Real Time Green Screen & Blurring





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Introduction

Goal

Real Time Green Screen and Portrait Mode using the tablets camera

Algorithm

Uses Foreground & Background segmentation to identify changing pixels

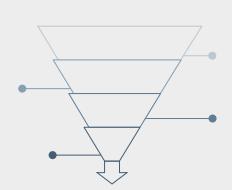
App

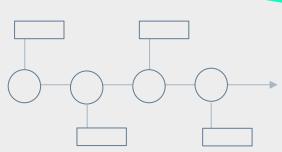
Allows users to pick between the two modes and allows for different background for green screen mode.















Algorithm: Overview

Main Goal

- Identify if a pixel is in the foreground or background
 - Foreground refers to things that are moving

4 Key Steps

- Cluster Matching
- Adaptation
- Normalization
- Classification

Cluster Matching

- Each pixel has N number of clusters assigned to it
- matches the new pixel values to the nearest cluster
- Compare the shortest distance to a predefined threshold T (i.e. 10)



Cluster	Value	Weight
0	55	0.5
1	30	0.3
2	75	0.05
3	20	0.15



Adaptation: No Match

Update the clusters and weights

- Smallest Weight Cluster Replaced
- New Weight Set to the small value (i.e. 0.01)

New Pixel (220)



Cluster	Value	Weight	
0	55	0.5	
1	30	0.3	
2	75-220 0.05		
3	20	0.15	



Adaptation: Match Found

Update the clusters and weights (L = 10)

- $w'_{k} = \begin{cases} w_{k} + \frac{1}{L}(1 w_{k}), & \text{if } k = M_{k}, \\ w_{k} + \frac{1}{L}(0 w_{k}), & \text{if } k \neq M_{k}, \end{cases}$
- Update all cluster weights based on the equation:
- Centroid Value of the matched cluster:



-		
Cluster	Value	Weight
0	55	0.5 -0.45
1	30	0.3-0.27
2	75	0.05 -0.045
3	20 -19	0.15-0.235

 $c_k' = c_k + \frac{1}{L}(x_t - c_k)$



Normalization

- normalize weights to sum to one
- Weight Represents the probability of that value being part of the background



Cluster	Value	Weight
0	55	0.5 -0.52
1	30	0.3-0.31
2	75 -220	0.05-0.01
3	20	0.15 -0.16



Classification

- sum all weights that have a weight higher than the matched cluster's
- Can make a threshold to determine foreground or background (i.e. 0.5)

New Pixel (220)



0.52 + 0.31 + 0.16 = 0.9999% chance of foreground

Cluster	uster Value	
0	55	0.5 -0.52
1	30	0.3 -0.31
2	75- 220	0.05-0.01
3	20	0.15 0.16



Post-Processing

- Lot of Noise in initial segmentation
- Used a Open Filter for this: Erode and then Dilate Filters

$$erode(x, S) = 0$$
 (all zeroes)





Results of Project Lab



(a) Gray-scale Video Frame



(b) Output before post-processing



(c) Output after post-processing

Output

- Identified moving objects
- Extremely noisy
- Very susceptible to exposure changes
- Extremely Slow (~10 Frames/Sec)

Things to improve

- Optimize runtime of algorithm
- Lock video exposure
- Fine tune the post-processing

App Features: Green Screen

- User Can pick between 3 different backgrounds: Mountains, Forest, and Beach
- All pixels found to be foreground will be unchanged, otherwise the pixel is replaced

App Example: Green Screen



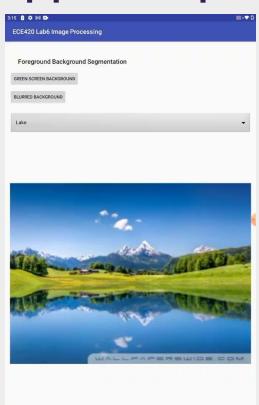


App Features: Portrait Mode

- All pixels found to be foreground will be unchanged
- If the pixel is from the background, then it will be replaced with a blurred version
 - Used a 5x5 Box Filter:

1 25	1	1	1	1	1
	1	1	1	1	1
	1	1	1	1	1
	1	1	1	1	1
	1	1	1	1	1

App Example: Portrait Mode



App Results

- The app is able to work in real time
 - O Using grayscale and small resolution for faster results
- Built every function from scratch
 - o Including all post processing
- User can pick between the two modes in the home screen



Conclusion

- App accomplished every goal of MVP
 - O Has both Portrait and Green Screen Modes
 - O Applies the algorithm to a video taken from the tablet's camera
 - O Allows the user to choose either method at start up
- The Stretch goals we completed were
 - Real Time Application of the algorithm to live video feed
 - Multiple background choices
 - Implemented every function without the use of openCV





Thank You!

