
npGUI

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CONTENTS

1	Indices and tables	1
1.1	The np_gui package	1
1.2	The np_clickable_image module	2
1.3	The colors module	6
1.4	The image_annotation module	8
	Python Module Index	9
	Index	11

INDICES AND TABLES

- `genindex`
- `modindex`
- `search`

1.1 The `np_gui` package

This package implements Graphical User Interfaces from a NumPy user perspective: every image corresponds to an `ndarray`.

The core class is `ClickableImage` whose instances' attributes are:

- a dictionary of parameter values,
- a callable that returns an image of fixed shape,
- regions in that shape defined as boolean images of the same shape
- and their corresponding callbacks.

When calling the `use` method of an instance, the dictionary is passed to the callable, that uses (some of) its values as arguments and outputs an image which is displayed in a window.

Upon clicking on the distinguished regions, their callbacks are called and alter the parameter values. The image is then refreshed from this input.

When closing the window, the `use` method returns the dictionary with its altered values; whence the interaction with the user.

These objects can be stacked vertically and horizontally to compose more complex ones. A certain number of subclasses are proposed as basic building blocks. The stacked blocks may have parameter keywords in common, which allows for interactions between them.

The code is organized in three submodules as follows.

- **`np_clickable_images`** contains the definition of the `ClickableImage` class and some subclasses,
- **`colors`** contains some color management facilities and
- **`image_annotation`** regards putting text in an image.

1.2 The np_clickable_image module

This module implements ClickableImage and some subclasses.

Classes:

<code>_CombinableFunc</code>	A class of callables mimicking positional keywords functions.
<code>ClickableImage</code>	A class for clickable images, made with matplotlib and numpy.
<code>ImageToggles</code>	A subclass of ClickableImage where regions of the image become toggles.
<code>SliceDisplayer</code>	This subclass is for clickable images that display a slice of text.
<code>Button</code>	The subclass of ClickableImage made of basic rectangular buttons.

class np_gui.np_clickable_image._CombinableFunc

A class of callables mimicking positional keywords functions.

A class of callables mimicking functions with only positional keyword arguments with better control on signature and default values. This class does not care about the specific order of the positional keyword arguments.

Methods:

<code>defaults_dictionary(f)</code>	Parse the keyword(-only) arguments default values.
<code>__init__(func[, defaults_dic])</code>	Build the callable.

static defaults_dictionary(f)

Parse the keyword(-only) arguments default values.

Parameters

f (*Callable*[Any, Any]) – A function.

Returns

A dictionary with keys given by the keyword arguments

and keyword-only arguments of f that maps these keys to the corresponding default values.

Return type

dict

`__init__(func, defaults_dic=None)`

Build the callable.

Build the callable from a keyword(-only) function and optionally a dictionary. The function can be defined with a signature (***kwargs*, ***, ...). In this case, the placeholder for a detailed specification of keyword arguments is the dictionary, see below. If the dictionary is not passed, the function's signature must specify every admissible positional keyword argument. Functions using also keyword-only arguments can be passed but the keyword-only arguments with no default value will be ignored. If a dictionary is passed, the function's signature is ignored.

Parameters

- **func** (*Callable*) – A function with solely keyword and keyword-only arguments;

- **dic** (*dict*, *optional*) – A dictionary specifying all admissible positional keyword arguments TOGETHER WITH their default values. Defaults to None.

class np_gui.np_clickable_image.ClickableImage

A class for clickable images, made with matplotlib and numpy.

Methods:

<code>__init__(image, shape, regions, callbacks, ...)</code>	Builder method
<code>use([return_vars])</code>	Use the clickable image to get some user input.
<code>constant_to_clickable(img)</code>	Convert np.ndarray image to ClickableImage.
<code>hstack(clickables)</code>	Stack horizontally the input ClickableImages or np.ndarray images.
<code>vstack(clickables)</code>	Stack vertically the input ClickableImages or np.ndarray images.
<code>resize(shape[, anti_aliasing, preserve_range])</code>	Resize self to input shape.

`__init__(image, shape, regions, callbacks, vars_dic)`

Builder method

Parameters

- **image** (*Callable[Any, np.ndarray]* | *np.ndarray*) – A function that returns an image or a ‘constant’ image. If a function is passed, it must have only keyword and keyword-only arguments. The keyword-only arguments with no default value will be ignored.
- **shape** (*tuple[int, ...]*) – shape of the ndarray returned by image
- **regions** (*list[np.ndarray]*) – boolean arrays A with A.shape=shape[:2]
- **callbacks** (*list[Callable[dict, None]]*) – functions to be called when the regions are clicked (the ith callback belongs to the ith region)
- **vars_dic** (*dict*) – some variable values stored in a dict. They are meant to define the behaviour of the image attributes of the current instance and possibly other ones, in view of interactions between instances (stacking).

Raises

- **ValueError** – The number of regions does not equal the number of callbacks.
- **ValueError** – The regions’ shapes do not all equal shape[:2]
- **ValueError** – The passed regions do not have dtype(‘bool’) dtype.

`use(return_vars=None, **plot_options)`

Use the clickable image to get some user input.

For this method to work, all the keyword arguments for image must be contained in vars_dic.

Parameters

- **return_vars** (*list[str]* | *None*, *optional*) – The keys of vars_dic we are interested in. Defaults to None. If None is received, all vars_dic will be returned after the interaction.
- ****plot_options** – the optional arguments to be passed to imshow. Useful to affect the display.

Returns

The requested dictionary of variables values.

Return type

dict

static constant_to_clickable(*img*)

Convert np.ndarray image to ClickableImage.

Parameters

img (*np.ndarray*) – an image

Returns

The corresponding “constant” ClickableImage.

Return type

ClickableImage

static hstack(*clickables*)

Stack horizontally the input ClickableImages or np.ndarray images.

Parameters

clickables (*list* [*ClickableImage* / *np.ndarray*]) – list of ClickableImages or images, in the second case they are treated as ‘constant’ ClickableImages.

Raises

ValueError – The clickables are not stackable as demanded, due to shape issues.

Returns**The ClickableImage obtained by stacking**

horizontally the input clickables/images, with possible interactions if they share keys of their image.defaults_dic | vars_dic

Return type

ClickableImage

static vstack(*clickables*)

Stack vertically the input ClickableImages or np.ndarray images.

Parameters

clickables (*list* [*ClickableImage* / *np.ndarray*]) – list of ClickableImages or images, in the second case they are treated as ‘constant’ ClickableImages.

Raises

ValueError – The clickables are not stackable as demanded, due to shape issues. Remember this could include a depth issue.

Returns**The ClickableImage obtained by stacking**

vertically the input clickables, with possible interactions if they share keys of their image.defaults_dic | vars_dic

Return type

ClickableImage

resize(*shape*, *anti_aliasing=False*, *preserve_range=False*)

Resize self to input shape.

Parameters

- **shape** (*tuple* [*int*, ...]) – Desired shape for the output.

- **anti_aliasing** (*bool, optional*) – argument to be passed in the underlying `skimage.resize` call. Defaults to `False`.
- **preserve_range** (*bool, optional*) – argument to be passed in the underlying `skimage.resize` call. Defaults to `False`.

class np_gui.np_clickable_image.ImageToggles

A subclass of `ClickableImage` where regions of the image become toggles.

No new method, a unique original method: `__init__` which ‘extends’ the superclass’s method.

Methods:

<code>__init__(image, regions, *[, daltonism, ...])</code>	Build self.
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`__init__(image, regions, *, daltonism=False, on_color='green', off_color='red', default_toggle_value=True, true_is_black_pixel=True, toggles_name='toggles')`

Build self. Extend `super().__init__`, with distinct arguments.

Parameters

- **image** (*np.ndarray*) – The “background” image
- **regions** (*list[np.ndarray]*) – the ‘toggle’ regions as boolean images.
- **daltonism** (*bool, optional*) – Option to set a special color mode for color blind people. Defaults to `False`.
- **on_color** (*str, optional*) – The color of the regions when toggled to `True`. Defaults to “green”. This string must be recognized by `matplotlib.colors.to_rgb`.
- **off_color** (*str, optional*) – The color of the regions when toggled to `False`. Defaults to “red”. This string must be recognized by `matplotlib.colors.to_rgb`.
- **default_toggle_value** (*bool, optional*) – The common value of all
- **True.** (*toggles as defined in the Clickable image vars_dic. Defaults to*) –
- **true_is_black_pixel** (*bool, optional*) – Decide if the front pixel are black, in case image is boolean. Defaults to `True`.
- **toggles_name** (*str, optional*) – the key of the toggles values list in the `ClickableImage`’s `vars_dic`. Defaults to “toggles”.

Raises

TypeError – “The input regions do not have ‘bool’ dtype.”)

class np_gui.np_clickable_image.SliceDisplayer

This subclass is for clickable images that display a slice of text.

The slice may have variable start and stop.

Methods:

<code>__init__(text, shape, *[, background_color, ...])</code>	Extends <code>__init__</code> of superclass, with distinct arguments.
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__init__(*text, shape, *, background_color='white', slice_varname='slice'*)

Extends **__init__** of superclass, with distinct arguments.

Parameters

- **text** (*str*) – The text whose slice will be displayed
- **shape** (*tuple[int, int]*) – The shape of the resulting ClickableImage
- **background_color** (*str, optional*) – Background color, this string must be recognized by `matplotlib.colors.to_rgb`. Defaults to “white”.
- **slice_varname** (*str, optional*) – The name of the variable that defines the slice to take. Defaults to “slice”.

class `np_gui.np_clickable_image.Button`

The subclass of ClickableImage made of basic rectangular buttons.

More precisely, the unique clickable region is the whole image.

Methods:

<code>__init__(image, callback)</code>	Button constructor.
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__init__(*image, callback*)

Button constructor.

Parameters

- **image** (*np.ndarray*) – The underlying image of the button.
- **callback** (*Callable*) – The callback triggered by clicking the button.

1.3 The colors module

Provide a few color conversion facilities.

The reference color format here is the one of a numpy array with shape (3,) and dtype `np.uint8`. Beware that this is not the same convention as in `matplotlib.colors`. In this package, interacting with this package, it is recommended to always prefer our `colors.color_to_rgb` to `matplotlib.colors.to_rgb`.

Otherwise, you could run in incompatibility issues.

Functions:

<code>color_to_rgb(color)</code>	Convert matplotlib color to 8-bits rgb color.
<code>binary2grayscale(image)</code>	Convert a binary image to rgb image.
<code>grayscale2rgb(image)</code>	Convert a grayscale image to rgb image.
<code>binary2rgb(image)</code>	Convert a binary image to rgb image.
<code>to_rgb(image)</code>	Convert image to the rgb format.

`np_gui.colors.color_to_rgb(color)`

Convert matplotlib color to 8-bits rgb color.

Parameters

color (*tuple[int, int, int] | list[int] | tuple[float, float, float] |*

list[float] | str | np.ndarray) – an 8-bits rgb color or its float rescaled version, with values in [0,1] or a string recognized by `matplotlib.to_rgb`.

Raises

- **ValueError** – “Expecting a 3-channels color (rgb) or a string.”
- **ValueError** – “To specify your color by a triple of integers, they should belong to the closed interval [0,255].”

Returns

an `np.ndarray` of shape (3,) and dtype ‘uint8’, representing the rgb color.

Return type

`np.ndarray`

`np_gui.colors.binary2grayscale(image)`

Convert a binary image to rgb image.

Parameters

image (`np.ndarray`) – A binary image as a 2d `np.ndarray`

Returns

the corresponding grayscale image.

Return type

`np.ndarray`

`np_gui.colors.grayscale2rgb(image)`

Convert a grayscale image to rgb image.

Parameters

image (`np.ndarray`) – A grayscale image as a 2d `np.ndarray` with dtype ‘uint8’.

Returns

the corresponding rgb image.

Return type

`np.ndarray`

`np_gui.colors.binary2rgb(image)`

Convert a binary image to rgb image.

Parameters

image (`np.ndarray`) – A binary image as a 2d `np.ndarray`

Returns

the corresponding rgb image

Return type

`np.ndarray`

`np_gui.colors.to_rgb(image)`

Convert image to the rgb format.

Parameters

image (`np.ndarray`) – The image to be converted.

Raises

ValueError – The expected dtype of the ndarray is either ‘bool’ or ‘uint8’. The expected shape is either 2d or 3d with `shape[2]==3`.

Returns

The image converted to the rgb format.

Return type

np.ndarray

1.4 The image_annotation module

This module deals with displaying text on a Numpy image.

Functions:

<code>string_to_image(s[, relative_line_spacing])</code>	Produce image of the given string.
<code>center_text(text, shape[, color, ...])</code>	Center given text over a monochrome background to create a np.ndarray.

`np_gui.image_annotation.string_to_image(s, relative_line_spacing=0.1)`

Produce image of the given string.

Parameters

- **s** (*str*) – The string that must appear on the image.
- **relative_line_spacing** (*float, optional*) – The line spacing, relative to the height of ONE line. Defaults to 0.1.

Returns

boolean image displaying the input string. The text corresponding to null pixels.

Return type

np.ndarray

`np_gui.image_annotation.center_text(text, shape, color='black', background_color='white')`

Center given text over a monochrome background to create a np.ndarray.

Parameters

- **text** (*str*) – The text to print
- **shape** (*tuple[int, int]*) – The shape of the background
- **color** – The color of the background, of a type acceptable by `colors.color_to_rgb`. Defaults to black.
- **background_color** – The color of the background, of a type acceptable by `colors.color_to_rgb`. Defaults to white.

Returns

The resulting image as an rgb np.ndarray of dtype 'uint8'.

The text fills 90% of the width or of the height of the input shape, depending on its own proportions.

Return type

np.ndarray

PYTHON MODULE INDEX

n

- `np_gui`, 1
- `np_gui.colors`, 6
- `np_gui.image_annotation`, 8
- `np_gui.np_clickable_image`, 1

Symbols

`_CombinableFunc` (class in `np_gui.np_clickable_image`), 2
`__init__()` (`np_gui.np_clickable_image.Button` method), 6
`__init__()` (`np_gui.np_clickable_image.ClickableImage` method), 3
`__init__()` (`np_gui.np_clickable_image.ImageToggles` method), 5
`__init__()` (`np_gui.np_clickable_image.SliceDisplayer` method), 5
`__init__()` (`np_gui.np_clickable_image._CombinableFunc` method), 2

B

`binary2grayscale()` (in module `np_gui.colors`), 7
`binary2rgb()` (in module `np_gui.colors`), 7
`Button` (class in `np_gui.np_clickable_image`), 6

C

`center_text()` (in module `np_gui.image_annotation`), 8
`ClickableImage` (class in `np_gui.np_clickable_image`), 3
`color_to_rgb()` (in module `np_gui.colors`), 6
`constant_to_clickable()` (`np_gui.np_clickable_image.ClickableImage` static method), 4

D

`defaults_dictionary()` (`np_gui.np_clickable_image._CombinableFunc` static method), 2

G

`grayscale2rgb()` (in module `np_gui.colors`), 7

H

`hstack()` (`np_gui.np_clickable_image.ClickableImage` static method), 4

I

`ImageToggles` (class in `np_gui.np_clickable_image`), 5

M

module
`np_gui`, 1
`np_gui.colors`, 6
`np_gui.image_annotation`, 8
`np_gui.np_clickable_image`, 1

N

`np_gui`
module, 1
`np_gui.colors`
module, 6
`np_gui.image_annotation`
module, 8
`np_gui.np_clickable_image`
module, 1

R

`resize()` (`np_gui.np_clickable_image.ClickableImage` method), 4

S

`SliceDisplayer` (class in `np_gui.np_clickable_image`), 5
`string_to_image()` (in module `np_gui.image_annotation`), 8

T

`to_rgb()` (in module `np_gui.colors`), 7

U

`use()` (`np_gui.np_clickable_image.ClickableImage` method), 3

V

`vstack()` (`np_gui.np_clickable_image.ClickableImage` static method), 4