

# **Introduction to Ops: Usage and Development**

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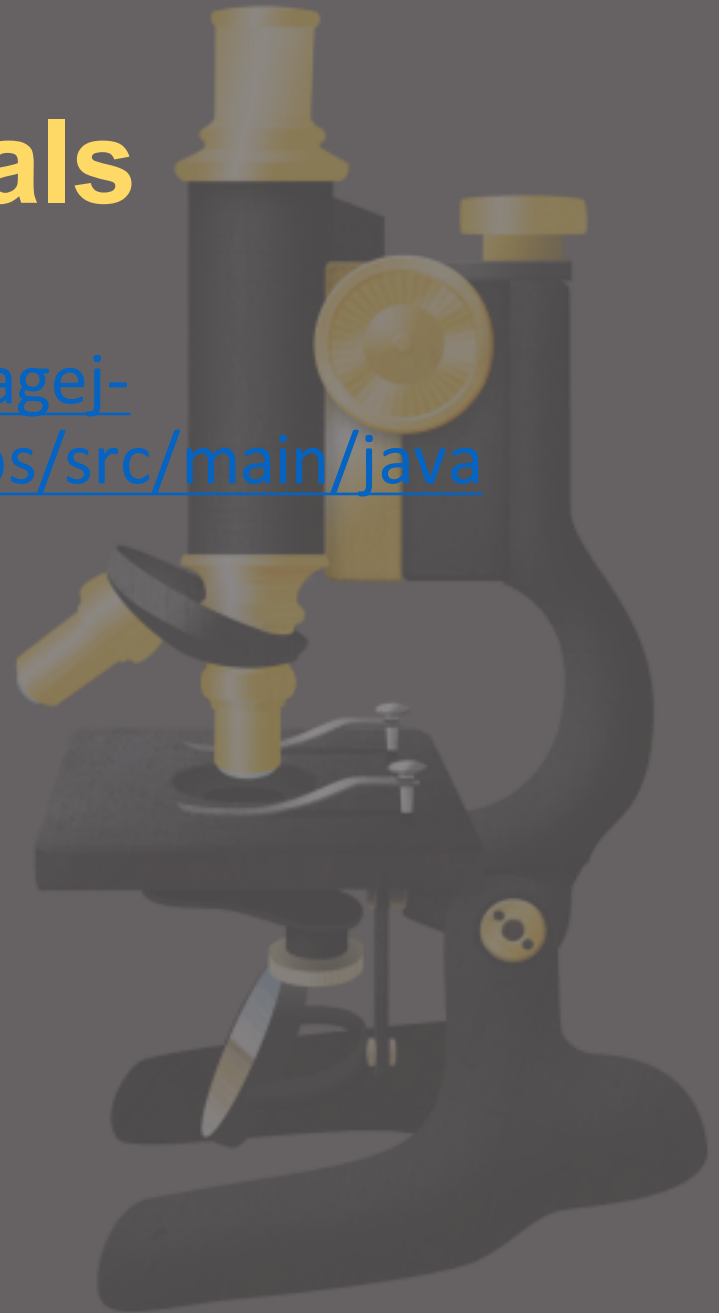
Nov 3<sup>rd</sup>, 2015



# Warm Up: Tutorials

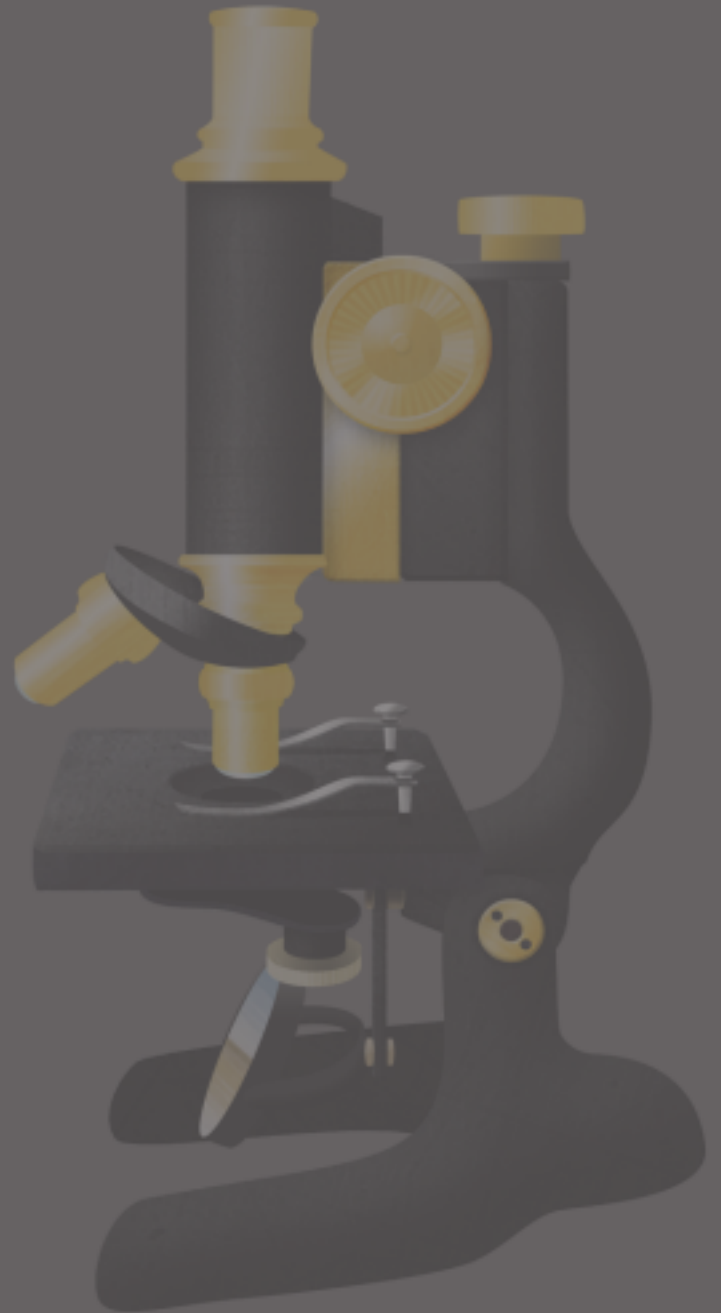
<https://github.com/imagej/imagej-tutorials/tree/master/using-ops/src/main/java>

- UsingOps
  - Overview of ops
- UsingOpTypes (later)
  - Overview of SpecialOps
- CreateANewOp



# How Images are Represented

- `IterableInterval`
  - Uses cursors
- `RandomAccessibleInterval`
  - Random access
- `Img`
  - Implements both
- From `imglib2`



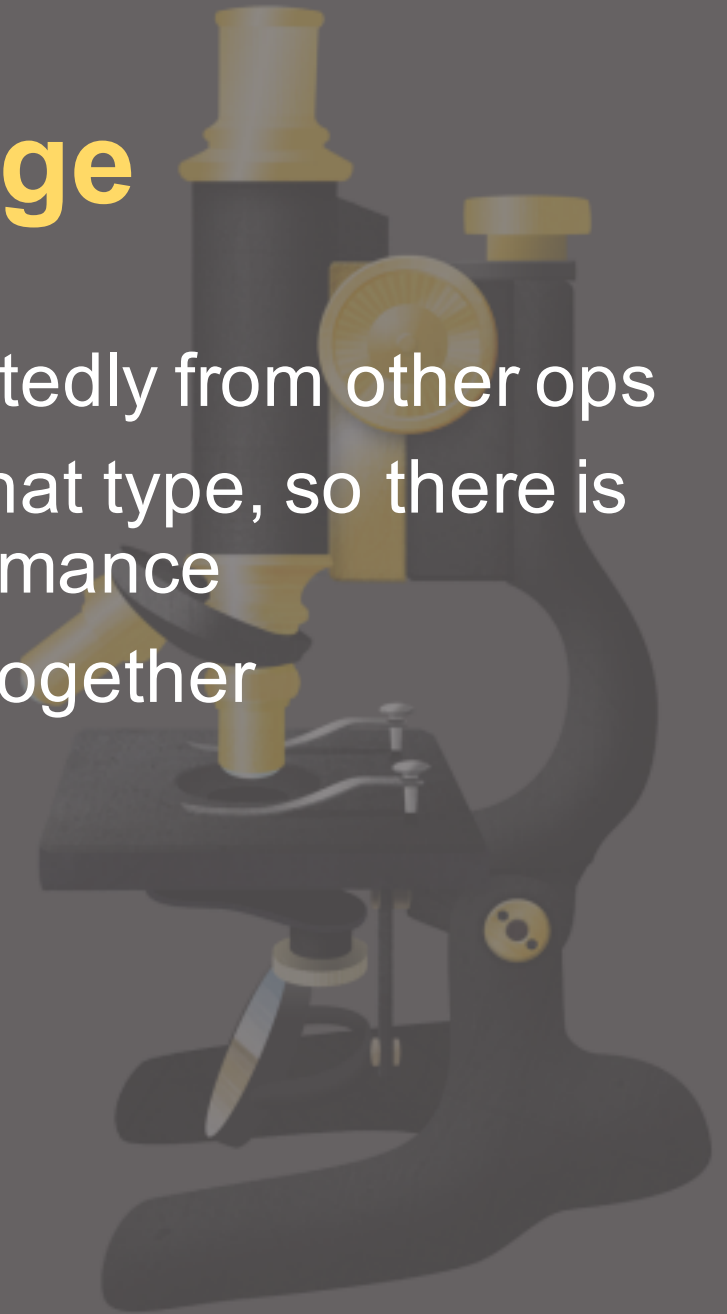
# SpecialOps: Four types

- ComputerOp: Stores result into the specified output reference.
- FunctionOp: Returns output as a new object
- HybridOp: Can be used either as a function or computer op
- InplaceOp: Mutates the given input reference

```
DoubleType out = new DoubleType();  
ComputerOp<DoubleType, DoubleType> add5 =  
    ij.op().computer(Ops.Math.Add.class, DoubleType.class, DoubleType.class, 5.0);  
add5.compute(new DoubleType(5.0), out);
```

# SpecialOps: Usage

- Intended to be used repeatedly from other ops
- They only look for ops of that type, so there is an improved search performance
- Intuitive, can easily chain together



# SpecialOps: Helper classes

- Raw type if generics used as I/O and not parameterized
  - Unsafe, can lead to unseen errors

```
ComputerOp<IterableInterval, RandomAccessibleInterval> badAdd =  
    ij.op().computer(Ops.Math.Add.class, RandomAccessibleInterval.class, IterableInterval.class, in);
```

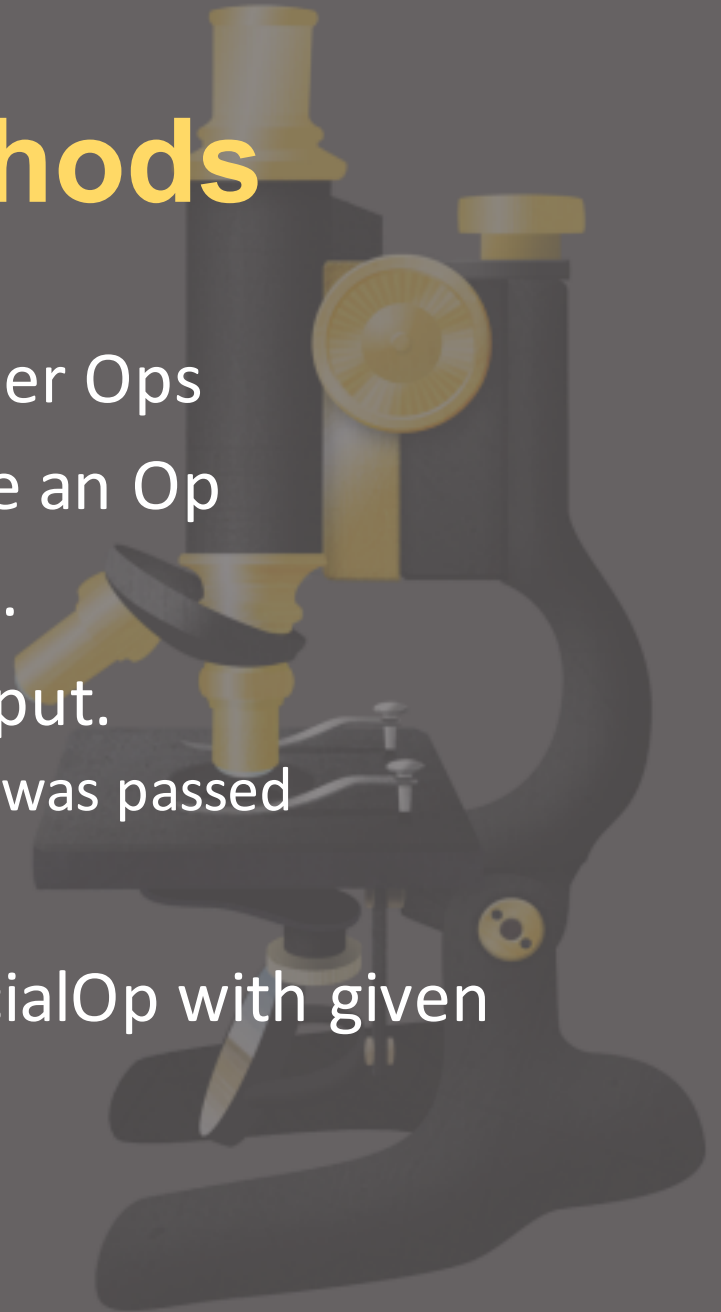
- Avoid by using helper classes
  - Lets you parameterize input and output
  - Currently have RAIs, IIs, RTs
  - Could also pass in instances instead

```
ComputerOp<IterableInterval<DoubleType>, RandomAccessibleInterval<DoubleType>> goodAdd =  
    RAIs.computer(ij.op(), Ops.Math.Add.class, ii, value);
```

```
ComputerOp<IterableInterval<DoubleType>, RandomAccessibleInterval<DoubleType>> goodAdd2 =  
    ij.op().computer(Ops.Math.Add.class, rai, ii, value);
```

# SpecialOps: Methods

- ops() – gateway to access other Ops
- run() – default way to execute an Op
- in() – gets the template input.
- out() – gets the template output.
  - Both return null if class object was passed
- initialize() – initialize the Op
- compute() - execute the SpecialOp with given parameters



# SpecialOps: Methods

- Why use initialize()?

```
@Override
public void initialize() {
    » final double[] sigmas1 = new double[in().numDimensions()];
    » final double[] sigmas2 = new double[in().numDimensions()];
@Override
public void compute(final RandomAccessibleInterval<T> input,
    » final RandomAccessibleInterval<T> output)
{
    » final double[] sigmas1 = new double[input.numDimensions()];
    » final double[] sigmas2 = new double[input.numDimensions()];

    » Arrays.fill(sigmas1, sigma1);
    » Arrays.fill(sigmas2, sigma2);

    » ops().run(Ops.Filter.DoG.class, output, input, sigmas1, sigmas2, fac);
}
» final RandomAccessibleInterval<T> output)
{
    » op.compute(input, output);
}
```



# SpecialOps: Tutorial

- UsingOpTypes
- <https://github.com/imagej/imagej-tutorials/tree/ops-tutorials/using-ops/src/main/java>

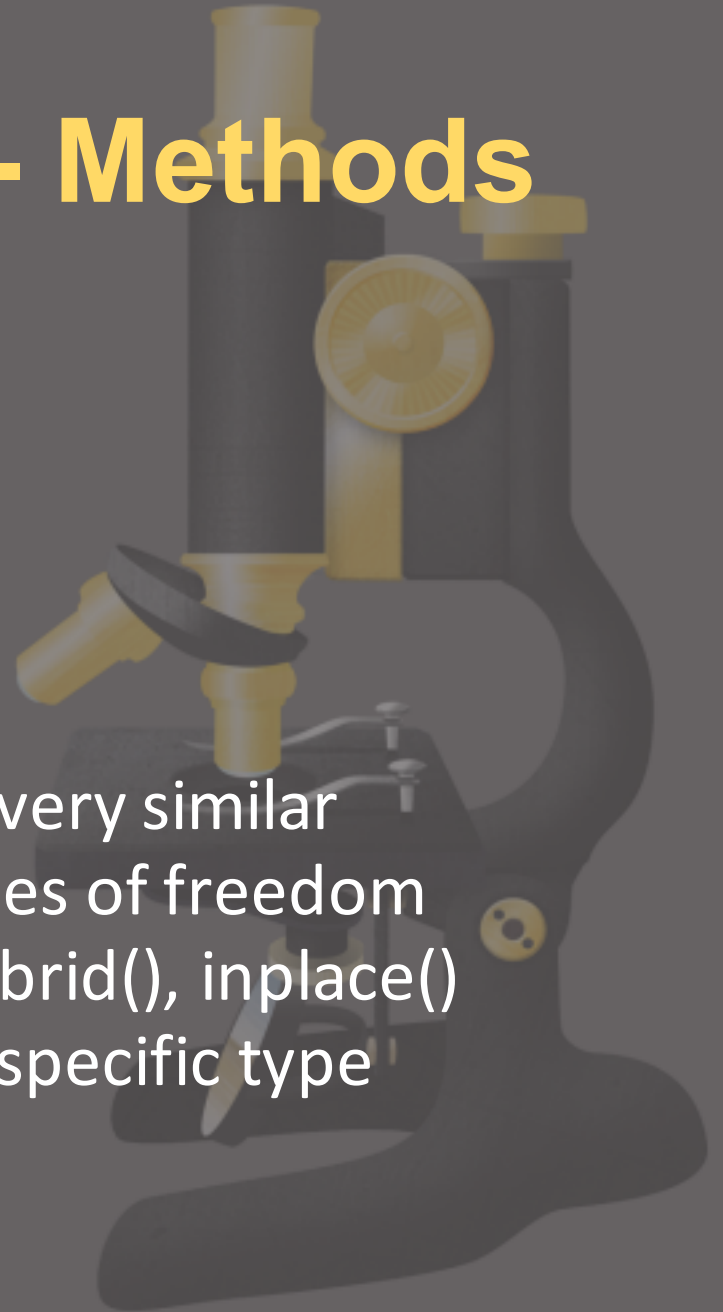


# OpEnvironment - Methods

```
1 OpEnvironment
  ^ run(String, Object...) : Object
  ^ run(Class<OP>, Object...) <OP extends Op> : Object
  ^ run(Op, Object...) : Object
  ^ op(String, Object...) : Op
  ^ op(Class<OP>, Object...) <OP extends Op> : OP
  ^ computer(Class<OP>, Class<O>, Class<I>, Object...) <I, O, OP extends Op> : ComputerOp<I, O>
  ^ computer(Class<OP>, Class<O>, I, Object...) <I, O, OP extends Op> : ComputerOp<I, O>
  ^ computer(Class<OP>, O, I, Object...) <I, O, OP extends Op> : ComputerOp<I, O>
  ^ function(Class<OP>, Class<O>, Class<I>, Object...) <I, O, OP extends Op> : FunctionOp<I, O>
  ^ function(Class<OP>, Class<O>, I, Object...) <I, O, OP extends Op> : FunctionOp<I, O>
  ^ hybrid(Class<OP>, Class<O>, Class<I>, Object...) <I, O, OP extends Op> : HybridOp<I, O>
  ^ hybrid(Class<OP>, Class<O>, I, Object...) <I, O, OP extends Op> : HybridOp<I, O>
  ^ hybrid(Class<OP>, O, I, Object...) <I, O, OP extends Op> : HybridOp<I, O>
  ^ inplace(Class<OP>, Class<A>, Object...) <A, OP extends Op> : InplaceOp<A>
  ^ inplace(Class<OP>, A, Object...) <A, OP extends Op> : InplaceOp<A>
  ^ module(String, Object...) : Module
  ^ module(Class<OP>, Object...) <OP extends Op> : Module
  ^ module(Op, Object...) : Module
  ^ info(Op) : CommandInfo
  ^ infos() : Collection<CommandInfo>
  ^ ops() : Collection<String>
  ^ parent() : OpEnvironment
  ^ namespace(Class<NS>) <NS extends Namespace> : NS
  ^ eval(Object...) : Object
  ^ eval(String) : Object
  ^ eval(String, Map<String, Object>) : Object
  ^ help(Object...) : Object
  ^ help(Op) : String
  ^ help(Namespace) : String
```

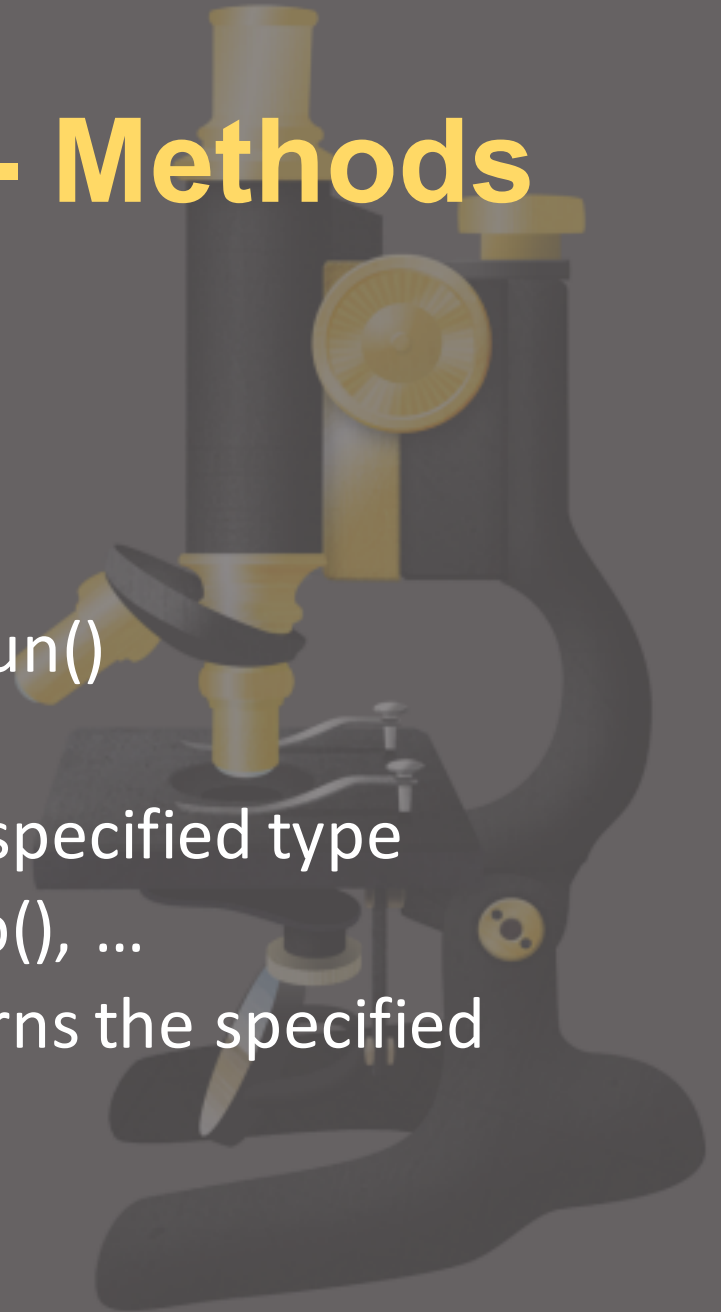
# OpEnvironment - Methods

- Get an Op
  - `op()`
    - matches all Ops
  - `module()`
    - not frequently used
    - not exactly an Op, but very similar
    - low-level, higher degrees of freedom
  - `computer()`, `function()`, `hybrid()`, `inplace()`
    - only match Ops of the specific type
    - higher performance



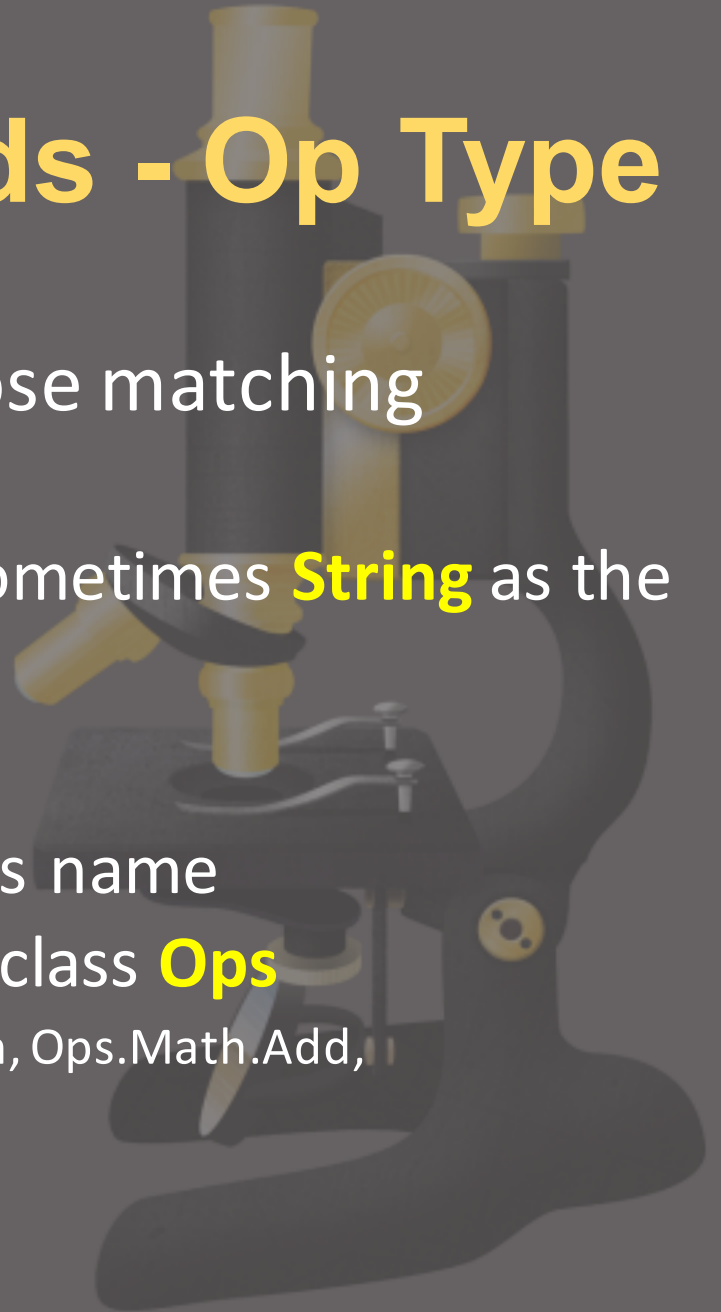
# OpEnvironment - Methods

- Execute an Op
  - run()
    - basically the same as `op(SameParameters).run()`
  - map(), join(), help(), ...
    - execute the Op of the specified type
  - math().add(), image().crop(), ...
    - math() or image() returns the specified "Namespace"



# Matching Methods - Op Type

- The first parameter in those matching methods
  - Accepts **class object**, or sometimes **String** as the name of the Op type
- Marker interface
  - Contains nothing except its name
  - All of them live inside the class **Ops**
    - For example: Ops.Map, Ops.Join, Ops.Math.Add, Ops.Image.Crop



# Matching Methods - Op Type

- Actual (implemented) class
  - Not usually used
  - Can do more specific matching
- Question:
  - what are the marker interface and the implemented class, respectively?

```
@Plugin(type = Ops.Copy.Type.class)
public class CopyType<T> extends Type<T> extends AbstractHybridOp<T, T>
    implements Ops.Copy.Type {
```

# Matching Methods - I/O Types

- Usually the parameters right after the Op type
- In most cases, we can pass either a **class object** or an **instance**, of the type
  - for example: "Img.class" vs. "new Img()"
- Three overloaded versions of the computer() methods

• <sup>A</sup> computer(Class<OP>, Class<O>, Class<I>, Object...) <I, O, OP extends Op> : ComputerOp<I, O>

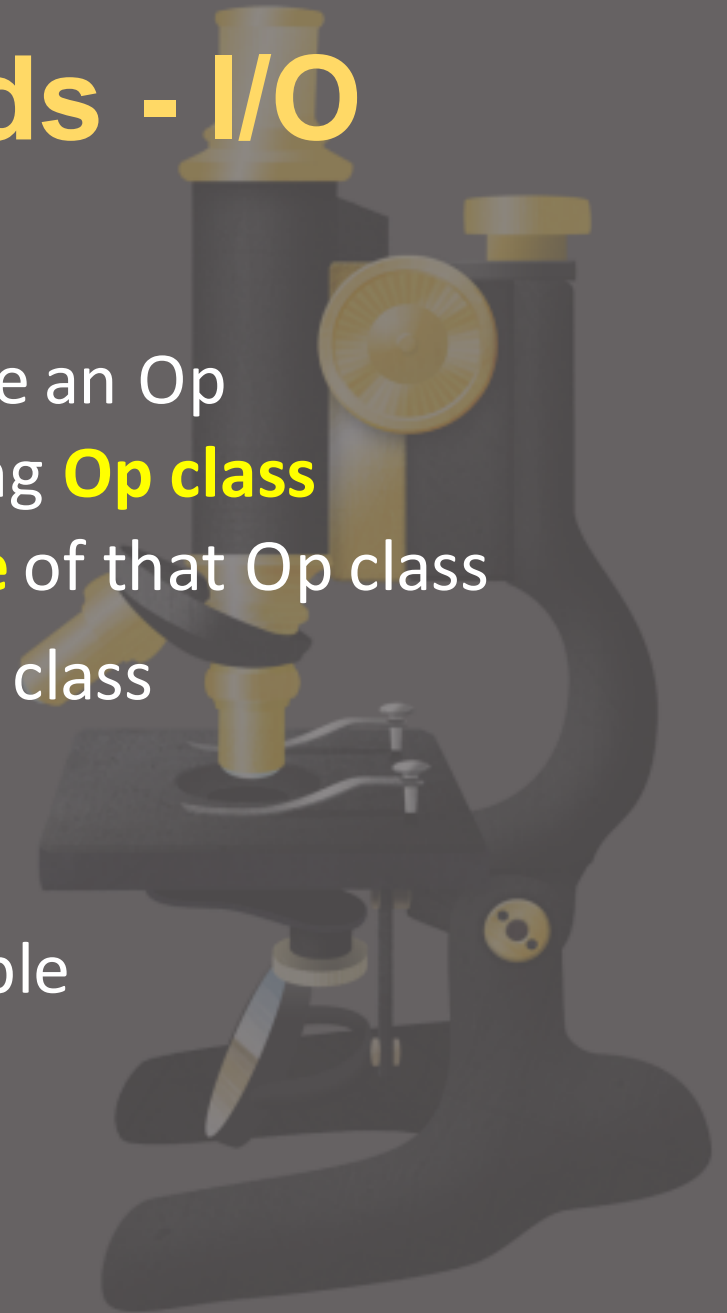
• <sup>A</sup> computer(Class<OP>, Class<O>, I, Object...) <I, O, OP extends Op> : ComputerOp<I, O>

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- If we can pass a class object to get an Op, why do we bother passing a default/empty instance?

# Matching Methods - I/O Types

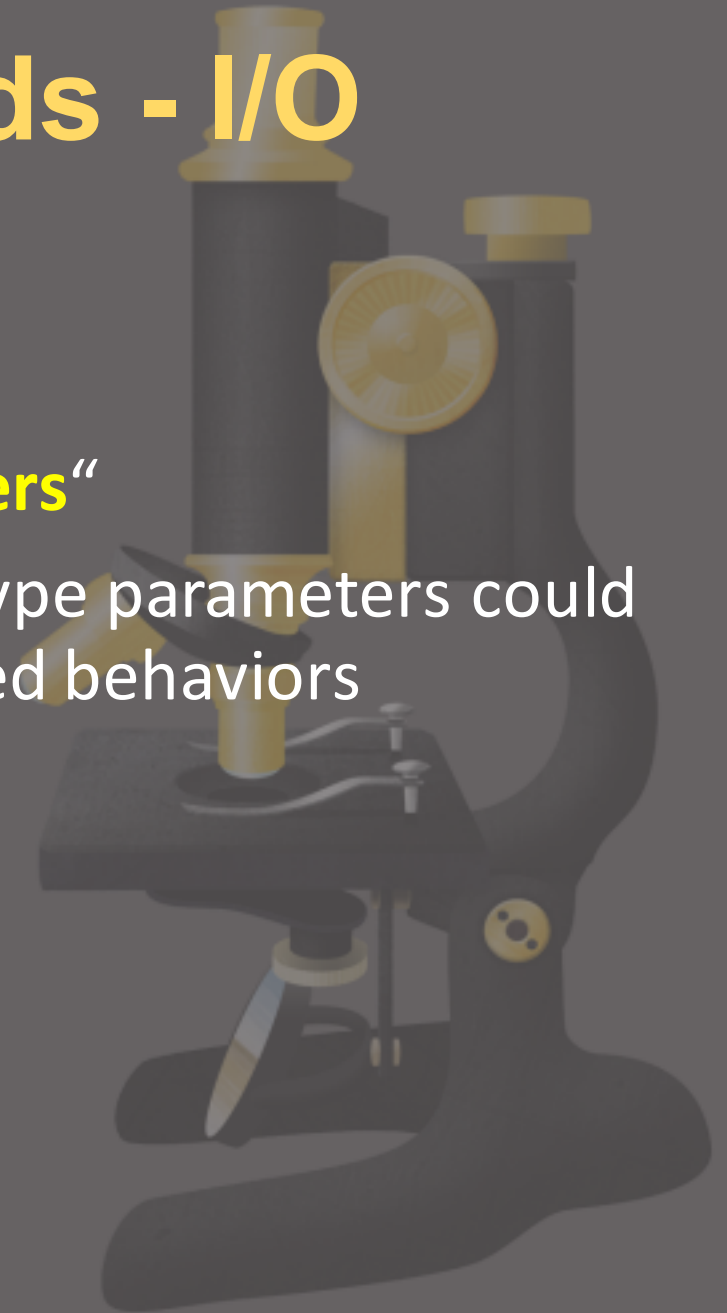
- Either to get an Op or execute an Op
  - First find the best matching **Op class**
  - Then initialize **an instance** of that Op class
- To find the best matching Op class
  - Only cares about types
- To initialize an Op
  - Use the instances if possible
  - Default values otherwise





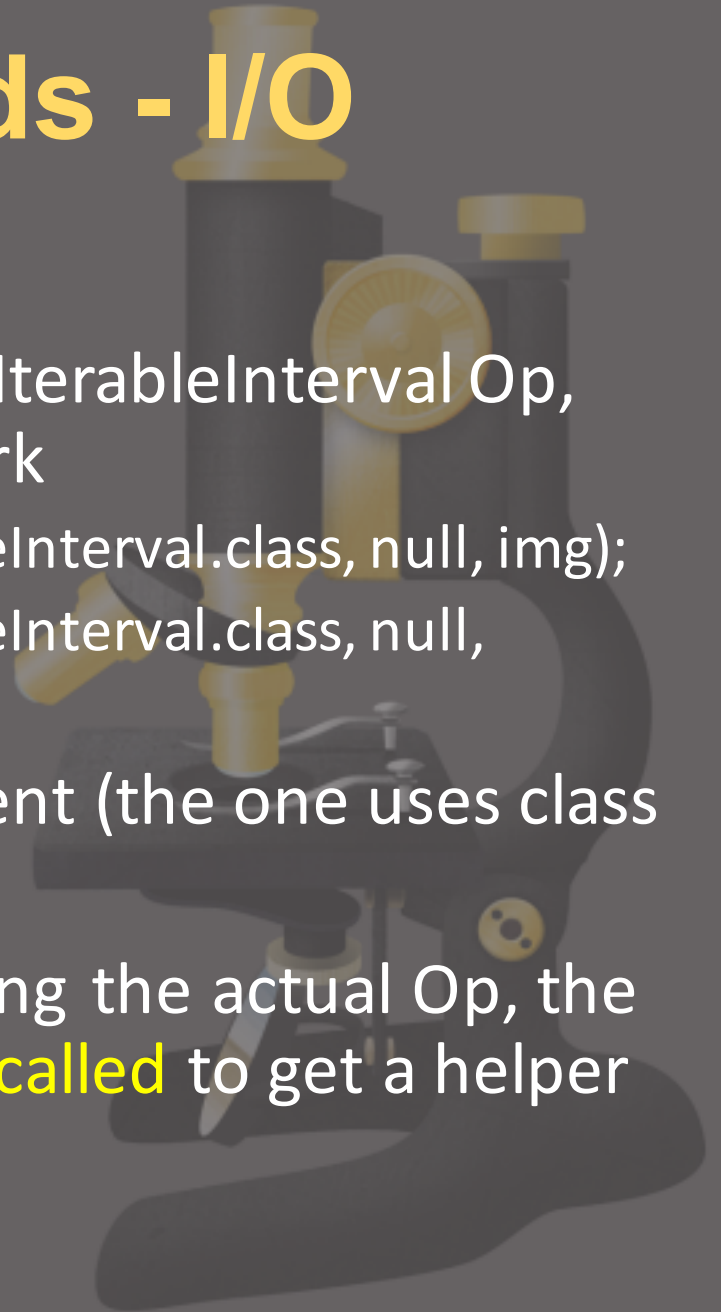
# Matching Methods - I/O Types

- Not only "**type indicators**"
- But also "**template parameters**"
- Passing class objects as I/O type parameters could sometimes causes unexpected behaviors



# Matching Methods - I/O Types

- For example, to get the CopyIterableInterval Op, both statements seem to work
  - `ops().hybrid(Ops.Copy.IterableInterval.class, null, img);`
  - `ops().hybrid(Ops.Copy.IterableInterval.class, null, img.getClass());`
- However, the second statement (the one uses class object) throws an exception
- This is because when initializing the actual Op, the **input parameter's method is called** to get a helper Op



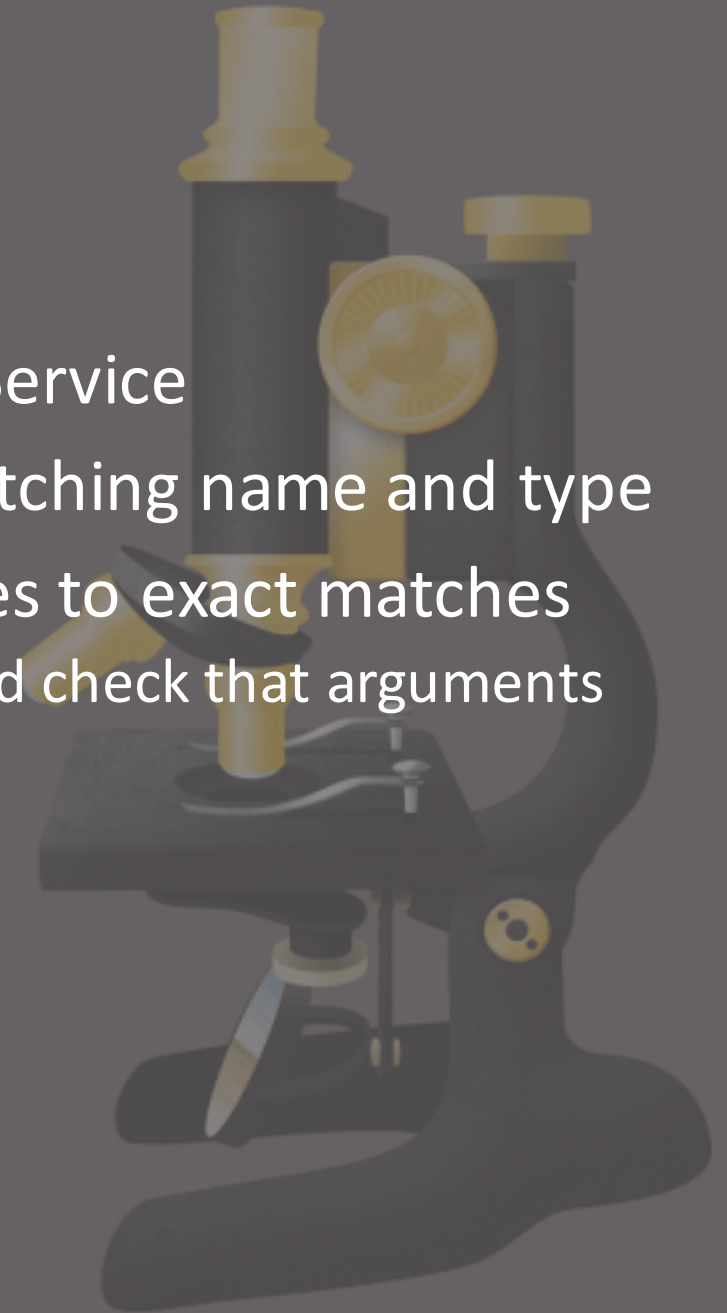
# Matching Methods - I/O Types

Question: What Exception will be thrown?

```
@Plugin(type = Ops.Copy.IterableInterval.class, priority = 1.0)
public class CopyIterableInterval<T> extends
    » » AbstractHybridOp<IterableInterval<T>, IterableInterval<T>> implements
    » » Ops.Copy.IterableInterval, Contingent {
    »
    » @Parameter
    » protected OpService ops;
    »
    » // used internally
    » private ComputerOp<IterableInterval<T>, IterableInterval<T>> map;
    »
    » @Override
    » public void initialize() {
    » » map = ops.computer(Ops.Map.class, in(), in(),
    » » » » ops.computer(Ops.Copy.Type.class,
    » » » » » » in().firstElement().getClass(),
    » » » » » » in().firstElement().getClass()));
    » }
    » }
```

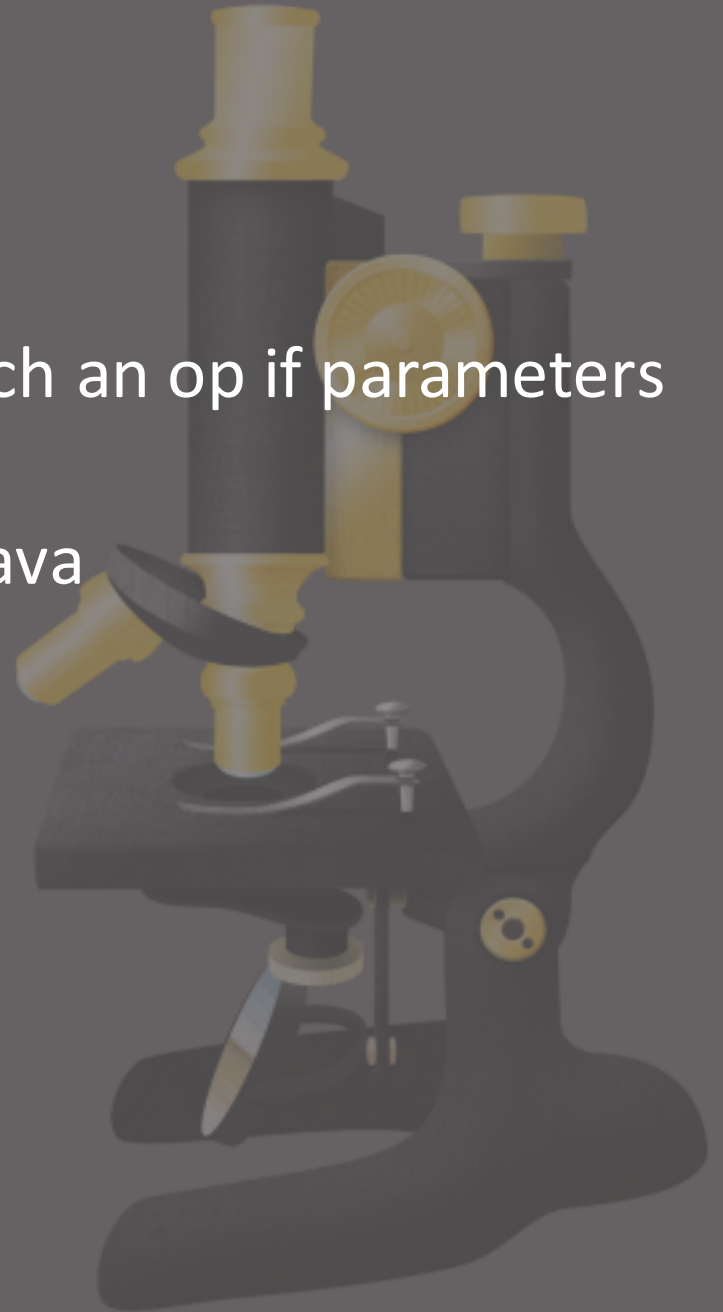
# Matching Ops

- Done in DefaultOpMatchingService
- First find candidates with matching name and type
- Then narrow down candidates to exact matches
  - Find highest priority match and check that arguments match
- Initialize the op



# Converters

- Can sometimes convert to match an op if parameters are not a perfect match
- Done by ConvertService in SciJava



# Plugin Annotation



- @Plugin
- Defines the ops type, name, priority, etc.
- Used for matching ops
  - Type compared to first argument when calling op

```
@Plugin(type = Ops.Map.class, priority = Priority.LOW_PRIORITY - 1)
```

# Parameter Annotation

- @Parameter
  - Indicates field is input or output
- Which type of SpecialOp are the parameter declarations for?

```
@Parameter(type = ItemIO.OUTPUT)  
private O out;
```

```
@Parameter  
private I in;
```

FunctionOp

```
@Parameter(type = ItemIO.BOTH, required = false)  
private O out;
```

```
@Parameter  
private I in;
```

HybridOp



- Thank you for listening to our presentation!
- Questions?

