

Image Classification Game

This **Snap! game** uses **Nvidia Jetson** capability to classify images.

Offline Snap! downloading

Please download and open Offline version of Snap! for our project. Go to <https://snap.berkeley.edu/offline> and follow the steps.

Snap! files' downloading

Please open the link [Classification Game](#) to download our project on your computer. Probably you would see the xml in raw format. Click the right button of your mouse and save it on the disk.



Web camera Image in Snap!

You can get picture from your web camera in Snap!.

- **video capture** block to enable video capturing.



- Change value of **set video transparency** block to 0 for clear image.



- **video snap on stage** block reports picture from stage.



Connection to Jetson from Snap!

If you have not imported it yet, please download [jetson blocks](#) and import it to your Snap! project.





following blocks.

- Use **connect to Jetson url** block to connect Jetson.

connect to jetson url ws://ip_address:4040



You need **ip address** of Nvidia Jetson. You can use *ifconfig* command in a terminal to get **ip address**.

- Store the value of **jetson_name** in a variable.

set jetson_name to dev-kit-20

- Store the value of **connect to Jetson url** block in a variable for later use.

set jetson to connect to jetson url join ws:// jetson_name :4040

Response from classification

Here we will send **video snap on stage** to Jetson for processing. Jetson will respond back class name, confidence value and class ID.



Only **class name** and **confidence value** will be used in this example. This project does not use **class ID**.

- Use **get response from Jetson** block to send **image** , and get **class name** and **confidence value**.
 - First input slot is for **jetson** variable that stores websocket data.
 - Second input slot is for **costume** you want to be classified by Nvidia Jetson.

set response to send picture to jetson jetson video snap on Stage

Class name and confidence value

This section will demonstrate how to handle **response** variable to access **class name** and **confidence value**.

- **class name** is the 2nd item of 1st item of **response** block.

item 2 of item 1 of response wig

- **confidence value** is 2nd item of 2nd item of **response** block.

round 100 × item 2 of item 2 of response



Multiply **confidence** value by 100 to get percentage of **confidence** .



You can create custom blocks, to get **class name** *get class name from response* and to get **confidence** *get confidence from response* .

Speech functionality

Speech functionality is available as a library in Snap!. Select *export libraries* from settings then choose *speech module* .

- Use **join** block to create text like *I am **confidence** percent sure, it is **class name*** .

join I am round 100 × item 2 of item 2 of response percent-sure-it-is item 2 of item 1 of response

- Use **speak and wait** block to read text a loud.

speak join I am round 100 × item 2 of item 2 of response percent-sure-it-is item 2 of item 1 of response with en-GB accent and pitch 1 rate 1 and wait

Repeat block for game

Last step is adding loop for the game.

- Use repeat block and put script inside of it.

repeat until key space pressed?
 set response to send picture to jetson jetson video snap on Stage
 speak
 join I am round 100 × item 2 of item 2 of response percent-sure-it-is item 2 of item 1 of response
 with en-GB accent and pitch 1 rate 1
 wait 3 secs



This example used **repeat until** block to break loop when *space* key pressed.
You can download full game from [Github page of EOLab-HSRW](#).

From:
<https://wiki.eolab.de/> - **HSRW EOLab Wiki**

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