

電腦視覺原理及應用簡介

Lab4

Skin Color Detection

介紹

- 在圖片中尋找人臉、四肢的應用中，skin color detection可用來做預處理，找出可能含有人的圖片
(In the application of finding faces and limbs in pictures, skin color detection can be used for pre-processing to find pictures that may contain people.)
- 過程中會將圖片pixel轉換到合適的color space
(The process will convert the image pixel to the appropriate color space)
 - e.g. RGB、**HSV**、**YCrCb**...
- 在進行skin color detection之前，對影像作模糊化減少影像的雜訊和細微變化。讓整體的顏色更均勻，提高後續做skin color detection準確性。
(In order to minimize noise and subtle image changes, blur the image before performing the skin color detection.)
- 在color space中找到合適的範圍，以此過濾出圖片中含有skin color的pixel
(Find the appropriate range in the color space and filter out the pixels containing skin color in the image.)
- 過濾完圖片後，通常會使用morphology來減少雜訊
(After filtering the image, morphology is usually used to reduce noise.)
 - e.g. erosion、dilation

Color Space (Cont.)

- Standard HSV

- H(色相)、Saturation(飽和度)、Value/Brightness(亮度)
- 閾值參考範圍：
($0^\circ \leq H \leq 25^\circ$) or ($335^\circ \leq H \leq 360^\circ$)
($0.2 \leq S \leq 0.6$) and ($0.4 \leq V$)

※ 在OpenCV中的H、S、V值的範圍與標準HSV有差異

✓ Range in Standard HSV

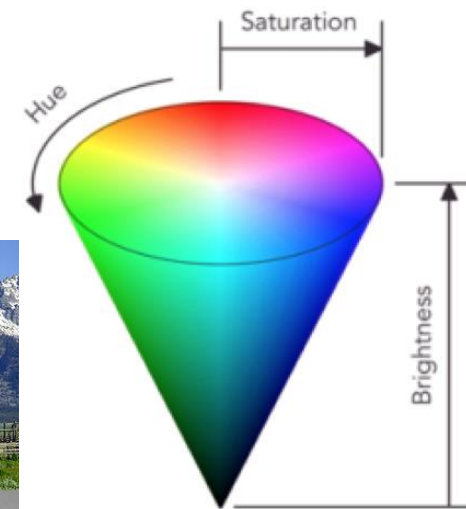
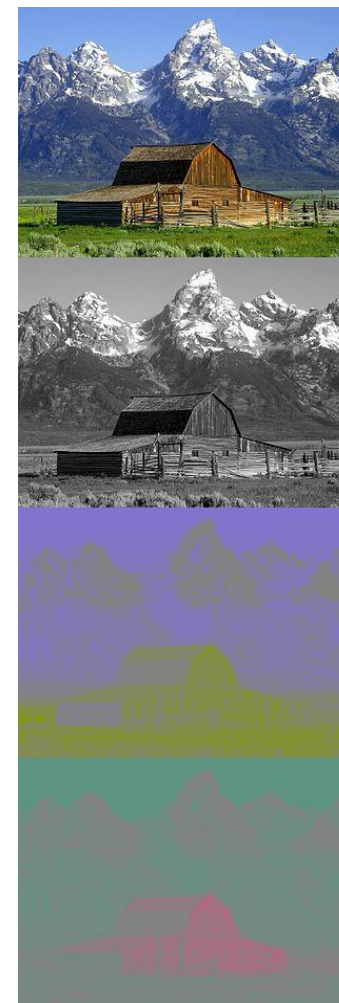
H : $0^\circ \sim 360^\circ$ 、 S : 0~1 、 V : 0~255

✓ Range in OpenCV

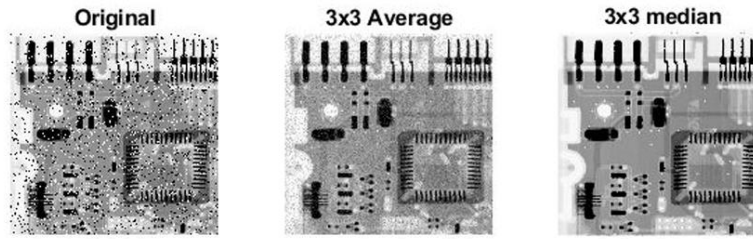
H : $0^\circ \sim 180^\circ$ 、 S : 0~255 、 V : 0~255

- YCrCb

- Y(亮度)、Cr(紅色差)、Cb(藍色差)
- 閾值參考範圍：
 $255 \geq Y \geq 80$, $177 \geq Cr \geq 133$, $127 \geq Cb \geq 77$



模糊化 (Blur)



- 均值模糊 (blur)

- `cv2.blur(img, (kernel_size, kernel_size))`

- `img` (來源影像), `ksize`(指定區域範圍大小, e.g. (5,5))
 - 指定區域單位設定的範圍越大, 則模糊的效果越明顯

(邊緣模糊不自然、模糊過渡, 適合處理輕度的模糊需求)

- 中值模糊 (medianBlur)

- `cv2.medianBlur(img, ksize)`

- `img` (來源影像), `ksize`(模糊的程度, 必須是大於1的奇數)
 - 模糊程度設定的範圍越大, 則模糊的效果越明顯

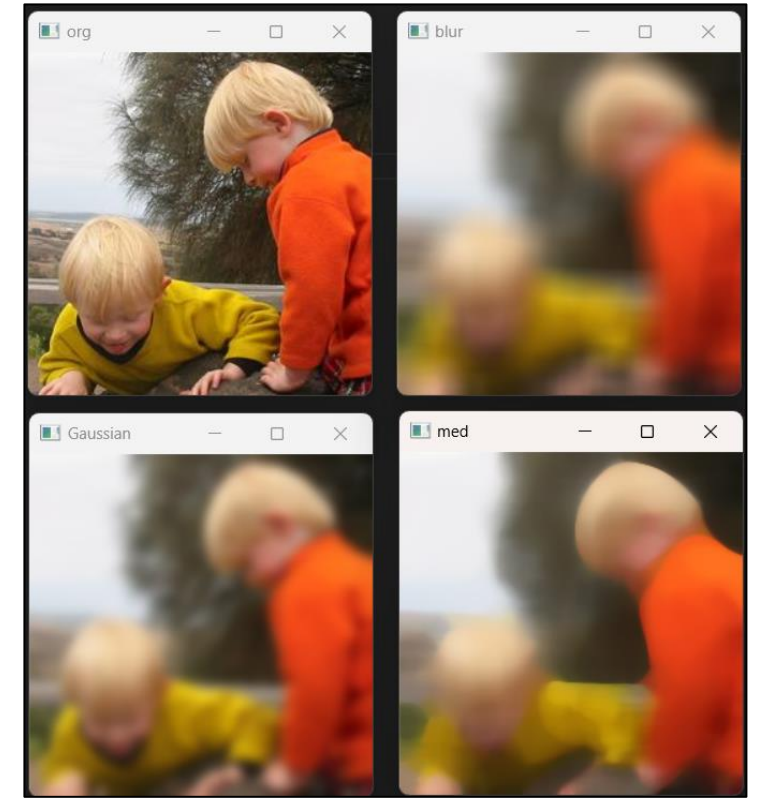
(保持邊緣清晰, 但模糊效果相較均質模糊較輕。適合處理有極端噪聲(salt-and-pepper noise))

- 高斯模糊 (GaussianBlur)

- `cv2.GaussianBlur(img, (kernel_size, kernel_size), sigma)`

- `img` (來源影像), `ksize`(指定區域範圍, 必須是大於1的奇數, e.g. (3,3), (5,5)), `sigma`為標準差
 - 模糊程度設定的範圍越大, 則模糊的效果越明顯; 標準差越大, 生成的高斯分布越寬, 模糊效果越強

(邊緣模糊自然, 平滑過渡)



流程

- 讀取影片 (read video)
 - ◆ `cv2.VideoCapture("Video Name")`
- 使用高斯模糊 (using gaussian blur)
 - ◆ `cv2.GaussianBlur(img, (ksize,ksize), sigma)` , `sigma` 可以設成2
- 將color space從BGR轉換至HSV、YCrCb (transfer from BGR to HSV or YCrCb)
 - ◆ `cv2.cvtColor(img, cv2.COLOR_BGR2HSV)`
 - ◆ `cv2.cvtColor(img, cv2.COLOR_BGR2YCR_CB)`
- 依據不同的color space對應的閾值範圍產生出對應的mask
(Generate the corresponding mask according to the Cr and Cb of the picture)
 - ◆ `cv2.inRange(img, lowerb, upperb)`
 - ◆ 閾值參考範圍: $255 \geq Y \geq 80$, $177 \geq Cr \geq 133$, $127 \geq Cb \geq 77$
 - ◆ 閾值參考範圍: $(0^\circ \leq H \leq 25^\circ)$ or $(335^\circ \leq H \leq 360^\circ)$ 且 $(0.2 \leq S \leq 0.6)$ and $(0.4 \leq V)$
(多個條件要用 `bitwise_and(&)` 或是 `bitwise_or(|)`)

流程 (Cont.)

- 對mask使用 opening(erosion->dilation) 去除部分雜訊
(Use opening(erosion->dilation) to remove some noise)
 - ◆ `cv2.enrde(src, kernel)`
 - ◆ `cv2.dilate(src, kernel)`
 - ◆ Or you can try `cv2.morphologyEx(src, op, kernel)` , op: `cv2.MORPH_OPEN` , `cv2.MORPH_CLOSE`

※ kernel size範例: `np.ones((5,5), np.uint8)`

- 在mask中取得skin color pixels的輪廓/ Get the profile of skin color pixels in mask
 - ◆ `cv2.findContours(src, mode, method)` --> contours, hierarchy
 - ※ 注意src的型態需為unsigned int，而mask為bool，要做型態轉換 -> `mask.astype(np.uint8)`
 - ※ mode可使用 `cv2.RETR_EXTERNAL`
 - ※ method可使用 `cv2.CHAIN_APPROX_SIMPLE`

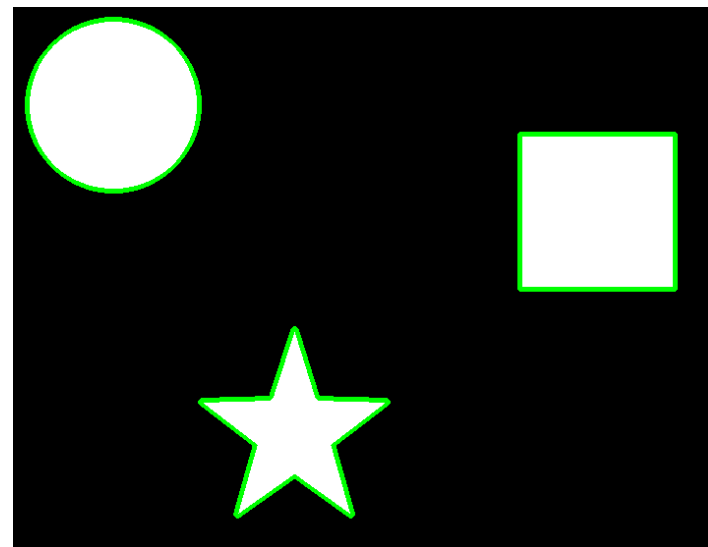
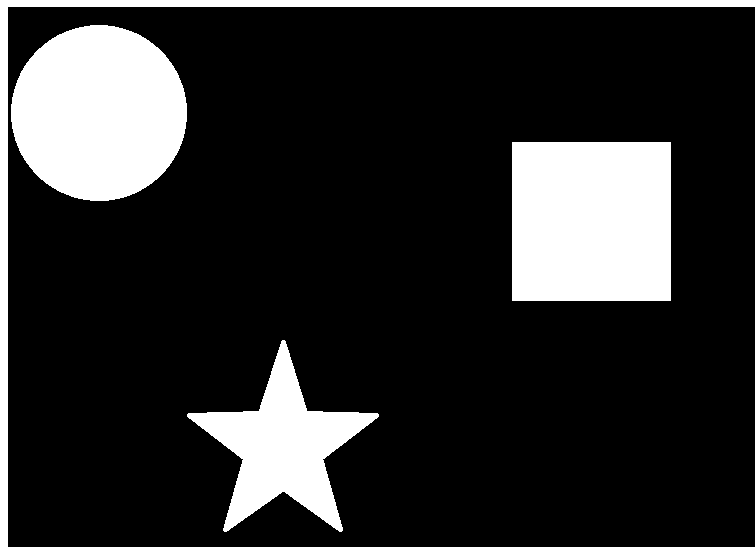
- 畫出輪廓/ Draw the contours
 - ◆ `cv2.drawContours(image, contours, contoursIndex, color, thickness)`

※contourIndex可設成-1，代表畫出所有輪廓；color可設成(0, 255, 0); thickness可設成2

- 顯示結果/ Show results

Contour範例

```
1  import numpy as np
2  import cv2
3
4  image = cv2.imread("example_contour.PNG")
5  gray = cv2.cvtColor(image, cv2.COLOR_BGR2GRAY)
6  contours, hierarchy = cv2.findContours(gray.astype(np.uint8), cv2.RETR_EXTERNAL, cv2.CHAIN_APPROX_SIMPLE)
7  cv2.drawContours(image, contours, -1, (0,255,0), 10)
8  cv2.imshow("gray", gray)
9  cv2.imshow("result", image)
10 cv2.waitKey(0)
11 cv2.destroyAllWindows()
```



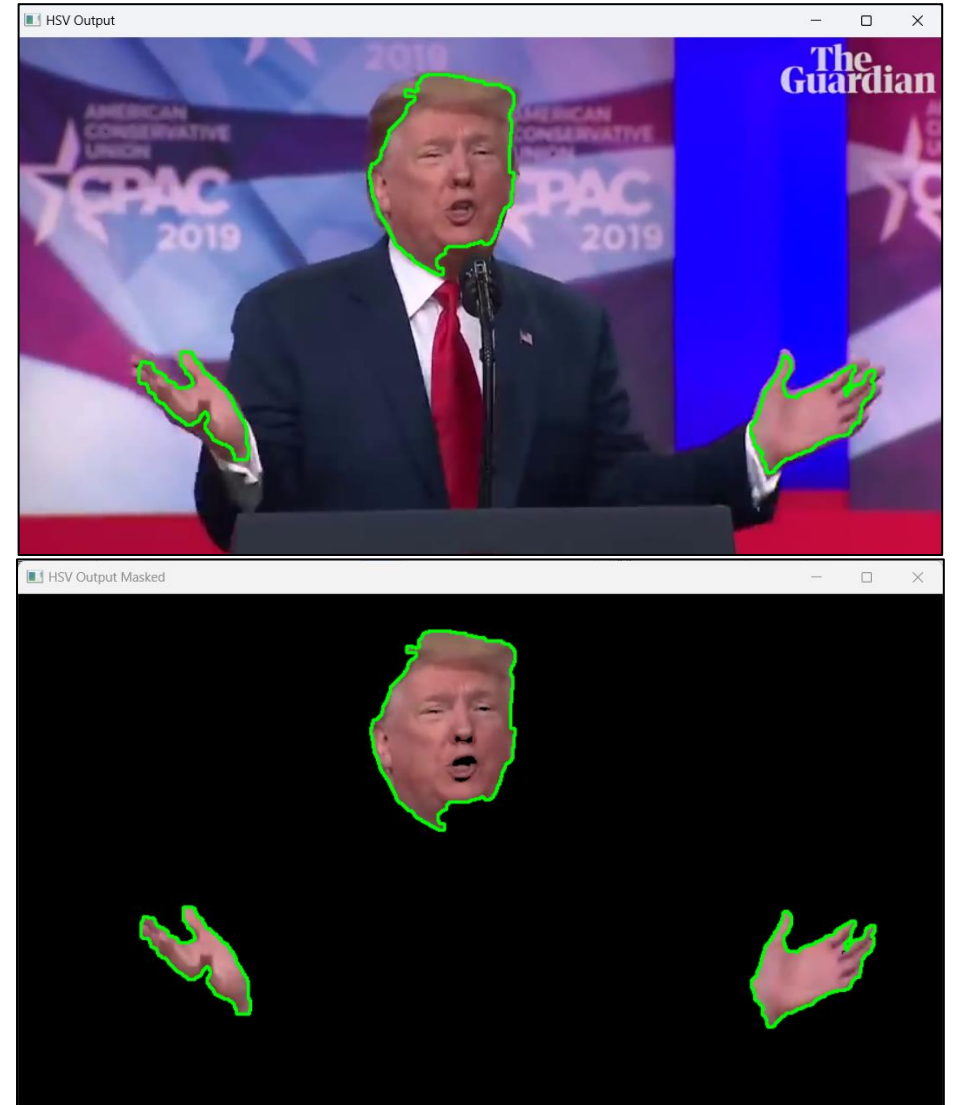
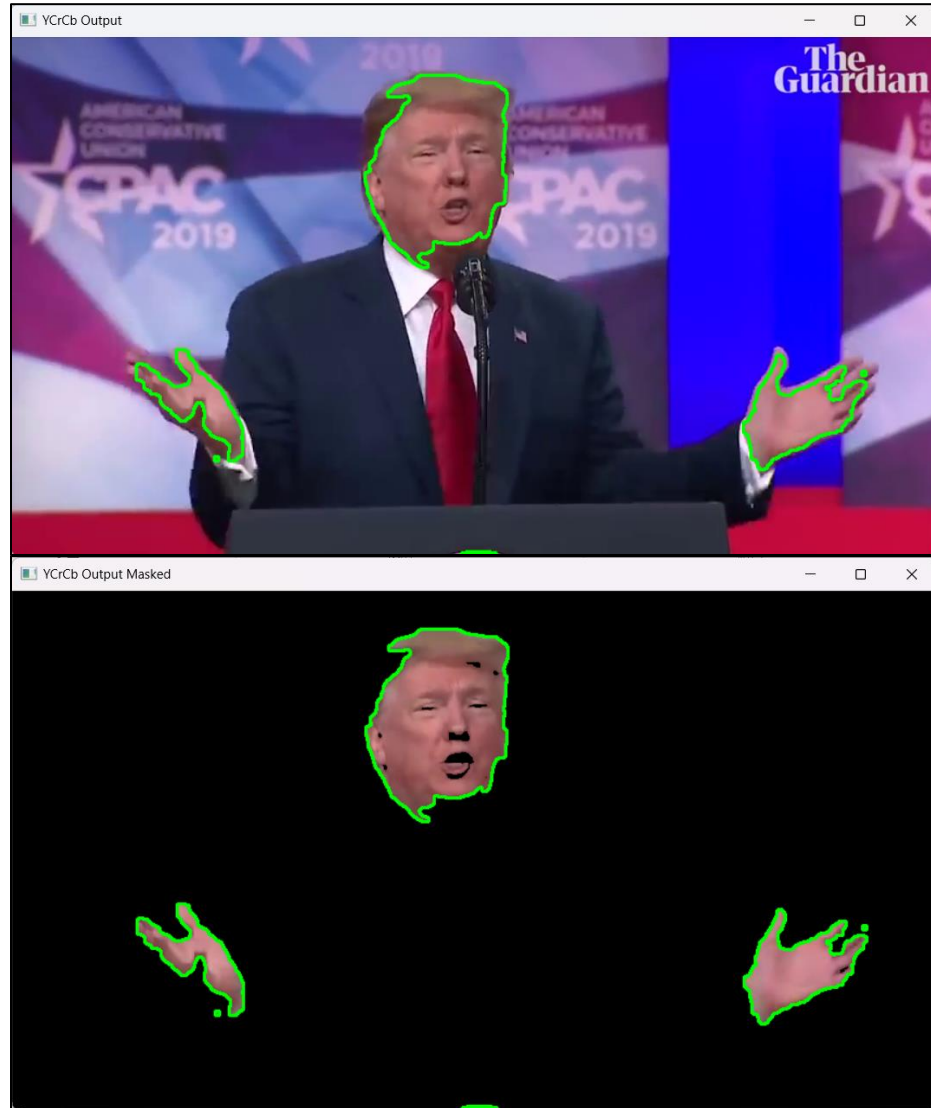
Demo要求

- 讀取給定的影片(Lab4.mp4)/ Read the given video
- 將原影片的color space轉成YCrCb和HSV後在原frame上以及mask後的frame上畫出skin color region的輪廓

Draw the contour of the skin color region

- 持續按任意鍵(除了q and Q)播放影片
Keep pressing any key (except q and Q) to play the video
- 按q or Q結束影片/Press q or Q to end the video

Demo



參考資料

- GaussianBlur:
<https://docs.opencv.org/2.4/modules/imgproc/doc/filtering.html?highlight=cv2.gaussianblur#cv2.GaussianBlur>
- erode: <https://docs.opencv.org/2.4/modules/imgproc/doc/filtering.html?highlight=erode#cv2.erode>
- findContours & drawContours:
https://docs.opencv.org/2.4/modules/imgproc/doc/structural_analysis_and_shape_descriptors.html?highlight=cv2.findcontours#cv2.findContours