> Before: people feel unsafe After: they feel comfortable and More secure		<b>8.2 OFFLINE</b> People should wear Any safety Guards or have full trained people while in drowning inside the underwater	

**Proposed Solution Template:**

S.No.	Parameter	Description
1.	Problem Statement (Problem to be solved)	People use the swimming for enjoyment, health Exercise but for all age of the people pool is really dangerous we need lifeguard, in duty swimming pools are very dangerous in the underwater.
2.	Idea / Solution description	In this project, using Artificial intelligence technology, using the camera help we can detect the people action and positions and also we check breathing level of the people inside the underwater and use of any alarms system we can detect the some of them are in



		the problem
3.	Novelty / Uniqueness	The uniqueness of the our system is track the people position and body condition in the drowning using YOLO Algorithm. It is fast and very speed in the detection
4.	Social Impact / Customer Satisfaction	In world most of them are unexcepted cause very serious death in the underwater not only in the city but most occurs in the rural area in the public places (well, lakes) we should avoid the accident in the underwater drowning
5.	Business Model (Revenue Model)	In the software field this well increase good income. Safety innovation in the swimming related issues this makes attractive for end users to use our software product
6.	Scalability of the Solution	IBM cloud server will collect all the data and stored in the server. This will more safe and secure

## PROBLEM SOLUTION FIT

### CHAPTER-4 4.

## REQUIREMENT ANALYSIS FUNCTIONAL

## REQUIREMENT

FR No.	Functional Requirement (Epic)	Sub Requirement (Story / Sub-Task)
FR-1	Installation	Install the camera inside the underwater, connect necessary app in

		the phone or other device
FR-2	Detection	Near swimming pool area use detection room for monitor or use IBM cloud for storage purpose of the details
FR-3	Audio	Give the alert signal for the people enter into the underwater and leaving into underwater
FR-4	Support	Extra support from the lifeguard if any person pulse rate will decrease inside the water
FR-5	Prior alert	Extreme level problem should be occur give the alert signal for the entire pool

## NON-FUNCTIONAL REQUIREMENT

FR No.	Non-Functional Requirement	Description
NFR-1	<b>Usability</b>	A Lifeguard should be present in all the time near pool
NFR-2	<b>Security</b>	Alert message or signal should be give by the lifeguard of swimmer
NFR-3	<b>Reliability</b>	Triggers if any immediate needs of the swimmer inside the pool
NFR-4	<b>Performance</b>	If any unwanted position changes and the pulse rate will decrease this will detect it.
NFR-5	<b>Availability</b>	Equipment and other requirement should be checked by the lifeguards
NFR-6	<b>Scalability</b>	Virtual eye lifeguard detects potential drownings and it should be notifies you.

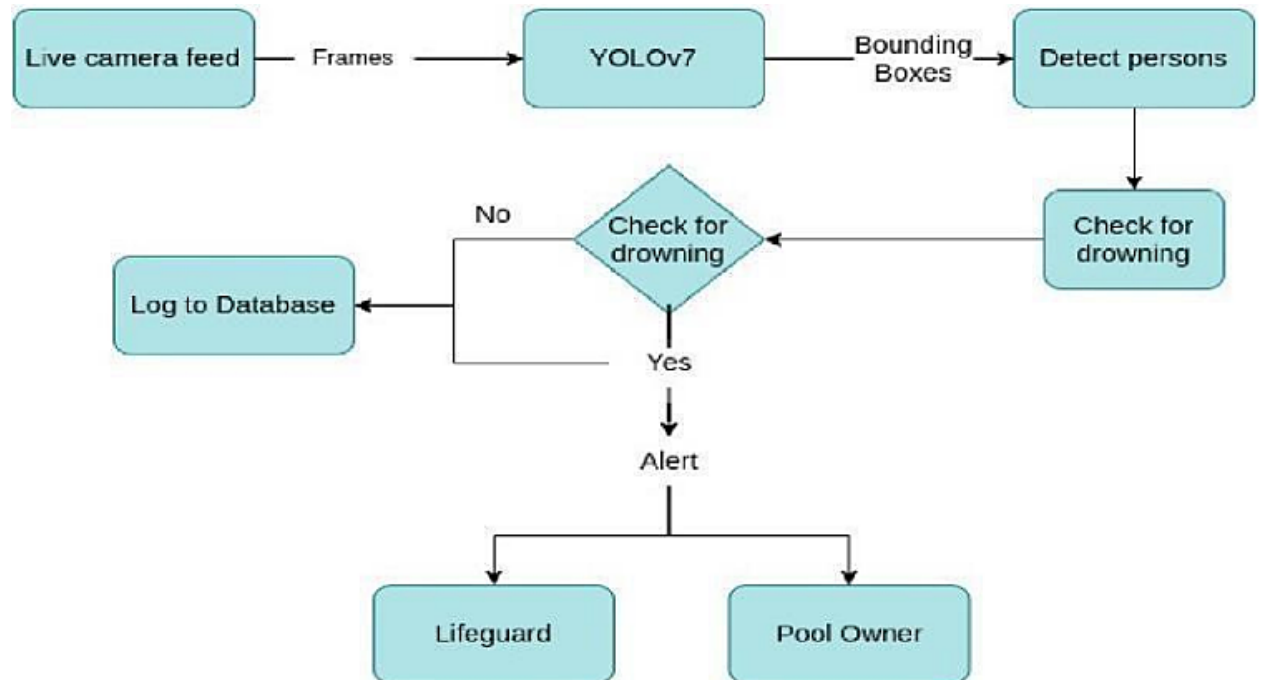
## CHAPTER-5

## 5. PROJECT DESIGN

## DATAFLOW DIAGRAMS

### Data Flow Diagrams:

A Data Flow Diagram (DFD) is a traditional visual representation of the information flows within a system. A neat and clear DFD can depict the right amount of the system requirement graphically. It shows how data enters and leaves the system, what changes the information, and where data is stored



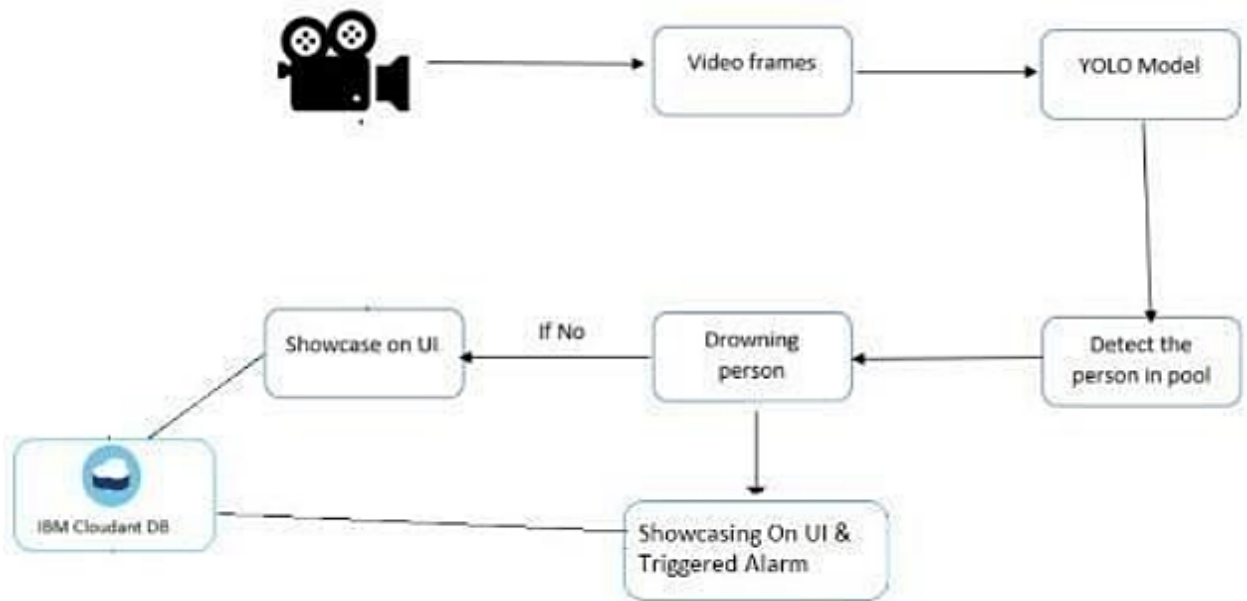
## SOLUTION & TECHNICAL ARCHITECTURE

Solution Architecture:

- To find underwater movement while person is drowning they have any

Problem or anything else we will find the solution using the Artificial Intelligence (AI) detection technology.

- b. Usually, such systems can be developed by installing more than 16 cameras underwater and ceiling and analyzing the video feeds to detect any anomalies. AS a POC we make use of one camera that streams the video underwater and analyses the position of swimmers to assess the probability of drowning, if it is higher then an alert will be generated to attract lifeguards' attention.



c.

## USER STORIES

Use the below template to list all the user stories for the product.

User Type	Functional Requirement (Epic)	User Story Number	User Story / Task	Acceptance criteria	Priority	Release
Customer (Pool owner)	Installation	USN-1	Install the camera inside the underwater, connect necessary app in the phone or other device	I can cameras to the IBM cloud DB	High	Sprint-1

Customer (Lifeguard)	Secure the people	USN-2	As a user, I can secure the drowning persons from the pool	I can save the drowning person	High	Sprint-1
Customer (swimmers)	safety	USN-3	As a user, I can swim inside the underwater without fear of the Drowning	I can swim safely	medium	Sprint-2
Customer care (Executive)	Contact	USN-4	As a user, I Can resolve if any problem occurs with any device technically	I can contact the customer care executive to resolve any issues	Medium	Sprint-3
Administrator	Dashboard	USN-5	Management of the drowning detection system and database management	I can access the system's logs and any other data instantly	High	Sprint-4

## CHAPTER-6

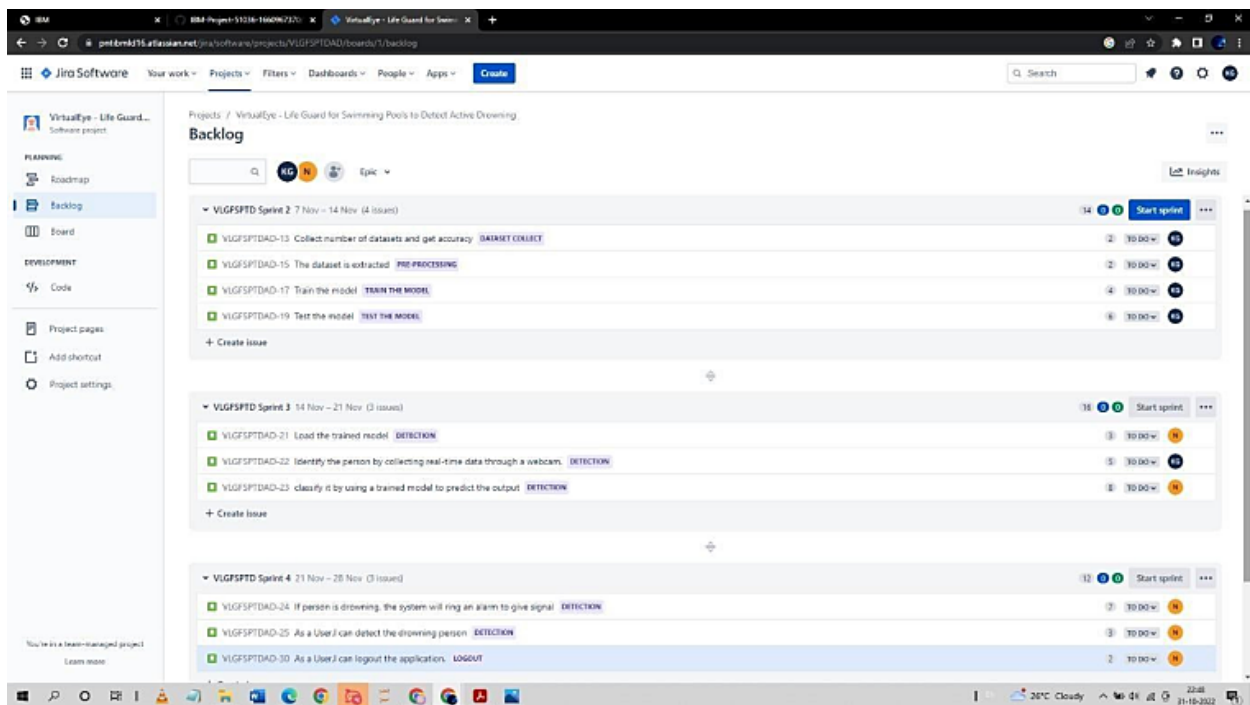
### SPRINT PLANNING & ESTIMATION

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed (as on Planned End Date)	Sprint Release Date (Actual)
Sprint-1	8	6 Days	24 Oct 2022	29 Oct 2022	6	29 Oct 2022
Sprint-2	14	6 Days	31 Oct 2022	05 Nov 2022	12	05 Nov 2022
Sprint-3	16	6 Days	07 Nov 2022	12 Nov 2022	11	12 Nov 2022
Sprint-4	12	6 Days	14 Nov 2022	19 Nov 2022	12	19 Nov 2022

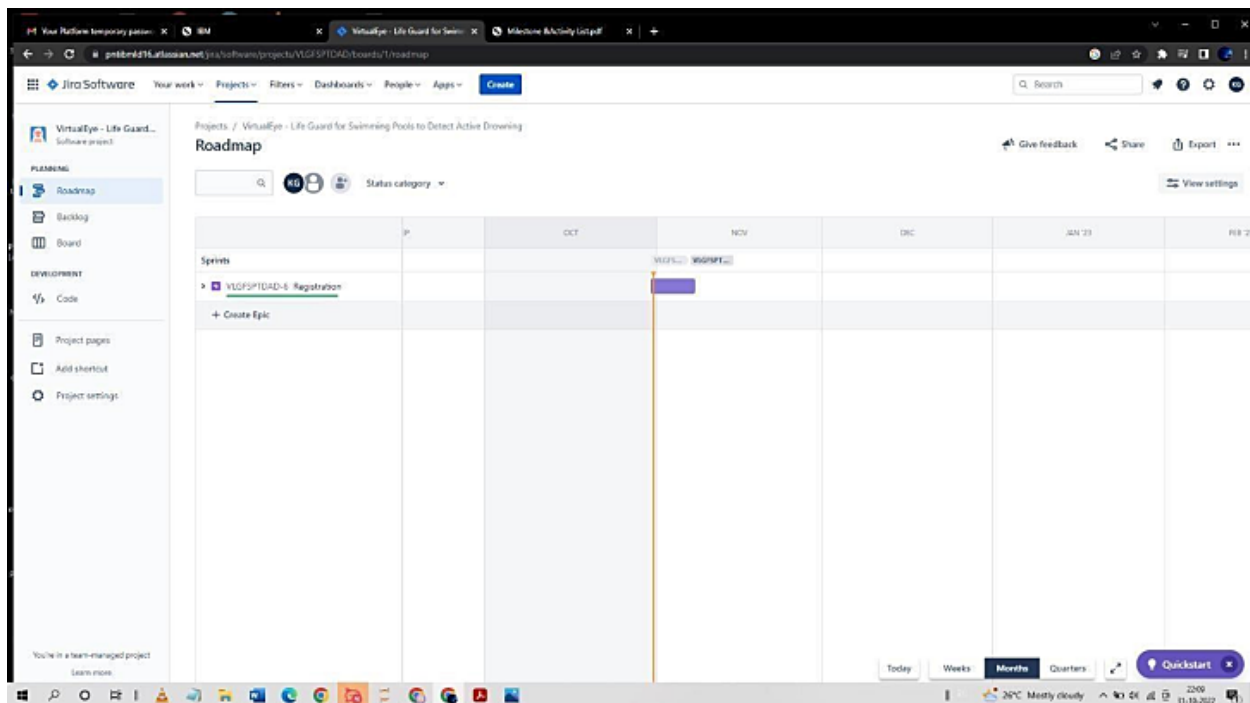
### SPRINT DELIVERY SCHEDULE

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Registration	VLGFSP-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	Allwin Abishaike
Sprint-1	Registration	VLGFSP-2	As a user, I will receive confirmation email once I have registered for the application	1	High	Sureshbalaji
Sprint-1	Registration	VLGFSP -3	As a user, I can register for the application through Facebook	2	Low	Kathirvel
Sprint-1	Registration	VLGFSP -4	As a user, I can register for the application through Gmail	2	Medium	Surya
Sprint-1	Login	VLGFSP -6	As a user, I can log into the application by entering email & password	1	High	Sureshbalaji
Sprint-2	Dataset Collect	VLGFSP -11	Collect number of datasets and get accuracy	2	Medium	Kathirvel
Sprint-2	Pre-processing	VLGFSP -12	The dataset is extracted	2	High	Allwin Abishaike
Sprint-2	Train the model	VLGFSP -13	Train the model.	4	High	Surya
Sprint-2	Test the model	VLGFSP -14	Test the model	6	High	Sureshbalaji
Sprint-3	Detection	VLGFSP -15	Load the trained model.	3	High	Surya
Sprint-3	Detection	VLGFSP -16	Identify the person by collecting real-time data through a webcam.	5	Medium	Kathirvel
Sprint-3	Detection	VLGFSP -16	classify it by using a trained model to predict the output	8	High	Allwin Abishaike
Sprint-4	Detection	VLGFSP -17	If person is drowning, the system will ring an alarm to give signal	7	High	Surya
Sprint-4	Detection	VLGFSP -18	As a User, I can detect the drowning person.	3	Medium	Sureshbalaji
Sprint-4	Logout	VLGFSP -19	As a User, I can logout the application.	2	Low	Kathirvel

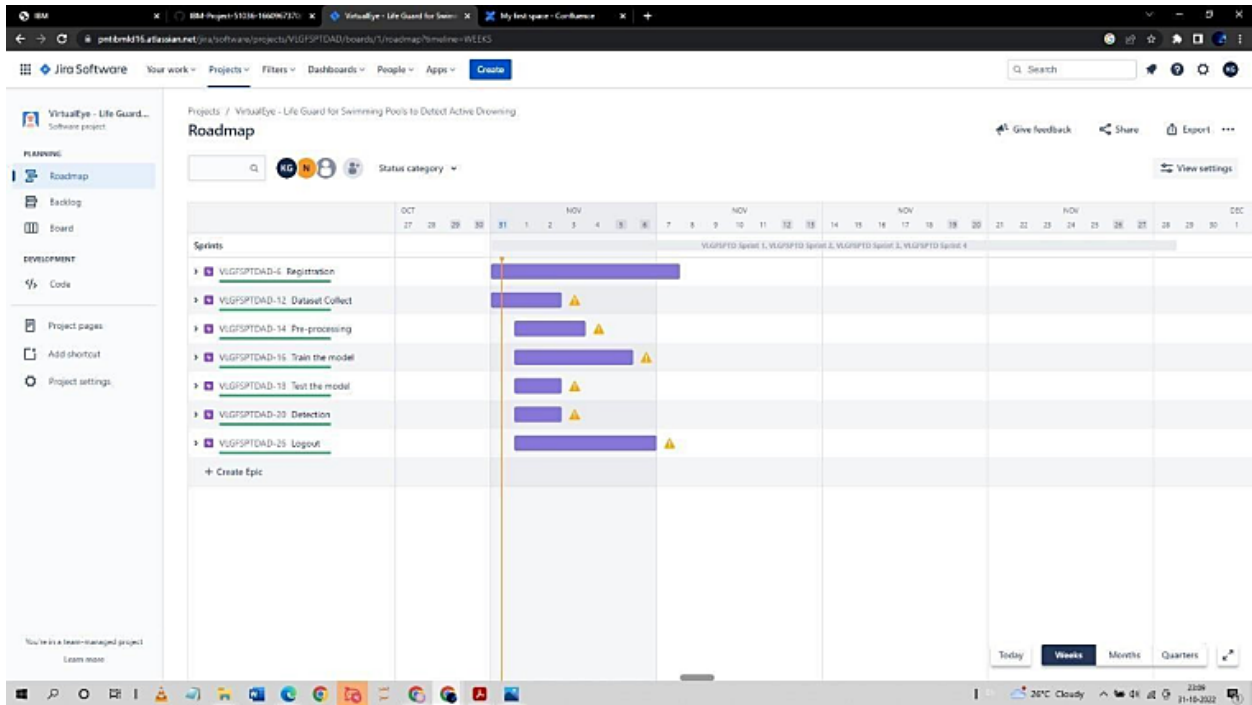
## REPORT FROM JIRA Backlog (scrum)



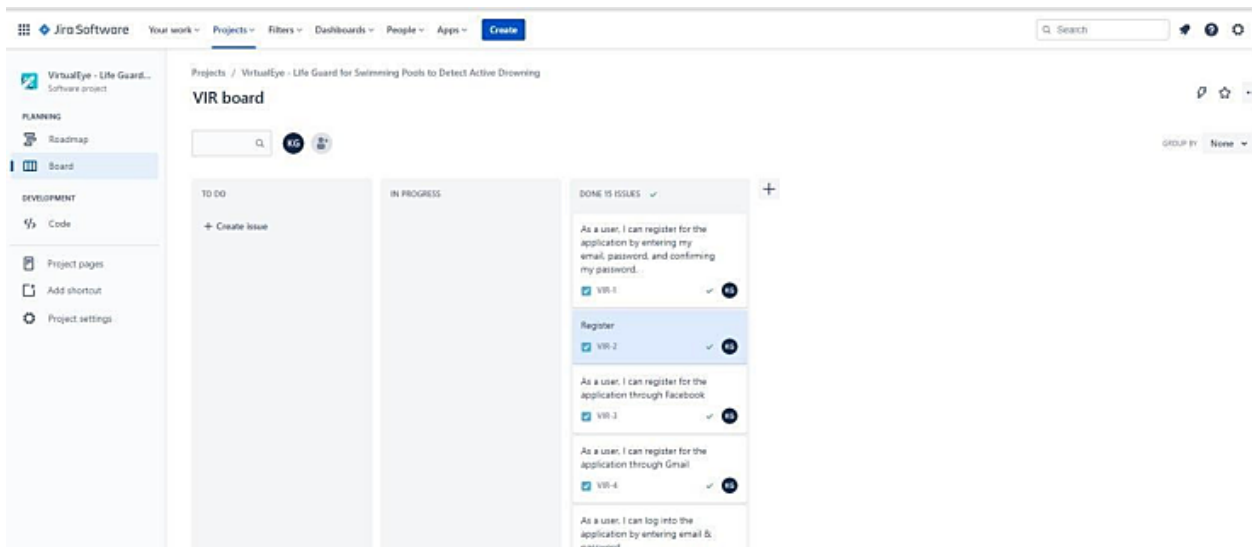
## Roadmap



# Chart



# Board (Kanban)





## CHAPTER-7

### 7. CODING & SOLUTION

#### FEATURE 1

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subdivisions=1#
Training batch=64
subdivisions=16
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saturation = 1.5
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learning_rate=0.01 burn_in=1000
max_batches =
500200policy=steps
steps=400000,450000 scales=.1,.1

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#####

[convolutional]  
batch\_normalize=1  
filters=512 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1size=3  
stride=1 pad=1 filters=1024  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=512 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1size=3  
stride=1 pad=1 filters=1024  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=512 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1size=3  
stride=1 pad=1 filters=1024  
activation=leaky

[convolutional]size=1  
stride=1 pad=1  
filters=255  
activation=linear

[yolo] mask =  
6,7,8  
anchors = 10,13, 16,30, 33,23, 30,61, 62,45, 59,119, 116,90,  
156,198, 373,326  
classes=80 num=9  
jitter=.3  
ignore\_thresh = .7  
truth\_thresh = 1random=1

[route] layers = -4

[convolutional]  
batch\_normalize=1  
filters=256 size=1  
stride=1 pad=1  
activation=leaky

[upsample]  
stride=2

[route] layers =  
-1, 61

[convolutional]  
batch\_normalize=1  
filters=256 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1 size=3  
stride=1 pad=1 filters=512  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=256 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1 size=3  
stride=1 pad=1 filters=512  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=256 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1 size=3  
stride=1 pad=1 filters=512  
activation=leaky

[convolutional] size=1

```
stride=1 pad=1
filters=255
activation=linear
```

```
[yolo] mask =
3,4,5 anchors
= 10,13,
16,30, 33,23,
30,61,
62,45,
59,119,
116,90,
156,198, 373,326
classes=80 num=9
jitter=.3
ignore_thresh = .7
truth_thresh = 1 random=1
```

```
[route] layers = -4
```

```
[convolutional]
batch_normalize=1
filters=128 size=1
stride=1 pad=1
activation=leaky
```

```
[upsample]
stride=2
```

```
[route] layers =
-1, 36
```

```
[convolutional]
batch_normalize=1
filters=128 size=1
stride=1 pad=1
activation=leaky
```

```
[convolutional]
batch_normalize=1 size=3
stride=1 pad=1 filters=256
activation=leaky
```

```
[convolutional]
batch_normalize=1
filters=128 size=1
stride=1 pad=1
```

```
activation=leaky
```

```
[convolutional]  
batch_normalize=1size=3 stride=1  
pad=1 filters=256  
activation=leaky
```

```
[convolutional]  
batch_normalize=1  
filters=128 size=1  
stride=1 pad=1  
activation=leaky
```

```
[convolutional]  
batch_normalize=1size=3  
stride=1 pad=1 filters=256  
activation=leaky
```

```
[convolutional]size=1  
stride=1 pad=1  
filters=255  
activation=linear
```

```
[yolo] mask  
= 0,1,2  
anchors = 10,13, 16,30, 33,23, 30,61, 62,45, 59,119, 116,90,  
156,198, 373,326  
classes=80  
num=9 jitter=.3  
ignore_thresh = .7  
truth_thresh = 1  
random=1
```

## FEATURE 2

```
#import necessary packagesimport 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 scriptclass_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[0] - 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[0]
    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

```

## CHAPTER-8 8. TESTING TEST CASES



# USER ACCEPTANCE TESTING

## 1. Purpose of Document

The purpose of this document is to briefly explain the test coverage and open issues of the [ProductName] project at the time of the release to User Acceptance Testing (UAT).

## 2. Defect Analysis

This report shows the number of resolved or closed bugs at each severity level, and how they were resolved

Resolution	Severity 1	Severity 2	Severity 3	Severity 4	Subtotal
By Design	7	3	1	2	13
Duplicate	1	0	2	0	3
External	2	3	0	1	6
Fixed	10	2	4	10	26
Not Reproduced	0	0	1	0	1
Skipped	0	0	1	1	2
Won't Fix	0	5	2	1	8
Totals	24	14	13	26	77

## Test Case Analysis

This report shows the number of test cases that have passed, failed, and untested

Section	Total Cases	Not Tested	Fail	Pass
Print Engine	7	0	0	7
Client Application	1	0	0	41
Security	42	0	0	42

Outsource Shipping	3	0	0	3
Exception Reporting	9	0	0	9
Final Report Output	4	0	0	4
Version Control	2	0	0	2

## CHAPTER-9

### 9. RESULT PERFORMANCE METRICS

```
<html lang="en">
```

```
<head>
```

```
  <meta charset="UTF-8">
```

```
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
```

```
  <meta http-equiv="X-UA-Compatible" content="ie=edge">
```

```
  <title>High Quality Facial Recognition</title>
```

```
  <link href="https://cdn.bootcss.com/bootstrap/4.0.0/css/bootstrap.min.css"
rel="stylesheet">
```

```
  <script src="https://cdn.bootcss.com/popper.js/1.12.9/umd/popper.min.js">
```

```
</script>
```

```
  <script src="https://cdn.bootcss.com/jquery/3.3.1/jquery.min.js">
```

```
</script>
```

```
  <script src="https://cdn.bootcss.com/bootstrap/4.0.0/js/bootstrap.min.js">
```

```

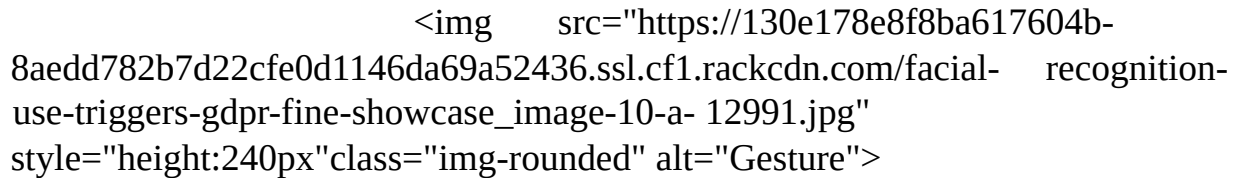
</script>
<link href="{{ url_for('static', filename='css/main.css') }}"rel="stylesheet">
<style>
.bg-dark { background-color:
#42678c!important;
}
#result { color:
#0a1c4ed1;
}
</style>
</head>

<body style="background-color:black;">
<header id="head" class="header">
<section id="navbar">
<h1 class="nav-heading"><i>Virtual Eye</i></h1>
<div class="nav--items">
<ul>
<li><a href="{{ url_for('index') }}">Home</a></li>
<li><a
href="{{ url_for('logout') }}">Logout</a></li>
<!-- <li><a href="#about">About</a></li>
<li><a href="#services">Services</a></li> -->

</ul>
</div>
</section>
</header>
<div class="container">
<div id="content" style="margin-top:2em">
<div class="container">
<div class="row">
<div class="col-sm-6 bd" >
<h2><em style="color:white;">High Quality Facial
Recognition</em></h2>
<br>

```

*Emotion Detection Through Facial Feature Recognition*

A placeholder image for a gesture, with a height of 240px. The alt text is "Gesture".

Upload Image Here

Choose Image

```
<h3>
    <span id="result"> </span>

</h3>

</div>
</div>
</div>
</div>
</div>
</div>
</div>
</body>

<footer>
    <script      src="{ {      url_for('static',      filename='js/main.js')      }}"
type="text/javascript"></script>
</footer>

</html>
```

## **Index.html**

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
```

```

<!--Bootstrap -->
    <link rel="stylesheet"
    href="https://maxcdn.bootstrapcdn.com/bootstrap/4.0.0/css/boo
tstrap.min.css" integrity="sha384-
Gn5384xqQ1aoWXA+058RXPxPg6fy4IWvTNh0E263XmFcJlSAwiGg
FAW/dAiS6JXm" crossorigin="anonymous">
    <script src="https://code.jquery.com/jquery-3.2.1.slim.min.js"
integrity="sha384-
KJ3o2DKtIkVYIK3UENzmM7KCkRr/rE9/Qpg6aAZGJwFDMVNA/GpG
FF93hXpG5KkN" crossorigin="anonymous"></script>
    <script src="https://cdnjs.cloudflare.com/ajax/libs/popper.js/1.12.9/umd/
popper.min.js" integrity="sha384-
ApNbgh9B+Y1QKtv3Rn7W3mgPxhU9K/ScQsAP7hUibX39j7fakFPsk
vXusvfa0b4Q" crossorigin="anonymous"></script>
    <script src="https://maxcdn.bootstrapcdn.com/bootstrap/4.0.0/js/bootst
rap.min.js" integrity="sha384-
JZR6Spejh4U02d8jOt6vLEHfe/JQGiRRSQQxSfFWpi1MquVdAyjUar5
+76PVCmYl" crossorigin="anonymous"></script>

    <script src="https://kit.fontawesome.com/8b9cdc2059.js"
crossorigin="anonymous"></script>
    <link
href="https://fonts.googleapis.com/css2?family=Akronim&family=
Roboto&display=swap" rel="stylesheet">
    <link rel="stylesheet" href="../static/style.css">
    <!-- <script defer src="../static/js/main.js"></script> -->
    <title>Virtual Eye</title>
</head>
<body>
    <header id="head" class="header">
    <section id="navbar">
        <h1 class="nav-heading"></i>Virtual Eye</h1>
        <div class="nav--items">
            <ul>
                <li><a

```

```

href="{{ url_for('index') }}">Home</a></li>
        <li><a
href="{{ url_for('login') }}">Login</a></li>
        <li><a
href="{{ url_for('register') }}">Register</a></li>
        <li><a href="{{
url_for('login') }}">Demo</a></li> </ul> </div>
</section>
<section id="slider">
    <div id="carouselExampleIndicators" class="carousel" data-
        ride="carousel">
        <ol class="carousel-indicators ">
        <li data-target="#carouselExampleIndicators" data-slide-
class="active "></li>
            <li data-target="#carouselExampleIndicators" data-slide-to="1"></li>
            <li data-target="#carouselExampleIndicators" data-slide-to="2"></li>
        </ol>
        <div class="carousel-inner">

            <div class="carousel-item active">
                
            </div>
            <div class="carousel-item">
                
            </div>
            <div class="carousel-item">
                 </div>
            </div>
            <a class="carousel-control-prev" href="#carouselExampleIndicators"
role="button" data-slide="prev">
                <span class="carousel-control-prev-icon" aria-
hidden="true"></span>
                <span class="sr-only">Previous</span>
            </a>
            <a class="carousel-control-next" href="#carouselExampleIndicators"

```

```
role="button" data-slide="next">
    <span                class="carousel-control-next-icon"          aria-
hidden="true"></span>
    <span class="sr-only">Next</span>
</a>
</div>
```

```
    </section>
</header>
<section id="about">
    <div class="top">
        <h3        class="title  text-muted">
            ABOUT PROJECT
        </h3>
        <div class="line"></div>
    </div>
```

```
<div class="body">
<div class="left">
    <h2>Problem:</h2>
    <p>
```

Swimming is one of the best exercises that helps people to reduce stress in this urban lifestyle. Swimming pools are found larger in number in the hotels, weekend tourist spots and barely people have in their house backyard. Beginners, especially often feel it difficult to breathe under water and causes breathing trouble which in turn cause a drowning accident. Worldwide, drowning produces a higher rate of mortality without causing injury to children. Children under six of their age are found to be suffering the highest drowning mortality rates worldwide..Such kinds of deaths account for the third cause of unplanned death globally, with about 1.2 million cases yearly.

```
    </p>
</div>
<div class="left">
    <h2>Solution:</h2>
    <p>
```

To overcome the conflict, a meticulous system is to be implemented



along the swimming pools to save the human life. By studying body movement patterns and connecting cameras to an artificial intelligence (AI) system we can devise an underwater pool safety system that reduces the risk of drowning. Usually such systems can be developed by installing more than 16 cameras underwater and ceiling and analysing the video feeds to detect any anomalies . but AS a POC we make use of one camera that streams the video underwater and analyses the position of swimmers to assess the probability of drowning ,if it is higher than an alert will be generated to attract lifeguards attention.

</p>

</div>

</div>

<div class="bottom">

<p><b>

Note : The system is not designed to replace a lifeguard or other human monitor, but to act as an additional tool. "It helps the lifeguard to detect the underwater situation where they can't easily observe.

</b></p>

</div>

</section>

<section id="footer">

<p>Copyright © 2022. All Rights Reserved</p>

<div class="social">

<a href="#" target="\_blank"><i class="fab fa-2x fa-twitter-square"></i></a>

<a href="#" target="\_blank">

<i class="fab fa-2x fa-linkedin"></i></a>

<a href="#">

<i class="#"></i>

</a>

</div>

</section>

</body>

</html>

**Logout.html**

```
<!DOCTYPE html>
```

```
<html >
```

```
<head>
```

```
    <meta charset="UTF-8">
```

```
    <meta name="viewport" content="width=device-width, initial-scale=1">
```

```
    <title>Virtual Eye</title>
```

```
    <link href='https://fonts.googleapis.com/css?family=Pacifico'
rel='stylesheet' type='text/css'>
```

```
    <link href='https://fonts.googleapis.com/css?family=Arimo' rel='stylesheet'
type='text/css'>
```

```
    <link href='https://fonts.googleapis.com/css?family=Hind:300'
rel='stylesheet' type='text/css'>
```

```
    <link
href='https://fonts.googleapis.com/css?family=Open+Sans+Condensed:300'
rel='stylesheet' type='text/css'>
```

```
    <link href='https://fonts.googleapis.com/css?family=Merriweather'
rel='stylesheet'>
```

```
    <link href='https://fonts.googleapis.com/css?family=Josefin Sans'
rel='stylesheet'>
```

```
    <link href='https://fonts.googleapis.com/css?family=Montserrat'
rel='stylesheet'>
```

```
<style>
```

```
.header {
```

```
    top:0; margin:0px;
```

```
    left: 0px;
```

```
    right: 0px;
```

```
    position: fixed;
```

```
    background-color: #28272c;
```

```
    color: white; box-shadow:
```

```
    0px 8px 4px grey;
```

```
    overflow: hidden; padding-left:20px;
```

```
    font-family: 'Josefin Sans';
```

```

        font-size:
        2vw; width:
        100%;
        height:8%;
        text-align:
        center;
    }
    .topnav { overflow:
hidden;
background-color: #333;
}

.topnav-right a {
float: left; color:
#f2f2f2;
text-align: center;
padding: 14px 16px; text-
decoration: none; font-
size: 18px;
}

.topnav-right a:hover { background-color:
#ddd;
color: black;
}

.topnav-right a.active { background-color:
#565961;
color: white;
}

.topnav-right {
float: right;
padding-
right:100px;
}

.login{

```

```
margin-top:-70px;
```

```
}
```

```
b
```

```
o
```

```
d
```

```
y
```

```
{
```

```
background-color:#ffffff; background-
```

```
repeat: no-repeat; background-
```

```
size:cover; background-position: 0px
```

```
0px;
```

```
}
```

```
.main{
```

```
margin-top:100px; text-
```

```
align:center;
```

```
} form { margin-left:400px;margin-
```

```
right:400px;}
```

```
input[type=text],
```

```
input[type=email],input[type=number],input[type=password] { width:
```

```
100%; padding: 12px 20px; display: inline-block; margin-bottom:18px;
```

```
border: 1px solid #ccc;
```

```
box-sizing: border-box;
```

```
}
```

```
button { background-color:
```

```
#28272c;
```

```
color: white;
```

```
padding: 14px
```

```
20px; margin-
```

```
bottom:8px;
```

```
border: none;
```

```
cursor:
```

```
pointer; width: 20%;
```

```
}
```

```
button:hover    {  
    opacity: 0.8;  
}
```

```
.cancelbtn      {  
    width: auto;  
    padding:     10px    18px;  
    background-color: #f44336;  
}
```

```
.imgcontainer   {  
    text-align: center;  
    margin: 24px 0  
    12px 0;  
}
```

```
img.avatar      {  
    width: 30%; border-  
    radius: 50%;  
}
```

```
.container      {  
    padding: 16px;  
}
```

```
span.psw        {  
    float: right;  
    padding-top:  
    16px;  
  
}
```

```
/* Change styles for span and cancel button on extra small  
screens */
```

```
@media screen and (max-width: 300px) {  
    span.psw {  
        display: block;  
        float: none;
```

```

        }
        .cancelbtn {
            width: 100%;
        }
    }

</style>
</head>

<body style="font-family:Montserrat;">

<div class="header">
    <div style="width:50%;float:left;font-size:2vw;text-align:left;color:white;
padding-top:1%">Virtual eye</div>
    <div class="topnav-right" style="padding-top:0.5%;">

        <a href="{{ url_for('home')}}">Home</a>
        <a href="{{ url_for('login')}}">Login</a>
        <a href="{{ url_for('register')}}">Register</a>
    </div>
</div>
<div class="main">
<h1>Successfully Logged Out!</h1>
<h3 style="color:#4CAF50">Login for more information</h3>

    <a href="{{ url_for('login')}}"><button
type="submit">Login</button></a>
</form>
</div>

</body>
</html>

```

## Prediction.html

```
<!DOCTYPE html>
```

```
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0"> <!--
  -Bootstrap -->
    <link rel="stylesheet"
      href="https://maxcdn.bootstrapcdn.com/bootstrap/4.0.0/css/boo
strap.min.css" integrity="sha384-
Gn5384xqQ1aoWXA+058RXPxPg6fy4IWvTNh0E263XmFcJlSAwiGg
FAW/dAiS6JXm" crossorigin="anonymous">
    <script src="https://code.jquery.com/jquery-3.2.1.slim.min.js"
integrity="sha384-
KJ3o2DKtIkVYIK3UENzmM7KChRr/rE9/Qpg6aAZGJwFDMVNA/GpG
FF93hXpG5KkN" crossorigin="anonymous"></script>
    <script src="https://cdnjs.cloudflare.com/ajax/libs/popper.js/1.12.9/umd/
popper.min.js" integrity="sha384-
ApNbgh9B+Y1QKtv3Rn7W3mgPxhU9K/ScQsAP7hUibX39j7fakFPsk
vXusvfa0b4Q" crossorigin="anonymous"></script>
    <script src="https://maxcdn.bootstrapcdn.com/bootstrap/4.0.0/js/bootst
rap.min.js" integrity="sha384-
JZR6Spejh4U02d8jOt6vLEHfe/JQGiRRSQQxSfFWpi1MquVdAyjUar5
+76PVCmYl" crossorigin="anonymous"></script>

    <script src="https://kit.fontawesome.com/8b9cdc2059.js"
crossorigin="anonymous"></script>
    <link
href="https://fonts.googleapis.com/css2?family=Akronim&family=
Roboto&display=swap" rel="stylesheet">
    <link rel="stylesheet" href="../static/style.css">

    <script defer src="../static/js/JScript.js"></script>
    <title>Prediction</title>
</head>
<body>
```

```

<header id="head" class="header">
  <section id="navbar">
    <h1 class="nav-heading"></i>Virtual Eye</h1>
    <div class="nav--items">
      <ul>
        <li><a href="{{ url_for('index')}}">Home</a></li>
        <li><a
href="{{ url_for('logout')}}">Logout</a></li>
        <!-- <li><a href="#about">About</a></li>
        <li><a href="#services">Services</a></li> -->

      </ul>
    </div>
  </section>
</header>
<!-- dataset/Training/metal/metal326.jpg -->
</br>
<section id="prediction">
<h2 class="title text-muted">Virtual Eye- Life Guard forSwimming Pools to
Detect Active Drowning</h1>
  <div class="line" style="width: 900px;"></div>
  </section>
  </br>
  <section id="about">

```

```

<div class="body">

```

```

<div class="left">

```

```

  <p>

```

Swimming is one of the best exercises that helps people to reduce stress in this urban lifestyle. Swimming pools are found larger in number in the hotels, weekend tourist spots and barely people have in their house backyard. Beginners, especially often feel it difficult to breathe under water and causes breathing trouble which in turn cause a drowning accident. Worldwide, drowning produces a higher rate of mortality without causing injury to children. Children under six of their age are found to be suffering the highest drowning mortality rates worldwide..Such kinds of deaths account for the third cause of unplanned death globally, with about 1.2



million cases yearly.

</p>

</div>

<div class="left">

<div class="prediction-input">

 </br>

<form id="form" action="/result" method="post" enctype="multipart/form-data">

<input type="submit" class="submitbtn" value="ClickMe! For a Demo">

</form>

</div>

<h5 style="text-color:Red">

<b style="text-color:Red">{{prediction}}<b>

</h5>

</div>

</div>

</section>

</br></br>

<section id="footer">

<p>Copyright © 2021. All Rights Reserved</p>

</section>

</body>

</html>

[Login](#)

### ABOUT PROJECT

#### Problem:

Swimming is one of the best exercises that helps people to reduce stress in this urban lifestyle. Swimming pools are found larger in number in the hotels, weekend tourist spots and barely people have in their house backyard. Beginners, especially often feel it difficult to breathe under water and causes breathing trouble which in turn cause a drowning accident. Worldwide, drowning produces a higher rate of mortality without causing injury to children.

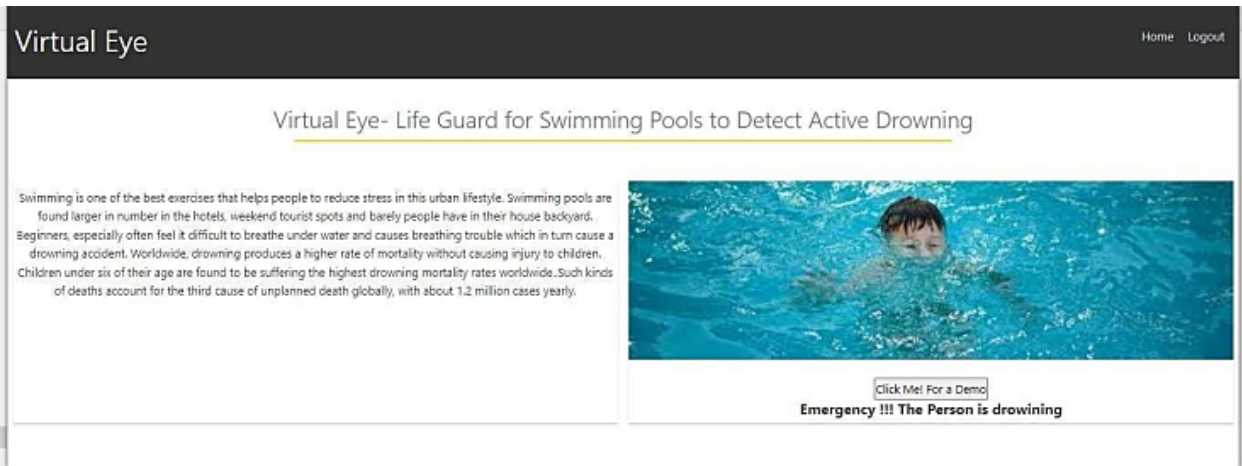
#### Solution:

To overcome the conflict, a meticulous system is to be implemented along the swimming pools to save the human life. By studying body movement patterns and connecting cameras to an artificial intelligence (AI) system we can devise an underwater pool safety system that reduces the risk of drowning. Usually such systems can be developed by installing more than 16 cameras underwater and ceiling and analysing the video feeds to detect any anomalies.

### Virtual Eye- Life Guard for Swimming Pools to Detect Active Drowning

Swimming is one of the best exercises that helps people to reduce stress in this urban lifestyle. Swimming pools are found larger in number in the hotels, weekend tourist spots and barely people have in their house backyard. Beginners, especially often feel it difficult to breathe under water and causes breathing trouble which in turn cause a drowning accident. Worldwide, drowning produces a higher rate of mortality without causing injury to children. Children under six of their age are found to be suffering the highest drowning mortality rates worldwide. Such kinds of deaths account for the third cause of unplanned death globally, with about 1.2 million cases yearly.

[Click Me! For a Demo](#)



## CHAPTER-10 10. ADVANTAGES & DISADVANTAGES

### \*ADVANTAGES:

1. user feel comfortable and more secure
2. Children, adult, pet animal , old age people are used

3. spending more time for family, freedom for safety guards near the Swimming pool
4. Swimmers, resort are gain in the financial
5. drowning should be monitored

**\*DISADVANTAGE:**

1. For uneducated people will suffer from this technology
2. Electricity will be required
3. Software and hardware requirement will need

**CHAPTER-11 11. CONCLUSION**

This section will draw from three core documents: ISO\_20380, HSG179, and the recently published German guideline, DGfDB R 94.15. A summary of each is given, outlining the key messages they disseminate and what this means for those involved with DDS.

ISO\_20380 This document focuses on the requirements for the installation, operation, maintenance and performance of DDS, the testing methods, and the information required from the supplier in the operating manual. These international standards do not apply to systems used in domestic pools or pools smaller than 150m<sup>2</sup>.

Prior to the installation of any DDS, 'a technical study shall be carried out by the supplier in consultation with or based on information provided by the swimming pool's owner/operator'. This is to establish the quantity and positioning of the equipment making up the system such as cameras, central processing unit, alarm tools, and other related equipment. The technical study must also provide a technical drawing of the pool basin, showing areas of 'coverage' and 'non-coverage', as well as the minimum lighting levels required above and below the water surface for the DDS to operate within performance requirements. To carry out the study, a list of factors to consider are given, outlining the variables that make each pool unique such as the

architecture, and alarm reception coverage area of mobile devices to be used with the system. With this information all in one document, the technical study can be used to help optimise performance of the system, and forms part of the contract between the supplier and the pool operator. The next area of the standard is the performance requirements. This outlines the requirements needed to pass the regular maintenance testing and performance requirements for normal operation. This section covers the alarm set off time for operational performance, which is to be 15 seconds or less and displayed on the system interface. It also states that the alarm set off time must be built-in and shall not be changeable by staff. The section also discusses the areas covered by the DDS and highlights that each trained staff member must be aware of these areas. Another coverage-related requirement is that the DDS must be able to temporarily create areas where detection is disabled, to manage specific activities such as rescue drills.

## **CHAPTER-12**

### **FUTURE SCOPE –AUTOMATED AND POINT VISION ENABLE**

This lifeguard system consists of three main components, i.e., the drowning detection, the rescuing drone, and the hazardous activity detection. All three components combined will create a system capable of detecting drowning victims, dispatching an inflatable tube using a drone (as depicted in Fig.9) and detecting hazardous activities—eventually becoming an entity that could assist a lifeguard. The system is accessible to its primary user, presumably a pool owner or a lifeguard, in the form of an interface with a sound alarm and an android mobile service that holds the capabilities of receiving Firebase notifications. Confined with a few of the hardware limitations, such as the use of a single camera and the Jetson Nano at the presence of better-quality hardware, could affect the speed and accuracy of the overall system is becoming a state-of-the-art.

This limitation could be omitted with the use of multiple cameras that could be placed over the premises in several ground coordinates, increasing the accuracy of the computer vision algorithms. Moreover, due to the inability to fly a drone in extreme weather conditions such as rain, strong winds or lightning, the system is limited to be used under few specifications. As swimming in extreme weather conditions is not preferred either, the system could be further improved to emit a warning signal if a person was to swim in any of the above weather conditions, bypassing the need to fly the drone. Additionally, all the processing is done on the

clientside of the applications on the Jetson Nano board, preventing any security and privacy issues that might arise due to the sensitive information inputted through the cameras. For future developments convenience wise, the system could benefit by having an additional set of cameras to identify and verify a drowning or a hazardous activity on the premises. Accessibility could also be improved by extending the Android service to be an application both in Android and iOS platforms that could hold the details of each premise individually, making a centralized system that watches over the decentralized pool premises. Both drown and hazardous activity detection could be improved by gathering a night time dataset that increases the accuracy of the data in low light.

## CHAPTER-13

### 13. APPENDIX (i) SOURCE CODE

```
[net]
# Testing# batch=1 #
subdivisions=1#
Training batch=64
subdivisions=16
width=608 height=608
channels=3
momentum=0.9
decay=0.0005 angle=0
saturation = 1.5
exposure = 1.5hue=.1

learning_rate=0.01 burn_in=1000
max_batches = 500200policy=steps
steps=400000,450000 scales=.1,.1

[convolutional]
batch_normalize=1
filters=32 size=3
stride=1 pad=1
activation=leaky

# Downsample

[convolutional]
batch_normalize=1
filters=64 size=3
stride=2 pad=1
activation=leaky

[convolutional]
batch_normalize=1
filters=32 size=1
stride=1 pad=1
```

activation=leaky

[convolutional]  
batch\_normalize=1  
filters=64 size=3  
stride=1 pad=1  
activation=leaky  
[shortcut]from=- 3  
activation=linear#

Downsample

[convolutional]  
batch\_normalize=1  
filters=128 size=3  
stride=2 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=64 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=128 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

[convolutional]  
batch\_normalize=1  
filters=64 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=128 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

# Downsample

[convolutional]  
batch\_normalize=1

filters=256size=3  
stride=2 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=128 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=256 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

[convolutional]  
batch\_normalize=1  
filters=128 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=256 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

[convolutional]  
batch\_normalize=1  
filters=128 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=256 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

[convolutional]  
batch\_normalize=1  
filters=128 size=1



stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=256 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

[convolutional]  
batch\_normalize=1  
filters=128 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=256 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

[convolutional]  
batch\_normalize=1  
filters=128 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=256 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

[convolutional]  
batch\_normalize=1  
filters=128 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=256 size=3

stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

[convolutional]  
batch\_normalize=1  
filters=128 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=256 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear#

Downsample

[convolutional]  
batch\_normalize=1  
filters=512 size=3  
stride=2  
pad=1 activation=leaky

[convolutional]  
batch\_normalize=1  
filters=256 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=512 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

[convolutional]  
batch\_normalize=1  
filters=256 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]

batch\_normalize=1  
filters=512 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

[convolutional]  
batch\_normalize=1  
filters=256 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=512 size=3  
stride=1  
pad=1 activation=leaky

[shortcut]from=- 3  
activation=linear

[convolutional]  
batch\_normalize=1  
filters=256 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=512 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

[convolutional]  
batch\_normalize=1  
filters=256 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=512 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3

activation=linear

[convolutional]  
batch\_normalize=1  
filters=256 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=512 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

[convolutional]  
batch\_normalize=1  
filters=256 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=512 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

[convolutional]  
batch\_normalize=1  
filters=256 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=512 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear#

Downsample

[convolutional]  
batch\_normalize=1

filters=1024 size=3  
stride=2 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=512 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=1024 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

[convolutional]  
batch\_normalize=1  
filters=512 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=1024 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

[convolutional]  
batch\_normalize=1  
filters=512 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=1024 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

[convolutional]  
batch\_normalize=1  
filters=512 size=1

stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=1024 size=3  
stride=1 pad=1  
activation=leaky

[shortcut]from=- 3  
activation=linear

#####

[convolutional]  
batch\_normalize=1  
filters=512 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1size=3  
stride=1 pad=1 filters=1024  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=512 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1size=3  
stride=1 pad=1 filters=1024  
activation=leaky

[convolutional]  
batch\_normalize=1  
filters=512 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1size=3  
stride=1 pad=1 filters=1024  
activation=leaky

[convolutional]size=1  
stride=1 pad=1  
filters=255  
activation=linear

```
[yolo] mask =  
6,7,8  
anchors = 10,13, 16,30, 33,23, 30,61, 62,45, 59,119, 116,90,  
156,198, 373,326  
classes=80 num=9  
jitter=.3  
ignore_thresh = .7  
truth_thresh = 1 random=1
```

```
[route] layers = -4
```

```
[convolutional]  
batch_normalize=1  
filters=256 size=1  
stride=1 pad=1  
activation=leaky
```

```
[upsample]  
stride=2
```

```
[route] layers = -  
1, 61
```

```
[convolutional]  
batch_normalize=1  
filters=256 size=1  
stride=1 pad=1  
activation=leaky
```

```
[convolutional]  
batch_normalize=1 size=3  
stride=1 pad=1 filters=512  
activation=leaky
```

```
[convolutional]  
batch_normalize=1  
filters=256 size=1  
stride=1 pad=1  
activation=leaky
```

```
[convolutional]  
batch_normalize=1 size=3  
stride=1 pad=1 filters=512  
activation=leaky
```

```
[convolutional]  
batch_normalize=1  
filters=256 size=1  
stride=1 pad=1
```

activation=leaky

[convolutional]  
batch\_normalize=1size=3  
stride=1 pad=1 filters=512  
activation=leaky

[convolutional]size=1  
stride=1 pad=1  
filters=255  
activation=linear

[yolo] mask =  
3,4,5 anchors  
= 10,13, 16,30,  
33,23, 30,61,  
62,45,  
59,119,  
116,90,  
156,198, 373,326  
classes=80 num=9  
jitter=.3  
ignore\_thresh = .7  
truth\_thresh = 1random=1

[route] layers = -4

[convolutional]  
batch\_normalize=1  
filters=128 size=1  
stride=1 pad=1  
activation=leaky

[upsample]  
stride=2

[route] layers = -  
1, 36

[convolutional]  
batch\_normalize=1  
filters=128 size=1  
stride=1 pad=1  
activation=leaky

[convolutional]  
batch\_normalize=1size=3



```
stride=1 pad=1 filters=256
activation=leaky
```

```
[convolutional]
batch_normalize=1
filters=128 size=1
stride=1 pad=1
activation=leaky
```

```
[convolutional]
batch_normalize=1 size=3 stride=1
pad=1 filters=256
activation=leaky
```

```
[convolutional]
batch_normalize=1 filters=128
size=1
stride=1 pad=1
activation=leaky
```

```
[convolutional]
batch_normalize=1 size=3
stride=1 pad=1 filters=256
activation=leaky
```

```
[convolutional] size=1
stride=1 pad=1
filters=255
activation=linear
```

```
[yolo] mask =
0,1,2
anchors = 10,13, 16,30, 33,23, 30,61, 62,45, 59,119, 116,90,
156,198, 373,326
classes=80 num=9
jitter=.3
ignore_thresh = .7
truth_thresh = 1
random=1
```

## Source code(ii)

```
#import necessary packagesimport cv2
```

```
import os
```

```
import numpy as np
```

```
from .utils import download_file
```

```
initialize = Truenet = 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 scriptclass_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[0] - 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[0]

```

```

    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

```

## Github Link:

<https://github.com/I>

[BM-EPBL/IBM-](#)

[Project-273651660054657](#)