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This week I continued to work on the web component of my project. When I tried to use dlib on my Linux distribution, it didn’t work. After searching it up, it’s caused by cmake not compiling dlib properly. I suspected that it can be an issue if the server does the same thing. After installing dlib using pip on the director server, I tried to import it in python. However, an error appeared. It said, “Dlib was compiled to use SSE41 instructions, but these aren't available on your machine.” I know Evan’s server is working, so I know it should be fixable. I will have to ask him about it.

The demo reads inputs from a port. Then the function in the python backend api reads in the numpy matrix. After processing, it returns the output to a certain port. Javascript script reads in output from the port and overlays information on the top of the original image. I printed out some of the functions’ outputs and I can confirm that python got a numpy array as an input. I monitored the network when I hosted the server locally and know the output from python is also working.

One of the problems I have is that I don’t have all of my code in a function that I can call. So I was working on packing everything into a function. It’s more difficult than you might think. First, I made modifications to my code so it stops showing images or print. Then, I had to split my code into two parts: the initialization phase and the gesture recognition phase. This involves managing global variables and potentially new helper functions. I’m almost done with the modification. I should be able to have the text of detected gesture overlayed on the image soon.