Barrier Detector

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Main Page

Note

This library will load data files located in the directory located at `../share/cva/Barrier↩ Detector/assets` relative to it. For correct operation, if the library is copied outside of the installation directory, the `assets` directory must be copied alongside it.

Chapter 2

Namespace Index

2.1 Namespace List

Here is a list of all namespaces with brief descriptions:

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

Chapter 5

Namespace Documentation

5.1 cva Namespace Reference

Namespaces

- barrier

5.2 cva::barrier Namespace Reference

Classes

- class BarrierDetector
- class DetectedObject

  Class which represents detected object.

Enumerations

- enum ObjectLabel { ObjectLabel::BACKGROUND, ObjectLabel::VEHICLE, ObjectLabel::PLATE }

  An identifier of the category to which an object belongs.

Functions

- CVA_AC_SHARED_LIBRARY_IMPORT ac::Version version ()

  Returns the version number of the library.

5.2.1 Enumeration Type Documentation

5.2.1.1 enum cva::barrier::ObjectLabel [strong]

An identifier of the category to which an object belongs.

Enumerator

BACKGROUND

VEHICLE

PLATE

5.2.2 Function Documentation

5.2.2.1 CVA_AC_SHARED_LIBRARY_IMPORT ac::Version cva::barrier::version ( )

Returns the version number of the library.

Chapter 6

Class Documentation

6.1 cva::barrier::BarrierDetector Class Reference

`#include <barrier.hpp>`

Public Types

- enum { MAX_IMAGE_WIDTH = 4096, MAX_IMAGE_HEIGHT = 4096 }

Public Member Functions

- virtual ~BarrierDetector ()=default

  Virtual destructor.
- virtual std::vector< std::unique_ptr< DetectedObject > > detect (const ac::ConstImageView &image)=0

  Detects objects in the image, returns vector of detected objects `image` *image where objects should be detected.*

Static Public Member Functions

- static CVA_AC_SHARED_LIBRARY_IMPORT std::unique_ptr< BarrierDetector > createCpu ()

  Returns a pointer to a new object implementing ObjectDetectorCommon that uses the CPU for computations. `parameters` *parameters of IE detector.*
- static CVA_AC_SHARED_LIBRARY_IMPORT std::unique_ptr< BarrierDetector > createGpu (const ac::↩ Precision &precision=ac::Precision::FP32)

  Returns a pointer to a new object implementing ObjectDetectorCommon that uses the GPU for computations. `parameters` *parameters of IE detector.*

6.1.1 Member Enumeration Documentation

6.1.1.1 anonymous enum

Enumerator

MAX_IMAGE_WIDTH The maximal supported image width.

MAX_IMAGE_HEIGHT The maximal supported image height.

6.1.2 Constructor & Destructor Documentation

6.1.2.1 virtual cva::barrier::BarrierDetector::~BarrierDetector ( ) [virtual], [default]

Virtual destructor.

6.1.3 Member Function Documentation

6.1.3.1 static CVA_AC_SHARED_LIBRARY_IMPORT std::unique_ptr<BarrierDetector> cva::barrier::BarrierDetector::createCpu ( ) [static]

Returns a pointer to a new object implementing ObjectDetectorCommon that uses the CPU for computations. `parameters` parameters of IE detector.

Examples:

main.cpp.

6.1.3.2 static CVA_AC_SHARED_LIBRARY_IMPORT std::unique_ptr<BarrierDetector> cva::barrier::BarrierDetector::createGpu (const ac::Precision & *precision* = `ac::Precision::FP32`) [static]

Returns a pointer to a new object implementing ObjectDetectorCommon that uses the GPU for computations. `parameters` parameters of IE detector.

Examples:

main.cpp.

6.1.3.3 virtual std::vector<std::unique_ptr<DetectedObject> > cva::barrier::BarrierDetector::detect (const ac::ConstImageView & *image*) [pure virtual]

Detects objects in the image, returns vector of detected objects `image` image where objects should be detected.

The documentation for this class was generated from the following file:

- barrier.hpp

6.2 cva::barrier::DetectedObject Class Reference

Class which represents detected object.

`#include <barrier.hpp>`

Public Member Functions

- virtual float confidence ()=0

  returns confidence of detected object in the range [0, 1]
- virtual ac::Rectangle< float > boundingBox ()=0

  returns bounding box of detected object
- virtual ObjectLabel label ()=0

  return label of detected object
- virtual ~DetectedObject ()=default

  virtual destructor

6.2.1 Detailed Description

Class which represents detected object.

6.2.2 Constructor & Destructor Documentation

6.2.2.1 virtual cva::barrier::DetectedObject::~DetectedObject ( ) [virtual], [default]

virtual destructor

6.2.3 Member Function Documentation

6.2.3.1 virtual ac::Rectangle<float> cva::barrier::DetectedObject::boundingBox ( ) [pure virtual]

returns bounding box of detected object

6.2.3.2 virtual float cva::barrier::DetectedObject::confidence ( ) [pure virtual]

returns confidence of detected object in the range [0, 1]

6.2.3.3 virtual ObjectLabel cva::barrier::DetectedObject::label ( ) [pure virtual]

return label of detected object

The documentation for this class was generated from the following file:

- barrier.hpp

Chapter 7

File Documentation

7.1 barrier.hpp File Reference

```
#include <memory>
#include <string>
#include <vector>
#include <cva/ac/api.hpp>
#include <cva/ac/geometry.hpp>
#include <cva/ac/image_view.hpp>
#include <cva/ac/precision.hpp>
```

Classes

- class cva::barrier::DetectedObject

  Class which represents detected object.
- class cva::barrier::BarrierDetector

Namespaces

- cva
- cva::barrier

Macros

- #define CVA_BARRIER_EXPORT CVA_AC_SHARED_LIBRARY_IMPORT

Enumerations

- enum cva::barrier::ObjectLabel { cva::barrier::ObjectLabel::BACKGROUND, cva::barrier::ObjectLabel::VE↩ HICLE, cva::barrier::ObjectLabel::PLATE }

  An identifier of the category to which an object belongs.

Functions

- CVA_AC_SHARED_LIBRARY_IMPORT ac::Version cva::barrier::version ()

  Returns the version number of the library.

7.1.1 Macro Definition Documentation

7.1.1.1 #define CVA_BARRIER_EXPORT CVA_AC_SHARED_LIBRARY_IMPORT

7.2 example.dox File Reference

7.3 mainpage.dox File Reference

Chapter 8

Example Documentation

8.1 main.cpp

```
/*
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    and your use of them is governed by the express license under which they
    were provided to you (Intel Simplified Software License (Version April 2018))
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    express or implied warranties, other than those that are expressly
    stated in the License.
*/

#include <cstdlib>
#include <iostream>
#include <numeric>
#include <iomanip>
#include <cmath>

#include <opencv2/core/core.hpp>
#include <opencv2/highgui/highgui.hpp>
#include <opencv2/imgproc.hpp>

#include <cva/ac/ocv/image_view.hpp>
#include <cva/barrier/barrier.hpp>

int main(int argc, char *argv[])
{
    // Parse the command line arguments using OpenCV.
    cv::CommandLineParser parser(argc, argv,
        "{ @image |        | image path}"
        "{ help h |        | print this message }"
        "{ impl   | cpu    | detector implementation to use }"
        "{ prec   | FP32   | precision of the model to use }"
        "{ show   | false  | show detected objects }");

    if (parser.has("help"))
    {
        parser.printMessage();
        return EXIT_SUCCESS;
    }

    auto impl = parser.get<cv::String>("impl");
    if (impl != "cpu" && impl != "gpu")
    {
        std::cerr << argv[0] << ": --impl must be either \"cpu\" or \"gpu\".\n";
        return EXIT_FAILURE;
    }

    auto prec = parser.get<cv::String>("prec");
    if (prec != "FP32" && prec != "FP16")
    {
        std::cerr << argv[0] << ": --prec must be either \"FP32\" or \"FP16\".\n";
        return EXIT_FAILURE;
```

```
    }

    auto precision = prec == "FP32" ? cva::ac::Precision::FP32 : cva::ac::Precision::FP16;

    if (!parser.check())
    {
        parser.printErrors();
        return EXIT_FAILURE;
    }

    auto image_path = parser.get<cv::String>("@image");
    cv::Mat image = cv::imread(image_path);
    if (image.empty())
    {
        std::cerr << "failed to read image: " << image_path << std::endl;
        return EXIT_FAILURE;
    }

    auto detector = impl == "cpu" ? cva::barrier::BarrierDetector::createCpu
      () : cva::barrier::BarrierDetector::createGpu(precision);

    auto objects = detector->detect(cva::ac::ocv::toImageView(cva::ac::ImageFormat::BGR_8, image));

    struct LabelProperties {
        const char *description;
        cv::Scalar color;
    } const label_properties[] = {
        {"background",  {0, 255, 0}},
        {"vehicle",     {0, 255, 255}},
        {"plate",       {255, 0, 0}},
    };

    std::cout << "Objects: " << objects.size() << std::endl;

    for (std::size_t i = 0; i < objects.size(); ++i)
    {
        auto label = (int)objects[i]->label();
        auto class_description = label_properties[label].description;
        auto confidence = objects[i]->confidence();
        auto bbox = objects[i]->boundingBox();
        std::cout << i << ": " << confidence << " " << label << " " << class_description << " "
                  << bbox.startX() << " " << bbox.startY() << " " << bbox.endX() << " " << bbox.endY()
                  << std::endl;
    }


    auto show = parser.get<bool>("show");
    if (show)
    {
        for (std::size_t i = 0; i < objects.size(); ++i){
            auto confidence = objects[i]->confidence();
            if (confidence < 0.5f) continue;
            auto bbox = cv::Rect(objects[i]->boundingBox().startX(),
                                 objects[i]->boundingBox().startY(),
                                 objects[i]->boundingBox().endX() - objects[i]->boundingBox().startX(),
                                 objects[i]->boundingBox().endY() - objects[i]->boundingBox().startY());
            auto color = label_properties[(int)objects[i]->label()].color;
            cv::rectangle(image, bbox, color, 5, 8, 0);
        }

        cv::imwrite("result.jpeg", image);
    }


    return EXIT_SUCCESS;
}
```