



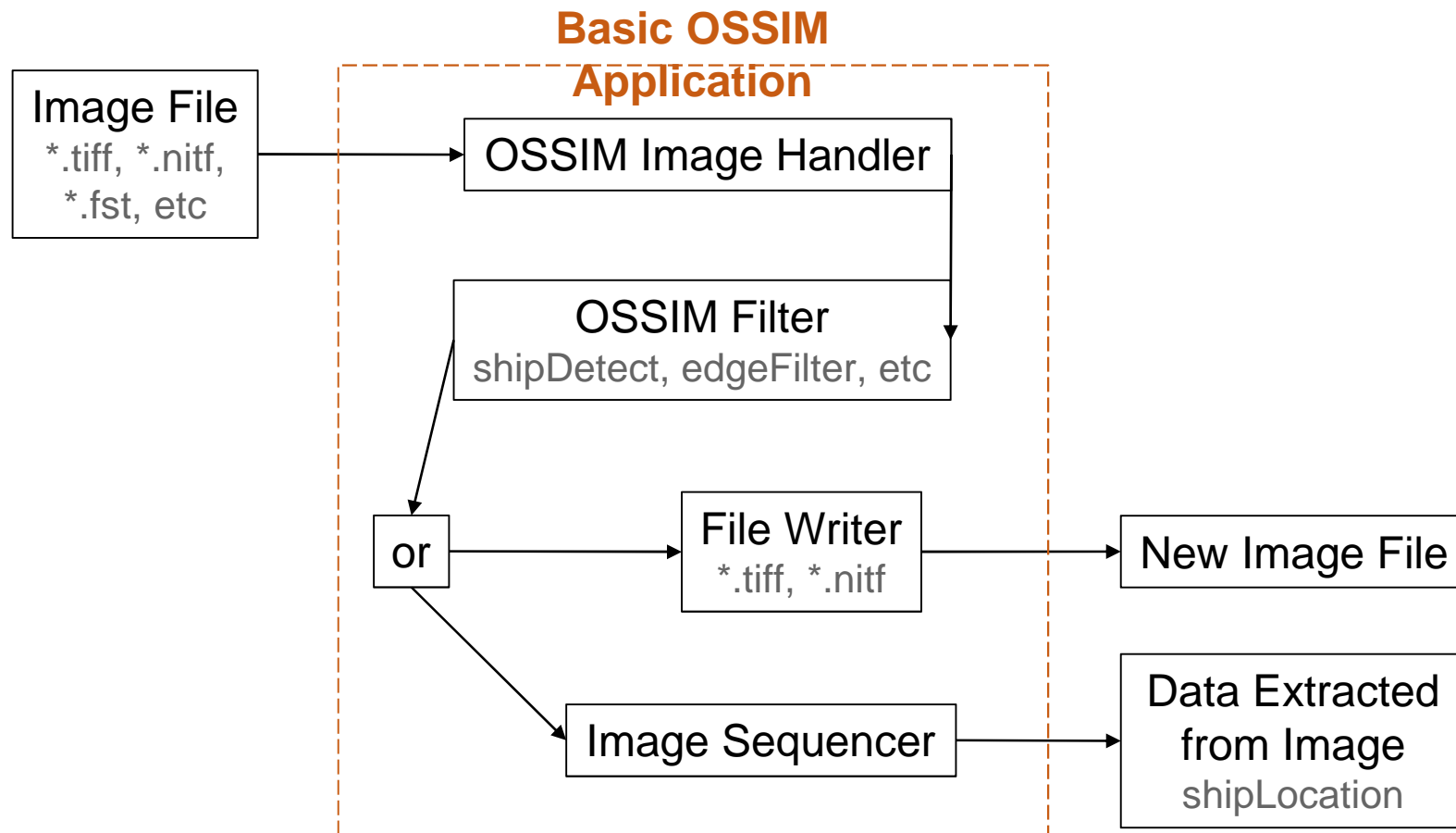
# Ship Detection

## Disclaimer

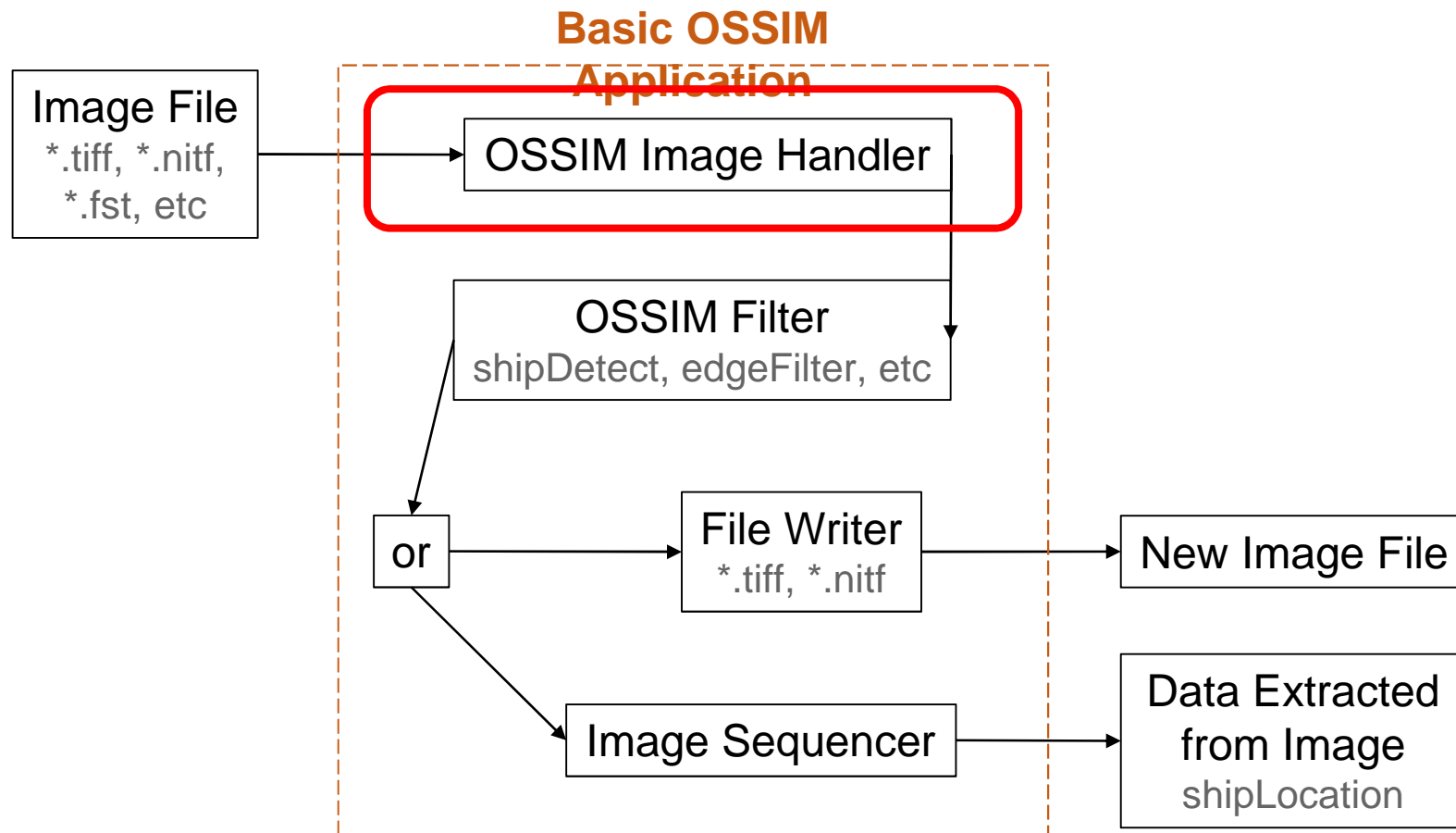
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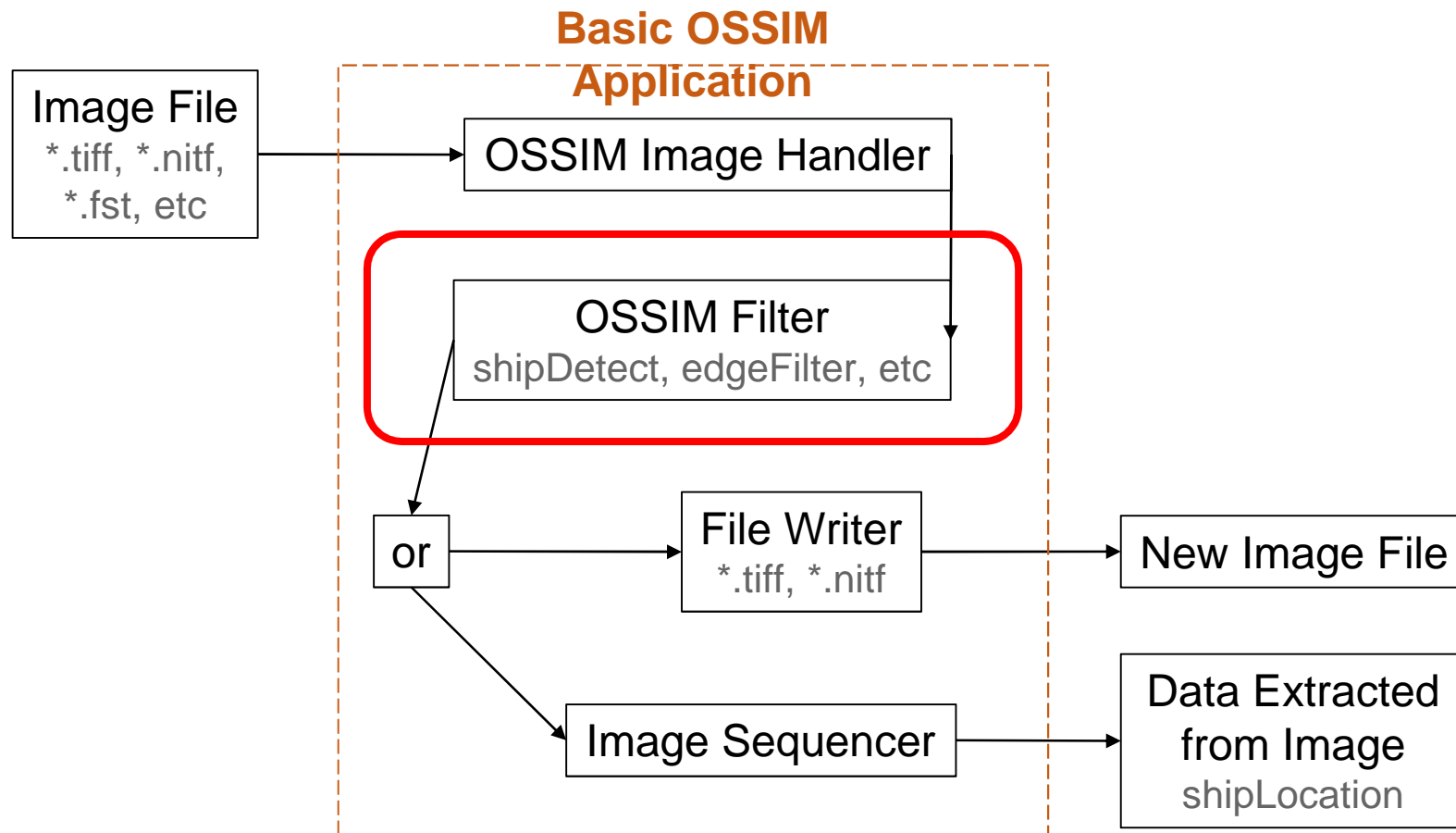
# Basic OSSIM Application Map



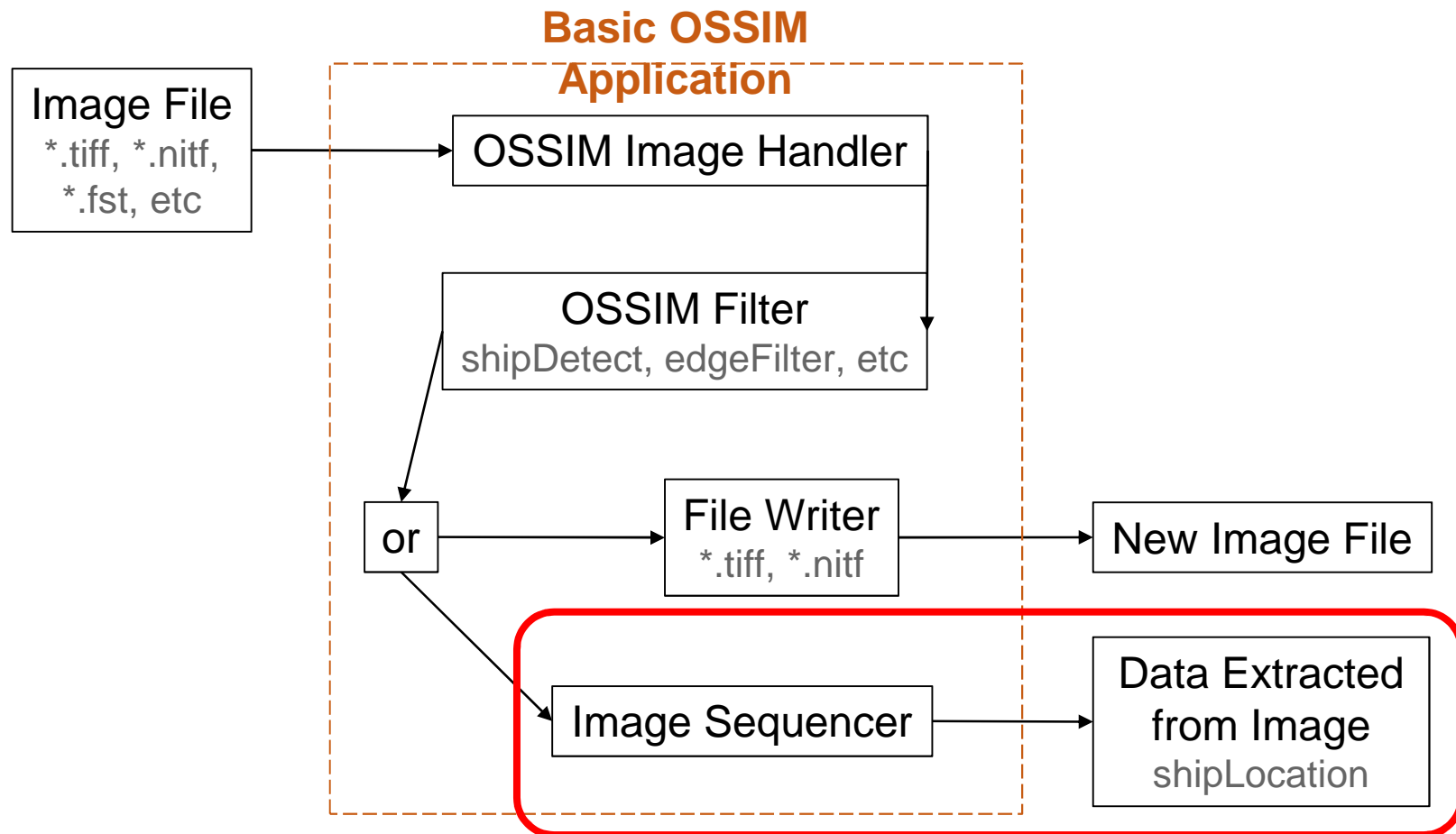
# Basic OSSIM Application Map



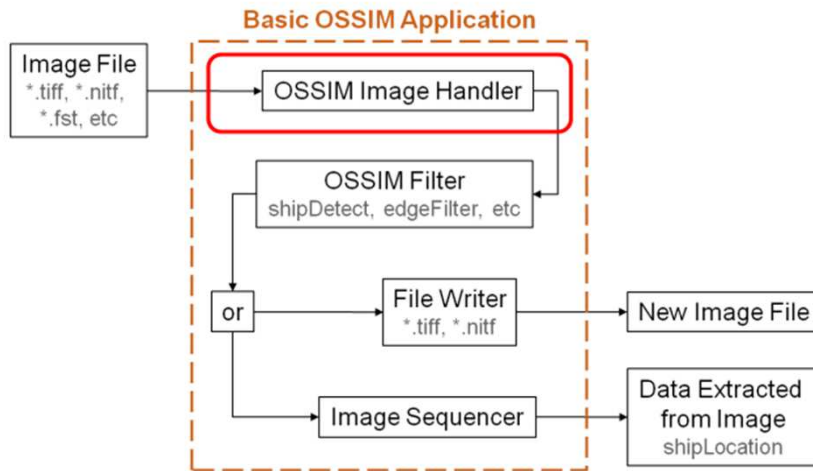
# Basic OSSIM Application Map



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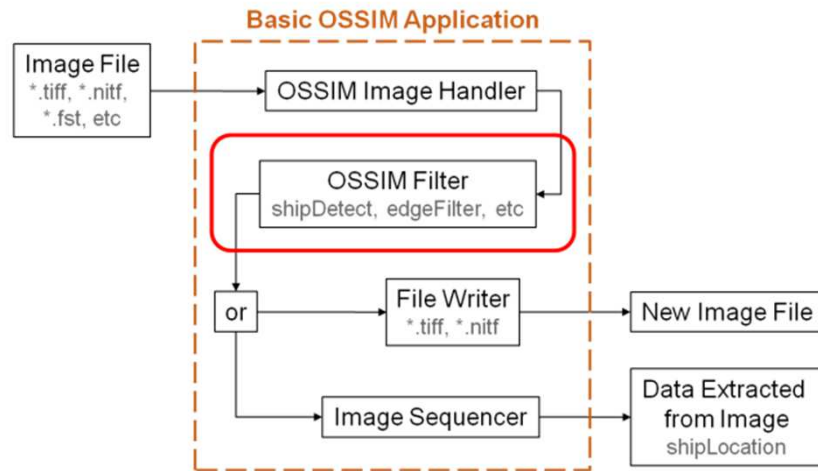


## OSSIM Image Handler

We used two different handlers

- Shape (SHP) file handler
- Image handler

# Basic OSSIM Application Map



## OSSIM Filter(s)

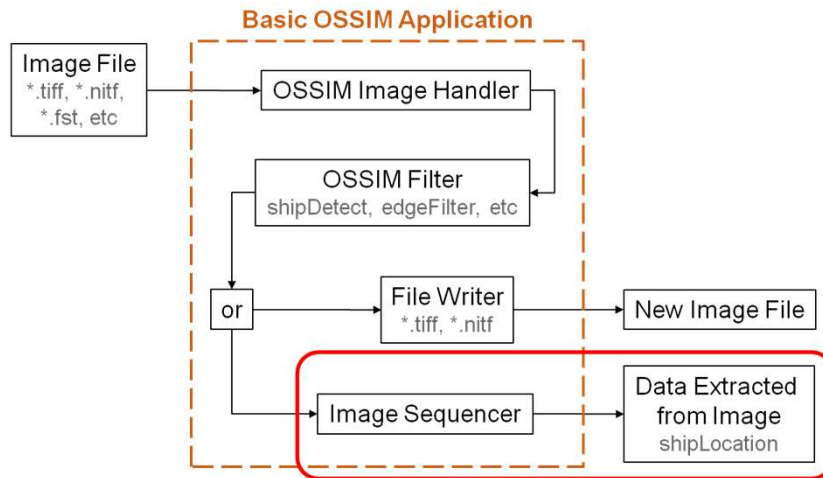
**Land Masking Filter**  
Overlaid SHP file to  
“mask out” the land  
From the image

**shipDetectionAppFilter**

- Threshold the image
- Use OpenCV with Blobs
- Write blobs to a KML
- Write placemarks to a KML
- Write blobs to a SHP



# Basic OSSIM Application Map



## OSSIM Image Sequencer

This ran through the image  
but it did not output anything

We could have used a file writer if  
we had wanted to create an output  
image

**$\text{MaxX} - \text{MinX} * \text{MaxY} - \text{MinY} = \text{Area of yellow box}$**

**$\text{Blob.Area}() = \text{area of blue arrow}$**

