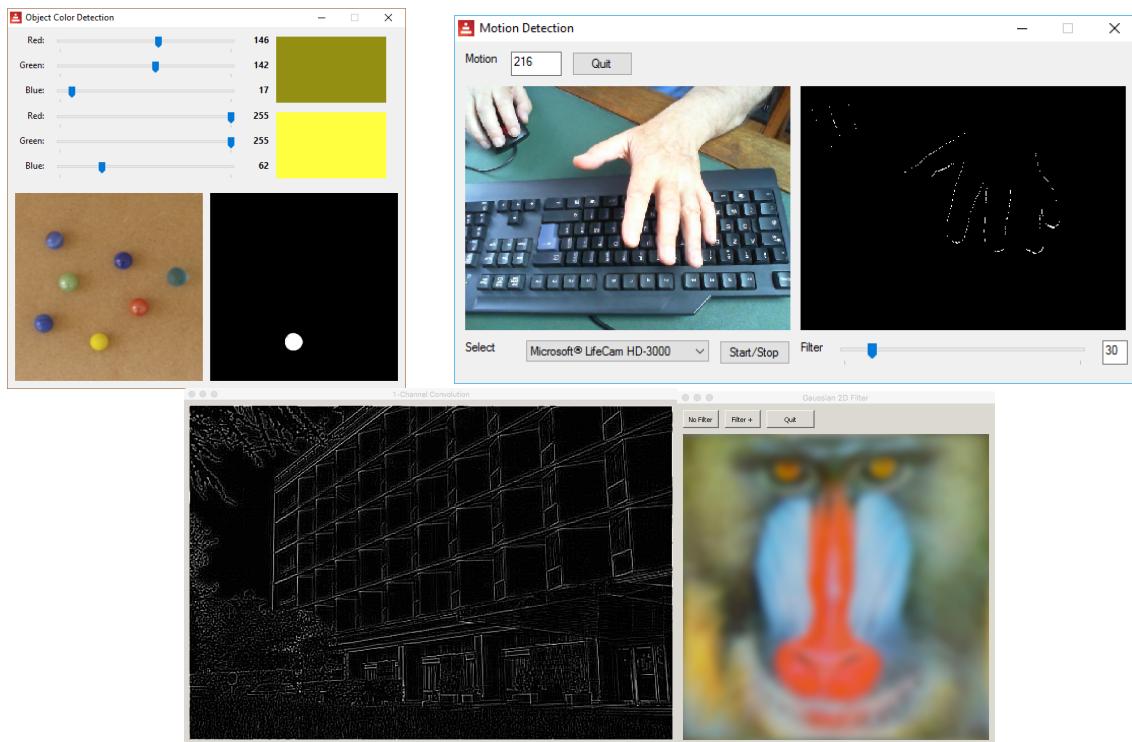


# RedCV Open Source Computer Vision Library



## What is RedCV

RedCV means Red Language Open Source Computer Vision Library. It is a collection of Red functions and routines that give access to many popular Image Processing algorithms.

## The key features

RedCV provides cross-platform high level API that includes many functions. RedCV has no strict dependencies on external libraries. RedCV is free for both non-commercial and commercial use.

## Who created it

The list of authors and major contributors:

François Jouen for the library development.

Thanks to Nénad Rakocevic and Qingtian Xie for developing Red and their constant help.

Thanks to Didier Cadieu for samples optimization.

## Where to get RedCV

Go <https://github.com/lhci/redCV>.

# *RedCV Reference Manual*

- Using RedCV library
- Basic structures
- Images and matrices basic operators
- Image and matrix utilities
- Format conversion
- Color and color space conversion
- Arithmetic operators
- Logic operators
- Statistics and image features extraction
- Geometrical transformations
- Image enhancement
- Thresholding
- Spatial Filtering
- Fast Edge Detection
- Mathematical morphology
- GUI functions
- Random generator

# Using RedCV Library

Most of functions are calling Red/System routines for faster image rendering. All redCV routines can be directly called from a red program (not for newbies). For a more convenient access, Red/System routines are exported as red functions. All red routines are prefixed with underscore (e.g. \_rcvCopy). **Only red functions are documented.**

All includes to redCV libraries are declared in a single file (/libs/redcv.red). You just need including *redcv.red* file in your Red programs.

```
[  
#include %core/recvCore.red          ; Basic image creating and processing functions  
#include %highgui/recvHighGui.red    ; Fast Highgui functions  
#include %matrix/recvMatrix.red      ; Matrices functions  
#include %imgproc/recvImgProc.red    ; Image processing functions  
#include %math/recvRandom.red        ; Random laws for generating random images  
#include %math/recvStats.red         ; Statistical functions for images  
]  
;
```

```
; all we need for computer vision with Red  
#include %../../libs/redcv.red ; for red functions
```

## Some lectures

Image Processing in C, by Dwayne Phillips. The first edition of Image Processing in C (Copyright 1994, ISBN 0-13-104548-2) was published by R & D Publications

1601 West 23rd Street, Suite 200

Lawrence, Kansas 66046-0127

Algorithms for Image Processing and Computer Vision (2011) by J.R. Parker, published by Wiley Publishing, Inc.

10475 Crosspoint Boulevard

Indianapolis, IN 46256

# Basic Structures

## Image

RedCV directly uses Red image! datatype. Loaded images by Red are in ARGB format (a tuple). Images are 8-bit and internally uses bytes [0..255] as a binary string. Images are 4-channels and actually Red can't create 1, 2 or 3-channels images. Similarly Red can't create 16-bit (0..65536) 32-bit or 64-bit (0.0..1.0) images.

Each pixel channel ARGB is represented by a byte! The byte! datatype's purpose is to represent unsigned integers in the 0-255 range. Many libraries use a byte pointer to access ARGB components of a pixel. Red proposes an optimized which uses an integer to store ARGB values in a single value. Since the memory size of an integer is 32 bits, is really easy to store 4 bytes (8-bit) value with an integer. Consequently, a int-ptr! will be used to access pixel value.

Now to access to ARGB values stored in the integer, Red applies right shift operator, both unsigned right shift: >>> and signed right shift: >>

a: pix1/value >>> 24	; byte 1 [0-255] Alpha (transparency) channel
r: pix1/value and 00FF0000h >> 16	; byte 2 [0-255] Red channel
g: pix1/value and FF00h >> 8	; byte 3 [0-255] Green channel
b: pix1/value and FFh	; byte 4 [0-255] Blue channel

To write back pixel values, Red call signed left shift: << operator

pixD/value: (a << 24) OR (r << 16) OR (g << 8) OR b

## Matrix

Matrix! Datatype is not yet implemented by Red. We simulate matrices with Red vector! datatype. Work under progress. Matrices are 2-D with n lines \*m columns. Matrix element can be Char!, Integer! or Float!

# Images and matrices basic operators

## rcvCreateImage

**Creates and returns empty (black) image**

rcvCreateImage: function [size [pair!]] return: [image!]

size : image size width and height as a pair

```
dst: rcvCreateImage 512x512
```

## rcvCreateMat

**Creates 2D matrix**

rcvCreateMat: function [ type [word!] bitSize [integer!] mSize [pair!] return: [vector!]]

type: name of accepted datatype: char! | integer! | float!

bitSize: 8 for char!, 8 | 16 | 32 for integer!, 32 | 64 for float!

mSize: matrix size as pair

```
msize: 128x128
```

```
mat1: rcvCreateMat 'integer! 8 msize
```

```
mat2: rcvCreateMat 'integer! 16 msize
```

```
mat3: rcvCreateMat 'integer! 32 msize
```

## rcvReleaseImage

**Releases image data**

rcvReleaseImage: function [src [image!]]

src : image to remove

## rcvReleaseMat

**Releases Matrix**

rcvReleaseMat: function [mat [vector!]]

mat: matrix to be released

```
These functions will be probably removed with Red garbage collector development.
```

## rcvLoadImage

**Loads image from file**

rcvLoadImage: function [fileName [file!]] return: [image!] /grayscale

filename: name of the file to load as a Red file datatype

/grayscale: loads image as grayscale

```
tmp: request-file
```

```
if not none? tmp [ img1: rcvLoadImage tmp img2: rcvLoadImage /grayscale]
```

## rcvLoadImageB

**Loads image from file and return image as binary**

rcvLoadImageB: function [fileName [file!]] return: [binary!] /alpha]

filename: name of the file to load as a Red file datatype

/ alpha: loads image as 4 channels image including alpha channel

## rcvSaveImage

**Save image to file**

rcvSaveImage: function [src [image!]] fileName [file!]]

src: image to save

filename: name of the file to save as a Red file datatype

Actually only png codec is supported for saving image. Will be improved in future by Red Team

## rcvCloneImage

**Returns a copy of source image**

rcvCloneImage: function [src [image!]] return: [image!]]

src: image to be cloned

img: recCreateImage 512x512

hsv: rcvCloneImage img

## rcvCloneMat

**Returns a copy of source matrix**

rcvCloneMat: function [src [vector!]] return: [vector!]]

src: matrice to be cloned

## rcvCopyImage

**Copies source image to destination image**

Source and destination image must have the same size!

rcvCopyImage: function [src [image!]] dst [image!]]

src: image to be copied

dst: destination

img: hsv : recCreateImage 512x512

hsv: rcvCopy img hsv

## rcvCopyMat

**Copy source matrix to destination matrix**

rcvCopyMat: function [src [vector!]] dst [vector!]]

src: matrice to be copied

dst: destination matrix

## rcvZeroImage

Sets all image pixels to 0

rcvZeroImage: function [src [image!]]

src: image to clear

## rcvRandomImage

Creates a random uniform color or pixel random image

rcvRandomImage: function [size [pair!] value [tuple!]] /uniform /alea return: [image!]

size: size of image as pair!

Value: random value as tuple!

/uniform : random uniform color

/alea : random pixels

## rcvRandomMat

Randomizes matrix

rcvRandomMat: function [mat [vector!] value [integer!]]

mat: destination matrix

value: random value as integer!

```
mat1: rcvCreateMat 'integer! 8 msize
mat2: rcvCreateMat 'integer! 16 msize
mat3: rcvCreateMat 'integer! 32 msize
rcvRandomMat mat1 FFh
rcvRandomMat mat2 FFFFh
rcvRandomMat mat3 FFFFFFFh
```

## rcvColorImage

Set image color

function [src [image!]] acolor [tuple!]]

src: image to color

acolor: required color as a tuple

## rcvColorMat

Set matrix color

rcvColorMat: function [mat [vector!] value [integer!]]

mat: destination matrix

value: color value as integer

```
mat1: rcvCreateMat 'integer! 8 msize
rcvColorMat mat1 0 ;
```

# Image and matrix utilities

## rcvGetPixel

Returns pixel value at xy coordinates

rcvGetPixel: function [src [image!]] coordinate [pair!] return: [tuple!] /argb]

src: image

coordinate: xy position in image as a pair

## rcvGetInt2D

Returns integer matrix value at xy coordinates

getInt2D: function [ src [vector!] mSize [pair] coordinate [pair!] return: [integer!]]

src: source matrix

coordinate: xy position of the element as a pair

msize: matrix size as pair!

## rcvGetReal2D

Returns float matrix value at xy coordinates

getInt2D: function [ src [vector!] mSize [pair] coordinate [pair!] return: [integer!]]

src: source matrix

msize: matrix size as pair!

coordinate: xy position of the element as a pair

## rcvSetPixel

Sets pixel value as xy coordinates

rcvSetPixel: function [src [image!]] coordinate [pair!] val [tuple!]]

src: image

coordinate: xy position in image as a pair

val : pixel value as a tuple

## rcvSetInt2D

Sets value in integer matrix

setInt2D: function [ dst [vector!] mSize [pair] coordinate [pair!] val [integer!]]

dst: destination matrix

msize: matrix size as pair!

coordinate: xy position of the element as a pair

val: value as integer

## rcvSetReal2D

Sets value in float matrix

setInt2D: function [ dst [vector!] mSize [pair] coordinate [pair!] val [float!]]

dst: destination matrix

msize: matrix size as pair

coordinate: xy position of the element as a pair  
val: value as float

## rcvSetAlpha

**Sets image transparency**

rcvSetAlpha: function [src [image!] dst [image!] alpha [integer!]]  
src: image remains unchanged and transparency is modified for destination  
image  
alpha : transparency value [0..255]  
sl: slider 256 [t: 255 - (to integer! sl/data \* 255) rcvSetAlpha img1 img2 t]

## rcvBlend

**Computes the alpha blending of two images**

rcvBlend: function [src1 [image!] src2 [image!] dst [image!] alpha [float!]]  
src1: first image  
src2: second image  
dst: destination image  
alpha: ratio of first image mixed with the second. Float value [0.0-1.0]

## rcvBlendMat

**Computes the alpha blending of two matrices**

rcvBlendMat: function [ mat1 [vector!] mat2 [vector!] dst [vector!] alpha  
[float!]]  
mat1: first matrix  
mat2: second matrix  
dst: destination matrix  
alpha: ratio of first matrix mixed with the second. Float value [0.0-1.0]

# Format conversion

## rcvImage2Mat

### Converts Red Image to 8-bit 2-D Matrix

rcvImage2Mat: function [src [image!] mat [vector!]]  
src: image  
mat: vector  
Grayscale

## rcvMat82Image

### Converts 8-bit Matrix to Red Image

rcvMat82Image: function [mat [vector!] dst [image!]]  
mat: vector  
dst: image

## rcvMat162Image

### Converts 16-bit Matrix to Red Image

rcvMat162Image: function [mat [vector!] dst [image!]]  
mat: vector  
dst: image

## rcvMat322Image

### Converts 32-bit Matrix to Red Image

rcvMat322Image: function [mat [vector!] dst [image!]]  
mat: vector  
dst: image

## rcvConvertMatScale

### Converts Matrix Scale to another bit size

rcvConvertMatScale: function [src [vector!] dst [vector!] srcScale [number!] dstScale [number!] /fast /normal]  
src: vector  
dst: vector  
srcScale: source range e.g 255  
dstScale : destination range e.g 65535  
/normal : uses a general function  
/fast: uses a faster routine

```
msize: 256x256
mat1: rcvCreateMat 'integer! 8 msize
mat2: rcvCreateMat 'integer! 16 msize
mat3: rcvCreateMat 'integer! 32 msize
rcvConvertMatScale/normal mat1 mat2 FFh FFFFh
rcvConvertMatScale/normal mat1 mat3 FFh FFFFFFFh
```

## rcvMatInt2Float

Converts integer matrix to float [0..1] matrix

rcvMatInt2Float: function [src [vector!] dst [vector!] srcScale [float!]]

src: source matrix

dst: destination matrix

srcScale: source range as a float!

## rcvMatFloat2Int

Converts float matrix to integer [0..255] matrix

rcvMatFloat2Int: function [src [vector!] dst [vector!]]

src: source matrix

dst: destination matrix

## rcvSplit

**Separates source image in ARGB channels. Destination contains selected source channel.**

rcvSplit: function [src [image!] dst [image!]/red /green /blue /alpha]

src: source image

dst: destination image

/red: red channel

/green: green channel

/blue: blue channel

/alpha: alpha channel

## rcvSplit2Mat

**Separates image channels to 4 8-bit matrices**

rcvSplit2Mat: function [src [image!] mat0 [vector!] mat1 [vector!] mat2

[vector!] mat3 [vector!]]

src: image

mat0: image alpha channel

mat1: image red channel

mat2: image green channel

mat3: image blue channel

if source image is grayscale then mat1 = mat2 = mat3.

## rcvMerge2Image

**Merges 4 8-bit matrices to Red image**

rcvMerge2Image: function [ mat0 [vector!] mat1 [vector!] mat2 [vector!]

mat3 [vector!] dst [image!]]

mat0: image alpha channel

mat1: image red channel

mat2: image green channel

mat3: image blue channel

dst: image

# Color and color space conversion

## rcvInvert

**Destination image: inverted source image (Similar to NOT image)**

rcvInvert: function [source [image!] dst [image!]]

src: source image

dst: destination image

## rcv2BW

**Converts RGB image to black[0] and white [255]**

rcv2BW: function [src [image!] dst [image!]]

src: source image

dst: destination image

Threshold value is equal to 128. For an accurate thresholding see rcv2BWFilter function.

## rcv2Gray

**Converts RGB image to Grayscale according to refinement**

rcv2Gray: function [ src [image!] dst [image!] /average /luminosity /lightness

return: [image!]]

src: source image

dst: destination image

The average method simply averages the values:  $(R + G + B) / 3$ .

The lightness method averages the most prominent and least prominent colors:  $(\max(R, G, B) + \min(R, G, B)) / 2$ .

The luminosity method is a more sophisticated version of the average method. It also averages the values, but it forms a weighted average to account for human perception. The formula for luminosity is  $0.21 R + 0.72 G + 0.07 B$ .

## rcv2BGRA

**Converts RGBA to BGRA**

rcv2BGRA: function [src [image!] dst [image!]]

src: source image

dst: destination image

## rcv2RGBA

**Converts BGRA to RGBA**

rcv2RGBA: function [src [image!] dst [image!]]

src: source image

dst: destination image

## rcvRGB2HSV

### RBG color to HSV conversion

rcvRGB2HSV: function [src [image!] dst [image!]]

src: image

dst: image

## rcvBGR2HSV

### BGR color to HSV conversion

rcvBGR2HSV: function [src [image!] dst [image!]]

src: image

dst: image

The Hue/Saturation/Value model was created by A. R. Smith in 1978. The coordinate system is cylindrical. The hue value H runs from 0 to 360°. The saturation S is the degree of purity and is from 0 to 1. Purity is how much white is added to the color. S=1 makes the purest color (no white). Brightness V also ranges from 0 to 1, where 0 is the black. There is no transformation matrix for RGB or BGR to HSV conversion, but R, G and B are converted to floating-point format and scaled to fit 0..1 range.

## rcvRGB2HLS

### RBG color to HLS conversion

rcvRGB2HLS: function [src [image!] dst [image!]]

src: image

dst: image

## rcvBGR2HLS

### RBG color to HLS conversion

rcvBGR2HLS: function [src [image!] dst [image!]]

src: image

dst: image

Also a cylindrical coordinates system. There is no transformation matrix for RGB or BGR to HLS conversion, but R, G and B are converted to floating-point format and scaled to fit 0..1 range.

## rcvRGB2YCrCb

### RBG color to YCrCb conversion

rcvRGB2YCrCb: function [src [image!] dst [image!]]

src: image

dst: image

## rcvBGR2YCrCb

### BGR color to YCrCb conversion

rcvBGR2YCrCb: function [src [image!] dst [image!]]

src: image

dst: image

There is no transformation matrix.

$$Y \leftarrow 0.299*R + 0.587*G + 0.114*B$$

$$Cr \leftarrow (R-Y)*0.713 + \text{delta}$$

$$Cb \leftarrow (B-Y)*0.564 + \text{delta}$$

## rcvRGB2XYZ

### RGB to CIE XYZ color conversion

rcvRGB2XYZ: function [src [image!] dst [image!]]

src: image

dst: image

## rcvBGR2XYZ

### BGR to CIE XYZ color conversion

rcvBGR2XYZ: function [src [image!] dst [image!]]

src: image

dst: image

To transform from XYZ to RGB the matrix transform used is :

$$[X] \quad [ 0.412453 \ 0.357580 \ 0.180423 ] \quad [ R ]$$

$$[Y] = [ 0.212671 \ 0.715160 \ 0.072169 ] * [ G ]$$

$$[Z] \quad [ 0.019334 \ 0.119193 \ 0.950227 ] \quad [ B ]$$

## rcvRGB2Lab

### RGB color to CIE L\*a\*b conversion

rcvRGB2Lab: function [src [image!] dst [image!]]

src: image

dst: image

## rcvBGR2Lab

### BGR color to CIE L\*a\*b conversion

rcvBGR2Lab: function [src [image!] dst [image!]]

src: image

dst: image

R, G and B are converted to floating-point format and scaled to fit 0..1 range. R, G and B are first converted to CIE XYZ before processing. On output  $0 \leq L \leq 100$ ,  $-127 \leq a \leq 127$ ,  $-127 \leq b \leq 127$ . The values are then converted to 8-bit images:  $L \leftarrow L*255/100$ ,  $a \leftarrow a + 128$ ,  $b \leftarrow b + 128$ .

## **rcvRGB2Luv**

### **RBG color to CIE L\*u\*v conversion**

rcvRGB2Luv: function [src [image!] dst [image!]]

src: image

dst: image

## **rcvRGB2Luv**

### **RBG color to CIE L\*u\*v conversion**

rcvBGR2Luv: function [src [image!] dst [image!]]

src: image

dst: image

R, G and B are converted to floating-point format and scaled to fit 0..1 range. R, G and B are first converted to CIE XYZ before processing. On output  $0 \leq L \leq 100$ ,  $-134 \leq u \leq 220$ ,  $-140 \leq v \leq 122$ . The values are then converted to 8-bit images:  $L \leftarrow L * 255 / 100$ ,  $u \leftarrow (u + 134) * 255 / 354$ ,  $v \leftarrow (v + 140) * 255 / 256$ .

# Arithmetic operators

## rcvAdd

dst: src1 + src2

rcvAdd: function [src1 [image!]] src2 [image!] dst [image!]]

src1: image

src2: image

dst: image

## rcvAddMat

dst: src1 + src2

rcvAddMat: function [src1 [vector!]] src2 [vector!] return: [vector!]]

src1: first matrix

src2: second matrix

## rcvAddLIP

**Destination image: image 1 + image 2 (Logarithmic Image Processing)**

rcvAddLIP : function [src1 [image!]] src2 [image!] dst [image!]

src1: image

src2: image

dst: image

Computes the addition of the two input images, according to the LIP model (Logarithmic Image Processing). The LIP image addition is defined as:

$$\text{dest}(x, y) = \text{src1}(x, y) + \text{src2}(x, y) - (\text{src1}(x, y) * \text{src2}(x, y)) / M$$

where M is the number of gray tones (256 for byte image)

## rcvSub

dst: src1 - src2

rcvSub: function [src1 [image!]] src2 [image!] dst [image!]]

src1: image

src2: image

dst: image

## rcvSubMat

dst: src1 - src2

rcvSubMat: function [src1 [vector!]] src2 [vector!] return: [vector!]]

src1: first matrix

src2: second matrix

## rcvSubLIP

**Destination image: image 1 - image 2 (Logarithmic Image Processing)**

rcvSubLIP: function [src1 [image!] src2 [image!] dst [image!]]

src1: image

src2: image

dst: image

Computes the difference of the two input images, according to the LIP model (Logarithmic Image Processing). The LIP image addition is defined as:

$$\text{dest}(x,y) = M * (\text{src1}(x,y) - \text{src2}(x,y)) / (M - \text{src2}(x,y))$$

where M is the number of gray tones (256 for byte image)

## rcvMul

**dst: src1 \* src2**

rcvMul: function [src1 [image!] src2 [image!] dst [image!]]

src1: image

src2: image

dst: image

## rcvMulMat

**dst: src1 \* src2**

rcvMulMat: function [src1 [vector!] src2 [vector!] return: [vector!]]

src1: first matrix

src2: second matrix

## rcvDiv

**dst: src1 / src2**

rcvDiv: function [src1 [image!] src2 [image!] dst [image!]]

src1: image

src2: image

dst: image

## rcvDivMat

**dst: src1 / src2**

rcvDivMat: function [src1 [vector!] src2 [vector!] return: [vector!]]

src1: first matrix

src2: second matrix

## rcvMod

**dst: src1 // src2 (modulo)**

rcvMod: function [src1 [image!] src2 [image!] dst [image!]]

src1: image

src2: image

dst: image

## rcvRem

**dst: src1 % src2 (remainder)**

rcvRem: function [src1 [image!]] src2 [image!] dst [image!]]

src1: image

src2: image

dst: image

## rcvRemMat

**dst: src1 % src2**

rcvRemMat: function [src1 [vector!]] src2 [vector!] return: [vector!]]

src1: first matrix

src2: second matrix

## rcvAbsDiff

**dst: absolute difference src1 src2**

rcvAbsDiff: function [src1 [image!]] src2 [image!] dst [image!]]

src1: image

src2: image

dst: image

## rcvMIN

**dst: minimum src1 src2**

rcvMIN: function [src1 [image!]] src2 [image!] dst [image!]]

src1: image

src2: image

dst: image

## rcvMAX

**dst: maximum src1 src2**

rcvMax: function [src1 [image!]] src2 [image!] dst [image!]]

src1: image

src2: image

dst: image

## rcvLSH

**Left shift image by value**

rcvLSH: function [src [image!]] dst [image!] val [integer!]]

src: image

dst: image

val: integer

## rcvRSH

**Right shift image by value**

rcvRSH: function [src [image!]] dst [image!] val [integer!]]

src: image

dst: image

val: integer

## rcvPow

**dst: src ^integer! or Float! Value**

rcvPow: function [src [image!] dst [image!] val [number!]]

src: image

dst: image

val: integer or float

## rcvSqr

**Image square root**

rcvSqr: function [src [image!] dst [image!] val [number!]]

src: image

dst: image

val: integer or float

## rcvExp

## rcvLog

## rcvMeanImages

**dst: (src1 + src2) /2**

rcvMeanImages: function [src1 [image!] src2 [image!] dst [image!]]

src1: image

src2: image

dst: image

## rcvMeanMats

**Calculate mean values for 2 matrices**

rcvMeanMats: function [src1 [vector!] src2 [vector!] return: [vector!]]

src1: matrix 1

src2: matrix 2

## rcvAddS

**dst: src + integer! value**

rcvAddS: function [src [image!] dst [image!] val [integer!]]

src: image

dst: image

val: integer

## rcvAddSMat

**src + value**

rcvAddSMat: function [src [vector!] value [integer!]]

src: matrix

value: integer

## **rcvAddT**

**dst: src + tuple! value**

rcvAddT: function [src [image!] dst [image!] val [tuple!]]

## **rcvSubS**

**dst: src - integer! value**

rcvSubS: function [src [image!] dst [image!] val [integer!]]

src: image

dst: image

val: integer

## **rcvSubSMat**

**src - value**

rcvSubSMat: function [src [vector!] value [integer!]]

src: matrix

value: integer

## **rcvSubT**

**dst: src - tuple! value**

rcvSubT: function [src [image!] dst [image!] val [tuple!]]

## **rcvMulS**

**dst: src \* integer! value**

rcvMulS: function [src [image!] dst [image!] val [integer!]]

src: image

dst: image

val: integer

## **rcvMulSMat:**

**dst: src \* integer! value**

rcvMulSMat: function [src [vector!] value [integer!]]

src: matrix

val: integer

## **rcvMult**

**dst: src \* tuple! value**

rcvMult: function [src [image!] dst [image!] val [tuple!]]

## **rcvDivS**

**dst: src / integer! value**

rcvDivS: function [src [image!] dst [image!] val [integer!]]

src: image

dst: image

val: integer

## rcvDivSMat

**src / value**

rcvDivSMat: function [src [vector!] value [integer!]]

src: matrix

value: integer

## rcvDivT

**dst: src / tuple! value**

rcvDivT: function [src [image!] dst [image!] val [tuple!]]

## rcvModS

**dst: src // integer! Value (modulo)**

rcvModS: function [src [image!] dst [image!] val [integer!]]

src: image

dst: image

val: integer

## rcvModT

**dst: src // tuple! Value (modulo)**

rcvModT: function [src [image!] dst [image!] val [tuple!]]

## rcvRemS

**dst: src % integer! Value (remainder)**

rcvRemS: function [src [image!] dst [image!] val [integer!]]

src: image

dst: image

val: integer

## rcvRemT

**dst: src % tuple! Value (remainder)**

rcvRemT: function [src [image!] dst [image!] val [tuple!]]

## rcvRemSMat

**src % value (remainder)**

rcvRemSMat: function [src [vector!] value [integer!]]

src: matrix

value: integer

# Logic operators

## rcvAND

**dst: src1 AND src2**

rcvAND: function [src1 [image!]] src2 [image!] dst [image!]]

src1: first image

src2: second image

dst: src1 and src2

## rcvANDMat

**Returns source1 AND source2**

rcvAndMat: function [src1 [vector!]] src2 [vector!] return: [vector!]

src1: first matrice

src2: second matrice

## rcvOR

**dst: src1 OR src2**

rcvOR: function [src1 [image!]] src2 [image!] dst [image!]]

src1: first image

src2: second image

dst: src1 or src2

## rcvORMat

**Returns source1 OR source2**

rcvORMat: function [src1 [vector!]] src2 [vector!] return: [vector!]

src1: first matrice

src2: second matrice

## rcvXOR

**dst: src1 XOR src2**

rcvXOR: function [src1 [image!]] src2 [image!] dst [image!]]

src1: first image

src2: second image

dst: src1 xor src2

## rcvXORMat

**Returns source1 XOR source2**

rcvXORMat: function [src1 [vector!]] src2 [vector!] return: [vector!]

src1: first matrice

src2: second matrice

## rcvNAND

**dst: src1 NAND src2**

rcvNAND: function [src1 [image!] src2 [image!] dst [image!]]

src1: first image

src2: second image

dst: src1 nand src2

## rcvNOR

**dst: src1 NOR src2**

rcvNOR: function [src1 [image!] src2 [image!] dst [image!]]

src1: first image

src2: second image

dst: src1 nor src2

## rcvNXOR

**dst: src1 NXOR src2**

rcvNXOR: function [src1 [image!] src2 [image!] dst [image!]]

src1: first image

src2: second image

dst: src1 nxor src2

## rcvNOT

**dst: src1 NOT src2**

rcvNOT: function [src1 [image!] src2 [image!] dst [image!]]

src1: first image

src2: second image

dst: src1 not src2

## rcvANDS

**Tuple value is use to create a colored image which is ANDed to source image. Result is copied to destination**

rcvANDS: function [src [image!] dst [image!] value [tuple!]]

src: source image

dst: image

value: tuple!

```
rcvANDS img1 dst 255.0.0.0; dst: add red color to img1
```

## rcvORS

**Tuple value is use to create a colored image which is ORed to source image. Result is copied to destination**

rcvORS: function [src [image!] dst [image!] value [tuple!]]

src: source image

dst: image

value: tuple!

## rcvXORS

**Tuple value is use to create a colored image which is XORed to source image. Result is copied to destination**

rcvXORS: function [src [image!] dst [image!] value [tuple!]]

src: source image

dst: image

value: tuple!

## rcvANDSMat

**And integer value to all element in source matrix**

rcvANDSMat: function [src [vector!] value [integer!]]

src: matrice

value: integer!

## rcvORSMat

**OR integer value to all element in source matrix**

rcvANDSMat: function [src [vector!] value [integer!]]

src: matrice

value: integer!

## rcvXORSMat

**XOR integer value to all element in source matrix**

rcvANDSMat: function [src [vector!] value [integer!]]

src: matrice

value: integer!

# Statistics and image features extraction

## rcvCountNonZero

Returns number of non-zero values in image or matrix

rcvCountNonZero: function [arr [image! vector!]] return: [integer!]]

arr: image or vector

## rcvSum

Returns sum value of image or matrix as a block of rgb values

rcvSum: function [arr [image! vector!]] return: [block!] /argb

arr: image or vector

/argb: includes alpha channel

## rcvMean

Returns mean value of image or matrix as a tuple of rgb values

rcvMean: function [arr [image! vector!]] return: [tuple!] /argb

arr: image or vector

/argb: includes alpha channel

## rcvSTD

Returns standard deviation value of image or matrix as a block of rgb values

rcvSTD: function [arr [image! vector!]] return: [tuple!] /argb

arr: image or vector

/argb: includes alpha channel

## rcvMedian

Returns median value of image or matrix as a block of rgb values

rcvMedian: function [arr [image! vector!]] return: [tuple!] /argb

arr: image or vector

/argb: includes alpha channel

## rcvMinValue

Returns minimal value of image or matrix as a block of rgb values

rcvMinValue: function [arr [image! vector!]] return: [tuple!]]

arr: image or vector

## rcvMaxValue

Returns maximum value of image or matrix as a block of rgb values

rcvMaxValue: function [arr [image! vector!]] return: [tuple!]]

arr: image or vector

## rcvMinLoc

**Finds global minimum location in array**

rcvMinLoc: function [arr [image! vector!] arrSize [pair!] return: [pair!]]

arr: image or vector

arrSize: array size as pair

## rcvMaxLoc

**Finds global maximum location in array**

rcvMaxLoc: function [arr [image! vector!] arrSize [pair!] return: [pair!]]

arr: image or vector

arrSize: array size as pair



## rcvHistogram

**Calculates array histogram**

rcvHistogram: function [arr [image! vector!] return: [vector!] /red /green /blue]

arr: image or vector

/red: histogram for red channel

/green: histogram for green channel

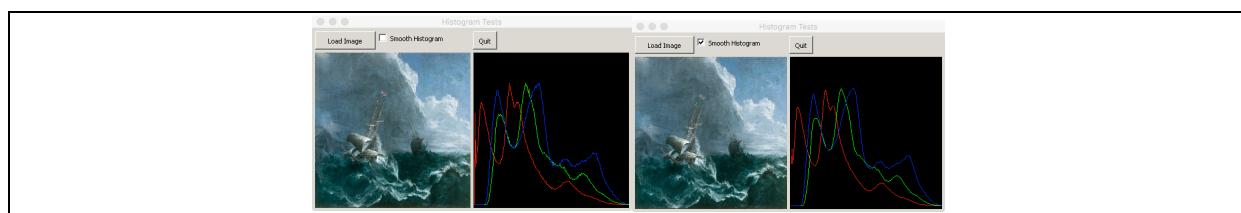
/blue: histogram for blue channel

## rcvSmoothHistogram

**This function smoothes the input histogram by a 3 points mean moving average**

rcvSmoothHistogram: function [arr [vector!] return: [vector!]]

arr: input histogram as vector!



## rcvRangeImage

Gives range value in image as a tuple

rcvRangeImage: function [source [image!]] return: [tuple!]  
source: image

## rcvSortImage

Ascending image sorting

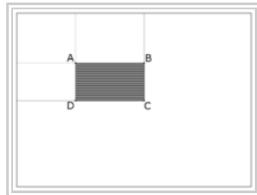
rcvSortImage: function [source [image!]] dst [image!]  
source: image  
dst: image

## rcvIntegral

Calculates integral images

rcvIntegral: function [src [image!]] sum [image!] sqsum [image!]  
src: image or integer matrice  
sum: image or integer matrice for summed area table  
sqsum: image or integer matrice for square summed area table  
mSize : image or integer matrice size as a pair!

Using these integral images, one may calculate sum, mean, standard deviation over arbitrary up-right rectangular region of the image in a constant time with only 4 points ABCD.



Using integral image it is also possible to do variable-size image blurring, block correlation etc.

Integral image  $ii$  is defined according to :

$$ii(x, y) = \sum_{x' \leq x, y' \leq y} i(x', y')$$

# Geometrical transformations

## rcvFlip

**Left/Right, Up/Down or both directions image flip**

rcvFlip: function [src [image!]] dst [image!] /horizontal /vertical /both return: [image!]]

src: source image

dst: destination image

refinement for direction



## rcvResizeImage

**Resizes image and applies filter for Gaussian pyramidal up or downsizing if required**

rcvResizeImage: function [src [image!]] canvas iSize [pair!]/Gaussian return: [pair!]]

src: destination image

canvas: Red base face containing the image

iSize: New size of the image as pair

/Gaussian: applies a 5x5 kernel Gaussian filter on image

```
img1: rcvLoadImage %..../images/lena.jpg
dst: rcvCreateImage img1/size
iSize: 256x256
canvas: base iSize dst
nSize: 512x512
rcvResizeImage dst canvas nSize
```

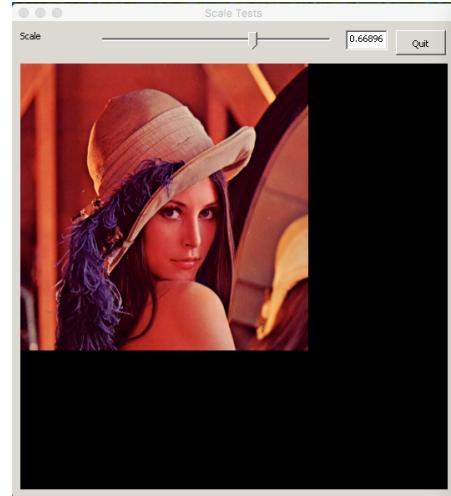
## rcvScaleImage

Sets the scale factors: Returns a Draw block

rcvScaleImage: function [factor [float!] return: [block!]]  
factor: scale factor as float! Default value : 1.0 original size

This function uses Draw Dialect and you have to add the image instance to the draw block.

```
img1: rcvLoadImage %..../images/lena.jpg  
factor: 1.0  
drawBlk: rcvScaleImage factor  
append drawBlk [img1]  
...
```



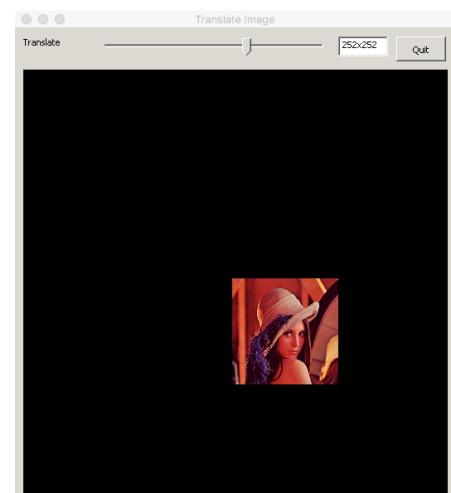
## rcvTranslateImage

Sets the origin for drawing commands : Returns a Draw block

rcvTranslateImage: function [scaleValue [float!] translateValue [pair!]]  
return: [block!]]  
scaleValue: float! value to reduce or increase image size  
translateValue : pair to translate image in X and Y direction

This function uses Draw Dialect and you have to add the image instance to the draw block.

```
img1: rcvLoadImage  
%..../images/lena.jpg  
factor: 0x0  
drawBlk: rcvTranslateImage 0.25  
factor  
append drawBlk [img1]  
...
```



## rcvRotateImage

Sets the clockwise rotation about a given point, in degrees : Returns a Draw block

rcvRotateImage: function [scaleValue [float!] translateValue [pair!] angle [float!] center [pair!]] return: [block!]

scaleValue: float! value to reduce or increase image size

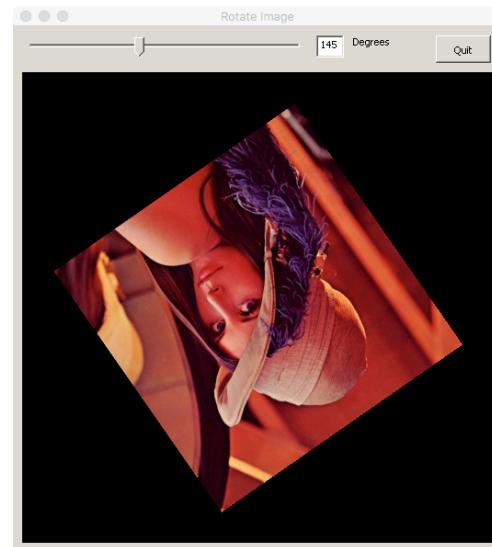
translateValue : pair to translate image in X and Y direction

angle: rotation of image in degrees

center: center of image rotation as pair! Default value 0x0

This function uses Draw Dialect and you have to add the image instance to the draw block.

```
img1: rcvLoadImage  
%..../images/lena.jpg  
iSize: img1/size  
centerXY: iSize / 2  
rot: 0.0  
drawBlk: rcvRotateImage 0.625  
96x96 rot centerXY  
append drawBlk [img1]  
...
```



## rcvSkewImage

Sets a coordinate system skewed from the original by the given number of degrees

rcvSkewImage: function [scaleValue [float!] translateValue [pair!] x [number!] y [number!] return: [block!]]

scaleValue: float! value to reduce or increase image size

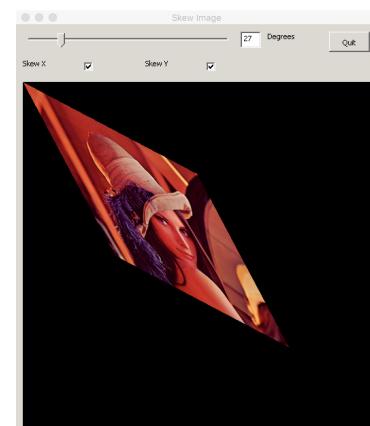
translateValue : pair to translate image in X and Y direction

x: skew along the x-axis in degrees (integer! float!).

y: skew along the y-axis in degrees (integer! float!).

This function uses Draw Dialect and you have to add the image instance to the draw block.

```
img1: rcvLoadImage  
%..../images/lena.jpg  
x: 0  
y: 0  
drawBlk: rcvSkewImage 0.5 0x0 x y  
append drawBlk [img1]
```



# Image enhancement

## rcvMakeTranscodageTable

**Creates a transcoding 256 table for affine enhancement**

rcvMakeTranscodageTable: function [n [percent!]] return: [vector!] ]

n: percent of values to exclude

This function is used by rcvContrastAffine method. See below.

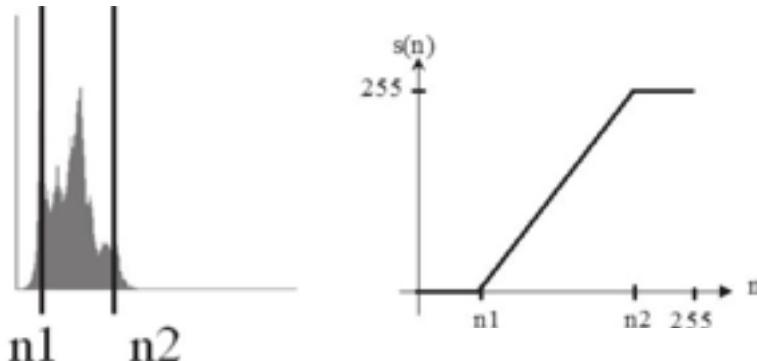
## rcvContrastAffine

**Enhances image contrast with affine function**

rcvContrastAffine: function [image [vector!] n [percent!]]

image: a 8-bit matrice

n: percent of values to exclude



$$S(n) = 0 \text{ if } n \leq n1, \quad S(n) = 255 * (n - n1) / (n2 - n1) \text{ if } n1 < n < n2 \text{ and } S(n) = 255 \text{ if } n \geq n2$$

## rcvHistogramEqualization

**This function performs histogram equalization on the input image array**

rcvHistogramEqualization: function [ image [vector!] gLevels [integer!] ]

image: a 8-bit matrice

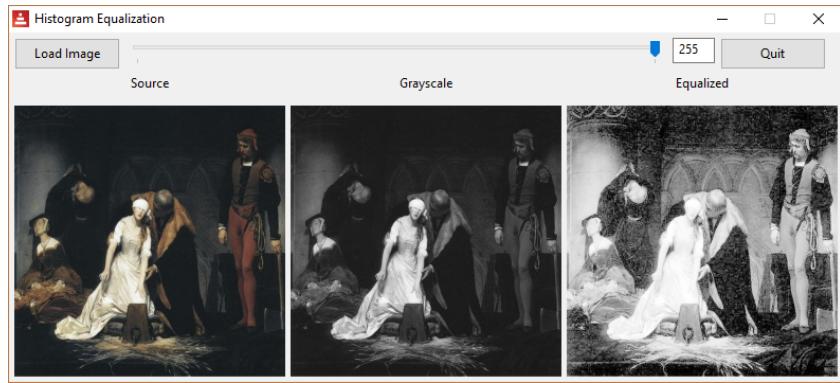
gLevels: number of gray levels in the new image

This algorithm performs first the histogram of the source image and then calculates the probability-density function of a pixel value n:  $p_1(n)$  is the probability of finding a pixel with the value n in the image. Then the following equation is applied

$$f(a) = D_m \frac{1}{Area_1} \sum_{i=0}^a H_c(a)$$

$H_c(a)$  is the histogram of the original image c and  $D_m$  is the number of gray levels in the new image b. Area is the size of the image.  $f(a)$  simply takes the probability density function for the values in image b and multiplies this by the cumulative density function of the values in image c.

This function is useful for improving contrast in low-contrasted images or simply modifying the contrast of image.



# Thresholding

## rcv2BWFilter

**Binarization of RGB image according to threshold value**

rcv2BWFilter: function [src [image!] dst [image!] thresh [integer!]]

src: image

dst: image

thresh: threshold integer value

## rcvThreshold

**Applies fixed-level threshold to array elements. Images are processed as grayscale.**

rcvThreshold: function [src [image!] dst [image!] thresh [integer!] mValue [integer!]]  
/binary /binaryInv /trunc /toZero /toZeroInv

src: image

dst: image

thresh: threshold integer value

mValue: maximal integer value

refinements are used for thresholding type

```
binary:dst(x,y) = mValue, if src(x,y)>threshold, 0, otherwise  
binaryInv: dst(x,y) = 0, if src(x,y)>threshold, mValue, otherwise  
trunc: dst(x,y) = threshold, if src(x,y)>threshold , src(x,y), otherwise  
toZero: dst(x,y) = src(x,y), if src(x,y)>threshold, 0, otherwise  
toZeroInv: dst(x,y) = 0, if src(x,y)>threshold, src(x,y), otherwise
```

## rcvInRange

**Extracts sub array from image according to lower and upper rgb values**

rcvInRange: function [src [image!] dst [image!] lower [tuple!] upper [tuple!]]

op [integer!]]

src: source image

dst: destination image

lower: lower tuple

upper: lower tuple

op: if op = 0 image is binarized else colors are extracted

## rcvInRangeMat

**Extracts sub array from matrix according to lower and upper values**

rcvInRangeMat: function [src [vector!] dst [vector!] lower [integer!] upper [integer!] op [integer!]]

src: source matrix

dst: destination matrix

lower: lower value

upper: lower upper

op: if op = 0 image is binarized else gray values are extracted

# Spatial filtering

Many filters are based on 2-D convolution. The 2-D convolution operation isn't extremely fast, unless you use small (3x3 or 5x5) filters. There are a few rules about the filter. Its size has to be generally uneven, so that it has a center, for example 3x3, 5x5, 7x7 or 9x9 are ok. Apart from using a kernel matrix, convolution operation also has a multiplier factor and a bias. After applying the filter, the factor will be multiplied with the result, and the bias added to it. So if you have a filter with an element 0.25 in it, but the factor is set to 2, all elements of the filter are multiplied by two so that element 0.25 is actually 0.5. The bias can be used if you want to make the resulting image brighter.

## rcvMakeGaussian

**Creates a Gaussian uneven kernel**

rcvMakeGaussian: function [kSize [pair!]] return: [block!]

kSize: uneven pair for kernel e.g 3x3

Creates a Gaussian uneven kernel with the following equation

$$G(x, y) = \frac{1}{2\pi\sigma^2} e^{-\frac{x^2+y^2}{2\sigma^2}}$$

Where, x is the distance along horizontal axis measured from the origin, y is the distance along vertical axis measured from the origin and  $\sigma$  is the standard deviation of the distribution.

## rcvGaussianFilter

**Fast Gaussian 2D filter**

rcvGaussianFilter: function [src [image!]] dst [image!]

src: image

dst: image

Kernel is 3x3 and bias is equal to zero. For larger kernel please use rcvFilter2D.

knl: rcvMakeGaussian 11x11 rcvFilter2D src dst

## rcvConvolve

**Convolves an image with the kernel**

rcvConvolve: function [src [image!]] dst [image!] kernel [block!] factor [float!] delta [float!]

src: source image

dst: destination image

kernel: kernel matrix as block!

factor: multiplier factor as float!

delta: bias for image brightness

```

img1: rcvLoadImage %..../images/lena.jpg
dst: rcvCreateImage img1/size
gaussian: [0.0 0.2 0.0
           0.2 0.2 0.2
           0.0 0.2 0.0]
rcvConvolve img1 dst gaussian 2.0 0.0

```

## rcvConvolveMat

**Convolves a 2-D matrix with the kernel**

rcvConvolveMat: function [src [vector!] dst [vector!] mSize[pair!] kernel [block!] factor [float!] delta [float!]]  
src: source matrix  
dst: destination matrix  
mSize: matrix size as a pair!  
kernel: kernel matrix as block!  
factor: multiplier factor as float!  
delta: bias for image brightness

## rcvFastConvolve

**Convolves 8-bit and 1-channel image with the kernel**

rcvFastConvolve: function [src [image!] dst [image!] channel [integer!] kernel [block!] factor [float!] delta [float!]]  
src: source image  
dst: destination image  
channel: image channel to process (RGB)  
kernel: kernel matrix as block!  
factor: multiplier factor as float!  
delta: bias for image brightness

## rcvFilter2D

**Basic convolution filter**

rcvFilter2D: function [src [image!] dst [image!] kernel [block!] delta [integer!]]  
src: image  
dst: image  
kernel: kernel matrix as block!  
delta: bias for image brightness

Similar to convolution but the sum of the weights is computed during the summation, and used to scale the result.

## rcvFastFilter2D

### Fast convolution filter

rcvFastFilter2D: function [src [image!]] dst [image!] kernel [block!]

src: image

dst: image

kernel: kernel matrix as block!

A faster version without controls on pixel value! Basically for 1 channel gray scaled image.  
The sum of the weights is computed during the summation, and used to scale the result

# Fast edge detection

You can, of course, build your own edges detectors by convolution (see `rcvConvolve` function). Here are included a set of classical and predefined filters which are fast.

## First derivative filters

### `rcvSobel`

Direct Sobel edges detection for image or matrix

function [src [image! vector!] dst [image! vector!] iSize [pair!] direction [integer!]]

src: image or matrix as vector

dst: image or matrix as vector

iSize: image or matrix size as pair

direction:

1: returns vertical gradient direction (Gx)

2: returns horizontal gradient direction (Gy)

3: both gradient directions by  $G = G_x + G_y$

4: both gradients estimated by  $G = \text{Sqrt}(G_x^2 + G_y^2)$

Used Hx, Hy and Ho (oblique) kernels

-1	0	1	
-2	0	2	
-1	0	1	

-1	-2	-1	
0	0	0	
1	2	1	

0	1	2	
-1	0	1	
-2	-1	0	

```
img1: rcvLoadImage %..../images/lena.jpg
```

```
img2: rcvCreateImage img1/size
```

```
img3: rcvCreateImage img1/size
```

```
rcv2Gray/average img1 img2 ; Grayscaled image
```

```
rcvSobel img2 img3 img1/size 4 ; Direct Sobel on image
```

```
img1: rcvLoadImage %..../images/lena.jpg
```

```
img2: rcvCreateImage img1/size
```

```
mat1: rcvCreateMat 'integer! intSize img1/size
```

```
mat2: rcvCreateMat 'integer! intSize img1/size
```

```
rcvImage2Mat img1 mat1 ; Converts image to 1 Channel matrix [0..255]
```

```
rcvSobel mat1 mat2 img1/size; Sobel detector on Matrix
```

## rcvRoberts

**Robert's cross edges detection for image or matrix**

rcvRoberts: function [src [image! vector!] dst [image! vector!] iSize [pair!] direction [integer!]]

src: image or matrix as vector

dst: image or matrix as vector

iSize: image or matrix size as pair

factor: multiplier factor as float!

delta: bias for image brightness

direction:

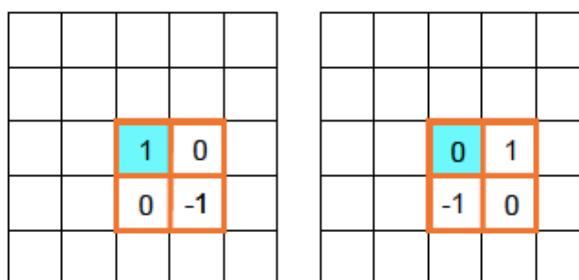
1: returns vertical gradient direction (Gx)

2: returns horizontal gradient direction (Gy)

3: both gradient directions by  $G = G_x + G_y$

4: both gradients estimated by  $G = \text{Sqrt}(G_x^2 + G_y^2)$

Used Hx and Hy kernels



## rcvPrewitt

**Computes an approximation of the gradient magnitude of the input image**

rcvPrewitt: function [src [image! vector!] dst [image! vector!] iSize [pair!] direction [integer!]]

src: image or matrix

dst: image or matrix

iSize: size of the image or the matrix

direction:

1: returns vertical gradient direction (Gx)

2: returns horizontal gradient direction (Gy)

3: both gradient directions by  $G = G_x + G_y$

4: both gradients estimated by  $G = \text{Sqrt}(G_x^2 + G_y^2)$

Used Hx and Hy kernels

-1	0	1		
-1	0	1		
-1	0	1		

-1	-1	-1		
0	0	0		
1	1	1		

## rcvKirsch

Computes an approximation of the gradient magnitude of the input image

rcvKirsch: function [src [image! vector!] dst [image! vector!] iSize [pair!] direction [integer!]]

src: image or matrix

dst: image or matrix

iSize: size of the image or the matrix

direction:

1: returns vertical gradient direction (Gx)

2: returns horizontal gradient direction (Gy)

3: both gradient directions by  $G = G_x + G_y$

4: both gradients estimated by  $G = \text{Sqrt}(G_x^2 + G_y^2)$

Used Hx and Hy kernels

-3	-3	5		
-3	0	5		
-3	-3	5		

-3	-3	-3		
-3	0	-3		
5	5	5		

## rcvGradNeumann

Computes the discrete gradient by forward finite differences and Neumann boundary conditions

rcvGradNeumann: function [src [image!] d1 [image!] d2 [image!]]

src: source image

d1: image for derivative along the x axis

d2: image derivative along the y axis

## rcvDivNeumann

Computes the divergence by backward finite differences

rcvDivNeumann: function [src [image!]] d1 [image!] d2 [image!]

src: source image

d1: image for derivative along the x axis

d2: image derivative along the y axis

## Second derivative filters

These filters use partial second derivative of an image or a matrix according to the equations

$$\left( \frac{\partial^2 I(x,y)}{\partial x^2} \right) \quad \left( \frac{\partial^2 I(x,y)}{\partial y^2} \right)$$

In x direction: and in Y direction:

## rcvDerivative2

A fast approximation of the second derivative of an image

rcvDerivative2: function [src [image! vector!]] dst [image! vector!] iSize [pair!] factor [float!] direction [integer!]

src: image or matrix

dst: image or matrix

iSize: size of the image or the matrix

Factor: multiplier factor as float!

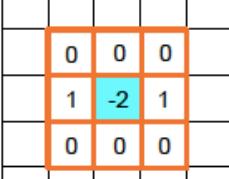
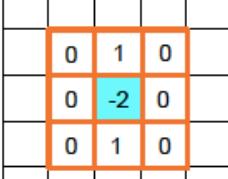
direction:

1: returns vertical gradient direction (Gx)

2: returns horizontal gradient direction (Gy)

3: both gradient directions by G= Gx + Gy

Used Hx and Hy kernels

	
---	--

## rcvLaplacian

Computes the Laplacian of an image or matrix. The Laplacian is an approximation of the second derivative of an image

rcvLaplacian: function [src [image! vector!] dst [image! vector!] iSize [pair!] connexity [integer!]

src: image or matrix

dst: image or matrix

iSize: size of the image or the matrix

connexity: neighbor pixels (4, 8 16)

Used kernels for 4, 8 or 16 connexity

0	1	0	
1	-4	1	
0	1	0	

-1	-1	-1	
-1	8	-1	
-1	-1	-1	

-1	0	0	-1
0	1	1	0
0	1	1	0
-1	0	0	-1

# Mathematical morphology

## rcvCreateStructuringElement

The function allocates and fills a block, which can be used as a structuring element in the morphological operations

cvCreateStructuringElement: function [kSize [pair!]] return: [block!]

/rectangle /cross]

kSize: Kernel size (e.g. 3x3)

Refinement is used to create a cross-shaped element or a rectangular element

## rcvErode

Erodes image by using structuring element

rcvErode: function [ src [image!] dst [image!] kSize [pair!] kernel [block!] ]

src: image

dst: image

kSize: kernel size as pair!

Kernel: block generated by cvCreateStructuringElement or customed structuring element

The function rcvErode erodes the source image using the specified structuring element that determines the shape of a pixel neighborhood over which the minimum is taken:

```
dst=erode(src,element): dst(x,y)=min((x',y') in element)src(x+x',y+y')
```

## rcvErodeMat:

Erodes matrix by using structuring element

rcvErodeMat: function [ src [vector!] dst [vector!] mSize [pair!] kSize [pair!] ]

kernel [block!] ]

src: matrix

dst: matrix

mSize: matrix size as pair!

kSize: kernel size as pair!

## rcvDilate

Dilates image by using structuring element

rcvDilate: function [ src [image!] dst [image!] kSize [pair!] kernel [block!] ]

src: image

dst: image

kSize: kenel size as pair!

kernel: block generated by cvCreateStructuringElement or customed structuring element

The function `rcvDilate` dilates the source image using the specified structuring element that determines the shape of a pixel neighborhood over which the maximum is taken:

```
dst=dilate(src,element): dst(x,y)=max((x',y') in element)src(x+x',y+y')
```

## rcvDilateMat

### Dilates matrix by using structuring element

`rcvDilateMat`: function [ src [vector!] dst [vector!] mSize [pair!] kSize [pair!]

kernel [block!]]

src: matrix

dst: matrix

mSize: matrix size as pair!

kSize: kernel size as pair

## rcvOpen

### Erodes and Dilates image by using structuring element

`rcvOpen`: function [ src [image!] dst [image!] kSize [pair!] kernel [block!]]

src: image

dst: image

kSize: kenel size as pair!

kernel: block generated by `cvCreateStructuringElement` or customed structuring element

## rcvClose

### Dilates and Erodes image by using structuring element

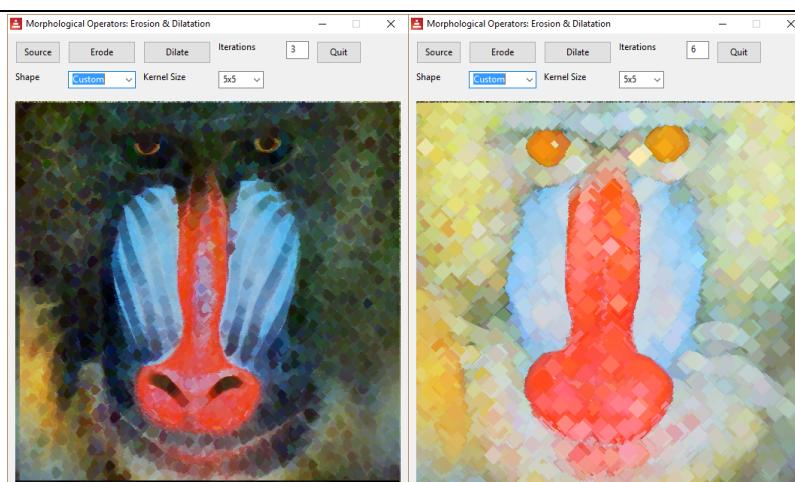
`rcvClose`: function [ src [image!] dst [image!] kSize [pair!] kernel [block!]]

src: image

dst: image

kSize: kenel size as pair!

kernel: block generated by `cvCreateStructuringElement` or customed structuring element



Erosion

Dilatation

## rcvMGradient

**Performs advanced morphological transformations using erosion and dilatation as basic operations**

rcvMGradient: function [ src [image!] dst [image!] kSize [pair!] kernel [block!] /reverse]  
src: image  
dst: image  
kSize: kernel size as pair!  
kernel: block generated by cvCreateStructuringElement or customized structuring element

```
dst=dilate src – erode src  
/reverse : dst=erode src – dilate src
```

## rcvTopHat

**Performs advanced morphological transformations**

rcvTopHat: function [ src [image!] dst [image!] kSize [pair!] kernel [block!] ]  
src: image  
dst: image  
kSize: kernel size as pair!  
kernel: block generated by cvCreateStructuringElement or customized structuring element

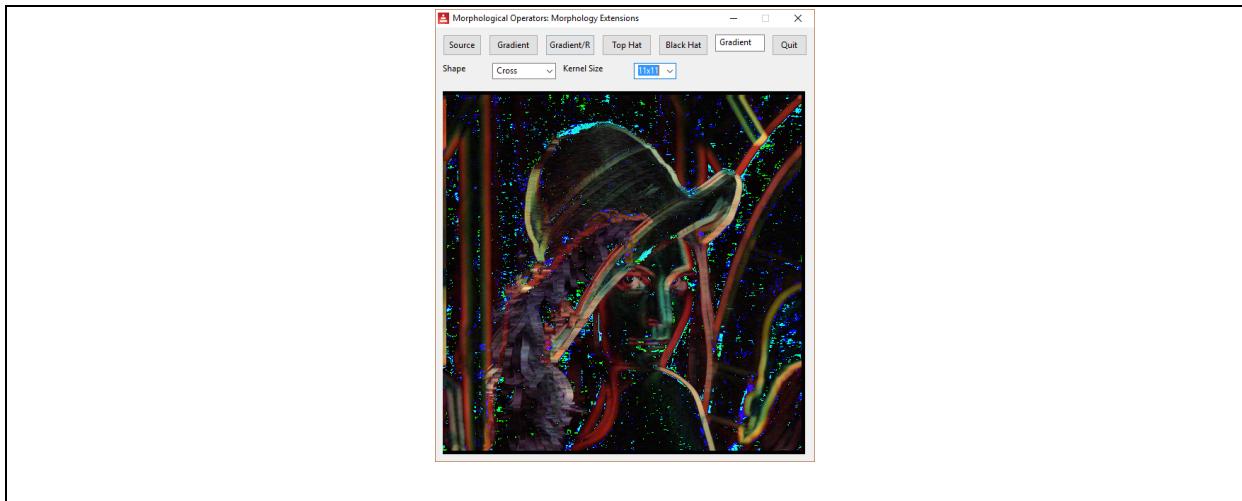
```
dst =src – open src dst
```

## rcvBlackHat

**Performs advanced morphological transformations**

rcvTopHat: function [ src [image!] dst [image!] kSize [pair!] kernel [block!] ]  
src: image  
dst: image  
kSize: kernel size as pair!  
kernel: block generated by cvCreateStructuringElement or customized structuring element

```
dst = open src dst - src
```



## rcvMMean

Means image by using structuring element

rcvMMean: function [ src [image!] dst [image!] kSize [pair!] kernel [block!]]

src: image

dst: image

kSize: kernel size

kernel: block generated by cvCreateStructuringElement or customized structuring element

# GUI Functions

Some functions for RedCV quick test. Functions are pure Red code. Routines are not required. These functions can also be used for displaying temporary images.

## rcvNamedWindow

**Creates a window**

rcvNamedWindow: function [title [string!]] return: [window!]]

title: Windows title as a string

window is returned a face datatype!

## rcvDestroyWindow

**Destroys a created window**

rcvDestroyWindow: function [window [face!]]

window: Points to a window created by rcvNamedWindow

## rcvDestroyAllWindows

**Destroys all windows**

rcvDestroyAllWindows: function []

## rcvResizeWindow

**Sets window size**

rcvResizeWindow: function [window [face!] wSize [pair!]]

## rcvMoveWindow

**Sets window position**

rcvMoveWindow: function [window [face!] position [pair!]]

## rcvShowImage

**Shows image in window**

rcvShowImage: function [window [face!] image [image!]]

```
#include %../../libs/redcv.red
img1: rcvLoadImage %../../images/lena.jpg
s1: rcvNamedWindow "Source"
rcvShowImage s1 img1 wait 2
rcvMoveWindow s1 20x60 wait 2
rcvResizeWindow s1 512x512 wait 2
rcvDestroyWindow s1
do-events
```

# Random Generator

## Continuous Laws

### randFloat

Returns a decimal value between 0 and 1. Base 16 bit  
randFloat: function[]

### randUnif

Uniform law

randUnif: function [i [float!] j [float!]]  
i: float value

### randExp

Exponential law

randExp: function []

### randExpm

Exponential law with a l degree

randExpm: function [l [float!]]  
l: float value (e.g. 1.0)

### randNorm

Normal law

randNorm : function [A [float!]]  
A: float value (e.g. 1.0)

### randLognorm

Lognormal law

randLognorm: function [a [float!] b [float!] z [float!]]  
a: float value  
b: float value  
z: float value

### randGamma

Gamma law

randGamma: func [k [integer!] l [float!] i]  
k: integer value  
l: float value

### randDisc

Geometric law in a disc

randDisc: function []

## randRect

### Geometric law in a rectangle

randRect: function [a [float!] b [float!] c [float!] d [float!]]

a: float value

b: float value

c: float value

d: float value

## randChi2

### Chi square law

randChi2: function [v [integer!]]

v: integer value (e.g. 2)

## randErlang

### Erlang law

randErlang: function [n [integer!]]

n: integer value (e.g. 2)

## randStudent

### Student law

randStudent: function [ n [integer!] z [float!]]

n: integer value (e.g. 3)

z: float value (e.g. 1.0)

## randFischer

### Fisher law (e.g 1 1)

randFischer: function [ n [integer!] m [integer!]]

n: integer value (e.g. 1)

m: integer value (e.g. 1)

## randLaplace

### Laplace law

randLaplace: function [a [float!] /local u1 u2]

a: float value (e.g. 1.0)

## randBeta

### Beta law

randBeta: function [a [integer!] b [integer!]]

a: integer value (e.g. 1)

b: integer value (e.g. 1)

## randWeibull

### Weibull law

randWeibull: function [a [float!] l [float!]]

a: float value (e.g. 1.0)

l: float value (e.g. 1.0)

## randRayleigh

**Rayleigh law**

randRayleigh: function []

# Discrete Laws

## randBernoulli

**Bernoulli law**

randBernoulli: function [p [float!]]

p: float value (e.g. 0.5)

## randBinomial

**Binomial law**

randBinomial: function [n [integer!] p [float!]]

n: integer value (e.g. 1)

p: float value (e.g. 0.5)

## randBinomialneg

**Binomial negative law (e.g. 1 0.5)**

randBinomialneg: function [n [integer!] p [float!]]

n: integer value (e.g. 1)

p: float value (e.g. 0.5)

## randGeo

**Geometric law**

randGeo: func [p [float!]]

p: float value (e.g. 0.25)

## randPoisson

**Poisson law**

randPoisson: function [l [float!]]

l: float value (e.g. 1.5)