机器视觉 - 第七次作业

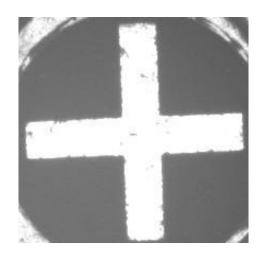
代码

```
#include <iostream>
#include <string>
#include <vector>
#include <time.h>
#include "opencv2/opencv.hpp"
#define IMGNUM 19
#define LEVEL 2
using namespace cv;
using namespace std;
void getPyramidLevel(Mat& in, Mat& out, int ksize, float sigma, int level);
void imncc(vector<Mat>& ins, Mat& model, vector<Mat>& nccscores);
void markmatch(Mat& img, Mat& score);
int main(){
   vector<Mat> inImages, grayImages, bluredImages, nccScores;
   Mat model, bluredModel;
   clock_t startclock, endclock;
    cvtColor(imread("../img/model.jpg"), model, COLOR_RGB2GRAY);
    for(int i=0;i<IMGNUM;++i){</pre>
        /** 请自行补充 **/
    cout << "图像读取完成, 开始计时。\n";
    startclock = clock();
    getPyramidLevel(model, bluredModel, 5, 3, LEVEL);
    for(Mat& img :grayImages){
        /** 请自行补充 **/
    }
    imncc(bluredImages, bluredModel, nccScores);
    for(int i=0;i<IMGNUM;++i){</pre>
```

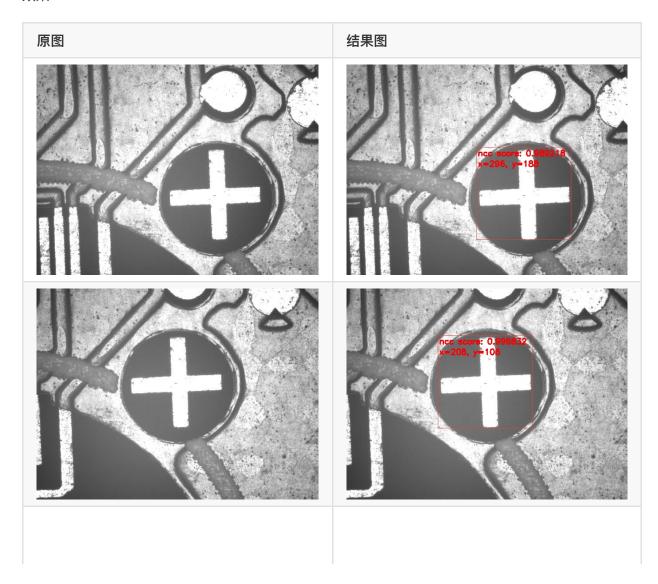
```
markmatch(inImages[i], nccScores[i]);
    }
    endclock = clock();
    cout << "图像匹配、标记完成, 计时结束。\n";
    cout << "共用时" << (endclock-startclock)/1e6 << "s, 平均用时" << (endclock-
startclock)/1e3/IMGNUM << "ms. \n";</pre>
    for(int i=0;i<IMGNUM;++i){</pre>
        imwrite("../result/out_"+to_string(i)+".jpg", inImages[i]);
   return 0;
}
void getPyramidLevel(Mat& in, Mat& out, int ksize, float sigma, int level){
    Mat tmpImg = in;
    for(int i=1;i<level;++i){</pre>
        Mat bluredImg;
        GaussianBlur(tmpImg, bluredImg, Size(ksize, ksize), sigma);
        resize(bluredImg, tmpImg, Size(bluredImg.cols/2, bluredImg.rows/2));
    }
    out = tmpImg;
}
void imncc(vector<Mat>& ins, Mat& model, vector<Mat>& nccscores){
   /** 请自行补充 **/
}
void markmatch(Mat& img, Mat& score){
    /** 请自行补充 **/
}
```

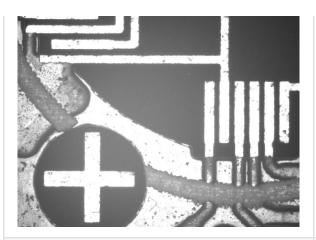
效果

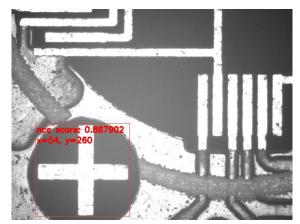
使用模板:

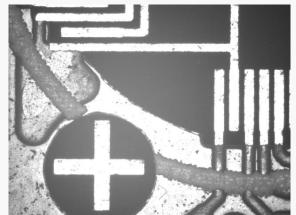


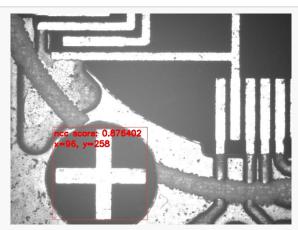
效果:

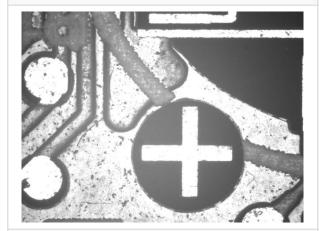


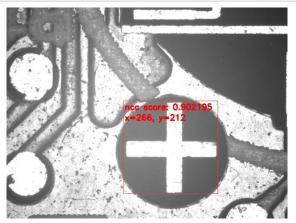


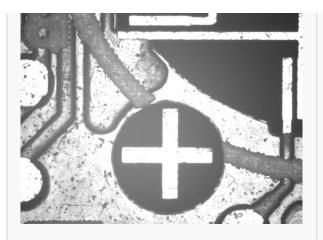


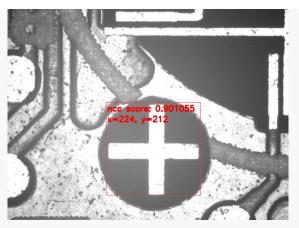


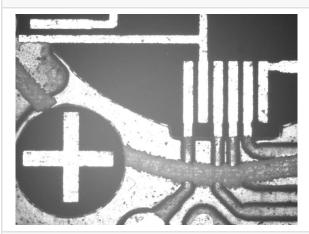


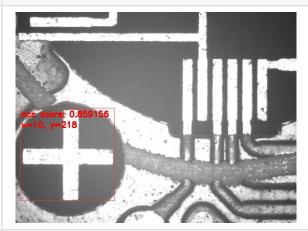


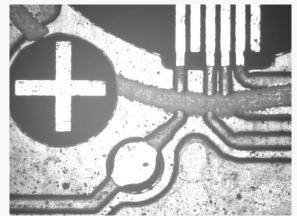


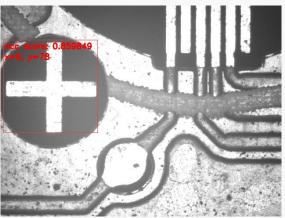


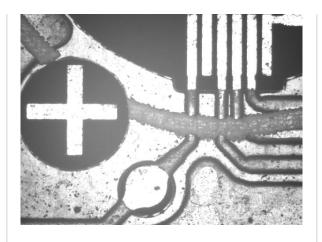


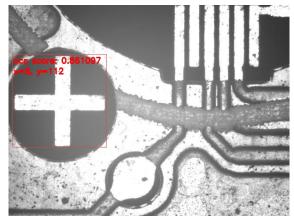


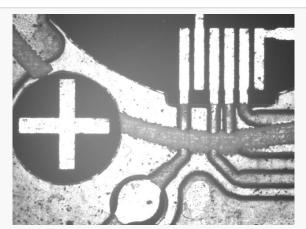


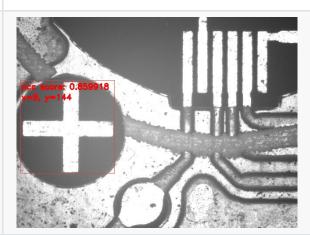


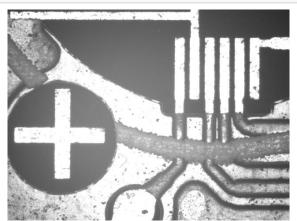


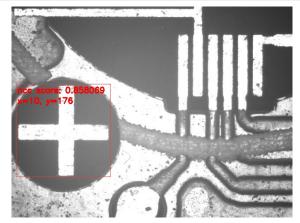


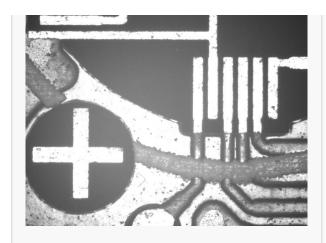


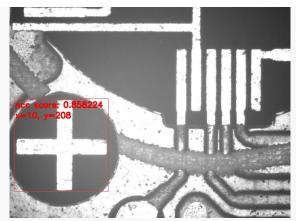


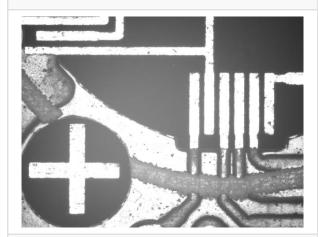




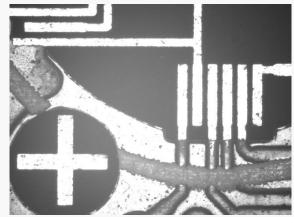


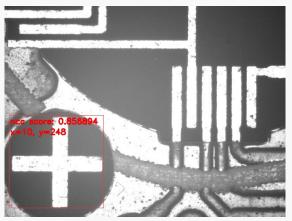


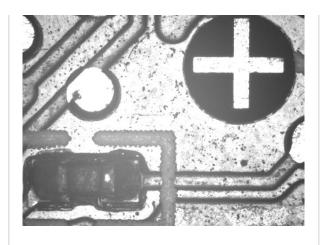


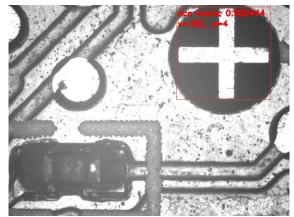


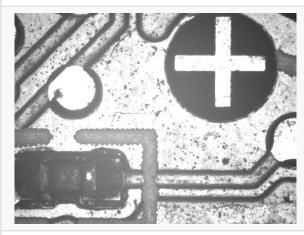


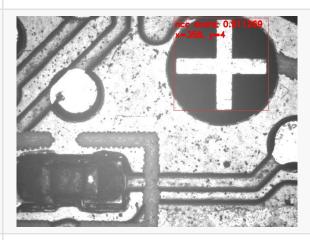


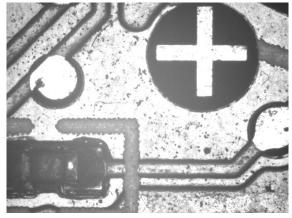


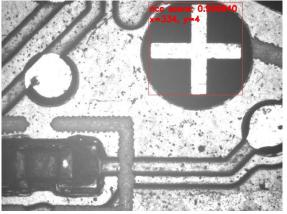


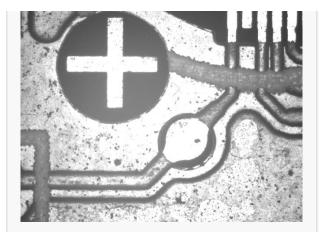


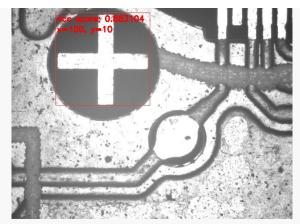


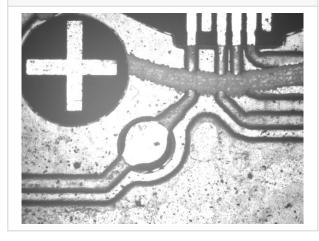


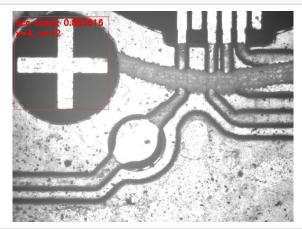












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