CSE185 Introduction to Computer Vision Lab 01: Image Processing in MATLAB

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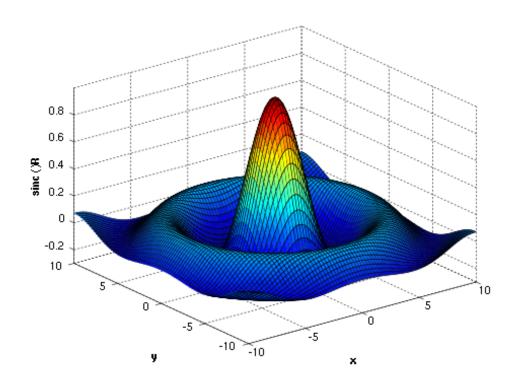
Lecture and Labs

- Lecture:
 - Monday 15:00 16:15
 - Tuesday 15:00 16:15
- Labs:
 - − 02L: Monday 16:30 − 19:20
 - − 03L: Monday 19:30 − 22:20
 - -04L: Friday 10:30-13:20
 - − 05L: Monday 07:30 − 10:20
- The deadline of each lab is one week after announcement (before the start of the next lab)
 - -Monday 16:30 for 02L, Monday 19:30 for 03L, Friday 10:30 for 04L, Monday 07:30 for 05L

Introduction to MATLAB

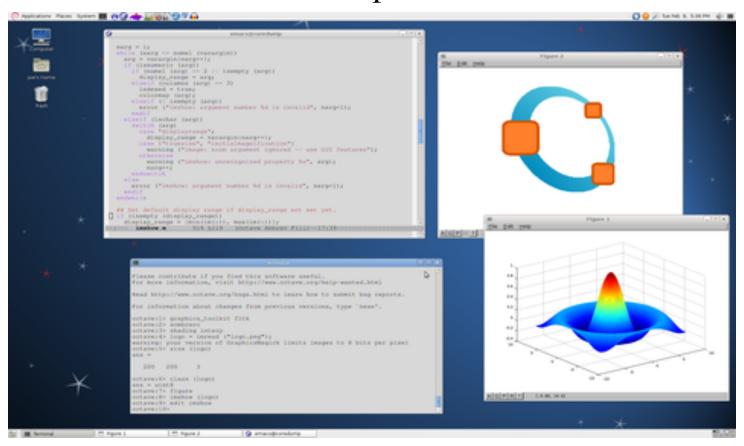
- MATLAB is a numerical computing environment
- Allow easy operation on matrix, image, N-D data

- Easily plot and visualize data
- Simple GUI
- Interface with other languages (e.g. C/C++, Python)



Introduction to MATLAB

- MATLAB is NOT free (need license)
 - -UC Merced has bought the license. Use your UC Merced email to create MathWorks account and download MATLAB
- GNU Octave is free and compatible with MATLAB



Variable

• Variable: no declaration, implicit type conversion

```
>> x = 10
X =
    10
>> x = 'test'
                    MATLAB use single quote for string
x =
test
>> z = 10; y = z + 10
    20
\gg y = z^2
    100
\gg y = mod(z, 3)
```

Vector

• Vector: use [] or init:step:end

```
>> vec = [1, 100]
vec =
    1    100
>> vec = 1:2:10
vec =
    1    3    5    7    9
```

• Use () to access elements (index starts from 1):

```
>> vec(3)
ans = 5
```

• Access part of vector:

```
>> vec(2:4)
ans =
3 5 7
```

Matrix

• Matrix: use semicolon to separate each row

```
>> A = [1 2 3; 4 5 6; 7 8 9]
A =

1 2 3
4 5 6
7 8 9
```

• Access elements:

```
>> A(2, 3)
ans =
6
```

• Access sub-matrix (Useful and Important!):

```
>> A(1:2, 2:3)
ans =
2    3
5    6
```

Multiplication

• Matrix-vector multiplication:

```
>> A = [1 2 3; 4 5 6; 7 8 9];

>> x = [1; 1; 1];

>> A * x

ans =

6

15

24

A*x = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix} * \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 6 \\ 15 \\ 24 \end{pmatrix}
```

• Element-wise multiplication:

```
>> A = [1 2 3; 4 5 6; 7 8 9];

>> B = [1 1 1; 2 2 2; 3 3 3];

>> A .* B

ans =

1 2 3

8 10 12

21 24 27

A.* B = \begin{pmatrix} 1 \cdot 1 & 2 \cdot 1 & 3 \cdot 1 \\ 4 \cdot 2 & 5 \cdot 2 & 6 \cdot 2 \\ 7 \cdot 3 & 8 \cdot 3 & 9 \cdot 3 \end{pmatrix} = \begin{pmatrix} 1 & 2 & 3 \\ 8 & 10 & 12 \\ 21 & 24 & 27 \end{pmatrix}
```

If statement

• If statement

```
if EXPRESSION
    ...
end
```

• If-else statement

```
if EXPRESSION
    ...
else
    ...
end
```

```
if EXPRESSION
    ...
elseif EXPRESSION
    ...
else
    ...
end
```

Loop

• For loop

```
for i = 1:10
...
end
```

• While loop

```
while EXPRESSION
    ...
end
```

M file

- MATLAB executable file/script, function: *.m file
- Write commands in the script, and type script file name in command window to run the script

```
Editor - D:\Dropbox\phoenix104104\CSE185\Lab01\lab01.m
  lab01.m × +
       % load image
      img = imread('03.jpg');
       fprintf('Load 03.jpg...\n');
       % show image
       figure, imshow(img);
       % save image
     imwrite(img, 'output.jpg');
       fprintf('Save output.jpg...\n');
12
Command Window
New to MATLAB? See resources for Getting Started.
  >> lab01
  Load 03.jpg...
  Save output.jpg...
```

Color Image

• Color image is a 3-D matrix in MATLAB: *Height*×

 $Width \times 3$



3 color channels

Original image



- Read image: I = imread(filename);
- Show image: figure, imshow(I);
- Save image: imwrite(I, filename);

Hint: type help imread in command window, or press F1 on function name to see the usage of the function

Color Image

• Color image is a 3-D matrix in MATLAB: *Height*×

 $Width \times 3$



3 color channels

Original image



- I (:, :, 1) is red channel
- I (:, :, 2) is green channel
- I (:, :, 3) is blue channel

: means select all elements in this dimension

Gray-scale Image

• Gray-scale image is a 2-D matrix in MATLAB: *Height*× *Width* (Only one intensity layer)



Gray-scale image

Color Image

• Use size () to check matrix dimension

```
>> I = imread('01_gray.jpg');
>> size(I)
ans =
300 400
```

Pixel Range and Type

- When loading image to MATLAB:
 - Default data type is uint8
 - Each pixel/element has a value between 0 and 255 (8 bits)
- Use im2double() to convert data type to double:
 - pixel range is between 0 and 1

```
>> I = imread('01.jpg');
>> I(1, 1)
ans =
    34
>> I = im2double(I);
The same as I = double(I) / 255.0;
>> I(1, 1)
ans =
    0.1333
```

• Set the value of green channel to zero





• Convert RGB to Y (gray-scale)

$$Y = 0.299 \times R + 0.587 \times G + 0.114 \times B$$





• Do NOT use rgb2gray () function in MATLAB

Reference: RGB to YUV https://en.wikipedia.org/wiki/YUV

• Rotate image 90 degree: use imrotate()



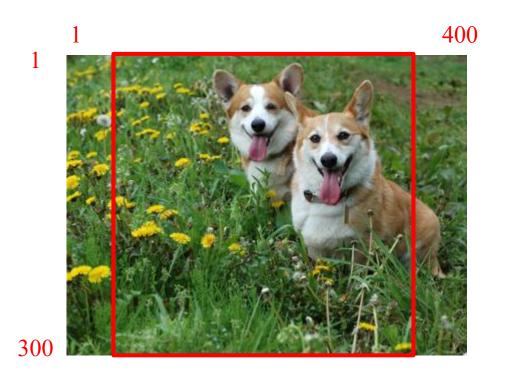


• Crop image boundary: extract sub-matrix





• Crop image boundary: extract sub-matrix





• Horizontally flip image: use flip ()





• Combine 4 images into one big image with 2 x 2 grid



- Combine 4 images into one image with 2 x 2 grid
- Hint: use zeros (Height, Width, 3, 'uint8') to create a canvas/matrix first, and consider each image as a sub-matrix of the canvas

• The size of our testing image is $300 \times 400 \times 3$, use 10 pixels for separations:

```
I1 = imread('01.jpg');
canvas = zeros(300 * 2 + 10, 400 * 2 + 10, 3, 'uint8');
canvas(1:300, 1:400, :) = I1;
```

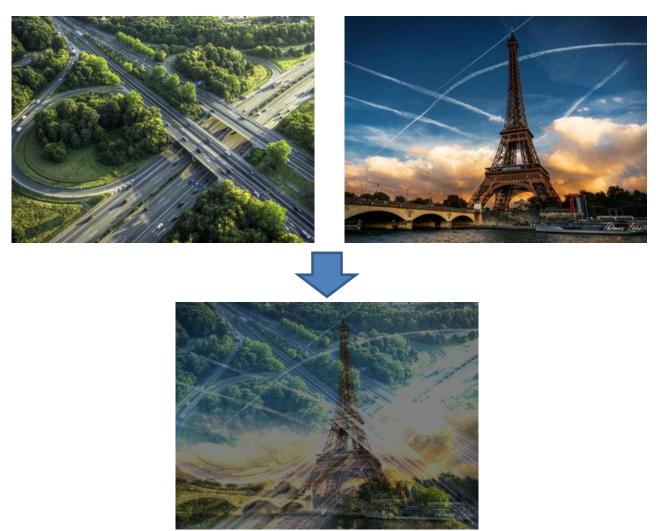
- Use (:) to convert image/matrix to vector
 - matrix in MATLAB is column-major

$$A = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix} \qquad A(:) = \begin{pmatrix} 1 \\ 4 \\ 7 \\ 2 \\ \vdots \\ 3 \\ \vdots \\ 9 \end{pmatrix}$$

• Use reshape () to convert vector to image/matrix

```
>> I = imread('01.jpg');
                             The size of image is 300 \times 400 \times 3
>> I = I(:);
>> size(I)
                                The size of vector is 360000 \times 1
ans =
    360000 1
>> I = reshape(I, 300, 400, 3);
>> size(I)
ans =
    300 400
```

• Average two image vectors, and convert the vector back to image



Lab 01 Assignment

- 1. Set green channel to zero, and save as green.jpg
- 2. Convert image from RGB to gray scale without using built-in functions, and save as gray.jpg
- 3. Rotate 90 degrees, and save as rotate.jpg
- 4. Crop the image given the upper left point (30, 100) and lower right point (270, 300), and save as crop.jpg
- 5. Horizontally flip the image, and save as flip.jpg
- 6. Combine 4 images (01.jpg ~ 04.jpg) into one matrix with 2 x 2 grid and 10 pixels separations, and save as combine.jpg
- 7. Convert images (05.jpg and 06.jpg) to vectors, average them, and save as average.jpg
- 8. Upload all output images and your lab01.m

^{*} For problem 1 - 5, choose 01.jpg as the input only.

Tips

- Without the ending semicolon, MATLAB will print the value of this function/variable
- Use command close all; to close all figures at once
- Use command clear all; to delete all variables in workspace
- Use command clc; to clean/flush command window
- When using submatrix indexing (index1:index2), both the indexes are included
 - -x (1:300) counts from 1 to 300, totally 300 elements
 - $\times (300:600)$ counts from 300 to 600, totally 301 elements

Reference

- MATLAB: http://www.mathworks.com/products/matlab/
- Octave: https://www.gnu.org/software/octave/
- Introduction to MATLAB with Image Processing http://www.slideshare.net/Sutanshu_Raj/introduction-to-matlab-with-image-processing-5495912