MscThesis

University of Turku
Department of Computing
Master of Science Thesis
Laboratory Name
January 2025
Botond Ortutay

UNIVERSITY OF TURKU Department of Computing

BOTOND ORTUTAY: MscThesis

Master of Science Thesis, 10 p. Laboratory Name January 2025

Keywords: tähän, lista, avainsanoista

TURUN YLIOPISTO Tietotekniikan laitos

BOTOND ORTUTAY: MscThesis

Pro gradu -tutkielma, 10 s.

Labran nimi Tammikuu 2025

Asiasanat: here, a, list, of, keywords

Contents

1	Intr	roduction	1
	1.1	The goals of this thesis	1
	1.2	Research Questions	1
	1.3	Methodology Overview	2
2	Bac	ekground (IF NOT COVERED BY 1.1)	3
3	${ m Lit}\epsilon$	erature review	4
	3.1	Client-Server Architectures } }	4
	3.2	Computer Vision (CV) $\}$ } (COMBINE IF NEEDED)	4
	3.3	Augmented Reality (AR) $\}$	4
	3.4	Prototypes Similar to Ours	4
4	Arc	hitecture Description	5
	4.1	Perceived Challenges	5
	4.2	Proposed Architecture	5
5	(IM	PLEMENTING AN ARCHITECTURE FOR A SOFTWARE	
	SYS	STEM WITH AR AND CV)	7
6	(US	SABILITY)	8
7	(FE	SASIBILITY)	9

8	Cor	clusion and summary	10
	8.1	Overview of Results	10
	8.2	Answering Research Questions	10
	8.3	Summary	10

List of Figures

1.1 Visual Representation of the Proposed Remodelate	4.1	Visual Representation of the Proposed Architectur	9													6	;
--	-----	---	---	--	--	--	--	--	--	--	--	--	--	--	--	---	---

1 Introduction

1.1 The goals of this thesis

This thesis aims to design and implement a system that integrates a backend powered computer vision with an Augmented Reality (AR) interface. The concept involves a device capturing an image feed through its camera, which is then transmitted to a processing unit. Here, computer vision algorithms analyze the data to extract meaningful information, which is subsequently sent to the AR interface to give feedback to user. In this thesis, I document the journey of developing this system and assess its performance.

1.2 Research Questions

The thesis aims to answer the following Research Questions:

RQ1: What are the technological challenges in combining advanced computer vision algorithms with an AR user interface?

RQ2: Can a system with a backend computer vision system and an AR user interface be used in a cooking environment?

RQ3: Can such a system provide satisfactory user experience?

1.3 Methodology Overview

2 Background (IF NOT COVERED BY 1.1)

3 Literature review

- 3.1 Client-Server Architectures } }
- 3.2 Computer Vision (CV) } } (COMBINE IF NEEDED)
- 3.3 Augmented Reality (AR) }
- 3.4 Prototypes Similar to Ours

4 Architecture Description

4.1 Perceived Challenges

- Do this based on 3
- Mention challenges encountered by others possible solutions if needed
- Add as many subsections as needed

4.2 Proposed Architecture

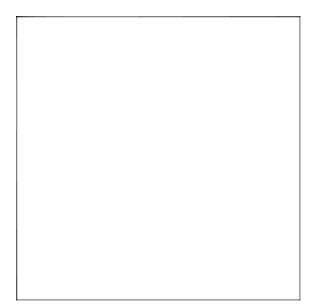


Figure 4.1: Visual Representation of the Proposed Architecture

5 (IMPLEMENTING AN ARCHITECTURE FOR A SOFTWARE SYSTEM WITH AR AND CV)

6 (USABILITY)

7 (FEASIBILITY)

8 Conclusion and summary

- 8.1 Overview of Results
- 8.2 Answering Research Questions
- 8.3 Summary