

## 2.1.3 Color tracking

Code path

/home/pi/Yahboom\_Project/2.AI\_Visual\_course/03.Mobile\_tracking.ipynb

```
import RPi.GPIO as GPIO
import time
#bgr8 to jpeg format
import enum
import cv2
def bgr8 to jpeg(value, quality=75):
    return bytes(cv2.imencode('.jpg', value)[1])
#display camera
import cv2
import traitlets
import ipywidgets.widgets as widgets
from IPython.display import display
import time
# Thread function operation library
import threading
import inspect
import ctypes
image widget = widgets.Image(format='jpeg', width=300, height=300)
display(image widget)
#Servo pin definition
ServoPin = 11 #S2
ServoPinB = 9 #S3
#Set GPIO port to BCM coding mode
GPIO.setmode(GPIO.BCM)
 #set servo pin to Output mode
def init():
    GPIO.setup(ServoPin, GPIO.OUT)
    GPIO.setup(ServoPinB, GPIO.OUT)
#Define a pulse function, used to simulate the pwm value
#When base pulse is 20ms, the high level part of the pulse is controlled from 0 to 180
degrees in 0.5-2.5ms
def servo pulse(myangleA, myangleB):
    pulsewidth = myangleA
    GPIO.output(ServoPin, GPIO.HIGH)
    time.sleep(pulsewidth/1000000.0)
    GPIO.output(ServoPin, GPIO.LOW)
    time.sleep(20.0/1000-pulsewidth/1000000.0)
    pulsewidthB = myangleB
```



```
GPIO.output(ServoPinB, GPIO.HIGH)
    time.sleep(pulsewidthB/1000000.0)
    GPIO.output(ServoPinB, GPIO.LOW)
    time.sleep(20.0/1000-pulsewidthB/1000000.0)
#According to the steering gear pulse control range is 500-2500usec
def Servo control(angle 1, angle 2):
    init()
    if angle 1 < 500:
         angle 1 = 500
    elif angle_1 > 2500:
         angle 1 = 2500
    if angle 2 < 500:
         angle 2 = 500
    elif angle 2 > 2500:
         angle 2 = 2500
    servo_pulse(angle_1, angle_2)
def async raise(tid, exctype):
    """raises the exception, performs cleanup if needed"""
    tid = ctypes.c long(tid)
    if not inspect.isclass(exctype):
         exctype = type(exctype)
                                  ctypes.pythonapi.PyThreadState SetAsyncExc(tid,
    res
ctypes.py_object(exctype))
    if res == 0:
         raise ValueError("invalid thread id")
    elif res != 1:
         # """if it returns a number greater than one, you're in trouble,
         # and you should call it again with exc=NULL to revert the effect"""
         ctypes.pythonapi.PyThreadState SetAsyncExc(tid, None)
def stop thread(thread):
     async raise(thread.ident, SystemExit)
image = cv2.VideoCapture(0)
image.set(3, 320)
image.set(4, 240)
image.set(5, 90) #set frame
# fourcc = cv2.VideoWriter fourcc(*"MPEG")
image.set(cv2.CAP_PROP_FOURCC, cv2.VideoWriter.fourcc('M', 'J', 'P', 'G'))
# image.set(cv2.CAP PROP BRIGHTNESS, 40) #-64 - 64 0.0
# image.set(cv2.CAP PROP CONTRAST, 50) # -64 - 64 2.0
# image.set(cv2.CAP_PROP_EXPOSURE, 156) # 1.0 - 5000 156.0
ret, frame = image.read()
```



```
image widget.value = bgr8 to jpeg(frame)
global color x, color y, color radius
color_x = color_y = color_radius = 0
global target valuex
target_valuex = 1500
global target valuey
target valuey = 1500
global g mode
g mode = 0
## Create an array to store HSV color gamut color classification data
import numpy as np
global color lower
color lower = np.array([156, 43, 46])
global color_upperv
color_upper = np.array([180, 255, 255])
## set pid parameter
import PID
xservo pid = PID.PositionalPID(1.1, 0.2, 0.8)
yservo pid = PID.PositionalPID(0.8, 0.2, 0.8)
## Color selection button configuration
Redbutton = widgets.Button(
    value=False,
     description='Red',
     disabled=False,
     button style=", # 'success', 'info', 'warning', 'danger' or "
     tooltip='Description',
     icon='uncheck')
Greenbutton = widgets.Button(
     value=False,
     description='Green',
     disabled=False,
     button style=", # 'success', 'info', 'warning', 'danger' or "
     tooltip='Description',
     icon='uncheck')
Bluebutton = widgets.Button(
     value=False,
     description='Blue',
     disabled=False,
     button style=", # 'success', 'info', 'warning', 'danger' or "
     tooltip='Description',
     icon='uncheck')
Yellowbutton = widgets.Button(
     value=False,
     description='Yellow',
```



```
disabled=False,
    button style=", # 'success', 'info', 'warning', 'danger' or "
    tooltip='Description',
    icon='uncheck' )
Orangebutton = widgets.Button(
    value=False,
    description='Orange',
    disabled=False,
    button style=", # 'success', 'info', 'warning', 'danger' or "
    tooltip='Description',
    icon='uncheck')
Closebutton = widgets.Button(
    value=False,
    description='Closed',
    disabled=False,
    button style=", # 'success', 'info', 'warning', 'danger' or "
    tooltip='Description',
    icon='uncheck' )
output = widgets.Output()
display(Redbutton,
                     Greenbutton, Bluebutton, Yellowbutton, Orangebutton,
Closebutton, output)
def ALL_Uncheck():
    Redbutton.icon = 'uncheck'
    Greenbutton.icon = 'uncheck'
    Bluebutton.icon = 'uncheck'
    Yellowbutton.icon = 'uncheck'
    Orangebutton.icon = 'uncheck'
def on Redbutton clicked(b):
    global color lower, color upper, g mode
    global target valuex, target valuey
    ALL Uncheck()
    b.icon = 'check'
    color lower = np.array([0, 43, 46])
    color_upper = np.array([10, 255, 255])
    target valuex = target valuey = 2048
    Servo_control(1500, 1500)
    g mode = 1
    with output:
         print("RedButton clicked.")
def on_Greenbutton_clicked(b):
    global color_lower, color_upper, g_mode
```



```
global target_valuex, target_valuey
    ALL Uncheck()
    b.icon = 'check'
    color lower = np.array([35, 43, 46])
    color_upper = np.array([77, 255, 255])
    target valuex = target valuey = 2048
    Servo_control(1500, 1500)
    g mode = 1
    with output:
         print("GreenButton clicked.")
def on Bluebutton clicked(b):
    global color lower, color upper, g mode
    global target_valuex, target_valuey
    ALL Uncheck()
    b.icon = 'check'
    color_lower=np.array([100, 43, 46])
    color_upper = np.array([124, 255, 255])
    target valuex = target valuey = 2048
    Servo control(1500, 1500)
    g mode = 1
    with output:
         print("Bluebutton clicked.")
def on Yellowbutton clicked(b):
    global color lower, color upper, g mode
    global target valuex, target valuey
    ALL Uncheck()
    b.icon = 'check'
    color lower = np.array([26, 43, 46])
    color upper = np.array([34, 255, 255])
    target valuex = target valuey = 2048
    Servo_control(1500, 1500)
    g_mode = 1
    with output:
         print("Yellowbutton clicked.")
def on_Orangebutton_clicked(b):
    global color_lower, color_upper, g_mode
    global target_valuex, target_valuey
    ALL Uncheck()
    b.icon = 'check'
    color_lower = np.array([11, 43, 46])
    color_upper = np.array([25, 255, 255])
```



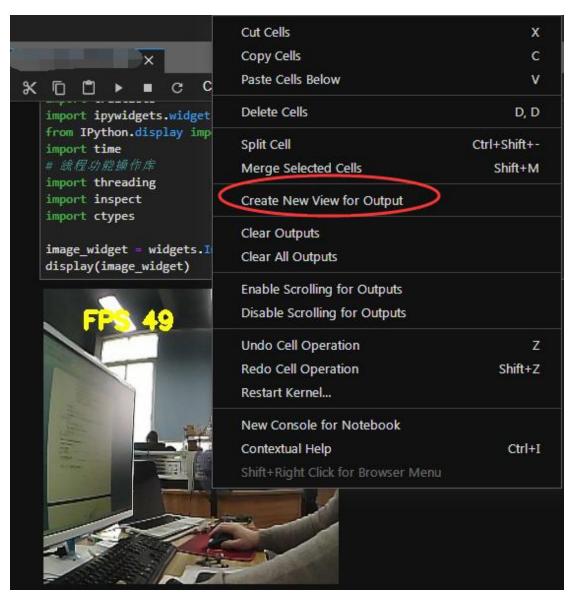
```
target_valuex = target_valuey = 2048
    Servo_control(1500, 1500)
    g mode = 1
    with output:
         print("Orangebutton clicked.")
def on Closebutton clicked(b):
    global g_mode
    ALL Uncheck()
    g mode = 0
    with output:
         print("CloseButton clicked.")
Redbutton.on click(on Redbutton clicked)
Greenbutton.on click(on Greenbutton clicked)
Bluebutton.on_click(on_Bluebutton_clicked)
Yellowbutton.on click(on Yellowbutton clicked)
Orangebutton.on click(on Orangebutton clicked)
Closebutton.on click(on Closebutton clicked)
## main loop
def Color_track():
    global color lower, color upper, g mode
    global target valuex, target valuey
    t start = time.time()
    fps = 0
    while True:
         ret, frame = image.read()
         frame = cv2.resize(frame, (300, 300))
         frame = cv2.GaussianBlur(frame,(5,5),0)
         hsv = cv2.cvtColor(frame,cv2.COLOR_BGR2HSV)
         mask = cv2.inRange(hsv,color lower,color upper)
         mask = cv2.erode(mask,None,iterations=2)
         mask = cv2.dilate(mask,None,iterations=2)
         mask = cv2.GaussianBlur(mask,(3,3),0)
         cnts
cv2.findContours(mask.copy(),cv2.RETR_EXTERNAL,cv2.CHAIN_APPROX_SIMPLE)[-2]
         if g mode == 1: # Push button switch
              if len(cnts) > 0:
                   cnt = max (cnts, key = cv2.contourArea)
                   (color x,color y),color radius = cv2.minEnclosingCircle(cnt)
                   if color radius > 10:
                       # Mark the detected colors
```



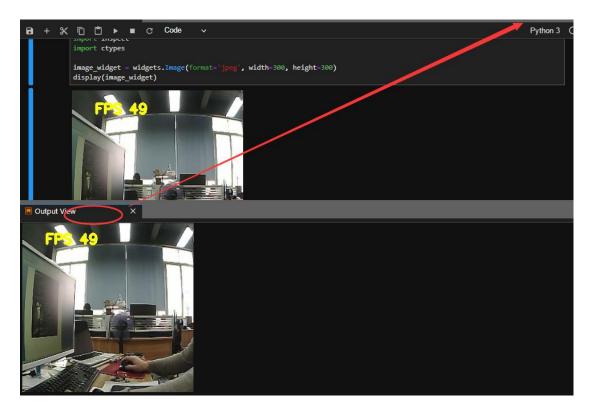
```
cv2.circle(frame,(int(color_x),int(color_y)),int(color_radius),(255,0,255),2)
                       # Proportion-Integration-Differentiation
                       xservo_pid.SystemOutput = color_x
                        print(color x)
                       xservo_pid.SetStepSignal(150)
                       xservo pid.SetInertiaTime(0.01, 0.1)
                       target_valuex = int(1500+xservo_pid.SystemOutput)
                       yservo_pid.SystemOutput = color_y
                       yservo pid.SetStepSignal(150)
                       yservo pid.SetInertiaTime(0.01, 0.1)
                       target valuey = int(1500+yservo pid.SystemOutput)
                       Servo_control(target_valuex,target_valuey)
         fps = fps + 1
         mfps = fps / (time.time() - t start)
         cv2.putText(frame,
                                 "FPS
                                                         str(int(mfps)),
                                                                            (40,40),
cv2.FONT_HERSHEY_SIMPLEX, 0.8, (0,255,255), 3)
         # display image in real time
         image_widget.value = bgr8_to_jpeg(frame)
## start thread
thread1 = threading.Thread(target=Color_track)
thread1.setDaemon(True)
thread1.start()
## close thread
stop thread(thread1)
```

Tip: We can put the components in other Windows as shown below. Click "right button" of mouse --> 【Create New View for Output】.









We also pulled button interface to the right together, as shown below. We can choose different color, camera will tracking it.

