Exercise -4

Q-1

As per requirements, below are the screenshots:-

1) Logitech C200 detected and verified

```
pi@raspberrypi:~ $ camorama

(camorama:2181): Gtk-WARNING **: GtkSpinButton: setting an adjustment with non-zero page size is deprec
[1]+  Killed                  camorama
pi@raspberrypi:~ $ lsusb
Bus 001 Device 006: ID 413c:301a Dell Computer Corp.
Bus 001 Device 004: ID 413c:2113 Dell Computer Corp.
Bus 001 Device 005: ID 046d:0802 Logitech, Inc. Webcam C200
Bus 001 Device 007: ID 0424:7800 Standard Microsystems Corp.
Bus 001 Device 003: ID 0424:2514 Standard Microsystems Corp. USB 2.0 Hub
Bus 001 Device 002: ID 0424:2514 Standard Microsystems Corp. USB 2.0 Hub
Bus 001 Device 001: ID 1d6b:0002 Linux Foundation 2.0 root hub
pi@raspberrypi:~ $ lsusb | grep C200
Bus 001 Device 005: ID 046d:0802 Logitech, Inc. Webcam C200
pi@raspberrypi:~ $
```

Fig :-1 Detection of camera

2) Use of lsmod | grep video command (lsmod shows the kernel modules which can be loaded onto the system) (grep is used to search text files for patterns) [Ref :- Wikipedia]

```
pi@raspberrypi:~ $ lsmod | grep video
uvcvideo               90112  0
videobuf2_vmalloc      16384  1 uvcvideo
videobuf2_memops       16384  1 videobuf2_vmalloc
videobuf2_v4l2         24576  1 uvcvideo
videobuf2_core         45056  2 uvcvideo,videobuf2_v4l2
videodev              184320  3 uvcvideo,videobuf2_core,videobuf2_v4l2
media                  32768  2 uvcvideo,videodev
pi@raspberrypi:~ $
```

Fig :-2 Use of lsmod | grep video command

3) Use of dmesg | grep video command (dmesg used to write kernel messages in linux)[Ref :- Wikipedia]

```
pi@raspberrypi:~ $ dmesg | grep video
[    6.032721] Linux video capture interface: v2.00
[    6.346533] uvcvideo: Found UVC 1.00 device <unnamed> (046d:0802)
[    6.375734] uvcvideo 1-1.1.2:1.0: Entity type for entity Extension 4 was not initialized!
[    6.375757] uvcvideo 1-1.1.2:1.0: Entity type for entity Extension 8 was not initialized!
[    6.375768] uvcvideo 1-1.1.2:1.0: Entity type for entity Extension 10 was not initialized!
[    6.375778] uvcvideo 1-1.1.2:1.0: Entity type for entity Extension 12 was not initialized!
[    6.375790] uvcvideo 1-1.1.2:1.0: Entity type for entity Extension 11 was not initialized!
[    6.375800] uvcvideo 1-1.1.2:1.0: Entity type for entity Processing 2 was not initialized!
[    6.375811] uvcvideo 1-1.1.2:1.0: Entity type for entity Extension 13 was not initialized!
[    6.375821] uvcvideo 1-1.1.2:1.0: Entity type for entity Camera 1 was not initialized!
[    6.375831] uvcvideo 1-1.1.2:1.0: Entity type for entity Extension 14 was not initialized!
[    6.376704] usbcore: registered new interface driver uvcvideo
pi@raspberrypi:~ $
```

Fig:-3 Use of dmesg | grep video command (Verification of UVC driver Loaded)

4) Use of dmesg command

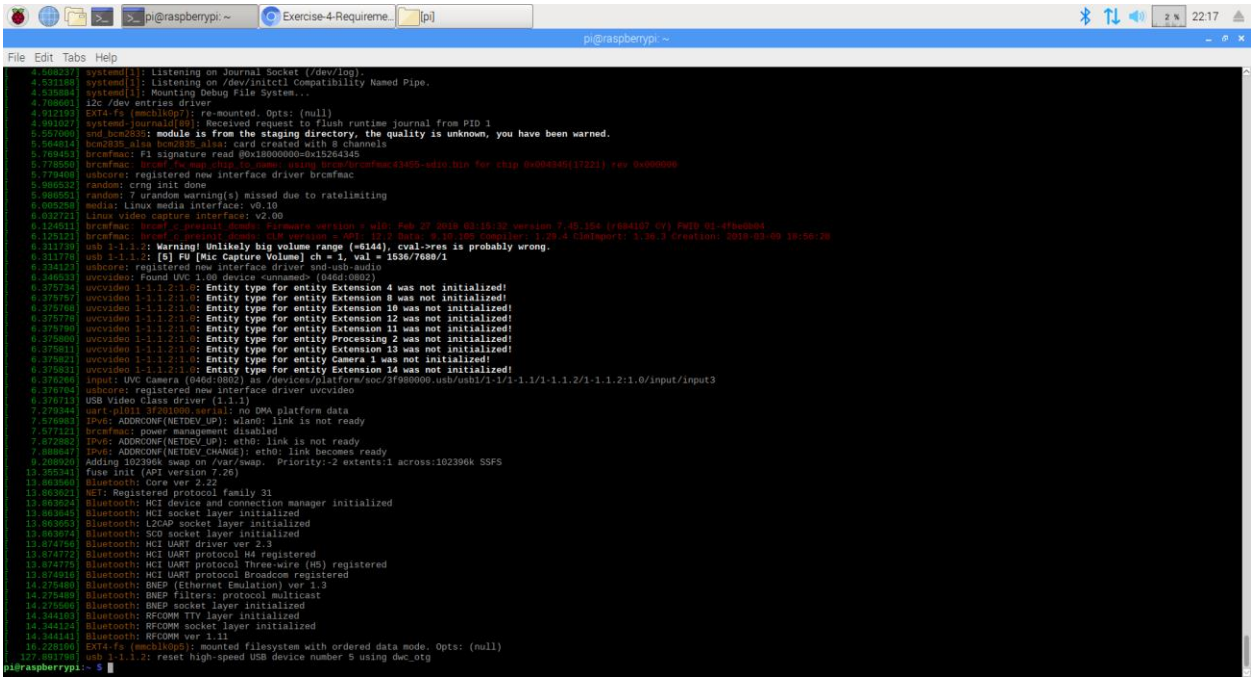

Fig:-4 Use of dmesg command

Q-2

Camorama is used to take images using webcam (here logitech C200).
I installed it using the command

apt-get install camorama.

Here, as shown in the figure :-
We can take pictures and then also change the effects like contrast, brightness, colour,Hue, White balance upto 255 units.

Example of my face capture is shown with different effects.

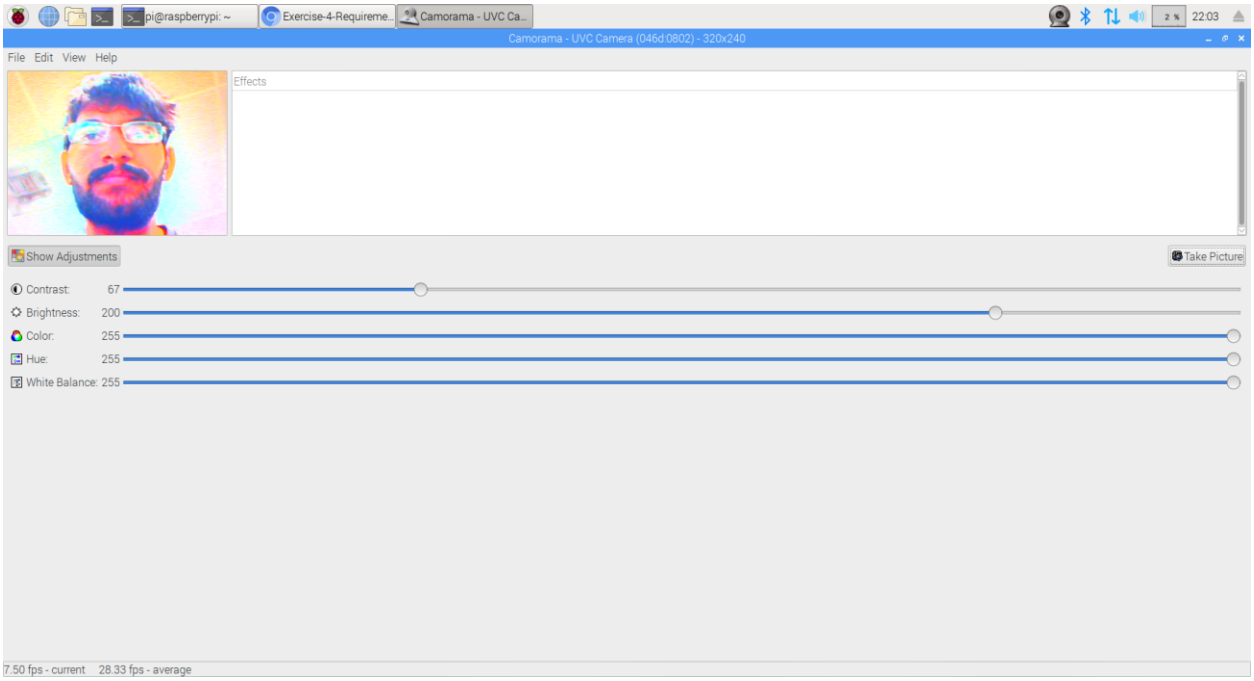

Fig:- 5 Use of Tool (camorama) by different effects and verification

Q-3

In R-pi 3 B+, I installed opencv 3 using this link.., since it is not pre-installed like Jetson.
https://www.pyimagesearch.com/2015/10/26/how-to-install-opencv-3-on-raspbian-jessie/

After Installing opencv3, I ran demo codes given by Professor Sam Siewert

Below are the screenshots of Simple Capture

1) **Simple Capture**

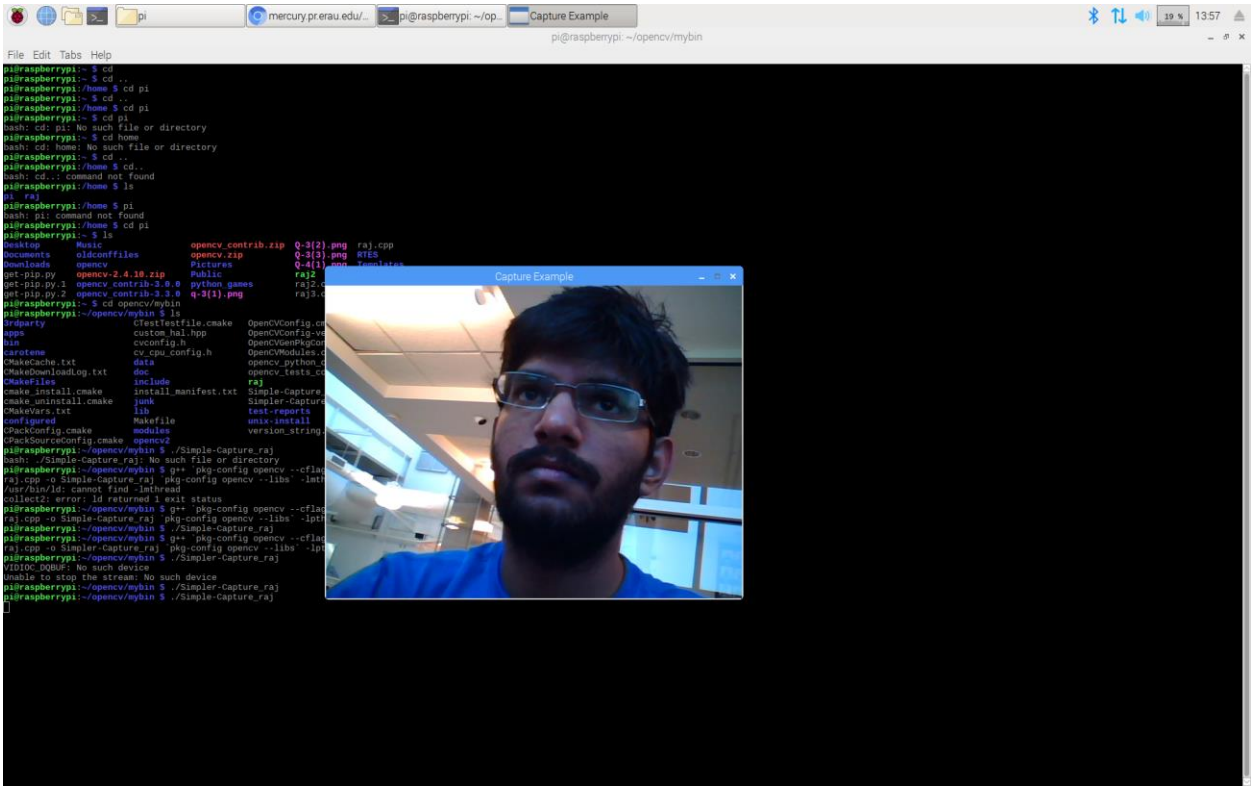

Fig:-6 Output of Simple Capture

```
pi@raspberrypi:~/opencv/mybin $ ./Simple-Capture_raj
bash: ./Simple-Capture_raj: No such file or directory
pi@raspberrypi:~/opencv/mybin $ g++ `pkg-config opencv --cflags` Simple-Capture_
raj.cpp -o Simple-Capture_raj `pkg-config opencv --libs` -lmthread -lm
/usr/bin/ld: cannot find -lmthread
collect2: error: ld returned 1 exit status
pi@raspberrypi:~/opencv/mybin $ g++ `pkg-config opencv --cflags` Simple-Capture_
raj.cpp -o Simple-Capture_raj `pkg-config opencv --libs` -lpthread -lm
pi@raspberrypi:~/opencv/mybin $ ./Simple-Capture_raj
```

Fig:- 7 Verification and Code compilation of opencv and Simple Capture Code by Professor Sam Siewert

Q-4

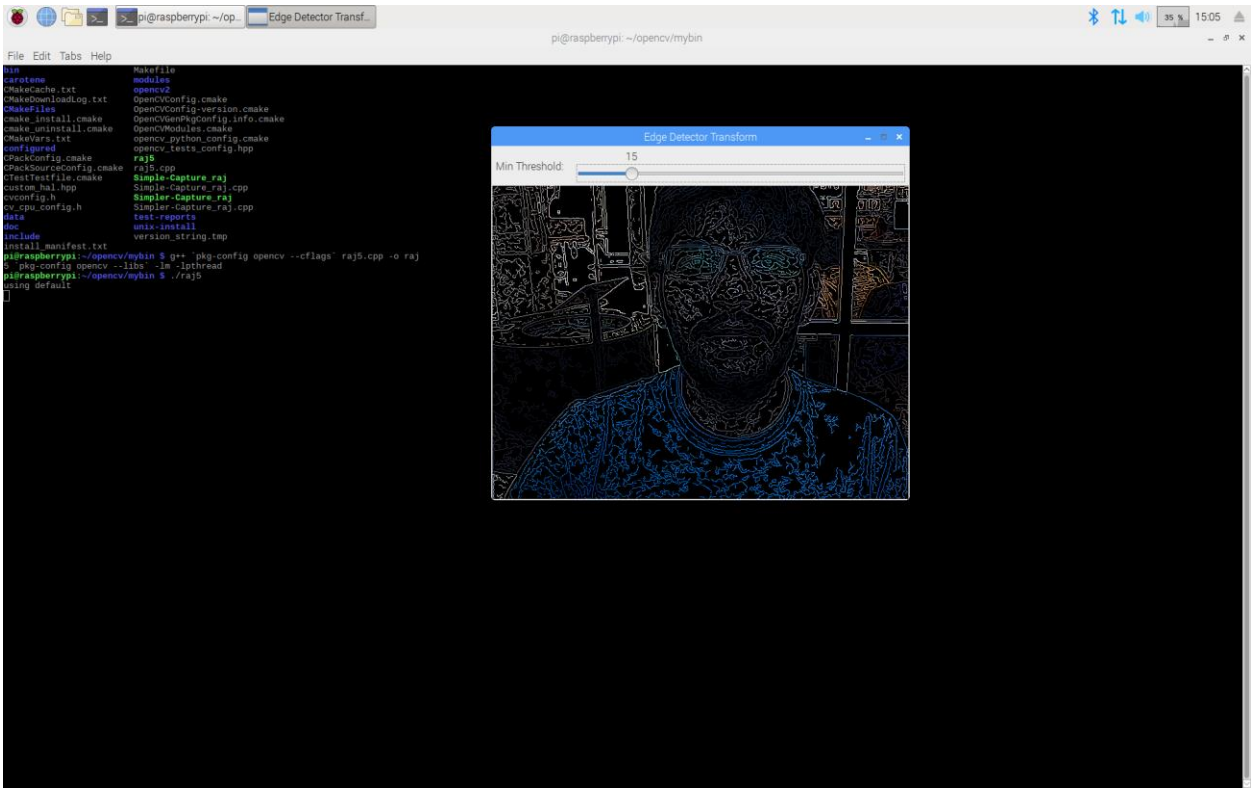

Fig :-8 Output of Canny interactive

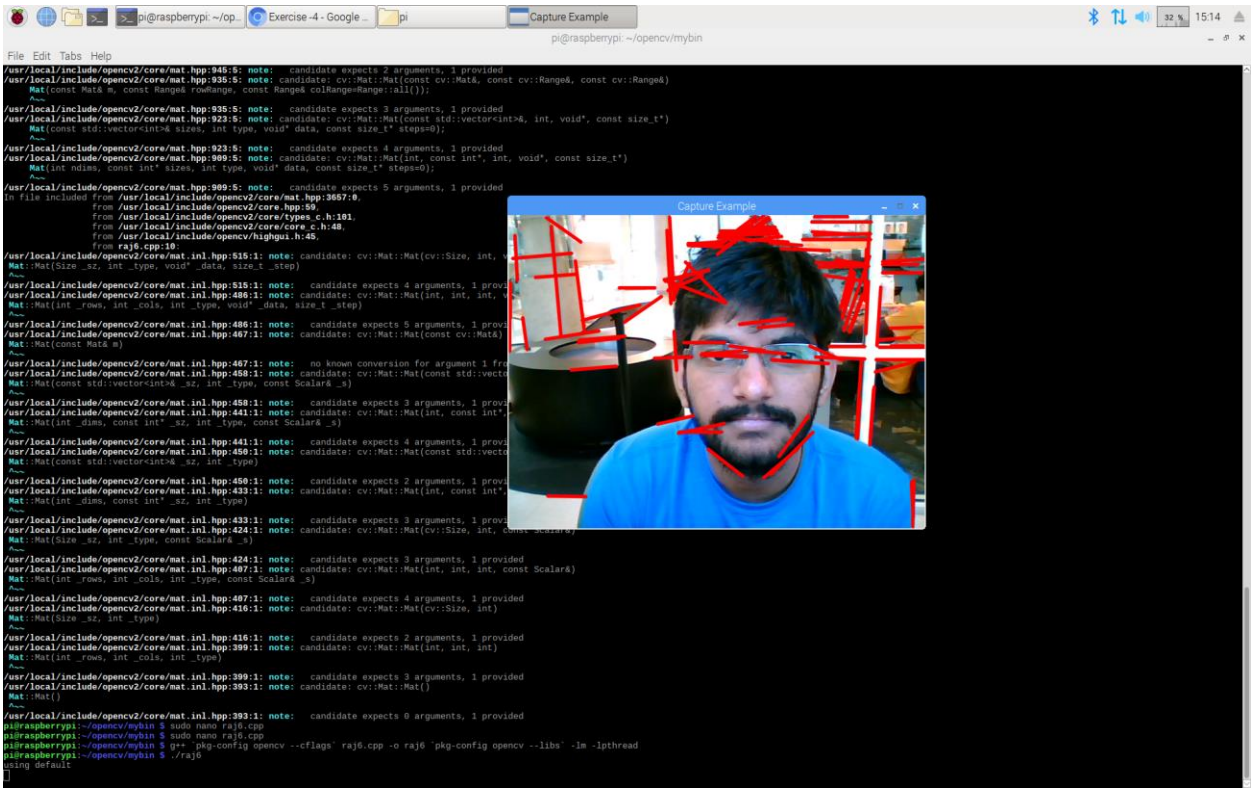

Fig:-9 Output of Hough - interactive

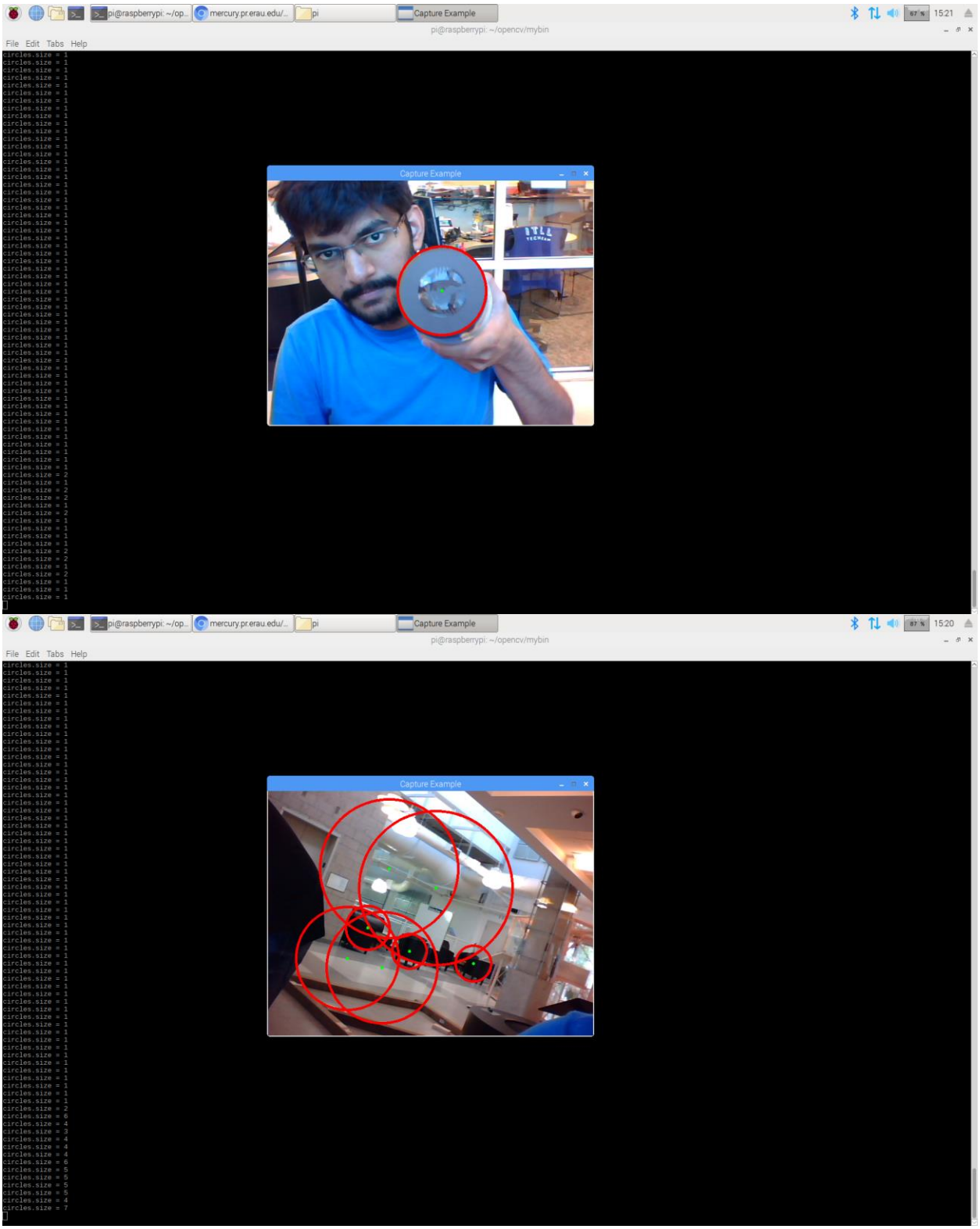

Fig :- 10 output of Hough -elliptical Interactive

Explanation of code of canny-Interactive :-

1) **To run this code , I edited the code by adding one library i.e. #include <opencv/highgui.h>**
2) **I am running this code on 640*480 resolution.**

Canny-Edge Detector :- The canny edge detector is an edge detection operator that uses a multi stage algorithm to detect a wide range of edges in images. [2] It is very useful in computer vision , it extracts useful information from the image , removes extra stuff which is not required from the background and then uses structural information from different vision objects.

There are 3 general criteria for edge detection :- [2]

1) Detection with low error rate (as many images as possible should be captured)
2) Edge point should be accurately localised on the center of the edge
3) A given edge in the image should only be marked once.

Description of Code :-

```
#include <unistd.h>
#include <stdio.h>
#include <stdlib.h>
#include <iostream>
#include <opencv/highgui.h>
#include <opencv2/core/core.hpp>
#include <opencv2/highgui/highgui.hpp>
#include <opencv2/imgproc/imgproc.hpp>
```

In the initial phase , we have declared all the libraries which are used for the opencv3.

```
#define HRES 640
#define VRES 480
```

After that , we have written the resolution as 640*480 where 640 is the horizontal resolution and 480 is the vertical resolution

After the declaration of threshold and kernel size we have initialised the frame by giving this command

```
IplImage* frame;
```

```
void CannyThreshold(int, void*)
{
   //Mat mat_frame(frame);
   Mat mat_frame(cvarrToMat(frame));

   cvtColor(mat_frame, timg_gray, CV_RGB2GRAY);

   /// Reduce noise with a kernel 3x3
   blur( timg_gray, canny_frame, Size(3,3) );

   /// Canny detector
   Canny( canny_frame, canny_frame, lowThreshold, 0 , kernel_size );

   /// Using Canny's output as a mask, we display our result
   timg_grad = Scalar::all(0);

   mat_frame.copyTo( timg_grad, canny_frame);

   imshow( timg_window_name, timg_grad );

}
```

In the above function used in code , we have different API's.

Mat function creates a matrix of image. Its structure is like this
public **Mat**(int rows,
int cols,
int type)
The arrays of rows and columns are converted to matrix by this command.

Next in the line is cvtColor , this is used to transform the mat frame into a gray scale image . RGB image is converted to gray scale using this command.

After this, blur is used to the matrix using the kernel of 3*3 . It also reduces noise.
Now you will be able to see the image in a gray scale with low jitter and finally we can use the canny detector function.

Scaler::all(0) fills with 0 and thus making the image black after which we use imshow to display the image.

In the main function , we have used a trackbar to reduce and increase the value of canny threshold. In this we have different threshold values which are used for different image parameters.

In the end we have used cvReleaseCapture(&capture); to release the image on the screen , if we dont use this then the video will never get stopped.

This is how edge detection is performed on a numerous image frames captured continuously.

If we use continuous transformation we can measure the edges on a continuous basis so that whenever there is a change in the captured frame we can easily capture the new edge detected . We can also know the average time response and the deadlines missed by this method. Moreover, as we change the resolution of the image the total number of data size increases, which in turn increases the transformation size of the picture, which finally increases the cpu utility percentage.

Q-5

For this Question, I have selected three algorithms

1) Canny Transformation
2) Hough Lines
3) Hough Circle

//All codes are modification of Professor Sam Siewert's Code

Algorithm analysis :-

In these codes , I have taken 5 resolutions and according to those resolutions I have chosen the deadline and found the average fps of 10 frame. The average frame time is in ms. I have taken deadline by taking 20% more than the Average Frame time. In some cases deadlines are passes, in some it is not passed. If the number of deadlines passed are too much then we cannot say that it is a Hard Real time system.

Things observed :-

I observed in these codes that , as out resolution increases our fps decreases and out average frame time increases. Average frame time increases because the number of frames to be modified and calculated are more In higher resolution as compared to lower resolution.

Jitter measured is in ms.

1) Canny Transformation :-

.

Resolution	Average Time Frame	FPS
80*60	35.7 (Deadline:- 42.84)	28 (Jitter = 45)
160*120	37.5 (45)	27 (45)
320*240	47.6(57.14)	21 (37)
500*375	71.6(85.7)	14 (29)
640*480	76.9(92.3)	13 (7)

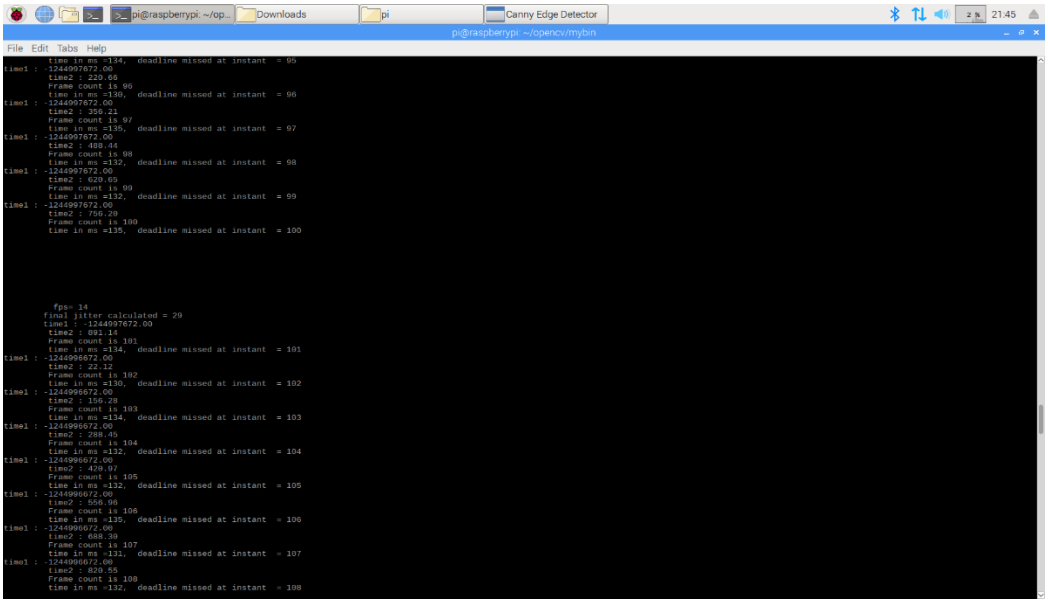

Fig :- 11 500*375 Canny

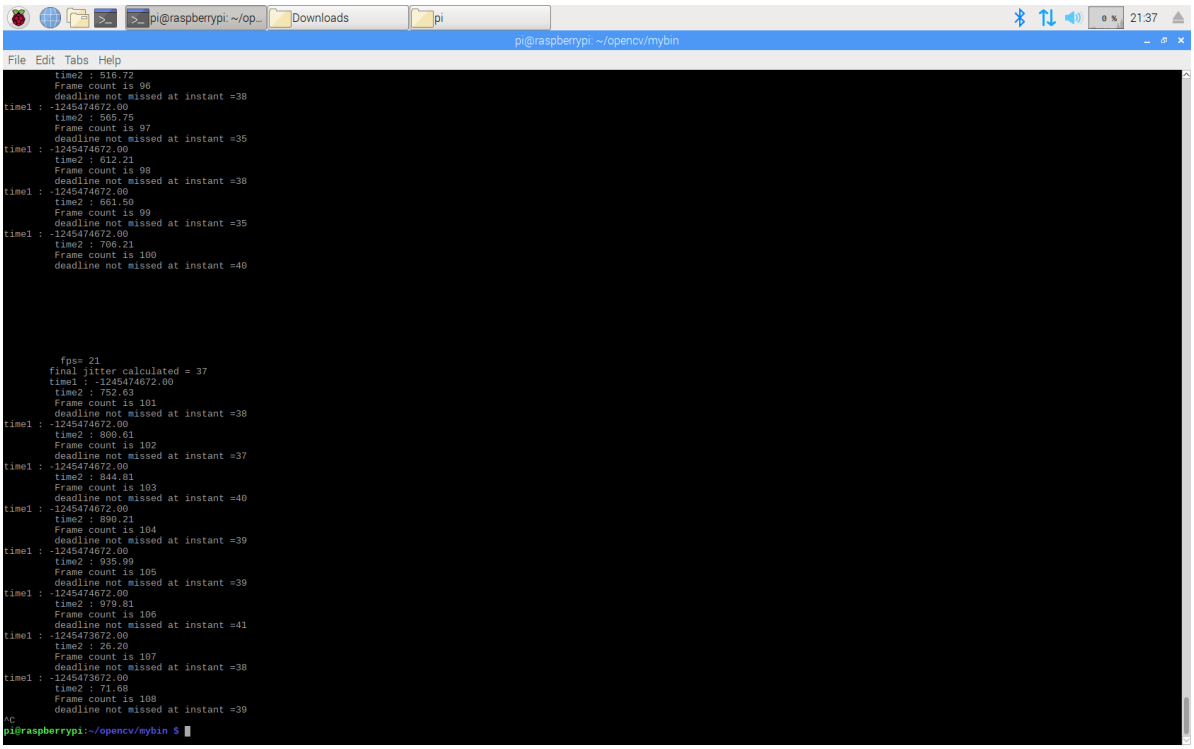

Fig 12 :- 320*240 Canny

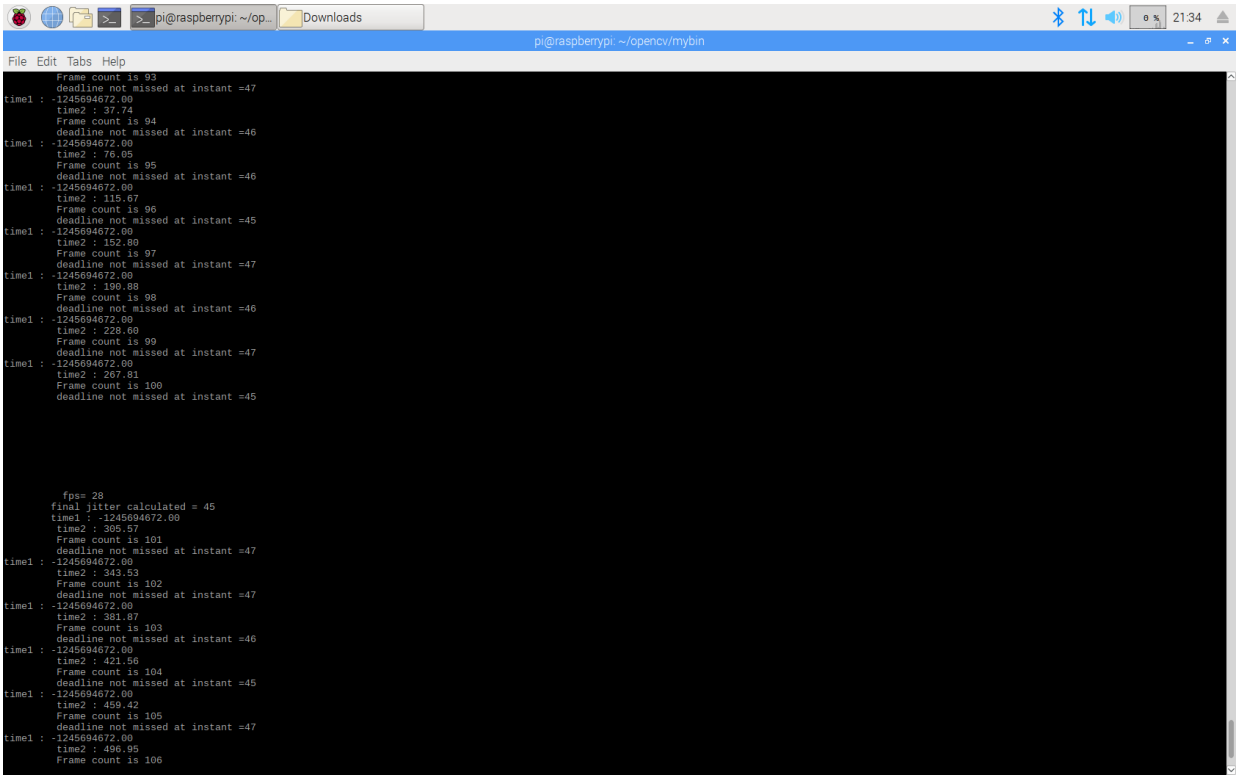

Fig :13 160*120 Canny

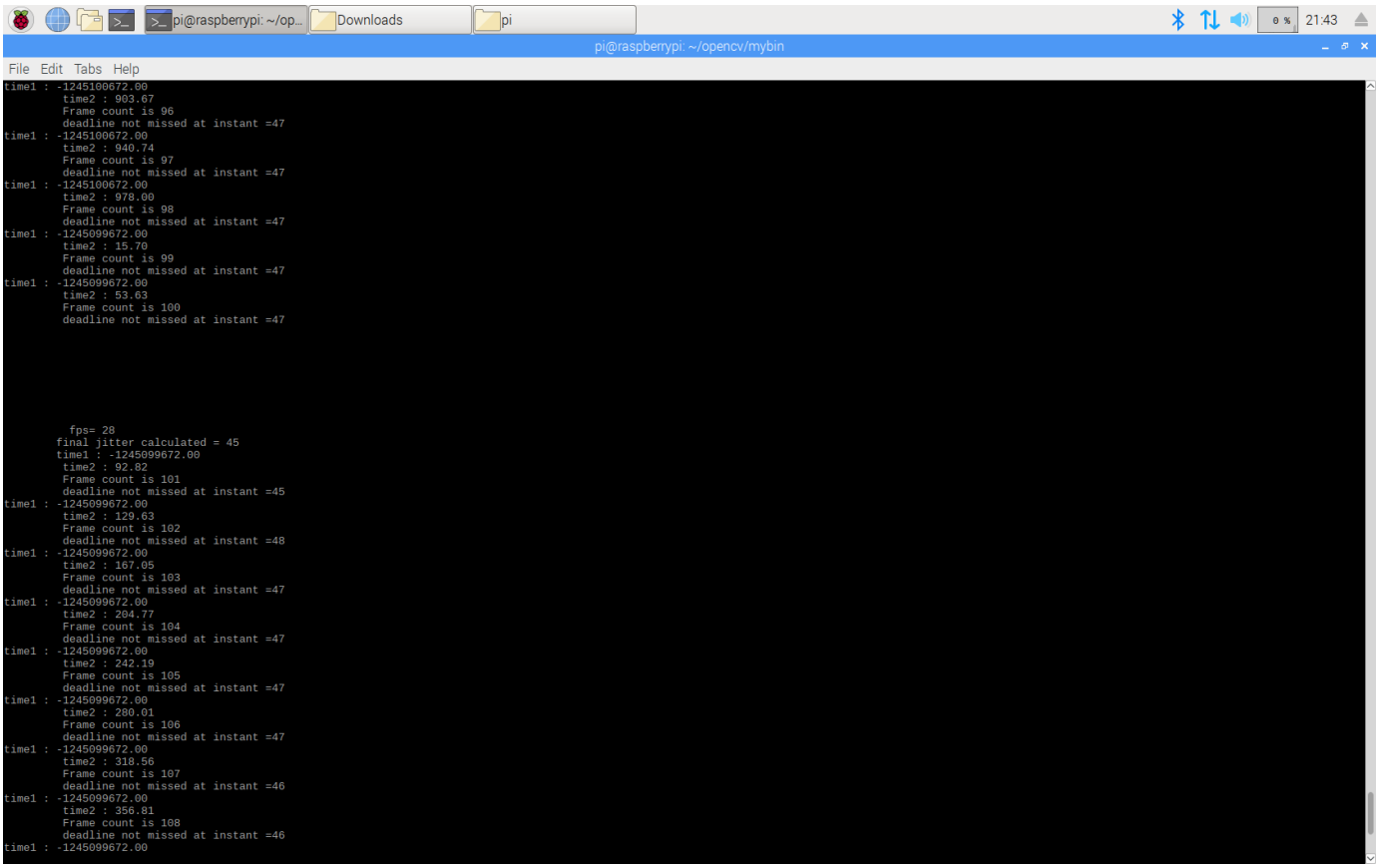

Fig 14 80*20 Canny

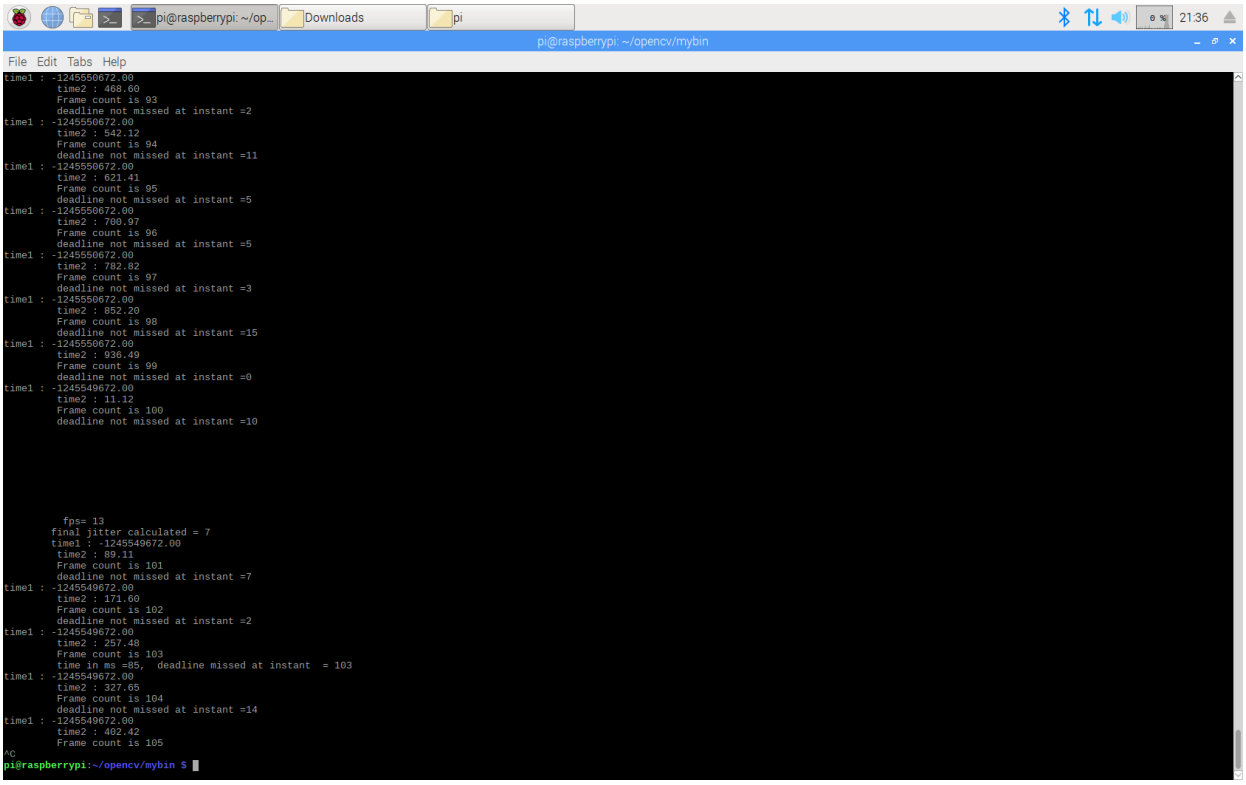

Fig 16 640*480 Canny

2) HoughLines:-

Resolution	Average Time Frame	FPS
320*240	234 (Deadline:- 280)	4.266 (Jitter = 5)
500*375	529 (635)	1.89 (21)
640*480	584 (700)	1.712 (46)
1120*840	591 (700)	1.69 (23)
1440*1080	1388 (1660)	0.72 (49)

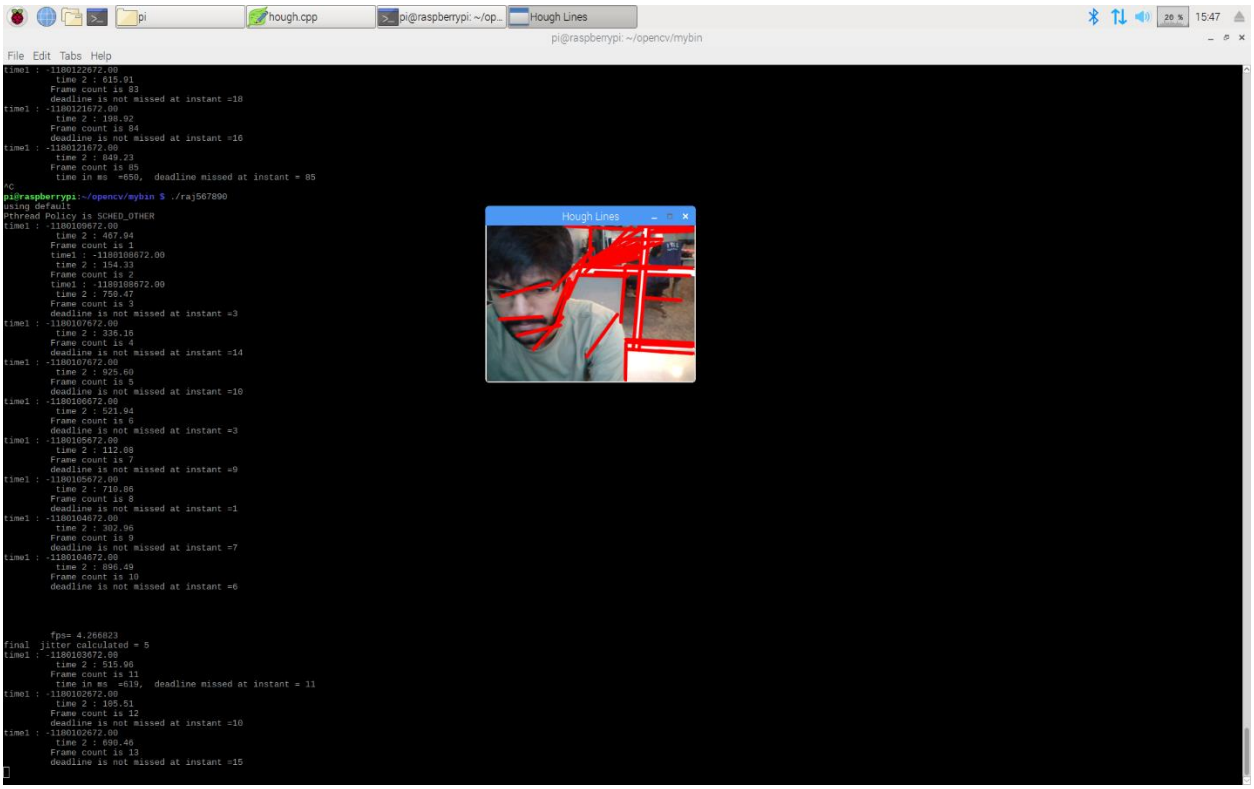

Fig 17:- 320*240 Lines

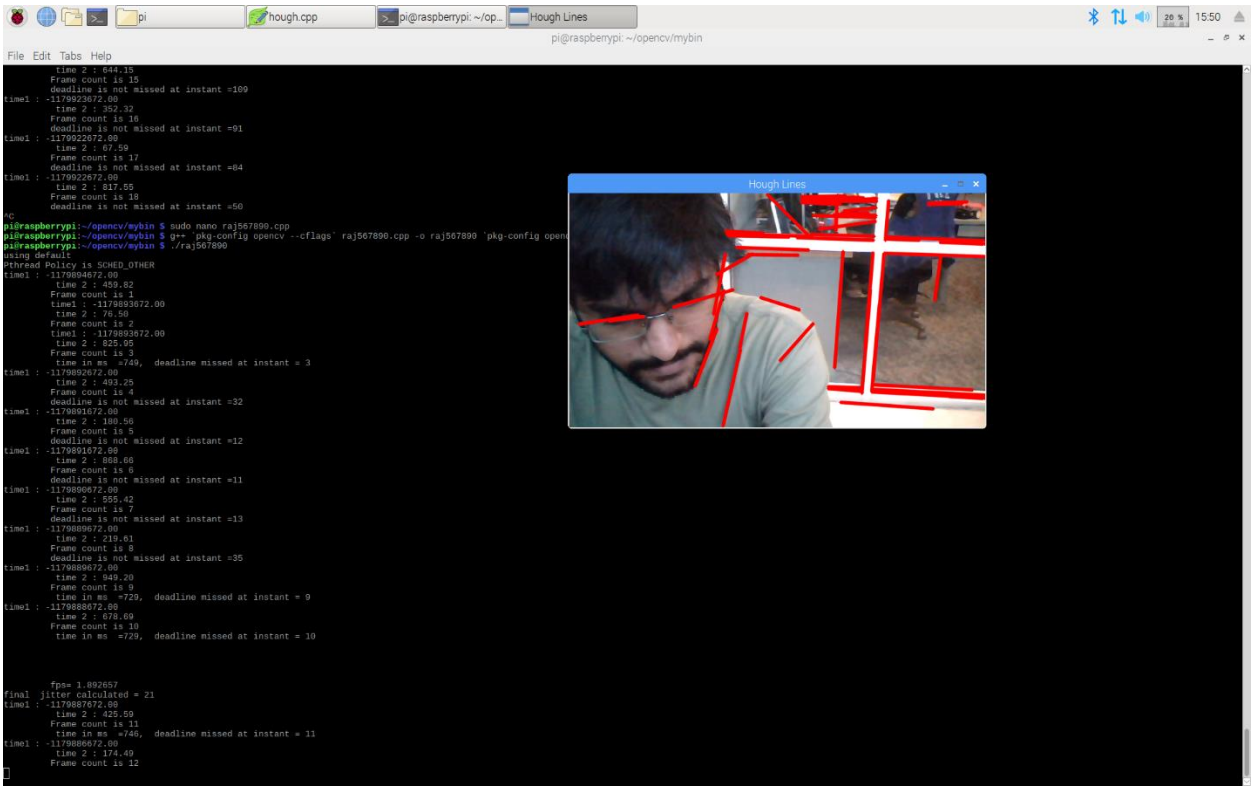

Fig 18 :- 500*375

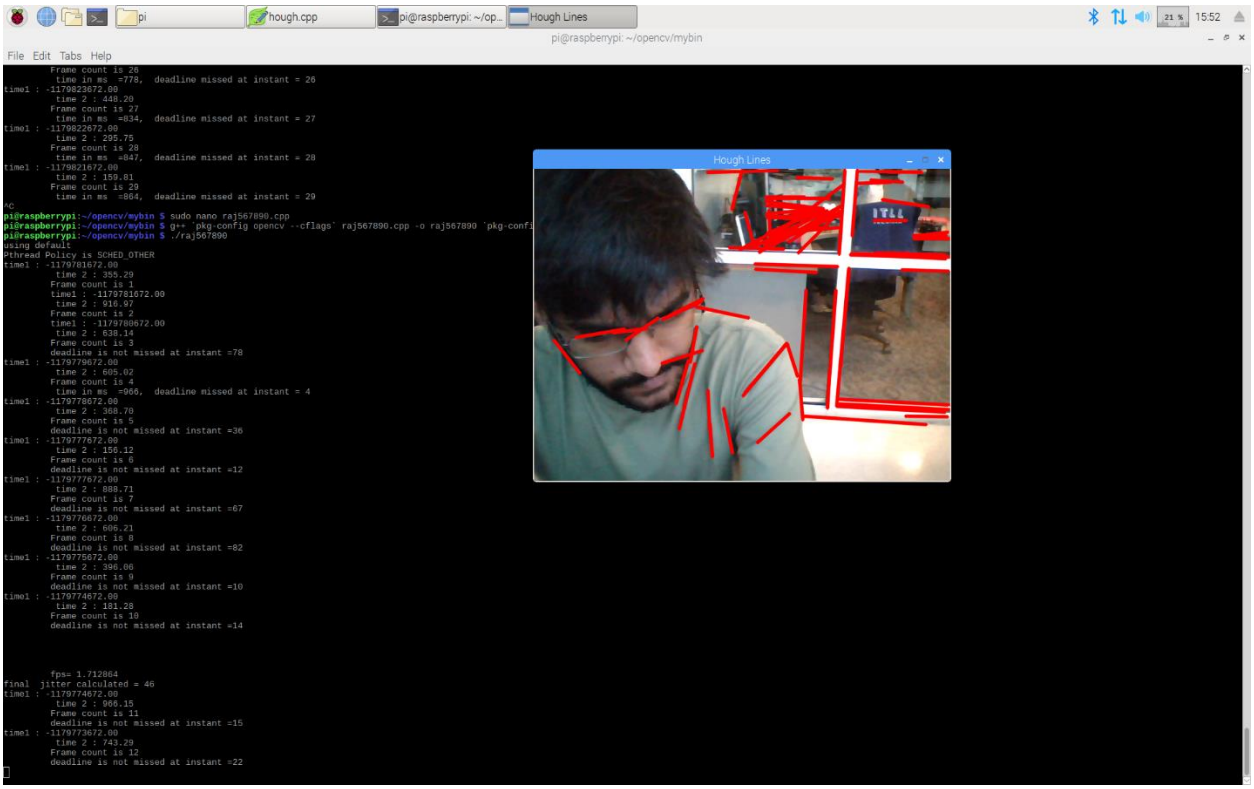

Fig 19 :- 640*480 Lines

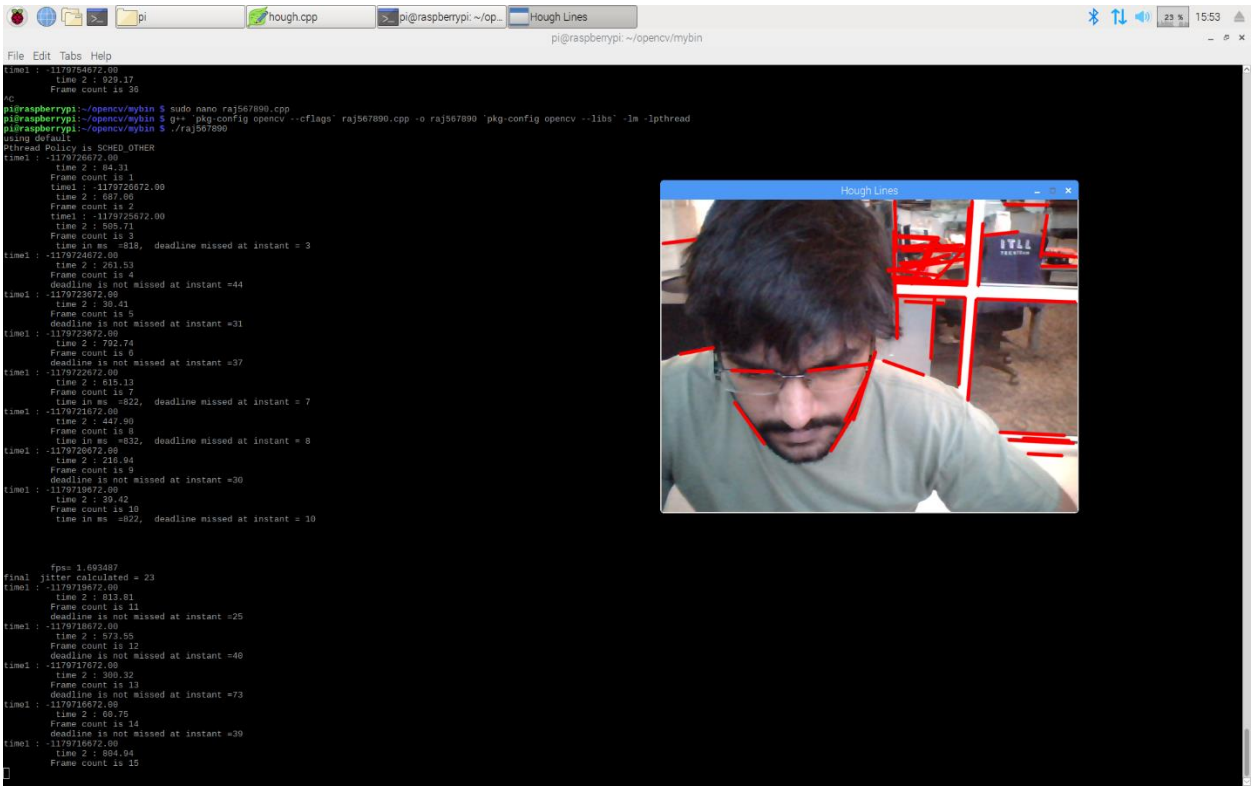

Fig 20 :- 1120*840 Lines

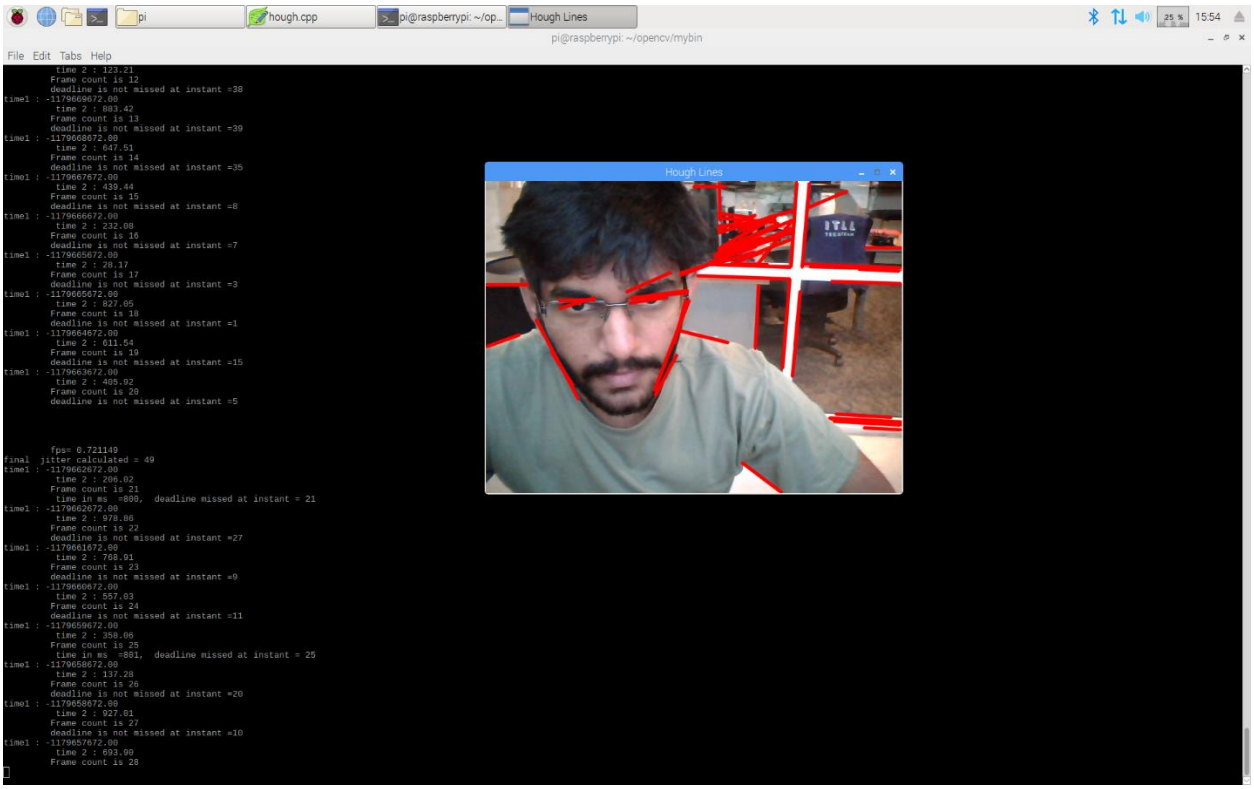

Fig :- 21 1440*1080 Lines

3) Hough Circle :-

Resolution	Average Time Frame	FPS
320*240	335 (Deadline:- 402)	2.98 (Jitter = 118)
640*480	465 (558)	2.15 (41)
960*720	378(453)	2.64 (112)
1120*840	591 (710)	1.69 (104)
1440*1080	598 (717)	1.67 (165)

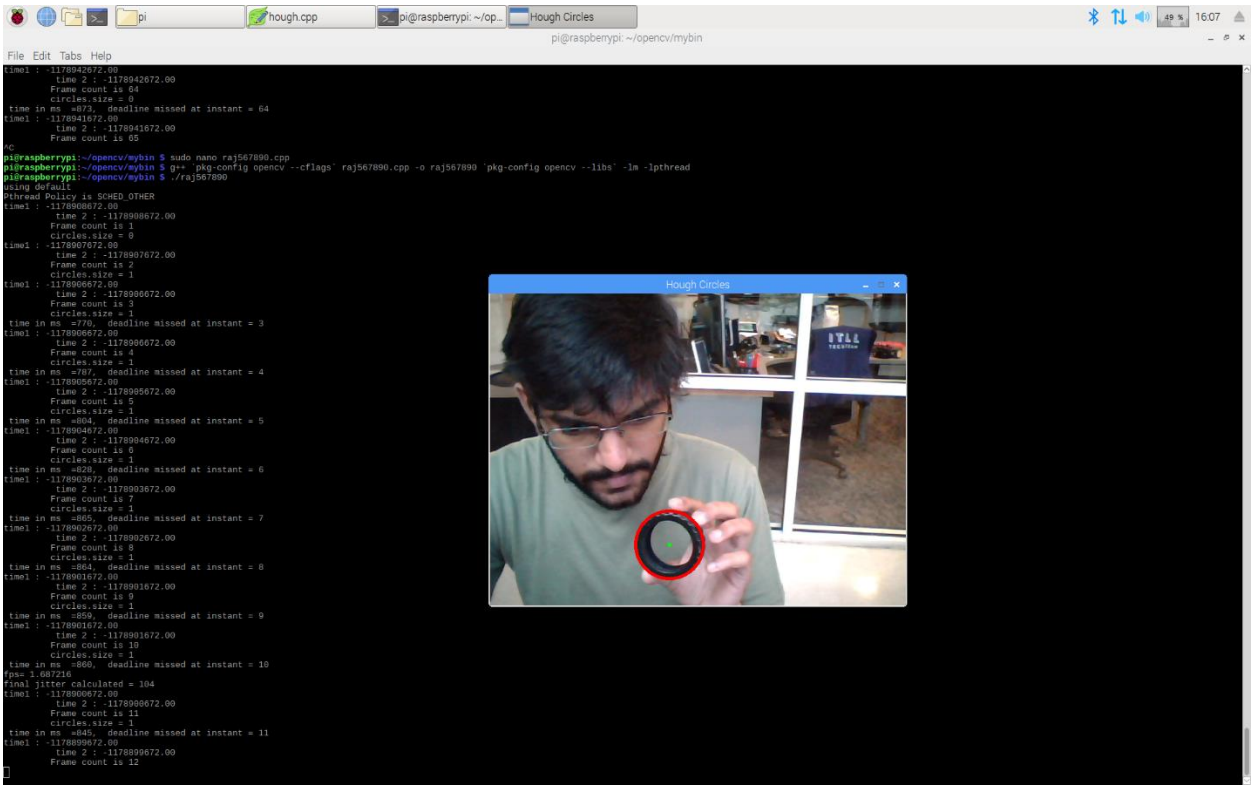

Fig :- 22 1120*840 Circle

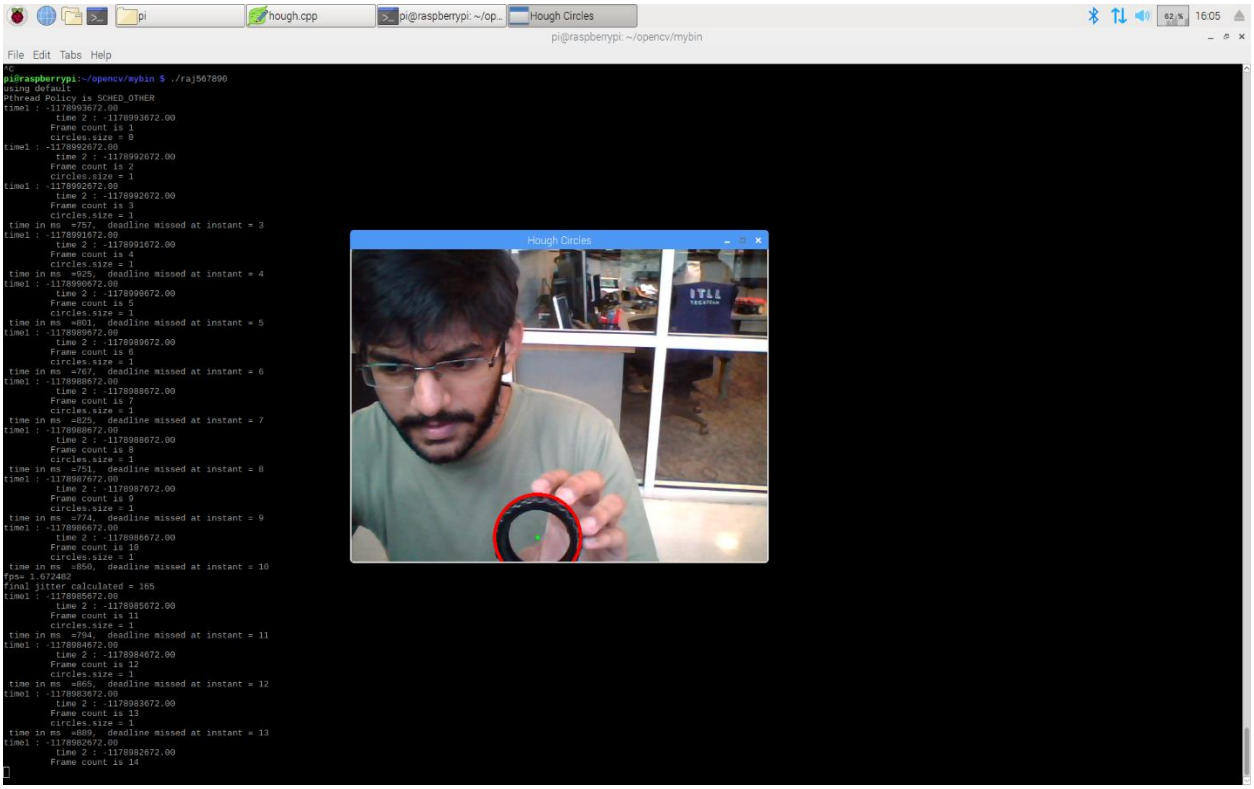

Fig :- 23 1480*1080 Circle

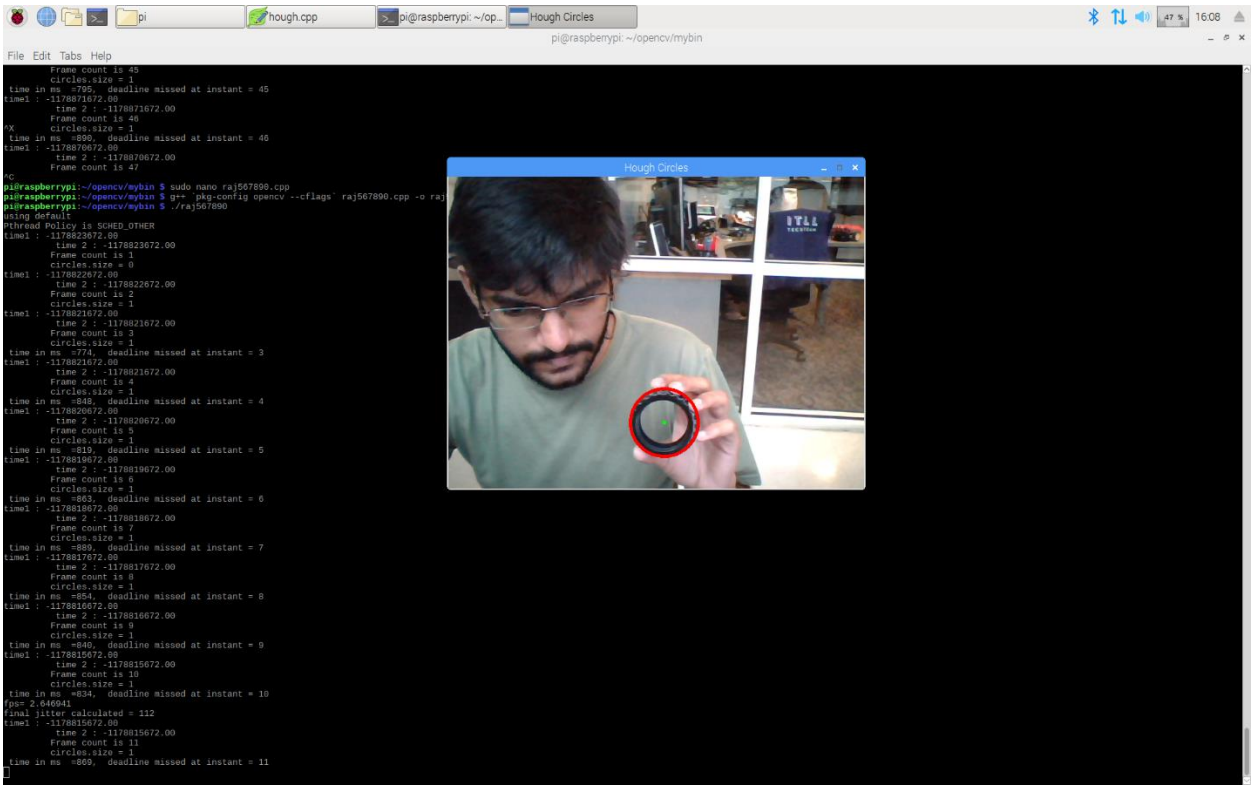

Fig :- 24 960*720 Circle

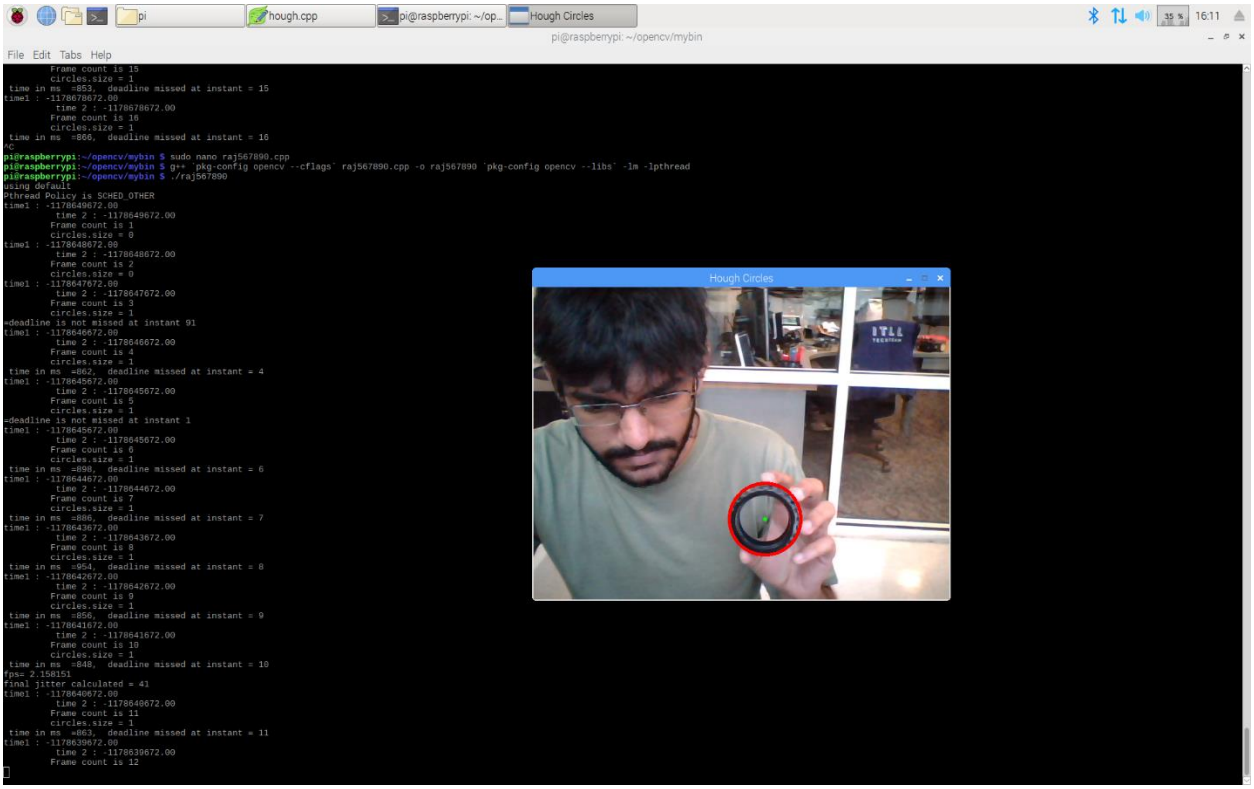

Fig :- 25 640*480 Circle

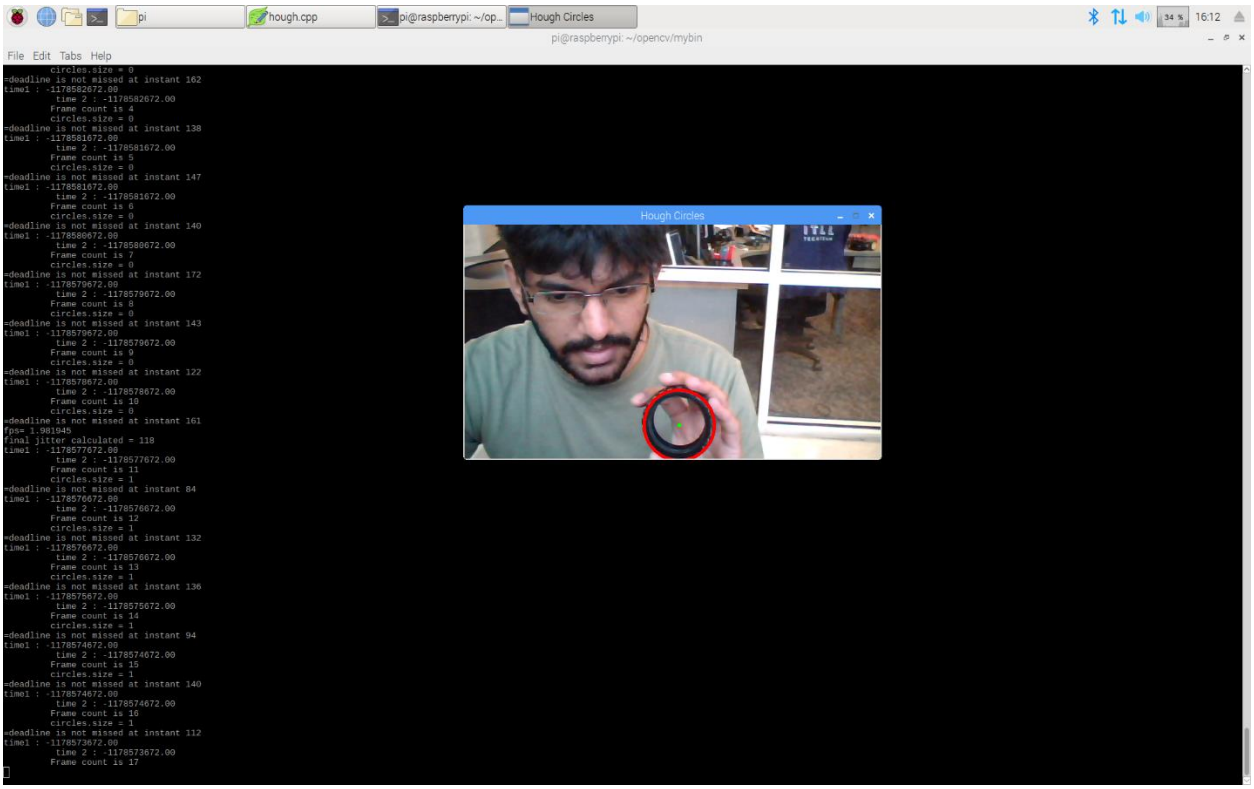

Fig:- 26 320*240 Circle

Final Screenshot of combined 3 Codes

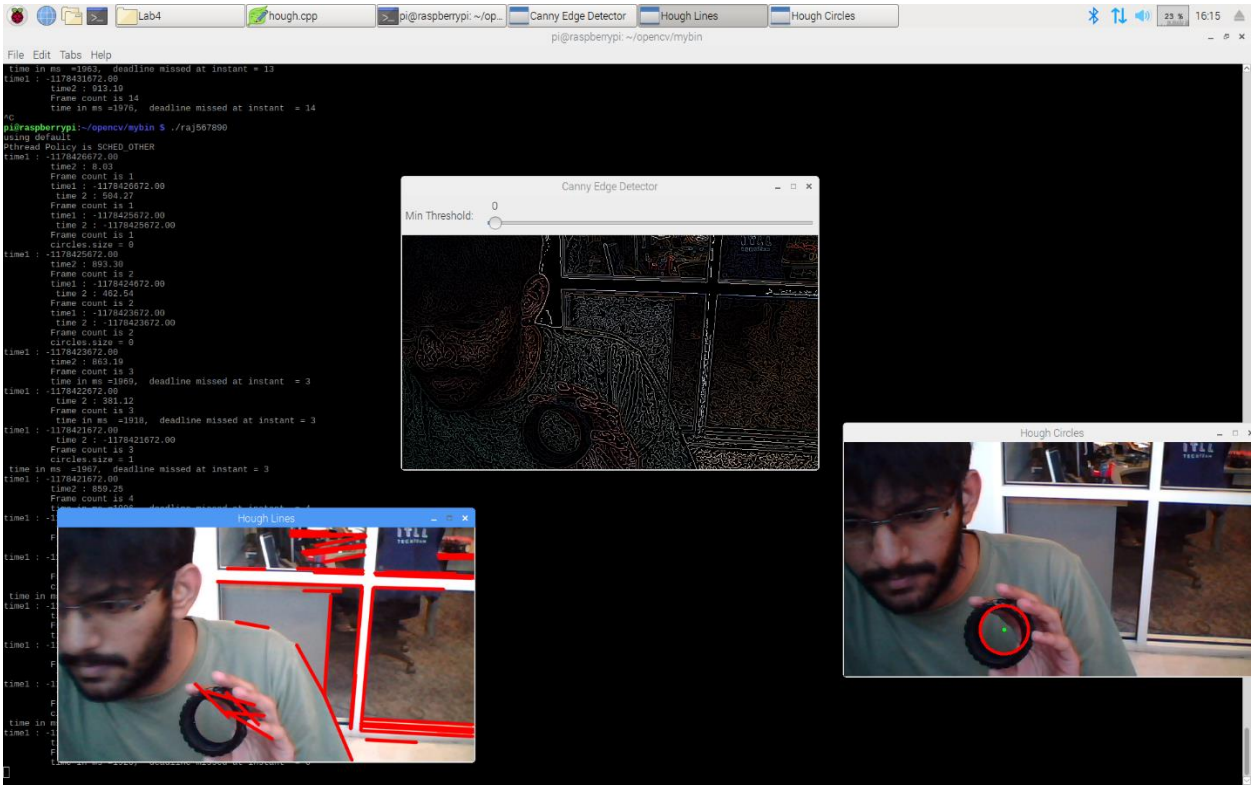

Fig 27 :- Combined 3 codes into 1 , (Semaphores Used)

References :-

1) **Q-3 - http://mercury.pr.erau.edu/~siewerts/cs415/code/computer-vision/simpler-capture/**
   Link for Simple capture code given by Professor Sam Siewert

2) **https://en.wikipedia.org/wiki/Canny_edge_detector**

3) **Three codes are taken from following link of Professor Sam Siewert**
   http://mercury.pr.erau.edu/~siewerts/cs415/code/computer_vision_cv3_tested/
   - **Simple Canny Interactive**
   - **Simple Hough Elliptical**
   - **Simple Hough interactive**