```
_______object
        peration == "MIRROR_X":
        mirror_mod.use_x = True
        mirror_mod.use_y = False
        mirror_mod.use_z = False
         _operation == "MIRROR_Y"
        Lrror_mod.use_x = False
        "Irror_mod.use_y = True"
         ### Irror_mod.use_z = False
          operation == "MIRROR_Z"
Numerical Programming
          ob.select= 1
          mtext.scene.objects.active
"Selected" + str(modifie)
           irror ob.select = 0
           bpy.context.selected_obj
           ata.objects[one.name].sel
          int("please select exact)
          -- OPERATOR CLASSES ----
           ypes.Operator):
           X mirror to the selected
          rect.mirror_mirror_x"
          Fror X'
                          to not
```

Install libraries with pip

```
pip install opencv-python
pip install numpy
pip install matplotlib
```

Reading images

```
import cv2

# Load the image
image = cv2.imread("jg.png", cv2.IMREAD_GRAYSCALE)

# Display the image
cv2.imshow("Image", image)

# Wait for the user to press a key
cv2.waitKey(0)

# Close all windows
cv2.destroyAllWindows()
```

- 1. Read an image using imread() function.
- 2. Create a GUI window and display image using imshow() function.
- 3. Use function waitkey(0) to hold the image window on the screen by the specified number of seconds, o means till the user closes it, it will hold GUI window on the screen.

When you use cv2.imread(filename, cv2.IMREAD_GRAYSCALE), the image is converted into a single-channel grayscale image where pixel values represent shades of gray (0 for black, 255 for white, and values in between for different shades)

```
import numpy as np
import matplotlib.pyplot as plt

img = cv2.imread('dumb.jpg', cv2.IMREAD_GRAYSCALE)

cv2.imshow('image',img)
cv2.waitKey(0)
```

import cv2



cv2.VideoCapture

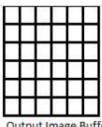
```
import cv2
     cap = cv2.VideoCapture('1.mp4')
     if not cap.isOpened():
         print("Error: Could not open video.")
         exit()
     i = 0
     while True:
         ret, frame = cap.read()
12
13
         if not ret:
14
             print("End of video or error reading frame.")
             break
16
         cv2.imwrite(f'{i}_frame.jpg', frame)
         i += 1
18
     cap.release()
     print(f"Frames saved: {i}")
```

Convolution

Basic Objects:







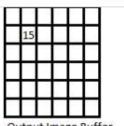
Input Image

Output Image Buffer (All zeroes)

First convolution sum:

1*1	1*2	1*3	3	2	1
1*1	1*1	1*1	1	1	1
1*1	1*2	1*3	3	2	1
2	2	2	2	2	2
1	2	3	3	2	1
3	3	3	3	3	3



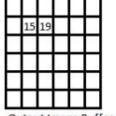


Input Image

Output Image Buffer (All zeroes)

Second convolution sum:





Input Image

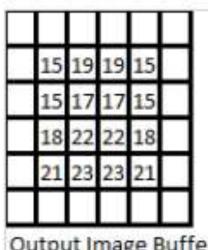
Output Image Buffer (All zeroes)

Convolution is a mathematical operation applied to images that blends a small matrix (kernel) with the image to perform effects like blurring, sharpening, or edge detection.

A kernel is a small matrix, typically 3x3 or 5x5, used to scan over the image.

The kernel slides over the entire image. At each position, the kernel overlaps with part of the image, multiplying corresponding values, then summing them up to get the output for that position.

Output of convolution operation:



Output Image Buffer (All zeroes)

Popular filters

$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

Identity Filter

$$\frac{1}{9} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

Box Blur Filter

$$\frac{1}{16} \begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix}$$

Gaussian Blur Filter

$$\begin{bmatrix} 0 & -1 & 0 \\ -1 & 5 & -1 \\ 0 & -1 & 0 \end{bmatrix} \qquad \begin{bmatrix} 0 & 1 & 0 \\ 1 & -4 & 1 \\ 0 & 1 & 0 \end{bmatrix}$$
Sharpening Filter Laplacian Filter

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

Vertical Sobel Filter

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

Horizontal Sobel Filter

$$\begin{bmatrix} 0 & 1 & 0 \\ 1 & -4 & 1 \\ 0 & 1 & 0 \end{bmatrix}$$

Laplacian Filter

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

Emboss Filter

$$\begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix}$$

Outline Filter

$$\begin{bmatrix} -3 & 0 & 3 \\ -10 & 0 & 10 \\ -3 & 0 & 3 \end{bmatrix}$$

Vertical Scharr Filter

$$\begin{bmatrix} 3 & 10 & 3 \\ 0 & 0 & 0 \\ -3 & -10 & -3 \end{bmatrix}$$

Horizontal Scharr Filter

```
import cv2
import numpy as np
from matplotlib import pyplot as plt
# Load the image
image = cv2.imread('path to your image.jpg', cv2.IMREAD GRAYSCALE)
# Apply Gaussian Blur
gaussian blur = cv2.GaussianBlur(image, (3, 3), 0)
# Apply Sobel filter (Edge detection in X and Y directions)
sobel x = cv2.Sobel(image, cv2.CV 64F, 1, 0, ksize=3) # Sobel in x-direction
sobel y = cv2.Sobel(image, cv2.CV 64F, 0, 1, ksize=3) # Sobel in y-direction
sobel combined = cv2.magnitude(sobel x, sobel y) # Combine both
# Apply Scharr filter (Edge detection in X and Y directions)
scharr x = cv2.Scharr(image, cv2.CV 64F, 1, 0)
scharr y = cv2.Scharr(image, cv2.CV 64F, 0, 1)
scharr combined = cv2.magnitude(scharr x, scharr y)
# Apply Laplacian filter
laplacian = cv2.Laplacian(image, cv2.CV 64F)
# Display results using Matplotlib
plt.figure(figsize=(10, 8))
```

```
plt.subplot(231), plt.imshow(image, cmap='gray'), plt.title('Original Image')

plt.subplot(232), plt.imshow(gaussian_blur, cmap='gray'), plt.title('Gaussian Blur')

plt.subplot(233), plt.imshow(sobel_combined, cmap='gray'), plt.title('Sobel Filter')

plt.subplot(234), plt.imshow(scharr_combined, cmap='gray'), plt.title('Scharr Filter')

plt.subplot(235), plt.imshow(laplacian, cmap='gray'), plt.title('Laplacian Filter')

plt.show()
```

$$f(x+h) = f(x) + hf'(x) + \frac{h^2}{2!}f''(x) + \frac{h^3}{3!}f'''(x) + \frac{h^4}{4!}f^{(4)}(x) + \frac{h^5}{5!}f^{(5)}(x) + \cdots$$

Change h to -h

$$f(x-h) = f(x) - hf'(x) + \frac{h^2}{2!}f''(x) - \frac{h^3}{3!}f'''(x) + \frac{h^4}{4!}f^{(4)}(x) - \frac{h^5}{5!}f^{(5)}(x) + \cdots$$

Subtract:

$$f(x+h) - f(x-h) = 2hf'(x) + \frac{2h^3}{3!}f'''(x) + \frac{2h^5}{5!}f^{(5)}(x) + \cdots$$

Divide by 2h:

$$\frac{f(x+h)-f(x-h)}{2h}=f'(x)+\frac{h^2}{3!}f'''(x)+\frac{h^4}{5!}f^{(5)}(x)+\cdots$$

Move around:

$$f'(x) = \frac{f(x+h)-f(x-h)}{2h} - \frac{h^2}{3!}f'''(x) - \frac{h^4}{5!}f^{(5)}(x) - \cdots$$

$$\uparrow \qquad \qquad \uparrow$$

$$\mathbf{A} \qquad \qquad \mathbf{D(h)}$$

in short we can write:

$$A = D(h) + \gamma_1 h^2 + \gamma_2 h^4 + \cdots$$
 (1)

Now let us change h to $\frac{h}{2}$:

$$A = D(\frac{h}{2}) + \gamma_1 \left(\frac{h}{2}\right)^2 + \gamma_2 \left(\frac{h}{2}\right)^4 + \cdots$$

equivalently:

$$A = D(\frac{h}{2}) + \gamma_1 \frac{h^2}{4} + \gamma_2 \frac{h^4}{16} + \cdots$$

multiply by 4:

$$4A = 4D(\frac{h}{2}) + \gamma_1 h^2 + \gamma_2 \frac{h^4}{4} + \cdots$$
 (2)

so in this discussion we have had these two:

$$\begin{cases} A = D(h) + \gamma_1 h^2 + \gamma_2 h^4 + \cdots \\ 4A = 4D(\frac{h}{2}) + \gamma_1 h^2 + \gamma_2 \frac{h^4}{4} + \cdots \end{cases}$$
(1)

subtract (1) from (2):

$$3A = \left\{ 4D(\frac{h}{2}) - D(h) \right\} - \frac{3}{4} \gamma_2 h^4 + \cdots$$

divide by 3:

$$A = \frac{1}{3} \left\{ 4D(\frac{h}{2}) - D(h) \right\} - \frac{1}{4} \gamma_2 h^4 + \cdots$$

so now we have found an approximation for A whose error is of a better order of $O(h^4)$

$$A \approx \frac{1}{3} \left\{ 4D(\frac{h}{2}) - D(h) \right\}$$
 with truncation error of order $O(h^4)$

This technique of improving the approximation is called **Richardson extrapolation**. We will use it in numerical integration as well.

In the particular case of $D(h) = \frac{f(x+h) - f(x-h)}{2h}$ we get:

$$D(\frac{h}{2}) = \frac{f(x+\frac{h}{2}) - f(x-\frac{h}{2})}{2(\frac{h}{2})} = \frac{f(x+\frac{h}{2}) - f(x-\frac{h}{2})}{h}$$

so then:

$$\frac{1}{3} \left\{ 4D(\frac{h}{2}) - D(h) \right\} = \frac{1}{3} \left\{ \frac{4\left\{ f(x + \frac{h}{2}) - f(x - \frac{h}{2}) \right\}}{h} - \frac{f(x + h) - f(x - h)}{2h} \right\}$$

$$= \frac{8f(x + \frac{h}{2}) - 8f(x - \frac{h}{2}) - f(x + h) + f(x - h)}{6h}$$

so:

$$A \approx \frac{f(x-h) - 8f(x-\frac{h}{2}) + 8f(x+\frac{h}{2}) - f(x+h)}{6h} + O(h^4)$$

Richardson's Extrapolation for $f(x) = x^2$

We want to approximate the derivative of $f(x) = x^2$ at x = 1 using Richardson's Extrapolation.

The central difference formula for the derivative is given by:

$$f'(x) \approx \frac{f(x+h) - f(x-h)}{2h}$$

We compute the derivative at x = 1 using two step sizes $h_1 = 0.1$ and $h_2 = 0.05$.

Step 1: Approximation using $h_1 = 0.1$

For $h_1 = 0.1$, the approximation is:

$$f'(1) \approx \frac{(1+0.1)^2 - (1-0.1)^2}{2 \times 0.1} = \frac{1.21 - 0.81}{0.2} = \frac{0.4}{0.2} = 2$$

Step 2: Approximation using $h_2 = 0.05$

For $h_2 = 0.05$, the approximation is:

$$f'(1) \approx \frac{(1+0.05)^2 - (1-0.05)^2}{2 \times 0.05} = \frac{1.1025 - 0.9025}{0.1} = \frac{0.2}{0.1} = 2$$

Step 3: Richardson's Extrapolation

Assuming the error is of order $O(h^2)$, we apply Richardson's Extrapolation:

$$f_{\text{extra}}(1) = \frac{4 \cdot f'(1, h_2) - f'(1, h_1)}{3}$$

Substituting the values:

$$f_{\text{extra}}(1) = \frac{4 \cdot 2 - 2}{3} = \frac{8 - 2}{3} = \frac{6}{3} = 2$$

Thus, the extrapolated derivative is f'(1) = 2, which is the exact value.

Consider the following function:

1. Write the central difference approximation for the derivative f'(x) at x = 1 using a step size h = 0.1. 2. Use Richardson extrapolation to improve the approximation to an error of $O(h^4)$. 3. Write out the calculations and the final answer.

$$f(x) = \cos(x)$$