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Assignment #3

Live Streaming Service - Facial Recognition Server

Course: Bachelor of Science (Honours) in Software Systems Practice



Continuous Assessment Report

Distributed Systems - 92021 - [2022-2023]

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# Introduction

Live streaming has gradually become a very important market in the online video industry in recent years, with more and more people sharing their lives, work, games etc. via live streaming. From the dedicated live streaming platform twitch to the video site YouTube, all have launched live streaming services, from which we can see how popular live streaming platforms have become. This report is an Assignment #3 REPORT for the CONTINUOUS ASSESSMENT of Distributed Systems - 92021 - [2022-2023]. This CA looks at live streaming and face recognition, with the aim of building a live streaming site that allows hosts to stream their own cameras and share them for others to see. Additionally, the program used for sharing the camera supports facial recognition, which identifies the faces in front of the camera. If a recognized face is present in the training set, the program displays the name of the person in front of the camera. If the face is not recognized, the program will prompt "Unknown".

# System Architecture

Fig.1 illustrates the basic system architecture of this program. Users access server resources through the client (browser), and the server provides services through Stream and Face Recognition. In other words, users can access server resources through their browsers, and the server shares the camera's live streaming content, which is streamed to the client. The streamed resources sent to the client are processed by the server and include the results of facial recognition. Therefore, the client can see the results of facial recognition.

Diagram

Description automatically generated

Figure System Architecture

# Directory Structure

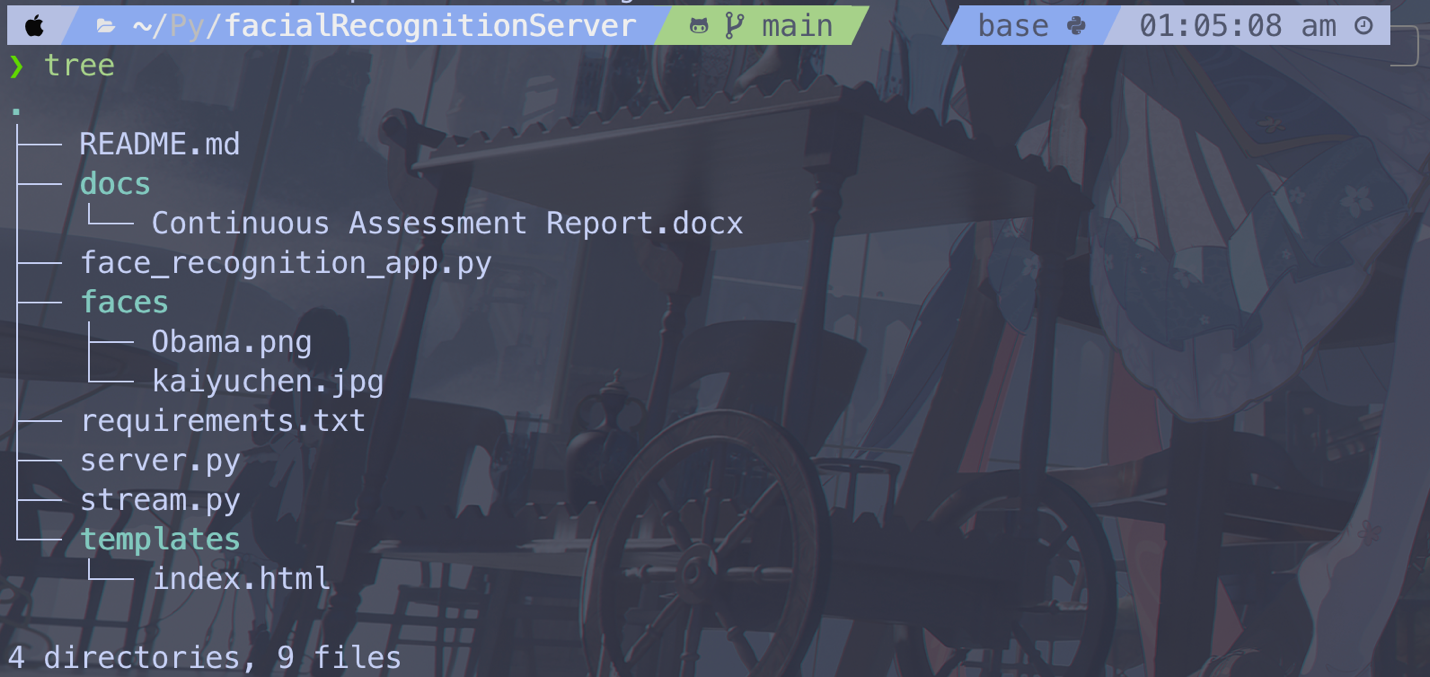


Figure Folder tree of the project directory

# Bibliography

**There are no sources in the current document.**

# Appendix