

# VISION WITH OF

Add Vision to your Apps

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EmbeddedLance

## TEMPLATE MATCHING

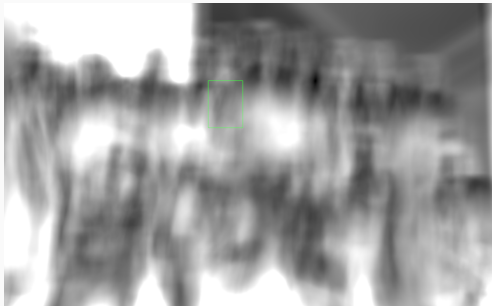
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## Primary Components

- Source Image(I), Template Image(T), Metric







## cvMatchTemplate

- source Image
- template Image
- result Image
- Metric
  - CV\_TM\_SQDIFF, CV\_TM\_SQDIFF\_NORMED, CV\_TM\_CCORR, CV\_TM\_CCORR\_NORMED, CV\_TM\_CCOEFF and CV\_TM\_CCOEFF\_NORMED



CV\_TM\_SQDIFF

$$R(x, y) = \sum_{x', y'} (T(x', y') - I(x + x', y + y'))^2$$

CV\_TM\_SQDIFF\_NORMED

$$R(x, y) = \frac{\sum_{x', y'} (T(x', y') - I(x + x', y + y'))^2}{\sqrt{\sum_{x', y'} T(x', y')^2 \cdot \sum_{x', y'} I(x + x', y + y')^2}}$$



CV\_TM\_CCORR

$$R(x, y) = \sum_{x', y'} (T(x', y') \cdot I(x + x', y + y'))$$

CV\_TM\_CCORR\_NORMED

$$R(x, y) = \frac{\sum_{x', y'} (T(x', y') \cdot I(x + x', y + y'))}{\sqrt{\sum_{x', y'} T(x', y')^2 \cdot \sum_{x', y'} I(x + x', y + y')^2}}$$



## CV\_TM\_CCOEFF

$$R(x, y) = \sum_{x', y'} (T'(x', y') \cdot I'(x + x', y + y'))$$

where

$$\begin{aligned} T'(x', y') &= T(x', y') - 1/(w \cdot h) \cdot \sum_{x'', y''} T(x'', y'') \\ I'(x + x', y + y') &= I(x + x', y + y') - 1/(w \cdot h) \cdot \sum_{x'', y''} I(x + x'', y + y'') \end{aligned}$$

## CV\_TM\_CCOEFF\_NORMED

$$R(x, y) = \frac{\sum_{x', y'} (T'(x', y') \cdot I'(x + x', y + y'))}{\sqrt{\sum_{x', y'} T'(x', y')^2 \cdot \sum_{x', y'} I'(x + x', y + y')^2}}$$



YOU CAN NOW PERFORM TEMPLATE MATCHING WITH  
OPENFRAMEWORKS :)