Real Time Color Segmentation and Color Filtration

Vandit Gajjar
Department of Electronics and Communication Engineering
L. D. College of Engineering

Abstract— This paper suggests new real time color segmentation and filtration features, i.e., separating primary colors for the intention of vision-based human–computer interplay. Vision-based human–computer interplay could be accomplished by determining segmented primary color areas. Still, one of the challenges of color-based target following is that color allocations would change in particular lighting circumstances. This paper presents analyses of color-based image segmentation and color based image filtration. The observations show that RGB are the default color used for segmentation proceeding. Real time video is captured from the camera and the video is transformed into number of real time frame images. This algorithm should monitor and process every frame image from the real-time video. Camera is used as an input device. Here image processing is done through OpenCV for color segmentation process.

Key words: human computer interaction, OpenCV, Camera module, RGB & HSV, Threshold, Enhanced Algorithms.

I. INTRODUCTION

Many real-world applications want real-time image processing like for object detection, motion detection and object tracking. Performance of an object detection, motion detection and object tracking system should be fast sufficient so that moving object in the video can be distinguished and further refined in real time. Once motion area in a video is recognised, object tracking, image data mining, and other video and image processing algorithms and techniques can be performed. Color segmentation has acknowledged a significant important towards computer vision due to the wide area of applications containing video supervision, biometric recognition, and face indexing in multimedia contents. Due to a real time process it gets an input as several frames and processing it at the same time. In this color segmentation and filtration process essential colors are segmented from the input RGB frame. Then every segmented color is recognised by its own pixel. Therefore, the real-time color segmentation and filtration are two major processes. Which is given below.

II. INTRODUCTION TO OPEN-CV

OpenCV (Open Source Computer Vision) is a library of programming functions primarily focuses at real-time computer vision. OpenCV actually written in C++ and its main interface is in C++, but it still retains less inclusive though through older C interface. There are bindings in Python, Java and MATLAB/OCTAVE. The API for these interfaces can be found in the online credentials. All the new developments and algorithms in OpenCV are now developed in the C++ interface Open-CV is an open source computer vision library which is very much use in digital image processing.

III. COLOR SEGMENTATION

The color targets were designed with an idiosyncratic combination of color organize in a particular configuration. A series of elementary and very expeditious tests performed on an input image will immediately encounter and localize the color target. The tests accomplishment in-variants based on color gradients that we have derived analytically under a collection of indoor and outdoor lighting conditions for our color pattern. While the decisive color gradients among the three-color patches vary depending on brightness and noise, some facet of the gradient are highly certain and generate a nearly exclusive signature of the target. Four subsequent color gradient tests satisfy to rule out all but a small portion of the image pixels that do not lie on a color target. These tests are based on the following gradient components: the blue channel gradient component across the blue-green and blue-red boundaries and the green channel gradient component across the red-green and green-blue boundaries. The gradients are predicted by figure out differences in RGB channels between neighboring pixels. Color barriers between contiguous regions are hardly sharp in real images because of effects such as color draining, motion blurring and pixel projection. So, we determine these gradient characteristics across several pixels rather than between nearby pixels. We designate this separation to be as large as possible, dependable with the prerequisite that the samples used to compute the gradients all fit within the target place. (The minimal scale of the target in the image -- which is inversely commensurate to the utmost distance it can be determine from the camera thus regulate the utmost admissible distance between samples.)

IV. BLOCK DIAGRAM

The block diagram symbolizes the distribution of elementary color from a real-time video input. At initial camera device is acting as input device, it gives input of RGB images to our algorithm. It accommodates numerous numbers of color images in motion. It provides the various color frame into the given development and the essential color are disjointed.

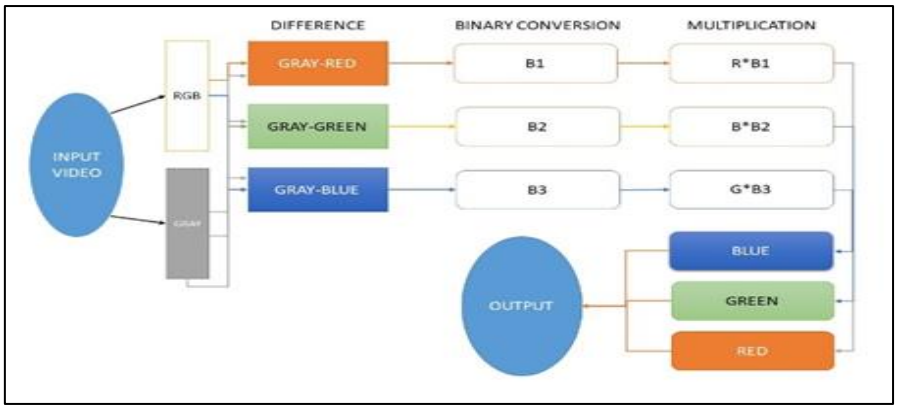

Fig. 1: Block Diagram

A. Gray Conversion:

It is the proceeding of alteration from color images into gray scale image. Color image consist of 24 bits per pixel; it is shortened to 8 bits per pixel. Most frequently levels perform the interval number of quantization in gray scale image alter. At right now, the best generally used repository method is 8-bit storage. There are 256 gray levels in an 8-bit gray range image, and the magnitude of each pixel can have from 0 to 255.

B. Subtraction:

The RGB image enclose 24 bits, each of three colors having 8 bits per pixel. At side-by-side RGB is isolating into each 8 bit colors. The color subtraction is the operation of subtracting the color amount between the two colors. Here every three colors are replaced with the gray image which transformed from the original RGB image.

C. Binary Conversion:

Binary conversion is the procedure of transforming any considerate of image into a binary (1, 0) image. Essentially binary image two bits image, it consists of only 1 and 0. Here 1 will be shown as white and 0 will be shown as black. Hence, it's named as black and white image. The determination of transformation is to calculate the black and white pixels in the image. Every detached color is transformed as black and other colors are converted as white.

D. Multiplication:

Image multiplication is the process of amplification of pixel amount between more than images; here this development is used to multiply binary images with breached color images. Subsequently this action we can get every elementary color that having above 300 PPI. The range consist of below 300 PPI does not treated as color. After the multiplication, this proceeding having three disjointed colors that having 300 PPI. By bringing together these three colors we can get the anecdotal color image that consist of only elementary colors. From the given technique, the RGB color area can be disjointed like subsequent diagram.

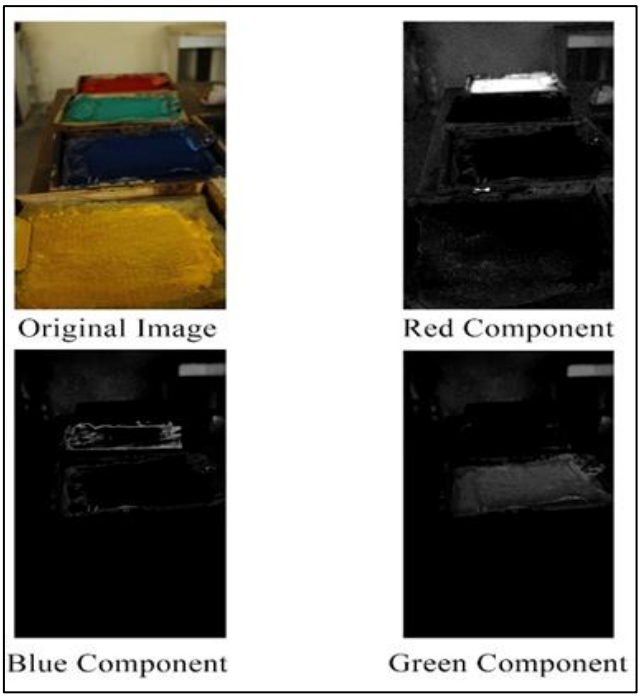

Fig. 2: Color Segmentation

V. COLOR FILTRATION

Color Filtration is the technique of disjointing the colors and analyzing the disjointed colors. It is the one of the human to computer interplay. Here the colors are substituting in a role as amalgamate between human and computer. At introductory elementary color modal is used for a recognition technique, it only recognizing elementary colors in each color images, elementary colors are disjointed and disjointed colors are recognized to determine its name like blue, green, red. It gives the recognized color as an output by utilizing two ways, that is composition text on the output screen and playing audio(.wav) files which having the names of the elementary colors. The pixels of each three colors are check in order after disjointed it. At whatever time, it gets above 300 PPI of these three colors (RGB) it should identify that the given colors are establish or formed. That we set that below 300 PPI are not any phenomenon found there. It may be a emission from luminous. So, that it should not recognize the colors below 300 PPI of the elementary colors. Also, the other colors are also undervalued. These are the core technique of color identification. In the real-time proceeding, real time signals are refined by convinced algorithms, for this project real time input signal is uninterrupted motion of image signal like video signal. It does not have any restricted duration, algorithm observing for each frame and converting by the given algorithm. The given technique displays input and refined window. The input window has live video from the camera object and the refined window has sanctioned colors as an output.

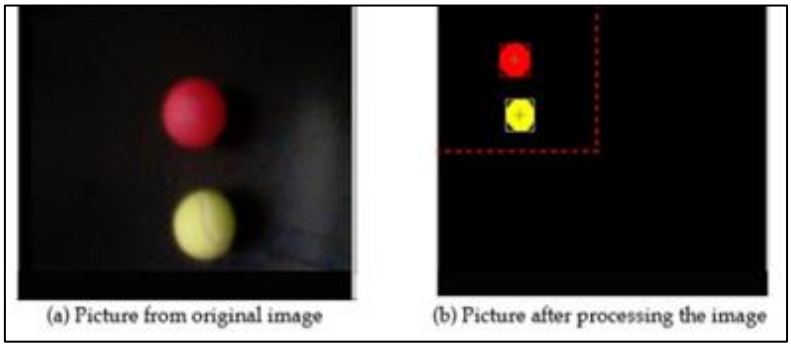

Fig. 3: Output Image Color Filtration

VI. CONCLUSION

Computer vision algorithms support encouraging ways to human–computer synergy through perceptive elementary colors from visual data. A substantial step to accomplish this goal is the prosperous and precise disjointing of elementary colors. Nevertheless, littered backgrounds, obscure luminous circumstances and diversified affecting objects make this tasks dispute. This paper mainly robust on color-based image segmentation and vision located color identification by marking these predicaments.

VII. FUTURE WORK

We can create a graphical user interface software for these utilization and can amalgamate that graphical user interface with an extraneous camera module which will be in the saddle of an Autonomous Robot, and can be adequate to latch on to the video and the further refining of the video will take position with the help of the advanced graphical user interface. Then this Autonomous Robot can be used for spying intention.

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