

Production Supporting Systems in Factories

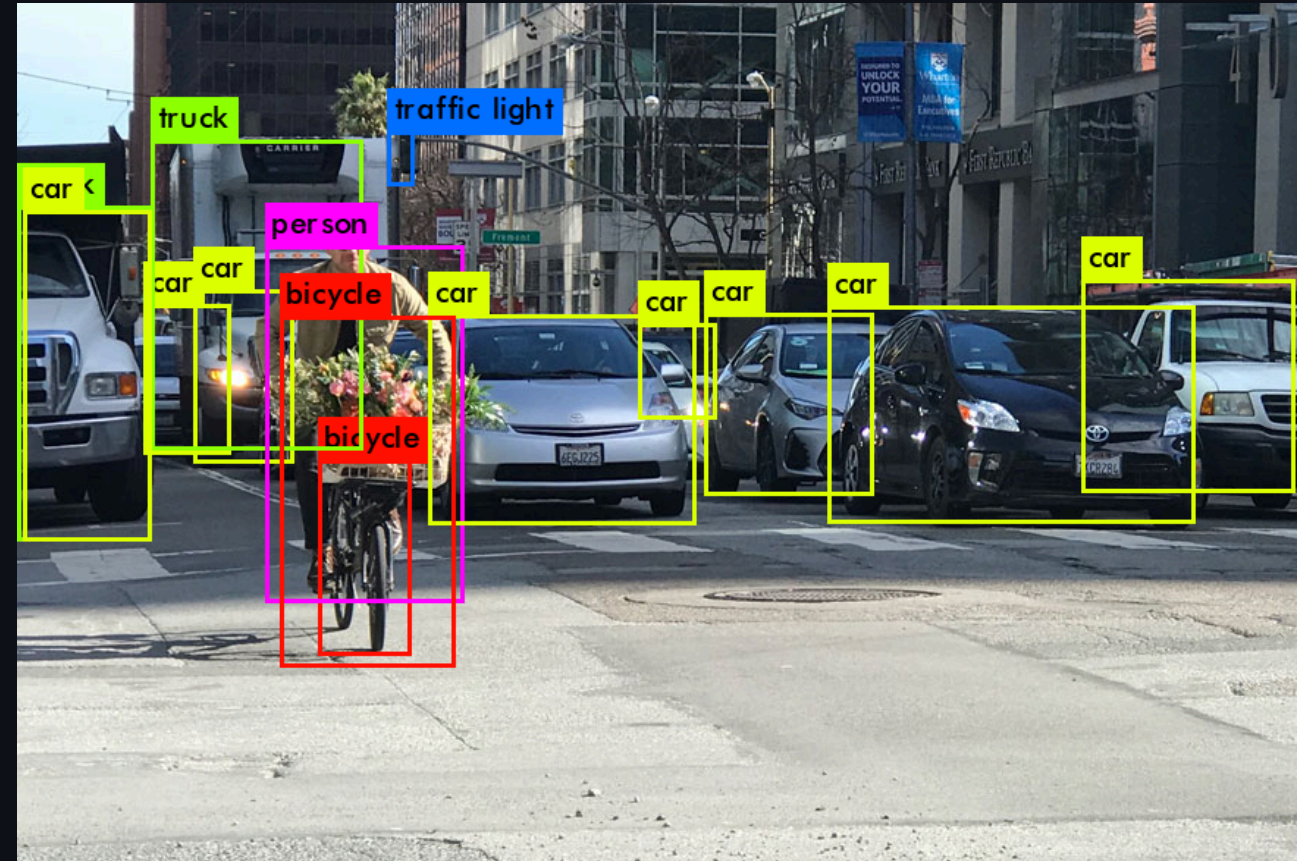
ระบบสนับสนุนการผลิตในโรงงานอุตสาหกรรม

Machine learning

| Object Detection

Object detection

- Car
 - Top: 500, Bottom: 200, Left: 50, right: 400
 - 50%
- Bicycle
 - ...
 - ...



COCO dataset

- *Common Objects in Context*
- Large-scale image recognition dataset for object detection, segmentation, and captioning tasks.
 - Contains over 330,000 images.
 - Annotated with 80 object categories.
- <https://cocodataset.org/#explore>

COCO SSD

- This model detects objects defined in the COCO dataset.
- Uses SSD algorithm
- Source
- Classes

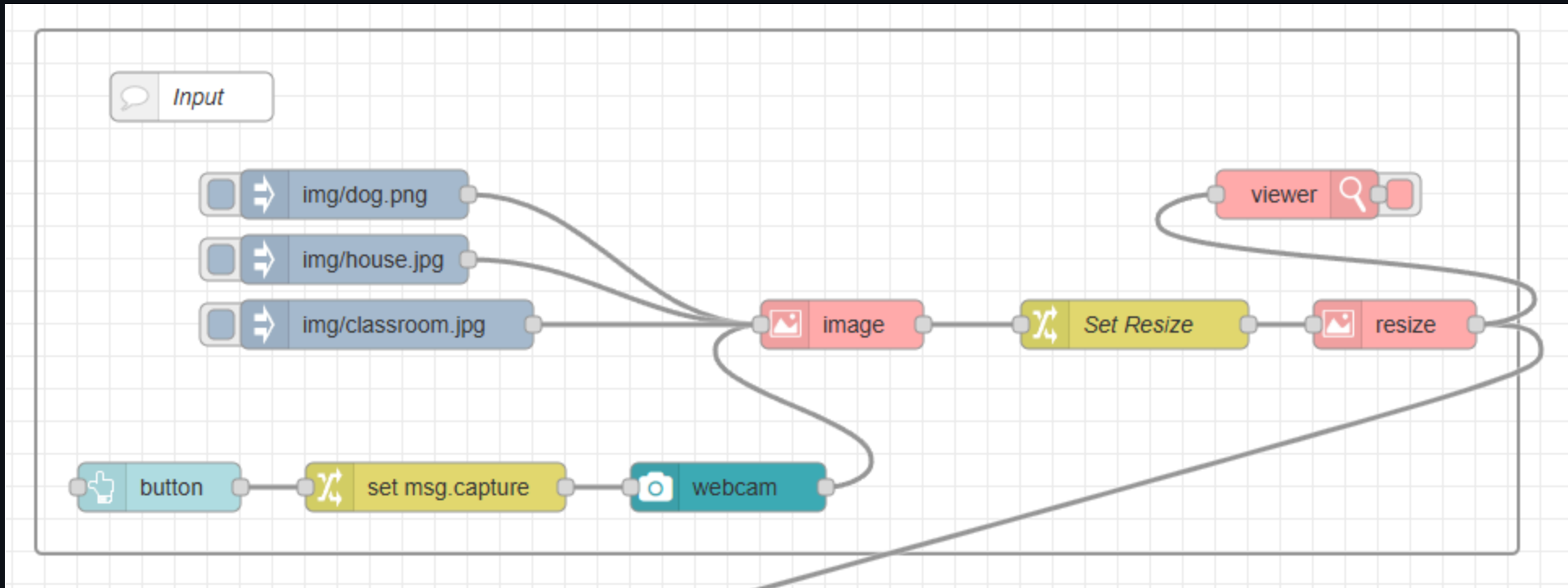
Setting up ML server

- Get [code](#)
- `pnpm install`
- `pnpm run build`
- `pnpm run start`
- Test if server is running.
 - <http://localhost:3004>

Preparing node-red

- `pnpm install node-red-contrib-image-tools node-red-node-ui-webcam node-red-dashboard`

Input flow

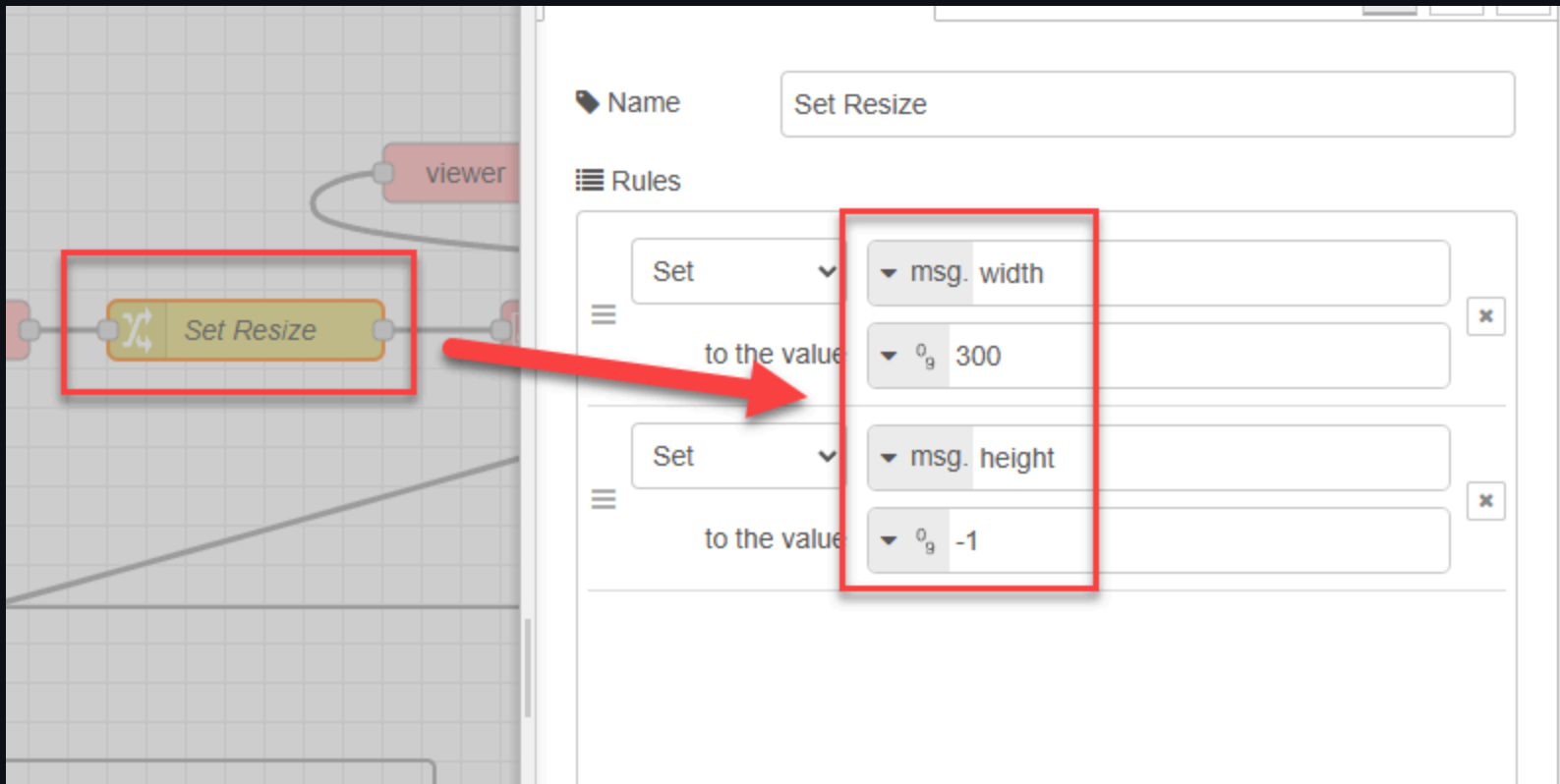


The screenshot displays a Node-RED workflow on the left and the Properties panel for an 'image' node on the right. A red box highlights the 'image' node in the workflow, and a red arrow points from it to the Properties panel.

Workflow: The workflow includes a 'webcam' node (teal) connected to an 'image' node (pink). The 'image' node is connected to a 'Set Resize' node (yellow), which is then connected to a 'viewer' node (pink). Other nodes like 'capture' and 'msg' are partially visible on the left.

Properties Panel:

- Name:** Name
- image:** msg. payload
A string containing a file path, URL or base64 image can be used as an image source. NOTE: Passing in an image object is faster as there is no conversion required before processing.
- Function:** none
Just loads the image.
- Output:** buffer
Sending an image is much faster as there is no additional conversion required.
- Output Property:** msg. payload
The msg property in which to send the resulting image.



Properties

Name: Name

image: msg. payload
A string containing a file path, URL or base64 image can be used as an image source. NOTE: Passing in an image object is faster as there is no conversion required before processing.

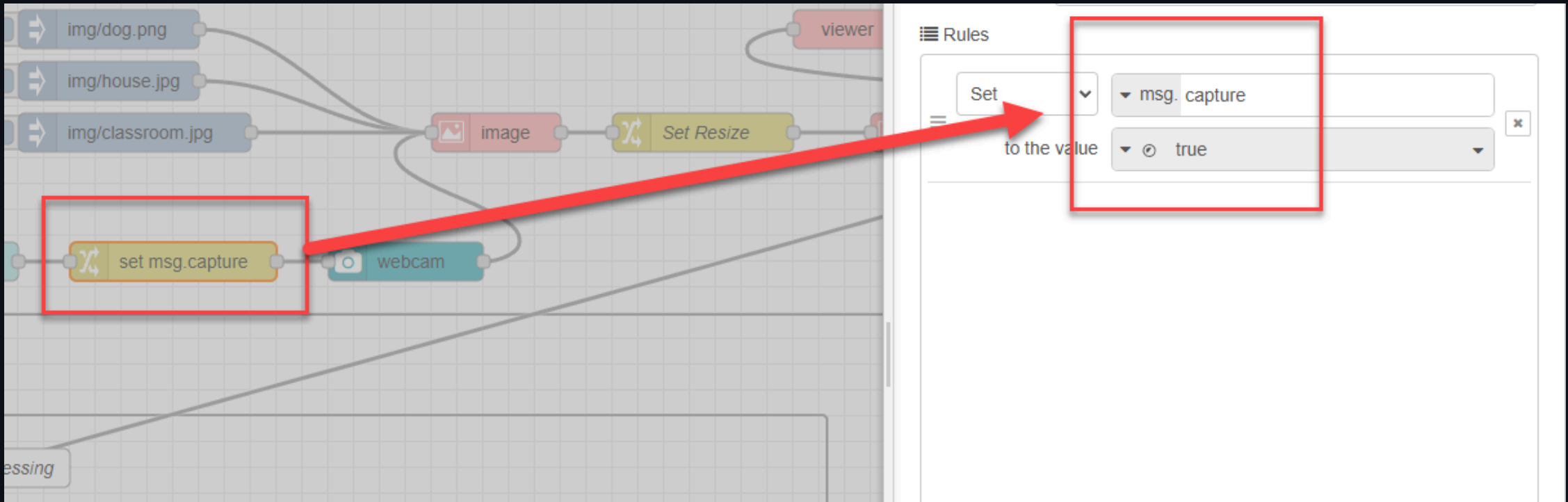
Function: resize
resize the image. One of the w or h parameters can be set to automatic ("Jimp.AUTO" or -1).

Output: buffer
Sending an image is much faster as there is no additional conversion required.

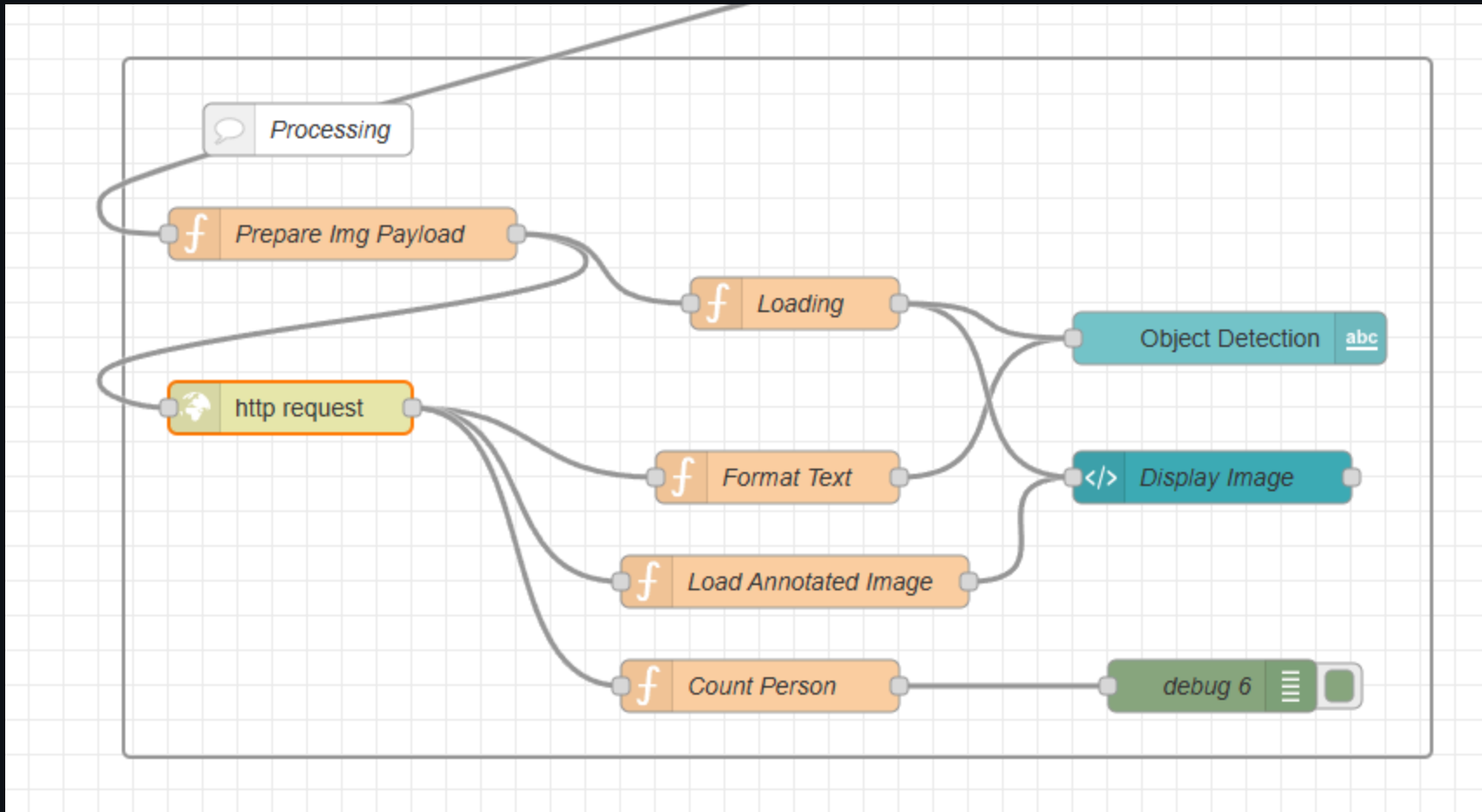
Output Property: msg. payload
The msg property in which to send the resulting image

w: msg. width
(Required) the width to resize the image to (or "Jimp.AUTO" or -1)

h: msg. height
(Required) the height to resize the image to (or "Jimp.AUTO" or -1)



Processing flow



Prepare Img Payload **function node**

```
msg.payload = { imageEncoded: Buffer.from(msg.payload).toString("base64") };  
msg.headers = { "Content-Type": "application/x-www-form-urlencoded" };  
msg.url = "http://localhost:3004/upload_base64";  
return msg;
```


The screenshot displays the Node-RED web interface. On the left, the canvas shows a workflow: a 'button' node connected to a 'set msg.captu' node, which then connects to a 'Processing' node. Below this, a 'Prepare Img Payload' function node connects to an 'http request' node. The 'http request' node is highlighted with a red box. On the right, the 'Properties' panel for the 'http request' node is open. It shows the 'Method' set to 'POST' and the 'URL' set to 'http://'. These two fields are also highlighted with a red box. A red arrow points from the 'http request' node in the canvas to the 'URL' field in the properties panel. Below the 'URL' field, there are several unchecked checkboxes: 'Enable secure (SSL/TLS) connection', 'Use authentication', 'Enable connection keep-alive', 'Use proxy', 'Only send non-2xx responses to Catch node', and 'Disable strict HTTP parsing'. At the bottom of the properties panel, the 'Return' type is set to 'a UTF-8 string', and the 'Headers' section is visible but empty.

Format Text function node

```
const obj = JSON.parse(msg.payload);
let textOut = "";
for (const pred of obj.countsArr) {
  const classStr = pred.class;
  const count = pred.count;
  textOut += `👉${classStr} (x${count}) <br/>`;
}
if (!textOut) textOut = "<center><i>No Object Detected</i></center><br/>";
const dt = new Date();
const datestring = dt.toLocaleDateString();
const timestring = dt.toLocaleTimeString();
textOut += `<br/>📅${datestring} ⌚${timestring}`;
msg.payload = textOut;
return msg;
```

Load Annotated Image function node

```
const obj = JSON.parse(msg.payload);  
const imageURL = obj.imageURL;  
const html = `msg.payload = html;  
return msg;
```

Count Person function node

```
// Select class here
const selectClass = "person";
// Code
const obj = JSON.parse(msg.payload);
msg.payload = obj.countsObj?.[selectClass] ?? 0;
return msg;
```

Loading function node

```
const html = `<center>Loading...</center>`;
msg.payload = html;
return msg;
```