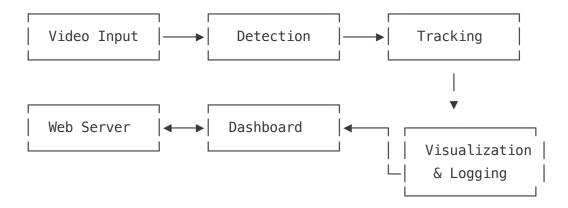
Real-Time Surveillance System

Object Detection & Tracking Application

System Overview

- Purpose: Real-time object detection and tracking for surveillance
- Core Components:
 - Video capture and processing
 - Object detection using YOLOv8
 - · Object tracking with Kalman filtering
 - Web-based dashboard interface

Architecture



Technical Implementation

- 1. Video Processing (video_processor.py)
 - Multi-threaded design with queue-based frame processing
 - Performance metrics tracking (FPS, frame count)
 - Thread management for read/process operations

```
python

def start(self):
    self.stopped = False
    Thread(target=self.read_frames, daemon=True).start()
    Thread(target=self.process_frames, daemon=True).start()
    return self
```

2. Object Detection ((detection.py))

- YOLOv8 model integration for real-time detection
- Automatic device selection (CPU/GPU)
- Configurable confidence threshold

3. Object Tracking (tracking.py)

- Kalman filtering for motion prediction
- IOU (Intersection Over Union) based matching
- Hungarian algorithm for track assignment
- Track management (creation, updates, deletion)

```
# Matching algorithm
cost_matrix = np.zeros((len(self.tracks), len(detection_objects)))
for i, track in enumerate(self.tracks):
    for j, det in enumerate(detection_objects):
        cost_matrix[i, j] = 1 - self.iou(track.box, det.box)

# Hungarian algorithm for optimal assignment
```

row_indices, col_indices = linear_sum_assignment(cost_matrix)

4. Kalman Filtering

- State representation: ([x, y, vx, vy])
- · Prediction and update steps for smooth tracking
- Handles occlusions and missed detections

```
python

# State transition matrix
self.F = np.array([
      [1, 0, 1, 0], # x = x + vx
      [0, 1, 0, 1], # y = y + vy
      [0, 0, 1, 0], # vx = vx
      [0, 0, 0, 1] # vy = vy
])
```

5. Web Dashboard (main.py & index.html)

- Flask web server for streaming video
- Real-time statistics and controls
- API endpoints for system interaction:
 - (video_feed) MJPEG streaming
 - /logs Track history
 - (/stats) System performance
 - (/toggle_tracking) Feature control

6. User Interface

- Live video feed with detection overlays
- Real-time statistics panel
 - FPS counter
 - Active tracks count
 - Runtime tracking
- Object detection counts by class
- Tracking log with timestamps
- Interactive controls (tracking toggle, snapshot)

Key Features

1. Real-time Processing

- Threaded design for uninterrupted video processing
- Optimized for performance with queue management

2. Robust Tracking

- Persistent IDs for tracked objects
- Motion prediction via Kalman filtering
- Handles occlusions and brief disappearances

3. Comprehensive Logging

- CSV-based tracking data
- Timestamps for all detected objects
- Position, class, and confidence scores

Technical Optimizations

- Multi-threading for parallel frame processing
- Queue-based architecture to handle varying processing times
- **Device optimization** for GPU acceleration when available
- Efficient visualization with color-coded object classes
- **Persistent tracking** with configurable parameters:
 - (max_age): Maximum frames to keep track without detection
 - (min_hits): Minimum detections to confirm a track
 - (iou_threshold): Matching threshold

Running the Application

Command Line Options

```
python main.py --source 0 --output output --web
```

- (--source): Video source (0 for webcam, or file path)
- (--output): Output folder for logs and snapshots
- (--web): Enable web dashboard (http://localhost:8080)

Future Enhancements

- Multi-camera support
- Advanced analytics (dwell time, path analysis)
- Event-based notifications
- Integration with external security systems
- Custom detection model training

Thank You

Questions?