


# Floc App



This presentation will describe the progress made by the Floc App Team as well as the steps made towards developing the final edition of the software.

The team's page on the Agua Clara wiki site provides more extensive information about the team's research.

# What do we do?

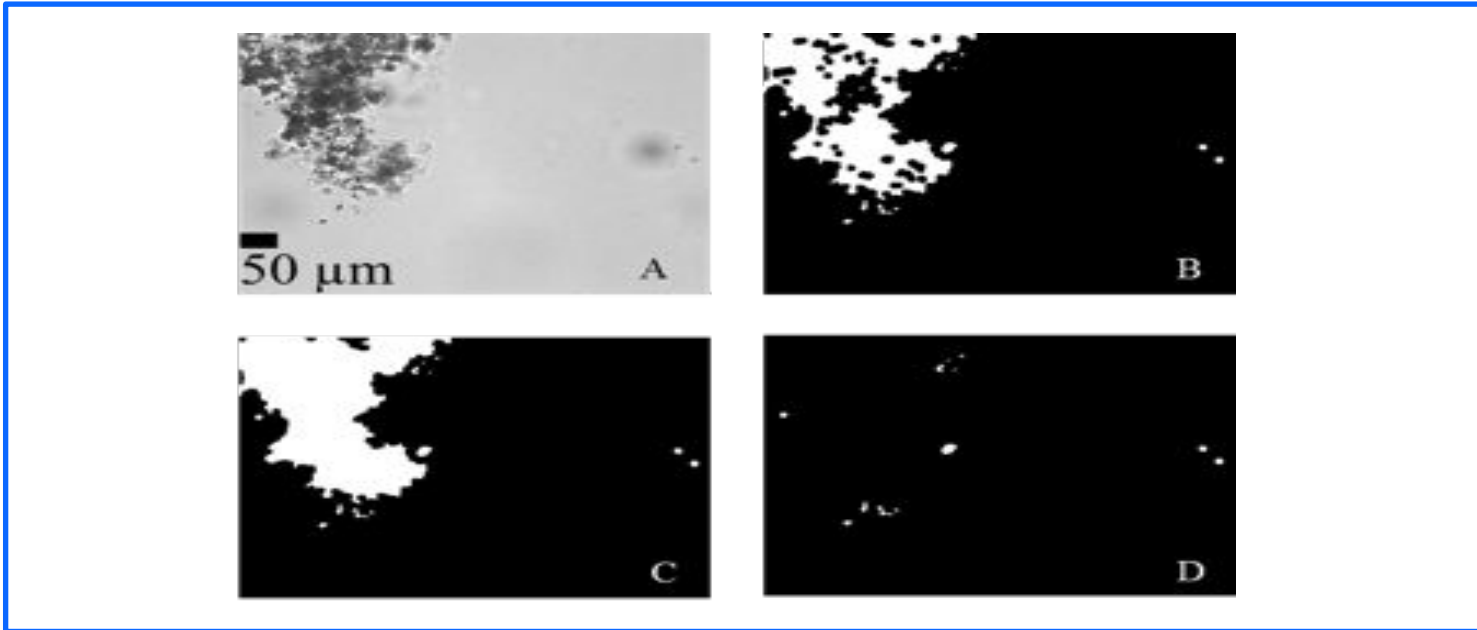
- Make a program
- Average Size and Count
- Short-term: Help other teams
- Long term: Help Honduras workers

The floc app will be a valuable tool both in the lab and the field.



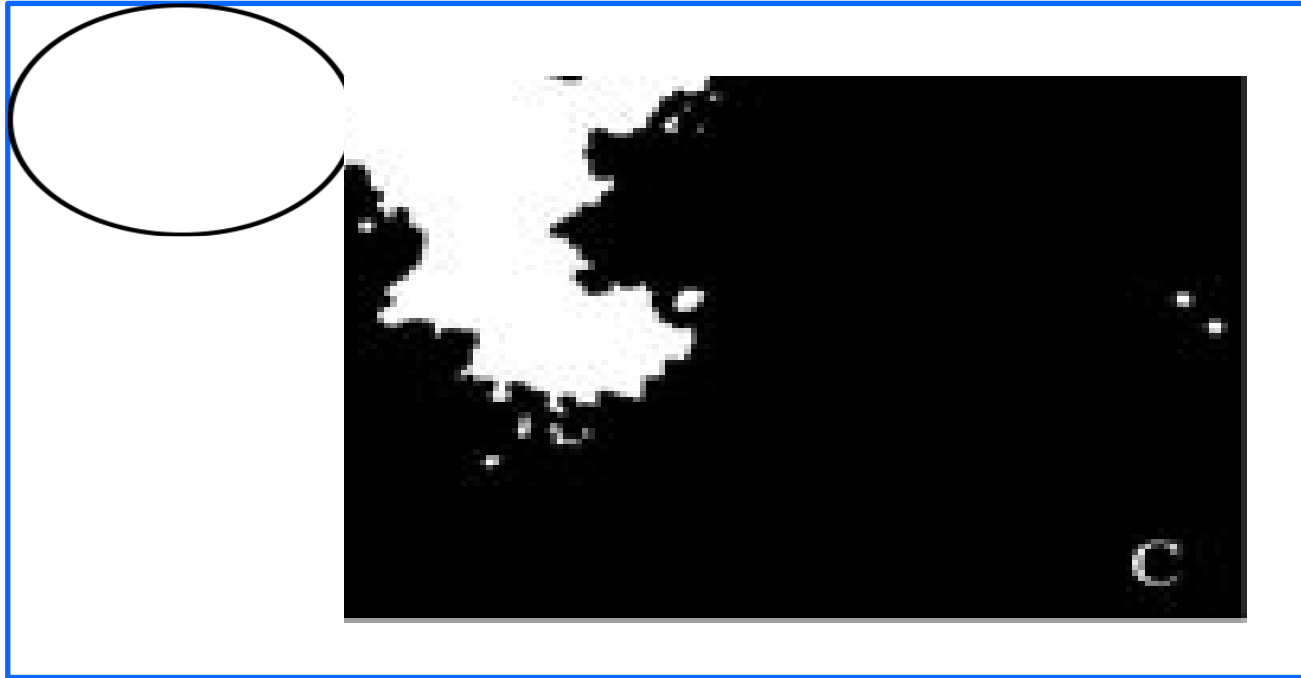
# First Step: Research

# Sun's Image Analysis



A. Original | B. Local Thresholding | C. Filling | D. Removal

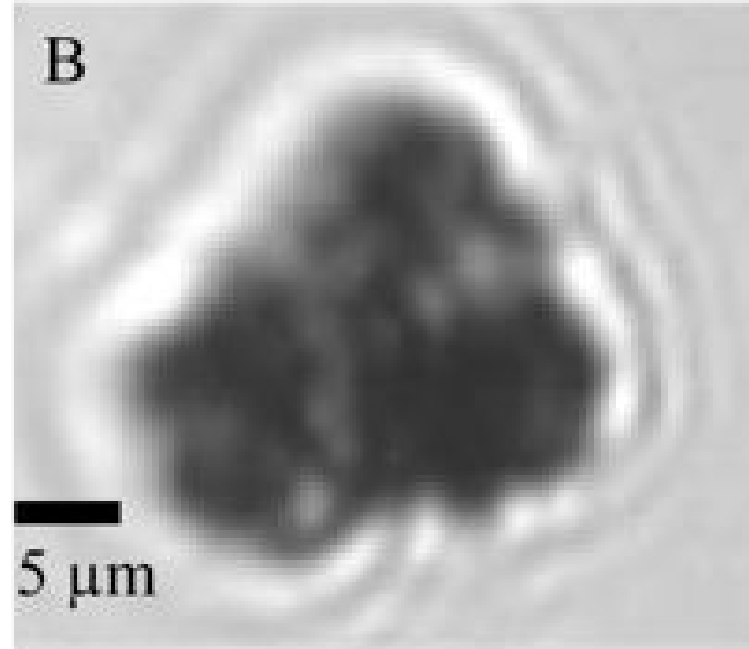
# Flocs on the image's border are removed



# Hard to Measure Out of Focus Flocs



# Small particles and unfocused floccs were removed



## Second Step: Splitting up Tasks



# Siwei's/Casey's Code

- Takes an image and determines size and count of flocs
- Original code was not user-friendly
- Split it up into subVIs

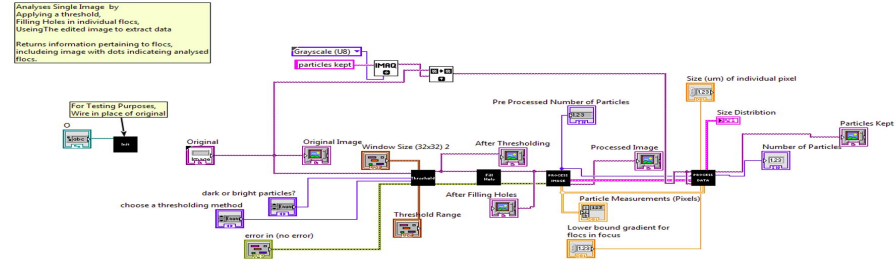


Figure 1: More user-friendly version of the code.  
Black boxes are subVIs

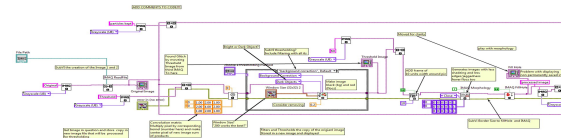


Figure 2: A snapshot of a small segment of Siwei's/Casey's Code.

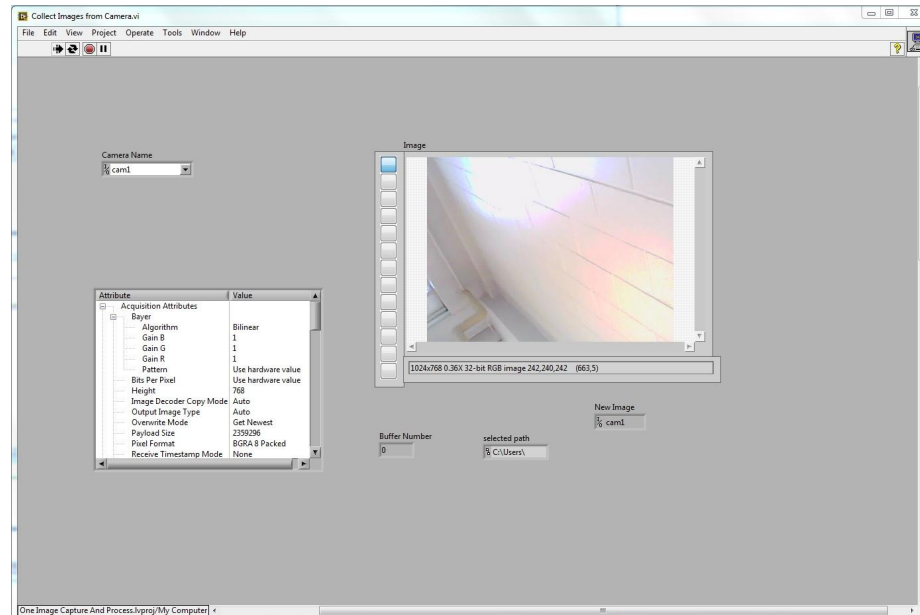
Their code worked well, but it was made more user-friendly so it could be used by other subteams

# Configuration Files Must be Stored in Public Folders

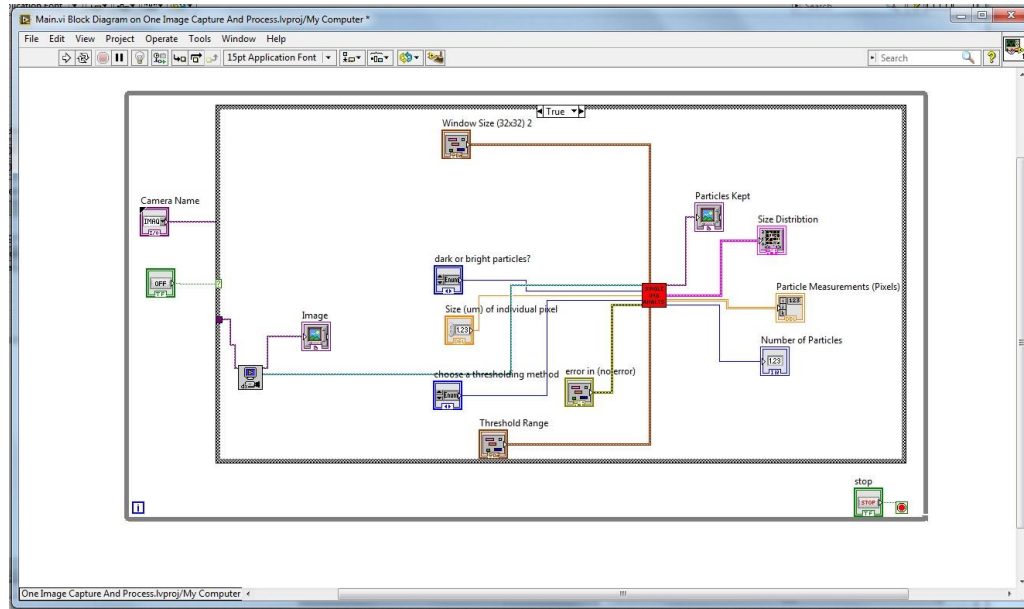




# Image Acquisition



# Unfinished Final Product



# Conclusions and Future Work

- Initial difficulty with LabVIEW
- Successful split into subVIs
- Image processing VI was not working.

Although the final product of the floc app has not been created, we are very close. Next semester, focus will be on the image processing VI and hardware.



The image taken from the image acquisition VI was not compatible with the image requirements for the analysis VI, but every other aspect of the VI is functioning properly

# Questions and Recommendations



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# Appendix Slides



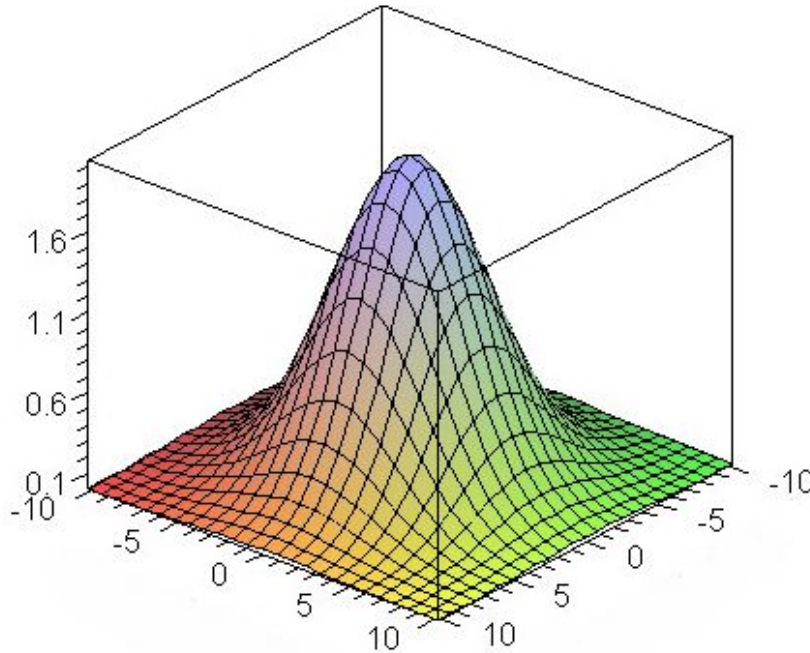


# Gaussian Filter Uses a Weighted Matrix

$$\frac{1}{273}$$

1	4	7	4	1
4	16	26	16	4
7	26	41	26	7
4	16	26	16	4
1	4	7	4	1

# Gaussian Filter Puts Most Weight on Central Pixel



# Gaussian Filter Smooths Edges



Gaussian Filter

