Threads do not return values. In order them to return something we use the pthread.h library.

(Also try nested method)

For PSD computation, we use the LOMB algorithm (can be taken from WIKIPEDIA).

OPENCV uses the BGR and not RGB matrix.

Motion deblurring – Wiener filter (Know or estimate the blurring vector).

For DFT conversion, use the DFT from OPENCV.

Mat our\_name(Row\_Num,Col\_Num,CV\_Type); -> Declaration of CV Mat type

Mat E.at<double>(i,j) -> access to every cell in opencv Mat

/////////////////////////////////////////////////////////////////////////////////////////

Save opencv Mat as CSV file:

#include <fstream>

ofstream myfile;

myfile.open(filename.c\_str());

myfile<< cv::format(m, cv::Formatter::FMT\_CSV) << std::endl;

myfile.close();

///////////////////////////////////////////////////////////////////////////////////

For every circular operation (FIFO, LIFO) use mudolo (mod % operator)

///////////////////////////////////////////////////////////////////////////////////

In C string is defined as a pointer to char:

Char \*fg = “Hello”;

If fg is not declared as static it is legal:

Fg[0] = “0”;

///////////////////////////////////////////////////////////////////////////////////

When they mean problem with ISR routine in 16 bit variable with 8 bit register means that the ISR will change the variable mid-way of the assembler add16 command and eventually we will get garbage data.