### UNIT: 5. Applications

#### lecture - 23

Content: Image and face Recognition

Course Outcomes: Students will be able to learn me applications of Artificial Intelligence.

### Imaga Recognition

- Image recognition refers to technologies that identify places, logos, people, objects, buildings, and leveral other variables in digital images.
  - A common example of image recognition is optical character recognition (OCR). A scannes can identify the characters in the image to convert the texts in an image to a text files. With the same process, OCR can be applied to recognize the text of a license plate in an image.
  - Image recognition, in the context of machine vision, is the ability of enflware to identify objects, places, people, writing and arlians in images.

- Computers can use machine vision technologies in combination with a camera and artificial intelligence software to achieve image gazogosition
- Tumber of machine based visual tasks, such as performing image content search and guiding autonomous robots, self driving cars and accèdent avaidance systems.

# How does image Recognition work?

Modeling Step-1: Extract pixel features from an image

Modeling step 2: Prepare labeled images to train the model.

Modeling step-3: Toain the model to be able to categorize images.

Modeling step. 4: Recognize (Predict) a new image to be one of the categories.

## Face Rocogsistion

- Face recognition is a methodo of identifying or verifying the identity of an individual using their face.
- Face recognition systems can be used to identify people in photos, video, or an real-time.
- Face recognition systems use computer algorithms to pick out specific, distinictive details about a person's face.
- These details, such as distance between the eyes of these of the chin, are then converted into mathematical representation and compared to data on other faces collected in a face recognition data base.
- Face recognition systems vary in their ability to identify people under challenging conditions such as poor lighting, low quality image resolution, and subsistemal angle of view.

In facial recognition there are two types of comparisons-

- · Verification The system compares the given individual with who they say they are and gives ages or 500 decision.
- · I dentification The system compares the given individual to all the other indeviduals in the database and gives a nanked leet of matches.

## How Face Recognition works

- 1. The face delection process is an essential step as it detects and locates human faces in images and videas.
- The face capture process transforms analog information (a face) into a set of digital information (date) based on the person's facial features.
- 3. The face match process verifies if two faces belong to the same person.

Here are some model points that are measured by the s of ware

- 1. Distance between the eyes
- width of the nose
- Depth of the eye lockel-
- Check bones
- Jan line
- chin

#### Applications

· Security Counter terrorism

Accesi control, comparing surveillance images to Know terrorist.

- · Day care: verify identity of individuals picking up the children.
- · Residential Security

  Alest homeowners of approaching personnel.
- · Voter verification

  where eligible politicions are required to verify

  their identity during a voting process.
- The roftware is able to quickly verify a customer's face.

#### UNIT-5: Applications

#### LECTURE- 24

Content: Object Recognition

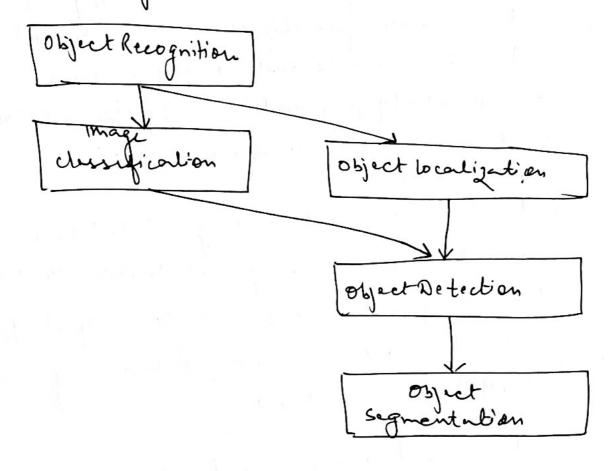
Leeture Outcomes: Student will be able to know the object recognition application.

## Object Recognition

- Humans can easily detect and identify objects present in an image. The human visual system is fast and accurate and can perform complex tasks like identifying multiple objects and detect obstacles with little conscious thought.
- Vision and image processing that deals with detecting and locating instances of semantics object of a certain class usuch as humans, buildings, or care) in digital images and videos.
- Object-recognition is a computer vision technique for identifying objects in images or videos.

### How it works?

- Image classification involves predicting the class of one object in an image.
- of one or more objects in an image and drawing abounding box around their extent.
- · Object detection combines shere two tasks and localizes and classifyies one or more objects in an image.



#### Applications

- · compulational Photography
- · Assisted driving \_ Pedestrian e cardetection.
  - ' Image Scarch

### Challenges

- · viewpoint variation
- · Illumination variation
- · access Occlusion
- · scale
- . deformation
  - · Intra-class variation

### UNIT-5: Applications LECTURE-15

Content: Robotics

Lecture Outcomes! Students will be able to learn the basic concept of Lobots.

#### Robotics

- -> Robot Mechanical device that performs Ruman tasks, either automatically or by remote control.
- -> Robotics study and application of nobot technology.
  - Rebotics is science of designing or building an application of robots. Simply, Robotics may be defined as, "The study of robote", the aim of robotics is to design an efficient robot.
  - -> Telehobotics Robot that is operated remotely.

Robots are, infact, defined as man-made mechanical devices that can move by themselves, whose motion must be modeled, planned, sensed, actuated and controlled, and whose motion behaviour can be influenced by 'Programming'.

### Essential Characteratics of Robots

- Sensing First of all your nobot would have to be able to sense its surroundings. Giving your mobil sensors: light sensors (eyes), touch and pressure sensors (Rands), chemical sensors (505e), Learing and sonar sensors (ears) and taste sensors (tongue) will give your mobil awareness of its environment.
- Movement A robot needs to be able to move around its environment. Weather rolling on wheels, walking on legs or propelling by pushers a robot needs to be able to move.
- · Energy A probot needs to be able topower itself.

  A hobot might be solar powered, electroscally powered,
  battery powered.

Intelligence A mobile needs some kind of "smarts".

This is where programming enters the pictures.

A programmar is the person who gives the gobot its

snown.

### Advantages

· Going to far away planets.

· Going for down into the Unknown waters and mines where Lymans would be couched.

working at places 27 #7 without any salary and food

They can perform tasks faster than Rumans and much more consistently and accuratly.

## Disadvantages

- · leaple can lose jobs en factories
  - · It needs a supply of power
- · It needs maintenance to keep it running
- · 9+ costs money to make or duy a nobot.

### Types of nobote

#### " Industrial Robots

- Materials Landling

- Welding Inspection Improve productivity

### . Mobile Robots

- Robote that move assumed on legs, tracks or wheels.

#### · Educational Roboto

- Robotic Kits are used extensively in education.

#### · Domestic Robots

- Two types those disigned to perform houshold tasks and modern toys which are programmed to do things like talking, walking a dancing etc.

### Robot Componente

- 1. Manipulator or Rover Main body of hobot
- 2. End Effector The part that is concerned to the last joint of a manipulator.
- 3. Actuators Muscles of the manipulators.
- 4. Sensors To collect information about the internal state of the nobot or to communicate with the outside environment.
- S. controller Similar to cerebellum. It confrols and coordinates the motion of the actuators.
- 6. Processors she brain of the robots or intsets.
- 7. Softwares operating System, robotic software and the collection of honlines.

### Robotic Applications

- -> Explosation
  - -space Missions
  - Robots in the Antarctic

  - Exploring Volcanoes Underwater exploration

### > Medical Science

- surgical assistant
- -> Assembly
  - factory part Randling
  - Assembly

  - Mome help

UNIT-5: Applications Lecture-26

content - Applications

Lecture ontcomes - students will be able to Know the different applications of AI.

Applications of AI

There are different applications of A.S.

- 1. Astronomy
- 2. Health core
- 3. Transport
- 4. Agriculture
- 5. Education
- 6. E- Commerce
- 7. Entertainment
- 8. Robotics
- 9. Automative
- 10. Social Media

11. Dato Security
12. Finance
13. Gamming