

# Numerical Programming

## TTF 5

---

```
object to mirror  
mirror_mod.mirror_object
```

```
operation == "MIRROR_X":  
    mirror_mod.use_x = True  
    mirror_mod.use_y = False  
    mirror_mod.use_z = False  
operation == "MIRROR_Y":  
    mirror_mod.use_x = False  
    mirror_mod.use_y = True  
    mirror_mod.use_z = False  
operation == "MIRROR_Z":  
    mirror_mod.use_x = False  
    mirror_mod.use_y = False  
    mirror_mod.use_z = True
```

```
selection at the end -add  
mirror_ob.select= 1  
modifier_ob.select=1  
context.scene.objects.active  
("Selected" + str(modifier_ob.name))  
mirror_ob.select = 0  
= bpy.context.selected_objects  
data.objects[one.name].select
```

```
print("please select exactly one mirror")
```

```
-- OPERATOR CLASSES --
```

```
types.Operator):  
    X mirror to the selected  
    object.mirror_mirror_x"  
    mirror X"
```

# Install libraries with pip

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

# Reading images

---

```
1  import cv2
2
3  # Load the image
4  image = cv2.imread("jg.png", cv2.IMREAD_GRAYSCALE)
5
6  # Display the image
7  cv2.imshow("Image", image)
8
9  # Wait for the user to press a key
10 cv2.waitKey(0)
11
12 # Close all windows
13 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, 0 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)

---

```
1 import cv2
2 import numpy as np
3 import matplotlib.pyplot as plt
4
5 img = cv2.imread('dumb.jpg', cv2.IMREAD_GRAYSCALE)
6
7 cv2.imshow('image',img)
8 cv2.waitKey(0)
```



# cv2.VideoCapture

---

```
1  import cv2
2
3  cap = cv2.VideoCapture('1.mp4')
4
5  if not cap.isOpened():
6      print("Error: Could not open video.")
7      exit()
8
9  i = 0
10 while True:
11     ret, frame = cap.read()
12
13     if not ret:
14         print("End of video or error reading frame.")
15         break
16
17     cv2.imwrite(f'{i}_frame.jpg', frame)
18     i += 1
19
20 cap.release()
21 print(f"Frames saved: {i}")
```

# Convolution

Basic Objects:

1	2	3	3	2	1
1	1	1	1	1	1
1	2	3	3	2	1
2	2	2	2	2	2
1	2	3	3	2	1
3	3	3	3	3	3

Input Image

1	1	1
1	1	1
1	1	1

Mask


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

1	1	1
1	1	1
1	1	1

Mask

15					

Output Image Buffer  
(All zeroes)

Second convolution sum:

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

Input Image

1	1	1
1	1	1
1	1	1

Mask

15	19				

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:

	15	19	19	15	
	15	17	17	15	
	18	22	22	18	
	21	23	23	21	

Output Image Buffer  
(All zeroes)

# Popular filters

---

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

Identity Filter

$$\begin{bmatrix} 0 & -1 & 0 \\ -1 & 5 & -1 \\ 0 & -1 & 0 \end{bmatrix}$$

Sharpening Filter

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

Laplacian Filter

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

Vertical Scharr Filter

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

Box Blur Filter

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

Vertical Sobel Filter

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

Emboss Filter

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

Horizontal Scharr Filter

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

Gaussian Blur Filter

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

Horizontal Sobel Filter

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

Outline Filter



```
1  import cv2
2  import numpy as np
3  from matplotlib import pyplot as plt
4
5  # Load the image
6  image = cv2.imread('path_to_your_image.jpg', cv2.IMREAD_GRAYSCALE)
7
8  # Apply Gaussian Blur
9  gaussian_blur = cv2.GaussianBlur(image, (3, 3), 0)
10
11 # Apply Sobel filter (Edge detection in X and Y directions)
12 sobel_x = cv2.Sobel(image, cv2.CV_64F, 1, 0, ksize=3) # Sobel in x-direction
13 sobel_y = cv2.Sobel(image, cv2.CV_64F, 0, 1, ksize=3) # Sobel in y-direction
14 sobel_combined = cv2.magnitude(sobel_x, sobel_y) # Combine both
15
16 # Apply Scharr filter (Edge detection in X and Y directions)
17 scharr_x = cv2.Scharr(image, cv2.CV_64F, 1, 0)
18 scharr_y = cv2.Scharr(image, cv2.CV_64F, 0, 1)
19 scharr_combined = cv2.magnitude(scharr_x, scharr_y)
20
21 # Apply Laplacian filter
22 laplacian = cv2.Laplacian(image, cv2.CV_64F)
23
24 # Display results using Matplotlib
25 plt.figure(figsize=(10, 8))
26
```

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```
27 plt.subplot(231), plt.imshow(image, cmap='gray'), plt.title('Original Image')
28 plt.subplot(232), plt.imshow(gaussian_blur, cmap='gray'), plt.title('Gaussian Blur')
29 plt.subplot(233), plt.imshow(sobel_combined, cmap='gray'), plt.title('Sobel Filter')
30 plt.subplot(234), plt.imshow(scharr_combined, cmap='gray'), plt.title('Scharr Filter')
31 plt.subplot(235), plt.imshow(laplacian, cmap='gray'), plt.title('Laplacian Filter')
32
33 plt.show()
```

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

Change  $h$  to  $-h$

---


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


---

Subtract:

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

Divide by  $2h$  :

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

Move around :

$$\begin{array}{c} f'(x) \\ \uparrow \\ \mathbf{A} \end{array} = \frac{f(x+h) - f(x-h)}{2h} - \frac{h^2}{3!}f'''(x) - \frac{h^4}{5!}f^{(5)}(x) - \dots$$

$\uparrow$   
 $\mathbf{D(h)}$

in short we can write:

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

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

---

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

equivalently :

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

multiply by 4 :

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

so in this discussion we have had these two:

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

subtract (1) from (2) :

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

divide by 3 :

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

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

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

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 :

$$\begin{aligned} \frac{1}{3} \left\{ 4D(\frac{h}{2}) - D(h) \right\} &= \frac{1}{3} \left\{ \frac{4 \left\{ f(x + \frac{h}{2}) - f(x - \frac{h}{2}) \right\}}{h} - \frac{f(x + h) - f(x - h)}{2h} \right\} \\ &= \frac{8f(x + \frac{h}{2}) - 8f(x - \frac{h}{2}) - f(x + h) + f(x - h)}{6h} \end{aligned}$$

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  $h_2 = 0.05$ .

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### 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.

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