Real Time Object Detection

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Abstract: Real time object detection is a vast, vibrant and complex area of computer vision. If there is a single object to be detected in an image, it is known as Image Localization and if there are multiple objects in an image, then it is Object Detection. This detects the semantic objects of a class in digital images and videos. The applications of real time object detection include tracking objects, video surveillance, pedestrian detection, people counting, self-driving cars, face detection, ball tracking in sports and many more. Convolution Neural Networks is a representative tool of Deep learning to detect objects using Open CV (Open source Computer Vision), which is a library of programming functions mainly aimed at real time computer vision.

Keywords: Real time, surveillance, pedestrian detection, Convolution Neural Networks.

1. Introduction

Object Detection is the process of finding and recognizing real-world object instances such as car, bike, TV, flowers, and humans out of an images or videos. An object detection technique lets you understand the details of an image or a video as it allows for the recognition, localization, and detection of multiple objects within an image.

It is usually utilized in applications like image retrieval, security, surveillance, and advanced driver assistance systems (ADAS). Object Detection is done through many ways:

- Feature Based Object Detection
- Viola Jones Object Detection
- SVM Classifications with HOG Features
- Deep Learning Object Detection

Object detection from a video in video surveillance applications is the major task these days. Object detection technique is used to identify required objects in video sequences and to cluster pixels of these objects.

The detection of an object in video sequence plays a major role in several applications specifically as video surveillance applications.

Object detection in a video stream can be done by processes like pre-processing, segmentation, foreground and background extraction, feature extraction.

Humans can easily detect and identify objects present in an image. The human visual system is fast and accurate and can perform complex tasks like identifying multiple objects with little conscious thought. With the availability of large amounts of data, faster GPUs, and better algorithms, we can now easily train computers to detect and classify multiple objects within an image with high accuracy.

2. Digital Image Processing

Computerized picture preparing is a range portrayed by the requirement for broad test work to build up the practicality of proposed answers for a given issue. A critical trademark hidden the plan of picture preparing frameworks is the huge level of testing and experimentation that typically is required before touching base at a satisfactory arrangement. This trademark informs that the capacity to plan approaches and rapidly model hopeful arrangements by and large assumes a noteworthy part in diminishing the cost and time required to land at a suitable framework execution.

2.1. Dip

A picture might be characterized as a two-dimensional capacity f(x, y), where x, y are spatial directions, and the adequacy off at any combine of directions (x, y) is known as the power or dark level of the picture by then. Whenever x, y and the abundance estimation of are all limited discrete amounts, we call the picture a computerized picture. The field of DIP alludes to preparing advanced picture by methods for computerized PC. Advanced picture is made out of a limited number of components, each of which has a specific area and esteem. The components are called pixels.

Vision is the most progressive of our sensor, so it is not amazing that picture play the absolute most imperative part in human observation. Be that as it may, dissimilar to people, who are constrained to the visual band of the EM range imaging machines cover practically the whole EM range, going from gamma to radio waves. They can work likewise on pictures produced by sources that people are not acclimated to partner with picture.

There is no broad understanding among creators in regards to where picture handling stops and other related territories, for example, picture examination and PC vision begin. Now and then a qualification is made by characterizing picture handling as a teach in which both the info and yield

at a procedure are pictures. This is constraining and to some degree manufactured limit. The range of picture investigation is in the middle of picture preparing and PC vision.

There are no obvious limits in the continuum from picture handling toward one side to finish vision at the other. In any case, one helpful worldview is to consider three sorts of mechanized procedures in this continuum: low, mid and abnormal state forms. Low-level process includes primitive operations, for example, picture preparing to decrease commotion differentiate upgrade and picture honing. A lowlevel process is described by the way that both its sources of info and yields are pictures.

Mid-level process on pictures includes assignments, for example, division, depiction of that 11 Question diminish them to a frame reasonable for PC handling and characterization of individual articlesA mid-level process is portrayed by the way that its sources of info by and large are pictures however its yields are properties removed from those pictures. At long last more elevated amount handling includes

"Understanding an outlet of perceived items, as in picture examination and at the farthest end of the continuum playing out the intellectual capacities typically connected with human vision. Advanced picture handling, as effectively characterized is utilized effectively in a wide scope of regions of outstanding social and monetary esteem.

2.2. Image Processing

A picture is spoken to as a two dimensional capacity f(x, y) where x and y are spatial co-ordinates and the adequacy of "T" at any match of directions (x, y) is known as the power of the picture by then.

Figure 1: Digital Image

2.2.1. Processing on image

Processing on image can be of three types They are low-level, mid-level, high level

Low-level Processing:

- Preprocessing to remove noise.
- Contrast enhancement.
- Image sharpening.

Medium Level Processing:

- Segmentation.
- Edge detection
- Object extraction.

High Level Processing:

- Image analysis
- Scene interpretation

3. Need of Image processing

Since the digital image is invisible, it must be prepared for viewing on one or more output device(laser printer, monitor at).The digital image can be optimized for the application by enhancing the appearance of the structures within it.

- There are three of image processing used. They are
- Image to Image transformation
- Image to Information transformations
- Information to Image transformations

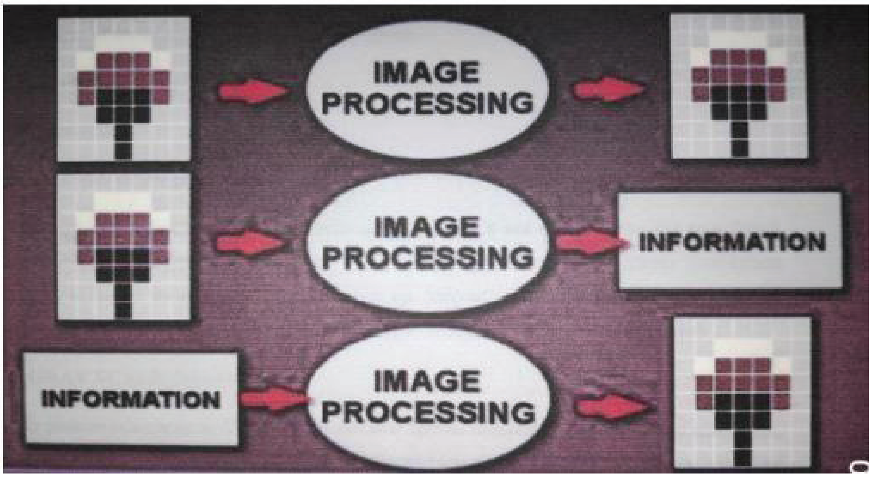


Fig 2: Types of Image Processing

4. Pixel:

Pixel is the smallest element of an image. Each pixel corresponds to any one value. In an 8-bit gray scale image, the value of the pixel between 0 and 255.Each pixel store a value proportional to the light intensity at that particular location. It is indicated in either Pixels per inch or Dots per inch.

5. Resolution:

The resolution can be defined in many ways. Such as pixel resolution, spatial resolution, temporal resolution, spectral resolution. In pixel resolution, the term resolution refers to the total number of count of pixels in an digital image. For example, If an image has M rows and N columns, then its resolution can be defined as MX N. Higher is the pixel resolution, the higher is the quality of the image.

Resolution of an image is of generally two types.

- Low Resolution image
- High Resolution

Since high resolution is not a cost effective process It is not always possible to achieve high resolution images with low cost. Hence it is desirable Imaging. In Super Resolution imaging, with the help of certain methods and algorithms we can be able to produce high resolution images from the low resolution image from the low resolution images.

6. Gray Scale Image

A gray scale picture is a capacity I (xylem) of the two spatial directions of the picture plane. I(x,y) is the force of the picture force of picture at the point (x, y) on the picture plane. I (xylem) take nonnegative expect the picture is limited by a rectangle

7. COLOR IMAGE

It can be spoken to by three capacities, R (xylem) for red, G (xylem) for green and B (xylem) for blue. A picture might be persistent as for the x and y facilitates and furthermore in adequacy. Changing over such a picture to advanced shape requires that the directions and the adequacy to be digitized. Digitizing the facilitate's esteems is called inspecting. Digitizing the adequacy esteems is called quantization.

8. Application of Object Detection

The major applications of Object Detection are:

8.1. Facial Recognition

"Deep Face" is a deep learning facial recognition system developed to identify human faces in a digital image. Designed and developed by a group of researchers in Facebook. Google also has its own facial recognition system in Google Photos, which automatically separates all the photos according to the person in the image.There are various components involved in Facial Recognition or authors could say it focuses on various aspects like the eyes, nose, mouth and the eyebrows for recognizing a faces.

8.2. People Counting

People counting is also a part of object detection which can be used for various purposes like finding person or a criminal; it is used for analysing store performance or statistics of crowd during festivals. This process is considered a difficult one as people move out of the frame quickly.

8.3. Industrial Quality Check

Object detection also plays an important role in industrial processes to identify or recognize products. Finding a particular object through visual examination could be a basic task that's involved in multiple industrial processes like sorting, inventory management, machining, quality management, packaging and so on. Inventory management can be terribly tough as things are hard to trace in real time. Automatic object counting and localization permits improving inventory accuracy.

8.4. Self Driving Cars

Self-driving is the future most promising technology to be used, but the working behind can be very complex as it combines a variety of techniques to perceive their surroundings, including radar, laser light, GPS, odometer, and computer vision. Advanced control systems interpret sensory info to allow navigation methods to work, as well as obstacles and it. This is a big step towards Driverless cars as it happens at very fast speed.

8.5. Security

Object Detection plays a vital role in the field of Security; it takes part in major fields such as face ID of Apple or the retina scan used in all the sci-fi movies. Government also widely use this application to access the security feed and match it with their existing database to find any criminals or to detecting objects like car number involved in criminal activities. The applications are limitless.

8.6. Object Detection Workflow And Feature Extraction

Every Object Detection Algorithm works on the same principle and it's just the working that differs from others. They focus on extracting features from the images that are given as the input at hands and then it uses these features to determine the class of the image.

9. Deep Learning

Deep learning is a machine learning technique. It teaches a computer to filter inputs through layers to learn how to predict and classify information. Observations can be in the form of images, text, or sound. The inspiration for deep learning is the way that the human brain filters information. Its purpose is to mimic how the human brain works to create some real magic. In the human brain, there are about 100 billion neurons. Each neuron connects to about 100,000 of its neighbors. We're kind of recreating that, but in a way and at a level that works for machines. In our brains, a neuron has a body, dendrites, and an axon. The signal from one neuron travels down the axon and transfers to the dendrites of the next neuron. That connection where the signal passes is called a synapse. Neurons by themselves are kind of useless. But when you have lots of them, they work together to create some serious magic. That's the idea behind a deep learning algorithm! You get input from observation and you put your input into one layer. That layer creates an output which in turn becomes the input for the next layer, and so on. This happens over and over until your final output signal! The neuron (node) gets a signal or signals (input values), which pass through the neuron. That neuron delivers the output signal.

Think of the input layer as your senses: the things you see, smell, and feel, for example. These are independent variables for one single observation. This information is broken down into numbers and the bits of binary data that a computer can use. You'll need to either standardize or normalize these variables so that they're within the same range. They use many layers of nonlinear processing units for feature extraction and transformation. Each successive layer uses the output of the previous layer for its input. What they learn forms a hierarchy of concepts. In this hierarchy, each level learns to transform its input data into a more and more abstract and composite representation. That means that for an image, for example, the input might be a matrix of pixels. The first layer might encode the edges and compose the pixels. The next layer might compose an arrangement of edges. The next layer might encode a nose and eyes. The next layer might recognize that the image contains a face, and so on.

9.1. Neuron Learning Procedure

The input node takes in information in a numerical form. The information is presented as an activation value where each node is given a number. The higher the number, the greater the activation. Based on the connection strength (weights) and transfer function, the activation value passes to the next node. Each of the nodes sums the activation values that it receives (it calculates the weighted sum) and modifies that sum based on its transfer function. Next, it applies an activation function. An activation 19 function is a function that's applied to this particular neuron. From that, the neuron understands if it needs to pass along a signal or not.

Each of the synapses gets assigned weights, which are crucial to Artificial Neural Networks (ANNs). Weights are how ANNs learn. By adjusting the weights, the ANN decides to what extent signals get passed along. When you're training your network, you're deciding how the weights are adjusted.The activation runs through the network until it reaches the output nodes. The output nodes then give us the information in a way that we can understand. Your network will use a cost function to compare the output and the actual expected output. The model performance is evaluated by the cost function. It's expressed as the difference between the actual value and the predicted value.There are many different cost functions you can use, you're looking at what the error you have in your network is. You're working to minimize loss function. (In essence, the lower the loss function, the closer it is to your desired output). The information goes back, and the neural network begins to learn with the goal of minimizing the cost function by tweaking the weights. This process is called backpropagation.

In forward propagation, information is entered into the input layer and propagates forward through the network to get our output values. We compare the values to our expected results. Next, we

calculate the errors and propagate the info backward. This allows us to train the network and update the weights. (Backpropagation allows us to adjust all the weights simultaneously.) During this process, because of the way the algorithm is structured, you're able to adjust all of the weights simultaneously. This allows you to see which part of the error each of your weights in the neural network is responsible for.

When you've adjusted the weights to the optimal level, you're ready to proceed to the testing phase!

9.1.1. Artificial Neural Network

There are two different approaches to get a program to do what you want. First, there's the specifically guided and hard-programmed approach. You tell the program exactly what you want it to do. Then there are neural networks. In neural networks, you tell your network the inputs and what you want for the outputs, and then you let it learn on its own. By allowing the network to learn on its own, you can avoid the necessity of entering in all of the rules. You can create the architecture and then let it go and learn. Once it's trained up, you can give it a new image and it will be able to distinguish output.

9.1.2. Feedforward and Feedback Networks

A feedforward network is a network that contains inputs, outputs, and hidden layers. The signals can only travel in one direction (forward). Input data passes into a layer where calculations are performed. Each processing element computes based upon the weighted sum of its inputs. The new values become the new input values that feed the next layer (feed-forward). This continues through all the layers and determines the output. Feedforward networks are often used in, for example, data mining.

A feedback network (for example, a recurrent neural network) has feedback paths. This means that they can have signals traveling in both directions using loops. All possible connections between neurons are allowed. Since loops are present in this type of network, it becomes a non-linear dynamic system which changes continuously until it reaches a state of equilibrium. Feedback networks are often used in optimization problems where the network looks for the best arrangement of interconnected factors.

10. Convolution Neural Networks

The idea of ANNs is based on the belief that working of human brain by making the right connections, can be imitated using silicon and wires as living neurons and dendrites.

The human brain is composed of 86 billion nerve cells called neurons. They are connected to other thousand cells by Axons. Stimuli from external environment or inputs from sensory organs are accepted by dendrites. These inputs create electric impulses, which quickly travel through the neural network. A neuron can then send the message to other neuron to handle the issue or does not send it forward.

ANNs are composed of multiple nodes, which imitate biological neurons of human brain. The neurons are connected by links and they interact with each other. The nodes can take input data and perform simple operations on the data. The result of these operations is passed to other neurons. The output at each node is called its activation or node value. Each link is associated with weight. ANNs are capable of learning, which takes place by altering weight values.

10.1. Neural Network:

A neural network is a network or circuit of neurons, or in a modern sense, an artificial neural network, composed of artificial neurons or nodes. Thus a neural network is either a biological neural network, made up of real biological neurons, or an artificial neural network, for solving artificial intelligence (AI) problem. The connections of the biological neuron are modeled as weights. A positive weight reflects an excitatory connection, while negative values mean inhibitory connections. All inputs are modified by a weight and summed. This activity is referred as a linear combination. Finally, an activation function controls the amplitude of the output. For example, an acceptable range of output is usually between 0 and 1, or it could be - 1 and 1. These artificial networks may be used for predictive modeling, adaptive control and applications where they can be trained via a dataset. Self-learning resulting from experience can occur within networks, which can derive conclusions from a complex and seemingly unrelated set of information. A deep neural network (DNN) is an artificial neural network (ANN) with multiple layers between the input and output layers. The DNN finds the correct mathematical

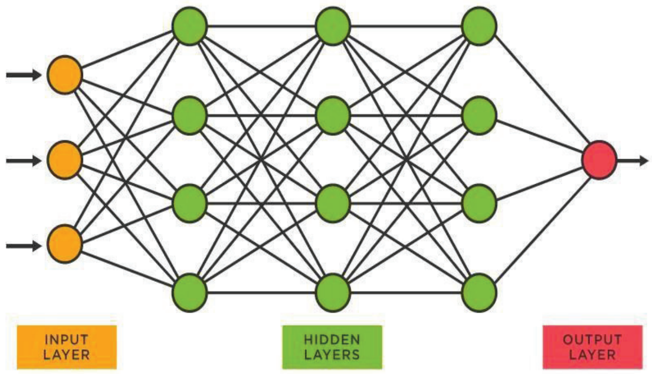


Fig 3: A Simple Neural Network

manipulation to turn the input into the output, whether it be a linear relationship or a non-linear relationship.

11. Open Computer Vision

Open CV stands for Open supply pc Vision Library is associate open supply pc vision and machine learning software system library. The purpose of creation of OpenCV was to produce a standard infrastructure for computer vision applications and to accelerate the utilization of machine perception within the business product [6]. It becomes very easy for businesses to utilize and modify the code with OpenCV as it is a BSD- licensed product. It is a rich wholesome libraby as it contains 2500 optimized algorithms, which also includes a comprehensive set of both classic and progressive computer vision and machine learning algorithms. These algorithms is used for various functions such as discover and acknowledging faces. Identify objects classify human actions. In videos, track camera movements, track moving objects. Extract 3D models of objects, manufacture 3D purpose clouds from stereo cameras, sew pictures along to provide a high-resolution image of a complete scene, find similar pictures from a picture information, remove red eyes from images that are clicked with the flash, follow eye movements, recognize scenery and establish markers to overlay it with augmented reality.

Officially launched in 1999 the OpenCV paper was initially an Intel Research initiative to advance CPU- intensive applications, part of a series of papers including real-time ray tracing and 3D display walls The main contributors to the paper included a number of optimization experts in Intel Russia, as well as Intel's Performance Library Team. In the early days of OpenCV, the goals of the paper were describedas:

- Advance vision research by providing not only open but also optimized code for basic vision infrastructure. No more reinventing the wheel.

- Disseminate vision knowledge by providing a common infrastructure that developers could build on, so that code would be more readily readable and transferable.
- Advance vision-based commercial applications by making portable, performance-optimized code available for free – with a license that did not require code to be open or free itself.

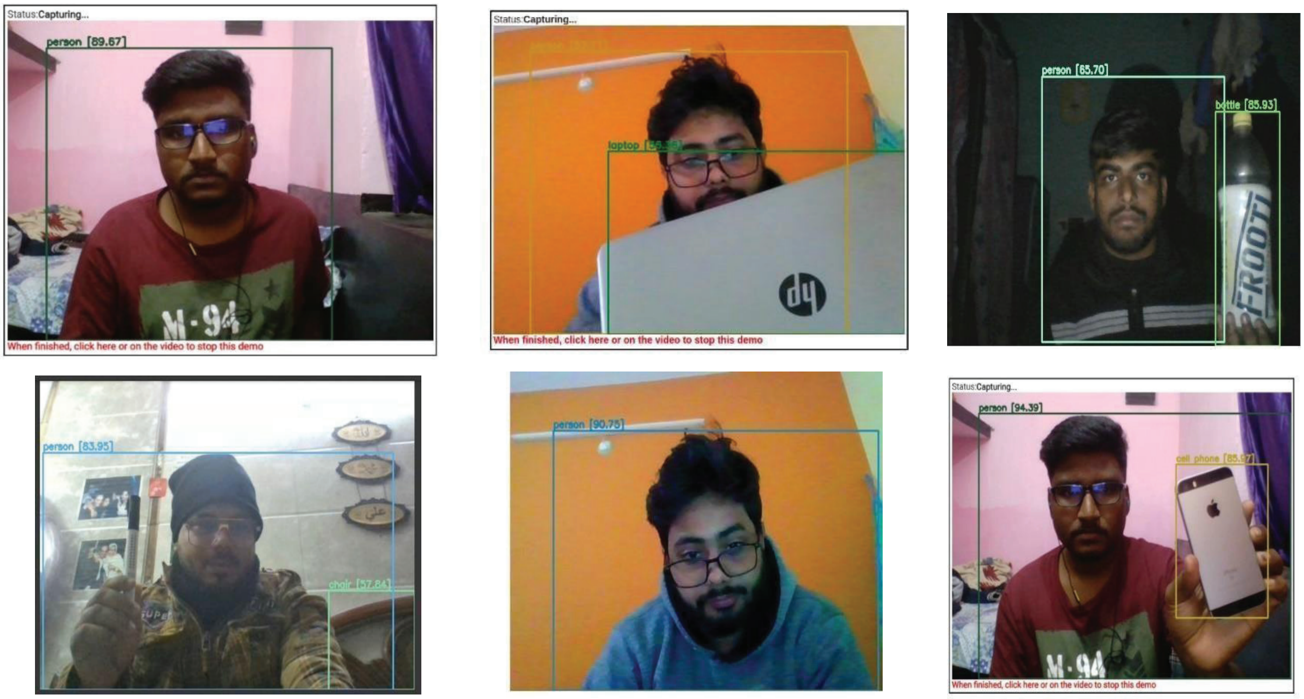
Open CV's application areas include :

- 2D and 3D feature toolkits
- Egomotion estimation
- Facial recognition system
- Gesture recognition
- Human–computer interaction (HCI)
- Mobile robotics
- Motion understanding
- Object identification
- Segmentation and recognition
- Stereopsis stereo vision: depth perception from 2 cameras
- Structure from motion (SFM) § Motion tracking § Augmented reality

12. Results

Here, in this paper we've considered around 15 to 20 objects to be detected during the training. Some of those include 'person', 'car', 'cell phone', 'laptop', 'cup', 'bottle' etc.

The output of this paper displays the objects detected with a rectangular box around the object with a label indicating it's name and therefore the exactness with which the object has been detected on the top of it. It can dig out any number of objects existing during a single image with certainty.



13. Conclusion

Deep-learning based object detection has been a search hotspot in recent years. This paper starts on generic object detection pipelines which give base architectures for other related tasks. With the assistance of this the 3 other common tasks, namely object detection, face detection and pedestrian detection, are often accomplished. Authors accomplished this by combing 2 things: Object detection with deep learning and OpenCV and Efficient, threaded video streams with OpenCV. The camera sensor noise and lightening condition can change the result because it can create problem in recognizing the objects. generally, this whole process requires GPU's rather than CPU's. But we've done using CPU's and executes in much less time, making it efficient. Object Detection algorithms act as a mixture of both image classification and object localization. It takes the given image as input and produces the output having the bounding boxes adequate to the amount of objects present within the image with the category label attached to every bounding box at the highest. It papers the scenario of the bounding box up the shape of position, height and width.

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