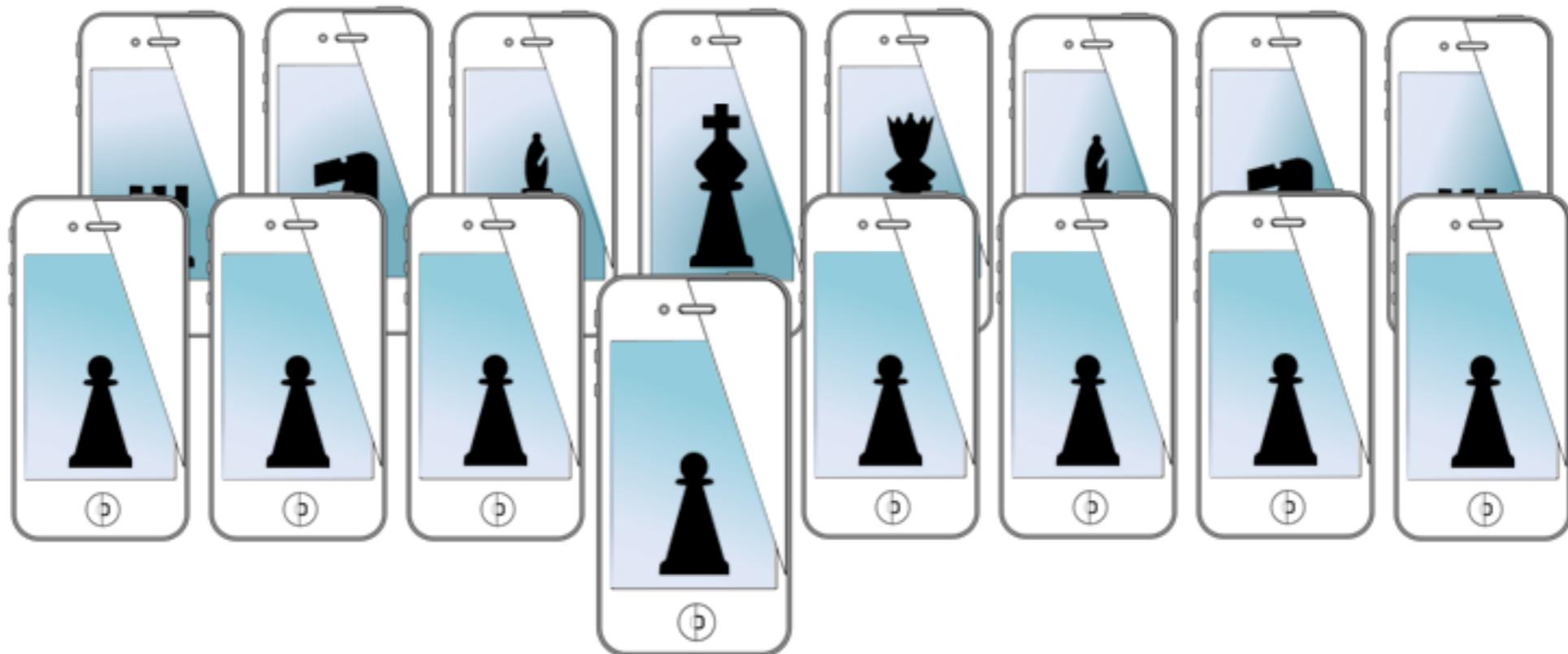


MOBILE SENSING LEARNING



CS5323 & 7323
Mobile Sensing and Learning

core image and image processing

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course logistics/agenda

- logistics:
 - A2 due soon!
- today:
 - Finish SceneKit (if needed)
 - image processing basics
 - core image filtering

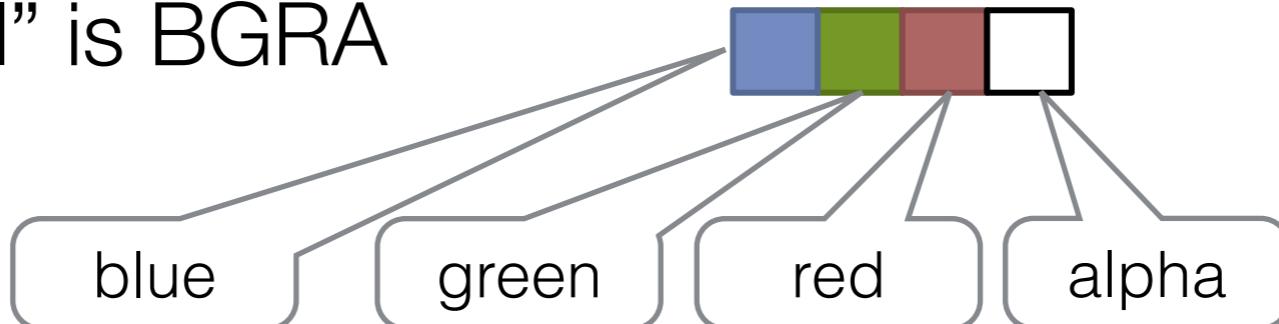
what is image processing?

- the **art** and **science** of manipulating pixels
 - combining images (blending or compositing)
 - enhancing edges and lines
 - adjusting contrast, color
 - warping, transformation
 - filtering
 - ...anything you can do in photoshop
 - also used in computer vision

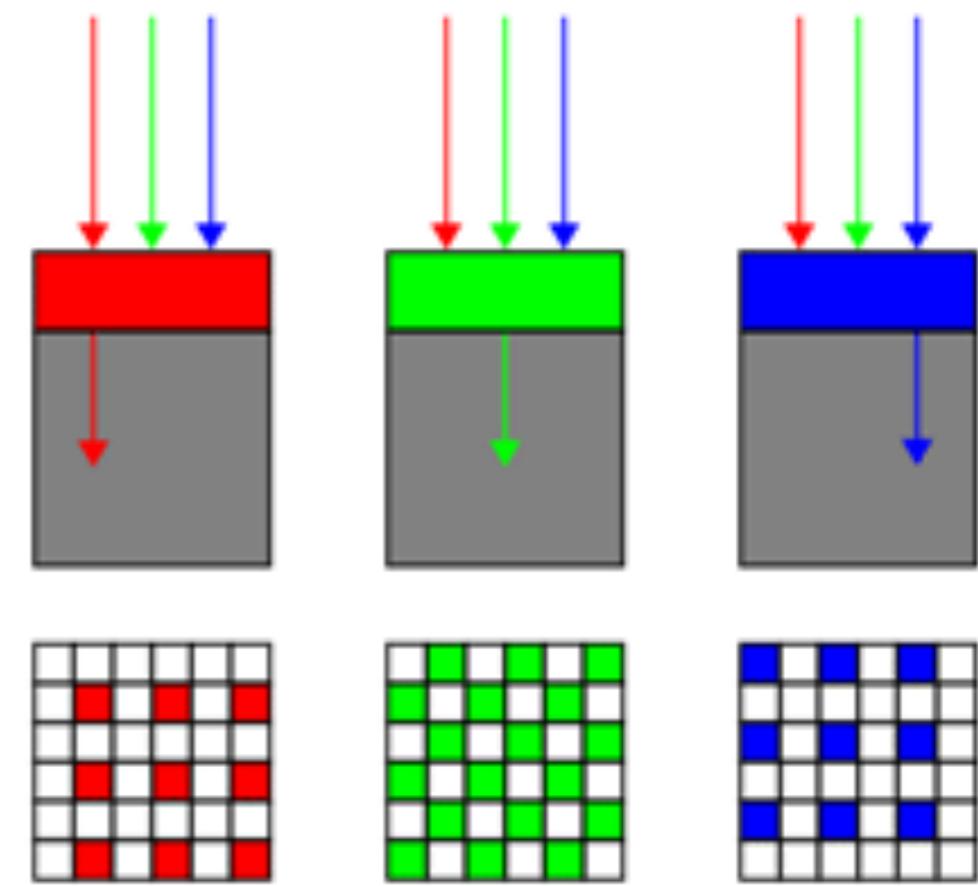
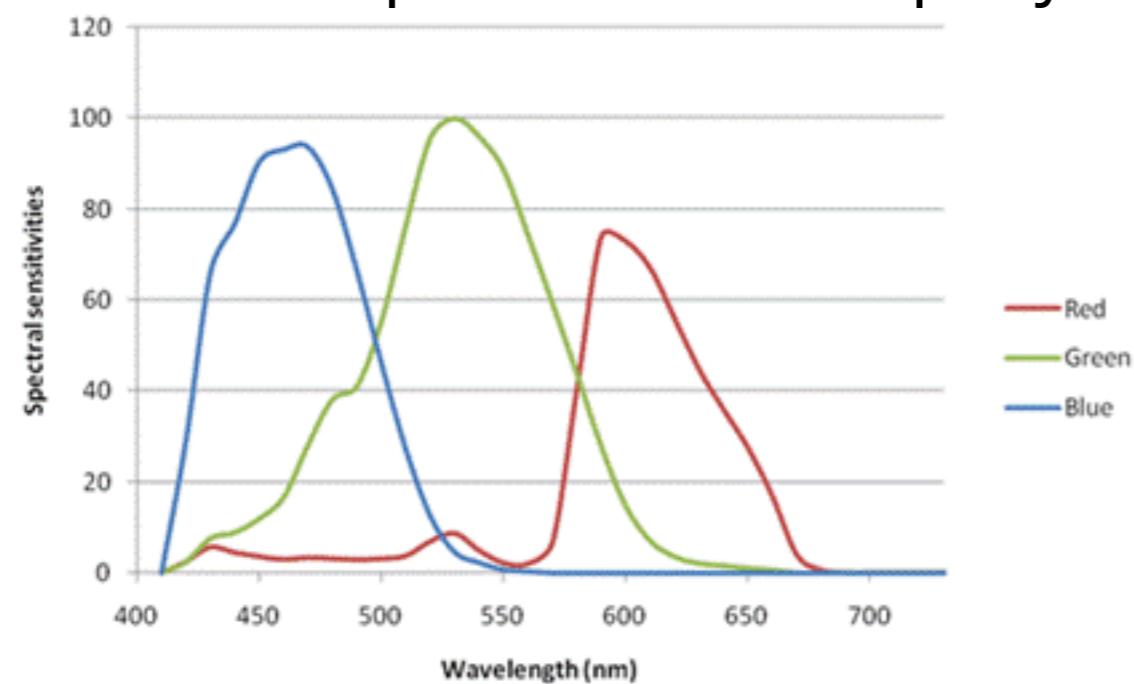


images as data

- an image can be represented in many ways
- most common format is a matrix of pixels
 - each “pixel” is BGRA

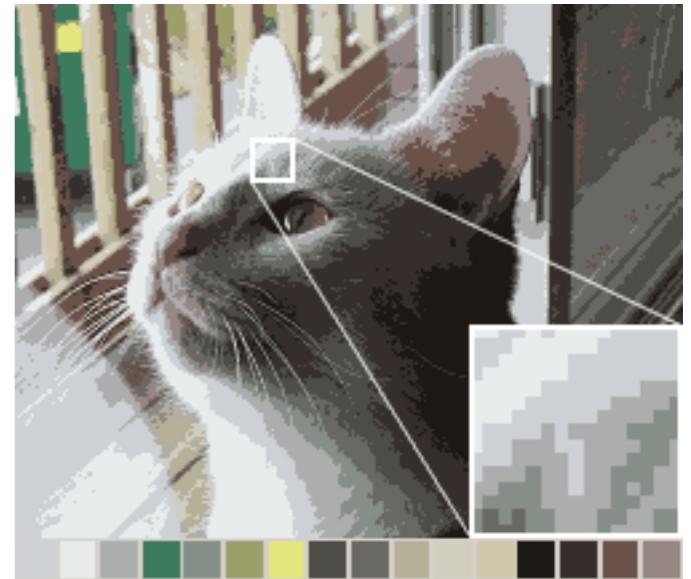


- used for capture and display



images as signals

- everything from audio still applies
- quantization
 - each pixel can only take on 0-255 values
 - i.e., “stretching” in low light conditions



sampling errors

- in time (video)



- in space (resolution)

- “frequency” is in terms of spatial sine waves



images as signals

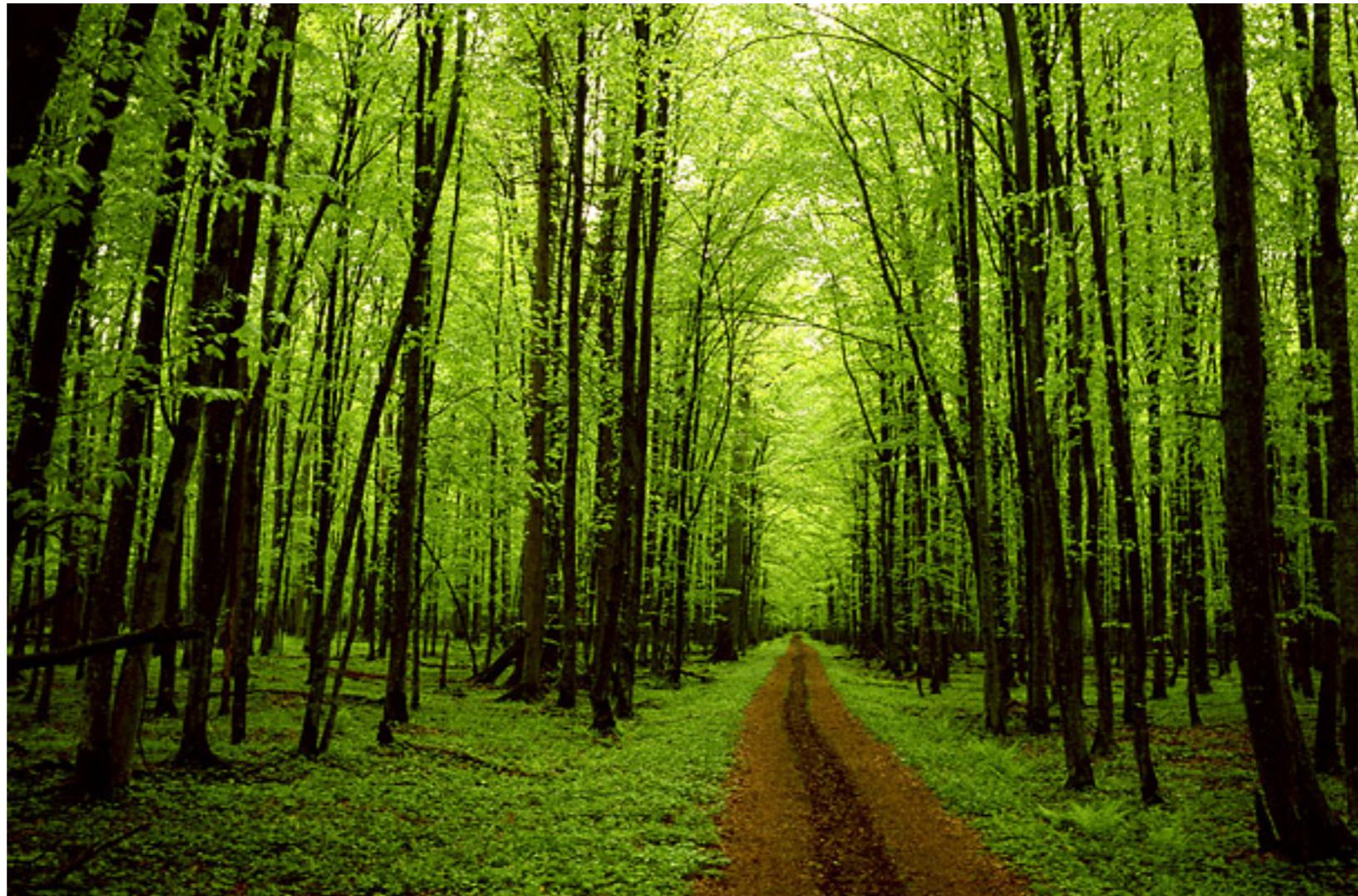


image with lots of high frequency

images as signals



image with lots of low frequency

what is filtering?

- same as audio
 - convolution (linear)

.11	.11	.11
.11	.11	.11
.11	.11	.11

kernel

averaging

image

1.1	1.5	2.4	2.7	4.3	3.2
1.6	2.3	4.0	4.7	6.8	4.8
1.8	2.6	4.5	5.6	7.5	5.1
1.4	2.2	4.3	6.1	8.0	5.2
1.4	2.3	4.5	6.3	8.0	5.2
1.3	2.1	4.3	5.8	7.7	5.1
1.2	1.7	3.3	4.1	5.2	3.3

what is filtering?

-1	0	1
-1	0	1
-1	0	1

vertical difference

-8	-2	-2	-7	-8	4
-12	-3	-6	-13	-7	5
-8	-2	-10	-15	-2	2
-8	-2	-16	-17	0	3
-8	-3	-17	-16	2	4
-8	-3	-16	-15	0	1
-8	-2	-9	-10	2	2

interesting operations

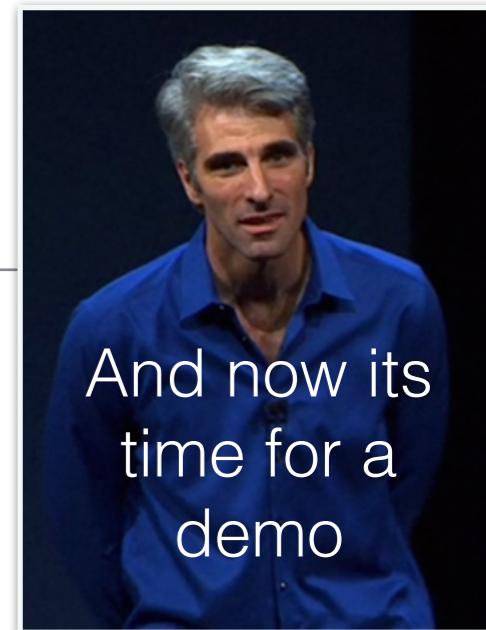
- the power of simple filtering
 - **a demo, via python**



And now its
time for a
demo

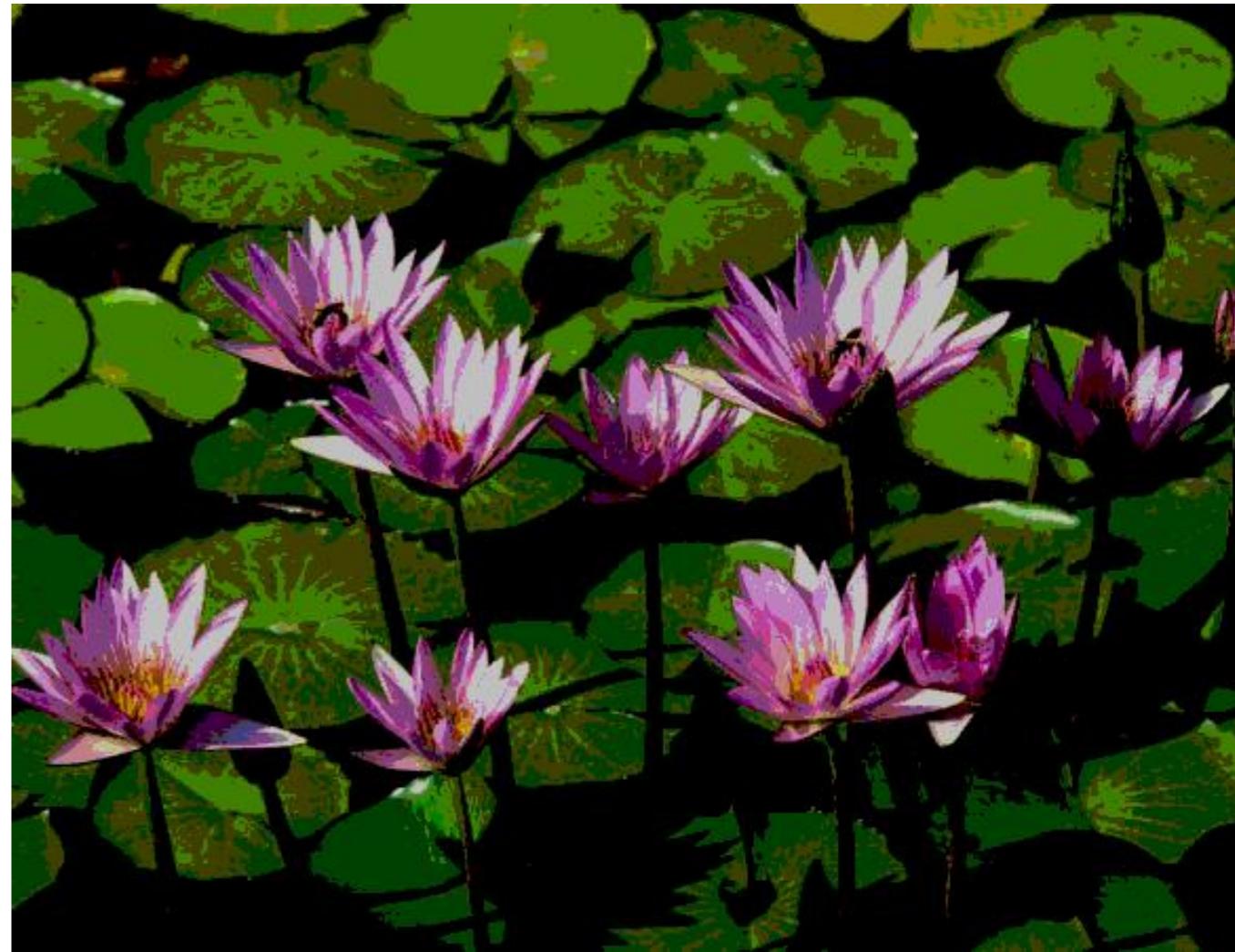
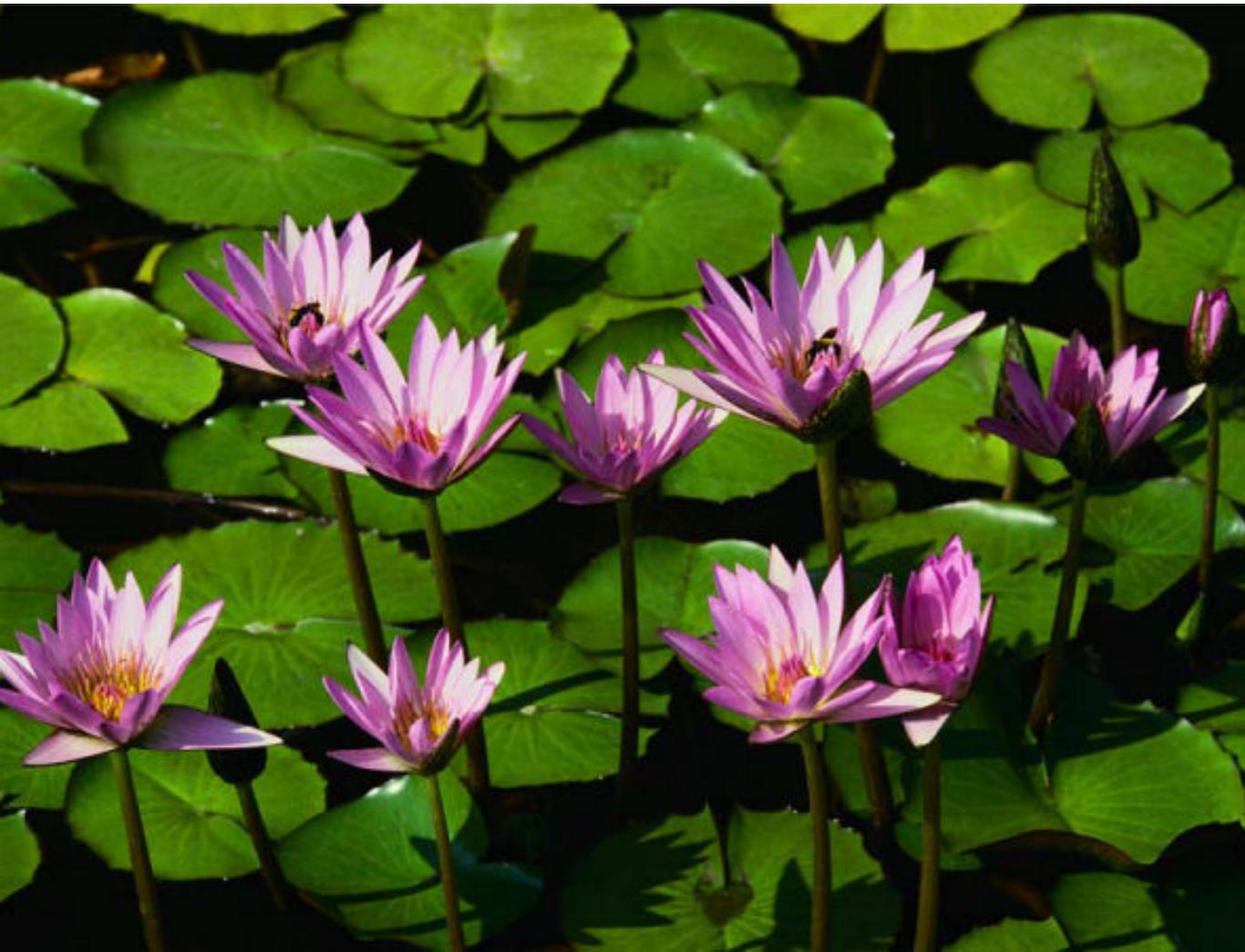
interesting operations

- the power of simple filtering
 - **a demo, via python**



And now its
time for a
demo

but there is no need to just perform linear convolution!



non-linear filtering

gray scale image

-	-	-
-	max	-
-	-	-

kernel

-	-	-
-	median	-
-	-	-

4	4	5	6	9	9
4	4	8	8	9	9
4	4	8	8	8	8
4	4	9	9	9	9
4	4	7	9	9	9
4	4	9	9	9	9
4	4	9	9	9	9

filtering with color

-	-	-
-	max	-
-	-	-

B			G						R		
1	4	2	5	6	9	5	9	5	9	9	9
1	4	2	5	5	9	3	7	3	7	7	7
1	4	2	8	8	7	9	8	9	8	9	8
3	4	3	9	9	8	7	9	7	9	7	9
1	0	2	7	7	9	3	6	3	6	3	6
1	4	3	9	8	6	7	9	7	9	7	9
2	4	2	8	7	9	7	9	7	9	7	9

filtering video

- for default 5S available in class (it gets better with newer phones):
- back camera is capable of capturing
 - 8MP photos (~30 MB raw)
 - 1080p HD video at 30 fps
- face camera
 - 1.2MP photos
 - 720p HD video at 30 fps
- video on the face camera is 1280x720 x3 channels x30fps
 - 82.9 million samples per second

so much data !!!

- we need to hardware accelerate
- look back to audio:
 - why is this:

```
float one = 1.0;  
vDSP_vdbcon(fftMagnitudeBuffer, 1, &one, fftMagnitudeBuffer, 1, kBufferLength/2, 0);
```

- faster than this:

```
for(int i=0;i<kBufferLength/2;i++){  
    fftMagnitudeBuffer[i] = 20*logb(fftMagnitudeBuffer[i]);  
}
```

parallelized data processing

images: GPU

options for image processing

- **CoreImage** (written by Apple)
 - somewhat extensible, very fast, easy to use
 - if not implemented, you can't do it (like computer vision), always getting better, can fall back on CPU
- **GPUImage** (independent developer)
 - open source, updated for swift, lots of users, very fast (comparable to CI), very easy to use
 - developed and maintained by one guy, Brad Larson
- **OpenCV** (started by Intel)
 - slow, requires c++, huge
 - most comprehensive functionality, biggest user base (gigantic),



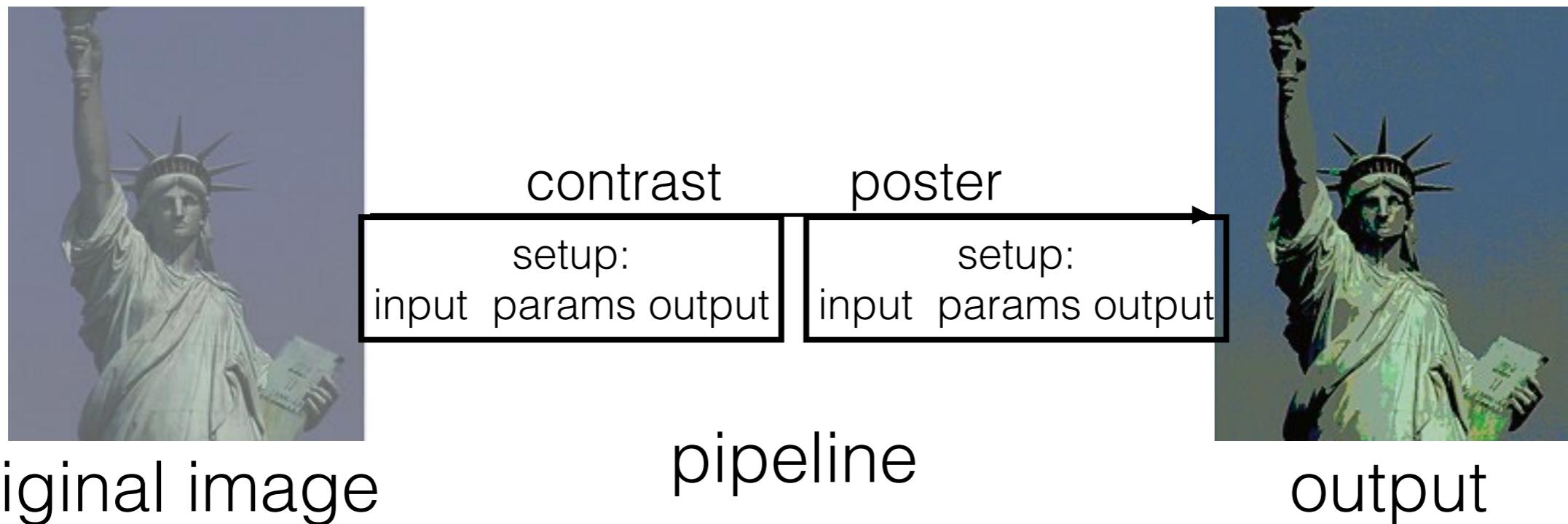
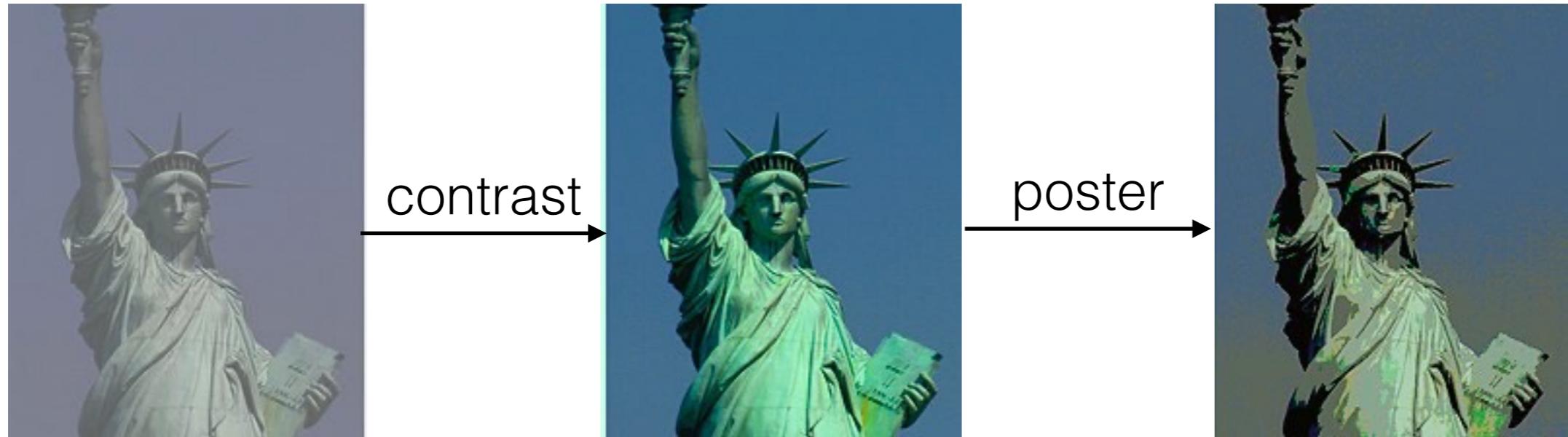
core image framework

- defines images as `CILImage` instances
- defines a set of filters that (can be) GPU accelerated
 - optimizes filters when cascaded
- filters created through `CIFilter` class instances

<code>CIAdditionCompositing</code>	<code>CIColorCrossPolynomial</code>	<code>CIFourfoldReflectedTile</code>	<code>CIMaximumComponent</code>	<code>CISourceAtopCompositing</code>
<code>CAffineClamp</code>	<code>CIColorPolynomial</code>	<code>CIFourfoldRotatedTile</code>	<code>CIMaximumCompositing</code>	<code>CILinearToSRGBToneCurve</code>
<code>CAffineTile</code>	<code>CIColorPosterize</code>	<code>CIFourfoldTranslatedTile</code>	<code>CIMinimumComponent</code>	<code>CISRGBToneCurveToLinear</code>
<code>CAffineTransform</code>	<code>CIConstantColorGenerator</code>	<code>CIGammaAdjust</code>	<code>CIMinimumCompositing</code>	<code>CIsourceInCompositing</code>
<code>CBarsSwipeTransition</code>	<code>CIConvolution3X3</code>	<code>CGaussianBlur</code>	<code>CIModTransition</code>	<code>CIsourceOutCompositing</code>
<code>CBleedWithMask</code>	<code>CIConvolution5X5</code>	<code>CGaussianGradient</code>	<code>CIMultiplyBlendMode</code>	<code>CIsourceOverCompositing</code>
<code>CBloom</code>	<code>CIConvolution9Horizontal</code>	<code>CGlideReflectedTile</code>	<code>CIMultiplyCompositing</code>	<code>CIStarShineGenerator</code>
<code>CBumpDistortion</code>	<code>CIConvolution9Vertical</code>	<code>CGloom</code>	<code>COVERLAYBlendMode</code>	<code>CIStraightenFilter</code>
<code>CICheckerboardGenerator</code>	<code>CIcopyMachineTransition</code>	<code>CHardLightBlendMode</code>	<code>CPerspectiveTile</code>	<code>CIStripesGenerator</code>
<code>CCircleSplashDistortion</code>	<code>CICrop</code>	<code>CHatchedScreen</code>	<code>CPerspectiveTransform</code>	<code>CISwipeTransition</code>
<code>CCircularScreen</code>	<code>CDarkenBlendMode</code>	<code>CHighlightShadowAdjust</code>	<code>CPinchDistortion</code>	<code>CTemperatureAndTint</code>
<code>CIColorBlendMode</code>	<code>CDifferenceBlendMode</code>	<code>CHoleDistortion</code>	<code>CPixelate</code>	<code>CToneCurve</code>
<code>CIColorBurnBlendMode</code>	<code>CDisintegrateWithMask</code>	<code>CHueAdjust</code>	<code>CRadialGradient</code>	<code>CTriangleKaleidoscope</code>
<code>CIColorControls</code>	<code>CDissolveTransition</code>	<code>CHueBlendMode</code>	<code>CRandomGenerator</code>	<code>CTwelvefoldReflectedTile</code>
<code>CIColorCube</code>	<code>CDotScreen</code>	<code>CLanczosScaleTransform</code>	<code>CSaturationBlendMode</code>	<code>CTwirlDistortion</code>
<code>CIColorDodgeBlendMode</code>	<code>CEightfoldReflectedTile</code>	<code>CLightenBlendMode</code>	<code>CScreenBlendMode</code>	<code>CIUnsharpMask</code>
<code>CIColorInvert</code>	<code>CEXclusionBlendMode</code>	<code>CLightTunnel</code>	<code>CSepiaTone</code>	<code>CVibrance</code>
<code>CIColorMap</code>	<code>CExposureAdjust</code>	<code>CLinearGradient</code>	<code>CSHARPENLuminance</code>	<code>CVignette</code>
<code>CIColorMatrix</code>	<code>CFaceDetector</code>	<code>CLineScreen</code>	<code>CSixfoldReflectedTile</code>	<code>CVortexDistortion</code>
<code>CIColorMonochrome</code>	<code>CFalseColor</code>	<code>CLuminosityBlendMode</code>	<code>CSixfoldRotatedTile</code>	<code>CIWhitePointAdjust</code>
<code>CIColorClamp</code>	<code>CFlashTransition</code>	<code>CMaskToAlpha</code>	<code>CSOFTLightBlendMode</code>	<code>CIQRCodeGenerator</code>

core image framework

- nothing happens until the image is rendered!



core image syntax



- Loading an image from the bundle
 - we need a CIImage instance, which stores more than just pixels (**note**: not a UIImage!)

get image path from bundle

```
let urlPath = NSBundle.mainBundle().pathForResource("smu-campus", ofType: "jpg")
let fileURL = NSURL.fileURLWithPath(urlPath!)
```

```
let beginImage = CIImage(contentsOfURL: fileURL)
```

load image

...processing here...

```
self.imageView.image = UIImage(CIImage: beginImage)
```

show inside a UIImageView



core image syntax

```
let urlPath = NSBundle.mainBundle().pathForResource("smu-campus", ofType: "jpg")
let fileURL = NSURL.fileURLWithPath(urlPath!)
```

```
let beginImage = CIImage(contentsOfURL: fileURL)
```

create filter

```
let filter = CIFilter(name: "CIBloom")!
```

filter type

set parameters

input image

```
filter.setValue(beginImage, forKey: kCIInputImageKey)
```

thresholds

```
filter.setValue(0.5, forKey: kCIInputIntensityKey)
```

```
outputImage = filter.outputImage!
```

get output

processing

```
self.sourceImageView.image = UIImage(CIImage: outputImage)
```

```
self.imageView.image = UIImage(CIImage: beginImage)
```

core image filters

- <https://developer.apple.com/library/mac/documentation/graphicsimaging/reference/CoreImageFilterReference/Reference/reference.html>
- names, parameters, examples, etc.

Filters (linear and non-linear)

CICategoryBlur
CICategorySharpen
CICategoryStylize

Distortion

CICategoryCompositeOperation
CICategoryDistortionEffect
CICategoryGeometryAdjustment
CICategoryTileEffect

Other Images

CICategoryGenerator
CICategoryHalftoneEffect
CICategoryGradient

Color

CICategoryColorAdjustment
CICategoryColorEffect

Features (histogram, averages)

CICategoryReduction

core image filters



CIBloom

Softens edges and applies a pleasant glow to an image.

Parameters

inputImage

A `CIImage` object whose display name is Image.

inputRadius

An `NSNumber` object whose attribute type is `CIAttributeTypeDistance` and whose display name is Radius.

Default value: 10.00

inputIntensity

An `NSNumber` object whose attribute type is `CIAttributeTypeScalar` and whose display name is Intensity.

Default value: 1.00

Member of

`CICategoryBuiltIn`, `CICategoryStillImage`, `CICategoryVideo`, `CICategoryStylize`

Localized Display Name

Bloom

Figure 8 The result of using the CIBloom filter



Availability

Available in OS X v10.4 and later and in iOS 6.0 and later.

```
radius = 100;
CIFilter *filter =
[CIFilter filterWithName:@"CIBloom" keysAndValues:
 @"inputImage", myImage,
 @"inputRadius", @(radius),
 @"inputIntensity", @0.5,
 nil];
```

```
CIFilter *filter =
[CIFilter filterWithName:@"CIBloom"];

[filter setValue:myImage
 forKey:kCIInputImageKey];
```

available?

core image demo

- ImageLab, filter image from bundle

[http://www.raywenderlich.com/76285/
beginning-core-image-swift](http://www.raywenderlich.com/76285/beginning-core-image-swift)



custom filters

```
const CGFloat weights[] = { 1, 0, -1,  
                            2, 0, -2,  
                            1, 0, -1};
```

```
result =  
[CIFilter filterWithName:@"CIConvolution3X3" keysAndValues:  
 @"inputImage", inputImage,  
 @"inputWeights",  
     [CIVector vectorWithValues:weights count:9],  
 @"inputBias", @0.5,  
 nil].outputImage;
```

chaining filters

```
NSMutableArray *filters = [[NSMutableArray alloc] init];
[filters addObject:[CIFilter filterWithName:@"CISepiaTone"]];
[filters addObject:[CIFilter filterWithName:@"CIBloom"]];
[filters addObject:[CIFilter filterWithName:@"CIColorInvert"]];

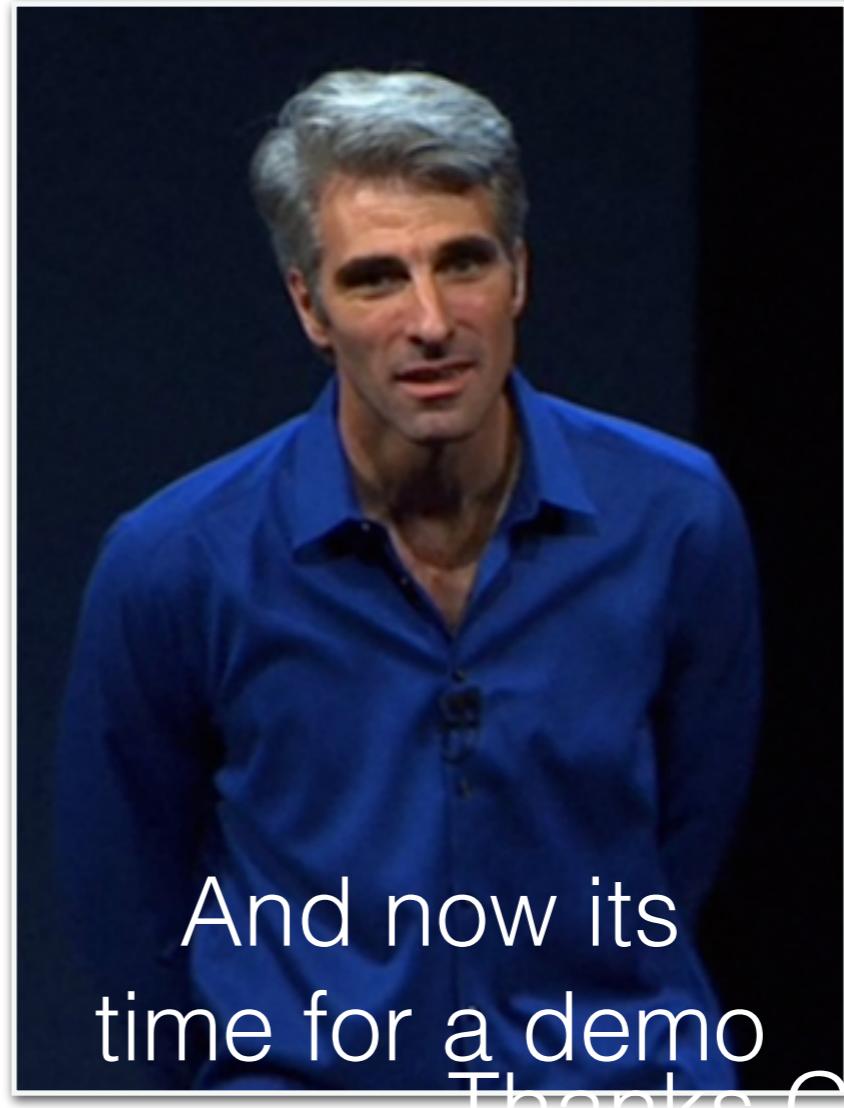
outputImage = inputImage;
for(CIFilter *filter in filters){
    [filter setValue:outputImage forKey:kCIInputImageKey];
    outputImage = filter.outputImage;
}
```

beyond the main bundle

- easy to get photos!
- demos in the branch of **ImageLab**, if you are interested!
- from library:
 - use the `UIImagePickerControllerDelegate` protocol
- from camera:
 - use the `UIImagePickerControllerDelegate` protocol
 - `cameraUI.sourceType = UIImagePickerControllerSourceTypeCamera`
- https://developer.apple.com/library/ios/documentation/AVFoundation/Conceptual/CameraAndPhotoLib_TopicsForIOS/Introduction/Introduction.html#/apple_ref/doc/uid/TP40010405-SW1

core image demo

- ImageLab, using the camera



And now its
time for a demo

Thanks ☺

but we want video...

- want to access incoming video in real time
 - and display to screen!
- that is a lot of processing
- setup needs to occur in conjunction with GPU
 - setup proper context (i.e., OpenGL)
 - renderers, processing pipeline
- you need to understand this intuitively
 - but you won't write the code to do it

AVCaptureSession

- mediates all access to incoming video and screen
- the screen output and camera input need to speak the same language
 - same color representation (BGRA vs ARGB)
 - and transforms (mirroring, rotation)
 - important: same rendering context (for speed)
- capture session is optimized for video chat
 - so audio can also be captured here (not unlike Novocaine)

AVCaptureSession

- setup the capture
 - device: front or back camera

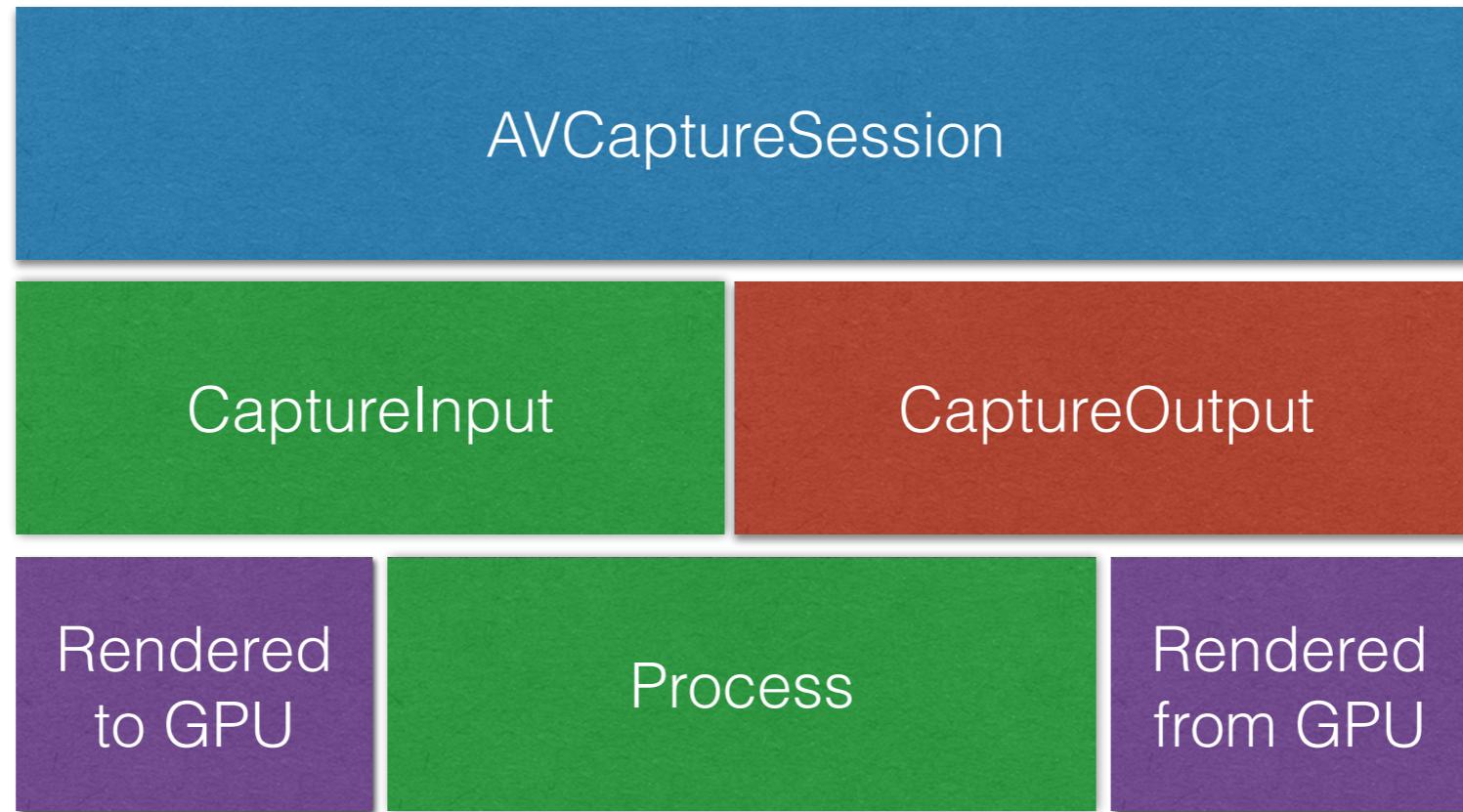
AVCaptureDevicePositionFront

AVCaptureDevicePositionBack

- quality preset:

```
NSString *const AVCaptureSessionPresetPhoto;
NSString *const AVCaptureSessionPresetHigh;
NSString *const AVCaptureSessionPresetMedium;
NSString *const AVCaptureSessionPresetLow;
NSString *const AVCaptureSessionPreset352x288;
NSString *const AVCaptureSessionPreset640x480;
NSString *const AVCaptureSessionPreset1280x720;
NSString *const AVCaptureSessionPreset1920x1080;
NSString *const AVCaptureSessionPresetiFrame960x540;
NSString *const AVCaptureSessionPresetiFrame1280x720;
```

conceptual architecture



use core image, with processing setup for GPU
no data transfer from the GPU!

how to program this?



- what did we do with audio?
 - don't reinvent the wheel: use **Novocaine**
 - now: use **VideoAnalgesic**
 - takes the pain out of GPU capture, render, and processing

declare
init
start
options
stop

```
#import "VideoAnalgesic.h"

@property (strong, nonatomic) VideoAnalgesic *videoAnalgesic;

self.captureManager = [VideoAnalgesic captureManager];

if (![self.captureManager isRunning])
    [self.captureManager start];

self.captureManager.preset = AVCaptureSessionPresetMedium;
[self.captureManager setCameraPosition:AVCaptureDevicePositionFront];

[self.captureManager stop];
```

VideoAnalgesic



- processing: similar to Novocaine
 - assumed that the output is always the screen of phone
 - use blocks and return image to draw to screen

```
[self.captureManager setProcessBlock:^(CIImage *cameraImage){  
    return cameraImage;  
}];
```

return image to draw to screen



```
__block CIFilter *filter = [CIFilter filterWithName:@"CISepiaTone"];  
[self.captureManager setProcessBlock:^(CIImage *cameraImage){  
  
    [filter setValue:cameraImage forKey:kCIInputImageKey];  
    CIImage* output = filter.outputImage;  
    return output;  
  
}];
```

how to program this?



- what did we do with audio?
 - don't reinvent the wheel: use Novocaine
- now: use **VideoAnalgesic.swift**
 - takes the pain out of GPU capture, render, and processing

declare

```
var videoAnalgesic:VideoAnalgesic! = nil
```

init

```
self.videoAnalgesic = VideoAnalgesic(mainView:self.view)
```

start

```
if !self.videoAnalgesic.isRunning{  
    self.videoAnalgesic.start()  
}
```

options

```
self.videoAnalgesic.setPreset( AVCaptureSession.Preset.medium )  
self.videoAnalgesic.toggleCameraPosition()  
self.videoAnalgesic.setCameraPosition( AVCaptureDevice.Position.front )
```

stop

```
if self.videoAnalgesic.isRunning{  
    self.videoAnalgesic.stop()  
    self.videoAnalgesic.shutdown()  
}
```

VideoAnalgesic



- processing: similar to Novocaine
 - assumed that the output is always the screen of phone
 - use blocks and return image to draw to screen

```
// setup a block to perform any processing
self.videoAnalgesic.setProcessingBlock()
{ (inputImage:CIImage) -> (CIImage) in
    return inputImage
}
```

image from camera passed in

return image to draw to screen

```
let filter:CIFilter = CIFilter(name: "CIBloom")

// setup a block to perform any processing
self.videoAnalgesic.setProcessingBlock()
{ (inputImage:CIImage) -> (CIImage) in
    filter.setValue(inputImage, forKey: "inputImage")
    return filter.outputImage
}
```

video process demo

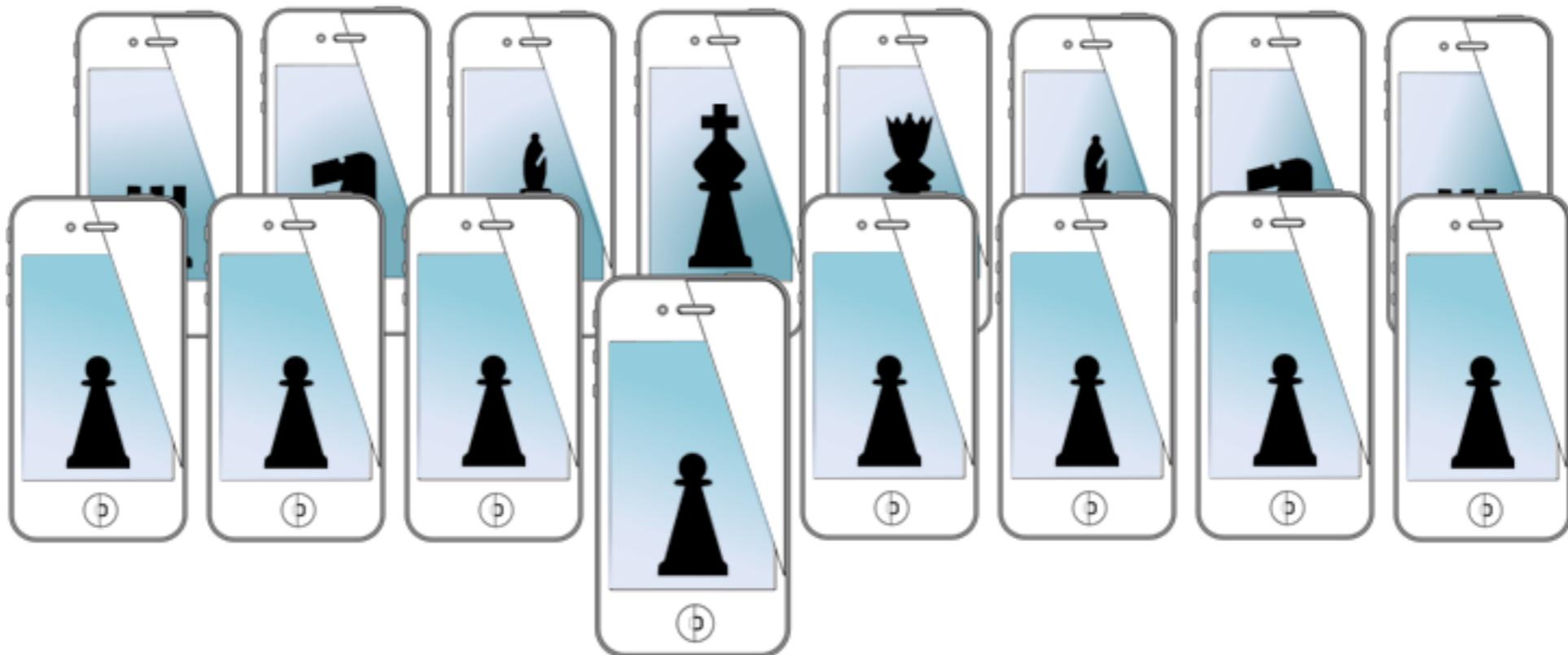
- ImageLab++



for next time...

- remainder of computer vision:
 - filters
 - faces
 - physiology
- then: the next in-class assignment!!
 - computer vision with OpenCV
 - generic operations
 - tracking

MOBILE SENSING LEARNING

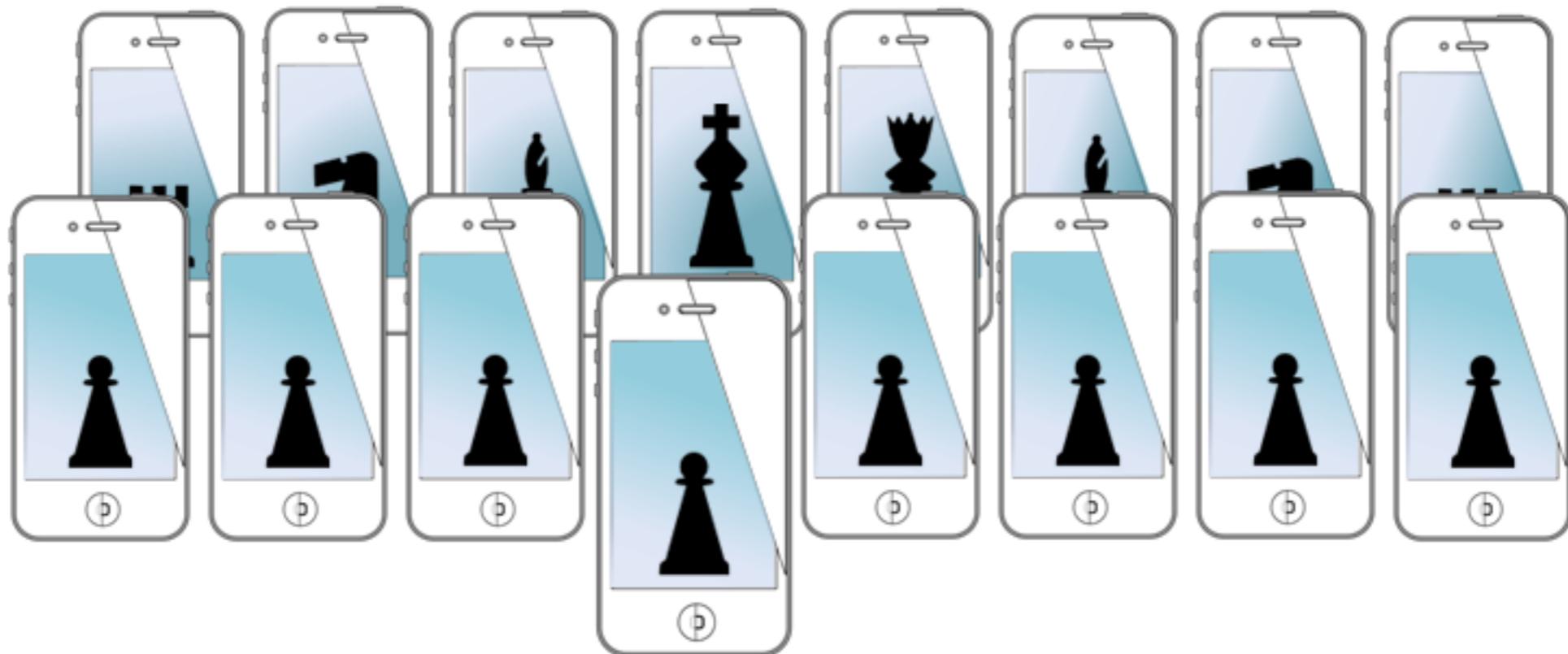


CS5323 & 7323
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core image and image processing

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Computer Science, Southern Methodist University

MOBILE SENSING LEARNING



CS5323 & 7323

Mobile Sensing and Learning

computer vision with core image

Eric C. Larson, Lyle School of Engineering,
Computer Science, Southern Methodist University

course logistics

- Grades are coming
- A3 is due soon!
- **next lecture: in-class assignment, OpenCV**

agenda

- video processing
- computer vision
 - face detection
 - heart physiology

updating filter parameters

- can be done on the fly, without performance loss

init

```
let filter:CIFilter = CIFilter(name: "CIBumpDistortion")
filter.setValue(-0.5, forKey: "inputScale")
filter.setValue(75, forKey: "inputRadius")
```

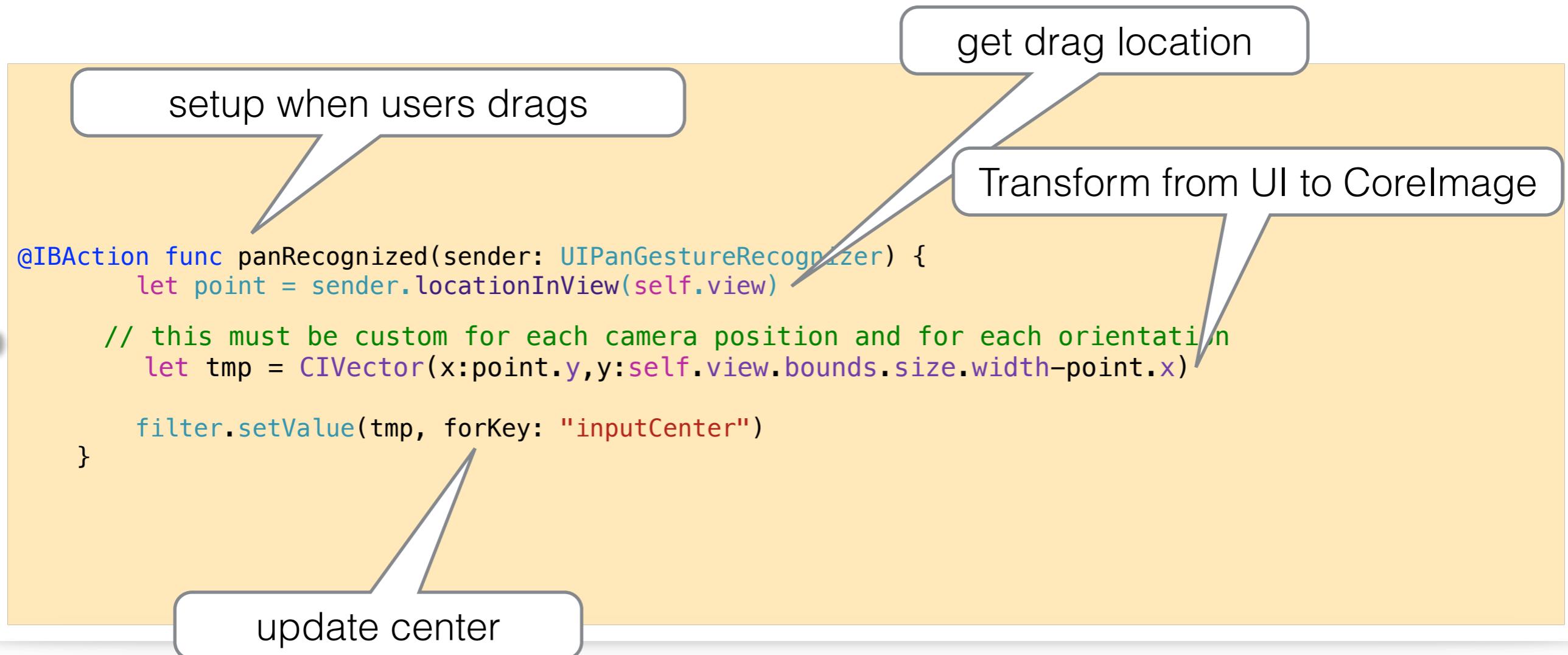


apply

```
self.videoAnalgesic.setProcessingBlock()
{ (inputImage:CUIImage) -> (CUIImage) in
    self.filter.setValue(inputImage, forKey: "inputImage")
    return self.filter.outputImage
}
```

updating filter parameters

- update from the UI



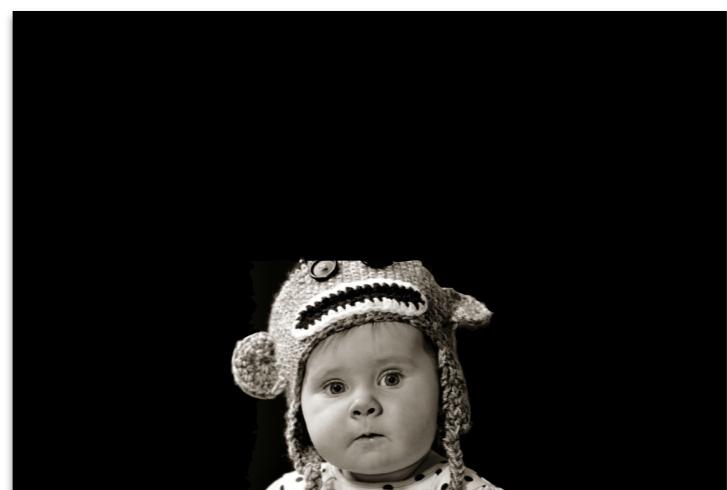
filter param demo

- PinchMe



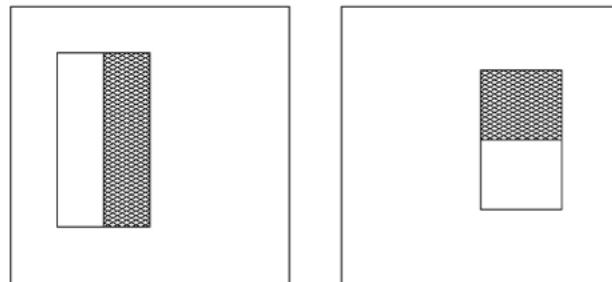
face detection

- is a face in the picture and where?
- algorithm is probably hardware accelerated variant of Viola Jones
- essentially, a “matching” filter is applied
 - only happens in one orientation
 - but multiple scales (which takes “some” time)

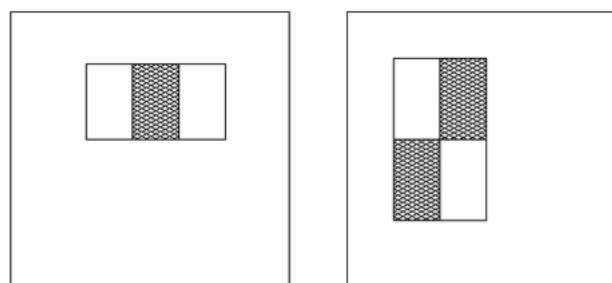


an intuition

- face detection with “rectangle” features

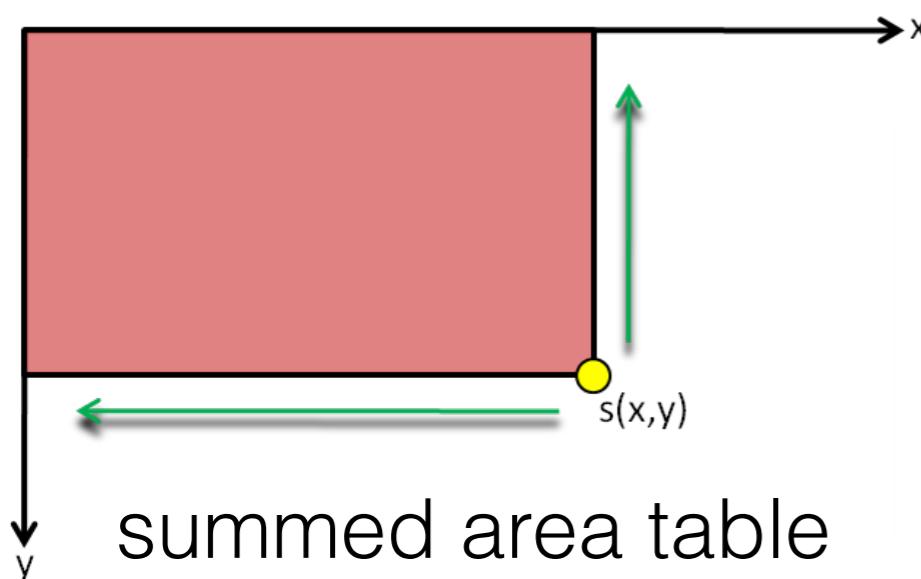


feature value =
sum of pixels in white area -
sum of pixels in black area



“best” dark and light rectangles
already chosen for face
detection!

sum of any rectangle =
 $C - D - B + A$

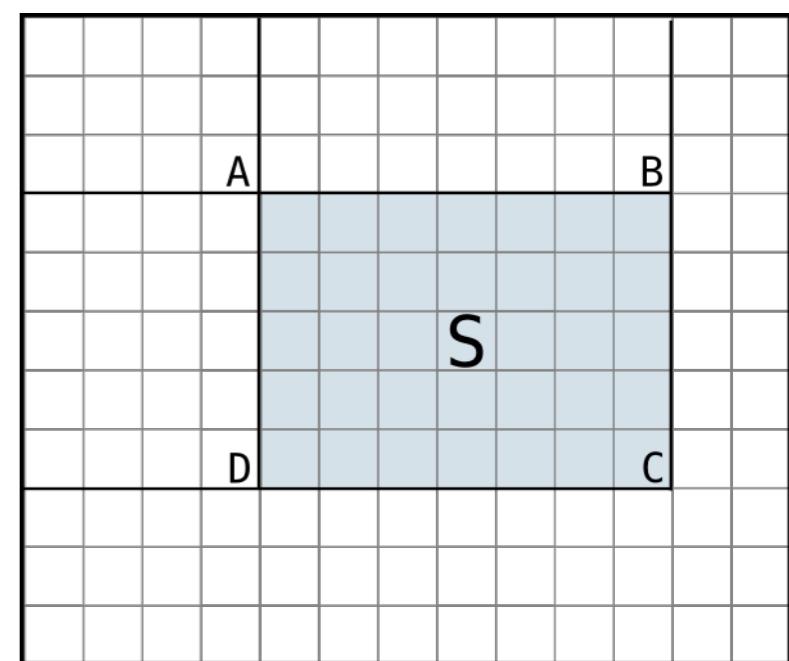


4	1	2	2
0	4	1	3
3	1	0	4
2	1	3	2

original

4	5	7	9
4	9	12	17
7	13	16	25
9	16	22	33

summed



learning

- train a bunch of “classifiers” with lots of examples



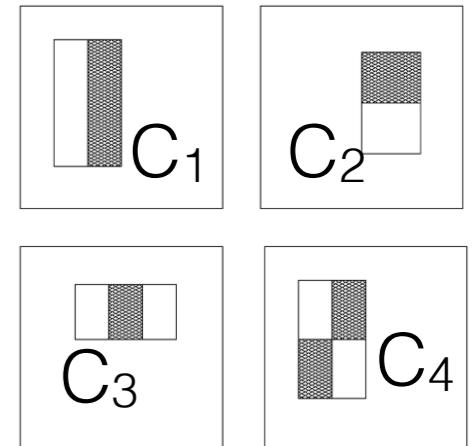
cascade
these

$C(x)$
ensemble

$$C_t(x) = \underbrace{1, \text{ if } f_t > \theta_t}_{\text{classifier}} \quad \underbrace{\text{feature above thresh}}$$

combine output of classifiers

$$C(x) = 1, \text{ if } \underbrace{\sum_{t=0}^{T-1} \alpha_t C_t(x)}_{\text{learned weights}} > \frac{1}{2} \sum_{t=0}^{T-1} \alpha_t$$



learning

- tough to train
 - need examples in various lighting and illumination
 - different poses, glasses, with hair in face
 - different genders, races, and scales
 - **what made this easier?**
- easy to use once trained
 - just getting integral image
 - then getting relevant “features”
 - multiply with learned weights!
- iOS already has done the training for you

face detection iOS

- similar pipeline to applying a filter

specify options

use the CIDetector class

detector type: face,
rectangle, QRCode,
Text

- specify where the processing should occur

```
let optsDetector = [CIDetectorAccuracy:CIDetectorAccuracyHigh]
```

```
let detector = CIDetector(ofType: CIDetectorTypeFace,  
                           context: self.videoAnalgesic.getCIContext(),  
                           options: optsDetector)
```

```
var optsFace =  
[CIDetectorImageOrientation:self.videoAnalgesic.getImageOrientationFromUIOrientation(UIApp  
lication.sharedApplication(). statusBarOrientation)]
```

for each face

```
var features = detector.featuresInImage(inputImage, options: optsFace)
```

```
for f in features as [CIFaceFeature]{  
    NSLog(@"%@", f)  
}
```

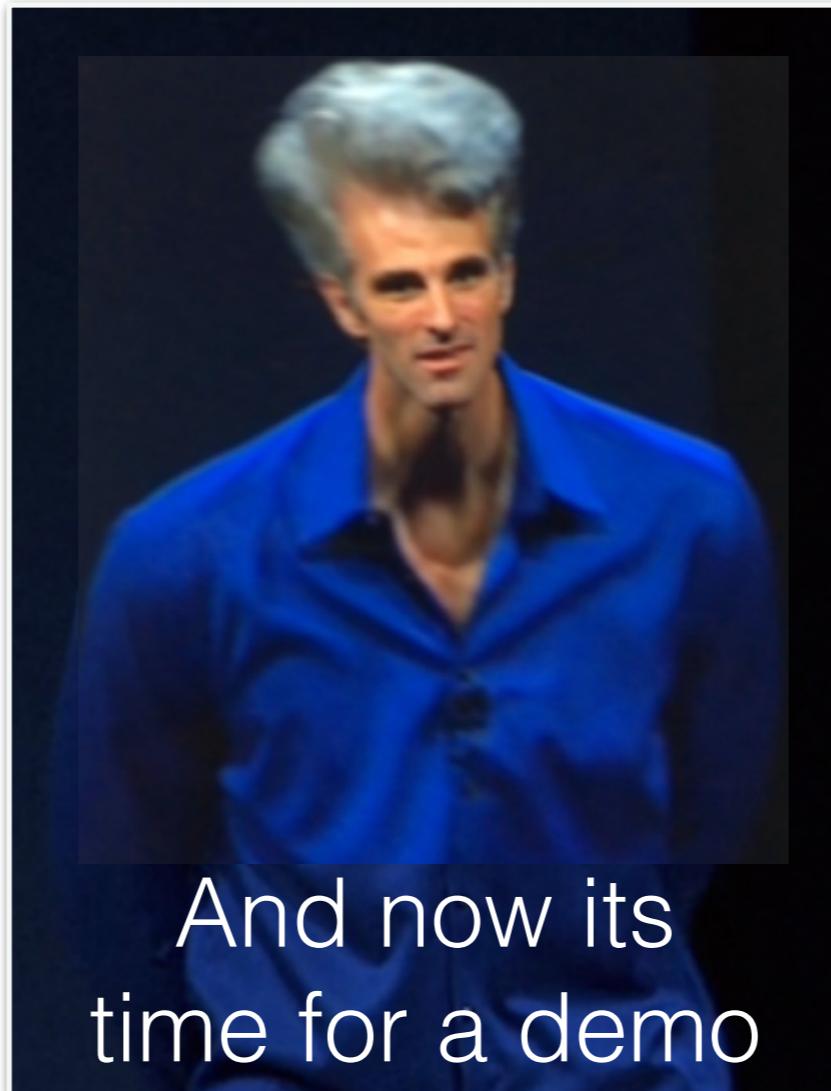
orientation

do this

options specific to
“run”

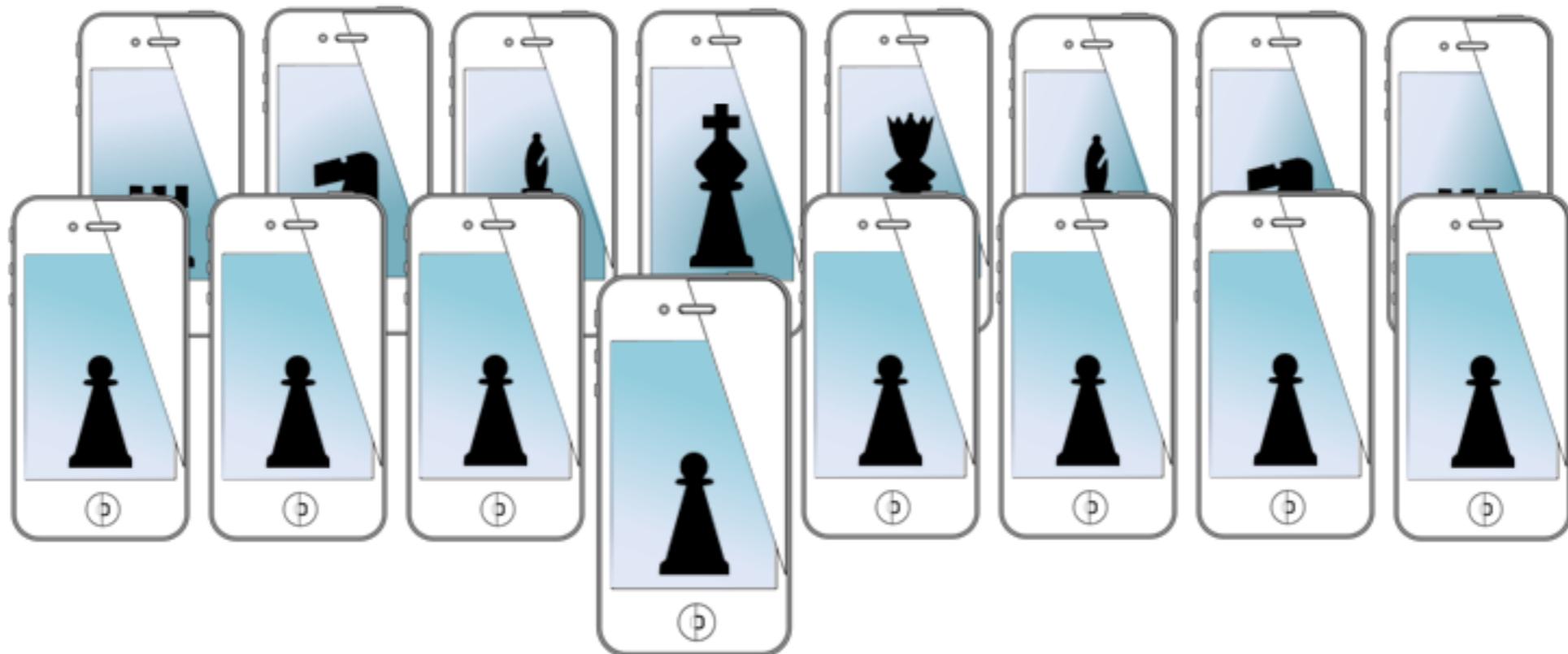
face demonstration

- PinchMe++



And now its
time for a demo

MOBILE SENSING LEARNING



CS5323 & 7323

Mobile Sensing and Learning

computer vision with core image

Eric C. Larson, Lyle School of Engineering,
Computer Science, Southern Methodist University

course logistics

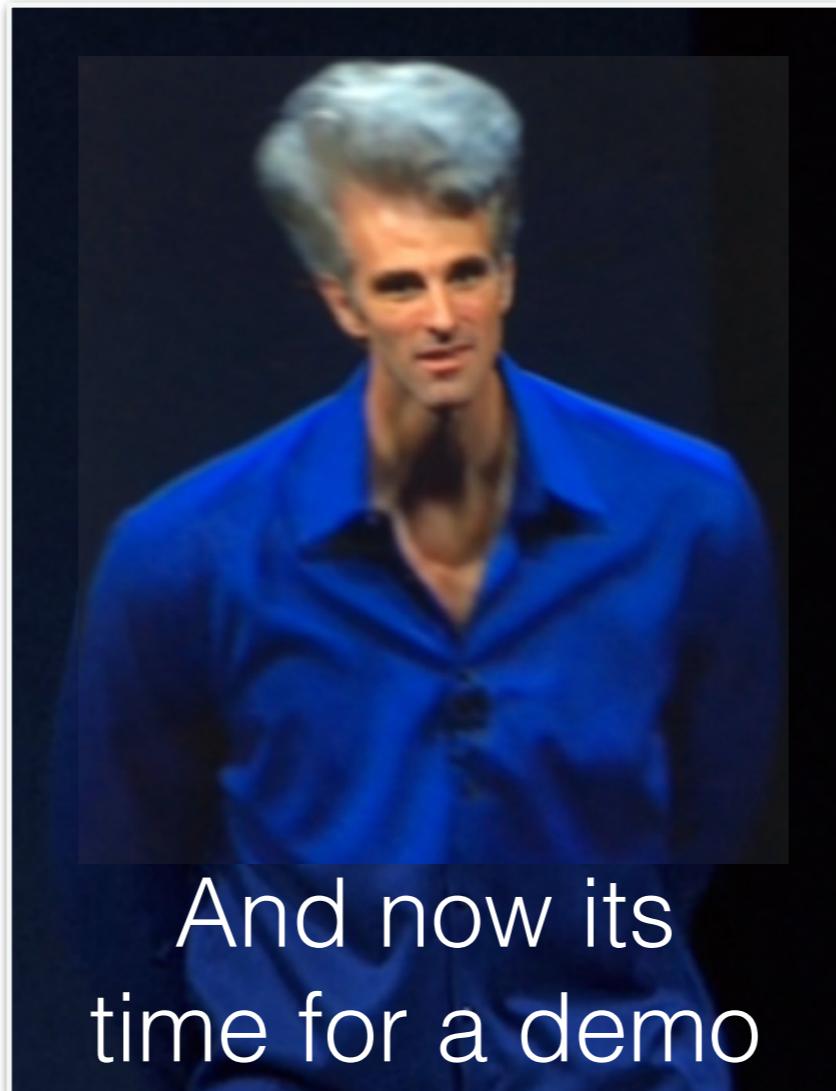
- A3 is due soon!
- **next lecture: in-class assignment, OpenCV**

lab 3

- let's head over to canvas...

face demonstration

- PinchMe++



And now its
time for a demo

face detection

- many tracking mechanisms are supported
- eye location
- mouth location
- smile detection
- blink / wink detection for each eye
- **then:** a variant of the Haar Wavelet method
- **now:** probably deep convolutional learning

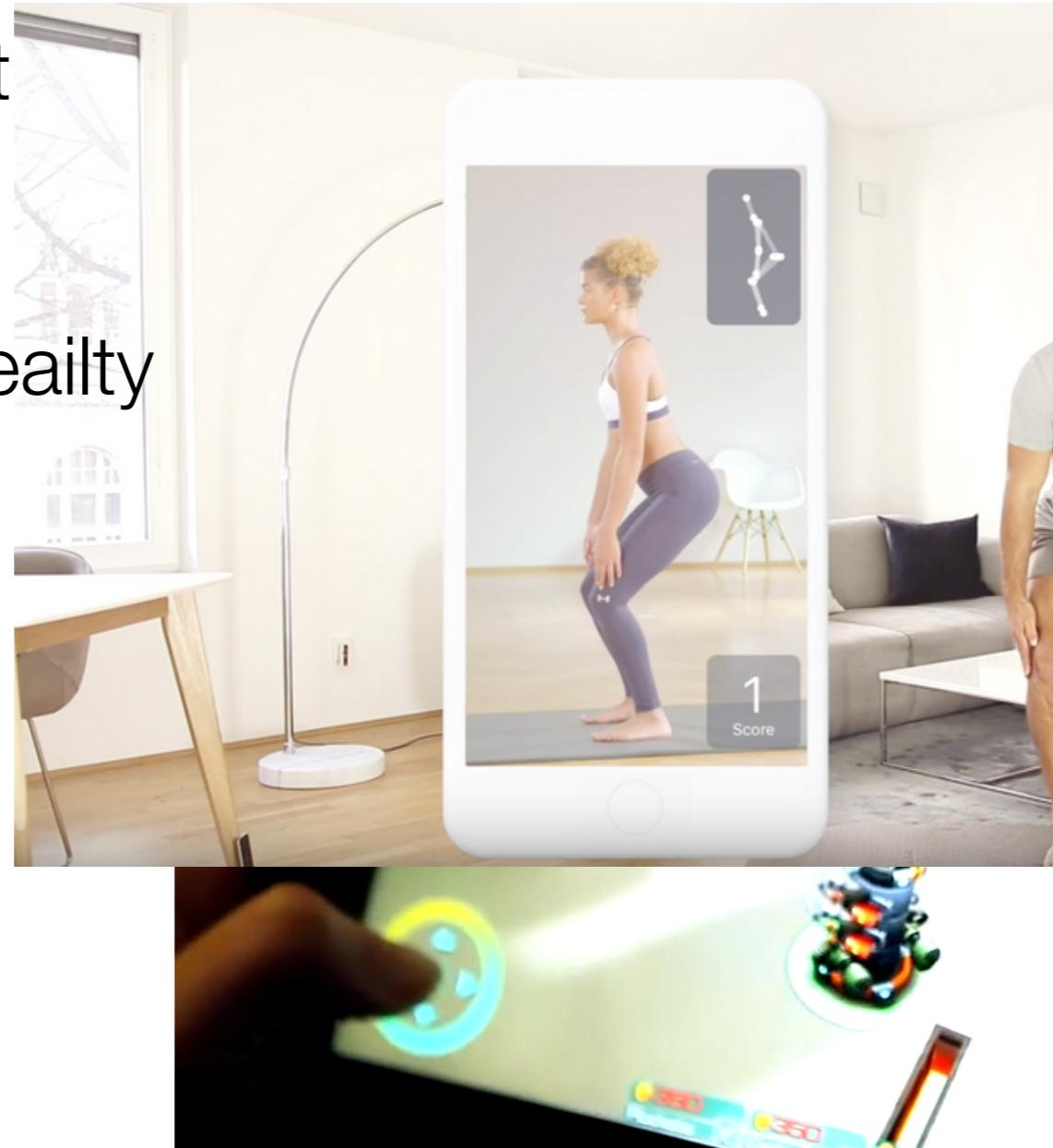
computer vision

- face detection is just the beginning
 - could use tracking method for any object
 - could also do “recognition”
 - typically done with eigen-faces or fisher-faces
 - would take (slightly) too much time in this class to implement
- more than just tracking
 - edge detection
 - finding lines and shapes
 - color space transformations
- extract “knowledge” from a scene

computer vision in iOS

- mobile camera is a rich medium for:

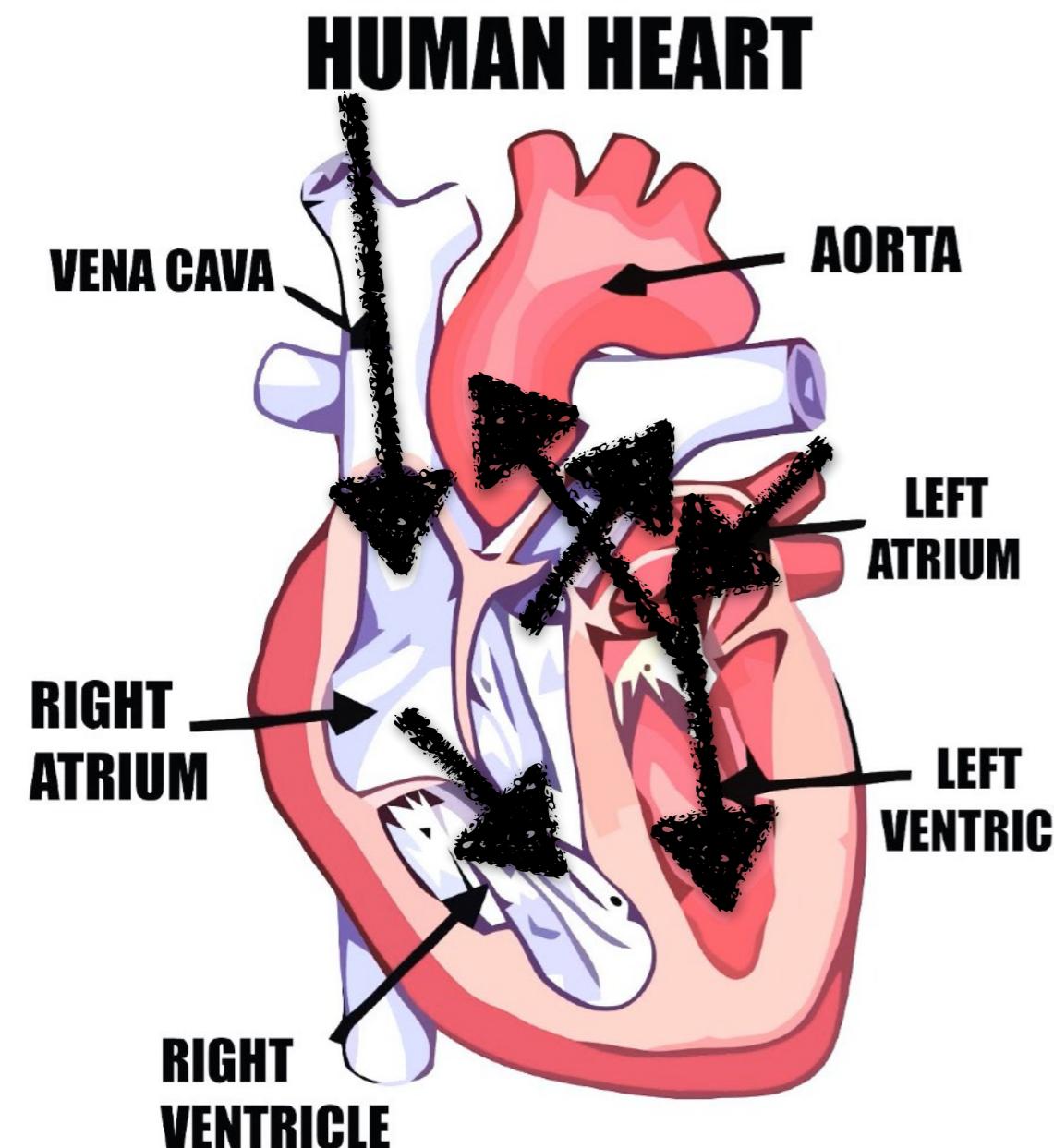
- enhancement
- interaction
- augmented reality
 - gaming
 - tracking
- health



health?

- detecting heart rate from the camera
- what is the function of the heart?
 - pump oxygenated blood from lungs to the rest of the body
 - bring back de-oxygenated blood
- a pump maintains pressure and flow
 - no pump works continuously
 - series of pressure buildup, release, buildup, release
 - cycles in the heart is the **heart beat**

the cardiac cycle



OXYGENATED BLOOD

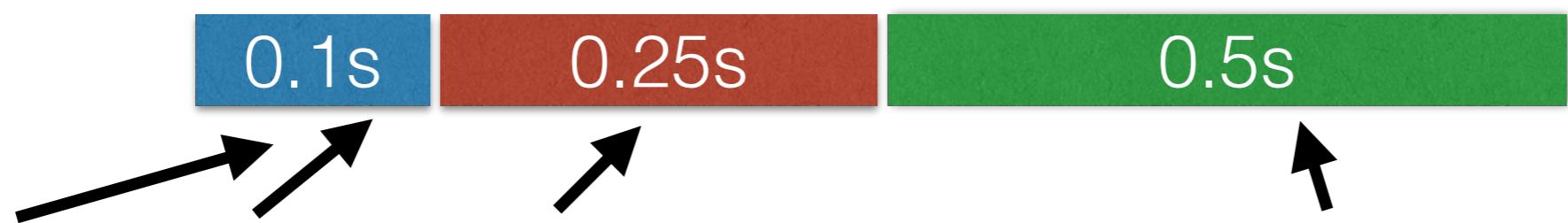


DE-OXYGENATED BLOOD

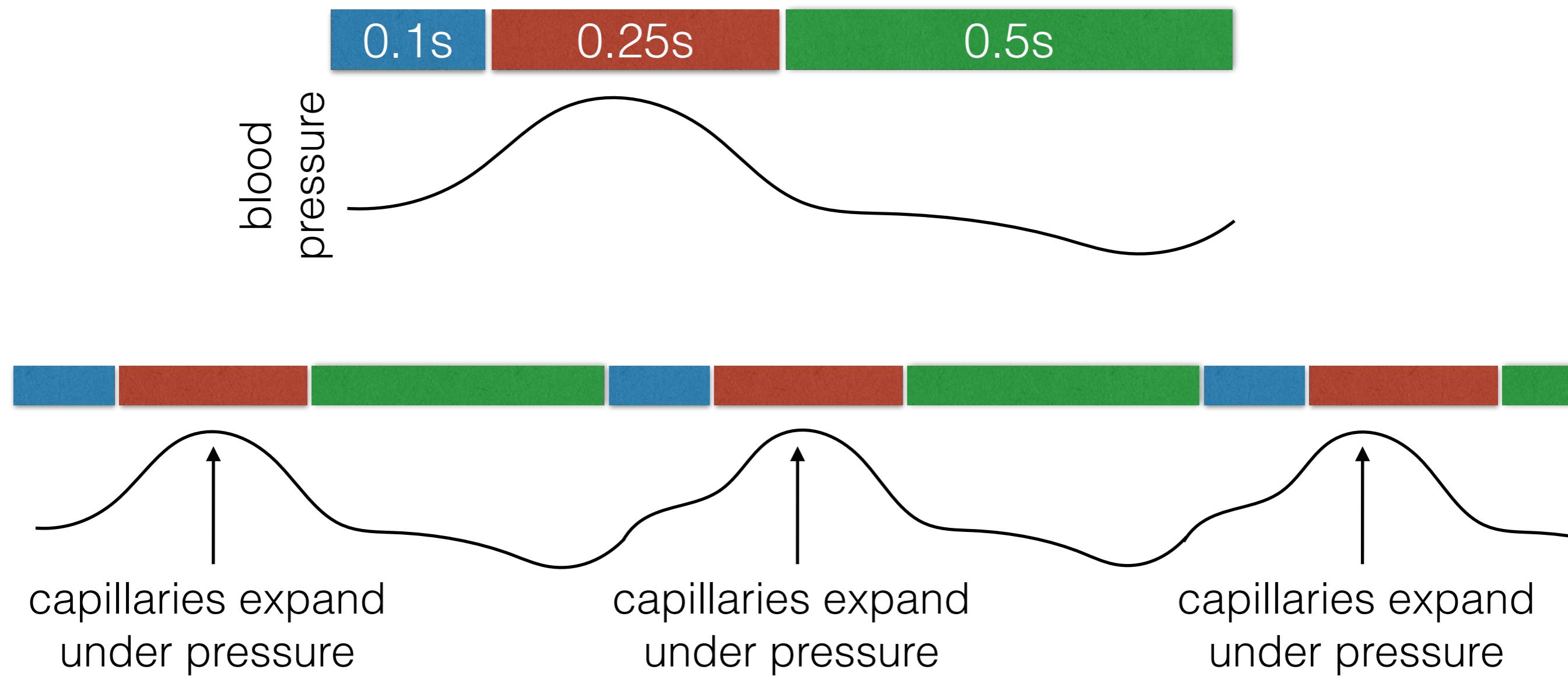
DWIKY CHANDRA WIBOWO - SUS
Image
http://uninfectedimages.blogspot.com/2007_02_01_archive



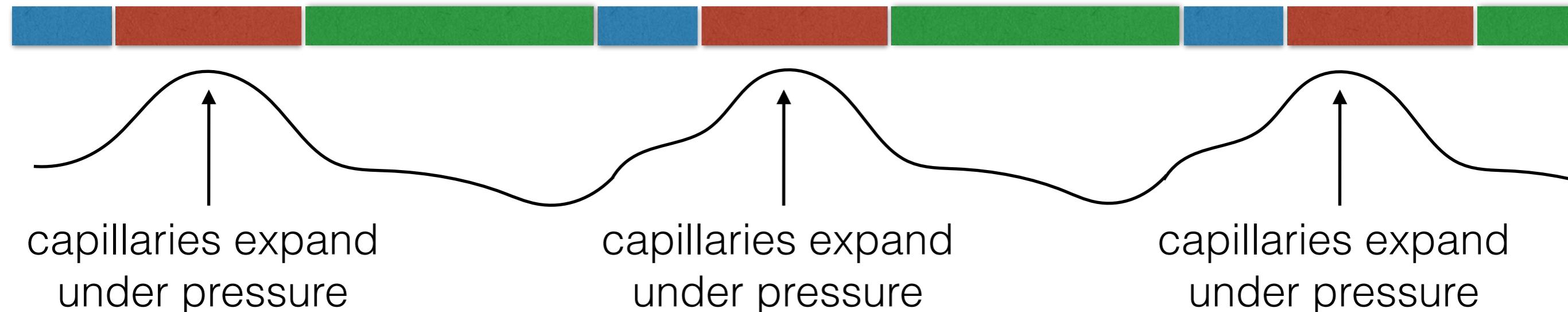
- aortic valve and vena cava valve open
- blood enters ventricles
- pump of heart ejects blood into arteries and out to lungs/body
- heart relaxes, letting blood flow into atria and ventricles



a signal from the heart

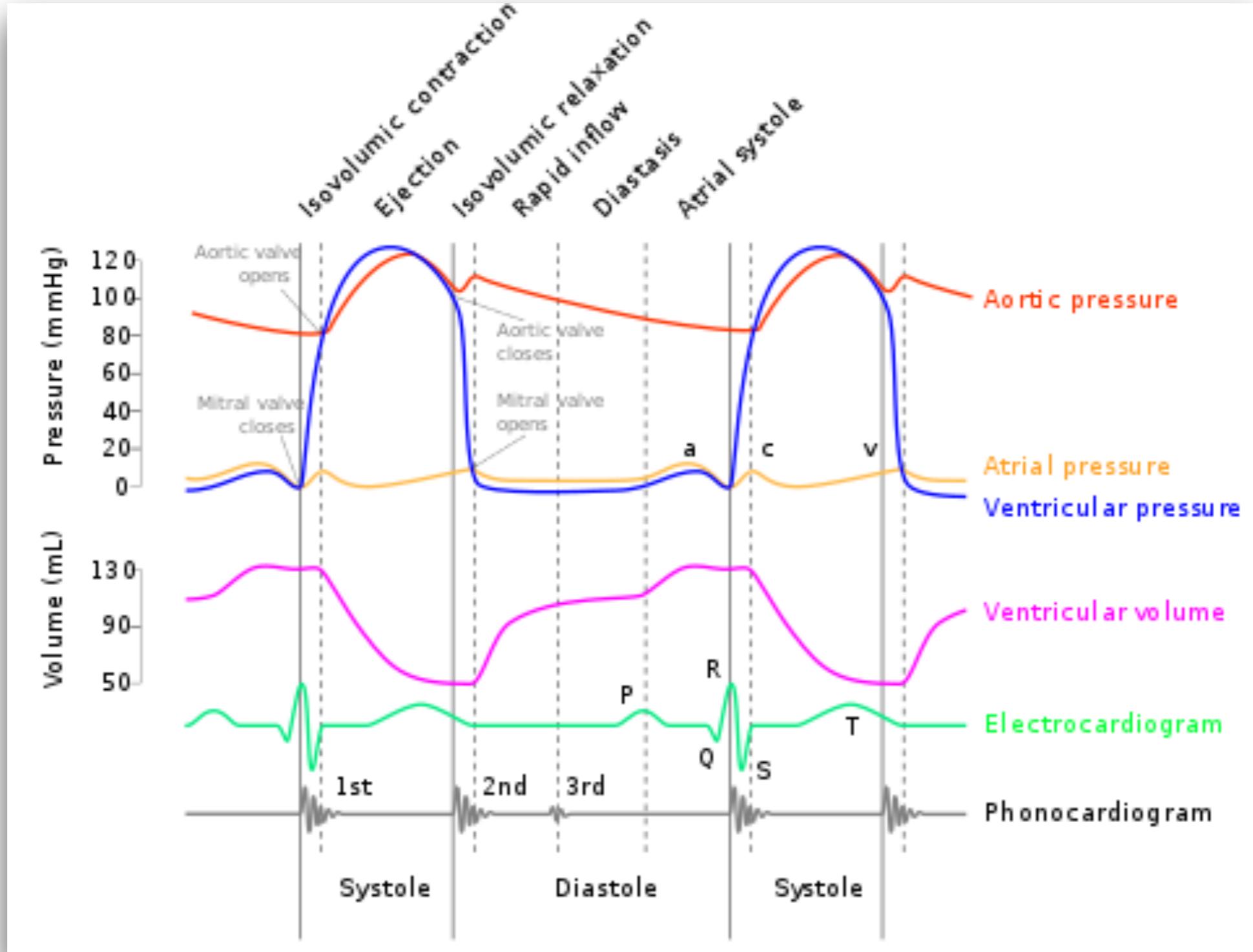


a signal from the heart



- capillary expansion means more blood under skin
 - shift in redness from oxygenated blood
 - shift in blueness from deoxygenated blood
 - more blood molecules for light to reflect from

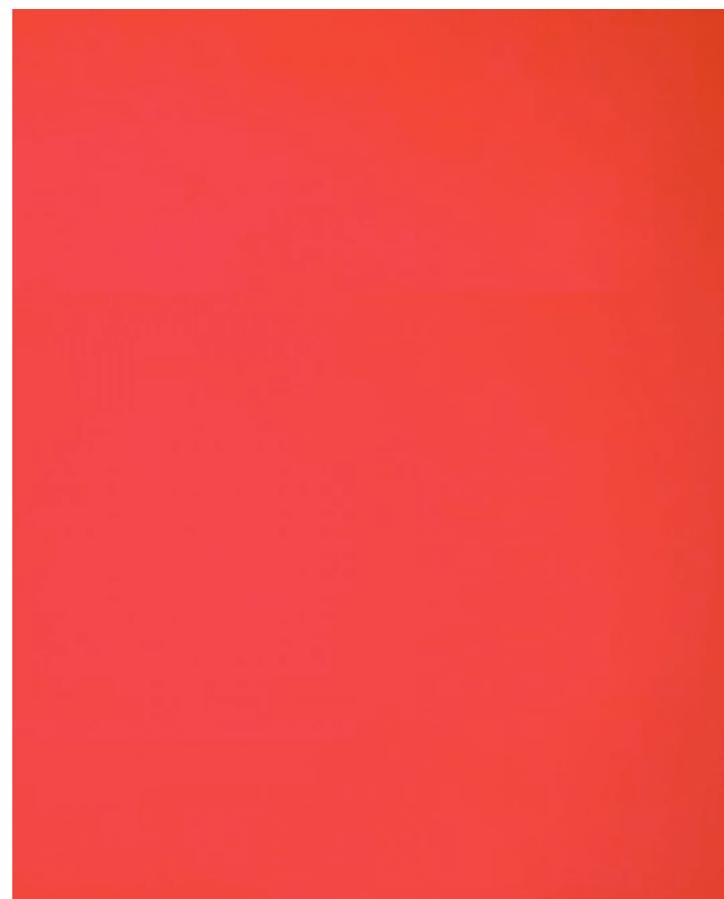
many signals...



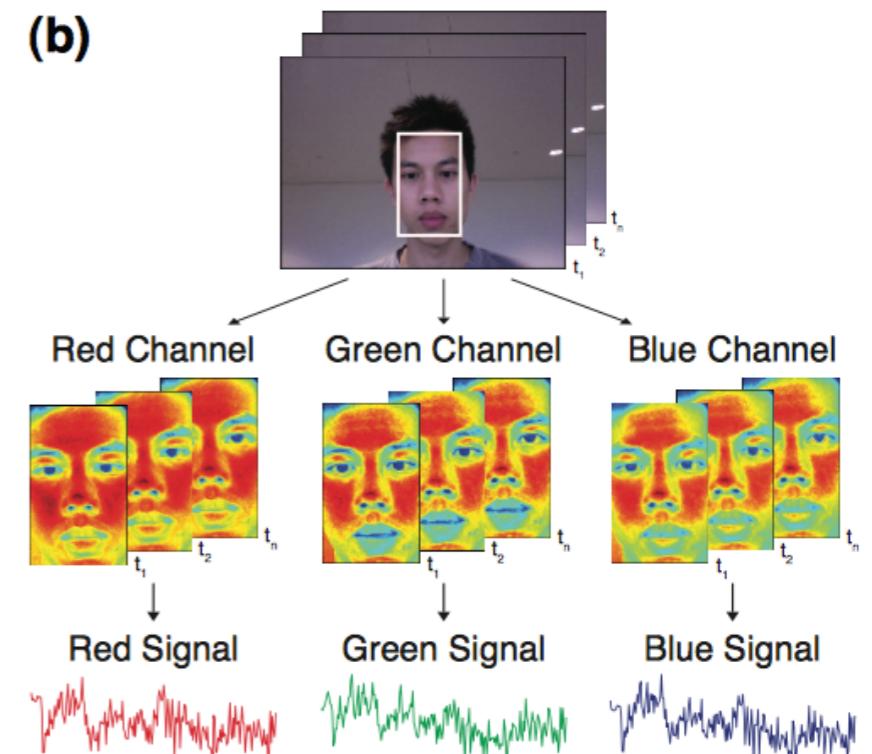
https://en.wikipedia.org/wiki/Cardiac_cycle

a signal from the heart

- hold finger over
 - camera
 - torch (always on flash)



exemplary work



photoplethysmography (PPG)

caveats

- do not press too hard on camera
- vasoconstriction and vasodilation
- bigger surface areas are better
- don't move around too much
- the heart is not the only organ that increases pressure
 - what else could cause the capillaries to expand/contract?
- what method might you use to measure PPG from the camera?

a cool example

September 7, 2016

HemaApp screens for anemia, blood conditions without needle sticks

Jennifer Langston

News and Information

In the developing world, [anemia](#) — a blood condition exacerbated by malnutrition or parasitic disease — is a staggeringly common health problem that often goes undiagnosed.

In hospitals everywhere, children and adults with leukemia and other disorders require frequent blood draws to determine if they need blood transfusions.

In both cases, doctors are interested in measuring hemoglobin, a protein found in



HemaApp measures hemoglobin levels and screens for anemia non-invasively by illuminating the patient's finger with a smartphone's camera flash. **Dennis Wise/University of Washington**

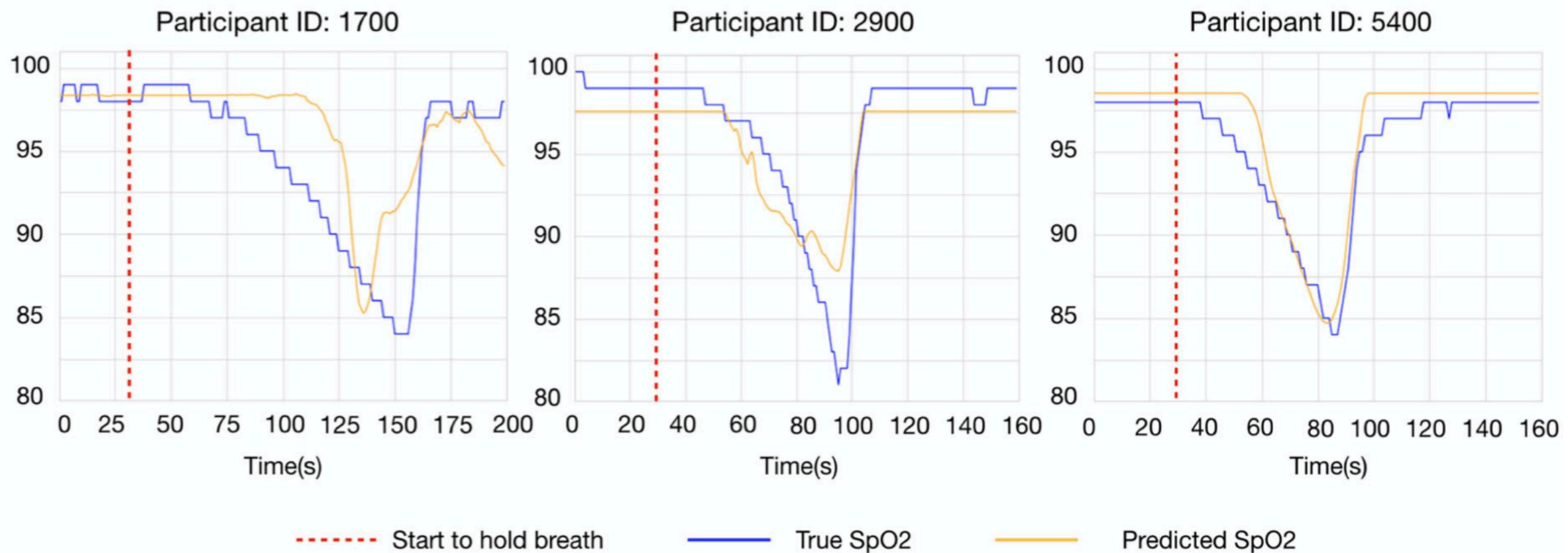
a research project

Measuring Oxygen Saturation With Smartphone Cameras Using Convolutional Neural Networks

Xinyi Ding , Damoun Nassehi, and Eric C. Larson



Fig. 1. Experimental setup of ground truth pulse oximetry data collection and custom phone application.



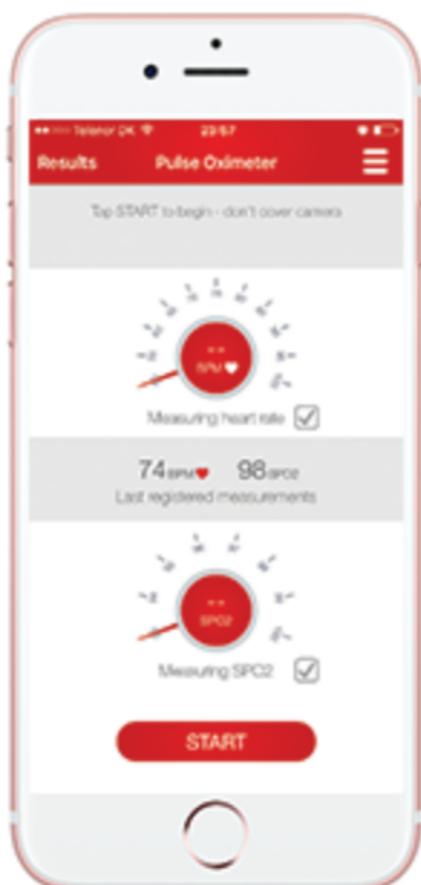
another cool example

digiDoc Technologies

Home

Products

The World's Only Digital Solution



Top Paid Apps

1 TouchRetouch



Declutter your photos

See All

\$1.99

2 Pulse Oximeter - Heart Rate and Oxygen Monit...



Health & Fitness

\$4.99

3 Procreate Pocket



Sketch and Paint on iPhone.

\$4.99

SpO2 for COVID Screening running, hiking, and in relaxation management.

Pulse Oximeter uses your iPhone's camera to detect your pulse and oxygen levels from your fingertip. Track and record heartbeat and blood oxygen levels. Instant results, easy to use, simple charts to save your progress.

Features

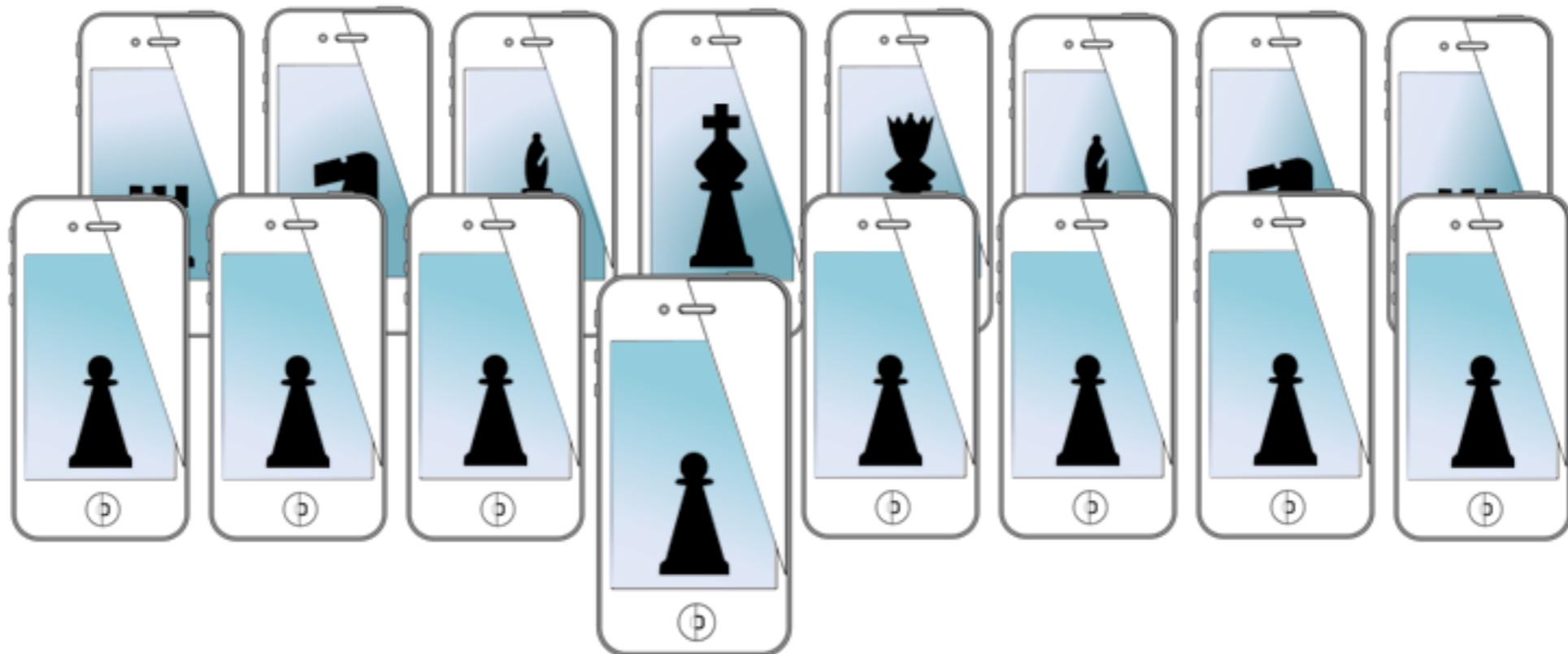
- ✓ Measure pulse and blood oxygen saturation
- ✓ Pulse Oximeter range 93-100%
- ✓ Record and store history of data
- ✓ Real-time PPG graph for immediate accuracy
- ✓ Apple HealthKit integration
- ✓ Label selection

 Download on the
App Store

for next time...

- flipped module!
- computer vision with OpenCV
 - watch video lecture for OpenCV
 - fun operations in imaging
 - come ready to use OpenCV next time

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