Switching over to SimpleCV.

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Simple CV¹, which stands for Simple Computer Vision, is an easy-to-use Python frame-work that bundles together open source computer vision libraries and algorithms for solving problems. The idea of this document is to provide a quick reference for switching from Matlab and OpenCV to Simple CV.

Description	Matlab	OpenCV	SimpleCV
Reading an image	imread('lenna.png')	cvLoadImage('lenna.png')	Image('lenna.png')
Converting the image to RGB colorspace	$hsv2rgb(hsv_image) \ or \ ind2rgb(X, \ map)$	CvtColor(bitmap, retVal, CV_BGR2RGB)	img.toRGB()
Converting the image to BGR colorspace	-	CvtColor(bitmap, retVal, CV_RGB2BGR)	img.toBGR()
Converting the image to HLS colorspace	-	CvtColor(bitmap, retVal, CV_RGB2HLS)	img.toHLS()
Converting the image to HSV colorspace	$rgb2hsv(rgb_image)$	$\label{eq:cvtColor} \mbox{CvtColor(bitmap, retVal, CV_RGB2HSV)}$	img.toHSV()
Converting the image to XYZ colorspace	cform = makecform(`srgb2xyz'); applycform(rgb,cform);	$\label{eq:cvtColor} {\it CvtColor}({\it bitmap, retVal, CV_RGB2XYZ})$	${\rm img.toXYZ}()$

¹References: O'Reilly Publication, Practical Computer Vision with SimpleCV by Nathan Oostendorp, Anthony Oliver, and Katherine Scott.

Description	Matlab	OpenCV	SimpleCV
Converting the image to GRAY colorspace	$rgb2gray(rgb_image)$	$CvtColor(bitmap,retVal,CV_RGB2GRAY)$	img.toGray()
Create a new, empty OpenCV bitmap	zeros(H, W, C)	$\operatorname{SetZero}(\operatorname{bitmap})$	img.getEmpty(channels)
Full copy of the image	newimg = img	Copy(bitmap, newimg)	img.copy()
Resize the image	imresize(img,scale)	$Resize(bitmap,scaled_bitmap)$	img.resize(x,y)
Smooth the image	H = fspecial(type); imfilter(I,H)	Smooth(r, ro, algorithm, win_x, win_y, sigma, spatial_sigma)	img.smooth(algorithm_name, aperat sigma, spatial_sigma, grayscale)
Invert image	imcomplement(img)		img.invert()
Horizontally mirror an image	$\operatorname{flipdim}(\operatorname{img},2)$	Flip(bitmap, newimg_bitmap, 1)	img.flipHorizontal()
Vertically mirror an image	$\operatorname{flipdim}(\operatorname{img},1)$	Flip(bitmap, newimg_bitmap, 0)	img.flipVertical()
Stretch filter on a greyscale image	$\begin{array}{l} img(img < th.l) = 0; \\ img(img > th.h) = 255 \end{array}$	Threshold(grayscale_bitmap, newimg, thresh_low, 255,CV_THRESH_TOZERO)	img.stretch(thresh_low, thresh_high)
Binary threshold of the image	${\it step} ({\it vision.} Autothresholder, img)$	Threshold(bitmap, bitmap, thresh, maxv, CV_THRESH_BINARY_INV)	img.binarize(thresh, maxv, blocksize
Mean color of the image	$\begin{array}{l} mean(reshape(im,size(im,1)*size(im,2),\\ size(im,3))) \end{array}$	cv.Avg(bitmap)[0:3]	img.meanColor()
Finds the FeatureSet strongest corners first	corner(img)	$\label{lem:cond} GoodFeaturesToTrack(GrayscaleBitmap,\ eig_image,\\ temp_image,\ maxnum,\ minquality,\ mindistance,\ None)$	$\begin{array}{l} img.findCorners(maxnum,minqualit\\ mindistance) \end{array}$
Blobs are continuous light regions	step(vision.BlobAnalysis, fg_img)		img.findBlobs(threshval, minsize, maxsize, threshblocksize, threshcons
Finding the location of a known object	-	HaarDetectObjects(EqualizedGrayscaleBitmap(), cascade.getCascade(), storage, scale_factor, use_canny)	findHaarFeatures(self, cascade, scale min_neighbors, use_canny)
Uploading the Image to Imgur or Flickr	-		img.upload(dest,api_key,api_secret,ve

Description	Matlab	OpenCV	SimpleCV
Draw a circle on the Image	step(vision. Marker Inserter, img, pts)		img.drawCircle(ctr, rad, color, thickness)
Draw a line	$plot(X_vector,Y_vector)$		img.drawLine(pt1, pt2, color, thickness)
Size of image	$[\mathrm{size}(\mathrm{img},1)\ \mathrm{size}(\mathrm{img},2)]$	GetSize(bitmap)	img.size()
Split the image into a series of image chunks	-		img.split(cols, rows)
Split the channels of an image into RGB	r = img(:,:,1); g = img(:,:,2); b = img(:,:,3)	Split(bitmap, b, g, r, None)	img.splitChannels(grayscale)
Images of R,G,B channels are recombined into a single image	cat(3, r, g, b)	Merge(b,g,r,None,retVal)	img.mergeChannels(r,b,g)
Apply a color correction curve in HSL space	-		img. apply HLS Curve (hCurve, lCurve, sCurve)
Apply a color correction curve in RGB space	-		img.applyRGBCurve(rCurve,gCurve,bCurve)
Applies Intensity to all three color channels	-		img. apply Intensity Curve (curve)
Returns image representing the distance of each pixel from a given color tuple	-		img.color Distance (color)
Apply morphological erosion to a image	imerode(img,SE)	Erode(bitmap, retVal, kern, iterations)	img.erode(iterations)
Apply morphological dilation to a image	imdilate(img,SE)	Dilate(bitmap, retVal, kern, iterations)	img.dilate(iterations)

Description	Matlab	OpenCV	SimpleCV
Histogram equalization on the image	histeq(img, hgram)	$ \begin{array}{l} {\rm cv.EqualizeHist(GrayscaleBitmap,} \\ {\rm Equalizedgraybitmap} \) \end{array} $	img.equalize()
Returns Image of the string	-		img.toString()
Applies erosion operation followed by a morphological dilation	imerode(img,SE)	MorphologyEx(bitmap, retVal, temp, kern, CV_MOP_OPEN, 1)	img.morphOpen()
The difference between the morphological dilation and the morphological gradient	-	MorphologyEx(Bitmap, retVal, temp, kern, CV_MOP_GRADIENT, 1)	img.morphGradient()
D histogram(numpy array) of intensity for pixels n the image	step(vision. Histogram, img)		img.histogram(numbins)
The histogram of the hue channel for the image	-		img.hueHistogram(bins)
Returns the peak hue values histogram of hues	-		img.huePeaks(bins)
Add two images	imadd(img1,img2)	${\bf Add(imgBitmap,otherBitmap,newBitmap)}$	$img._add_(other)$
Subtract two images	imsubtract(img1,img2)	Sub(imgBitmap,otherBitmap,newBitmap)	$img._sub_(other)$
Or two images	-	${\rm Or}({\rm imgBitmap,otherBitmap,newBitmap})$	$img._or_(other)$
mage division operation aking two images as input	imdivide(img1,img2)	Div(imgBitmap, otherBitmap, newBitmap)	$img._div_(other)$
Raises every array element in image array to a power	img.^p	Pow(imgBitmap, otherBitmap, other)	$img._pow_(other)$

Description	Matlab	OpenCV	SimpleCV
Finds 2d and 1d			
barcodes in the image	-		$img.findBarcode(zxing_path)$
Finds line segments in the image	hough(BW)	HoughLines2(em, CreateMemStorage(), CV_HOUGH_PROBABILISTIC, 1.0, CV_PI/180.0, threshold, minlinelength, maxlinegap)	img.findLines(threshold, minlinelengt maxlinegap, cannyth1, cannyth2)
Finds a chessboard within that image	-	$\label{lem:condition} Find Chessboard Corners (Equalized Grayscale Bitmap, dimensions, CV_CALIB_CB_ADAPTIVE_THRESH \\ + CV_CALIB_CB_NORMALIZE_IMAGE~)$	img. find Chess board (dimensions, subpart of the control of t
Canny edge detection method	edge(img, 'canny')	$Canny (Grayscale Bitmap,\ edge Map,\ t1,\ t2)$	img.edges(t1, t2)
function rotates an image around a specific point by the given angle	imrotate (img, angle)	$\begin{aligned} & GetRotationMatrix2D(point\ ,\ angle,\\ & scale,\ rotMat) \end{aligned}$	img.rotate(angle, fixed, point, scale)
return a shear-ed image from the cornerpoints	tform = maketform('affine',A); imtransform(img,tform)	${\it GetAffineTransform(src,cornerpoints,aWarp)}$	img.shear(cornerpoints)
Function for warp performs an affine rotation	tform = maketform('projective',A); imtransform(img,tform)	${\it cv.} Warp Perspective (img Bitmap, ret Val, rot Matrix)$	img.transform Perspective (rot Matrix)
Returns the RGB value for a particular image pixel	img(y, x, :)	Get2D(Bitmap, y, x)	img.getPixel(x, y)
Returns the gray value for a particular image pixel	gray=rgb2gray(img); gray(y,x)	Get2D(GrayscaleBitmap(),y,x)	img.getGrayPixel(x, y)
Returns a single column of RGB values from the image	squeeze(img(:,column,:))	${\rm GetCol}({\rm imgBitmap,column})$	img.getVertScanline(column)
Returns a single row of RGB values from the image	squeeze(img(row,:,:))	${\rm GetRow(imgBitmap,\ row)}$	img.getHorzScanline(row)

Description	Matlab	OpenCV	SimpleCV
Returns a single column of gray values from the image	gray=rgb2gray(img); squeeze(gray(:, column, :))	${\it GetCol}({\it imgGrayscaleBitmap, column})$	${\it getVertScanlineGray}({\it column})$
Returns a single row of gray values from the image	$\begin{array}{l} {\rm gray}{=}{\rm rgb2gray(img)};\\ {\rm squeeze}({\rm gray(row},:,:)) \end{array}$	${\rm GetRow(imgGrayscaleBitmap,\ row)}$	${\it getHorzScanlineGray}(row)$
Crops the image based on parameters	imcrop(img, rect)		img.crop(x, y, w, h, centered)
Returns the selected region.	imrect(hparent,position)		img.regionSelect(x1, y1, x2, y2)
Clears out the entire image	img(:)=0	SetZero(Bitmap)	img.clear()
Draws the string on the image at the specified coordinates.	text(x,y,'string')		$img.drawText(text\ ,\ x\ ,\ y\ ,\ color,\ fontsize)$
Draw a rectangle on the image	rectangle(`Position', [x, y, w, h])		img.drawRectangle(x,y,w,h,color,width,alpha)
Shows the current image	imshow(img)	ShowImage("Image", image)	img.show(type)
Push a new drawing layer onto the back of the layer stack	-		img. add Drawing Layer (layer)
Insert a new layer into the layer stack at the specified index	-		$img.insertDrawingLayer(layer,\ index)$
Remove a layer from the layer stack based on the layer's index	-		img.remove Drawing Layer (index)
Return a drawing layer based on the index	-		img.getDrawingLayer(index)
Remove all of the drawing layers	-		img.clearLayers()
Return the array of DrawingLayer objects	-		img.layers()
Return all DrawingLayer objects as a single DrawingLayer.	-	6	img.merged Layers ()
Render all of the layers onto the current image	-		img. apply Layers (indicies)

Description	Matlab	OpenCV	Simp
automatically adjust image size to match the display size	im show (img, `Initial Magnification', `fit')		img.
Combine two images as a side by side images	-		imgl
Generate a binary mask of the image based on a range of rgb values	[X,map] = rgb2ind(img, 65536); roicolor(X,low,high)		crea
Make the canvas larger but keep the image the same size	-		img.
The white areas of the mask will be kept and the black areas removed	X2 = zeros(size(X), 'uint16'); X2(mask) = X(mask); ind2rgb(X2, map)		img.
Generate a grayscale or binary mask image based either on a hue or an RGB triplet	-		img.
Apply a function to every pixel and return the result	-		img.
Calculate the integral image and return it as a numpy array	integral Image (img)	Integral (Grayscale Bitmap, img)	img.
Convolution performs a shape change on an image.	${\rm conv2(img,kernel,'shape')}$	Filter 2D (Bitmap, retVal, my Kernel, center)	img.
Function searches an image			

step(vision. Template Matcher, rgb2gray(img), rgb2gray(T))

img.

for a template image

Description	Matlab	OpenCV	SimpleCV
Return any text it can find using OCR on the image	-		img.readText()
extract perfect circles from the image	-		img. find Circle (canny, three
Attempts to perform automatic white balancing	-		img. white Balance (method
Apply a LUT (look up table) to the pixels in a image	intlut(A, LUT)	LUT(bitmap, bitmap, from array(LUT))	img.applyLUT(rLUT,bLU)
Finds keypoints in an image and returns them as the raw keypoints	${\rm detect SURFFeatures (img)}$		imggetRawKeypoints(thhighQuality, forceReset)
Method does a fast local approximate nearest neighbors (FLANN) calculation between two sets of feature vectors	${\bf match Features (feat 1, feat 2)}$		$img._getFLANNMatches ($
Calculates keypoints for both images, determines the keypoint correspondences	-		img.drawKeypointMatchethresh, minDist,width)
Match a template image with another image using SURF keypoints.	-		$img.find Keypoint Match (t\\quality, min Dist, min Match)$
This method finds keypoints in an image and returns them as a feature set	${\rm detect SURFFeatures (img)}$		$img.findKeypoints(min_q)\\flavor, highQuality)$
Performs an optical flow calculation and attempts to find motion between two subsequent frames	step (vision. Optical Flow, img 1, img 2)	$\label{lem:calcopticalFlowHS} Calc Optical Flow HS (previous Frame Grayscale Bitmap, img Grayscale Bitmap, block, shift, spread, 0, xf, yf)$	img.findMotion(previous_window, method, aggrega
Returns the colors in the palette of the image	-		img.getPalette(bins,hue)

Description	Matlab	OpenCV	SimpleCV
Takes in the palette from another image and attempts to apply it to this image	-		img.rePalette(palette,hue)
returns the visual representation (swatches) of the palette in an image	-		img.drawPaletteColors(size,horizontal,bins,hue)
The method then goes through and replaces each pixel with the centroid of the clutsters found by k-means	-		img.palettize (bins, hue)
Palettization and behaves similar to the fndBlobs	-		$img.findBlobsFromPalette(palette_selection,\\ minsize,\ maxsize)$
Method uses the color palette to generate a binary image	-		$img.binarize From Palette (palette_selection)$
Skeletonization of the image	bwmorph(BW, `skel')		img.skeletonize(radius)
smartThreshold uses a method graph cut, to automagically generate a grayscale mask image	-	${\tt grabCut(npimg,mask,rect,tmp1,tmp2,10,mode)}$	img.smartThreshold(mask,rect)
It takes a image converts it to grayscale, and applies a threshold	-		$img.smartFindBlobs(mask,rect,thresh_level)$
This method is same as Paint bucket tool in image manipulation program	imfill (BW, locations)	FloodFill(bmp,tuple(points),color, lower,upper,flags)	img.floodFill(points,tolerance,color, lower,upper,fixed_range)
Returns Image where the values similar to the seed pixel have been replaced by the input color	-		$img.floodFillToMask(points, tolerance,\\ color, lower, upper, fixed_range, mask)$

Description	Matlab	OpenCV	SimpleCV
A featureset of blobs form the Mask Image	-		img.findBlobsFromMask(mask,threshold=128, minsize=10, maxsize=0)
Returns the RAW DFT transform of an image	$\mathrm{fft2}(\mathrm{X})$	DFT(src, dst,CV_DXT_FORWARD)	img.rawDFTImage(grayscale)
Returns the log value of the magnitude image of the DFT transform	-		img.getDFTLogMagnitude(grayscale)
Apply an arbitrary filter to the DFT of an image	-		img.applyDFTFilter(flt,grayscale)
Applies a high pass DFT filter	-		img.highPassFilter(xCutoff,yCutoff,grayscale)
Applies a low pass DFT filter	-		img.lowPassFilter(xCutoff,yCutoff,grayscale)
Method applies a simple band pass DFT filter	-		$\label{lem:condition} \begin{split} &\mathrm{img.bandPassFilter}(\mathrm{xCutoffLow},\ \mathrm{xCutoffHigh},\\ &\mathrm{yCutoffLow},\ \mathrm{yCutoffHigh,grayscale}) \end{split}$
Method performs an inverse discrete Fourier transform	ifft2(X)		$InverseDFT(raw_dft_image)$
Creates a butterworth filter of 64x64 pixels, resizes it to fit the image	-		img. apply Butterworth Filter (dia, order, high pass, gray)
Creates a gaussian filter of 64x64 pixels, resizes it to fit image	$\begin{split} H &= fspecial(`gaussian', hsize, sigma); \\ imfilter(I, H) \end{split}$		img.apply Gaussian Filter (dia, highpass, grayscale)
DFT is applied on image using gaussian lowpass filter	-		img. apply Unsharp Mask (boost, dia, grayscale)