

OpenCV Tutorial

- Popular library for Image Processing
- **#include** <opencv/opencv.hpp> to use all functionality available in OpenCV
- Namespace cv::

Data Types

- OpenCV uses its own types
- Names of types follow pattern
CV_<bit_count><identifier><num_of_channels>

- **Example:** RGB image is `CV_8UC3`:
8-bit unsigned char with 3 channels for RGB
- **Example:** Grayscale image is `CV_8UC1`:
single 8-bit unsigned char for intensity
- Better to use `DataType`
- **Example:** `DataType<uint>::type == CV_8UC1`

Basic Matrix Type

- Every image is a `cv::Mat`, for “Matrix”
- `Mat image(rows, cols, DataType, Value);`
- `Mat_<T> image(rows, cols, Value);`
- Initialize with `zeros`:

```
1 cv::Mat image = cv::Mat::zeros(10, 10, CV_8UC3);
2 using Matf = cv::Mat_<float>;
3 Matf image_float = Matf::zeros(10, 10);
```
- Get type identifier with `image.type()`;
- Get size with `image.rows, image.cols`
- **I/O:**
 - Read image with `imread`
 - Write image with `imwrite`
 - Show image with `imshow`
 - Detects I/O method from extension

cv::Mat is sort of shared pointer

It does not use `std::shared_ptr` but follows the same principle of reference counting

```
1 #include <opencv2/opencv.hpp>
2 #include <iostream>
3 int main() {
4     using Matf = cv::Mat_<float>;
5     Matf image = Matf::zeros(10, 10);
6     Matf image_no_copy = image; // Does not copy!
7     image_no_copy.at<float>(5, 5) = 42.42f;
8     std::cout << image.at<float>(5, 5) << std::endl;
9     Matf image_copy = image.clone(); // Copies image.
10    image_copy.at<float>(1, 1) = 42.42f;
11    std::cout << image.at<float>(1, 1) << std::endl;
12 }
```

```
1 c++ -std=c++11 -o copy copy.cpp \
2 `pkg-config --libs --cflags opencv`
```

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imread

- Read image from file
- `Mat imread(const string& file, int mode=1)`
- Different modes:
 - unchanged: `cv::IMREAD_UNCHANGED < 0`
 - 1 channel: `cv::IMREAD_GRAYSCALE == 0`
 - 3 channels: `cv::IMREAD_COLOR > 0`

```
1 #include <opencv2/imgcodecs.hpp>
2 #include <opencv2/opencv.hpp>
3 using namespace cv;
4 int main() {
5     Mat i1 = imread("logo_opencv.png",
6                     cv::IMREAD_GRAYSCALE);
7     Mat_<uint8_t> i2 = imread("logo_opencv.png",
8                               cv::IMREAD_GRAYSCALE);
9     std::cout << (i1.type() == i2.type()) << std::endl;
10    return 0;
11 }
```

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imwrite

- Write the image to file
- Format is guessed from extension
- `bool imwrite(const string& file, const Mat& img);`

```
1 #include <opencv2/core.hpp>
2 #include <opencv2/highgui.hpp>
3 int main() {
4     cv::Mat image = cv::imread("logo_opencv.png",
5                               cv::IMREAD_GRAYSCALE);
6     cv::imwrite("copy.jpg", image);
7     return 0;
8 }
```

The above slide has a type, line 4 in code snippet should be `imwrite()`.

Writing float images to .exr files

- When storing floating point images OpenCV expects values to be in [0,1] range
- When storing arbitrary values, the values might be cut off
- Save to .exr files to avoid this
- These files will store and read values as is without losing precision

Float images I/O example

```
1 #include <iostream>
2 #include <string>
3
4 #include <opencv2/opencv.hpp>
5 int main() {
6     using Matf = cv::Mat_<float>;
7     Matf image = Matf::zeros(10, 10);
8     image.at<float>(5, 5) = 42.42f;
9     std::string f = "test.exr";
10    cv::imwrite(f, image);
11    Matf copy = cv::imread(f, cv::IMREAD_UNCHANGED);
12    std::cout << copy.at<float>(5, 5) << std::endl;
13    return 0;
14 }
```

Hint: try what happens when using png images instead

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imshow

- Display the image on screen
- Needs a window to display the image
- `void imshow(const string& window_name, const Mat& mat)`

```
1 // clang-format off
2 #include <opencv2/opencv.hpp>
3 int main() {
4     cv::Mat image = cv::imread("logo_opencv.png",
5                               cv::IMREAD_COLOR);
6     std::string window_name = "Window name";
7     // Create a window.
8     cv::namedWindow(window_name, cv::WINDOW_AUTOSIZE);
9     cv::imshow(window_name, image); // Show image.
10    cv::waitKey(); // Don't close window instantly.
11    return 0;
12 }
```

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SIFT Descriptors

- SIFT: Scale Invariant Feature Transform
- Popular Features: illumination, rotation and translation invariant

SIFT Extraction With OpenCV

- `SiftFeatureDetector` to detect the keypoints
- `SiftDescriptorExtractor` to compute descriptors in keypoints

```
1 // Detect key points.
2 auto detector = SiftFeatureDetector::create();
3 vector<cv::KeyPoint> keypoints;
4 detector->detect(input, keypoints);
5
6 // Show the keypoints on the image.
7 Mat image_with_keypoints;
8 drawKeypoints(input, keypoints, image_with_keypoints);
9
10 // extract the SIFT descriptors
11 auto extractor = SiftDescriptorExtractor::create();
12 extractor->compute(input, keypoints, descriptors);
```

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OpenCV 4 with CMake

- Install OpenCV 4 in the system see:
https://gitlab.igg.uni-bonn.de/teaching/example_opencv
- Find using `find_package(OpenCV 4 REQUIRED)`

```
1 find_package(OpenCV 3 REQUIRED)
```

- Include `${OpenCV_INCLUDE_DIRS}`
- Link against `${OpenCV_LIBS}`

```
1 add_library(some_lib some_lib_file.cpp)
2 target_link_libraries(some_lib ${OpenCV_LIBS})
3 add_executable(some_program some_file.cpp)
4 target_link_libraries(some_program ${OpenCV_LIBS})
```