Udacity. Intel Edge Computing Nanodegree: Computer Pointer Controller Project

Control mouse cursor by gaze estimation using Intel OpenVino models

Details		
Programming Language:	Python 3.7.4	
OpenVINO Version:	2020.2	
OpenVINO Models:	face-detection-adas-binary-0001	
	landmarks-regression-retail-0009	
	head-pose-estimation-adas-0001	
	gaze-estimation-adas-0002	
Hardware:	1.7 GHz Dual-Core Intel Core i7	
OS:	MacOS Catalina 10.15.1	

Project Set Up and Installation

Directory Structure

```
└── FP32
              ├─ gaze-estimation-adas-0002.bin
              ├── head-pose-estimation-adas-0001
       ├─ head-pose-estimation-adas-0001.bin
               └── head-pose-estimation-adas-0001.xml
       └─ landmarks-regression-retail-0009
           └── FP32
              ├── landmarks-regression-retail-0009.bin
               └── landmarks-regression-retail-0009.xml
├── requirements.txt
└── src
    ├─ face_detection.py
    facial_landmarks_detection.py
    — gaze_estimation.py
    head_pose_estimation.py
    ├─ inference.py
    input_feeder.py
    ├─ main.py
    ├─ model.py
    -- mouse_controller.py
    └─ test.py
11 directories, 21 files
```

Project Setup

Clone the repo using git clone. Then install dependecies using this pip

```
pip3 install -r requirements.txt
```

Using OpenVINO model downloader:

~/opt/intel/openvino/deployment_tools/tools/model_downloader/downloader.py download all necesary IR models. In this case only FP32 precision.

- 1. face-detection-adas-binary-0001
- 2. landmarks-regression-retail-0009
- 3. head-pose-estimation-adas-0001
- 4. gaze-estimation-adas-0002

How to run demo:

```
$ python3 src/main.py -fdm models/intel/face-detection-adas-binary-
0001/FP32-INT1/face-detection-adas-binary-0001.xml -lmm
models/intel/landmarks-regression-retail-0009/FP32/landmarks-regression-
retail-0009.xml -hpm models/intel/head-pose-estimation-adas-0001/FP32/head-
pose-estimation-adas-0001.xml -gem models/intel/gaze-estimation-adas-
0002/FP32/gaze-estimation-adas-0002.xml -i inputs/openvino_demo.mp4 --print
--no_move
```

Documentation

```
usage: main.py [-h] -fdm FDMODEL -hpm HPMODEL -lmm LMMODEL -gem GEMODEL -i
               INPUT [-1 CPU_EXTENSION] [-d DEVICE] [-pt PROB_THRESHOLD]
               [--print] [--no_move] [--no_video]
optional arguments:
  -h, --help
                        show this help message and exit
  -fdm FDMODEL, --fdmodel FDMODEL
                        Path to a face detection xml file with a trained
                        model.
  -hpm HPMODEL, --hpmodel HPMODEL
                        Path to a head pose estimation xml file with a
trained
                        model.
  -lmm LMMODEL, --lmmodel LMMODEL
                        Path to a facial landmarks xml file with a trained
                        model.
  -gem GEMODEL, --gemodel GEMODEL
                        Path to a gaze estimation xml file with a trained
                        model.
  -i INPUT, --input INPUT
                        Path video file or CAM to use camera
  -l CPU_EXTENSION, --cpu_extension CPU_EXTENSION
                        MKLDNN (CPU)-targeted custom layers. Absolute path
to a
                        shared library with thekernels impl.
  -d DEVICE, --device DEVICE
                        Specify the target device to infer on: CPU, GPU,
FPGA
                        or MYRIAD is acceptable. Sample will look for a
                        suitable plugin for device specified (CPU by
default)
  -pt PROB_THRESHOLD, --prob_threshold PROB_THRESHOLD
```

	Probability threshold for detections filtering(0.5
by	
	default)
print	Overlay inference output over frame
no_move	Don't move mouse based on gaze estimation output
no_video	Don't show video window

Performance

DEVICE: CPU

	Face Detection	Landmarks Detetion	Headpose Estimation	Gaze Estimation
Load Time FP32	223ms	101ms	102ms	128ms
Inference Time FP32	7.5ms	0.45ms	1ms	1.1ms