Project presentation Image analysis and pattern recognition

Catinca Mujdei, Erick Maraz (Group 17)

May 29, 2020

- 1. Extracting the frames from the video
 - create list of all extracted frames called frames

- create list of all extracted frames called frames
- binarize the first frame: first_frame_binarized

- Ocreate list of all extracted frames called frames
- binarize the first frame: first_frame_binarized
- track the arrow:

- Ocreate list of all extracted frames called frames
- binarize the first frame: first_frame_binarized
- track the arrow:
 - normalize intensity of all frames

- o create list of all extracted frames called frames
- binarize the first frame: first_frame_binarized
- track the arrow:
 - normalize intensity of all frames
 - apply red mask on each normalized frame

- create list of all extracted frames called frames
- binarize the first frame: first_frame_binarized
- track the arrow:
 - normalize intensity of all frames
 - apply red mask on each normalized frame
 - compute location of the arrow in each frame, defined as the center of the red mask

- o create list of all extracted frames called frames
- binarize the first frame: first_frame_binarized
- track the arrow:
 - normalize intensity of all frames
 - apply red mask on each normalized frame
 - compute location of the arrow in each frame, defined as the center of the red mask
 - store consecutive locations in list arrow_locations:

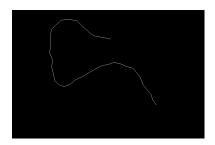


Figure: Arrow path

main concept: slide over first_frame_binarized with square window, step size 2, and reject windows that...

3/6

- main concept: slide over first_frame_binarized with square window, step size 2, and reject windows that...
 - ...are not fully contained within image

3/6

- main concept: slide over first_frame_binarized with square window, step size 2, and reject windows that...
 - ...are not fully contained within image
 - ...contain too few binary values of one kind

- main concept: slide over first_frame_binarized with square window, step size 2, and reject windows that...
 - ...are not fully contained within image
 - ...contain too few binary values of one kind
 - ...contain white border pixels

- main concept: slide over first_frame_binarized with square window, step size 2, and reject windows that...
 - ...are not fully contained within image
 - ...contain too few binary values of one kind
 - ...contain white border pixels
- problem tackling: we do not a priori know the size of the characters

- main concept: slide over first_frame_binarized with square window, step size 2, and reject windows that...
 - ...are not fully contained within image
 - ...contain too few binary values of one kind
 - ...contain white border pixels
- problem tackling: we do not a priori know the size of the characters
 - start the above concept with large window size (e.g. 80)

- main concept: slide over first_frame_binarized with square window, step size 2, and reject windows that...
 - ...are not fully contained within image
 - ...contain too few binary values of one kind
 - ...contain white border pixels
- problem tackling: we do not a priori know the size of the characters
 - start the above concept with large window size (e.g. 80)
 - iteratively decrease window side length (by e.g. 8 pixels), until the window sliding no longer yields any valid windows, and store the minimum window side length that yields valid windows

3/6

- main concept: slide over first_frame_binarized with square window, step size 2, and reject windows that...
 - ...are not fully contained within image
 - ...contain too few binary values of one kind
 - ...contain white border pixels
- problem tackling: we do not a priori know the size of the characters
 - start the above concept with large window size (e.g. 80)
 - iteratively decrease window side length (by e.g. 8 pixels), until the window sliding no longer yields any valid windows, and store the minimum window side length that yields valid windows
 - from this minimum window side length, repeat the iterative approach in the previous point in reverse: in each round, remove windows that overlap with previously added windows

3/6

- main concept: slide over first_frame_binarized with square window, step size 2, and reject windows that...
 - ...are not fully contained within image
 - ...contain too few binary values of one kind
 - ...contain white border pixels
- problem tackling: we do not a priori know the size of the characters
 - start the above concept with large window size (e.g. 80)
 - iteratively decrease window side length (by e.g. 8 pixels), until the window sliding no longer yields any valid windows, and store the minimum window side length that yields valid windows
 - from this minimum window side length, repeat the iterative approach in the previous point in reverse: in each round, remove windows that overlap with previously added windows
 - note: to avoid arrow pieces being selected, consider the same window in the first and last frame and check that they are very similar

- main concept: slide over first_frame_binarized with square window, step size 2, and reject windows that...
 - ...are not fully contained within image
 - ...contain too few binary values of one kind
 - ...contain white border pixels
- problem tackling: we do not a priori know the size of the characters
 - start the above concept with large window size (e.g. 80)
 - iteratively decrease window side length (by e.g. 8 pixels), until the window sliding no longer yields any valid windows, and store the minimum window side length that yields valid windows
 - from this minimum window side length, repeat the iterative approach in the previous point in reverse: in each round, remove windows that overlap with previously added windows
 - note: to avoid arrow pieces being selected, consider the same window in the first and last frame and check that they are very similar
- with the obtained windows, create list of dictionaries that have two keys: image_box and center (mean of white pixels)

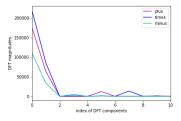
3/6

two different functions that each take as input a selected window

4/6

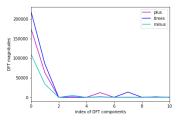
two different functions that each take as input a selected window

 classify_operator: based on number of contours and amplitude of Fourier descriptors



two different functions that each take as input a selected window

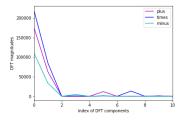
 classify_operator: based on number of contours and amplitude of Fourier descriptors



classify_number: CNN trained on augmented MNIST

two different functions that each take as input a selected window

 classify_operator: based on number of contours and amplitude of Fourier descriptors



- classify_number: CNN trained on augmented MNIST
 - problems to tackle: digits are hand-written, have varying contours, can be rotated, scaled, have a non-centered sliding window

advantages

- advantages
 - shift invariance

- advantages
 - shift invariance
 - scaling invariance: max-pooling

- advantages
 - shift invariance
 - scaling invariance: max-pooling
- problems

- advantages
 - shift invariance
 - scaling invariance: max-pooling
- problems
 - no invariance to rotation

- advantages
 - shift invariance
 - scaling invariance: max-pooling
- problems
 - no invariance to rotation
 - tuning of hyperparameters

- advantages
 - shift invariance
 - scaling invariance: max-pooling
- problems
 - no invariance to rotation
 - tuning of hyperparameters
- solutions

- advantages
 - shift invariance
 - scaling invariance: max-pooling
- problems
 - no invariance to rotation
 - tuning of hyperparameters
- solutions
 - make it deep

- advantages
 - shift invariance
 - scaling invariance: max-pooling
- problems
 - no invariance to rotation
 - tuning of hyperparameters
- solutions
 - make it deep
 - data augmentation: rotation resizing translation

- advantages
 - shift invariance
 - scaling invariance: max-pooling
- problems
 - no invariance to rotation
 - tuning of hyperparameters
- solutions
 - make it deep
 - data augmentation: rotation resizing translation
 - ▶ add a little bit of self-written data

5/6

- advantages
 - shift invariance
 - scaling invariance: max-pooling
- problems
 - no invariance to rotation
 - tuning of hyperparameters
- solutions
 - make it deep
 - data augmentation: rotation resizing translation
 - ▶ add a little bit of self-written data

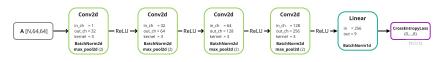


Figure: Architecture of the CNN

1 tracing the formula: for loop iterating over original video frames

- tracing the formula: for loop iterating over original video frames
 - at each iteration, determine character that is closest to arrow position by comparing centers of respective objects

- tracing the formula: for loop iterating over original video frames
 - at each iteration, determine character that is closest to arrow position by comparing centers of respective objects
 - reject if closest character is more than 50 pixels away from arrow, or if it is the same as previous character

- tracing the formula: for loop iterating over original video frames
 - at each iteration, determine character that is closest to arrow position by comparing centers of respective objects
 - reject if closest character is more than 50 pixels away from arrow, or if it is the same as previous character
 - based on location in formula string (i.e. even or odd index), decide whether new character is operator or digit and apply suitable classification function

- tracing the formula: for loop iterating over original video frames
 - at each iteration, determine character that is closest to arrow position by comparing centers of respective objects
 - reject if closest character is more than 50 pixels away from arrow, or if it is the same as previous character
 - based on location in formula string (i.e. even or odd index), decide whether new character is operator or digit and apply suitable classification function
- evaluate formula

- tracing the formula: for loop iterating over original video frames
 - at each iteration, determine character that is closest to arrow position by comparing centers of respective objects
 - reject if closest character is more than 50 pixels away from arrow, or if it is the same as previous character
 - based on location in formula string (i.e. even or odd index), decide whether new character is operator or digit and apply suitable classification function
- evaluate formula
- re-making the video: for loop iterating over original video frames

- tracing the formula: for loop iterating over original video frames
 - at each iteration, determine character that is closest to arrow position by comparing centers of respective objects
 - reject if closest character is more than 50 pixels away from arrow, or if it is the same as previous character
 - based on location in formula string (i.e. even or odd index), decide whether new character is operator or digit and apply suitable classification function
- evaluate formula
- re-making the video: for loop iterating over original video frames
 - at each iteration, draw dots on all past locations of arrow and draw a line between those points

- tracing the formula: for loop iterating over original video frames
 - at each iteration, determine character that is closest to arrow position by comparing centers of respective objects
 - reject if closest character is more than 50 pixels away from arrow, or if it is the same as previous character
 - based on location in formula string (i.e. even or odd index), decide whether new character is operator or digit and apply suitable classification function
- evaluate formula
- re-making the video: for loop iterating over original video frames
 - at each iteration, draw dots on all past locations of arrow and draw a line between those points
 - at each iteration, write current state of formula

6/6