OpenCV 4.x Cheat Sheet (Python version)

A summary of: `https://docs.opencv.org/master/`

I/O

`i = imread("name.png")`	Loads image as BGR (if grayscale, `B=G=R`)
`i = imread("name.png"), IMREAD_UNCHANGED)`	Loads image as is (inc. transparency if available)
`i = imread("name.png", IMREAD_GRAYSCALE)`	Loads image as grayscale
`imshow("Title", i)`	Displays image I
`imwrite("name.png", i)`	Saves image I
`waitKey(500)`	Wait 0.5 seconds for keypress (0 waits forever)
`destroyAllWindows()`	Releases and closes all windows

Color/Intensity

`i_gray = cvtColor(i, COLOR_BGR2GRAY)`	BGR to gray conversion
`i_rgb = cvtColor(i, COLOR_BGR2RGB)`	BGR to RGB (useful for `matplotlib`)
`i = cvtColor(i, COLOR_GRAY2RGB)`	Converts grayscale to RGB (`R=G=B`)
`i = equalizeHist(i)`	Histogram equalization
`i = normalize(i, None, 0, 255, NORM_MINMAX, CV_8U)`	Normalizes I between 0 and 255
`i = normalize(i, None, 0, 1, NORM_MINMAX, CV_32F)`	Normalizes I between 0 and 1

Other useful color spaces

`COLOR_BGR2HSV`	BGR to HSV (Hue, Saturation, Value)
`COLOR_BGR2LAB`	BGR to Lab (Lightness, Green/Magenta, Blue/Yellow)
`COLOR_BGR2LUV`	BGR to Luv ($\approx$ Lab, but different normalization)
`COLOR_BGR2YCrCb`	BGR to YCrCb (Luma, Blue-Luma, Red-Luma)

Channel manipulation

`b, g, r = split(i)`	Splits the image I into channels
`b, g, r, a = split(i)`	Same as above, but I has alpha channel
`i = merge((b, g, r))`	Merges channels into image

Arithmetic operations

`i = add(i1, i2)`	$\min(I_1 + I_2, 255)$, i.e. saturated addition if `uint8`
`i = addWeighted(i1, alpha, i2, beta, gamma)`	$\min(\alpha I_1 + \beta I_2 + \gamma, 255)$, i.e. image blending
`i = subtract(i1, i2)`	$\max(I_1 - I_2, 0)$, i.e. saturated subtraction if `uint8`
`i = absdiff(i1, i2)`	$\lvert I_1 - I_2 \rvert$, i.e. absolute difference

Note: one of the images can be replaced by a scalar.

Logical operations

`i = bitwise_not(i)`	Inverts every bit in I (e.g. mask inversion)
`i = bitwise_and(i1, i2)`	Logical *and* between I_1 and I_2 (e.g. mask image)
`i = bitwise_or(i1, i2)`	Logical *or* between I_1 and I_2 (e.g. merge 2 masks)
`i = bitwise_xor(i1, i2)`	Exclusive *or* between I_1 and I_2

Statistics

`mB, mG, mR, mA = mean(i)`	Average of each channel (i.e. BGRA)
`ms, sds = meanStdDev(i)`	Mean and SDev p/channel (3 or 4 rows each)
`h = calcHist([i], [c], None, [256], [0,256])`	Histogram of channel `c`, no mask, 256 bins (0-255)
`h = calcHist([i], [0,1], None, [256,256], [0,256, 0,256])`	2D histogram using channels 0 and 1, with "resolution" 256 in each dimension

Filtering

`i = blur(i, (5, 5))`	Filters I with 5×5 box filter (i.e. average filter)
`i = GaussianBlur(i, (5,5), sigmaX=0, sigmaY=0)`	Filters I with 5×5 Gaussian; auto σs; (I is `float`)
`i = GaussianBlur(i, None, sigmaX=2, sigmaY=2)`	Blurs, auto kernel dimension
`i = filter2D(i, -1, k)`	Filters with 2D kernel using cross-correlation
`kx = getGaussianKernel(5, -1)`	1D Gaussian kernel with length 5 (auto StDev)
`i = sepFilter2D(i, -1, kx, ky)`	Filter using separable kernel (same output type)
`i = medianBlur(i, 3)`	Median filter with size=3 (size ≥ 3)
`i = bilateralFilter(i, -1, 10, 50)`	Bilateral filter with $\sigma_r = 10$, $\sigma_s = 50$, auto size

Borders

All filtering operations have parameter `borderType` which can be set to:

`BORDER_CONSTANT`	Pads with constant border (requires additional parameter `value`)
`BORDER_REPLICATE`	Replicates the first/last row and column onto the padding
`BORDER_REFLECT`	Reflects the image borders onto the padding
`BORDER_REFLECT_101`	Same as previous, but doesn't include the pixel at the border (the default)
`BORDER_WRAP`	Wraps around the image borders to build the padding

Borders can also be added with custom widths:

`i = copyMakeBorder(i, 2, 2, 3, 1, borderType=BORDER_WRAP)`	Widths: top, bottom, left, right

Differential operators

`i_x = Sobel(i, CV_32F, 1, 0)`	Sobel in the x-direction: $I_x = \frac{\partial}{\partial x} I$
`i_y = Sobel(i, CV_32F, 0, 1)`	Sobel in the y-direction: $I_y = \frac{\partial}{\partial y} I$
`i_x, i_y = spatialGradient(i, 3)`	The gradient: ∇I (using 3×3 Sobel): needs `uint8` image
`m = magnitude(i_x, i_y)`	$\lVert \nabla I \rVert$; I_x, I_y must be float (for conversion, see `np.astype()`)
`m, d = cartToPolar(i_x, i_y)`	$\lVert \nabla I \rVert$; $\theta \in [0, 2\pi]$; `angleInDegrees=False`; needs `float32` I_x, I_y
`l = Laplacian(i, CV_32F, ksize=5)`	ΔI, Laplacian with kernel size of 5

Geometric transforms

`i = resize(i, (width, height))`	Resizes image to `width`$\times$`height`
`i = resize(i, None, fx=0.2, fy=0.1)`	Scales image to 20% width and 10% height
`M = getRotationMatrix2D((xc, yc), deg, scale)`	Returns 2×3 rotation matrix `M`, arbitrary (x_c, y_c)
`M = getAffineTransform(pts1,pts2)`	Affine transform matrix `M` from 3 correspondences
`i = warpAffine(i, M, (cols,rows))`	Applies Affine transform `M` to I, output size=(`cols`, `rows`)
`M = getPerspectiveTransform(pts1,pts2)`	Perspective transform matrix `M` from 4 correspondences
`M, s = findHomography(pts1, pts2)`	Persp transf mx `M` from all $\gg 4$ corresps (Least squares)
`M, s = findHomography(pts1, pts2, RANSAC)`	Persp transf mx `M` from best $\gg 4$ corresps (RANSAC)
`i = warpPerspective(i, M, (cols, rows))`	Applies perspective transform `M` to image I

Interpolation methods

`resize`, `warpAffine` and `warpPerspective` use bilinear interpolation by default. It can be changed by parameter `interpolation` for `resize`, and `flags` for the others:

`flags=INTER_NEAREST`	Simplest, fastest (or `interpolation=INTER_NEAREST`)
`flags=INTER_LINEAR`	Bilinear interpolation: Default
`flags=INTER_CUBIC`	Bicubic interpolation

Segmentation

`_, i_t = threshold(i, t, 255, THRESH_BINARY)`	Manually thresholds image I given threshold level t
`t, i_t = threshold(i, 0, 255, THRESH_OTSU)`	Returns thresh level and thresholded image using Otsu
`i_t = adaptiveThreshold(i, 255, ADAPTIVE_THRESH_MEAN_C, THRESH_BINARY, b, c)`	Adaptive mean-c with block size b and constant c
`bp = calcBackProject([i_hsv], [0,1], h, [0,180, 0,256], 1)`	Back-projects histogram h onto the image `i_hsv` using only hue and saturation; no scaling (i.e. 1)
`cp, la, ct = kmeans(feats, K, None, crit, 10, KMEANS_RANDOM_CENTERS)`	Returns the labels `la` and centers `ct` of `K` clusters, best compactness `cp` out of 10; 1 feat/column

Features

`e = Canny(i, tl, th)`	Returns the Canny edges (`e` is binary)
`l = HoughLines(e, 1, pi/180, 150)`	Returns all $(\rho, \theta) \geq 150$ votes, Bin res: $\rho = 1$ pix, $\theta = 1$ deg
`l = HoughLinesP(e, 1, pi/180, 150, None, 100, 20)`	Probabilistic Hough, min length=100, max gap=20
`c = HoughCircles(i, HOUGH_GRADIENT, 1, minDist=50, param1=200, param2=18, minRadius=20, maxRadius=60)`	Returns all (x_c, y_c, r) with at least 18 votes, bin resolution=1, param1 is the t_h of Canny, and the centers must be at least 50 pixels away from each other
`r = cornerHarris(i, 3, 5, 0.04)`	Harris corners' Rs per pixel, window=3, Sobel=5, $\alpha = 0.04$
`f = FastFeatureDetector_create()`	Instantiates the Star feature detector
`k = f.detect(i, None)`	Detects keypoints on grayscale image I
`i_k = drawKeypoints(i, k, None)`	Draws keypoints `k` on color image I
`d = xfeatures2d.BriefDescriptorExtractor_create()`	Instantiates a BRIEF descriptor
`k, ds = d.compute(i, k)`	Computes the descriptors of keypoints `k` over I
`dd = AKAZE_create()`	Instantiates the AKAZE detector/descriptor
`m = BFMatcher.create(NORM_HAMMING, crossCheck=True)`	Instantiates a brute-force matcher, with x-checking, and Hamming distance
`ms = m.match(ds_l, ds_r)`	Matches the left and right descriptors
`i_m = drawMatches(i_l, k_l, i_r, k_r, ms, None)`	Draws matches from the left keypoints `k_l` on left image I_l to right I_r, using matches `ms`

Detection

`ccs = matchTemplate(i, t, TM_CCORR_NORMED)`	Matches template T to image I (normalized X-correl)
`m, M, m_l, M_l = minMaxLoc(ccs)`	Min, max values and respective coordinates in `ccs`
`c = CascadeClassifier()`	Creates an instance of an "empty" cascade classifier
`r = f.load("file.xml")`	Loads a pre-trained model from file; `r` is `True`/`False`
`objs = f.detectMultiScale(i)`	Returns 1 tuple `(x, y, w, h)` per detected object

Motion and Tracking

`pts = goodFeaturesToTrack(i, 100, 0.5, 10)`	Returns 100 Shi-Tomasi corners with, at least, 0.5 quality, and 10 pixels away from each other
`pts1, st, e = calcOpticalFlowPyrLK(i0, i1, pts0, None)`	New positions of pts from estimated optical flow between I_0 and I_1; `st[i]` is 1 if flow for point `i` was found, or 0 otherwise
`t = TrackerCSRT_create()`	Instantiates the CSRT tracker
`r = t.init(f, bbox)`	Initializes tracker with frame and bounding box
`r, bbox = t.update(f)`	Returns new bounding box, given next frame

Drawing on the image

`line(i,(x0, y0),(x1, y1), (b, g, r), t)`	Line
`rectangle(i, (x0, y0), (x1, y1), (b, g, r), t)`	Rectangle
`circle(i,(x0, y0), radius, (b, g, r), t)`	Circle
`polylines(i,[pts], True, (b, g, r), t)`	Closed (`True`) polygon (`pts` is array of points)
`putText(i, "Hi", (x,y), FONT_HERSHEY_SIMPLEX, 1, (r,g,b), 2, LINE_AA)`	Writes "Hi" at (x, y), font size=1, thickness=2

Parameters

`(x0, y0)`	Origin/Start/Top left corner (note that it's not (row,column))
`(x1, y1)`	End/Bottom right corner
`(b, g, r)`	Line color (`uint8`)
`t`	Line thickness (fills, if negative)

Calibration and Stereo

`r, crns = findChessboardCorners(i, (n_x,n_y))`	2D coords of detected corners; `i` is gray; `r` is the status; `(n_x, n_y)` is size of calib target
`crnrs = cornerSubPix(i, crns, (5,5), (-1,-1), crit)`	Improves coordinates with sub-pixel accuracy
`r, K, D, ExRs, ExTs = calibrateCamera(crns_3D, crns_2D, i.shape[:2], None, None)`	Calculates intrinsics (inc. distortion coeffs), & extrinsics (i.e. 1 `R+T` per target view); `crns_3D` contains 1 array of 3D corner coords p/target view; `crns_2D` contains the respective arrays of 2D corner coordinates (i.e. 1 `crns` p/target view)
`drawChessboardCorners(i, (n_x, n_y), crns, r)`	Draws corners on I (may be color); `r` is status from corner detection
`u = undistort(i, K, D)`	Undistorts I using the intrinsics
`s = StereoSGBM_create(minDisparity = 0, numDisparities = 32, blockSize = 11)`	Instantiates Semi-Global Block Matching method
`s = StereoBM_create(32, 11)`	Instantiates a simpler block matching method
`d = s.compute(i_L, i_R)`	Computes disparity map ($\propto^{-1}$ depth map)

Termination criteria (used in e.g. K-Means, Camera calibration)

`crit = (TERM_CRITERIA_MAX_ITER, 20, 0)`	Stops after 20 iterations
`crit = (TERM_CRITERIA_EPS, 0, 1.0)`	Stop if "movement" is less than 1.0
`crit = (TERM_CRITERIA_MAX_ITER | TERM_CRITERIA_EPS, 20, 1.0)`	Stops whatever happens first

Useful stuff

Numpy (`np.`)

`m = mean(i)`	Mean/average of array I
`m = average(i, weights)`	Weighted mean/average of array I
`v = var(i)`	Variance of array/image I
`s = std(i)`	Standard deviation of array/image I
`h,b = histogram(i.ravel(),256,[0,256])`	`numpy` histogram also returns the bins `b`
`i = clip(i, 0, 255)`	`numpy`'s saturation/clamping function
`i = i.astype(np.float32)`	Converts the image type to `float32` (vs. `uint8`, `float64`)
`x, _, _, _ = linalg.lstsq(A, b)`	Solves the least squares problem $\frac{1}{2}\|Ax - b\|^2$
`i = hstack((i1, i2))`	Merges I_1 and I_2 side-by-side
`i = vstack((i1, i2))`	Merges I_1 above I_2
`i = fliplr(i)`	Flips image left-right
`i = flipud(i)`	Flips image up-down
`i = pad(i, ((1, 1), (3, 3)), 'reflect')`	Alternative to `copyMakeBorder` (also top, bottom, left, right)
`idx = argmax(i)`	Linear index of maximum in I (i.e. index of flattened I)
`r, c = unravel_index(idx, i.shape)`	2D coordinate of the index with respect to shape of `i`
`b = any(M > 5)`	Returns `True` if any element in array M is greater than 5
`b = all(M > 5)`	Returns `True` if all elements in array M are greater than 5
`rows, cols = where(M > 5)`	Returns indices of the rows and cols where elems in M are >5
`coords = list(zip(rows, cols))`	Creates a list with with the elements of `rows` and `cols` paired
`M_inv = linalg.inv(M)`	Inverse of of M
`rad = deg2rad(deg)`	Converts degrees into radians

Matplotlib.pyplot (`plt.`)

`imshow(i, cmap="gray", vmin=0, vmax=255)`	`matplotlib`'s `imshow` preventing auto-normalization
`quiver(xx, yy, i_x, -i_y, color="green")`	Plots the gradient direction at positions `xx, yy`
`savefig("name.png")`	Saves the plot as an image