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ABSTRACT

This is a PhD thesis presenting a research project to investigate some non classic techniques for the detection of movement in video images. The motivation behind this work is to introduce two related *deliverables* under empirical approach. The first is the compound method for color/grayscale image analysis and processing of static/dynamic indoor/outdoor video frames. The second deliverable is the underlying supporting multifunctional system. This has encompassed the realization of various stages of the said method and system to achieve the compound moving objects analyses involving motion detection, object segmentation, features extraction, and velocity computation in the examined sequence of video frames, with five appropriate models for background updating. The software side comprises the requisite *modules* implementing the fundamental algorithms of the system kernel designed, simulated, coded, then validated under MATLAB7.3. The velocity computation in this phase believes that the *motion* of a moving object registered by two successive video frames can be 'analyzed' to compute its velocity through extracting then comparing the object's centroid position in both frames. The design of the system software was practically based on *cross-fertilizing* several essential concepts of: morphological background estimation scheme, initial frames averageing, background subtraction, Binary Gradient Masking, and Direct Thresholding. The hardware side has handled the configuration of the physical layout holding the experimental platform needed to support initial experiments to investigate particular aspects of the problem. The imagery requirement was met by a CCD camera system plugged-in a dedicated P4 PC-based *image processing* workstation. The concept of Background Updating has furthermore been adopted in analyzing dynamic video frames on a *fixed / Changeable value threshold* basis. Experimentation input in this phase involved individual frames (still pictures) besides successive frames of a captured video clips. The purpose of this phase has been extended to evaluate the relative system *performance* incorporating classical and novel classes of algorithms. The second phase has demonstrated the *modification* of the first phase to explore some new relevant horizons. Velocity computation in this phase believes in *marrying* the two independent segmentation approaches; background subtraction and temporal frames differencing, through a 'single' *correlation* exhibited in the presented *behavioral-mathematical model*. This involves identifying the image as *time-varying functions* applicable for processing through 2D Discrete Fourier Transform (DFT). The mechanism of background updating has hereby been intrinsically *modified* within some other *empirical* different *dimensions* to *effectively* handle the concept of *adaptive thresholding*. The experimentation input for processing in this phase required the CCD camera successive frames of the captured video clips. The justification of competence of this system and the presented specific algorithms has been clearly exhibited through the *output data*, human visual perceptual inspection, plus histogramming. It showed an appreciable level of performance in comparison with some recent works including standard techniques. This has been practically interpreted in a *decrease in processing time* under *lower level of noise*. The system is valid for a wide range of applications involving: traffic measurements, HCI, computer vision, image processing, machine vision, security systems, computercontrolled manufacturing, and process control general and military applications.