# CS 889 Assignment 03

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#### **Objective 1**

#### description:

- problem:
  - 1. not clear enough about to what extent we need to clean up the raw image.
  - 2. tuning parameters in morphological opening and closing.
  - 3. results show it has good performance on still background, e.g. the wall and desk, but for sleeping sheets the result is not good enough because it's easy to move slightly.
- · resources:
  - 1. use this link for keycode

```
%matplotlib inline
import cv2
import time
import numpy as np
import matplotlib.pyplot as plt
from helpers import imshow
```

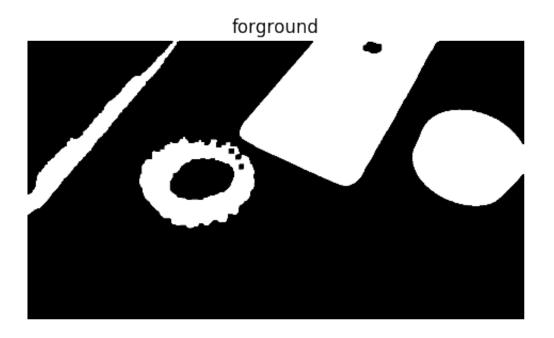
```
camera = cv2.VideoCapture(0)
blurKernel = np.ones((5,5),np.float32) / 25
morKernel = np.ones((3,3),np.uint8) / 9
iterations = 3
while iterations > 0:
    iterations -= 1
    flag = False
    while True:
        ret, ori = camera.read()
        # mirror symmetry
        ori = np.fliplr(ori)
        frame = ori.copy()
        # filter
        frame = cv2.filter2D(frame, -1, blurKernel)
        # blur
        frame = cv2.medianBlur(frame,5)
        if flag:
            # change image to grayscale
            frame = cv2.cvtColor(frame, cv2.COLOR_BGR2GRAY)
            # calculate absolute difference between real time image and background
            distance = cv2.absdiff(frame, background)
            # extract objects
            ret, th1 = cv2.threshold(distance, 45, 255, cv2.THRESH BINARY)
            processed = cv2.morphologyEx(th1, cv2.MORPH CLOSE, morKernel, iterations
= 5)
            processed = cv2.morphologyEx(processed, cv2.MORPH_OPEN, morKernel, iterat
ions = 2)
            # show image
            cv2.imshow('foreground', processed)
        else:
            cv2.imshow('original', frame)
        key = cv2.waitKey(5)
        if key == 32 and not flag: # space: record current image as background
            background = frame
            flag = True;
            imshow(background, 'background')
            background = cv2.cvtColor(background, cv2.COLOR_BGR2GRAY)
        elif key == 13: # enter: print both images
            imshow(ori, 'original')
            imshow(processed, 'forground')
        elif key == 27: # esc: exit
            break;
cv2.destroyAllWindows()
camera.release()
```

background



original





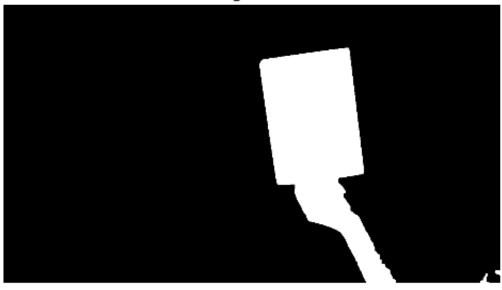
background



original



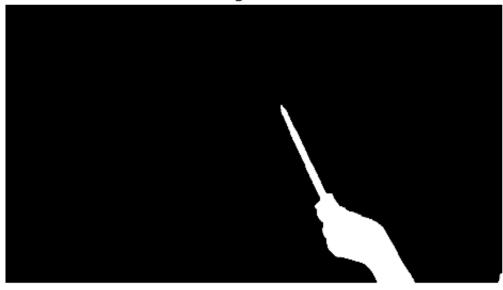
forground



original



forground



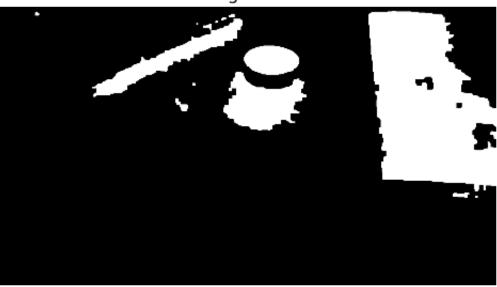
background



original



### forground



## **Objective 2**

#### description:

- problem:
  - 1. some issues about how to find blobs, how to calculate areas and positions and which one to track.
  - 2. tune parameter to eliminate noises.
- · resources:
  - 1. use this <u>link</u> to learn contour features in opency.

```
camera = cv2.VideoCapture(0)
blurKernel = np.ones((5,5),np.float32) / 25
morKernel = np.ones((3,3),np.uint8) / 9
font = cv2.FONT_HERSHEY_SIMPLEX
iterations = 2
while iterations > 0:
    iterations -= 1
    flag = False
    while True:
        ret, ori = camera.read()
        # mirror symmetry
        ori = np.fliplr(ori)
        frame = ori.copy()
        # filter
```

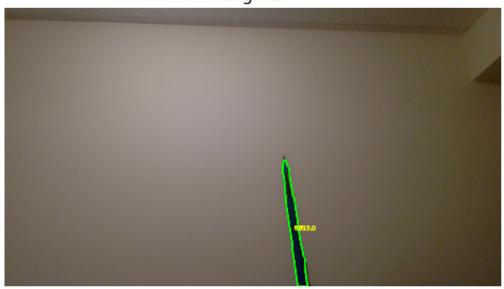
```
frame = cv2.filter2D(frame, -1, blurKernel)
       # blur
        frame = cv2.medianBlur(frame,5)
        if flag:
            frame = cv2.cvtColor(frame, cv2.COLOR BGR2GRAY)
            distance = cv2.absdiff(frame, background)
            ret, th1 = cv2.threshold(distance, 45, 255, cv2.THRESH BINARY)
            processed = cv2.morphologyEx(th1, cv2.MORPH_CLOSE, morKernel, iterations
=4)
           processed = cv2.morphologyEx(processed, cv2.MORPH OPEN, morKernel, iterat
ions = 3)
            # find contours
            image, contours, hierarchy = cv2.findContours(processed, cv2.RETR LIST, c
v2.CHAIN APPROX SIMPLE)
            image = ori.copy()
            size = len(contours)
            if size == 0:
                continue
            # calculate the areas for all blobs and select the largest
            areas = []
            for cnt in contours:
                area = cv2.contourArea(cnt)
                areas += [area]
            maxarea = max(areas)
            for i in range(0, size):
                cnt = contours[i]
                area = areas[i]
                # eliminate small noises
                if area < 1000:
                    continue
                # track aim object with the largest size
                # green for tracked object and blue for normal
                if area == maxarea:
                    cv2.drawContours(image, [cnt], 0, (0, 255, 0), 3)
                else:
                    cv2.drawContours(image, [cnt], 0, (255, 0, 0), 3)
                M = cv2.moments(cnt)
                position = (int(M['m10'] / M['m00']), int(M['m01'] / M['m00']))
                cv2.putText(image, str(area), position, font, 0.5,(0, 255, 255), 2)
            # show image
            cv2.imshow('foreground', image)
       else:
            cv2.imshow('original', frame)
       key = cv2.waitKey(5)
        if key == 32 and not flag: # space
```

```
background = frame
    flag = True;
    imshow(background, 'background')
    background = cv2.cvtColor(background, cv2.COLOR_BGR2GRAY)
elif key == 27: # esc
    break;
elif key == 13: # enter
    imshow(image, 'original')
    imshow(processed, 'forground')
cv2.destroyAllWindows()
camera.release()
```

# background



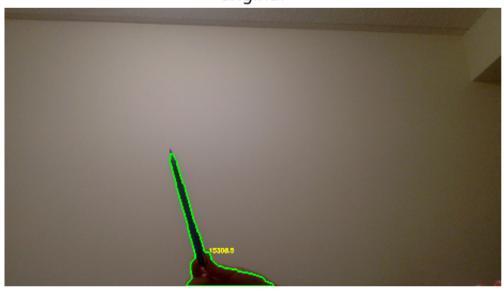
original



forground



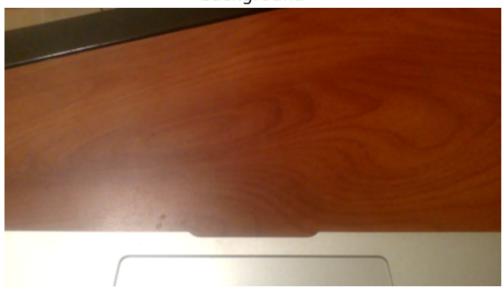
original



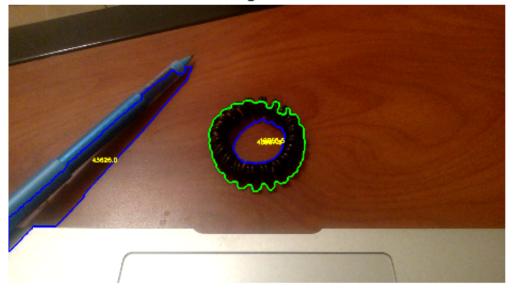
forground



background



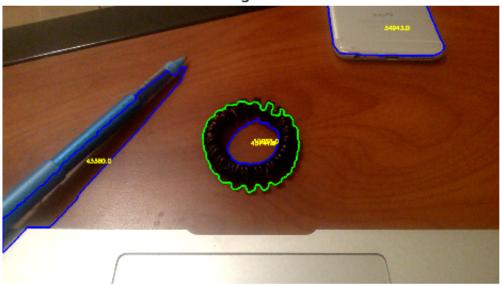
original

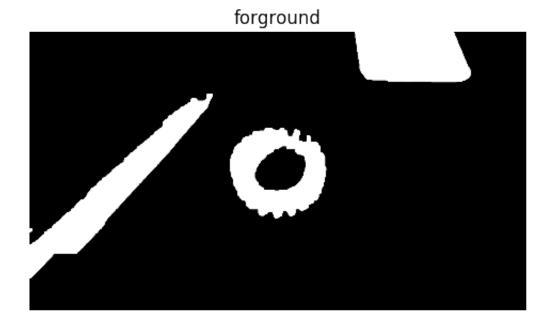


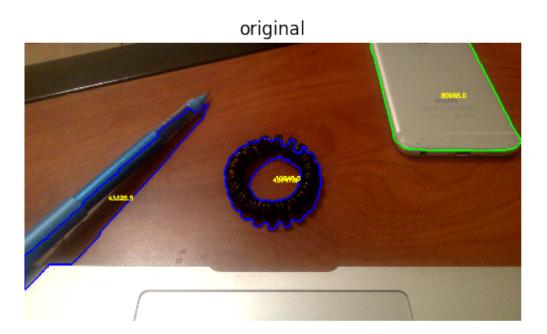
forground

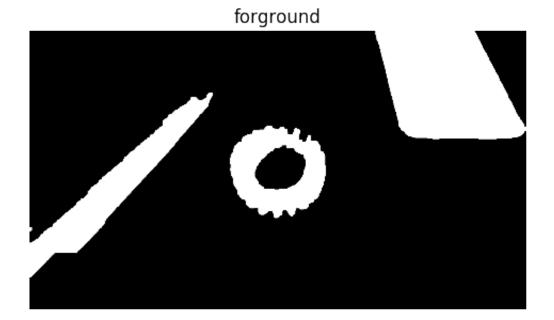


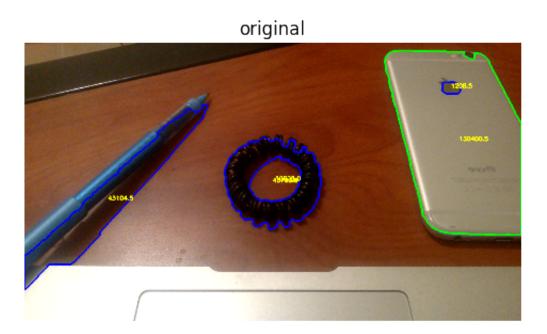












# forground

