

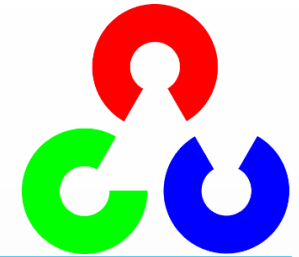
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ECSE-415

# Software for Computer Vision

Introduction to OpenCV-Python





# What is OpenCV?

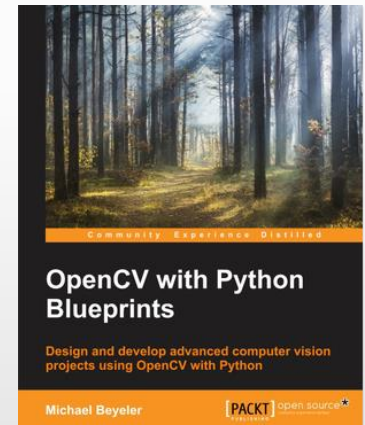
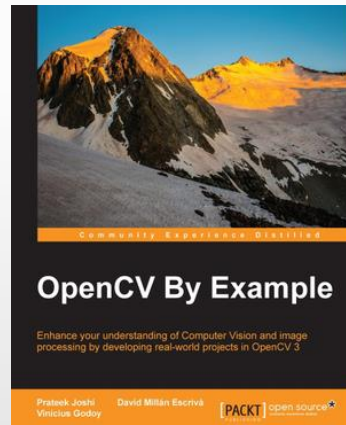
- OpenCV is an open source library for developing computer vision applications
- Cross-platform:
  - C++, C, Python and Java interfaces
  - Supports Windows, Linux, Mac OS, iOS and Android
- Strong focus on real-time applications
  - Multi-core processing
  - Supports hardware acceleration: IPP, OpenCL, CUDA
- Under a BSD license, it can be freely used, distributed and adapted in both academic and commercial apps

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# Published books about OpenCV

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- [iOS Application Development with OpenCV 3](#) (2016)
- [OpenCV By Example](#) (2016)
- [OpenCV Android Programming By Example](#) (2015)
- [OpenCV with Python Blueprints](#) (2015)



- Check <http://opencv.org/books.html> for an up-to-date list of publications

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# OpenCV Interface so far

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- OpenCV 1.x
    - First stable release
    - C-based API
  - OpenCV 2.x
    - C++ API
  - OpenCV 3.x
    - C++ API
    - Java API
    - Python API
  - Lots of new methods/fixes are added on each minor release
  - The programming interface noticeably changes on each major build
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# OpenCV Python Interface

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- Python is a high level general purpose programming language
  - simplicity and code readability
  - compared to C/C++, Python is slower
- It is possible to create a Python wrapper for a C/C++ code
  - The C/C++ code is running without any performance penalty
  - We can benefit from easy coding in Python
- This is how OpenCV-Python works, it is a Python wrapper around original C++ implementation
- We can also benefit from other highly optimized Python libraries
  - Numpy, SciPy, Matplotlib etc

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# Installing Python + Packages (Anaconda)

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# Installing Anaconda (Ubuntu)

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- Anaconda is a ready-made Python distributions with more than 100 of popular Python packages
- Download and install [Anaconda3](#)
  - We assume the installation directory is `~/anaconda3`
  - Allow Anaconda to be added to the system PATH
  - Allow Anaconda to be registered as default Python

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# Installing Anaconda (Ubuntu)

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- Download ***Anaconda3-4.4.0-Linux-x86\_64.sh*** for Python 3.6
- On a Terminal
  - `bash Anaconda3-4.4.0-Linux-x86_64.sh`
- Follow the prompts on the installer screen
- Accept the defaults
- To make changes take effect, close and then re-open the terminal window



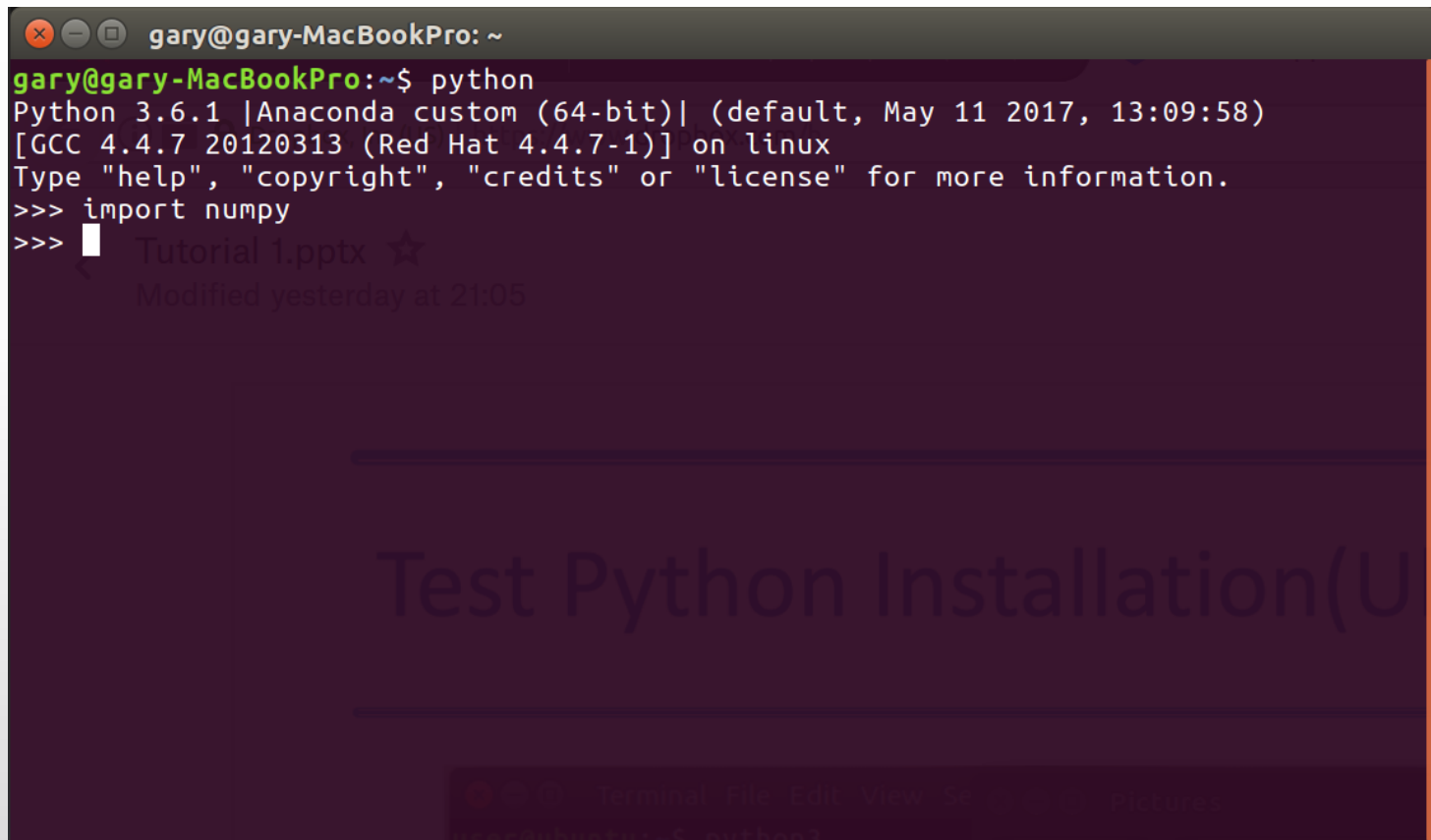
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# Test Python Installation

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- On a Terminal
  - Enter `python` to run the Python interpreter
  - On the Python terminal, enter `import numpy` and make sure Numpy is working fine (you will get an error otherwise)

# Test Python Installation(Ubuntu)



A terminal window titled 'gary@gary-MacBookPro: ~' with a dark background. The terminal shows the execution of 'python', which outputs 'Python 3.6.1 |Anaconda custom (64-bit)| (default, May 11 2017, 13:09:58) [GCC 4.4.7 20120313 (Red Hat 4.4.7-1)] on linux'. It then prompts the user to type 'help', 'copyright', 'credits' or 'license' for more information. The user enters '>>> import numpy', and the prompt changes to '>>>'. Below the prompt, a file named 'Tutorial 1.pptx' is shown with a star icon and the text 'Modified yesterday at 21:05'. The terminal window has standard macOS window controls at the top and a menu bar at the bottom with 'Terminal', 'File', 'Edit', 'View', 'Settings', and 'Pictures'.

```
gary@gary-MacBookPro: ~  
gary@gary-MacBookPro:~$ python  
Python 3.6.1 |Anaconda custom (64-bit)| (default, May 11 2017, 13:09:58)  
[GCC 4.4.7 20120313 (Red Hat 4.4.7-1)] on linux  
Type "help", "copyright", "credits" or "license" for more information.  
>>> import numpy  
>>> Tutorial 1.pptx ☆  
Modified yesterday at 21:05
```

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## Jupyter notebook: An Alternative to Python Terminal

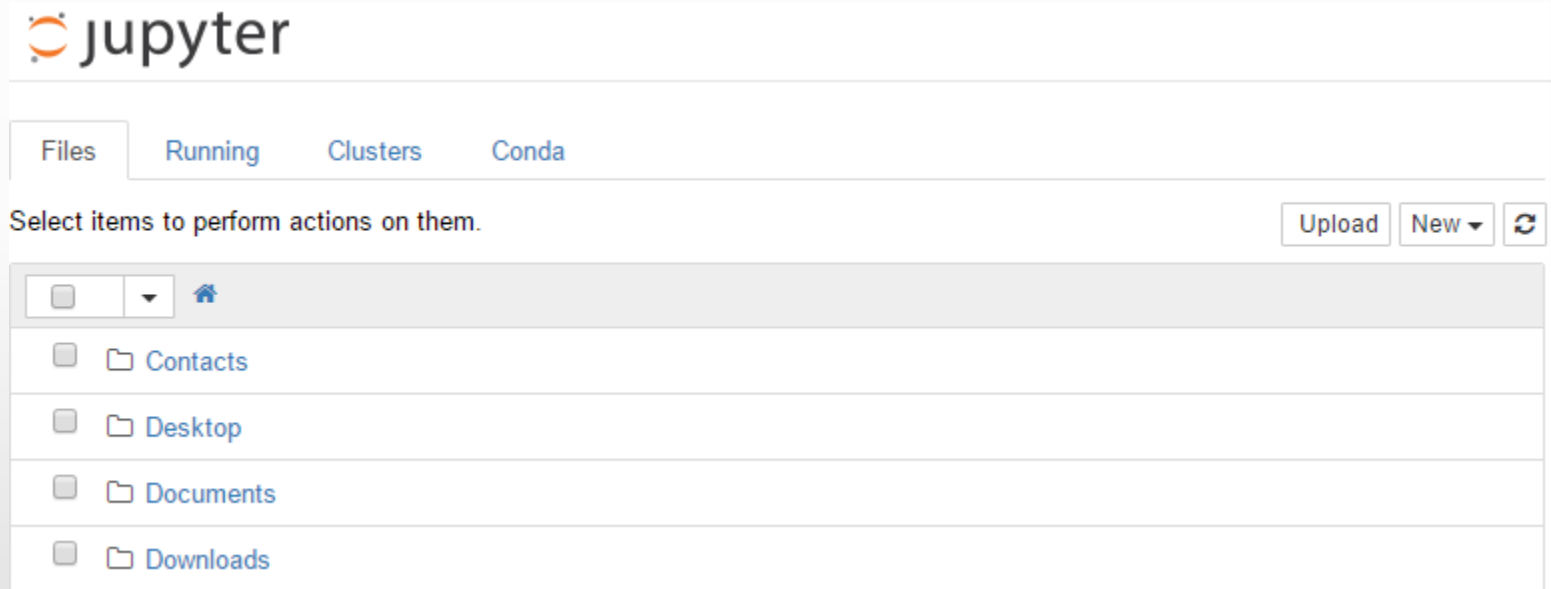
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- IPython kernel (already installed with Anaconda) provides a rich architecture for interactive Python programming and data visualization
- On a Command Prompt (Windows) or a Terminal (Ubuntu)
  - Enter `jupyter notebook`
- The Jupyter server will be automatically displayed in a browser tab

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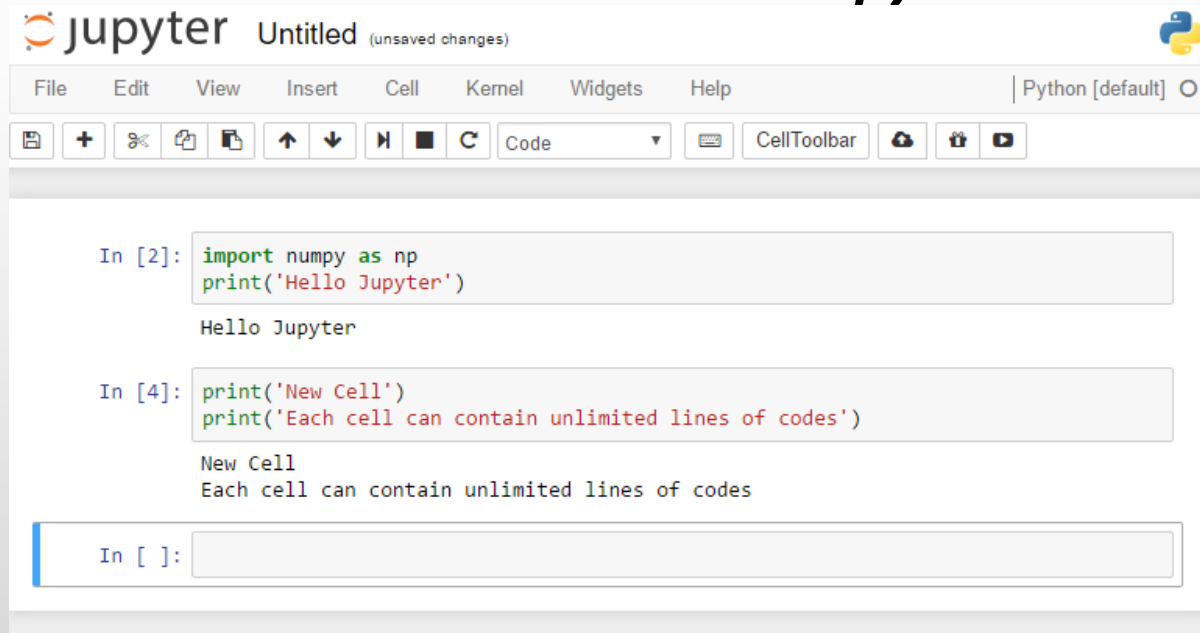
# Jupyter notebook: An Alternative to Python Terminal

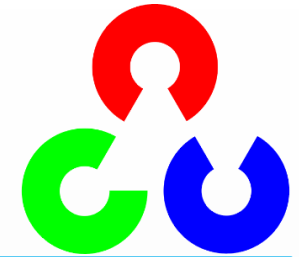
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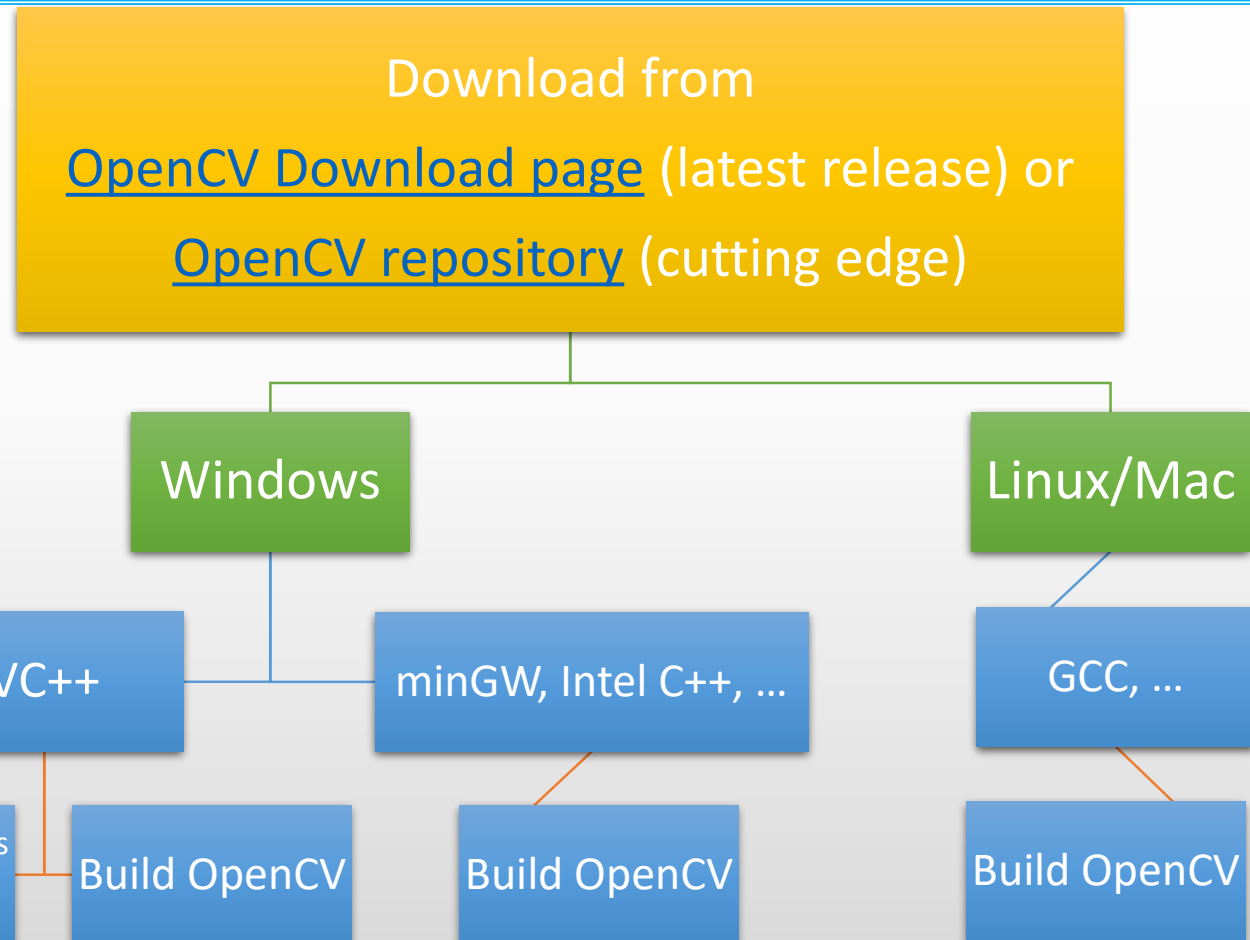
# Jupyter notebook: An Alternative to Python Terminal

- Using the **New** menu, we can create a new Python file
- We can create multiple cells and run each separately
- We can save the notebooks as a **.ipynb** file





# How to Use OpenCV?



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# Setting up OpenCV-Python

## Ubuntu

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# Install Dependencies

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- Make sure to upgrade and update the pre-installed packages first
  - `sudo apt-get upgrade`
  - `sudo apt-get update`
- Install developing tools
  - `sudo apt-get install build-essential cmake-gui pkg-config`
- Install the following packages for accessing various image formats, video frames and cameras
  - `sudo apt-get install libjpeg8-dev libtiff5-dev libjasper-dev libpng12-dev`
  - `sudo apt-get install libdc1394-22-dev`
  - `sudo apt-get install libavcodec-dev libavformat-dev libswscale-dev`
  - `sudo apt-get install libv4l-dev libxvidcore-dev libx264-dev`



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# Install Dependencies

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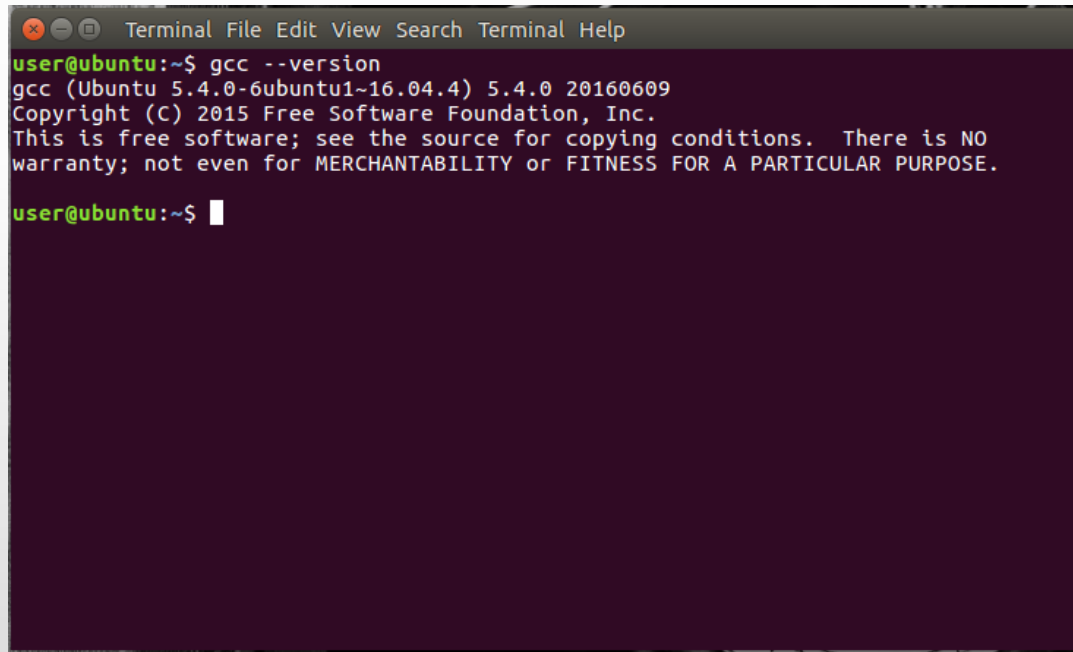
- Install the GTK library, required by the OpenCV *highgui* module
  - `sudo apt-get install libgtk2.0-dev libgtk-3-dev`
- Other required libraries
  - `sudo apt-get install libtbb2 libtbb-dev libatlas-base-dev gfortran`

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# Building OpenCV on Ubuntu

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- Check if you are using an up-to-date GCC version (5 or 6)

A terminal window with a dark purple background and a menu bar at the top containing 'Terminal', 'File', 'Edit', 'View', 'Search', 'Terminal', and 'Help'. The terminal shows the command 'gcc --version' being executed. The output text is as follows:

```
user@ubuntu:~$ gcc --version
gcc (Ubuntu 5.4.0-6ubuntu1~16.04.4) 5.4.0 20160609
Copyright (C) 2015 Free Software Foundation, Inc.
This is free software; see the source for copying conditions. There is NO
warranty; not even for MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.

user@ubuntu:~$
```

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# Building OpenCV on Ubuntu

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- Finally, the easiest way to install OpenCV is using the Anaconda package environment
- In terminal
  - `conda update conda`
  - `conda install opencv`
- Accept the installation of prerequisite packages
- Wait for installation to complete
- Many other anaconda command can be found at this [tutorial](#)

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# Installing OpenCV on Ubuntu

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- The include folder *~/anaconda3/include/opencv & opencv2*
  - Contains all the header files required for building application using OpenCV C++
- The lib folder *~/anaconda3/lib*
  - Contains all the built library files (.so files)
- The python folder *~/anaconda3/lib/python3.6*
  - Contains the built *opencv-python* library

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# Setting PYTHON\_PATH

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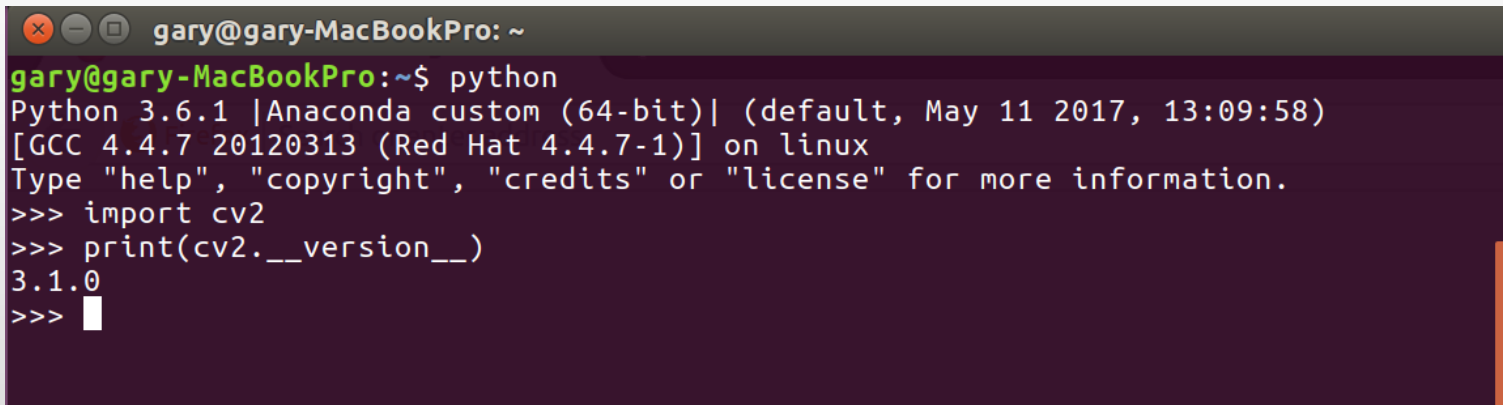
- We need to inform Python of the location of OpenCV-Python library (*cv2.\*.so*), installed at *~/anaconda3/lib/python3.6/site-packages*
- Open *.bashrc* (`gedit ~/.bashrc`) and add the following
  - export  
PYTHONPATH=\$PYTHONPATH:~/anaconda3/lib/python3.6/site-packages
  - Export PATH="~/anaconda3/bin:\$PATH"

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# Test OpenCV-Python installation

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- Open a Terminal
  - Enter python to run the Python interpreter
    - On the Python terminal, enter
      - `import cv2`
      - `print(cv2.__version__)`

A screenshot of a macOS terminal window titled 'gary@gary-MacBookPro: ~'. The terminal shows the execution of 'python', which opens the Python 3.6.1 interpreter. The user enters 'import cv2' and 'print(cv2.\_\_version\_\_)', resulting in the output '3.1.0'.

```
gary@gary-MacBookPro: ~  
gary@gary-MacBookPro:~$ python  
Python 3.6.1 |Anaconda custom (64-bit)| (default, May 11 2017, 13:09:58)  
[GCC 4.4.7 20120313 (Red Hat 4.4.7-1)] on linux  
Type "help", "copyright", "credits" or "license" for more information.  
>>> import cv2  
>>> print(cv2.__version__)  
3.1.0  
>>> 
```

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# OpenCV Python Interface

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# Getting Started with Images: Reading images

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- Use the function ***cv2.imread()*** to read an image
- The function accepts two arguments
  - The first argument is a string containing the path of the image file
  - The optional second argument is a flag
    - ***cv2.IMREAD\_COLOR*** : Loads a color image (default)
    - ***cv2.IMREAD\_GRAYSCALE*** : Loads image in grayscale mode
    - You can check the values of these flags by printing them (e.g. `print(cv2.IMREAD_COLOR)`)
- The function returns a Numpy array, containing the image data



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# Getting Started with Images: Reading images

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```
import numpy as np
import cv2

# Load a color image
img = cv2.imread('/home/user/opencv/samples/data/lena.jpg')
```

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# Getting Started with Images: Displaying images

---

- Use the function ***cv2.imshow()*** to display an image
- The function accepts two arguments
  - The first argument is a string indicating the window name
  - The second argument is the image to display

```
import numpy as np
import cv2

# Load a color image
img = cv2.imread('/home/user/opencv/samples/data/lena.jpg')

# Display the image
cv2.imshow('image',img)
# infinitely wait for a user keypress
cv2.waitKey(0)
# Close all windows
cv2.destroyAllWindows()
```

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# Getting Started with Images: Displaying images

---

- ***cv2.waitKey()*** is a keyboard binding function
- Its argument is the time in milliseconds
- If 0 is passed, it waits indefinitely for a key stroke

```
import numpy as np
import cv2

# Load a color image
img = cv2.imread('C:\opencv\sources\samples\data\lena.jpg')

# Display the image
cv2.imshow('image',img)
# infinitely wait for a user keypress
cv2.waitKey(0)
# Close all windows
cv2.destroyAllWindows()
```

---

# Getting Started with Images: Displaying images

---

- ***cv2.destroyAllWindows()*** simply destroys all the windows we created
- If you want to destroy any specific window, use the function ***cv2.destroyWindow()*** where you pass the exact window name as the argument

```
import numpy as np
import cv2

# Load a color image
img = cv2.imread('C:\opencv\sources\samples\data\lena.jpg')

# Display the image
cv2.imshow('image',img)
# infinitely wait for a user keypress
cv2.waitKey(0)
# Close all windows
cv2.destroyAllWindows()
```

# Getting S

# g images

