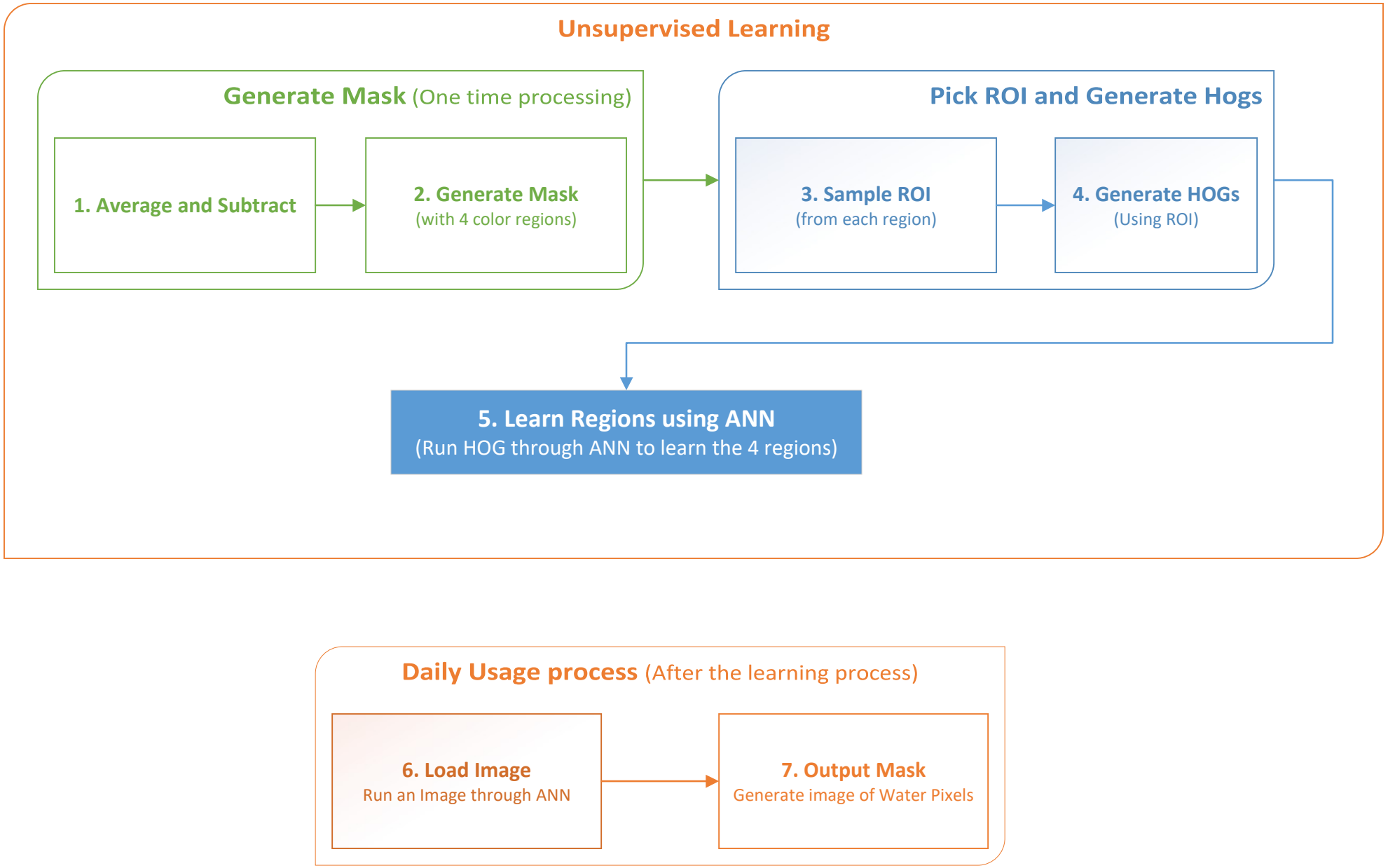
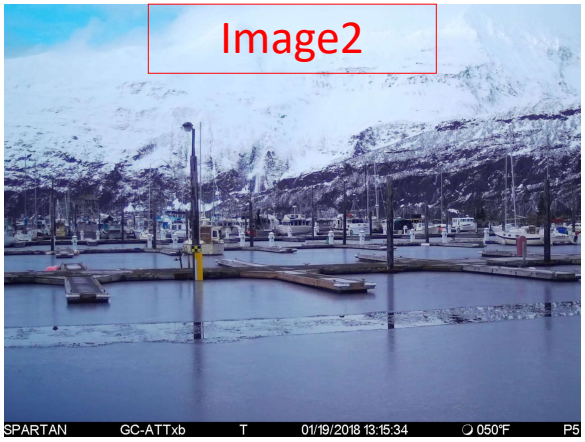

Unsupervised Learning
Generate Mask (One time processing)
1. Average and Subtract
2. Generate Mask
(with 4 color regions)
Pick ROI and Generate Hogs
3. Sample ROI
(from each region)
4. Generate HOGs
(Using ROI)
5. Learn Regions using ANN
(Run HOG through ANN to learn the 4 regions)

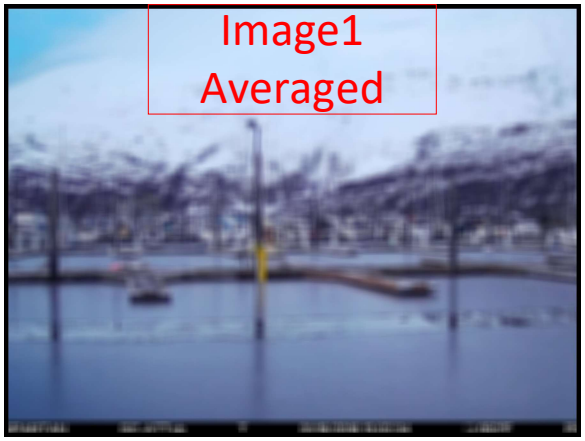
Daily Usage process (After the learning process)
6. Load Image
Run an Image through ANN
7. Output Mask
Generate image of Water Pixels

1. Averaging and Subtracting

Load Image1

Load Image2





Average Image1

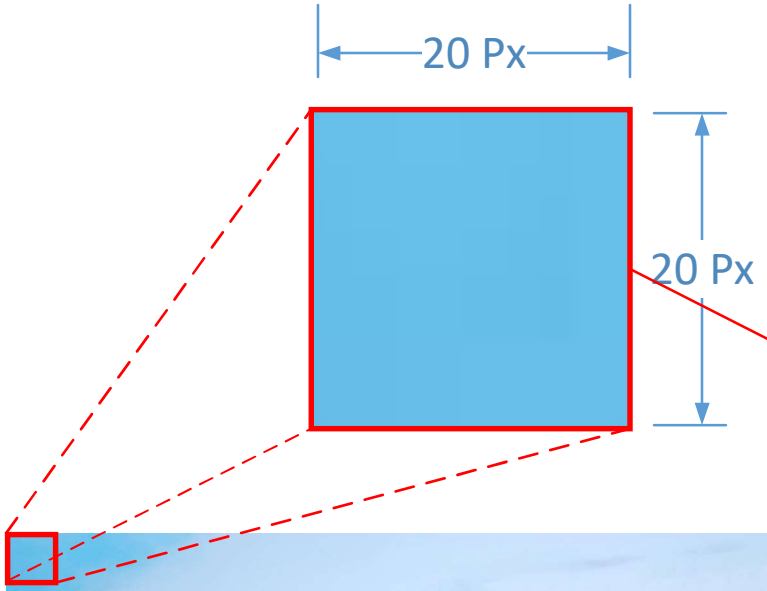
Average Image2

Subtract Averaged Images

1. Averaging and Subtracting

(Averaging Details)

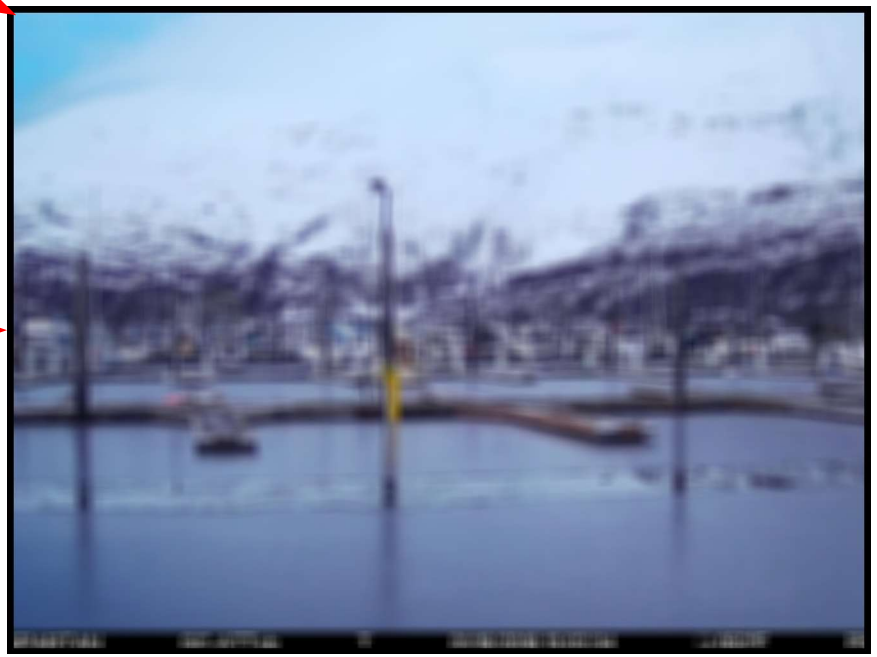
A 20 x 20 block of pixels is averaged to produce a single center pixel for the resulting Averaged image



This produces the below averaged image which reduces artifacts by small differences in the image.

The averaged image ends up with a board of 10 pixels we are unable to create an average for

Original Image

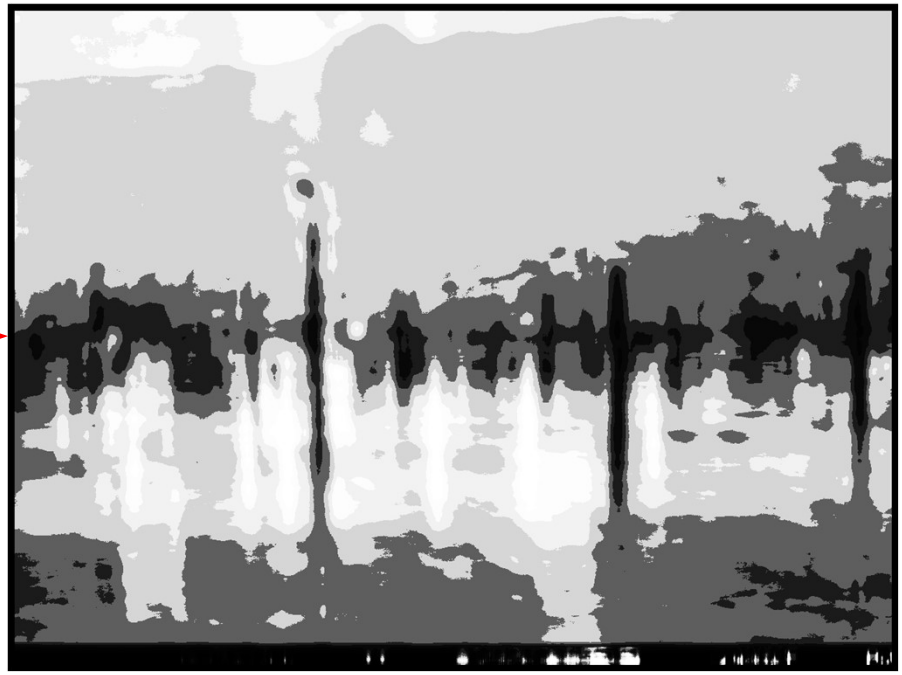


Averaged Image

2. Generate Mask

All images averaged and subtracted.
(Exaggerated brightness as it was too dark without for example)

Region mask generation
Example only using equalizeHist, real mask will use connectedComponents

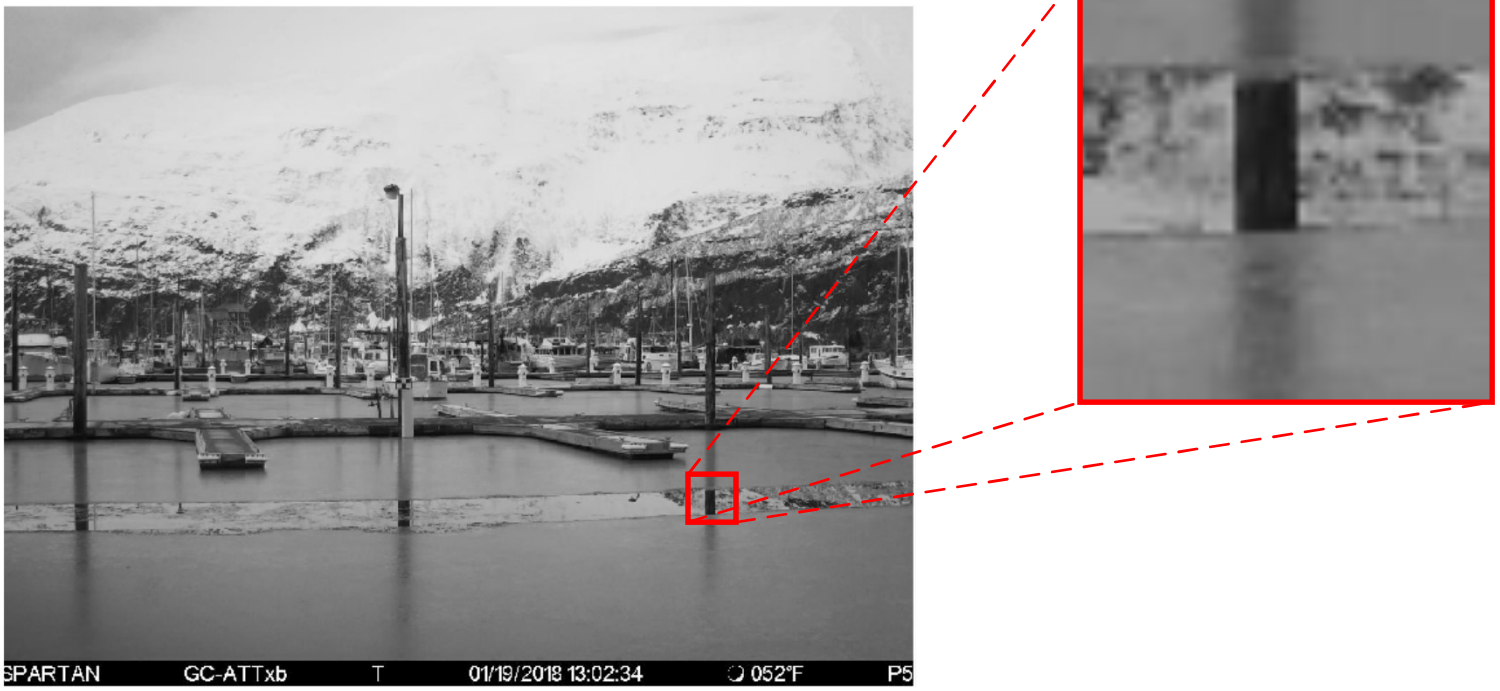


3. Sample ROI

Image converted to greyscale

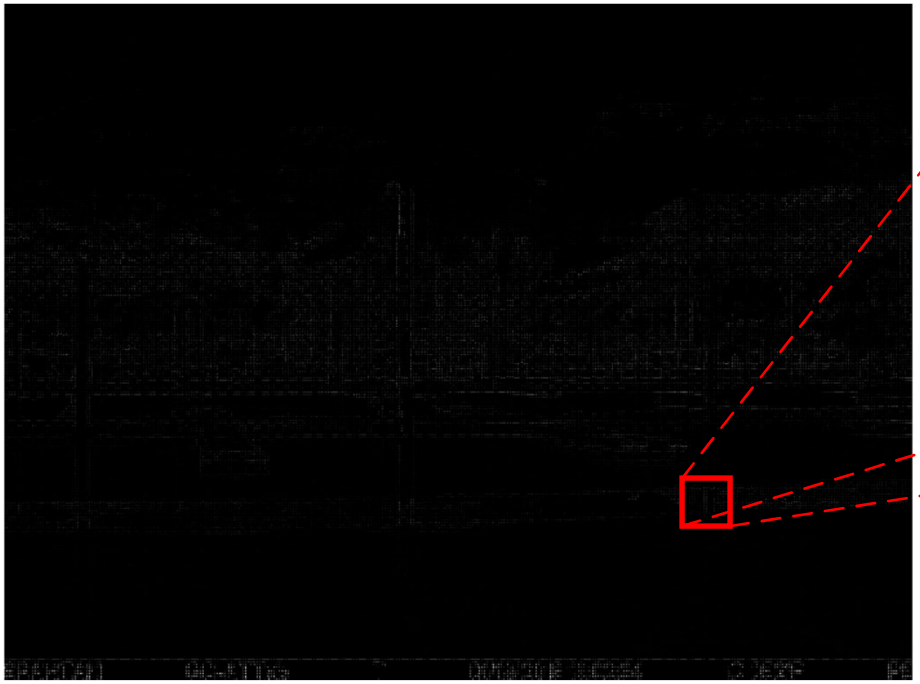
(Current OpenCV method requires greyscale)

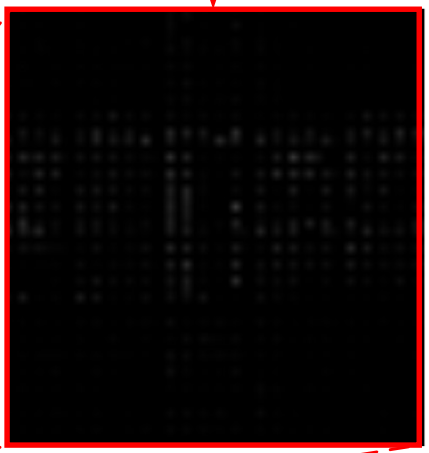
Grab sections within each Mask Region



Extracted ROI

4. Generate HOGs





Resulting HOG

5. Learn regions using ANN

6. Load Image

7 .Water Pixel Classification