

# Augmentation system for CV ML algorithms

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## 1. Design

The application is mostly built by utilizing two main classes: **AugmentationSystem** and **Augmentation**. AugmentationSystem deals with processing the images in the test folder and reading the config file, and utilizes the Augmentation class. Augmentation encapsulates the augmentation methods.

| Augmentation  | AugmentationSystem   |
|---|--|
| <code>apply_augmentations(image, augmentations)</code><br><code>apply_grayscale(image)</code><br><code>flip_image(image, mode)</code><br><code>increase_brightness(image, value)</code><br><code>pixelate_image(image, block_size)</code><br><code>resize_image(image, scale_percent)</code><br><code>rotate_image(image, angle)</code><br><code>sharpen_image(image)</code><br><code>translate_image(image, offset_x, offset_y)</code> | <code>augmentation</code><br><code>augmentations : list</code><br><code>config_file</code><br><br><code>process_images(input_dir, output_dir)</code><br><code>read_config()</code> |

These classes utilize the **numpy** and **opencv** python libraries and on top of that the **tkinter** library for enabling file selection.

## 2. Config file

The config file is **config.txt** and can contain multiple lines. Each line contains the augmentation method and an additional parameter (or two if it is the case of translation). Methods are: **rotate**, **resize**, **pixelate**, **flip horizontal/vertical**, **increase\_brightness**, **sharpen**, **grayscale**, **translate**.

```
hw1 > ≡ config.txt
1  rotate 15
2  resize 50
3  pixelate 8
4  flip horizontal
5  increase_brightness 30
6  sharpen
7  grayscale
8  translate 20 20
```

Each augmentation method (config line) is applied to each test image and leads to a generated output.

## 3. Algorithms implementation

- Rotation: image rotation using a 2D rotation matrix and opencv library.
- Resize: image resizing using the opencv library.
- Flip: horizontal & vertical image flipping using numpy arrays.
- Translation: low level pixel transformation, translation using offsets.

- v. Pixelation: image pixelation using the opencv library.
- vi. Brightness: adding brightness using the opencv library.
- vii. Sharpening: applying a 2D kernel using the opencv library.
- viii. Grayscale: low level pixel transformation

#### 4. Project testing



Initial image



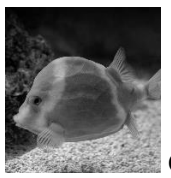
Sharpening



Rotation



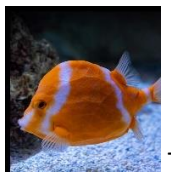
Pixelation



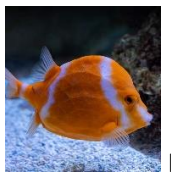
Grayscale



Brightness



Translation



Horizontal flipping



Initial image



Sharpening



Rotation



Pixelation



Grayscale



Brightness



Translation



Horizontal flipping