

Introducing PetSTAR (System to Track And Report)

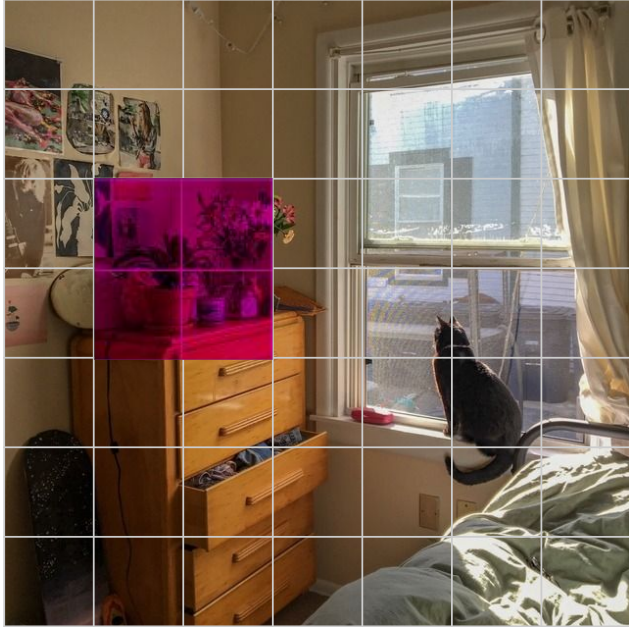
A more convenient approach to pet monitoring

The overall goal	Our use case requirement(s)
Detect and report when a pet goes somewhere it shouldn't	False positives <10% of the time
	zone report speed <10 seconds
Provide a log of pet activity, differentiating between animals if multiple	For each pet, logs are >90% accurate
Maintain system accessibility	system setup in <5 min
	system cost <\$100
	>95% of users can accomplish tasks easily

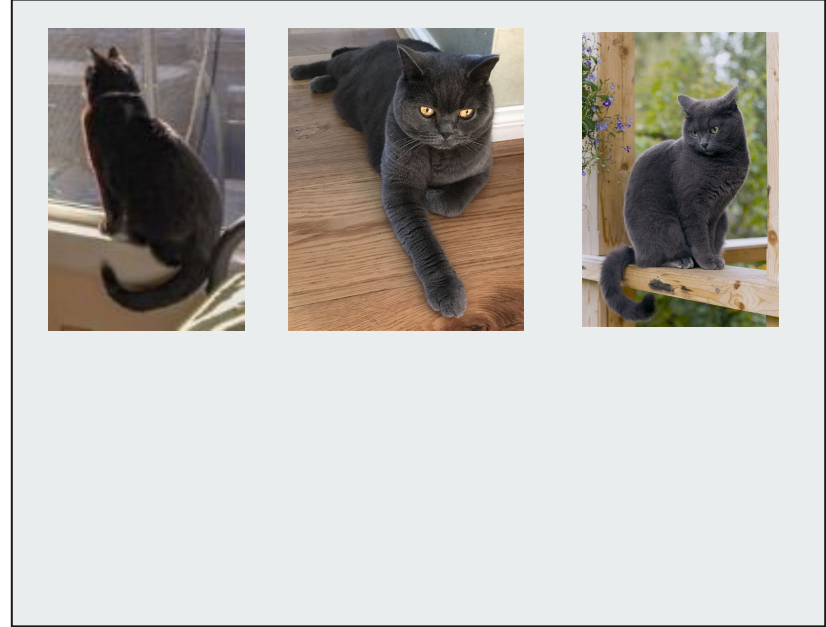
Design Requirements

The use case	The design requirement(s)
Report Speed <10 seconds	zone detection speed <1 second
	classification speed <5 seconds
Forbidden Zone false positives <10%	tracking accuracy within 1 foot
	classification accuracy >90%
Activity logs with >90% accuracy for each pet	tracking accuracy within 1 foot
	classification accuracy >90%
	new animal detection in <5 seconds
System cost <\$100	Use a Raspberry Pi for primary computation
	Use a simple camera

Solution Approach: Step 1, user inputs data



User selects grid squares where the animal should not go, to be communicated to the tracking

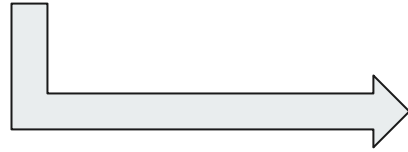


User inputs images of their pet(s), to be communicated to the ML

Solution Approach: Step 2, identifying and monitoring



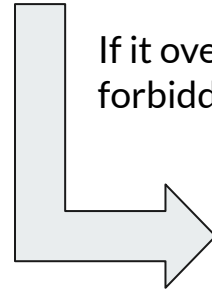
OpenCV detects animal movement via pixel differences



And sends the area of interest to the ML model to be identified



OpenCV is used to continue tracking the identified animal in the environment



If it overlaps with a forbidden square

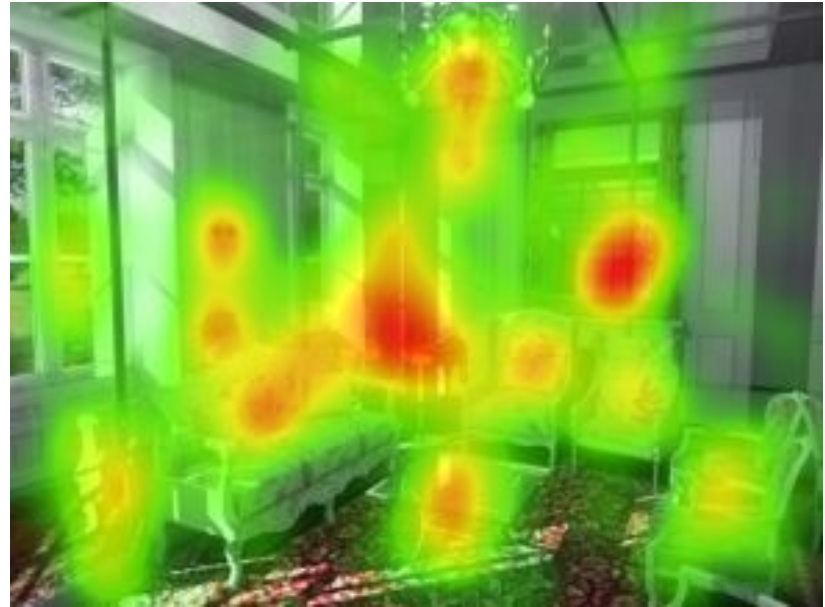


ML validates the identity and sends a notification

Solution Approach: Step 3, reporting back to user

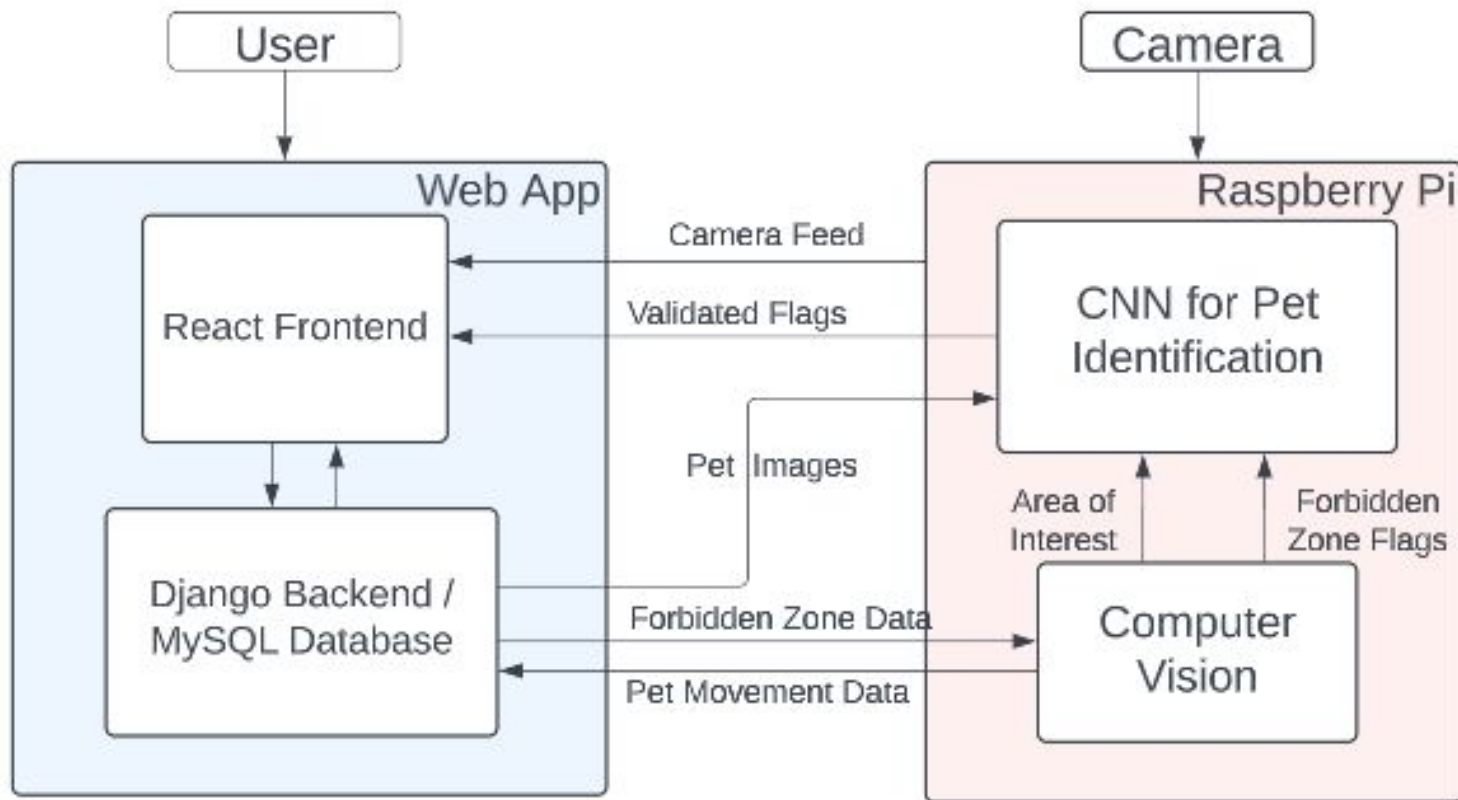


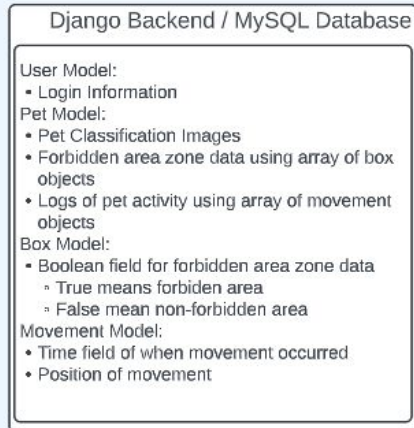
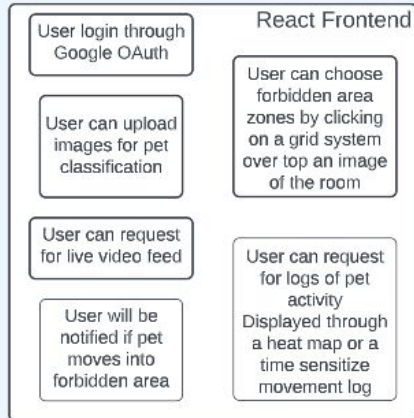
User receives a notification if pet enters a forbidden zone



User may request for logs of pet activity through a heat map or time sensitive graph

Top Level System Specification





The More Detailed Break Down: Web Application

- React on the frontend
 - Choose forbidden area zones
 - Request for pet activity logs
 - Notify if pet moved into forbidden zone
 - Request to see live video feed of pets
- Django on the backend
 - Using Django models to store data related to user options
- Safety concern is privacy issues related to displaying live video feeds of user's rooms on the website
 - Will use security tools given by Django

Raspberry Pi

CNN for Pet Identification

Pre-trained
InceptionV4
architecture

+

Additional
transfer learning
layers (informed
by user images)

Validates flags
by checking area
of interest given
by computer
vision



Forbidden
Zone Flags
& Area of
Interest

Computer Vision

1. Use pixel
differences to
spot moving
objects entering
the frame.

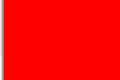

2. Send a cutout of
the animal off to
the ML for
identification

3. Track all
identified animals
as they move.
Check for collision
with forbidden
squares.

The More Detailed Break Down: Raspberry Pi

- OpenCV
 - Notice the animal when it enters
 - Send a cutout to the ML model for identification
 - Track the identified animal as it moves
 - Alert if it overlaps a forbidden area
- CNN
 - Pre-trained animal identification with InceptionV4
 - Incorporate user images for greater accuracy
 - Identify animals as they're noticed
 - Validate identity if forbidden zone flag is raised

Implementation plan

	Hardware
	Software

Off the shelf	Adapted from previous projects	From scratch
Raspberry Pi 4	OpenCV image tracking	Forbidden zone detection and flagging
RPi compatible camera	Implementing a CNN	Additional CNN layers for transfer learning
InceptionV4	User upload images	Frontend overall composition
React + Django	Login with Google OAuth	Backend Django models

Testing: Computer Vision and Machine Learning

- Phases: images, stuffed animals, and live animal(s)
- Goal: meet our use case requirements - specifically accuracy and latency
- Success: goals are met across repeated trials and various species
- Mitigation: redefine scope or investigate other frameworks, if refining parameters is insufficient

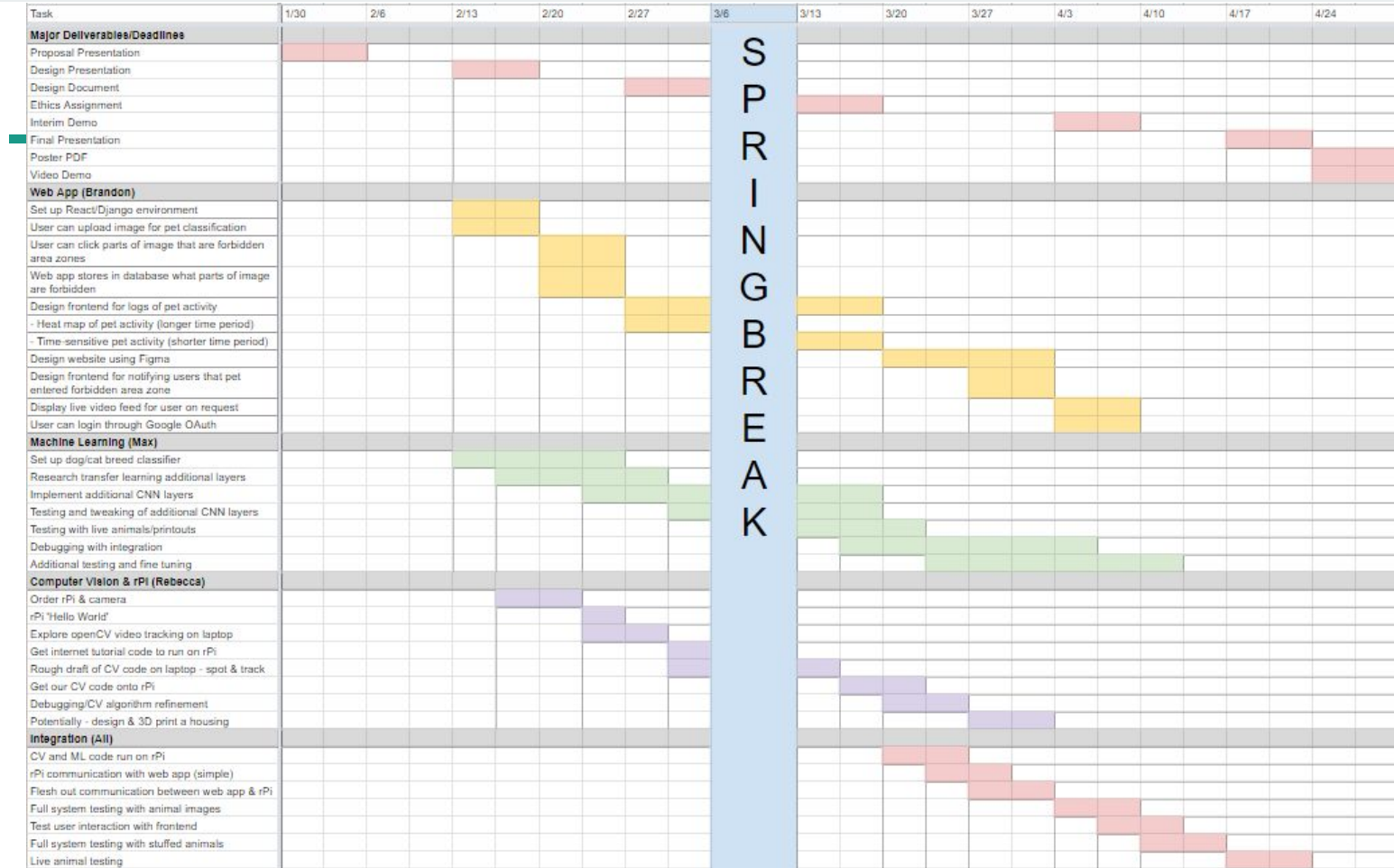


Testing: Web Application and Overall System

- Phases: user testing and user surveys
- Goal: create an intuitive and user friendly web application and overall system
- Success:
 - Web App: enough users are satisfied with tasks or able to complete tasks on the web application
 - System: setup is easy and inexpensive, speed between components of system is satisfactory
- Mitigation: reduce time taken at slowest parts of system, revise tasks in web application to improve user experience



Schedule



SPRING BREAK