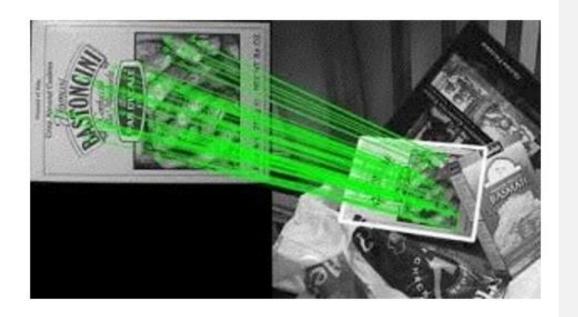
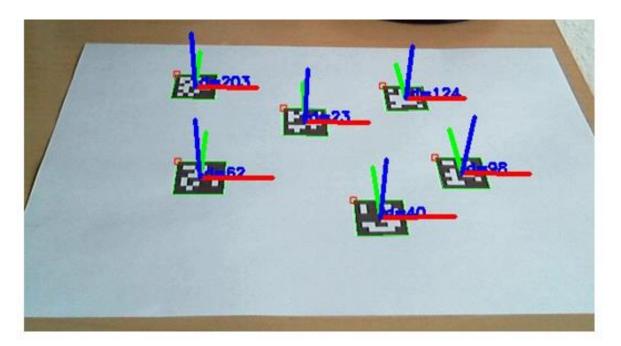
OPENCY BASICS



- o core. The Core Functionality
- o imgproc. Image Processing
- imgcodecs. Image file reading and writing
- videoio. Media I/O
- highgui. High-level GUI and Media I/O
- video. Video Analysis
- o calib3d. Camera Calibration and 3D Reconstruction
- features2d. 2D Features Framework
- o objdetect. Object Detection
- o ml. Machine Learning
- o flann. Clustering and Search in Multi-Dimensional Spaces
- photo. Computational Photography
- o stitching. Images stitching
- o cuda. CUDA-accelerated Computer Vision
- cudaarithm. CUDA-accelerated Operations on Matrices
- cudabgsegm. CUDA-accelerated Background Segmentation
- cudacodec. CUDA-accelerated Video Encoding/Decoding
- cudafeatures2d. CUDA-accelerated Feature Detection and Description
- cudafilters. CUDA-accelerated Image Filtering
- cudaimgproc. CUDA-accelerated Image Processing
- cudaoptflow. CUDA-accelerated Optical Flow
- cudastereo. CUDA-accelerated Stereo Correspondence
- cudawarping. CUDA-accelerated Image Warping
- o shape. Shape Distance and Matching
- o superres. Super Resolution
- videostab, Video Stabilization
- o viz. 3D Visualizer
- o bioinspired. Biologically inspired vision models and derivated tools
- cvv. GUI for Interactive Visual Debugging of Computer Vision Programs
- o datasets. Framework for working with different datasets
- face. Face Recognition
- · Binary descriptors for lines extracted from an image
- o optflow. Optical Flow Algorithms
- o reg. Image Registration
- o rgbd. RGB-Depth Processing
- Saliency API
- surface_matching. Surface Matching

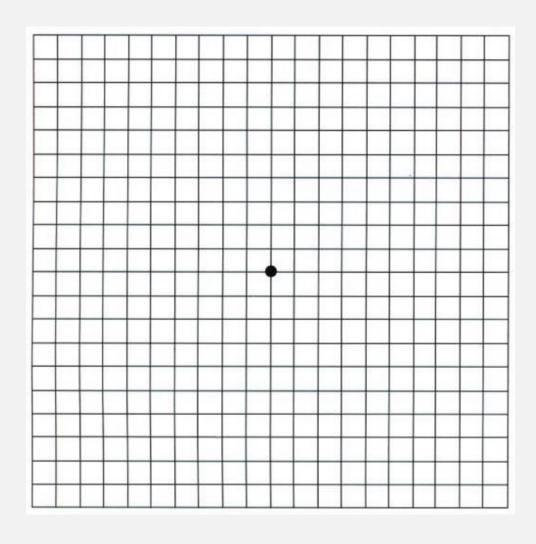
feature detection





pattern recognition

MAT



rows: 長

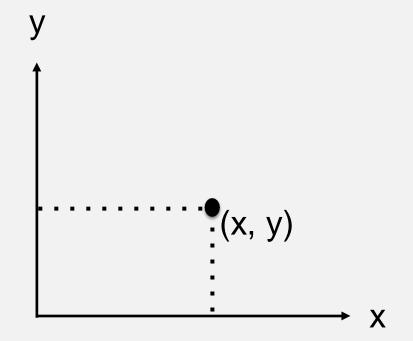
cols: 寬

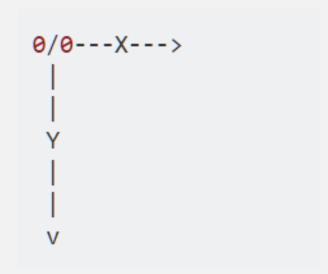
type: 像素型態

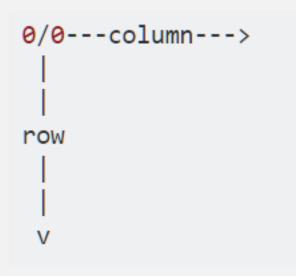
channels: 通道數

NORMAL:

image:







MAT VALUE ACCESS

	Column 0	Column 1	Column	Column m
Row 0	0,0	0,1	***	0, m
Row 1	1,0	1,1		1, m
Row	,0	,1		, m
Row n	n,0	n,1	n,	n, m

3-channel: B, G, R

	Column 0		Column 1		Column		Column m					
Row 0	0,0	0,0	0,0	0,1	0,1	0,1				0, m	0, m	0, m
Row 1	1,0	1,0	1,0	1,1	1,1	1,1				1, m	1, m	1, m
Row	,0	,0	,0	,1	,1	,1				, m	, m	, m
Row n	n,0	n,0	n,0	n,1	n,1	n,1	n,	n,	n,	n, m	n, m	n, m

```
import numpy as np
     import cv2
     #read
 4
     image = cv2.imread("image.jpg")
     #show
     cv2.imshow("My Image", image)
 8
     #按下按鍵關閉顯示視窗
     cv2.waitKey(0)
10
11
     cv2.destroyAllWindows()
12
13
     #save
14
     cv2.imwrite("output.jpg", image)
```

標頭引入

```
import numpy as np
import cv2
```

讀寫圖片

讀取:

```
img = cv2.imread('image.jpg')
```

儲存:

```
cv2.imwrite('output.jpg', img)
```

顯示圖片

```
顯示影像:
# 顯示圖片
cv2.imshow('My Image', img)

等待按鍵輸入:
# 按下任意鍵則關閉所有視窗
cv2.waitKey(0)
cv2.destroyAllWindows()
```

開一個指定大小的黑圖

```
blank_image = np.zeros((height,width,3), np.uint8)
```

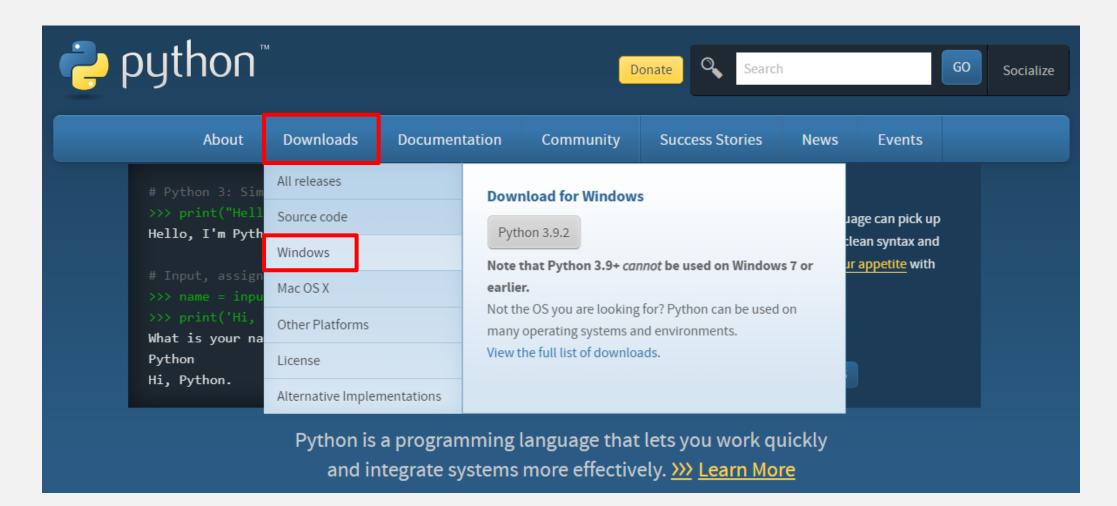
操作像素

image[row, col, channel]

WINDOWS 10 PYTHON 3 & OPENCY

I. 下載PYTHON

到官網點選Downloads



I. 下載PYTHON

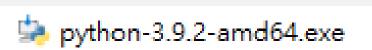
選擇python 3

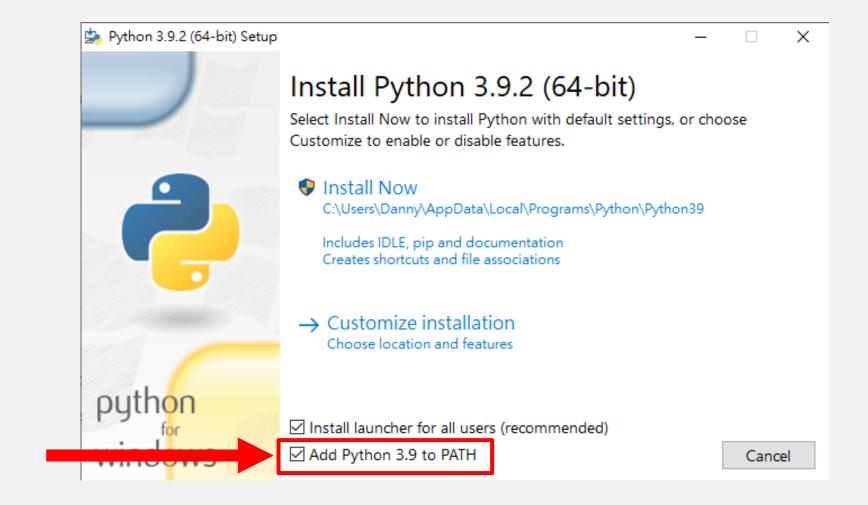
Python Releases for Windows

- Latest Python 3 Release Python 3.9.2
- Latest Python 2 Release Python 2.7.18

2. 安裝軟體

- 點選並安裝
- 加入環境變數





3. 安裝OPENCV

- pip install opency-python==4.4.0.46
- Test:

```
import cv2
img = cv2.imread('kobe.jpg')

cv2.imshow('My Image', img)
cv2.waitKey(0)
cv2.destroyAllWindows()
```

4. 安裝NUMPY

pip install numpy

HOMEWORK I

CONTENT

- 使用不同的插值方法對影像中心順時鐘旋轉30度
- 使用不同的插值方法對影像放大2倍
 - Nearest Neighbor Interpolation
 - Bilinear Interpolation
 - Bicubic Interpolation

原圖

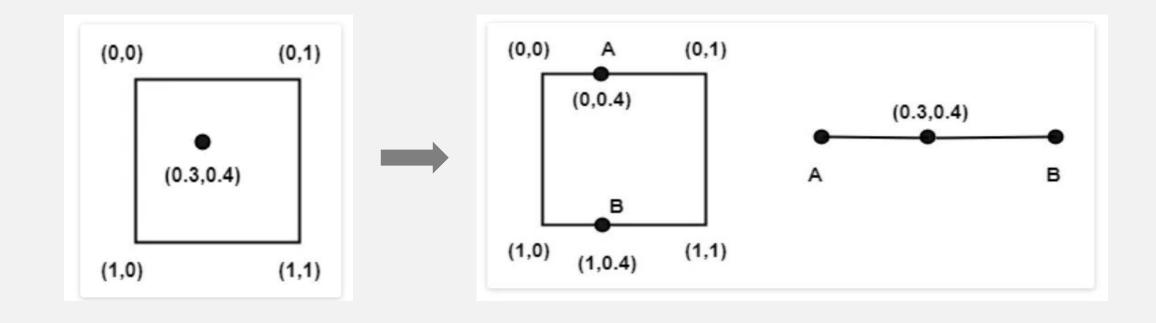
HOTEL Salon de Thé Restaurant Buffet

結果示意圖



BILINEAR INTERPOLATION

根據輸出影像的像素位置,找到輸入影像中最鄰近的四個點,再利用雙線性內插法求出輸出 影像的像素強度。



BICUBIC INTERPOLATION

- 三次樣條插值 (Cubic spline interpolation)
- 如果一個函數 f(x) 在 x=0 和 x=1 的位置上的函數值已知,利用一個三次方的多項式去計算這條曲線在 [0,1] 上的值

$$f(x) = ax^3 + bx^2 + cx + d$$
$$f'(x) = 3ax^2 + 2bx + c$$

$$f(0) = d$$

$$f(1) = a + b + c + d$$

$$f'(0) = c$$

$$f'(1) = 3a + 2b + c$$

$$a = 2f(0) - 2f(1) + f'(0) + f'(1)$$

$$b = -3f(0) + 3f(1) - 2f'(0) - f'(1)$$

$$c = f'(0)$$

$$d = f(0)$$

BICUBIC INTERPOLATION

• 假設我們有四個值,分別 p0, p1, p2, p3 分別代表 x=-1, x=0, x=1 和 x=2 位置的函數值, 此時並不知道他的導數,因此用這條直線的斜率來近似替代這個位置導數

$$f(0) = p_1$$

$$f(1) = p_2$$

$$f'(0) = \frac{p_2 - p_0}{2}$$

$$f'(1) = \frac{p_3 - p_1}{2}$$

$$f'(1) = \frac{p_3 - p_1}{2}$$

$$d = p_1$$

$$a = -\frac{1}{2}p_0 + \frac{3}{2}p_1 - \frac{3}{2}p_2 + \frac{1}{2}p_3$$

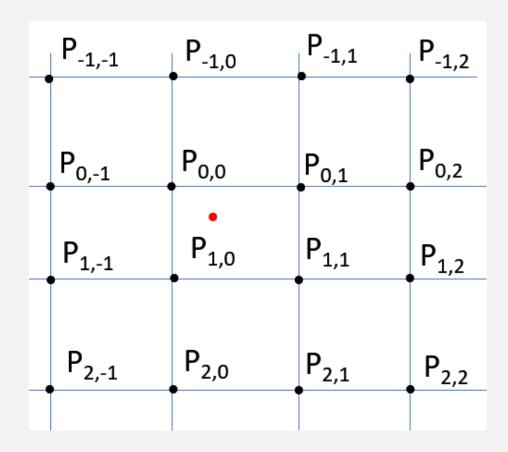
$$c = -\frac{1}{2}p_0 + \frac{1}{2}p_2$$

$$d = p_1$$

$$f(p_0,p_1,p_2,p_3,x) = (-\frac{1}{2}p_0 + \frac{3}{2}p_1 - \frac{3}{2}p_2 + \frac{1}{2}p_3)x^3 + (p_0 - \frac{5}{2}p_1 + 2p_2 - \frac{1}{2}p_3)x^2 + (-\frac{1}{2}p_0 + \frac{1}{2}p_2)x + p_1$$

BICUBIC INTERPOLATION

- 雙三次插值法就是二維的三次樣條插值
- Hint: 記得注意overflow的問題
 - np.clip(img, 0, 255)
 - np.array(img, dtype=np.uint8)



GRADING POLICY

- Each method 15%
 - 禁止使用 OpenCV (讀寫照片以外)的函式
- Report 10%

SUBMISSION

- Report
 - 包含 Method 、 Result 、 Feedback 三部分
 - 至多3頁
 - Filename: STUDENT_ID.pdf
- Code
 - Filename: STUDENT_ID.zip
- Deadline: 3/22 Fri. 10:10 a.m.