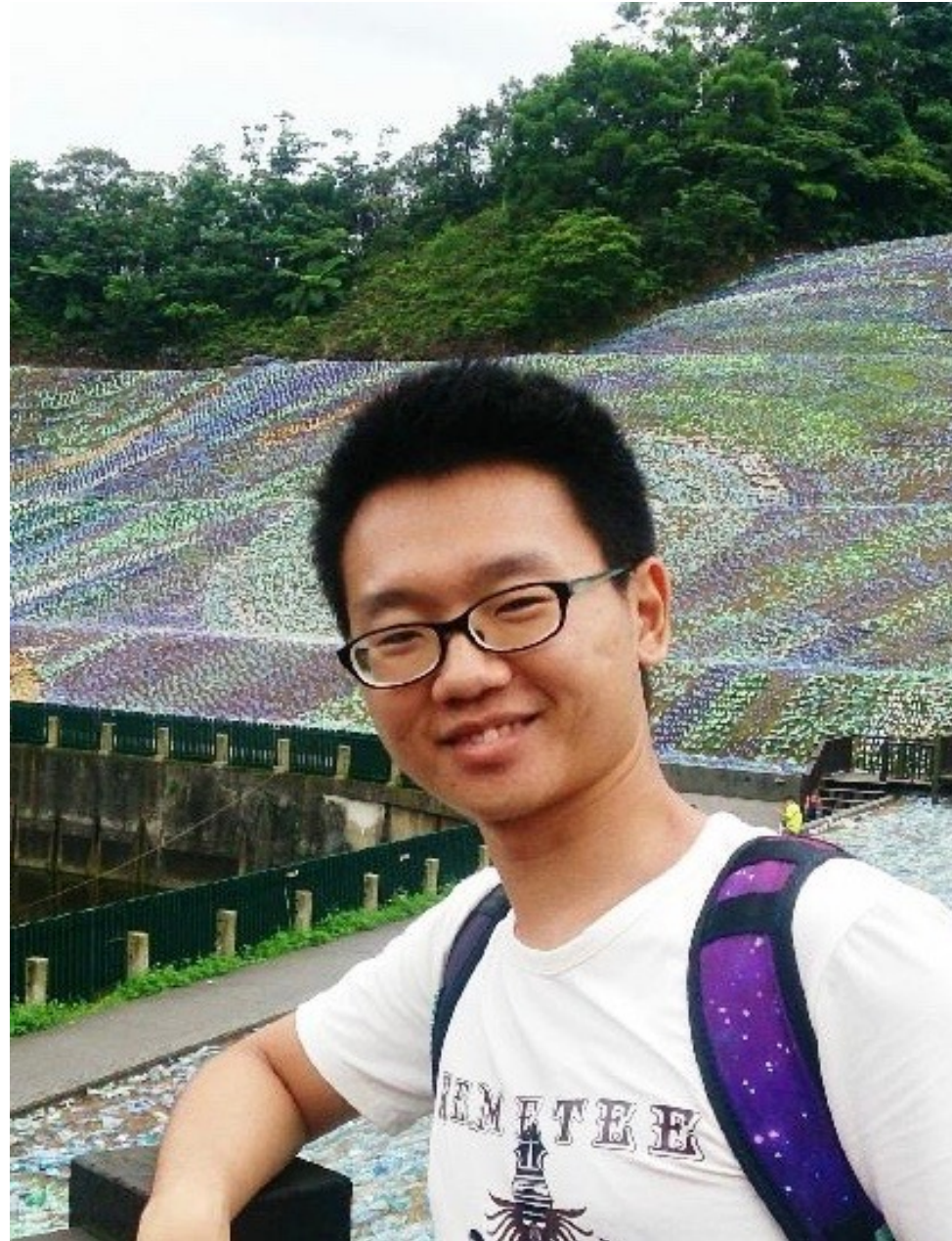


AR + FR 開源戰鬥力探測器

David Chang: Back-End Developer, Kubernetes admin, DevOps



開源戰鬥力探測器 Scouter

起因

- 七龍珠
- COSCUP



Outline

- Live demo
- Architecture
 - Data mining
 - Face detection & recognition



Feature & Architecture

- 頭像圖檔 + 開源貢獻數據 - Github api + go-github (Golang)
- 人臉辨識特徵值產生 - Face detection api (Python)
- API server 與資料庫串接 - Flask + PyMongodb (Python)
- 攝影視訊串流 + 人臉探測 + 前端AR UI - Unity + face tracker (C#)

Data mining

1. Download user data and avatar
2. Fetch contribution statics

Github API

go-github (Api library in Golang)



Face detection & Face recognition

The world's simplest facial recognition api

Data pre-processing -> Face encoding -> Face recognition

It's really easy!



Input



Output

Api server

- Only one API
 - Consume face image from App
 - Produce user data to App
- Python framework: Flask

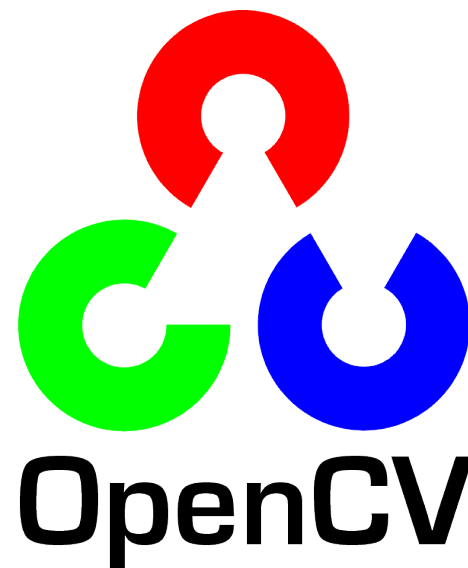


App and AR unity

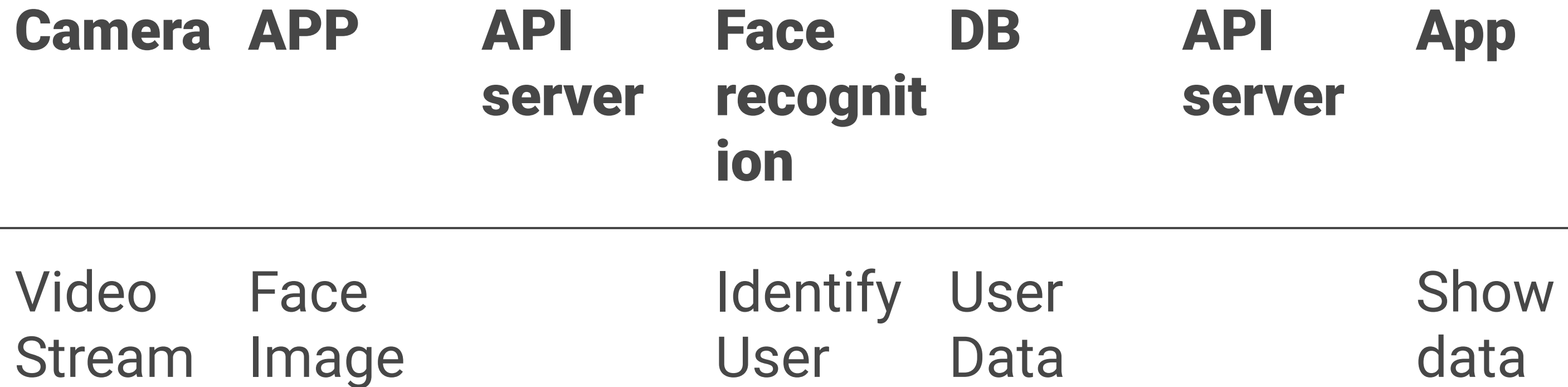
Unity : build app and AR UI

OpenCV : image processing library

dlib : face recognition tools, models and algorithms



Workflow



Issues

1. Github data source

- 3000 human faces / 14000 avatars

2. Face recognition API tuning required

3. Unity and C# newbie

『不是不準，只是正確機率不夠高。』

— XD

Review

Golang crawler & html parser

Golang

Github API

Python Flask

Face Recognition API

Unity

OpenCvForUnity

dlib shape predictor

C#

『因為我自己想做，還有當初推坑我的人太厲害。』

— *David Chang*



The end

投影片及講稿 <https://github.com/chechiachang/my-speeches/tree/master/fr-ar-open-source-power-detector>

開源原始碼 <https://github.com/chechiachang/scouter>

Deckset: md to presetation

