

```

#oct 2022
from matplotlib.image import imread
import matplotlib.pyplot as plt
import numpy as np

#import image
image_name = "face.jpg"
image_input = imread(image_name)

#convert color into gray scale
grayscale_image = np.dot(image_input,[1,1,1])/3
grayscale_image = grayscale_image/255

#display orig and gray image
fig1 = plt.figure(1)
ax1, ax2 = fig1.add_subplot(121), fig1.add_subplot(122) #2 grids of 1 by 1
ax1.imshow(image_input) #show orig image
ax2.imshow(grayscale_image, cmap=plt.get_cmap('gray')) #show gray second
fig1.show()

#using sobel

#matrices associated with the Sobel filter
Gx = np.array([[1, 0, -1], [2, 0, -2], [1, 0, -1]])
Gy = np.array([[1, 2, 1], [0, 0, 0], [-1, -2, -1]])
"""
      |   |   |
      | 1   0  -1 |
Gx = | 2   0  -2 |   and   Gy = | 1   2   1 |
      | 1   0  -1 |
      |___|___|
      |___|___|
      |___|___|
      """
      |   |   |
      | 1   2   1 |
      | 0   0   0 |
      | -1  -2  -1 |
      |___|___|
      |___|___|
      """

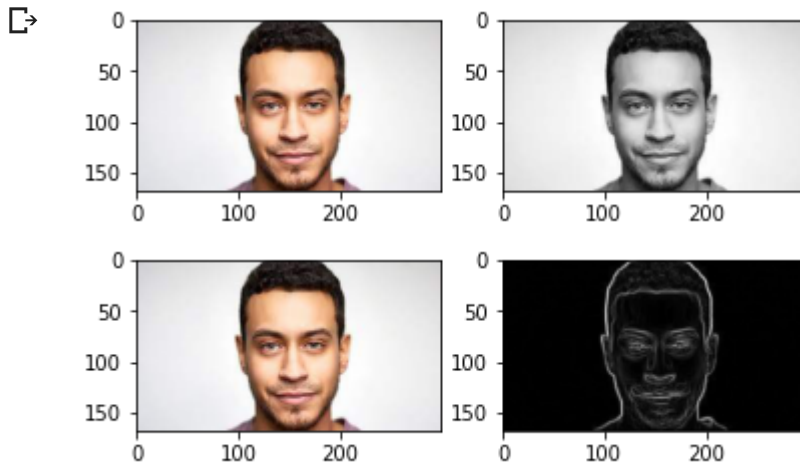
[rows,cols] = np.shape(grayscale_image) #gray image shape
sobel_image = np.zeros(shape=(rows, cols)) # output image array (all elements are 0)

#traverses pixles - x and y direction #compute output
for i in range(rows - 2):
    for j in range(cols - 2):
        gx = np.sum(np.multiply(Gx, grayscale_image[i:i + 3, j:j + 3])) # x direction
        gy = np.sum(np.multiply(Gy, grayscale_image[i:i + 3, j:j + 3])) # y direction
        sobel_image[i + 1, j + 1] = np.sqrt(gx ** 2 + gy ** 2) # calculate the "hypotenuse"

#display orig and sobel image

```

```
fig2 = plt.figure(2)
ax1, ax2 = fig2.add_subplot(121), fig2.add_subplot(122)
ax1.imshow(image_input)
ax2.imshow(sobel_image, cmap=plt.get_cmap('gray'))
fig2.show()
```



sources

<https://coderspacket.com/sobel-edge-detection-from-scratch-using-python>

[https://github.com/adamiao/sobel-filter-tutorial/blob/master/sobel\\_from\\_scratch.py](https://github.com/adamiao/sobel-filter-tutorial/blob/master/sobel_from_scratch.py)

```
#a3
#oct 2022
#final project.#v4
#assumption: numbers and hands can stay in the picture. for example the digit 0 is part of th
#images were split and filled in by hand - assumes images were properly filled in
```

```
import cv2 as cv
import numpy as np
from google.colab.patches import cv2_imshow #since google collab cant use cv2.imshow
from PIL import Image
```

```
#min bounding box
def boundBox(image):
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    threshold = 100    #determines cutoff for valid black pixel, decrease to tighten boundin
    img = cv.cvtColor(image, cv.COLOR_BGR2GRAY)
    height = img.shape[0]
    width = img.shape[1]

    top_row = height - 1    #initialize as max height to insure the value gets change
    bottom_row = 0    #initialize as min height " " " "
    left_col = width - 1    #initialize as max width " " " "
    right_col = 0    #initialize as min width " " " "
```

```

for x in range(height):
    for y in range(width):

        if(img[x][y] < threshold): #if the pixel is black
            if(x < top_row):
                top_row = x #this will be the top of the image
            if(x > bottom_row):
                bottom_row = x #bottom of image
            if(y < left_col):
                left_col = y #left side of image
            if(y > right_col):
                right_col = y #right side of image

new_height = bottom_row - top_row
new_width = right_col - left_col
new_img = np.ones((new_height, new_width, 3), np.uint8)
new_img = cv.cvtColor(new_img, cv.COLOR_BGR2GRAY)

if(new_height > 0 and new_width > 0):
    for x in range(new_height):
        for y in range(new_width): #go through the new image (bounding box image
            pixel = img[x+top_row][y+left_col] #get the corresponding pixel value in og i
            new_img[x][y] = pixel #set to new image

return new_img

# Get the pixel from the given image #get colours
def get_pixel(image, i, j):
    # Inside image bounds?
    width, height = image.size
    if i > width or j > height:
        return None

    # Get Pixel
    pixel = image.getpixel((i, j))
    return pixel

# count num of black pixles
def counter(img):
    count_black= 0
    for i in range (img.size[0]):
        for j in range (img.size[1]):
            if get_pixel(img, i,j) == 0: #(0,0,0): #if its black pixle
                count_black +=1

return count_black

```

```

#main
x,y,z=[],[],[]
x_percent, y_percent, z_percent = [],[],[]

imageNames = ['zero.jpg','one.jpg','two.jpg', 'three.jpg','four.jpg','five.jpg','six.jpg','se

for imageName in imageNames:

    #read image
    img = cv.imread(imageName) #orig image as an array

    #display image
    print("orig pic",imageName)
    cv2_imshow(img)

    #find min bounding box
    bound = boundBox(img)
    img = bound
    img_orig = Image.fromarray(img)

    #1- The aspect ratio. (This is the first feature x). The aspect ratio of an image is the
    height = img.shape[0]
    width = img.shape[1]
    print("calculate aspect ratio\n",width,":",height,"\n")

    s = width,":",height
    x.append( s)
    x_percent.append( round(width/height,3))
    #x.append( width,":",height) #x[i] = width,":",height

    #2- The ratio of the left half black pixels area to the rectangle that has the image. (Th
    #3- The ratio of the right half black pixels area to the rectangle that has the image. (T

    # Cut the image into left and right half
    width_cutoff = width // 2
    s1 = img[:, :width_cutoff]
    s2 = img[:, width_cutoff:]

    print("left pic")
    cv2_imshow(s1)
    print("right pic")
    cv2_imshow(s2)

    img_from_arr_left = Image.fromarray(s1)
    img_from_arr_right = Image.fromarray(s2)

    #count black pixels
    count_black_orig = counter(img_orig)#(img)
    #print("number of black pixles in orig pic", count_black_orig)

```

```
count_black_left = counter(img_from_arr_left)#(s1)
print("number of left black pixles: all black pixles\n", count_black_left,":", count_black_
s = count_black_left,":", count_black_orig
y.append( s)
y_percent.append( round(count_black_left/count_black_orig,3))

count_black_right = counter(img_from_arr_right)
print("number of right black pixles: all black pixles\n", count_black_right,":", count_blac
s = count_black_right,":", count_black_orig
z.append( s)
z_percent.append( round(count_black_right/count_black_orig,3))

print("\n X Y Z \n")
print(x)
print(y)
print(z)

print("\n X Y Z as percents \n")
print(x_percent)
print(y_percent)
print(z_percent)
```

```
orig pic zero.jpg
```

```
0
```



```
calculate aspect ratio
```

```
35 : 67
```

```
left pic
```

```
(
```



```
right pic
```

```
)
```



```
number of left black pixles: all black pixles
```

```
301 : 462
```

```
number of right black pixles: all black pixles
```

```
161 : 462
```

```
orig pic one.jpg
```

```
1
```



```
calculate aspect ratio
```

```
34 : 68
```

```
left pic
```

```
1
```



```
right pic
```



```
number of left black pixles: all black pixles
```

```
316 : 707
```

```
number of right black pixles: all black pixles
```

```
391 : 707
```

```
orig pic two.jpg
```

```
2
```



```
calculate aspect ratio
```

```
31 : 68
```

```
left pic
```





right pic



number of left black pixles: all black pixles

289 : 649

number of right black pixles: all black pixles

360 : 649

orig pic three.jpg



calculate aspect ratio

46 : 68

left pic



right pic



number of left black pixles: all black pixles

619 : 909

number of right black pixles: all black pixles

290 : 909

orig pic four.jpg



calculate aspect ratio

50 : 68

left pic



right pic



number of left black pixles: all black pixles

272 : 808

number of right black pixles: all black pixles

536 : 808

536 : 808

orig pic five.jpg



calculate aspect ratio

62 : 69

left pic



right pic



number of left black pixles: all black pixles

504 : 928

number of right black pixles: all black pixles

424 : 928

orig pic six.jpg



calculate aspect ratio

33 : 69

left pic



right pic



number of left black pixles: all black pixles

238 : 769

number of right black pixles: all black pixles

531 : 769

orig pic seven.jpg



calculate aspect ratio

37 : 69

left pic







right pic



number of left black pixles: all black pixles

152 : 749

number of right black pixles: all black pixles

597 : 749

orig pic eight.jpg



calculate aspect ratio

46 : 77

left pic



right pic



number of left black pixles: all black pixles

300 : 872

number of right black pixles: all black pixles

572 : 872

orig pic nine.jpg



a3 sources

<https://gist.github.com/Integralist/4ca9ff94ea82b0e407f540540f1d8c6c>

<http://2017.compciv.org/guide/topics/python-nonstandard-libraries/pillow.html>

<https://stackoverflow.com/questions/72623020/calculate-the-pixel-ratio-of-two-halves-of-an-image>

<https://stackoverflow.com/questions/45384968/how-to-cut-an-image-vertically-into-two-equal-sized-images>

<https://www.codementor.io/@isaib.cicourel/image-manipulation-in-python-du1089j1u>

[https://thispointer.com/convert-a-numpy-array-to-an-image-in-python/#:~:text=The%20Approach%20to%20convert%20NumPy,using%20the%20save\(\)%20method](https://thispointer.com/convert-a-numpy-array-to-an-image-in-python/#:~:text=The%20Approach%20to%20convert%20NumPy,using%20the%20save()%20method)

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$\lceil(35, ':', 67), (34, ':', 68), (31, ':', 68), (46, ':', 68), (50, ':', 68), (62, ':', 69)$

```

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                new_img[x][y] = pixel #set to new image

    return new_img

from google.colab.patches import cv2_imshow #since google collab cant use cv2.imshow
#from bounding box import *

```

```
import numpy as np
import cv2 as cv

zero = cv.imread("zero.jpg")
#print(type(zero))
#zero = cv2.imread("zero.jpg")
zero_bound = boundingBox(zero)
#cv.imshow("Zero", zero_bound)
cv2.imshow( zero_bound)
cv.waitKey(0)
```



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