CS 490/548: Assignment 02

Programming Assignments (95%)

Your program MUST be written in Python.

Your code file should be named A02.py. The goal of this assignment is to compute optical flow.

Graduate students will also have to implement the Lucas-Kanade version of optical flow.

This assignment assumes that A01 is working properly, as the test program calls functions from there.

A02.py should contain the following enumeration:

from enum import Enum class OPTICAL_FLOW: HORN_SHUNCK = "horn_shunck" LUCAS_KANADE = "lucas_kanade"

A02.py should also contain the following functions:

- def compute_video_derivatives(video_frames, size)
 - If size is 2, use the following filters:

•
$$kfx = \begin{bmatrix} -1 & 1 \\ -1 & 1 \end{bmatrix}$$

$$kfx = \begin{bmatrix} -1 & 1 \\ -1 & 1 \end{bmatrix}$$

$$kfy = \begin{bmatrix} -1 & -1 \\ 1 & 1 \end{bmatrix}$$

•
$$kft1 = \begin{bmatrix} -1 & -1 \\ -1 & -1 \end{bmatrix}$$

•
$$kft2 = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}$$

o If size is 3, use the following filters:

$$kfx = \begin{bmatrix} -1 & 0 & 1 \\ -2 & 0 & 2 \\ -1 & 0 & 1 \end{bmatrix}$$

$$kfy = \begin{bmatrix} -1 & -2 & -1 \\ 0 & 0 & 0 \\ 1 & 2 & 1 \end{bmatrix}$$

*
$$kfx = \begin{bmatrix} -1 & 0 & 1 \\ -2 & 0 & 2 \\ -1 & 0 & 1 \end{bmatrix}$$

* $kfy = \begin{bmatrix} -1 & -2 & -1 \\ 0 & 0 & 0 \\ 1 & 2 & 1 \end{bmatrix}$

* $kft1 = \begin{bmatrix} -1 & -2 & -1 \\ -2 & -4 & -2 \\ -1 & -2 & -1 \end{bmatrix}$

* $kft2 = \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix}$

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$$kft2 = \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix}$$

- Otherwise, return None
- For each pair of frames:

- Convert the image to a grayscale, float64 image with range [0,1]
- If the previous frame is not set, set it to the current frame (repeating the first frame)
- Apply the filters (you may use cv2.filter2D) to get the fx, fy, and ft values across both frames.
- Scale the results:
 - If size = 2, divide fx, fy, and ft by 4.0
 - If size = 3, divide fx and fy by 8.0 and ft by 16.0
- Return three lists: all_fx, all_fy, all_ft
- def compute_one_optical_flow_horn_shunck(fx, fy, ft, max_iter, max_error, weight=1.0)
 - Compute the optical flow using the Horn-Shunck method.
 - You may use the code we did in class as a baseline. HOWEVER:
 - Break if the number of iterations is greater than OR equal to max_iter
 - For max_error, you will need to compute the correct error term for Horn-Shunck. See slide 78 of the optical flow slides.
 - This formula requires the partial derivatives of u and v with respect to x and y. Use the following filters to compute this:

$$\circ \quad kfx = [-1 \quad 1]$$

$$\circ \quad kfy = \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

- o Return the compute flow, the final cost, and the number of iterations
- CS 548 only: def compute_one_optical_flow_lucas_kanade(fx, fy, ft, win_size):
 - Compute the optical flow using the Lucas-Kanade method on each NON-overlapping block of the image.
 - Each block will be (win_size, win_size) in size (except perhaps at the edges, in which case just use whatever the slice gives you).
 - Compute the optical flow using the UPDATED formulas on slide 102.
 - If the denominator is less than 1e-6, leave the u and v values at zero.
 - Write the optical flow values to the same size block in the output (in other words, all pixels in the block will have the same optical flow).
 - As with Horn-Shunck, append an extra channel of zeros so the result is a 3-channel image.
 - Return the resulting optical flow.
- def compute_optical_flow(video_frames, method=OPTICAL_FLOW.HORN_SHUNCK, max_iter=10, max_error=1e-4, horn_weight=1.0, kanade_win_size=19):
 - o If the method is HORN_SHUNCK, use a derivative window size of 2.
 - CS 548 only: If the method is LUCAS_KANADE, use a derivative window size of 3.
 - Compute the derivatives for the video frames.
 - Compute the requested optical flow for each frame.
 - Return the list of optical flow images.

There is no required main function for A02. However, for debugging purposes, I would recommend the following:

```
def main():
    video filepath = "assign02/input/simple/image %07d.png"
    video_frames = A01.load_video_as_frames(video_filepath)
    if video frames is None:
    video_frames = video_frames[0:5]
    flow_frames = compute_optical_flow(video_frames, method=OPTICAL_FLOW.HORN_SHUNCK)
    index = 0
   while key != ESC KEY:
        image = video_frames[index]
        flow = flow_frames[index]
        flow = np.absolute(flow)
        cv2.imshow("ORIGINAL", image)
        cv2.imshow("FLOW", flow)
        key = cv2.waitKey(30)
           index += 1
            if index >= len(video frames):
```

```
index = 0

# Destroy the windows
cv2.destroyAllWindows()

if __name__ == "__main__":
    main()
```

Testing Screenshot (5%)

I have provided several files for testing:

- Test_A02.py the test program for CS 490
- Test_A02_Grad.py the test program for CS 548
- General_Testing.py basic testing functionality
- assign02/
 - o input/
 - Input videos for testing

Copy these files/folders into the SAME directory as your python program.

Due to the size of the ground truth data, you will have to separately download it here: ground.zip

Then, unpack the zip file in your assign02 folder such that you have:

- assign02/
 - o ground/
 - Individual folders per video

You can either run the testing programs directly OR you can use the testing section of Visual Code.

You MUST run the tests and send a screenshot of the test results! Even if your program(s) do not pass all the tests, you MUST send this screenshot!

Graduate students (CS 548) MUST run Test_A02_Grad! (Please note also that you do need the Test_A02 file as well, since Test_A02_Grad relies on it.)

You may have to do "Command Palette" \rightarrow "Python: Configure Tests" \rightarrow unitttest \rightarrow root directory \rightarrow test_*py

This screenshot should show clearly the final result of the test run on the command line ("OK" for all passing, "FAILED (failures=N)" for some or all failing) -OR- the testing view in Visual Code.

Grading

Your OVERALL assignment grade is weighted as follows:

- 5% Testing results screenshot
- 95% Programming assignments

I reserve the right to take points off for not meeting the specifications in this assignment description. In general, these are things that will be penalized:

- Code that is not syntactically correct (up to 60 points off!)
- Sloppy or poor coding style
- Bad coding design principles
- Code that crashes, does not run, or takes a VERY long time to complete
- Using code from ANY source other than the course materials
- Collaboration on code of ANY kind; this is an INDIVIDUAL PROJECT
- Sharing code with other people in this class or using code from this or any other related class
- Output that is incorrect
- Algorithms/implementations that are incorrect
- Submitting improper files
- Failing to submit ALL required files