

Section 1, 2

Section 1 OpenCV - numpy Computer vision

① `arr = numpy.array ([1, 2, 3], [4, 5, 6])` → $\begin{matrix} 1, 2, 3 \\ 4, 5, 6 \end{matrix}$

② `arr = numpy.arange (12) . reshape (3, 4)`

↳ random array with values $\begin{matrix} 3, 4 \\ \text{rows cols} \end{matrix}$ with values → $\begin{matrix} 0 \rightarrow 11 \end{matrix}$

`arr.size` → قوة المساحة

`arr.shape` → مساحة المساحة

`arr.itemsize` → $\text{عدد البتات لكل عنصر}$

`arr.ndim` → dimension المساحة

`arr.dtype.name` → $\text{نوع البيانات التي نحتاجها}$

③ `np.zeros ((3, 3), dtype = 'uint8')` → $\begin{matrix} 3 \times 3 \\ \text{rows cols} \end{matrix}$ → Gray scale

④ $\text{img}_2 = \text{cv}_2.\text{cvtColor}(\text{img}, \text{cv}_2.\text{COLOR_Gray2BGR})$

⑤ Check structure of an image by → **Shape property**

rows → cols → number of channels (if there is more than 1)

⑥ `Imread (Filename, mode of image read)` → $\text{load img from file}$

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

`cv2.imshow ('image', img)` →

`cv2.waitKey (1000)` → ms

`cv2.destroyAllWindows()`

Mode of image read

CV2.imread - (X) →

- ① Color → default option → 3 channel BGR
 - ② Grayscale → 8 bit grayscale
 - ③ AnyColor → 3 channel BGR or 8 bit depend on metadata
 - ④ unchanged → read all info of image data alpha, transp.
 - ⑤ Any depth → grayscale + its original bit depth
 - ⑥ Reduced-Grayscale-2 → reduce grayscale image to 1/2 quality
 - ⑦ Reduced-Color - 2 → " Colored " " " " "
- (4/8)

Image writing → Save image at specific place

cv.imwrite('image.jpg', var) ↗ reads read
cv.imwrite('location', var) ↘ Same directory

Convert between an image and raw Bytes → reshape

import cv, numpy, os

X = bytearray(os.urandom(120000))

Arr = numpy.array(X) → vector

arr.reshape(300, 400) → 300 row 400 Col Gray Scale

(100, 400, 3) → BGR
100 row 400 Col

videos

read video \rightarrow Video Capture

$\text{FPS} \rightarrow \text{videoCapture.get (cv.CAP_PROP_FPS)}$

Size $\rightarrow n \cdot n \cdot n \cdot (Cv_CAP_prop_Frame_width, n \cdot n \cdot n \cdot n \cdot n \cdot n \cdot height)$

Section 2

Color models \rightarrow Grayscale \rightarrow 8bit \rightarrow 0:255

BGR $\rightarrow 3 \times 8 \text{ bit} \rightarrow [x; y, z] \quad 0.255$

HSU uses different triplet 3 channel

Hue \rightarrow tone Saturation \rightarrow intensity

value \rightarrow brightness

Python \rightarrow default \rightarrow BGR

Color modes

① BGR to grayscale \rightarrow `cv2.cvtColor('original_img', cv2.COLOR_BGR2GRAY)`

② Gray to Binary

(thresh, bwimage) = cv2.threshold('gray', 127, image, 1)

- ① gray image

- (2) threshold

- (3) value above threshold

- #### ④ CV method to convert Gray to binary

255, cv2.Thresh_BINARY

Blue green red

red Green blue

دول في الـ color
الـ color في الـ color
Parak

③ BGR to RGB → `cv2.cvtColor(BGR to RGB)`

④ Blue only
red only
green only

$B, G, R = cv2.split('img')$
`cv2.imshow(B)`
" " (G)
" " (R)

⑤ merge $B+G+R$ → `merged_img = cv2.merge((B, G, R))`

⑥ BGR to HSV `cv2.cvtColor(BGR to HSV)`

⑦ upper and lower for specific color

`cv2.inRange(hsvImage, lower, upper)`

array of lower
and upper of
specific color

⑧ Resize image

as width, height not known

- half → `cv2.resize(image, (0,0), fx=0.5, fy=0.5)`
- bigger → `cv2.resize(image, (W,H))`

default of interpolation → linear Inter

Stretch = cv2.resize(image, (w, h),
interpolation = cv2.INTER_NEAREST)

Low Pass Filtering (Blurring)

average filter → cv2.blur(image, (5, 5))

Gaussian filter → cv2.GaussianBlur(image, (7, 7), 2)

median → cv2.medianBlur(image, 5)

bilateral → cv2.bilateralFilter(image, 9, 75, 75)

↓
Sigma
Color ↓
 Sigma
 Spat

Edge detection

