

Weekly Report #6, Group 03: 2/27/2012

Accomplishments

- Outlined the class hierarchy for the initial prototype.
- Gave a brief explanation of the project to an interested researcher.
- Began integrating individual contributions into the initial prototype.
- Enabled Microsoft Video 1 decoding using OpenCV.

Plans

- Continue to familiarize ourselves with C++ and OpenCV.
- Integrate the remaining systems (background subtraction, centroid finding, and worm tracking) into the current prototype.

Pending

- Establish a weekend meeting time for programming as a group.
- Brainstorm team roles for those that don't already have one.
- Develop an early prototype to test low-level systems and concepts.

Individual Contributions

Colin

- This week I demo'd the ffmpeg backend that I wrote for our project. This library will allow us to process the backlog of legacy video. On Friday I noticed that my solution used up a lot of processing power. I then optimized the program to the point that it runs seamlessly in the background.

Ryan

- Created preliminary specifications for first prototype and made guidelines for large-architecture for first prototype. Started working toward a *good* background subtractor class. Also trying to get the old code to compile so I can see how the extra steps they took influenced the outcome of the process.

Shusheng

- For this week, I still focus on the working of find centroids of worms. There still have been some problems that we can not figure out. So i will continue try to solve them.

Sam

- This week, I kept reading the opencv cookbook to learn image processing. What's more, I have found the centroid of the object in image successfully. Right now, I'm writing a class to find the centroid of the object in a video.