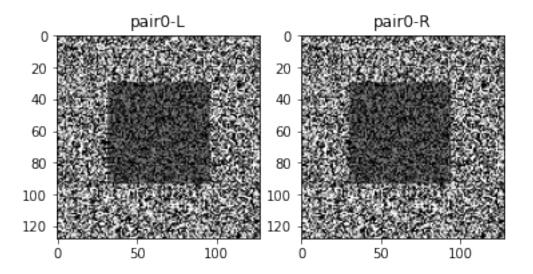
# ps2

### June 13, 2021

```
[1]: import os
     import numpy as np
     import cv2
     import matplotlib.pyplot as plt
     from scipy.signal import correlate2d
     import math
     from google.colab import files
     from google.colab import drive
     drive.mount('/content/drive', force_remount=True)
     ## 1-a
     # Read images
     L = cv2.imread('/content/drive/My Drive/computer vision/assignments/assignment4/
     →input/pair0-L.png', 0) * (1.0 / 255.0) # grayscale, [0, 1]
     R = cv2.imread('/content/drive/My Drive/computer vision/assignments/assignment4/
     →input/pair0-R.png', 0) * (1.0 / 255.0)
     fig, ax = plt.subplots(1, 2)
     ax[0].set_title('pair0-L')
     ax[0].imshow(L, cmap='gray')
     ax[1].set_title('pair0-R')
     ax[1].imshow(R, cmap='gray');
```

Mounted at /content/drive



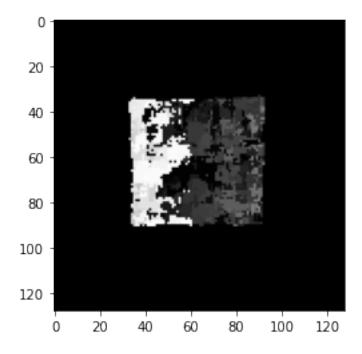
```
[]: def disparity_ssd(L, R):
       """Compute disparity map D(y, x) such that: L(y, x) = R(y, x + D(y, x))
        Params:
        L: Grayscale left image
         R: Grayscale right image, same size as L
         Returns: Disparity map, same size as L, R
       # the size of the window we compare
       window = 11
      max_offset = 100
       # left image and right image should have the same shape
       assert(L.shape == R.shape)
       #choose L/R arbitrary since they have the same shape
      hight, width = L.shape
      min = math.floor(window/2)
      max_w = width - math.floor(window/2)
      max_h = hight - math.floor(window/2)
       # initial
      res = np.zeros((hight, width))
       for x in range(min, max_w):
```

```
for y in range(min, max_h):
    w1 = L[y - min : y + min, x - min : x + min]
    dis = float('inf')
    for i in range(max_offset):
        w2 = R[y - min : y + min, x - min - i : x + min - i]
    if w2.shape == w1.shape:
        d = np.subtract(w1, w2)
        d = np.power(d, 2)
        best = np.sum(d)
    if best < dis:
        dis = best
        res[y, x] = i</pre>
```

```
[]: D_L = disparity_ssd(R, L)

plt.imshow(D_L, cmap='gray')
# plt.savefig('ps2-1-a-1.png')
# files.download("ps2-1-a-1.png")
```

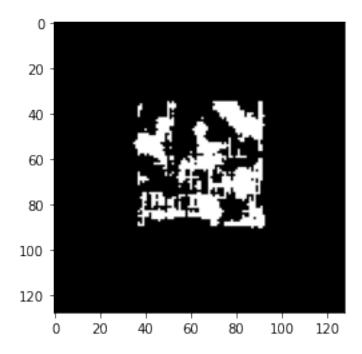
### []: <matplotlib.image.AxesImage at 0x7efee426e190>

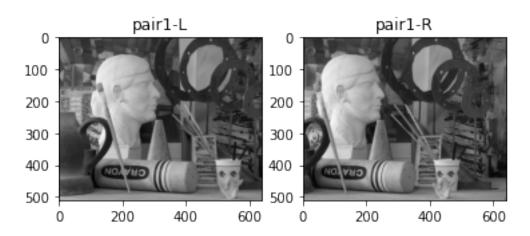


```
[]: D_R = disparity_ssd(L, R)

plt.imshow(D_R, cmap='gray')
# plt.savefig('ps2-1-a-2.png')
# files.download("ps2-1-a-2.png")
```

## []: <matplotlib.image.AxesImage at 0x7efee42ef910>

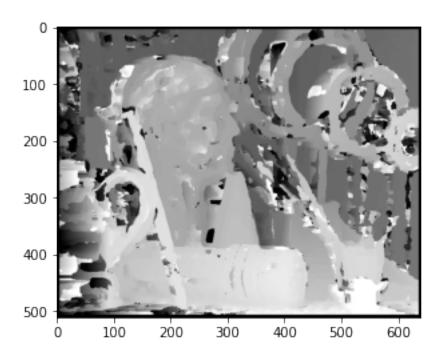




```
[]: D_real_L = disparity_ssd(real_img_L, real_img_R)

plt.imshow(D_real_L, cmap='gray')
# plt.savefig('ps2-2-a-1.png')
# files.download("ps2-2-a-1.png")
```

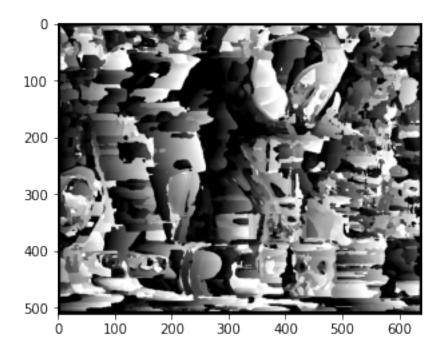
# []: <matplotlib.image.AxesImage at 0x7efee4678590>



```
[]: D_real_R = disparity_ssd(real_img_R, real_img_L)

plt.imshow(D_real_R, cmap='gray')
# plt.savefig('ps2-2-a-2.png')
# files.download("ps2-2-a-2.png")
```

[]: <matplotlib.image.AxesImage at 0x7efee4471c10>



```
[]: def disparity_ncorr(L, R):
    """Compute disparity map D(y, x) such that: L(y, x) = R(y, x + D(y, x))

Params:
    L: Grayscale left image
    R: Grayscale right image, same size as L

Returns: Disparity map, same size as L, R
    """

window = 11
    max_offset = 100
    L = L.astype(np.float32)
    R = R.astype(np.float32)
    assert(L.shape == R.shape)
```

```
# Initial
 min = math.floor(window/2)
hight, width = L.shape
max_w = width - math.floor(window/2)
max_h = hight - math.floor(window/2)
 res = np.zeros((hight, width, max_offset+1), np.float)
for y in range(min, max_h):
   for x in range(min, max w):
     fac = x - min - max_offset
     if fac < 0:
       w1 = L[y - min : y + min + 1, x - min : x + min + 1]
       w2 = R[y - min : y + min + 1, : x + min + 1]
       res[y, x, : fac] = np.fliplr(cv2.matchTemplate(w2,w1 , cv2.
→TM_CCOEFF_NORMED))
     else:
       w1 = L[y - min : y + min + 1, x - min : x + min + 1]
       w2 = R[y - min : y + min + 1, fac : x + min + 1]
       res[y, x, :] = np.fliplr(cv2.matchTemplate(w2, w1, cv2.
→TM_CCOEFF_NORMED))
factor = 1.0 / max_offset
 d = res.argmax(-1) * factor
 return d
```

```
[]: N_real_L = disparity_ncorr(real_img_L, real_img_R)

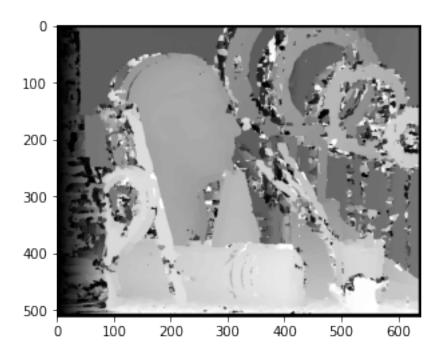
plt.imshow(N_real_L, cmap='gray')

# plt.savefig('ps2-4-a-1.png')

# files.download("ps2-4-a-1.png")

# it seems to work faster with the norm
```

[]: <matplotlib.image.AxesImage at 0x7efee4153d10>



```
[]: N_real_R = disparity_ncorr(real_img_R, real_img_L)

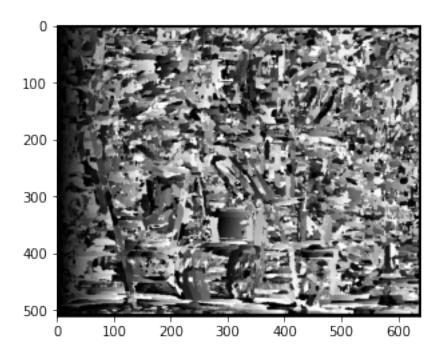
plt.imshow(N_real_R, cmap='gray')

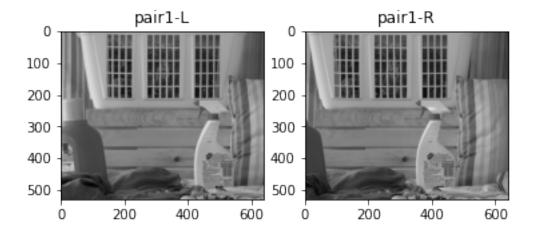
# plt.savefig('ps2-4-a-2.png')

# files.download("ps2-4-a-2.png")

# it seems to work faster with the norm
```

[]: <matplotlib.image.AxesImage at 0x7efee40c0b50>





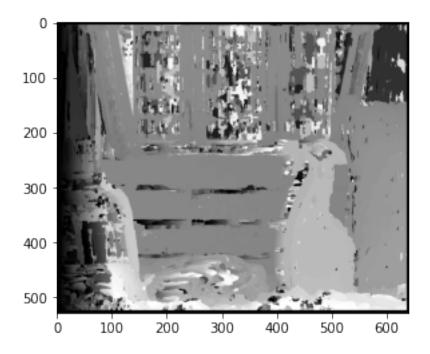
```
[]: N_real_L2 = disparity_ncorr(real_img_L2, real_img_R2)

plt.imshow(N_real_L2, cmap='gray')

# plt.savefig('ps2-4-b-1.png')

# files.download("ps2-4-b-1.png")
```

[]: <matplotlib.image.AxesImage at 0x7efee3eb8110>



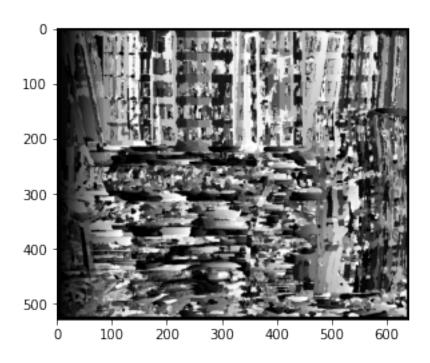
```
[]: N_real_R2 = disparity_ncorr(real_img_R2, real_img_L2)

plt.imshow(N_real_R2, cmap='gray')

# plt.savefig('ps2-4-b-2.png')

# files.download("ps2-4-b-2.png")
```

[]: <matplotlib.image.AxesImage at 0x7efee3e212d0>



```
[]: N_real_L2 = disparity_ncorr(real_img_R2, real_img_R2)

plt.imshow(N_real_L2, cmap='gray')

# plt.savefig('ps2-4-b-2.png')

# files.download("ps2-4-b-2.png")

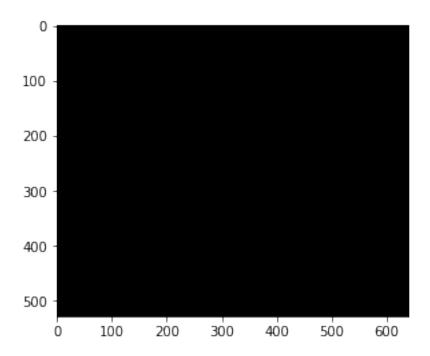
# same image for left and right should give us

# 0 at all pixels because it will find

# the exact same window at the other image

# that is why we get black image
```

[]: <matplotlib.image.AxesImage at 0x7efee3e0d550>

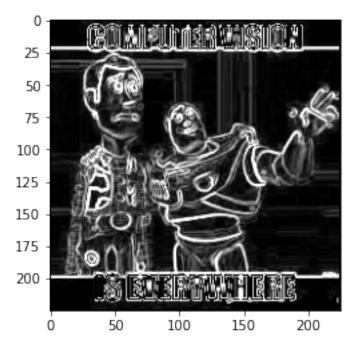


#left to right works fine, but from right to left does not work that well, the difference between without norm and with norm is mainly in the runtime, and we get much noisier pictures than the groundtruth.

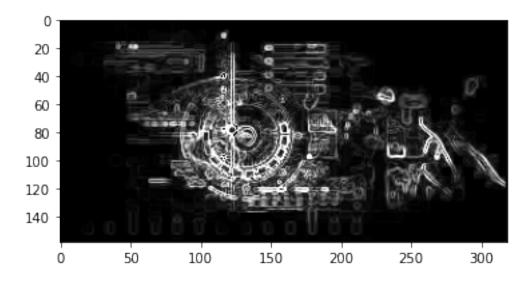
```
[191]: # I used wikipedia to write this code
       def edgeDetectionSobel(image, thresh = 0.7):
         Gx = np.array([[1.0, 0.0, -1.0], [2.0, 0.0, -2.0], [1.0, 0.0, -1.0]])
         Gy = np.array([[1.0, 2.0, 1.0], [0.0, 0.0, 0.0], [-1.0, -2.0, -1.0]])
         mag = np.zeros(image.shape)
         [rows,columns] = np.shape(image)
         output_image = np.zeros(shape=(rows, columns))
         for i in range(rows-2):
           for j in range(columns-2):
             S1 = np.sum(np.multiply(Gx, image[i:i + 3, j:j + 3]))
             S2 = np.sum(np.multiply(Gy, image[i:i + 3, j:j + 3]))
             mag[i+1,j+1] = np.sqrt(S1**2+S2**2)
         max = np.max(mag)
         thresh = thresh*max
         for i in range(1,rows):
           for j in range(1,columns):
             if mag[i,j] < thresh:</pre>
               output_image[i,j] = min(255, mag[i,j])
         output_image = output_image.astype(np.uint8)
```

### return output\_image

## [202]: <matplotlib.image.AxesImage at 0x7f6b1b82b110>



[195]: <matplotlib.image.AxesImage at 0x7f6b1bb22710>



```
[]: # I used geeksforgeeks to help me write this code
     def edgeDetectionCanny(image,thrs_1,thrs_2):
      height, width = image.shape
       # step 1 - smooth with gaussian
       image = cv2.GaussianBlur(image, (5, 5), 1.4)
       # step 2 - compute partial derivatives
       lx = cv2.Sobel(np.float32(image), cv2.CV_64F, 1, 0, 3)
       ly = cv2.Sobel(np.float32(image), cv2.CV_64F, 0, 1, 3)
       # step 3 - compute magnitude and direction
       magnitude, direction = cv2.cartToPolar(lx, ly, angleInDegrees = True)
       for x in range(width):
        for y in range(height):
           # step 4 - quantize the gradient directions to 4 sections
           gradient_directions = direction[y, x]
           gradient_directions = abs(gradient_directions - 180) if_u
      →abs(gradient_directions) > 180 else abs(gradient_directions)
           # 0:[0,22.5)U(157.5,180]
           if gradient_directions < 22.5 or 157.5 < gradient_directions <= 180:
             first_neighbor_x, first_neighbor_y = x - 1, y
             second_neighbor_x, second_neighbor_y = x + 1, y
```

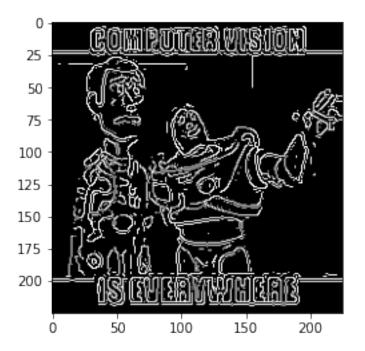
```
# 45: [22.5,67.5)
    elif 22.5 <= gradient_directions < 67.5:</pre>
      first_neighbor_x, first_neighbor_y = x - 1, y - 1
      second_neighbor_x, second_neighbor_y = x + 1, y + 1
    # 90: [67.5, 112.5)
    elif 67.5 <= gradient_directions < 112.5:</pre>
      first_neighbor_x, first_neighbor_y = x, y - 1
      second_neighbor_x, second_neighbor_y = x, y + 1
    # 135: [112.5, 157.5)
    elif 112.5 <= gradient_directions < 157.5:</pre>
      first_neighbor_x, first_neighbor_y = x - 1, y + 1
      second_neighbor_x, second_neighbor_y = x + 1, y - 1
    # step 5 - preform NMS
    if width > first_neighbor_x >= 0 and height > first_neighbor_y >= 0:
      if magnitude[y, x] < magnitude[first_neighbor_y, first_neighbor_x]:</pre>
        magnitude[y, x] = 0
        continue
    if width > second_neighbor_x >= 0 and height > second_neighbor_y >= 0:
      if magnitude[y, x] < magnitude[second_neighbor_y, second_neighbor_x]:</pre>
        magnitude[y, x] = 0
# step 6.1 - define two threshholds
mag_max = np.max(magnitude)
T2 = mag_max * thrs_2
T1 = mag_max * thrs_1
# step 6.2
for x in range(width):
  for y in range(height):
    gradient_magnitude = magnitude[y, x]
    # if its smaller than borh than its not edge
    if gradient magnitude < T2:</pre>
      magnitude[y, x] = 0
    # if its greater than T2 than it is presumed to be an edge
    elif T1 > gradient_magnitude >= T2:
      magnitude[y, x] = 1
```

```
# and if its greater than T1 than its an edge
elif gradient_magnitude > T1:
    magnitude[y, x] = 2

return magnitude
```

Clipping input data to the valid range for imshow with RGB data ([0..1] for floats or [0..255] for integers).

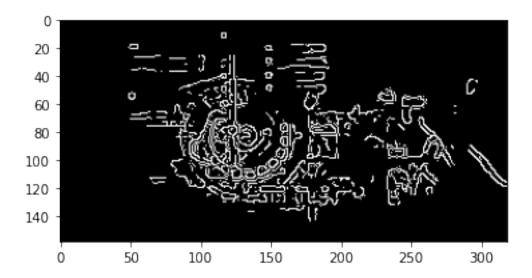
### []: <matplotlib.image.AxesImage at 0x7efee4061390>



```
# plt.savefig('pic2 output canny.png')
# files.download("pic2 output canny.png")
```

Clipping input data to the valid range for imshow with RGB data ([0..1] for floats or [0..255] for integers).

### []: <matplotlib.image.AxesImage at 0x7efee43987d0>



#It seems that canny is more detailed, and find more edges than sobel, and it takes only the important edges.