

3D Object Recognition

1. Introduction

MediaPipe is an open-source data stream processing machine learning application development framework developed by Google. It is a graph-based data processing pipeline used to build data sources in various forms, such as video, audio, sensor data, and any time series data. MediaPipe is cross-platform and can run on embedded platforms (such as Jetson nano), mobile devices (iOS and Android), workstations and servers, and supports mobile GPU acceleration. MediaPipe provides cross-platform, customizable ML solutions for real-time and streaming media.

The core framework of MediaPipe is implemented in C++ and provides support for languages such as Java and Objective C. The main concepts of MediaPipe include packets, streams, calculators, graphs, and subgraphs.

Features of MediaPipe:

- End-to-end acceleration: built-in fast ML inference and processing can be accelerated even on commodity hardware.
- Build once, deploy anywhere: unified solution for Android, iOS, desktop/cloud, web and IoT.
- Ready-to-use solution: cutting-edge ML solution that demonstrates the full capabilities of the framework.
- Free and open source: framework and solution under Apache2.0, fully extensible and customizable.

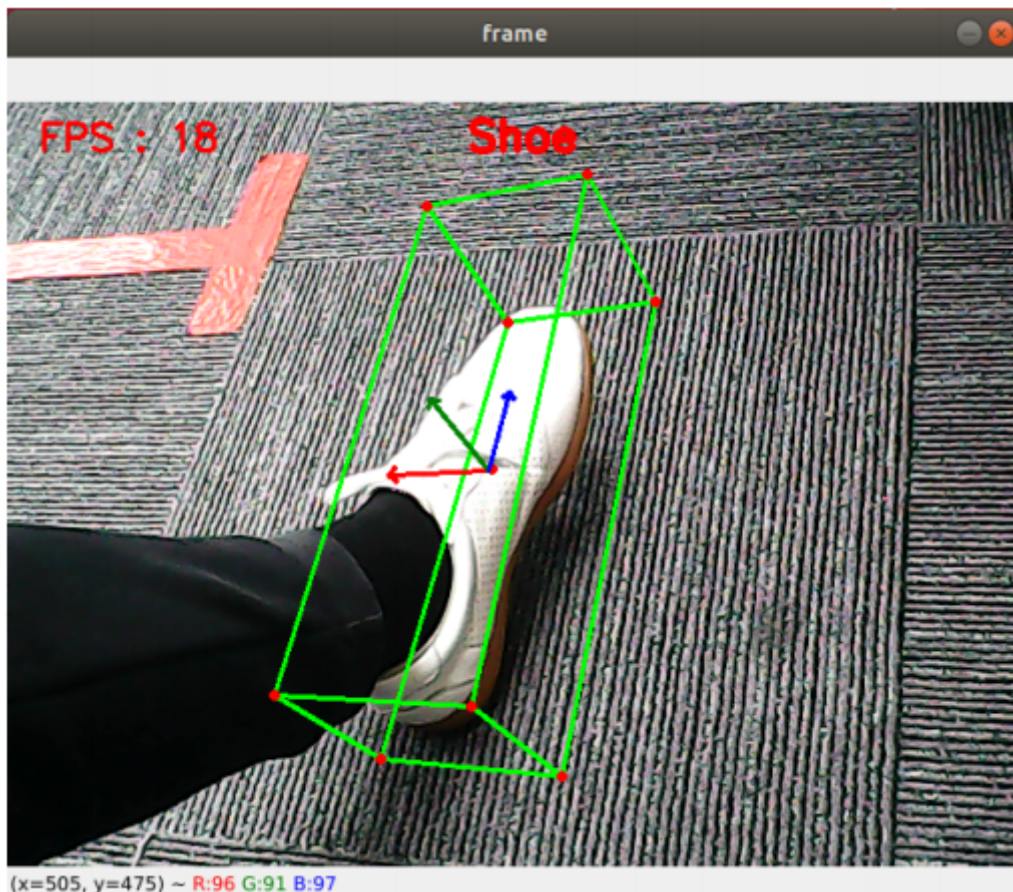
2. 3D object recognition

3D object recognition: shoes.

2.1. Startup

- Enter the following command to start the program

```
roscore
roslaunch dofbot_mediapipe 07_Objectron.py
```



After starting the program, put the shoe into the camera screen, and you can see that the image recognizes the shoe and frames it.

Press q to exit the program.

2.2, Source code

Source code location: ~/dofbot_ws/src/dofbot_mediapipe/scripts/07_Objectron.py

```
#!/usr/bin/env python3
# encoding: utf-8
import mediapipe as mp
import cv2 as cv
import time

class Objectron:
    def __init__(self, staticMode=False, maxObjects=5, minDetectionCon=0.5,
minTrackingCon=0.99):
        self.staticMode=staticMode
        self.maxObjects=maxObjects
        self.minDetectionCon=minDetectionCon
        self.minTrackingCon=minTrackingCon
        self.index=0
        self.modelNames = ['shoe', ]
        self.mpObjectron = mp.solutions.objectron
        self.mpDraw = mp.solutions.drawing_utils
        self.mpobjectron = self.mpObjectron.Objectron(
            self.staticMode, self.maxObjects, self.minDetectionCon,
            self.minTrackingCon, self.modelNames[self.index])

    def findObjectron(self, frame):
```

```

        cv.putText(frame, self.modelNames[self.index], (int(frame.shape[1] / 2)
- 30, 30),
                    cv.FONT_HERSHEY_SIMPLEX, 0.9, (0, 0, 255), 3)
        img_RGB = cv.cvtColor(frame, cv.COLOR_BGR2RGB)
        results = self.mpojectron.process(img_RGB)
        if results.detected_objects:
            for id, detection in enumerate(results.detected_objects):
                self.mpDraw.draw_landmarks(frame, detection.landmarks_2d,
self.mpojectron.BOX_CONNECTIONS)
                self.mpDraw.draw_axis(frame, detection.rotation,
detection.translation)
            return frame

if __name__ == '__main__':
    capture = cv.VideoCapture(0)
    capture.set(6, cv.VideoWriter_fourcc('M', 'J', 'P', 'G'))
    capture.set(cv.CAP_PROP_FRAME_WIDTH, 640)
    capture.set(cv.CAP_PROP_FRAME_HEIGHT, 480)
    print("capture get FPS : ", capture.get(cv.CAP_PROP_FPS))
    pTime = cTime = 0
    objectron = Objectron()
    while capture.isOpened():
        ret, frame = capture.read()
        # frame = cv.flip(frame, 1)
        action = cv.waitKey(1) & 0xFF
        if action == ord('q'): break
        frame = objectron.findObjectron(frame)
        cTime = time.time()
        fps = 1 / (cTime - pTime)
        pTime = cTime
        text = "FPS : " + str(int(fps))
        cv.putText(frame, text, (20, 30), cv.FONT_HERSHEY_SIMPLEX, 0.8, (0, 0,
255), 2)
        cv.imshow('frame', frame)
    capture.release()
    cv.destroyAllWindows()

```