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This week, I continued to work on the web component of my project and made good progress. After looking at the time my program took to run parts of my code, I realized that the loading speed for my image is an issue. Last week, my program was taking 1 to 2 seconds for each classification. I realized that the demo code I used reads the image from a file containing a string of the image, converts it into a pillow image, then turns the pillow image into a numpy array and reshapes it to a 3 channel numpy array. After that, my program also converts the three channel image into a black and white image. The process looks quite inefficient. After looking up a more efficient way online, here is my new process: read in the string of the image with a numpy method and use opencv’s imdecode() method to directly read the image as a greyscale image. The processing speed varies, but I estimate that the time it takes to process each frame is around 0.75 seconds on average. I can potentially make it even faster by lowering the resolution in javascript, but it’s not a top priority right now.

I found that running things in incognito is good because the website doesn’t update well with the javascript code. Javascript gets cached in the browser. When I update the code, the javascript portion doesn’t update well. Opening it in incognito solves the issue.

My code didn’t clear overlaid text on screen, so I used the clearRect() method to clear the gesture detected. Now, texts don’t stack on top of each other anymore; they get updated every time.