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applicable for finding



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In the field of computer vision object recognition is used for finding and detecting objects from images or video. Object detection has many applications such as image retrieval, video surveillance etc. Automated surveillance systems typically use stationary sensors or cameras such as camera trap network to monitor surroundings of interest.

Camera traps are stationary camera attached to the trees in the area.

A camera trap is a remotely activated camera that is furnished with a motion sensor or an infrared sensor, or uses a light beam as a trigger. From this camera, take pictures of wild animals on film without the presence of researchers. For ecological researches it helps in hunting and wildlife viewing, beyond that there are several research applications such as studies of nest ecology, identification of rare species, population size evaluation and species richness, as well as research on habitat use and occupation of human-built structures. Camera traps are useful in computing the number of diverse species in an area. It is applicable for finding the behavioral and activity nature of animals, for example examine the day which they visit etc.

And also useful to evaluate migrations of animals. Camera traps can document animal presence, abundance, population variation, especially in the situation such as deforestation and habitat destruction. Using these camera trap networks for monitoring of wildlife allow us to gather data at large scale. For detecting moving objects from the video use statistical background modeling techniques. The detection of object from video become more complex due to the non-stationary background. Examples of "non-stationary" background motion abound in the real world, including periodic

motions, such as a ceiling fans, pendulums, or escalators, and dynamic textures, such as fountains, swaying trees, or ocean ripples.

For many years, animal detection from wildlife image or video is a great field of interest among researchers. It helps the biologist to learn the behavior of animals and also predict the actions of animals. Detection of animals has several applications in real world life.

In now a days road accidents are increasing day by day. One of the reasons for this is collision of animals with the vehicle. Automatic animal detection system finding animals on highways. So that can take necessary action to prevent such collision.

Animal detection methods are useful to know locomotive characteristics of target animal and also prevent dangerous animal attacks in residential areas. Lightning and chrominance problems can affect the detection of presented animal intrusion. In agricultural fields the detection and segmentation of wildlife reduce wildlife mortality. The animal detection prevents intruders from entering into residential areas. Also this detection system can be used for animal trace facility, identification, anti-theft, security of animals in zoo.

Manual detection of animal becomes more tedious and time consuming because the dataset is very large. With the help of computer assisted animal classification system, can reduce time and make it more efficient. Wild life images collected from the field appear in different poses, complex background, different lighting and climate conditions, different view points and occlusion, make it a challenging task.

And also animals of different classes appears as similar. So an efficient algorithm is needed to solve these challenges. Animal classification has three main stages i. e., segmentation, feature extraction and classification.

The goal of segmentation is object identification for that divide the images into components. In addition to the object of interest it contains some part of the image. Segmentation is carried out to get object of interest and discard other portion or background. In the case of wild life images animals are often encircled by trees, leaves, shadows from the background.

So here segmentation is conducted to get the animal portion it is the only region of interest. After the segmentation of animal from image the next step is feature extraction. In feature extraction extract the different properties which can be used for classification purpose. Some animals possess high distinctive shapes, some have distinctive color, some have distinctive texture patterns, and some are characterized by a combination of these properties. After feature extraction the next step is selecting a suitable classifier for taking decision. Detection and segmentation of moving objects from background is an important step for efficient video analysis. There are lot of methods and algorithms have been developed for background subtraction and moving object detection. But accurate and reliable object detection from highly cluttered natural scenes become a challenging task.

Animal detection from wildlife video scenes are often highly cluttered and dynamic with swaying trees, rippling water, moving shadows, sunspots, rain, etc. The problem is to develop effective model that capture complex background and texture dynamics. Existing methods faces issues such as slow

detection rate and false positive rate due to the dynamic and complex background as well as low contrast between foreground and cluttered background.

To address this issue propose an efficient animal background detection method which joins object proposal using local image segmentation with global image verification. The proposed method has mainly two parts. They are 1) Object proposal using IEC 2) Cross-frame patch-level object verification. In this first part generate set of regions that contain animal objects. This can be achieved by analyzing local image features which operates on pixel or small block level.

Therefore it has low computational complexity. There is a possibility that the proposed region might belong to the background and also that region contain some patches from background in addition to the animal.

For ensuring the region only contains animals and reducing false positive rate use second component. In the image verification, global comparison between foreground regions and background patches across multiple frames is performed. It extracts global image features from the entire image patches, and create a verification model that determine the similarity to the background image patches.