



## Image Processing

# How to start with computer vision ?

1. We have 'OpenCV'
2. Open source image processing library for c++ / python

# Representation of Image in a program

1. Prefer Python to use opencv (easy to use)
2. Represented as a numpy array in Python
3. Represented as `cv::Mat` in C++

# Get Some hands on !

- Open an image using : `cv2.imread()`
- Show the image using : `cv2.imshow()`
- See the shape of the image using `X.shape` (in Python)
- See the original dimension of the image

# Colorspace can be changed

There are a number of colorspace such as:

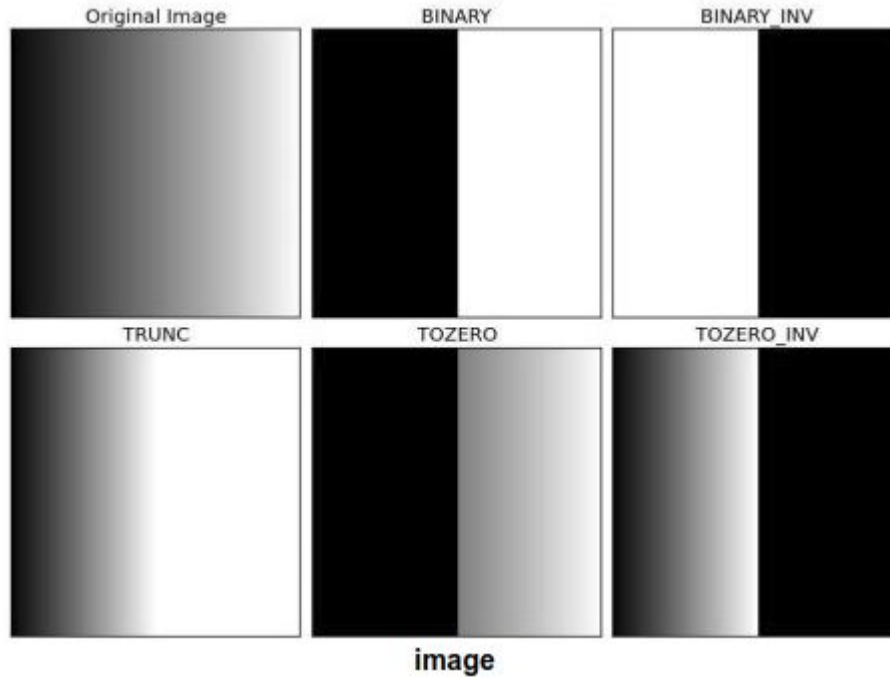
- Blue, Green, Red (BGR)
- Hue, Saturation, Value (HSV)
- Grayscale
- Others which are less used

# Shapes can be drawn

You can draw geometric figures on images either for demonstration purposes or otherwise

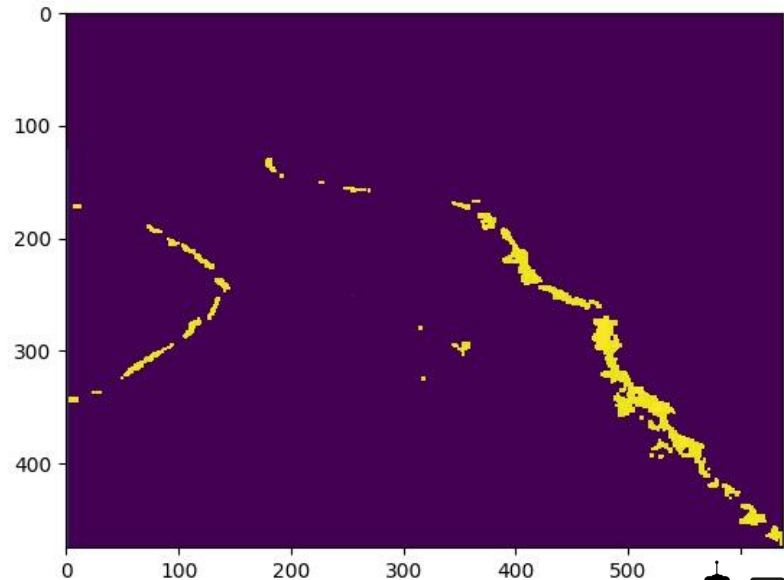
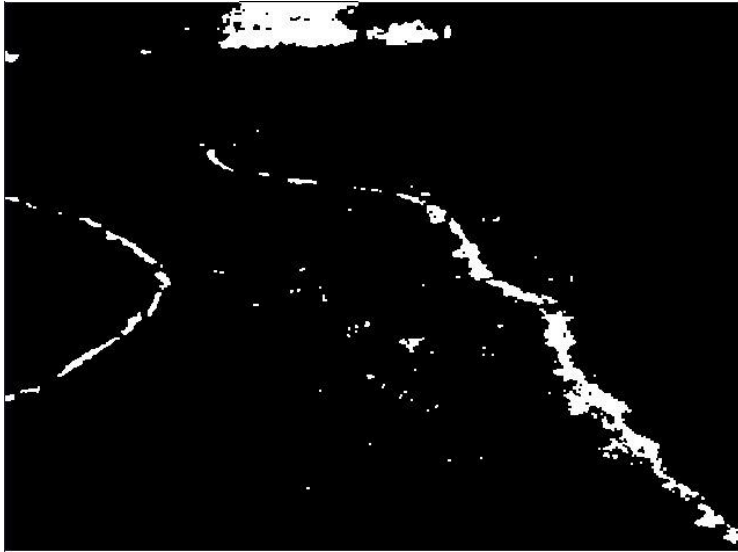
1. Rectangles
2. Circles
3. Ellipse
4. Polylines, Polygons

# Threshold



# Denoising and image ?

Seems tough ?





# (Some) Methods that can be used to denoise :

1. Erode / Dilate
2. Blurring (Gaussian, median, bilateral)

# Erode / Dilate

Erode (left) and Dilate (right)



# What can be done using filters ?

1. Blurring
2. Edge detections
3. Face detections? (maybe)

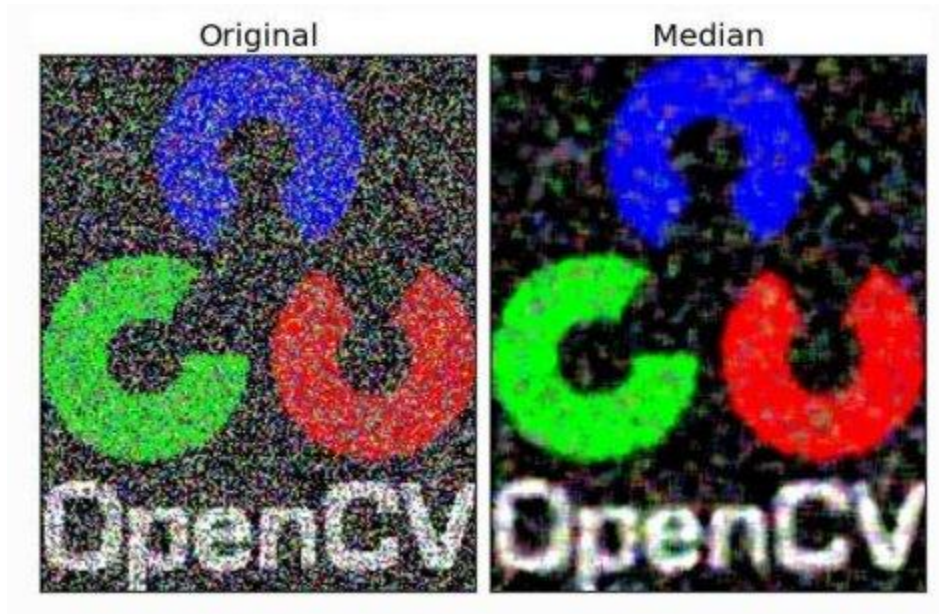
# Gaussian blur :

Kernel size was 9 (it should be an odd number)

Here it's just that the kernel should be symmetrically placed on each pixel



# Median Blur :



# Line Detection filters

1. Which kind of filter is capable to do so?
2. Suggestions?

# This is a possible line detection filter

More are possible (dimensionally as well)

|            |    |    |      |    |    |          |   |    |      |    |    |
|------------|----|----|------|----|----|----------|---|----|------|----|----|
| -1         | -1 | -1 | -1   | -1 | 2  | -1       | 2 | -1 | 2    | -1 | -1 |
| 2          | 2  | 2  | -1   | 2  | -1 | -1       | 2 | -1 | -1   | 2  | -1 |
| -1         | -1 | -1 | 2    | -1 | -1 | -1       | 2 | -1 | -1   | -1 | 2  |
| Horizontal |    |    | +45° |    |    | Vertical |   |    | -45° |    |    |

# Edge detections :

1. What can be used to detect edges ?
2. Would the filter in the last slide work ?
3. Why / Why not ?



# More sophisticated filters for edge detection :

What would X filter do ?

What Would Y filter do ?

|    |   |    |
|----|---|----|
| -1 | 0 | +1 |
| -2 | 0 | +2 |
| -1 | 0 | +1 |

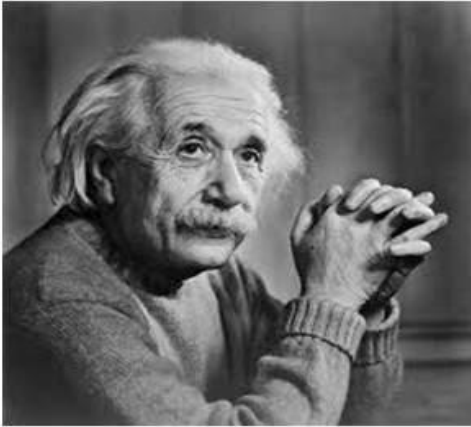
x filter

|    |    |    |
|----|----|----|
| +1 | +2 | +1 |
| 0  | 0  | 0  |
| -1 | -2 | -1 |

y filter

# This is what their application looks like :

Original : X operator : Y Operator



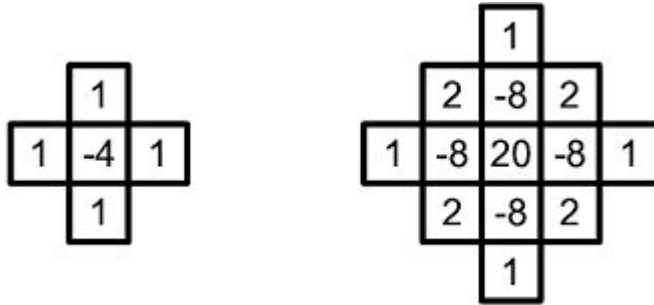
# Gradient of an image :

1. See image as a discrete valued function
2. Find  $d/dx$
3. Find  $d/dy$
4. Laplacian?

$$\nabla \cdot \nabla f = \nabla^2 f = \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2} + \frac{\partial^2 f}{\partial z^2}$$

# Laplacian (filter and output)

Our old friend :P



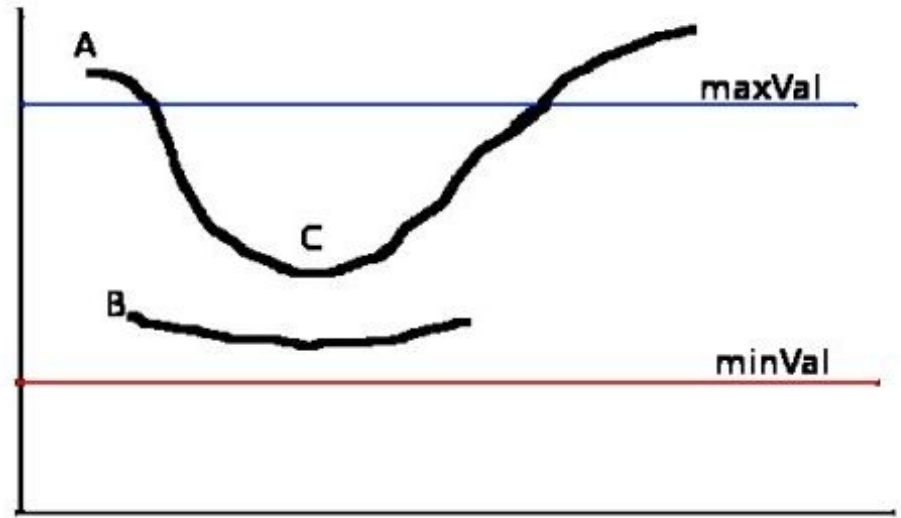
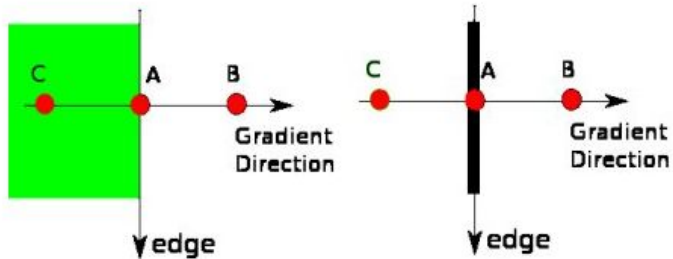
# Use built-in functions

1. `laplacian = cv2.Laplacian(img, cv2.CV_64F)`
2. `sobel_x = cv2.Sobel(img, cv2.CV_64F, 1, 0, ksize=5)`
3. `sobel_y = cv2.Sobel(img, cv2.CV_64F, 0, 1, ksize=5)`
4. No need to write these Kernels on our own
5. However feel free to improvise (and send a PR to OPENCV :P)

# A better edge detector - Canny

$$\text{Edge\_Gradient } (G) = \sqrt{G_x^2 + G_y^2}$$

$$\text{Angle } (\theta) = \tan^{-1} \left( \frac{G_y}{G_x} \right)$$



# Finally, face detection

This uses the Haar Feature-based Cascade Classifiers

# THANK YOU