

# CSI 4133 - Lab 01

An introduction to OpenCV

# Contents

## Introduction to the following methods

- Display image
- Save image
- Down-sample image
  - Resize image
- Quantize Image
  - Scale image contents

# Installation

- **Windows**

```
$ pip install opencv-python
```

- **Mac**

```
$ pip install opencv-python
```

Or

```
$ brew install opencv3 --with-contrib --with-python3
```

- **Linux**

```
$ sudo apt-get install libopencv-dev python-opencv
```

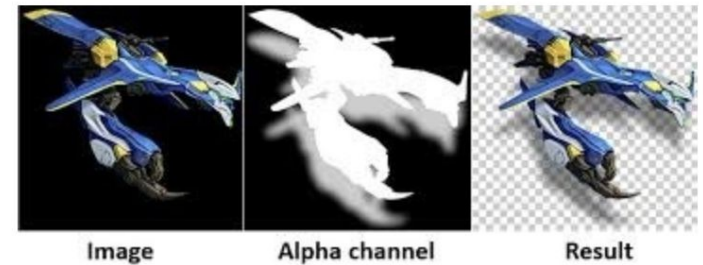
- **Check installation**

```
import cv2
```

# PART A: Display an Image

## Read an image

- `cv2.imread(arg1, arg2)`
  - `arg1` – string representing the path of the image
  - `arg2` – flag that specifies how the image should be read
    - `cv2.IMREAD_COLOR` / 1:
      - Loads a color image
      - Any transparency of the images is neglected
      - Default flag
    - `cv2.IMREAD_GRAYSCALE` / 0:
      - Loads image in grayscale mode
    - `cv2.IMREAD_UNCHANGED` / -1:
      - Loads image as such including alpha channel
      - Alpha channel controls the transparency of a color



# PART A: Display an Image

## Display an image

- `cv2.imshow(arg1, arg2)`
  - `arg1` – window name
  - `arg2` – image
- `cv2.waitKey(N)`
  - Waits N milliseconds for a keyboard event
  - `N=0` will make it wait indefinitely
- `cv2.destroyAllWindows()`
  - Destroys all the windows we created

# PART A: Display an Image

`cv2.IMREAD_COLOR`



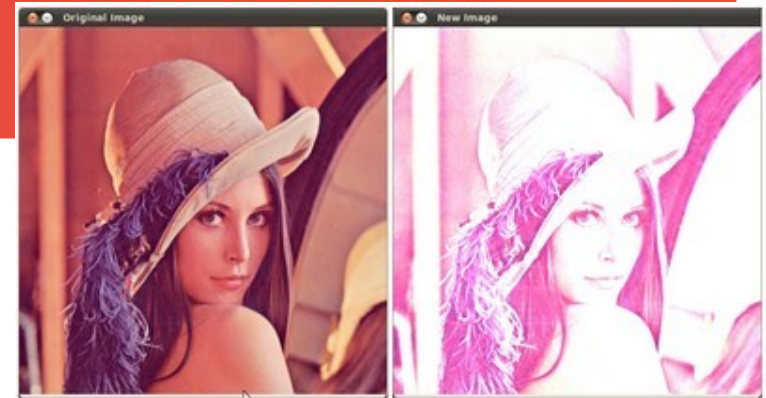
`cv2.IMREAD_GRAYSCALE`



`cv2.IMREAD_UNCHANGED`



# PART B: Save an Image



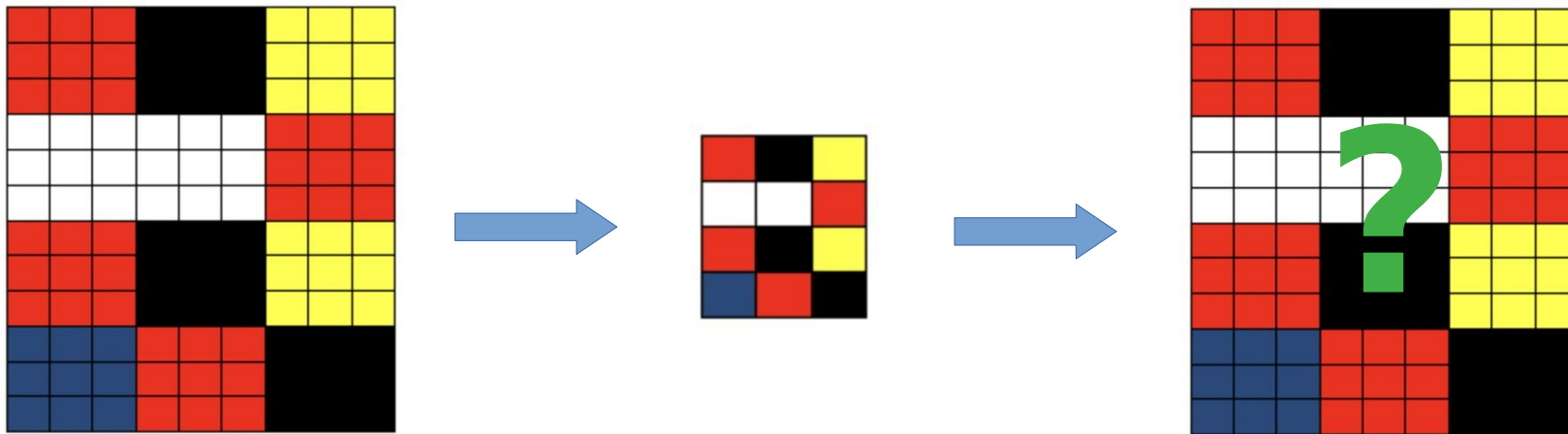
## Save an image

- `cv2.imwrite(arg1, arg2)`
  - **arg1** – string representing the file name. Include image format (jpg, png, ...)
  - **arg2** – image to be saved
- **Creating an image from scratch**
  - import **numpy** as np
  - `np.zeros((height,width,3), np.uint8)`
  - Use **.shape** to find height and width
    - What is an image??
- **For more information**
  - [https://docs.opencv.org/4.6.0/d9/df8/tutorial\\_root.html](https://docs.opencv.org/4.6.0/d9/df8/tutorial_root.html)
  - Adding
  - Blending
  - Changing brightness

# PART C: Down-sample an Image

## Selecting one single value to represent several values

- Makes the data more manageable
- Reduces the dimensionality of the data, enabling faster processing of data
- Reduces storage size of the data





# PART D: Quantize an Image

Mapping of a large range of possible sample values into a smaller range of values or codes.

A gray image of 256 levels



A gray image of 16 levels



A gray image of 2 levels

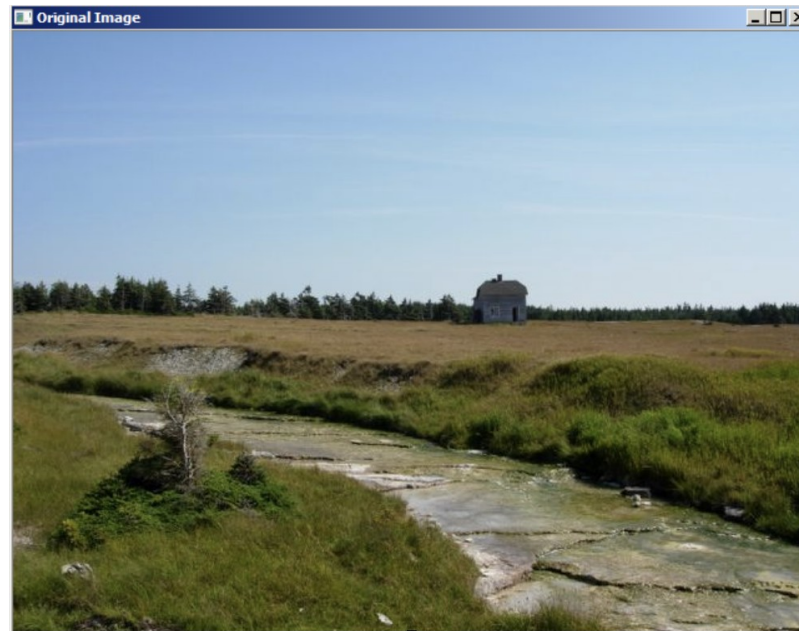


# PRACTICE

Goal: Introduce students to methods that create new images, resize images & scale image contents.

- Task 1: Display image

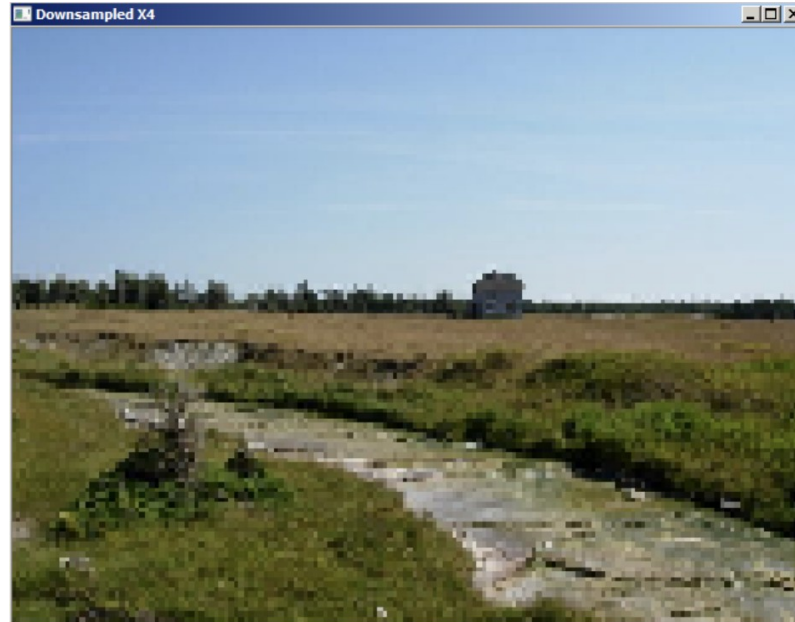
- Load image 'field.jpg' and show the original image.



# PRACTICE

## • Task 2: Down-sample Image

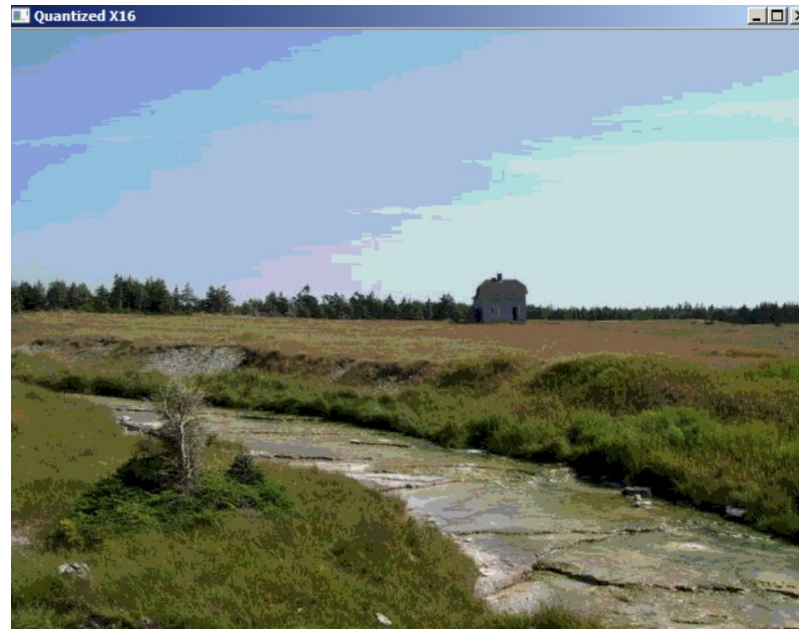
- Mini-Goal: Down-sample the loaded image (variable id='imgOriginal') by a factor of 4
- *Hint: Try shrinking the original image by a factor of four and then expanding the resulting image back to the original dimensions*
- An example - Down-sampled image (X4)



# PRACTICE

## • Task 3: Quantize Image

- Mini-Goal: Quantize a loaded image (variable id='imgOriginal') by a factor of 32.
- An example – Quantized image (X16)



**END**

**THANK YOU**