

## PROBLEM STATEMENT

And use Google earth to find example of people parking in front of fire hydrants in the city of Somerville MA and Boston MA submit a small example to demonstrate you understand the task

## OVERVIEW

We have used this script to get the fire hydrant in both areas of interest what we have used is [OverpassAPI](#)

```
!pip install requests simplekml

import requests, simplekml

def get_hydrants_from_overpass(bbox):
    south, west, north, east = bbox
    query = f"""
        [out:json];
        node
        ["emergency"="fire_hydrant"]
        ({south},{west},{north},{east});
        out;
    """
    url = "https://overpass-api.de/api/interpreter"
    r = requests.get(url, params={"data": query})
    data = r.json()
    return [
        {"lat": el["lat"], "lon": el["lon"], "tags": el.get("tags", {})}
        for el in data.get("elements", [])
    ]

# Bounding boxes
somerville_bbox = (42.38, -71.12, 42.41, -71.08)
boston_bbox     = (42.33, -71.12, 42.36, -71.05) # Back Bay/Downtown

# Query hydrants
somerville_hydrants = get_hydrants_from_overpass(somerville_bbox)
boston_hydrants     = get_hydrants_from_overpass(boston_bbox)

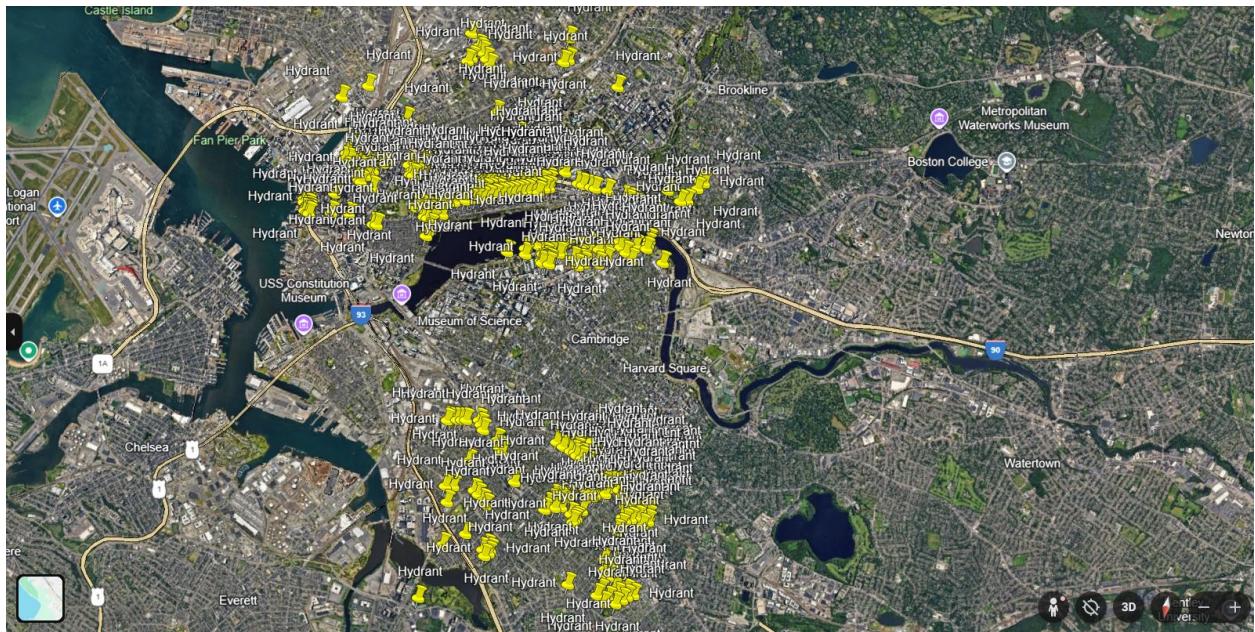
print(f"Somerville: {len(somerville_hydrants)} hydrants")
print(f"Boston: {len(boston_hydrants)} hydrants")

# Create single KML
kml = simplekml.Kml()

# Add Somerville hydrants
som_folder = kml.newFolder(name="Somerville Hydrants")
for h in somerville_hydrants:
    desc = ", ".join([f"{k}={v}" for k,v in h["tags"].items()])
    som_folder.newpoint(
        name="Hydrant",
        coords=[(h["lon"], h["lat"])],
        description=desc
    )

# Add Boston hydrants
bos_folder = kml.newFolder(name="Boston Hydrants")
for h in boston_hydrants:
    desc = ", ".join([f"{k}={v}" for k,v in h["tags"].items()])
    bos_folder.newpoint(
        name="Hydrant",
        coords=[(h["lon"], h["lat"])],
        description=desc
    )
```

Now as we have the KML file ready.  
we have imported the file into google earth pro.  
checked the accuracy by zooming to all the fire hydrants.



## Next Step

Using the Street View Static API from google and enable it  
Once we will have the API key, we can use that to:

- Take each hydrant's coordinates from your KML.
- Query the Street View API.
- Get back an image file of the view from ground level.

This way we can even batch-download all hydrant views and later check if cars are blocking them.

Instead of using the API key to fetch all the Streetview images, We have taken the

screen shots of street view as a sample and applied Yolo Pre-trained data which can detect the hydrants, cars etc. Now we are extracting the bounding boxes of the given classes for example car=2 and Hydrant = 10.

## Purpose of the Code

The script detects **fire hydrants and cars** in images and determines if a hydrant is **blocked by a car**.

It uses **YOLO (Ultralytics YOLOv8)** for object detection and **OpenCV / NumPy** for processing masks, bounding boxes, and overlaying results.

## Object Extraction

```
def get_box_and_mask(result, class_id):
```

- **Input:** YOLO detection results & a class ID (hydrant or car).
  - **Process:**
    - Loops through YOLO detections.
    - Filters objects of the given class.
    - Extracts **bounding box coordinates** (x1, y1, x2, y2).
    - Computes **centroid** for each object.
    - Retrieves **segmentation mask** if available.
  - **Output:** List of objects with box, mask, and centroid.
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## Determine if Hydrant is Blocked

```
def hydrant_blocked(hydrants, cars, ...)
```

- **Input:** Hydrant and car objects.
- **Logic:**
  1. For each hydrant, check against **all cars**.

2. **Vertical alignment check:** The car's bottom must be below the hydrant centroid.
  3. **Mask overlap (if available):**
    - Convert hydrant and car masks to binary.
    - Calculate **intersection** of masks.
    - If  $\text{overlap\_ratio} \geq \text{cover\_thresh}$ , mark as blocked.
  4. **Bounding box fallback:**
    - Calculate horizontal overlap fraction.
    - Check proximity threshold.
    - If either condition is satisfied and vertically aligned, mark as blocked.
- **Output:** List of booleans: True if blocked, False if clear.
- 

## Draw Results

```
def draw_overlay(img, hydrants, cars, blocked_status)
```

- Draws **bounding boxes** on the image:
    - **Green boxes** for cars.
    - **Red boxes** for blocked hydrants.
    - **Blue boxes** for clear hydrants.
  - Adds text labels: "Hydrant 0 BLOCKED" or "Hydrant 1 CLEAR".
  - Returns the annotated image.
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## Main Processing

```
def process_image(model, img_path)
```

- Reads the image.
  - Runs **YOLO model prediction**.
  - Extracts hydrants and cars.
  - Checks blocked status.
  - Draws overlay.
  - Returns the annotated image and blocked status.
- 

## Script Execution

```
if __name__ == "__main__":
    model = YOLO("yolov8s.pt")
    for img_file in os.listdir(INPUT_FOLDER):
        ...
```

- Loads the YOLOv8 model.
  - Loops through all images in the input folder.
  - Calls process\_image() for detection & annotation.
  - Prints which hydrants are blocked:
    - 🚨 Blocked: image.jpg — hydrants [0, 2]
    - ✅ Clear: image2.jpg
  - Saves annotated images to OUTPUT\_FOLDER.
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## Summary of the Logic

1. **Detect objects** → YOLO finds hydrants and cars.
2. **Extract boxes & masks** → Get geometric info for analysis.
3. **Check blockage** → Use mask overlap + bounding box rules.
4. **Draw results** → Annotate image with clear/block info.
5. **Save & report** → Output images & print which hydrants are blocked.

```

def get_box_and_mask(result, class_id):
    """Extract bounding boxes & masks for a given class_id."""
    objects = []
    masks = result.masks.data.cpu().numpy().astype(bool) if result.masks is not None else [None] * len(result.boxes)

    for i, box in enumerate(result.boxes):
        cls = int(box.cls)
        if cls != class_id:
            continue
        x1, y1, x2, y2 = map(int, box.xyxy[0].cpu().numpy())
        centroid = ((y1 + y2) // 2, (x1 + x2) // 2)
        mask = masks[i] if masks[i] is not None else None
        objects.append({
            "box": (x1, y1, x2, y2),
            "mask": mask,
            "centroid": centroid
        })
    return objects

```

```

def hydrant_blocked(hydrants, cars, use_masks=True, cover_thresh=0.15, horiz_thresh=0.3, prox_thresh=30):
    """Determine if hydrants are blocked by cars."""
    results = [False] * len(hydrants)

    for hi, h in enumerate(hydrants):
        hx1, hy1, hx2, hy2 = h["box"]
        h_w, h_h = hx2 - hx1, hy2 - hy1
        h_cy = (hy1 + hy2) / 2
        pad = 20
        hx1e, hy1e, hx2e, hy2e = hx1 - pad, hy1 - pad, hx2 + pad, hy2 + pad

        for c in cars:
            cx1, cy1, cx2, cy2 = c["box"]
            blocked = False
            vertical_ok = cy2 >= h_cy

            # Mask overlap check
            if use_masks and h.get("mask") is not None and c.get("mask") is not None:
                h_mask = h["mask"].astype(np.uint8)
                c_mask = c["mask"].astype(np.uint8)
                inter = cv2.bitwise_and(h_mask, c_mask)
                overlap_ratio = inter.sum() / (h_mask.sum() + 1e-6)
                if overlap_ratio >= cover_thresh:
                    blocked = True

            # Bounding box overlap fallback
            if not blocked:
                overlap_w = max(0, min(hx2e, cx2) - max(hx1e, cx1))
                horiz_frac = overlap_w / (h_w + 1e-6)
                horiz_gap = min(abs(cx1 - hx2e), abs(hx1e - cx2))
                if (horiz_frac >= horiz_thresh and vertical_ok) or (horiz_gap <= prox_thresh and vertical_ok):
                    blocked = True

            if blocked:
                results[hi] = True
                break

    return results

```

```
def draw_overlay(img, hydrants, cars, blocked_status):
    """Draw results on image."""
    out = img.copy()

    # Draw cars
    for c in cars:
        x1, y1, x2, y2 = c["box"]
        cv2.rectangle(out, (x1, y1), (x2, y2), (0, 255, 0), 2)
        cv2.putText(out, "Car", (x1, y1 - 5), cv2.FONT_HERSHEY_SIMPLEX, 0.5, (0, 255, 0), 2)

    # Draw hydrants
    for idx, (h, blocked) in enumerate(zip(hydrants, blocked_status)):
        x1, y1, x2, y2 = h["box"]
        color = (0, 0, 255) if blocked else (255, 0, 0)
        label = f"Hydrant {idx} BLOCKED" if blocked else f"Hydrant {idx} CLEAR"
        cv2.rectangle(out, (x1, y1), (x2, y2), color, 2)
        cv2.putText(out, label, (x1, y1 - 5), cv2.FONT_HERSHEY_SIMPLEX, 0.5, color, 2)

    return out
```

```
def process_image(model, img_path):
    """Run detection and overlay for a single image."""
    img = cv2.imread(img_path)
    if img is None:
        raise ValueError(f"Could not load {img_path}")

    results = model.predict(img, verbose=False)[0]

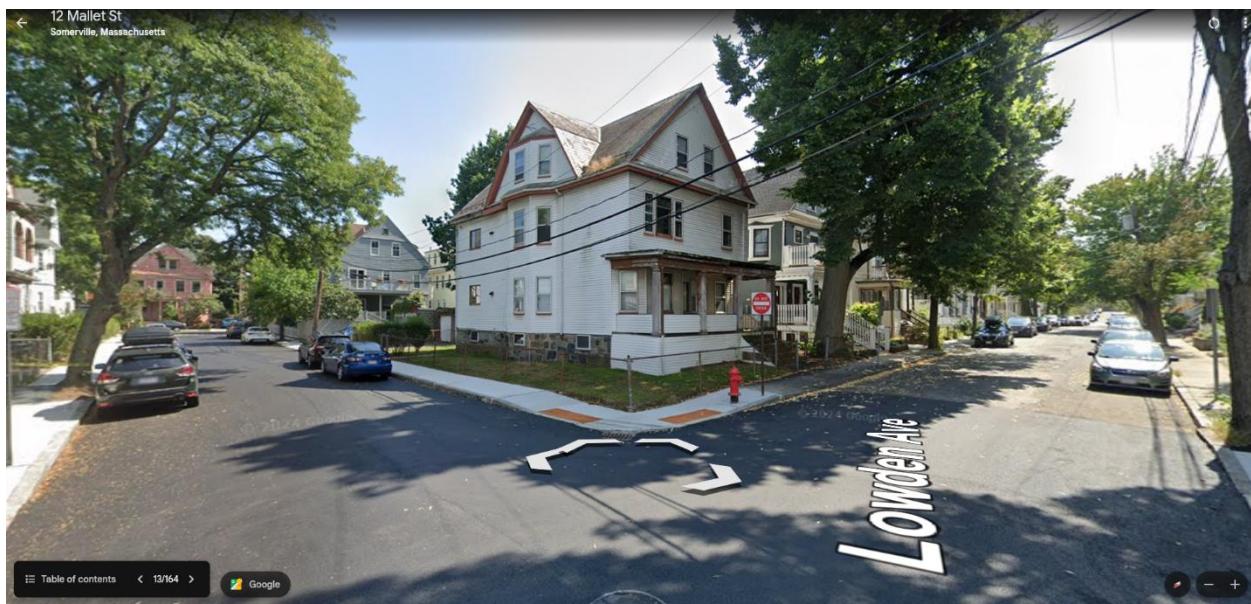
    hydrants = get_box_and_mask(results, HYDRANT_CLASS)
    cars = get_box_and_mask(results, CAR_CLASS)

    blocked_status = hydrant_blocked(hydrants, cars)
    out = draw_overlay(img, hydrants, cars, blocked_status)

    return out, blocked_status
```

## Input Images







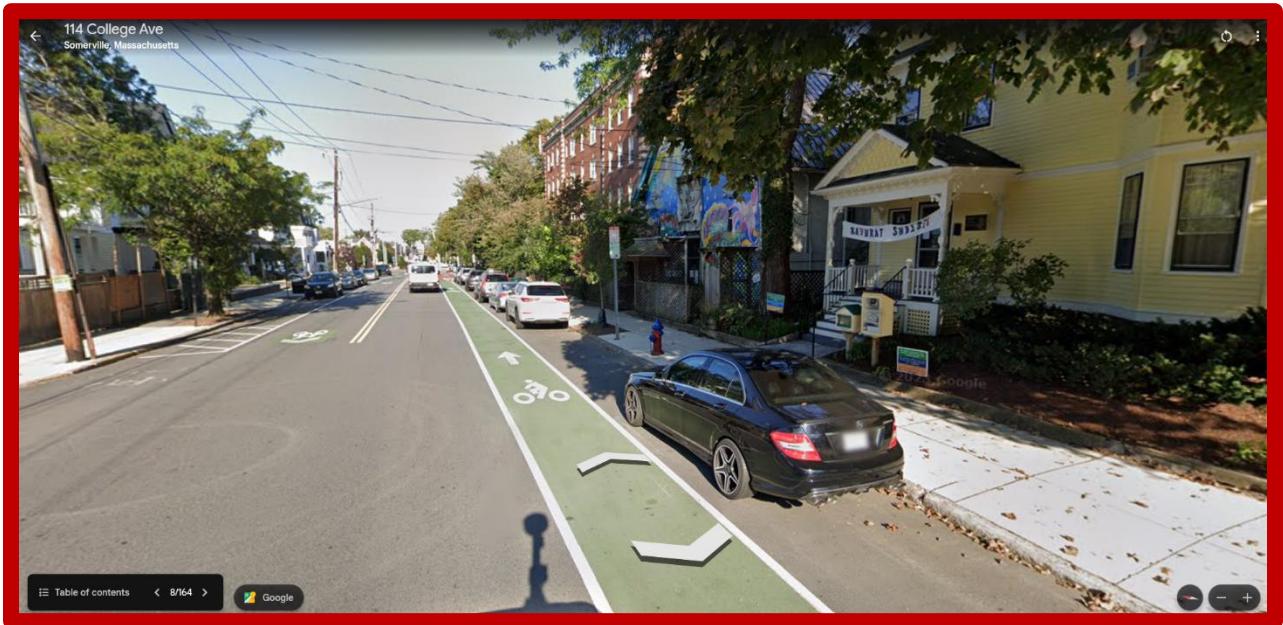






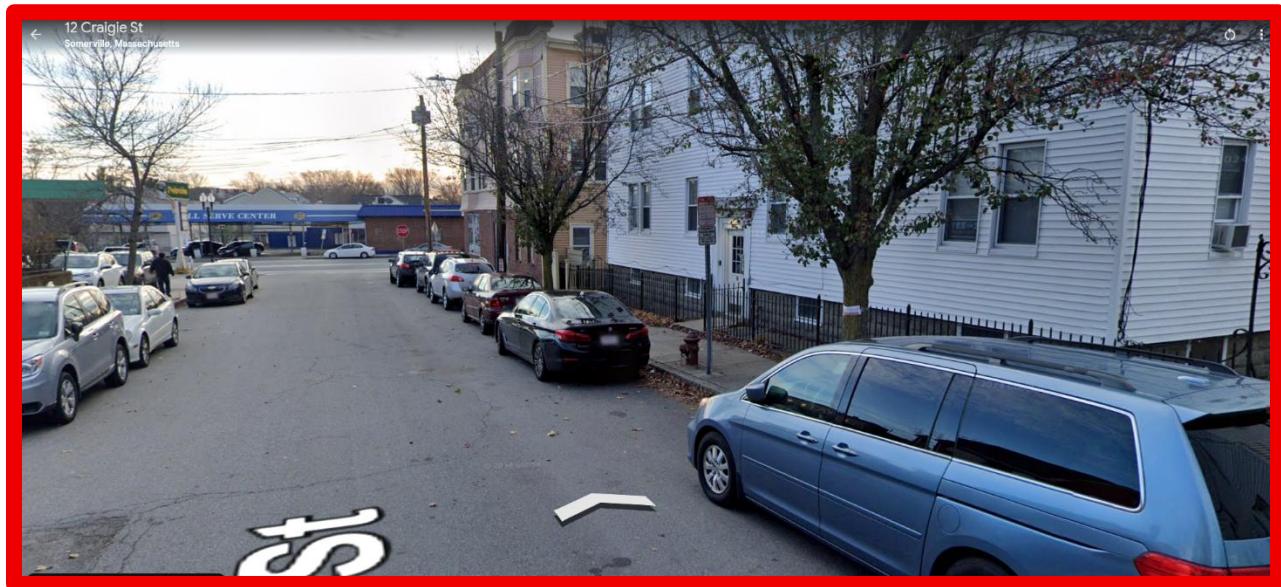
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Google













## Results

```
✓ Clear: 25.png
✓ Clear: 7.png
✓ Clear: 5.png
✓ Clear: 15.png
✓ Clear: 13.png
✓ Clear: 4.png
✓ Clear: 22.png
✓ Clear: 18.png
✓ Clear: 10.png
✓ Clear: 24.png
✓ Clear: 12.png
⚠ Blocked: 96.png – hydrants [0]
✓ Clear: 21.png
✓ Clear: 9.png
✓ Clear: 17.png
✓ Clear: 1.png
✓ Clear: 14.png
✓ Clear: 19.png
✓ Clear: 6.png
✓ Clear: 16.png
✓ Clear: 23.png
✓ Clear: 20.png
✓ Clear: 11.png
⚠ Blocked: 8.png – hydrants [0]
```