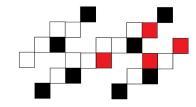
Computer Vision

Basics

Kakelino's Code School

Basics of Programming





Traffic sign detection



Traffic sign detection

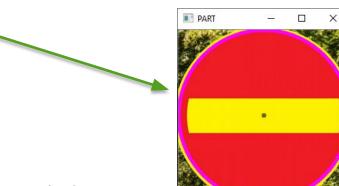
Can computer detect a circle shape from the picture



Traffic sign detection

Can computer detect a circle shape from the picture





Now we wanted to detect only a circrle from the left picture:

It was found.

Next step could be to detect colors...

Traffic sign detection

Codes

We have a Visual Studio console app and use C++

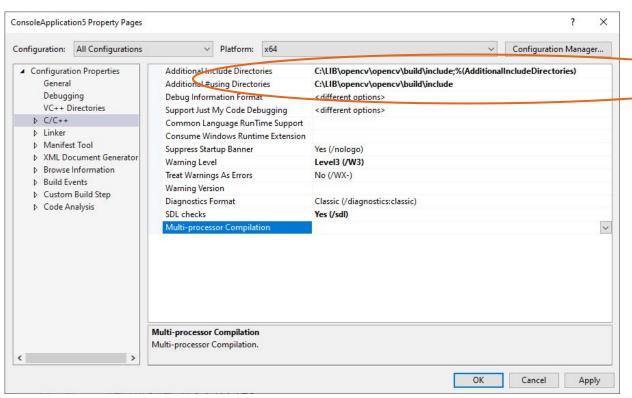
These header files were added

```
#include "pch.h"
#include <iostream>
#include <opencv2/core/core.hpp>
#include <opencv2/highgui/highgui.hpp>
#include <opencv2/imgproc/imgproc.hpp>
#include <opencv2/highgui/highgui_c.h>
#include "opencv2/objdetect/objdetect.hpp"
#include "opencv2/features2d/features2d.hpp"
#include <opencv2/ml/ml.hpp>
#include "pre_img.h"
```

Codes

Traffic sign detection

Take these libraries to VS project



Main(): part 1

Open CV demonstration

Traffic sign detection

Codes

We have a Visual Studio console app and use C++

```
int main(int argc, char** argv)
    const char* filename = "c:\\kk\\nature3.png";
    // we load the image here to matrix src
    Mat src = imread(filename, IMREAD COLOR);
    Mat gray;
    cvtColor(src, gray, COLOR_BGR2GRAY);
    medianBlur(gray, gray, 5);
    vector<Vec3f> circles;
    // here we give the measures: distances and radius
    HoughCircles(gray, circles, HOUGH GRADIENT, 1,
        gray.rows / 3, 100, 70, 90, 130);
    // read more info from OpenCV documentation
    Point center;
    Vec3i c:
    Mat copy = src.clone(); // make a copy
    for (size t i = 0; i < circles.size(); i++)
        c = circles[i];
                 center = Point(c[0], c[1]);
        Point
        circle(src, center, 1, Scalar(0, 100, 100), 3, LINE AA);
        int radius = c[2];
        circle(src, center, radius, Scalar(255, 0, 255), 3, LINE AA);
```

Main(): part 2

Open CV demonstration

Traffic sign detection

Codes

We have a Visual Studio console app and use C++

```
//print data for testing if needed
// cout << c[0] - c[2] << " " << c[1] - c[2] <<
//|" " << c[0] + c[2] << " " << c[1] + c[2] << endl;

Rect part(c[0] - c[2], c[1] - c[2], 2* c[2], 2 * c[2]);
Mat crop = src(part); // crop the circle if found

imshow("PART", crop);
imshow("Detected circles", src);
waitKey();
return 0;
}</pre>
```

Coding basics

Try it.

Make it better.

Detect colours -> get more info make decisions using that more detailed info!

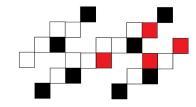
Coding basics



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Basics of Programming





Traffic sign detection, proto 2



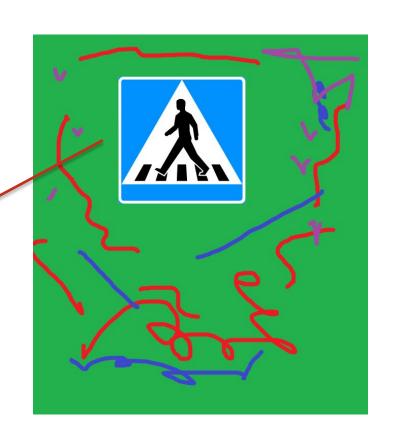


Traffic sign detection, proto 2

Official sign



Do we detect It?



Traffic sign detection, proto 2

Official sign



Codes

Source: opency documentation

These are used in Visual Studio C++ Console project

```
#include "pch.h"
#include <opencv2/highgui/highgui_c.h>
#include "pre_img.h"
```

```
Busing namespace cv;
using namespace std;
```

Traffic sign detection, proto 2

Codes

Source: opency documentation

Function that detects squares

```
// find squares
estatic void findSquares(const Mat& image, vector<vector<Point> >& squares)
    squares.clear();
    Mat pyr, timg, gray@(image.size(), CV_8U), gray;
    pyrDown(image, pyr, Size(image.cols / 2, image.rows / 2));
    pyrUp(pyr, timg, image.size());
    vector<vector<Point> > contours;
    for (int c = 0; c < 3; c++)
        int ch[] = { c, 0 };
        mixChannels(&timg, 1, &gray0, 1, ch, 1);
        for (int 1 = 0; 1 < N; 1++)
        if (1 == 0)
                Canny(gray0, gray, 0, thresh, 5);
                dilate(gray, gray, Mat(), Point(-1, -1));
        else
            gray = gray0 >= (1 + 1) * 255 / N;
            // contours
            findContours(gray, contours, RETR LIST, CHAIN APPROX SIMPLE);
            vector<Point> approx;
            for (size t i = 0; i < contours.size(); i++)
                approxPolyDP(contours[i], approx, arcLength(contours[i], true)*0.02, true);
                if (approx.size() == 4 &&
                    fabs(contourArea(approx)) > 1000 &&
                    isContourConvex(approx))
                    double maxCosine = 0;
                    for (int j = 2; j < 5; j++)
                        // find the maximum cosine of the angle between joint edges
                        double cosine = fabs(angle(approx[j % 4], approx[j - 2], approx[j - 1]));
                        maxCosine = MAX(maxCosine, cosine);
                    if (maxCosine < 0.3)
                        squares.push back(approx);
```

Traffic sign detection, proto 2

Codes

Source: opency documentation

Crop and draw

```
// we have only one square now, so it is drawn
static double drawSquares(Mat& image, const vector<vector<Point> >& squares)
    for (size t i = 0; i < 1; i++)
        const Point* p = &squares[i][0];
        int n = (int)squares[i].size();
        polylines(image, &p, &n, 1, true, Scalar(0, 255, 0), 1, LINE AA);
    // we get now the coordinates of the square to crop it - (Rect(...))
    int x1, x2, y1, y2;
    x1 = squares[0][0].x; y1 = squares[0][0].y;
    x2 = squares[0][2].x; y2 = squares[0][2].y;
    // take the sign from the bigger image
    Mat crop(image, Rect(x1,y1,x2-x1,y2-y1));
    imshow(newWindow, image);
    imshow("Part", crop); // show the sign
    imwrite("c:/kk/osanen.png", crop); // save it to a image file
    Mat orig = imread("c:/kk/merkki1.png"); // original, official traffic sign
    // for testing
    cout << "Similarity is " << getSimilarity(crop, orig);</pre>
    return getSimilarity(crop, orig);
```

Traffic sign detection, proto 2

Codes

Source: opency documentation

Are images similar

```
// If we find the traffic sign, we compare it to the official sign
edouble getSimilarity(const Mat A, const Mat B) {
    if (A.rows > 0 && A.rows == B.rows && A.cols > 0 && A.cols == B.cols) {
        double errorL2 = norm(A, B, CV_L2);
        double similarity = errorL2 / (double)(A.rows * A.cols);
        return similarity;
    }
    else {
        return -0.001;
    }
}
```

Traffic sign detection, proto 2

Function main()

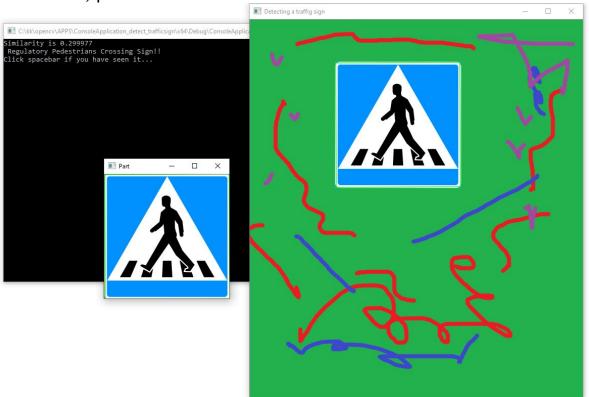
Codes

Source: opency documentation

```
Fint main(int argc, char** argv)
    static const char* name = "c:/kk/merkki2.png"; //the big image having also a traffic sign
    vector<vector<Point> > squares;
    for (int i = 0; i < 1; i++)
        string filename = name;
        Mat image = imread(filename, IMREAD_COLOR);
         if (image.empty())
             cout << "Couldn't load " << filename << endl;</pre>
             continue;
         findSquares(image, squares);
        double result = drawSquares(image, squares);
        if (result > 0) {
             cout << "\007"; /// beeps until noticed
             cout << "\007";
             cout << "\n Regulatory Pedestrians Crossing Sign!! \n";</pre>
             cout << "Click spacebar if you have seen it...\n";</pre>
            int c = waitKey();
            if (c == 32)
                 break;
    return 0;
```

Test run

Traffic sign detection, proto 2



Coding basics

Try it.

Make it better.

Detect colours -> get more info make decisions using that more detailed info!

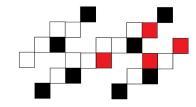
Coding basics



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Basics of Programming

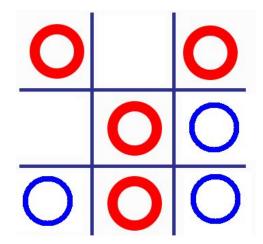




Detect colors

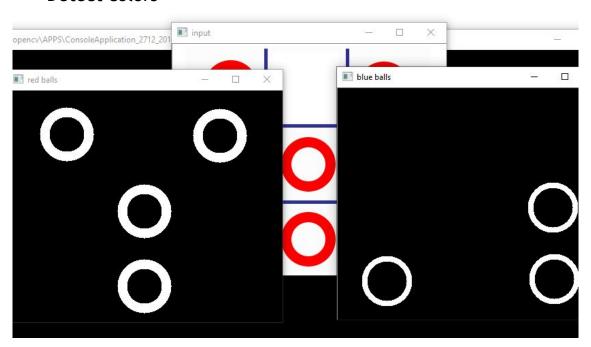
Source: OpenCV documentation

Detect colors Tictactoe: situation



Detect colors

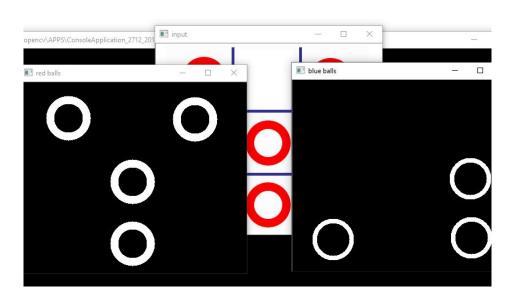
Tictactoe: situation



Detect colors

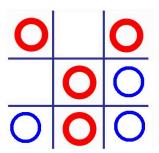
Tictactoe: situation

OpenCV functions can detect red and blua balls



Detect colors

Tictactoe: situation



Codes

These headerfiles are added to Visual Studio console project

```
#include "pch.h"
#include "opencv2/highgui.hpp"
#include <iostream>

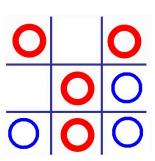
Busing namespace cv;
using namespace std;
```

Codes

Detect colors

Here are the important functions that detect balls

Tictactoe: situation

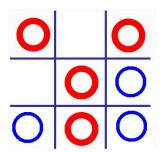


```
Mat findReds(const Mat& src)
{
    Mat reds;
    inRange(src, Scalar(0, 0, 0), Scalar(0, 0, 255), reds);
    return reds;
}

Mat findBlues(const Mat& src)
{
    Mat blues;
    inRange(src, Scalar(0, 0, 0), Scalar(255, 0, 0), blues);
    return blues;
}
```

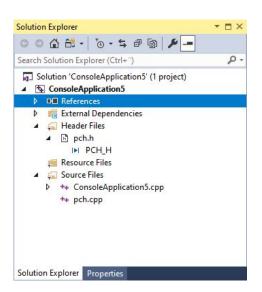
Detect colors

Tictactoe: situation



Codes

Included pch files



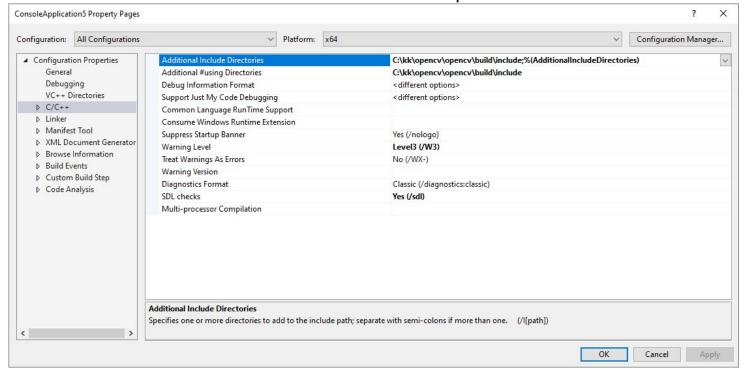
Detect colors

Tictactoe: situation

Codes

Additional directories needed for opency:

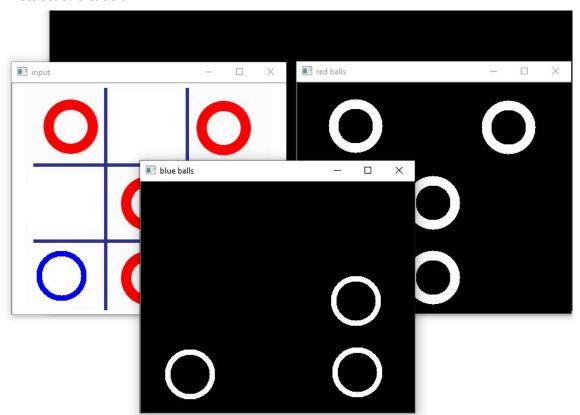




Test run

Detect colors

Tictactoe: situation





Coding basics

Try it.

Make it better.

Detect more colours -> get more info make decisions using that more detailed info!

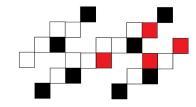
Coding basics



Kakelino's Code School

Basics of Programming





Detect faces and expressions



Sources:
OpenCV documentation

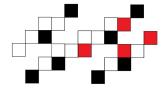
The goal is to test Karan's code...

https://www.paulekman.com/about/paul-ekman/

https://www.rcciit.org/students_projects/projects/it/2018/GR8.pdf

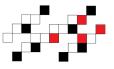
Main code that is tested in this presentation comes from https://medium.com/swlh/emotion-detection-using-opency-and-keras-771260bbd7f7

Thanks to Karan Sethi



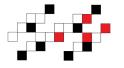
Here is the powerpoint document that is used as an image collection: it is exported to a video instead of using a life video (laptop cam)

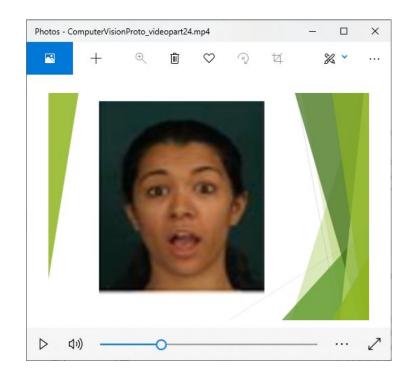






Unfortunately source not know, hopefully person is happier if we meet later...

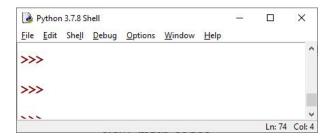




Detect faces and expressions

Now, main codes...

We use python and now the version was Python 3.7.8...



Detect faces and expressions

Now, main codes...

To python environment you have to install tensorflow, keras and cv2. Also pillow is needed...

Sometimes it is better to upgrade instead of trying to install moduless

Tool/command pip is used for installing...

Detect faces and expressions

Now, main codes...

Some adjustments had to be done because of my newer mdoule versions...

```
from tensorflow.python.keras.backend import set_session
sess = tf.compat.v1.Session()
graph = tf.compat.v1.get_default_graph()
set_session(sess)
```

Now, main codes...

Detect faces and expressions

```
faces2020.py - Notepad
                                                                                            X
File Edit Format View Help
from keras.models import load model
from time import sleep
from keras.preprocessing.image import img to array
from keras.preprocessing import image
import cv2
import numpy as np
face_classifier=cv2.CascadeClassifier('haarcascade_frontalface_default.xml')
classifier = load model('EmotionDetectionModel.h5')
class labels=['Angry', 'Happy', 'Neutral', 'Sad', 'Surprise']
cap = cv2.VideoCapture("ComputerVisionProto_videopart24.mp4")
while True:
    ret, frame=cap.read()
    labels=[]
   # if ret == True:
   gray=cv2.cvtColor(frame,cv2.COLOR BGR2GRAY)
   faces=face classifier.detectMultiScale(gray,1.3,5)
    for (x,y,w,h) in faces:
        cv2.rectangle(frame,(x,y),(x+w,y+h),(255,0,0),2)
        roi_gray=gray[y:y+h,x:x+w]
        roi gray=cv2.resize(roi gray,(48,48),interpolation=cv2.INTER AREA)
        if np.sum([roi gray])!=0:
            roi=roi gray.astype('float')/255.0
            roi=img to array(roi)
            roi=np.expand dims(roi,axis=0)
            preds=classifier.predict(roi)[0]
            label=class_labels[preds.argmax()]
            label position=(x,y)
            cv2.putText(frame,label,label_position,cv2.FONT_HERSHEY_SIMPLEX,2,(0,255,0),3)
        else:
            cv2.putText(frame,'No Face Found',(20,20),cv2.FONT_HERSHEY_SIMPLEX,2,(0,255,0),3)
    cv2.imshow('Emotion Detector', frame)
    if cv2.waitKey(1) & 0xFF == ord('q'):
        break
cap.release()
cv2.destroyAllWindows()
                                          Ln 1, Col 1
                                                                     Windows (CRLF)
                                                                                       UTF-8
```

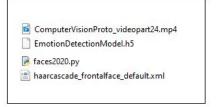
Detect faces and expressions

Now, main codes...

Code from Karan Sethi Thank you!

 code is published in github

All needed files are now in the same folder



Training and validation data is in static subfolder



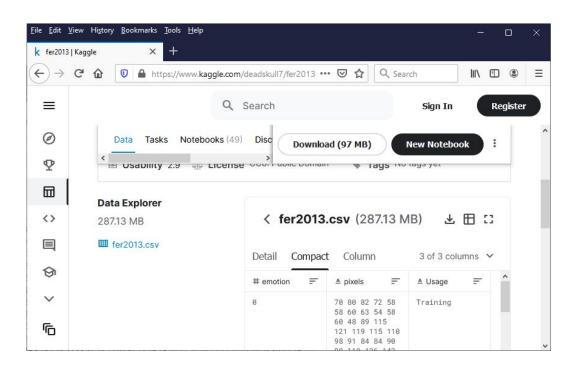
Detect faces and expressions

Now, main codes...

Expression database is fer2012.csv

Code from Karan Sethi Thank you!

code is published in github



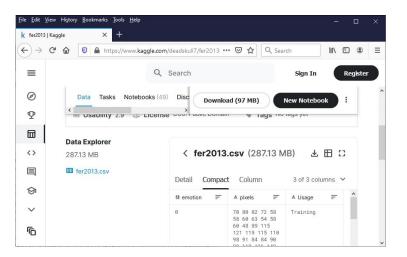
Detect faces and expressions

Now, main codes...

Code from Karan Sethi Thank you!

 code is published in github

Expression database is fer2012.csv



It is used to get training and validation data.

Detect faces and expressions Now, main codes...

Code from Karan Sethi Thank you!

 code is published in github Expression database is fer2012.csv

It is used to get training and validation data.

Sample in Excel



Detect faces and expressions Now, main codes...

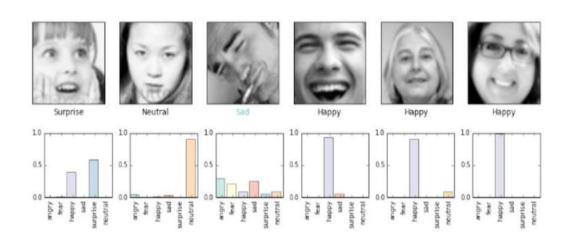
Code from Karan Sethi Thank you!

code is published in github

Expression database is fer2012.csv

It is used to get training and validation data.

Example of model validation



Detect faces and expressions

There are several steps to go trough when setting up face and expression detecting system....

Good instructions can be found from Internet, Opency documents and published codes..

Good sources were given also at the beginning of this presentation

Detect faces and expressions

There are several steps to go trough when setting up face and expression detecting system....

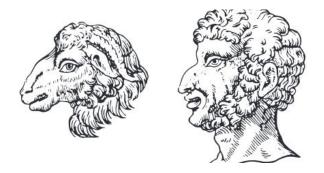
Good instructions can be found from Internet, Opency documents and published codes..

Good sources were given also at the beginning of this presentation

Now the main goal. We wanted to test if our code can detect expressions from our own video!

Detect faces and expressions

Now the main goal. We wanted to test if our code can detect expressions from our own video! Here is a life presentation



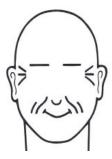
Small joke: these are too difficult to detect or separate (sourse John Liggings)

Detect faces and expressions

Now the main goal. We wanted to test if our code can detect expressions from our own video! Here is a life presentation

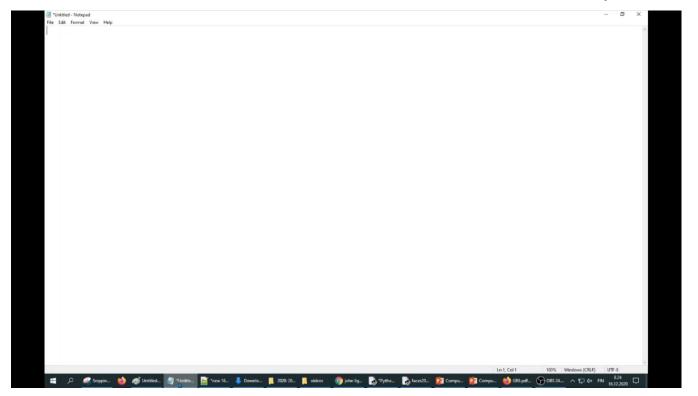
What about these?





Detect faces and expressions

Here is a life presentation



Coding basics

Try it.

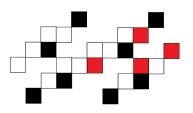
Make it better.

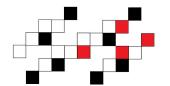
Detect more colours -> get more info make decisions using that more detailed info!

Coding basics

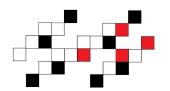


Basics of Programming

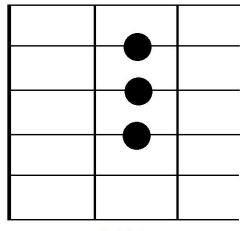




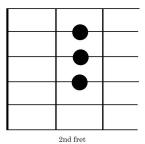
Open CV demonstration

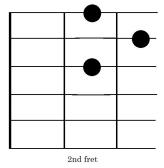


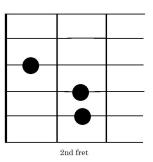
Open CV demonstration



2nd fret













Detecting chords

We have only 3 chords here, they are played with a guitar

•••







Codes Source is opency

We have a Visual Studio C++ Console project. These header files are added first

```
#include "pch.h"

#include 
description
#include 
#include "opencv2/objdetect/objdetect.hpp"

#include "opencv2/features2d/features2d.hpp"

#include "pre_img.h"

#using namespace cv;

using namespace std;
```

Detecting chords

We have only 3 chords here, they are played with a guitar Codes Source is opency

Function main() A)







```
int main()
    // https://docs.opencv.org
    Mat src1, src2, src3, gray1, gray2, gray3;
    src1 = imread("A_major.png", 1);
    resize(src1, src1, Size(640, 480));
    src2 = imread("D major.png", 1);
    resize(src2, src2, Size(640, 480));
    src3 = imread("E major.png", 1);
    resize(src3, src3, Size(640, 480));
    cvtColor(src1, gray1, CV BGR2GRAY);
    GaussianBlur(gray1, gray1, Size(9, 9), 2, 2);
    cvtColor(src2, gray2, CV_BGR2GRAY);
    GaussianBlur(gray2, gray2, Size(9, 9), 2, 2);
    cvtColor(src3, gray3, CV BGR2GRAY);
    GaussianBlur(gray3, gray3, Size(9, 9), 2, 2);
    vector<Vec3f> circles;
    HoughCircles(gray1, circles, CV HOUGH GRADIENT, 1, 10, 200, 50, 0, 50);
```

Detecting chords

Codes Source is opency

We have only 3 chords here, they are played with a guitar

Function main()
B)

```
2nd fvs
```





```
int x1 = 0; int x2 = 0; int x3 = 0; int x4 = 0; int x5 = 0; int x6 = 0;
for (size t i = 0; i < circles.size(); i++)</pre>
    Point center(cvRound(circles[i][0]), cvRound(circles[i][1]));
    int radius = cvRound(circles[i][2]);
    circle(src1, center, 3, Scalar(0, 255, 0), -1, 8, 0);// circle center
    circle(src1, center, radius, Scalar(0, 0, 255), 3, 8, 0);// circle outline
    cout << "center : " << center.x << ", " << center.y << "\nradius : " << radius << endl;</pre>
play(circles);
namedWindow("Hough Circle Transform Demo", CV WINDOW AUTOSIZE);
imshow("Demonstration - applying to guitar chords", src1);
waitKey(0);
naturn a.
```

Detecting chords

We have only 3 chords here, they are played with a guitar ...







Codes Source is opency Function play()

```
string chords[3];
int s = 0;
void play(vector<Vec3f> circles)
   // just testing chord A, suppose fret is 2
    int fret1 = 0; int line1 = 0; int fret2 = 0; int line2 = 0;
   int fret3 = 0; int line3 = 0;
   if (circles[0][0] > 300 && circles[0][0] < 490) // fret is 2
       if (circles[0][1] > 50 && circles[0][1] < 150) // line is 2
           line1 = 2; fret1 = 2;
   if (circles[1][0] > 300 && circles[1][0] < 490) // fret is 2
        if (circles[1][1] > 150 && circles[1][1] < 250) // line is 2
           line2 = 3; fret2 = 2;
   if (circles[2][0] > 300 && circles[2][0] < 490) // fret is 2
       if (circles[2][1] > 250 && circles[2][1] < 350) // line is 2
           line3 = 4; fret3 = 2;
   if (fret1 == 2 && fret2 == 2 && fret3 == 2)
       if (line1 == 2 && line2 == 3 && line3 == 4)
           chords[s] = "A"; s++;
   // using same brute force logic, we get from images that present major chords D and E
    chords[s] = "D"; s++;
    chords[s] = "E"; s++;
   for (int i = 0; i < s; i++)
       cout << chords[i] << " ";
   cout << endl << "let's listen..."; // for testing
   system("c:\\kk\\mm.bat");
```

Codes Source is opency

Detecting chords

We have only 3 guitar chords here

In this proto, chords are played with Windows Media Player

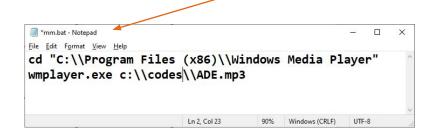
We use just a batch-file to open that player ☺





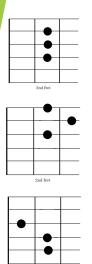


system("c:\\codes\\mm.bat");

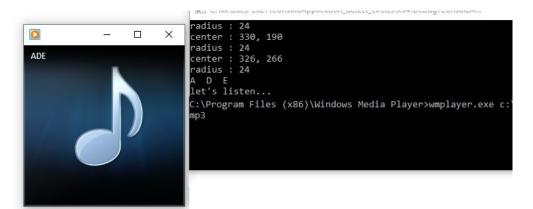


Codes Source is opency

Detecting chords



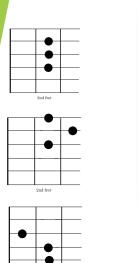
Test run



Codes Source is opency

Detecting chords

Test run

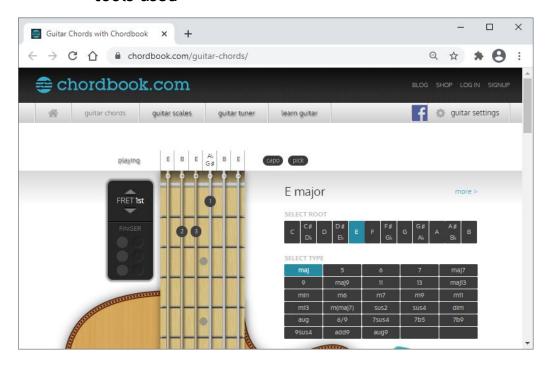


```
radius : 24
center : 330, 190
radius : 24
center : 326, 266
radius : 24
A D E
let's listen...
C:\Program Files (x86)\Windows Media Player>wmplayer.exe c:\
mp3
```

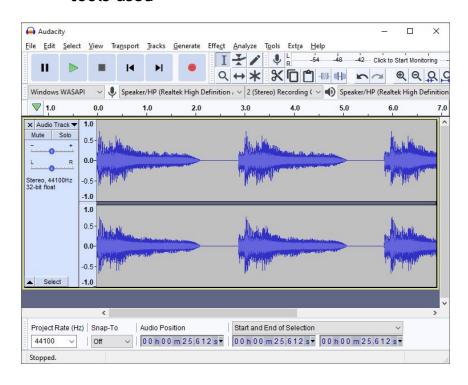
Listen:



To easily get guitar chords were some tools used



To easily get guitar chords were some tools used



To easily get guitar chords were some tools used...

Sample here: A D and E chords were used:

Second Hand News

```
A D A
I know there's nothing to say
D A
Someone has taken my place
E A E
When times go bad, when times go rough,
A D
won't you lay me down in the tall grass,
E
and let me do my stuff?
```

Listen a sample



Coding basics

Try it.

Make it more universal...

Develope the logic...

Add video based chord detection...

Coding basics

