



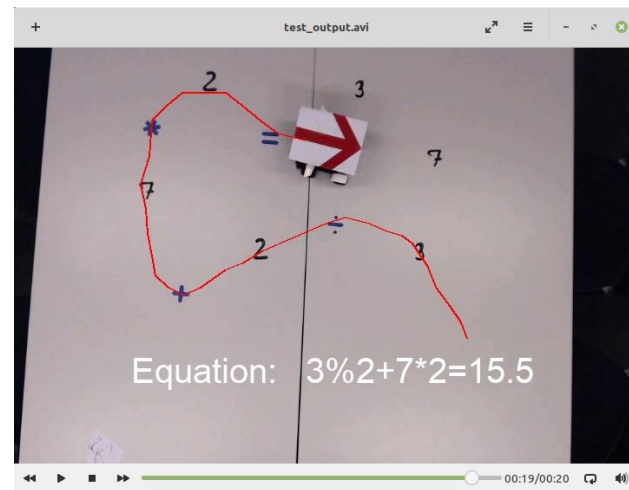
# Image Analysis Final Project

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## Overview of the main task

1. Analyse and edit a video in Python
2. Extract the position and the meaning of the objects on the image
  - a. Digits
  - b. Operators
  - c. Robot
3. Robustness against
  - a. Rotation
  - b. Color
4. Solve an equation as a String
5. Assess the efficiency and robustness of our code



# Handling video in Python

A **video** is an array of frames (images), with a given frame rate (FPS).

Free and open-source command line tool for video edition: **ffmpeg**

- **ffmpeg** -i INPUT -f image2 images/image%03d.png
- **ffmpeg** -f image2 -framerate 2 -i images/image%03d.png OUTPUT

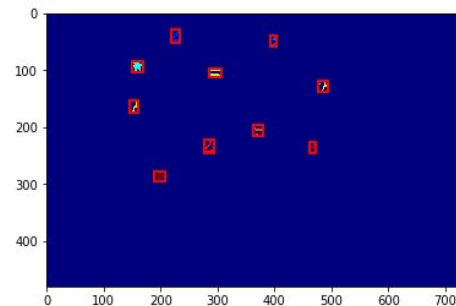
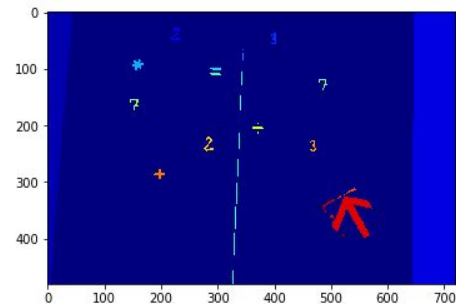
Can be used in Python with package 'os'

- `os.system("ffmpeg_command")`

# Object extraction

From the first image of the video:

- Threshold to remove the background
- **Object labeling** algorithm (*lab01*) applied successively with selection of the obtained regions to remove unwanted objects
- Reshaping of final objects to have definite shape: 28x28 pixels



# Object classification

2 classifiers available

## Rotation invariant

- Makes use of the colors
- '%' and '=' are classified with number of regions.
- Uses skeleton-based method for classifying operators (counting the number of endings)
- **CNN** (keras) trained with **MNIST** for the numbers



## Rotation and color invariant

- Doesn't use the colors
- '%' and '=' are classified with number of regions.
- **CNN** trained with a larger dataset: **MNIST** with operators '+' from the **CROHME** dataset (we didn't included '-' to avoid confusion with 1)
- Heuristic rules are used to detect operators (*really low certitude means it's an operator*)



# Rotation invariant CNN

About our CNN:

- Done with Keras
- Trained with 5 epochs
- Data-augmentation
- Class balancing

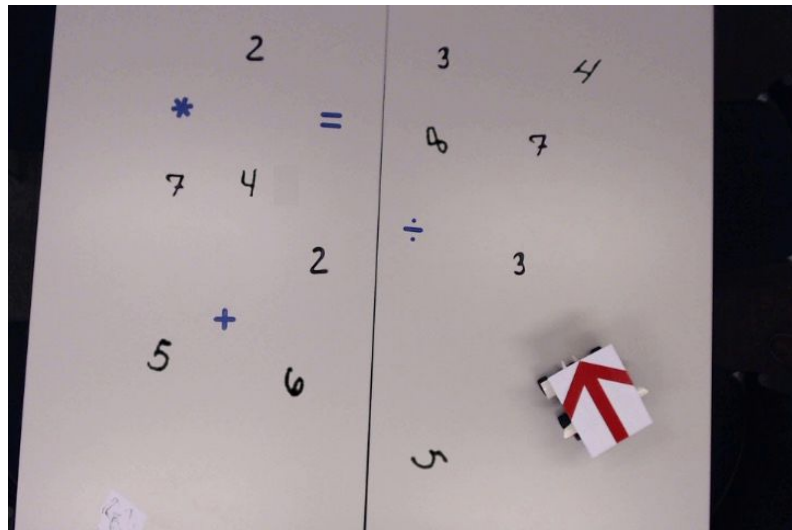
How to make a CNN rotation invariant ?

- Data augmentation during training the dataset (takes about 5 minutes)
- Classification rule uses 36-folds averaged results

Layer (type)	Output Shape	Param #
conv2d_9 (Conv2D)	(None, 26, 26, 32)	320
activation_13 (Activation)	(None, 26, 26, 32)	0
conv2d_10 (Conv2D)	(None, 24, 24, 32)	9248
activation_14 (Activation)	(None, 24, 24, 32)	0
max_pooling2d_5 (MaxPooling2D)	(None, 12, 12, 32)	0
conv2d_11 (Conv2D)	(None, 10, 10, 64)	18496
activation_15 (Activation)	(None, 10, 10, 64)	0
conv2d_12 (Conv2D)	(None, 8, 8, 64)	36928
activation_16 (Activation)	(None, 8, 8, 64)	0
max_pooling2d_6 (MaxPooling2D)	(None, 4, 4, 64)	0
flatten_3 (Flatten)	(None, 1024)	0
dense_5 (Dense)	(None, 512)	524800
activation_17 (Activation)	(None, 512)	0
dropout_3 (Dropout)	(None, 512)	0
dense_6 (Dense)	(None, 10)	5130
activation_18 (Activation)	(None, 10)	0
Total params: 594,922		
Trainable params: 594,922		
Non-trainable params: 0		

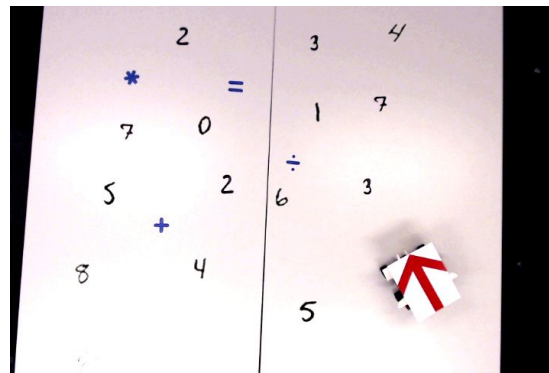


# Efficiency assessment



We used GIMP to create fake images and assess our code the best we could

- Adding more numbers
- Adding more rotations
- Changing light settings



2 3 4 \* = 8 7 4 7 % 2 3 + 5 6 5  
 2 3 4 \* = 8 7 4 7 % 2 3 + 5 6 5

**Demo  
Time**

Let's see if it works !