

Senior Design Project - ParkSense

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ABSTRACT

UPDATED—September 19, 2023. A problem that has always plagued our campus is the struggle to find open parking anywhere during class hours. This has led to students parking farther away from campus, leading to longer-than-expected travel times to arrive to class. Consequentially, some students may arrive late, disrupting the lecture and possibly leaving a mark on their attendance grade.

To address this issue, we are working on an IoT approach to solving this problem by using OpenCV, YOLOv8, a Raspberry Pi, and a camera module. With OpenCV's extensive and real-time computer vision library and YOLOv8's deep learning capabilities, we will build our own object detection software that is trained on our own custom data to detect empty and taken parking spots. We will then feed this data to a user interface which will update periodically and accurately communicate the availability of parking to the user. If we are finished with our main goals before our project deadline, we will implement our stretch goals for the project such as statistical analysis of sampled data regarding the best and worst times to find open parking and the creation of a mobile-formatted version of our interface.

The duration of the implementation and completion of the project's base goals as well as any further implementation of stretch goals before our deadline is roughly 3 months (August-November). We will be using a parking-lot mock-up to assist the creation of our data as we believe that any modification and collection data will be substantially easier as compared to the required set-up and maintenance for collecting data of a real parking-lot.

Author Keywords

Authors' choice; of terms; separated; by semicolons; include commas, within terms only; this section is required.

1. INTRODUCTION

The purpose of developing ParkSense is to detect and deliver relevant information about parking to Students and Faculty in real-time. Using the design philosophy *The Internet of Things*, we intend to show how it's possible to use machine learning and computer vision technologies to make things more convenient in a cost-effective manner. By training a new model, this technology can be applied to many different aspects of life.

The technologies in use are primarily software-based. A camera feed is used for data input, and a Raspberry Pi can be used for data processing and delivery. We intend to show how to build a data set for training a model, how to train said model using the data set, and how you can use the model to generate a useful set of data to feed to a user interface. We want to show how to do all of this with the selected modules that we will use for this project: OpenCV, YOLOv8, and RoboFlow.

OpenCV will provide computer vision for real-time processing for our video feed while YOLOv8 will provide a deep learning algorithm for training on our dataset and producing weights for our model once training is complete. RoboFlow will help with labelling each image of our mock-up with taken and empty instances as it provides extensive image annotation tools needed to produce a training data-set that is accurate and efficient. We will record mean average confidence, recalls, and object loss across different epoch values to show how the algorithm produces more accurate results with more training.

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1. Epic Games Inc. The Unreal Engine. <https://www.unrealengine.com/en-US>, 2022.
2. J. G. Smith and H. K. Weston. Nothing particular in this year’s history. *J. Geophys. Res.*, 2:14–15, 1954.