18BCS6201-CV Practical-4 (Gauri Prabhakar) (AI-ML-2)(B)

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Aim: To detect contours and shape drawn within a given image using python and OpenCV.
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In [18]: # Importing necessary modules.
import cv2
import numpy as np
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Importing custom module.

Defining a function to get contours In [21]: # Defining a function to detect contours. def getContours(img): # Finding contours in a binary image using the function 'findContours()'. # It takes the image, a flag which returns only the parents contours (contour retrieval mode) and # 'CHAIN_APPROX_NONE' to store all the contour points. # Sometimes there are shapes within shapes (parent and children) so to depict the relationship we use hierarchy. contours, hierarchy = cv2.findContours(img, cv2.RETR_EXTERNAL, cv2.CHAIN_APPROX_NONE) # Iterating through the contours. for cnt in contours: # Storing the contour area. area = cv2.contourArea(cnt) # Returning the contour area. print(area) # If area is greater than 500 we enter the loop to draw contour. **if** area > 500: # Drawing contour using the 'drawContours()' function. # It takes the image, list of contour points, index of contours, color of the contour and thickness of the # contour as arguments. cv2.drawContours(imgContour, cnt, -1, (70, 0, 233), 3) # Creating a variable to store the arclength of the contours using the function 'arcLength()'. peri = cv2.arcLength(cnt, True) # Returning the arc length. print(peri) # Approximating the shape of the contours. approx = cv2.approxPolyDP(cnt, 0.02 * peri, True) # Returning the length of approx. print(len(approx)) # Creating a variable to store the number of items in 'approx'.

objCor = len(approx)# Drawing an approximate rectangle around the binary image. x, y, w, h = cv2.boundingRect(approx)# Checking the number of items in the 'approx' to classify the contour into different shapes. if objCor == 3: objectType = "Triangle" elif objCor == 4: aspRatio = w / float(h)if aspRatio > 0.98 and aspRatio < 1.03:</pre> objectType = "Square" else: objectType = "Rectangle" elif objCor > 4: objectType = "Circles" else: objectType = "None" # Setting up the properties of the rectangle drawn above. cv2.rectangle(imgContour, (x, y), (x + w, y + h), (255, 247, 0), 2)# Inserting text to label contours. cv2.putText(imgContour, objectType, $(x + (w // 2) - 10, y + (h // 2) - 10), cv2.FONT_HERSHEY_COMPLEX_SMALL, 0.7,$ (0, 0, 0), 2)stackImages In [22]: # Defining a function 'stackImages()' to stack input images. def stackImages(scale,imgArray): # Using 'len()' to return the number of items in the 'imgArray' object which is used to store 1-D and 2-D images as an array. rows = Ien(imgArray)cols = len(imgArray[0]) # Returning the number of rows.

The 'isinstance()' function returns true or false. # It takes the the columns and the list as an argument. rowsAvailable = isinstance(imgArray[0], list)

print(rows)

print(cols)

print(imgArray)

print (width)

Returning the number of columns.

width = imgArray[0][0].shape[1]height = imgArray[0][0].shape[0]

Returning the image array in literal format.

Storing the width and height of the image array.

Returning the width and height of the image array.

Checking if we have a multilayer image.

print (height) # If 'rowsAvailable' evaluates to True: if rowsAvailable: for x in range (0, rows): for y in range(0, cols): if imgArray[x][y].shape[:2] == imgArray[0][0].shape [:2]:imgArray[x][y] = cv2.resize(imgArray[x][y], (0, 0), None, scale, scale)imgArray[x][y] = cv2.resize(imgArray[x][y], (imgArray[0][0].shape[1], imgArray[0][0].shape[0]), None, scale, scale)if $len(imgArray[x][y].shape) == 2: imgArray[x][y] = cv2.cvtColor(imgArray[x][y], cv2.COLOR_GRAY2BGR)$ imageBlank = np.zeros((height, width, 3), np.uint8) hor = [imageBlank]*rows hor_con = [imageBlank]*rows # Horizontally stacking the image. for x in range(0, rows): hor[x] = np.hstack(imgArray[x]) # Vertically stacking the image. ver = np.vstack(hor) # If 'rowsAvailable' evaluates to False: else: for x in range(0, rows): if imgArray[x].shape[:2] == imgArray[0].shape[:2]: imgArray[x] = cv2.resize(imgArray[x], (0, 0), None, scale, scale)imgArray[x] = cv2.resize(imgArray[x], (imgArray[0].shape[1], imgArray[0].shape[0]), None, scale, scale)if len(imgArray[x].shape) == 2: imgArray[x] = cv2.cvtColor(imgArray[x], cv2.COLOR_GRAY2BGR) # Horizontally stacking the image. hor = np.hstack(imgArray) # Vertically stacking the image. ver = hor **return** ver **Getting Contours** In [23]: # Writing driver code to trigger the stacks and perform contouring. # Creating a variable path which stores the path of the target image. path = (r'C:\Users\gauri\Desktop\OpenCV Media\ice bear.jpg') # Creating a variable to store the image using the '.imread()' function. img = cv2.imread(path)imgContour = img.copy() # Creating a variable to store the grayscale image using the function '.cvtColor()'. imgGray = cv2.cvtColor(img, cv2.COLOR_BGR2GRAY) # Creating a variable to store the gaussian blurred image using the function '.GausianBlur()'. imgBlur = cv2.GaussianBlur(imgGray, (7, 7), 1) # Creating a variable to store the edge detected image using the function '.Canny()'. imgCanny = cv2.Canny(imgBlur, 50, 50) # Retrieving contours from the edge detected image. getContours(imgCanny) # Creating a blank image.

imgBlank = np.zeros_like(img)

Stacking the images using 'stackImages.py'. imgStack = stackImages(0.8, ([img, imgGray, imgBlur], [imgCanny, imgContour, imgBlank])) # Returning the stacked and contoured images. cv2.imshow("Stacked and contoured Images", imgStack) # Setting up '.waitkey()' to wait for a specific time until any key is pressed. cv2.waitKey(0) # Destroying all windows. cv2.destroyAllWindows() 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 5.5 7.5 0.0 102938.0 1579.047894001007 11 2 3 ([array([[[226, 237, 241], [226, 237, 241], [226, 237, 241], [226, 237, 241], [226, 237, 241], [226, 237, 241]], [[226, 237, 241], [226, 237, 241], [226, 237, 241], [226, 237, 241], [226, 237, 241], [226, 237, 241]], [[226, 237, 241], [226, 237, 241], [226, 237, 241], [226, 237, 241], [226, 237, 241], [226, 237, 241]], ..., [[226, 237, 241], [226, 237, 241],

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