

```

1 %%%%%%%%%%% file: main.m %%%%%%%%%%%
2 function res = main(path, image_type, start_offset, time_step)
3     if nargin < 2
4         image_type = 'jpg';
5     end
6     if nargin < 3
7         start_offset = 0;
8     end
9     if nargin < 4
10        time_step = 0.33;
11    end
12
13    _path = mfilename('fullpath');
14    [_path, _, _] = fileparts(_path);
15    addpath(fullfile(_path, 'algo'));
16    addpath(fullfile(_path, 'draw'));
17    addpath(fullfile(_path, 'test'));
18
19    files = dir(sprintf('%s/*.%s', path, image_type));
20    filenames = {files.name};
21    [~, num_files] = size(filenames);
22
23    [m n ~] = size(imread(sprintf('%s/%s', path, filenames{1})));
24    track_mask = zeros(m, n);
25
26    rc = zeros(num_files - start_offset, 2);
27    gc = zeros(num_files - start_offset, 2);
28    bc = zeros(num_files - start_offset, 2);
29
30    reds = cell(num_files - start_offset, 1);
31    greens = cell(num_files - start_offset, 1);
32    blues = cell(num_files - start_offset, 1);
33
34    for i = 1 + start_offset : num_files
35        image = imread(sprintf('%s/%s', path, filenames{i}));
36        [directions, centroids] = analyse_image(image);
37
38        r = uint16(centroids(1,:));
39        if r(1) > 0 && r(2) > 0
40            track_mask = overlay_cross(track_mask, 1, r(1), r(2));
41            rc(i,:) = [r(1), r(2)];
42        end
43
44        g = uint16(centroids(2,:));
45        if g(1) > 0 && g(2) > 0
46            track_mask = overlay_cross(track_mask, 2, g(1), g(2));
47            gc(i,:) = [g(1), g(2)];
48        end
49
50        b = uint16(centroids(3,:));
51        if b(1) > 0 && b(2) > 0

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52     track_mask = overlay_cross(track_mask, 3, b(1), b(2));
53     bc(i,:) = [b(1), b(2)];
54 end
55
56     reds{i} = image(:,:,1);
57     greens{i} = image(:,:,2);
58     blues{i} = image(:,:,3);
59     imshow(overlay_mask(image, directions));
60
61     pause(time_step);
62 end
63
64 rc = rc(any(rc,2),:);
65 gc = gc(any(gc,2),:);
66 bc = bc(any(bc,2),:);
67
68 red_median = median(cat(3, reds{:}), 3);
69 green_median = median(cat(3, greens{:}), 3);
70 blue_median = median(cat(3, blues{:}), 3);
71
72 bg = cat(3, red_median, green_median, blue_median);
73
74 bg = overlay_polygon(bg, rc, [255, 255, 255]);
75 bg = overlay_polygon(bg, gc, [255, 255, 255]);
76 bg = overlay_polygon(bg, bc, [255, 255, 255]);
77 bg = overlay_mask(bg, track_mask);
78 imshow(bg)
79 end
80
81
82 %%%%%%%%%%% file: analyse_image.m %%%%%%%%%%%
83 function [pretty_mask, varargout] = analyse_image(image)
84     [num_rows, num_cols, num_channels] = size(image);
85     blob_mask = mask_colors(image);
86     [convex_mask, ~] = mask_convex_regions(image, blob_mask);
87     [convex_mask] = demask_triangles(image, convex_mask, false);
88     [convex_mask, ~] = mask_convex_regions(image, convex_mask);
89     [~, centroids, ~, triangle_centroids] = ...
90         demask_triangles(image, convex_mask, true);
91     pretty_mask = overlay_rays(zeros(num_rows,num_cols,num_channels),...
92         centroids,triangle_centroids, 99, ...
93         'Color', [1 0 0; 0 1 0; 0 0 1]);
94     varargout{1} = centroids;
95     varargout{2} = triangle_centroids;
96     varargout{3} = convex_mask;
97 end
98
99
100 % this function can used to find both - triangles and masks without
101 % triangles. To find triangles it must be run with

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102 % get_triangle_centroids=true. Also application of the function int the
103 % following fashion gives better results.
104 % [convex_mask, ~] = mask_convex_regions(image, blob_mask);
105 % [convex_mask]=demask_triangles(image, convex_mask, false);
106 % [convex_mask, ~] = mask_convex_regions(image, convex_mask);
107 function [mask, varargout] = demask_triangles(image, mask, ...
108         get_triangle_centroids)
109 [num_rows, num_cols, num_channels] = size(image);
110 centroids = zeros(num_channels, 2);
111 triangle_centroids = zeros(num_channels, 2);
112 trinagle_mask = mask;
113 for c = 1 : num_channels
114     channel = image(:,:,c);
115     channel_mask = mask(:,:,c);
116     channel_trinagle_mask = mask(:,:,c);
117     if ~any(channel_mask)
118         continue;
119     end
120     rgb_values = zeros(sum(channel_mask(:)), 1);
121     idx = 1;
122     for nr = 1 : num_rows
123         for nc = 1 : num_cols
124             if channel_mask(nr, nc) == 0
125                 continue;
126             end
127             rgb_values(idx) = channel(nr, nc);
128             idx = idx + 1;
129         end
130     end
131     mean_rgb = mean(rgb_values(:));
132     channel_mask(channel < mean_rgb) = 0;
133     mask(:,:,c) = channel_mask;
134     props = regionprops(channel_mask, 'Centroid');
135     centroid = props.Centroid;
136     centroids(c,:) = [centroid(2), centroid(1)];
137     if get_triangle_centroids
138         channel_trinagle_mask(channel > mean_rgb) = 0;
139         channel_trinagle_mask=filter_mask(channel_trinagle_mask);
140         trinagle_mask(:,:,c) = channel_trinagle_mask;
141         props = regionprops(channel_trinagle_mask, 'Centroid');
142         centroid = props.Centroid;
143         triangle_centroids(c,:) = [centroid(2), centroid(1)];
144     end
145 end
146 varargout{1} = centroids;
147 varargout{2} = trinagle_mask;
148 varargout{3} = triangle_centroids;
149 end
150
151

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152 function [color_mask, varargout] = mask_convex_regions(image, mask)
153     [num_rows, num_cols, num_channels] = size(image);
154     color_mask = zeros(num_rows, num_cols, num_channels);
155     convex_centroids = zeros(num_channels, 2);
156     for c = 1 : num_channels
157         channel = mask(:, :, c);
158         if ~any(channel(:))
159             continue;
160         end
161         props = regionprops(channel, 'Centroid', 'ConvexImage', 'BoundingBox');
162         convex_props = regionprops(props.ConvexImage, 'Centroid');
163         convex_centroid = convex_props.Centroid;
164         convex_centroid = [convex_centroid(2) + props.BoundingBox(2), ...
165             convex_centroid(1) + props.BoundingBox(1)];
166         convex_centroids(c, :) = convex_centroid;
167         convex_image = props.ConvexImage;
168         [num_rows_convex, num_cols_convex] = size(convex_image);
169         for row = 1 : num_rows_convex
170             for col = 1 : num_cols_convex
171                 if convex_image(row, col) == 1
172                     newrow = round(row + props.BoundingBox(2));
173                     newcol = round(col + props.BoundingBox(1));
174                     color_mask(newrow, newcol, c) = 1;
175                 end
176             end
177         end
178     end
179     varargout{1} = convex_centroids;
180 end
181
182
183 function image_mask = mask_colors(image)
184     [num_rows, num_cols, ~] = size(image);
185     num_pixels = num_rows * num_cols;
186     image_mask = zeros(num_pixels, 3);
187     rgb = double(reshape(image, num_pixels, 3));
188     rgbN = double(reshape(normalise_rgb(image, 'approximate'), num_pixels, 3));
189     rN_sdev = std(rgbN(:, 1));
190     gN_sdev = std(rgbN(:, 2));
191     bN_sdev = std(rgbN(:, 3));
192     rN_mean = mean(rgbN(:, 1));
193     gN_mean = mean(rgbN(:, 2));
194     bN_mean = mean(rgbN(:, 3));
195     hsv = reshape(rgb2hsv(image), num_pixels, 3);
196     for c = 1 : num_pixels
197         rN = rgbN(c, 1);
198         gN = rgbN(c, 2);
199         bN = rgbN(c, 3);
200         hue = hsv(c, 1) * 360;
201         % current pixel is red

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202     if (hue >= 330 || hue <= 30) && ...
203         (normal_prob(rN, rN_mean, rN_sdev) < 0.001)
204         image_mask(c,1) = 1;
205         % current pixel is green
206     elseif (hue >= 80 && hue < 180) && ...
207         (normal_prob(gN, gN_mean, gN_sdev) < 0.007)
208         image_mask(c,2) = 1;
209         % current pixel is blue
210     elseif (hue >= 150 && hue <= 270) && ...
211         (normal_prob(bN, bN_mean, bN_sdev) < 0.0000085)
212         image_mask(c,3) = 1;
213     end
214 end
215 image_mask = reshape(image_mask, num_rows, num_cols, 3);
216 image_mask = remove_noise(image_mask);
217 image_mask = remove_outliers(image_mask);
218 image_mask = enforce_similar_channel_areas(image_mask);
219 end
220
221
222 function x = normal_prob(val, mu, sigma)
223     x = 1.0 / (sigma * sqrt(2 * pi)) * exp(-(val - mu) ^ 2 / (2 * sigma ^ 2));
224 end
225
226
227 function image = remove_noise(image)
228     [~, ~, num_channels] = size(image);
229     for c = 1 : num_channels
230         channel = image(:, :, c);
231         channel = bwmorph(channel, 'majority', Inf);
232         channel = bwmorph(channel, 'bridge', Inf);
233         image(:, :, c) = channel;
234     end
235 end
236
237
238 % finds the connected components in each channel of |image| and removes those
239 % that are far away from the centroid of the pixels in that channel
240 % here, 'far away' means more distant than |distance_proportion_threshold| times
241 % the average distance of each connected component to the channel centroid
242 % this removes big areas of noise such as the big green blob inside of the black
243 % arrow of the robot in data/1/00000006.jpg
244 function image = remove_outliers(image, distance_proportion_threshold)
245     if nargin < 2
246         distance_proportion_threshold = 0.5;
247     end
248     [~, ~, num_channels] = size(image);
249     for c = 1 : num_channels
250         channel = image(:, :, c);
251         if ~any(channel(:))

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252     continue;
253 end
254 channel_properties = regionprops(channel, 'Centroid');
255 channel_centroid = channel_properties.Centroid;
256 regions = bwconncomp(channel);
257 regions_properties = regionprops(regions, 'Centroid', 'PixelIdxList');
258 regions_centroids = {regions_properties.Centroid};
259 distances = cellfun(@(x) norm(x - channel_centroid), regions_centroids);
260 mean_distance = mean(distances);
261 for d = 1 : length(distances)
262     if distances(d) > mean_distance * distance_proportion_threshold
263         idx = regions_properties(d).PixelIdxList;
264         channel(idx) = 0;
265     end
266 end
267 image(:,:,c) = channel;
268 end
269 end
270
271
272 % we know that the robots are all about the same size - we can thus remove any
273 % channels in the mask that have a much smaller area than the other channels
274 % this catches some problems like the shadow of the blue robot in
275 % data/1/00000095.jpg being detected as a red blob
276 function image = enforce_similar_channel_areas(image, area_proportion_threshold)
277     if nargin < 2
278         area_proportion_threshold = 0.5;
279     end
280     [~, ~, num_channels] = size(image);
281     areas = zeros(num_channels, 1);
282     for c = 1 : num_channels
283         channel = image(:,:,c);
284         if ~any(channel(:))
285             continue;
286         end
287         region_props = regionprops(channel, 'Area');
288         areas(c) = region_props.Area;
289     end
290     max_area = max(areas(areas > 0));
291     for c = 1 : num_channels
292         area = areas(c);
293         if area == 0
294             continue;
295         end
296         if (area < max_area * area_proportion_threshold) || ...
297             (area > max_area / area_proportion_threshold)
298             image(:,:,c) = image(:,:,c) * 0;
299         end
300     end
301 end

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302
303
304 % this filters out all connected regions but the biggest one
305 function mask = filter_mask(mask)
306     [x, y, num_channels] = size(mask);
307     for c = 1 : num_channels
308         channel = zeros(x, y);
309         channel = reshape(channel, x * y, 1);
310         blob_info = bwconncomp(mask(:,:,c));
311         blob_list = blob_info.PixelIdxList;
312         [nrows, ncols] = cellfun(@size, blob_list);
313         largest_blob_pixels = blob_list{find(nrows == max(nrows))};
314         for i = 1 : max(nrows)
315             channel(largest_blob_pixels(i)) = 1;
316         end
317         channel = reshape(channel, x, y);
318         mask(:,:,c) = channel;
319     end
320 end
321
322
323 % normalises the values of the red, green, and blue channels of |image| in order
324 % to eliminate illumination differences in the image
325 % formula used: {r, g, b} = {r, g, b} / sqrt(r^2 + g^2 + b^2)
326 % if 'approximate' is passed as an additional parameter, instead use
327 % {r, g, b} = {r, g, b} / (r + g + b)
328 % this is approximately two times faster than the exact normalisation
329 function normalised_image = normalise_rgb(image, varargin)
330     approximate = ~isempty(find(strcmpi(varargin, 'approximate')));
331     red = double(image(:,:,1));
332     green = double(image(:,:,2));
333     blue = double(image(:,:,3));
334     if approximate
335         euclid_rgb = red(:,:) + green(:,:) + blue(:,:);
336     else
337         euclid_rgb = sqrt(red(:,:).^2 + green(:,:).^2 + blue(:,:).^2);
338     end
339     red_norm = round(red(:,:) ./ euclid_rgb .* 255);
340     green_norm = round(green(:,:) ./ euclid_rgb .* 255);
341     blue_norm = round(blue(:,:) ./ euclid_rgb .* 255);
342     % some pixels are absolute black (r = g = b = 0) which causes division by
343     % zero errors during normalisation and NaN values in the normalised channels
344     % need to filter these values out
345     red_norm(isnan(red_norm)) = 0;
346     green_norm(isnan(green_norm)) = 0;
347     blue_norm(isnan(blue_norm)) = 0;
348     red_norm = uint8(red_norm);
349     green_norm = uint8(green_norm);
350     blue_norm = uint8(blue_norm);
351     normalised_image = cat(3, red_norm, green_norm, blue_norm);

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352 end
353 %%%%%%%%% end of file: analyse_image.m %%%%%%%%%
354
355
356 %%%%%%%%% file: median_filter.m %%%%%%%%%
357 % generates a background image from a set of sample images
358 % subtracting the background from the sample images eases object detection
359 % does not work on these datasets because the blue/cyan robot does not move
360 % for most of the images i.e. will be considered part of the background
361 function background = median_filter(path, image_type, start_offset, step)
362     if nargin < 2
363         image_type = 'jpg';
364     end
365     if nargin < 3
366         start_offset = 0;
367     end
368
369     dim = 2;
370
371     files = dir(sprintf('%s/*.%s', path, image_type));
372     filenames = {files.name};
373     [~, num_files] = size(filenames);
374
375     reds = cell(num_files - start_offset, 1);
376     greens = cell(num_files - start_offset, 1);
377     blues = cell(num_files - start_offset, 1);
378     for c = 1 + start_offset : step : num_files
379         image = imread(sprintf('%s/%s', path, filenames{c}));
380         reds{c} = image(:, :, 1);
381         greens{c} = image(:, :, 2);
382         blues{c} = image(:, :, 3);
383     end
384     red_median = median(cat(dim + 1, reds{:}), dim + 1);
385     green_median = median(cat(dim + 1, greens{:}), dim + 1);
386     blue_median = median(cat(dim + 1, blues{:}), dim + 1);
387
388     background = cat(dim + 1, red_median, green_median, blue_median);
389 end
390 %%%%%%%%% end of file: median_filter.m %%%%%%%%%
391
392
393 %%%%%%%%% file: normalise_rgb.m %%%%%%%%%
394 % normalises the values of the red, green, and blue channels of |image| in order
395 % to eliminate illumination differences in the image
396 % formula used: {r, g, b} = {r, g, b} / sqrt(r^2 + g^2 + b^2)
397 % if 'approximate' is passed as an additional parameter, instead use
398 % {r, g, b} = {r, g, b} / (r + g + b)
399 % this is approximately two times faster than the exact normalisation
400 function normalised_image = normalise_rgb(image, varargin)
401     approximate = ~isempty(find(strcmpi(varargin, 'approximate')));

```



```

402
403 red = double(image(:,:,1));
404 green = double(image(:,:,2));
405 blue = double(image(:,:,3));
406
407 if approximate
408     euclid_rgb = red(:,:,) + green(:,:,) + blue(:,:,);
409 else
410     euclid_rgb = sqrt(red(:,:,).^2 + green(:,:,).^2 + blue(:,:,).^2);
411 end
412 red_norm = round(red(:,:,) ./ euclid_rgb .* 255);
413 green_norm = round(green(:,:,) ./ euclid_rgb .* 255);
414 blue_norm = round(blue(:,:,) ./ euclid_rgb .* 255);
415
416 % some pixels are absolute black (r = g = b = 0) which causes division by
417 % zero errors during normalisation and NaN values in the normalised channels
418 % need to filter these values out
419 red_norm(isnan(red_norm)) = 0;
420 green_norm(isnan(green_norm)) = 0;
421 blue_norm(isnan(blue_norm)) = 0;
422
423 red_norm = uint8(red_norm);
424 green_norm = uint8(green_norm);
425 blue_norm = uint8(blue_norm);
426 normalised_image = cat(3, red_norm, green_norm, blue_norm);
427 end
428 %%%%%%%%% end of file: normalise_rgb.m %%%%%%%%%
429
430
431 %%%%%%%%% file: overlay_circles.m %%%%%%%%%
432 % draws the circles defined by the centres in |centers| and radiuses in |radii|
433 % onto |image| and returns the modified image
434 % [0, 0] is the top left corner of the image
435 % if |radii| is a number, draw all circles with that radius
436 function image = overlay_circles(image, centers, radii, varargin)
437 % parse options
438 argc = size(varargin, 2);
439 c = 1;
440 while c <= argc
441     arg = varargin{c};
442     if strcmpi(arg, 'Color')
443         if c + 1 > argc
444             error('Color option should be followed by an integer tripplet');
445         end
446         colors = varargin{c + 1};
447         c = c + 1;
448     end
449 end
450 % option defaults
451 if ~exist('colors', 'var')

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452     colors = [255 255 255];
453 end
454
455 num_circles = size(centers, 1);
456 if size(radii, 1) == 1
457     radii = repmat(radii, num_circles, 1);
458 end
459 if size(colors, 1) == 1
460     colors = repmat(colors, num_circles, 1);
461 end
462
463 centers = round(centers);
464 radii = round(radii);
465
466 [~, ~, num_channels] = size(image);
467 for c = 1 : num_channels
468     channel = image(:,:,c);
469     channel = overlay_circles_channel(channel, centers, radii, colors(:,c));
470     image(:,:,c) = channel;
471 end
472 end
473
474
475 function channel = overlay_circles_channel(channel, centers, radii, colors)
476     [xmax, ymax] = size(channel);
477     num_circles = size(centers, 1);
478     for c = 1 : num_circles
479         Xc = centers(c,1);
480         Yc = centers(c,2);
481         radius = radii(c);
482
483         for theta = 0 : 0.1 : 359
484             x = round(Xc + radius * cos(theta));
485             y = round(Yc + radius * sin(theta));
486             if x <= xmax && x > 0 && y <= ymax && y > 0
487                 channel(x, y) = colors(c,:);
488             end
489         end
490     end
491 end
492 %%%%%%%%% end of file: overlay_circles.m %%%%%%%%%
493
494
495 %%%%%%%%% file: overlay_cross.m %%%%%%%%%
496 % returns image with a cross centered on pixel (|x|, |y|) drawn in |channel|
497 % [0, 0] is the top left corner of the image
498 function image = overlay_cross(image, channel, x, y)
499     [h w ~] = size(image);
500
501     if channel == 1

```

```

502     other1 = 2;
503     other2 = 3;
504 end
505 if channel == 2
506     other1 = 1;
507     other2 = 3;
508 end
509 if channel == 3
510     other1 = 1;
511     other2 = 2;
512 end
513
514 if y + 1 < h
515     image(x, y + 1, channel) = 1;
516     image(x, y + 1, other1) = 0;
517     image(x, y + 1, other2) = 0;
518 end
519
520 if y - 1 > 0
521     image(x, y - 1, channel) = 1;
522     image(x, y - 1, other1) = 0;
523     image(x, y - 1, other2) = 0;
524 end
525
526 if x + 1 < w
527     image(x + 1, y, channel) = 1;
528     image(x + 1, y, other1) = 0;
529     image(x + 1, y, other2) = 0;
530 end
531
532 if x - 1 > 0
533     image(x - 1, y, channel) = 1;
534     image(x - 1, y, other1) = 0;
535     image(x - 1, y, other2) = 0;
536 end
537
538 image(x, y, channel) = 1;
539 image(x, y, other1) = 0;
540 image(x, y, other2) = 0;
541
542 end
543
544 %%%%%%%%% end of file: overlay_cross.m %%%%%%%%%
545
546
547 %%%%%%%%% file: overlay_mask.m %%%%%%%%%
548 % returns the result of putting |mask| onto |image|
549 % for each pixel that is set in some channel of |mask|, saturates the pixel in
550 % the equivalent channel of |image|
551 function image = overlay_mask(image, mask, varargin)

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```

552 % parse options
553 argc = size(varargin, 2);
554 c = 1;
555 while c <= argc
556     arg = varargin{c};
557     if strcmpi(arg, 'GrayScale')
558         grayscale = 1;
559     elseif strcmpi(arg, 'Saturation')
560         if c + 1 > argc
561             error('Saturation option should be followed by a double');
562         end
563         saturation = varargin{c + 1};
564         c = c + 1;
565     elseif strcmpi(arg, 'Lightness')
566         if c + 1 > argc
567             error('Lightness option should be followed by a double');
568         end
569         lightness = varargin{c + 1};
570         c = c + 1;
571     end
572     c = c + 1;
573 end
574
575 % modify background image
576 if exist('grayscale', 'var')
577     gray_image = rgb2gray(image);
578     image = cat(3, gray_image, gray_image, gray_image);
579 end
580 if exist('saturation', 'var')
581     hsv_image = rgb2hsv(image);
582     hsv_image(:,:,2) = hsv_image(:,:,2) * saturation;
583     image = hsv2rgb(hsv_image);
584 end
585 if exist('lightness', 'var')
586     hsv_image = rgb2hsv(image);
587     hsv_image(:,:,3) = hsv_image(:,:,3) * lightness;
588     image = hsv2rgb(hsv_image);
589 end
590
591 % lay mask onto background image
592 num_channels = size(image, 3);
593 channels = 1 : num_channels;
594 for c = 1 : num_channels
595     channel = image(:,:,c);
596     mask_pixels = find(mask(:,:,c) == 1);
597     channel(mask_pixels) = 255;
598     image(:,:,c) = channel;
599     for d = setdiff(channels, c)
600         channel = image(:,:,d);
601         channel(mask_pixels) = 0;

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```

602     image(:, :, d) = channel;
603 end
604 end
605 end
606 %%%%%%%%% end of file: overlay_mask.m %%%%%%%%%
607
608
609 %%%%%%%%% file: overlay_polygon.m %%%%%%%%%
610 % returns image with lines drawn from the nth point in |points| to the n+1th
611 % [0, 0] is the top left corner of the image
612 function image = overlay_polygon(image, points, color)
613     if nargin < 3
614         color = [255 255 255];
615     end
616
617     points = round(points);
618
619     num_channels = size(image, 3);
620     for c = 1 : num_channels
621         channel = image(:, :, c);
622         channel = overlay_polygon_channel(channel, points, color(c));
623         image(:, :, c) = channel;
624     end
625 end
626
627
628 % Bresenham's line algorithm (simplified version)
629 % http://en.wikipedia.org/wiki/Bresenham's\_line\_algorithm#Simplification
630 function channel = overlay_polygon_channel(channel, points, color)
631     [xmax, ymax] = size(channel);
632     for c = 1 : length(points) - 1
633         start = points(c, :);
634         stop = points(c + 1, :);
635         x0 = start(1);
636         y0 = start(2);
637         x1 = stop(1);
638         y1 = stop(2);
639
640         dx = abs(x1 - x0);
641         dy = abs(y1 - y0);
642
643         if x0 < x1
644             sx = 1;
645         else
646             sx = -1;
647         end
648         if y0 < y1
649             sy = 1;
650         else
651             sy = -1;

```

```

652     end
653
654     err = dx - dy;
655
656     while 1
657         if x0 > 0 && x0 <= xmax && y0 > 0 && y0 <= ymax
658             channel(x0, y0) = color;
659         end
660         if x0 == x1 && y0 == y1
661             break;
662         end
663         e2 = 2 * err;
664         if e2 > -dy
665             err = err - dy;
666             x0 = x0 + sx;
667         end
668         if e2 < dx
669             err = err + dx;
670             y0 = y0 + sy;
671         end
672     end
673 end
674 end
675 %%%%%%%%% end of file: overlay_polygon.m %%%%%%%%%
676
677
678 %%%%%%%%% file: overlay_rays.m %%%%%%%%%
679 function image = overlay_rays(image, from, to, length, varargin)
680 % parse options
681 argc = size(varargin, 2);
682 c = 1;
683 while c <= argc
684     arg = varargin{c};
685     if strcmpi(arg, 'Color')
686         if c + 1 > argc
687             error('Color option should be followed by an integer triplet');
688         end
689         colors = varargin{c + 1};
690         c = c + 1;
691     end
692     c = c + 1;
693 end
694 % option defaults
695 if ~exist('colors', 'var')
696     colors = [255 255 255];
697 end
698
699 num_rays = size(from, 1);
700 if size(colors, 1) == 1;
701     colors = repmat(colors, num_rays, 1);

```

```

702 end
703
704 for c = 1 : num_rays
705     if from(c,:) == to(c,:)
706         continue;
707     end
708     x0 = from(c,1);
709     y0 = from(c,2);
710     x1 = to(c,1);
711     y1 = to(c,2);
712     dx = x0 - x1;
713     dy = y0 - y1;
714     lambda = min(sqrt(length ^ 2 / (dx ^ 2 + dy ^ 2)), ...
715         -sqrt(length ^ 2 / (dx ^ 2 + dy ^ 2)));
716
717     x = x0 + lambda * dx;
718     y = y0 + lambda * dy;
719
720     image = overlay_polygon(image, [x0 y0; x y], colors(c,:));
721 end
722 end
723 %%%%%%%%% end of file: overlay_rays.m %%%%%%%%%
724
725
726 %%%%%%%%% file: random_image.m %%%%%%%%%
727 % returns a random image from some directory D and print the path to that image
728 % the function understands the following options:
729 % 'Quiet'          don't print the path to the image
730 % 'ImageType', C   look for images of type C (default = 'jpg')
731 % any remaining parameters are taken to be the path to D
732 % if D is not specified, default to a random sub-directory of "ug3_Vision/data"
733 function [image, varargout] = random_image(varargin)
734     TL_DIR = 'ug3_Vision';
735     BRANCH_DIR = 'data';
736     % parse options
737     argc = length(varargin);
738     c = 1;
739     while c <= argc
740         arg = varargin{c};
741         if strcmpi(arg, 'Quiet')
742             quiet = 1;
743         elseif strcmpi(arg, 'ImageType')
744             if c + 1 > argc
745                 error('ImageType option should be followed by a string');
746             end
747             image_type = varargin{c + 1};
748             c = c + 1;
749         else
750             path = arg;
751         end

```

```

752     c = c + 1;
753 end
754 % option defaults
755 if ~exist('quiet', 'var')
756     quiet = 0;
757 end
758 if ~exist('image_type', 'var')
759     image_type = 'jpg';
760 end
761 if ~exist('path', 'var')
762     path = random_dir(TL_DIR, BRANCH_DIR);
763 end
764
765 if ~strcmp(image_type(1), '.')
766     image_type = strcat('.', image_type);
767 end
768
769 image_path = random_file(path, image_type);
770 image = imread(image_path);
771
772 if ~quiet
773     idx = strfind(image_path, TL_DIR);
774     if isempty(idx)
775         idx = 1;
776     end
777     fprintf(1, 'image = %s\n', image_path(idx : end));
778 end
779 varargout{1} = image_path;
780 end
781
782
783 % looks for a directory |tl_dir| somewhere up from this file's location
784 % returns the absolute path to one of the directories in |tl_dir|/|branch_dir|
785 function path = random_dir(tl_dir, branch_dir)
786     cur_path = mfilename('fullpath');
787     tl_path = cur_path(1 : strfind(cur_path, tl_dir) + length(tl_dir));
788     branch_path = strcat(tl_path, branch_dir);
789     branch_path_contents = dir(branch_path);
790     branch_path_dirs = { };
791     for c = 1 : length(branch_path_contents)
792         elem = branch_path_contents(c);
793         if ~elem.isdir || strcmp(elem.name, '.') || strcmp(elem.name, '..')
794             continue;
795         end
796         branch_path_dirs{end + 1} = fullfile(branch_path, elem.name);
797     end
798     path = branch_path_dirs{randi([1 length(branch_path_dirs)])};
799 end
800
801

```



```

802 % returns a random file ending with |extension| found at |path|
803 function path = random_file(path, extension)
804     if nargin < 2
805         extension = '';
806     end
807
808     file_type = strcat('*.', extension);
809     files = dir(fullfile(path, file_type));
810     filenames = {files.name};
811
812     path = fullfile(path, filenames{randi([1 length(filenames)])});
813 end
814 %%%%%%%%% end of file: random_image.m %%%%%%%%%
815
816
817 %%%%%%%%% file: run_on_data.m %%%%%%%%%
818 clear all;
819 clc;
820
821 if ~exist('TL_DIR', 'var')
822     TL_DIR = 'ug3_Vision';
823 end
824 if ~exist('IN_DIR', 'var')
825     IN_DIR = 'data';
826 end
827 if ~exist('FILTER_FN', 'var')
828     FILTER_FN = 'analyse_image';
829 end
830 if ~exist('OUT_DIR', 'var')
831     OUT_DIR = fullfile('res', strep(FILTER_FN, '_', '-'));
832 end
833 filter_fn = str2func(FILTER_FN);
834 disp(sprintf('function: %s\ninput: %s\n', FILTER_FN, fullfile(TL_DIR, IN_DIR)));
835
836 curpath = mfilename('fullpath');
837 tspath = curpath(1 : strfind(curpath, TL_DIR) + length(TL_DIR));
838 inpath = strcat(tspath, IN_DIR);
839 outpath = strcat(tspath, OUT_DIR);
840 inpath_contents = dir(inpath);
841 inpath_dirs = {};
842 for c = 1 : length(inpath_contents)
843     elem = inpath_contents(c);
844     if ~elem.isdir || strcmp(elem.name, '.') || strcmp(elem.name, '..')
845         continue;
846     end
847     inpath_dirs{end + 1} = fullfile(inpath, elem.name);
848 end
849
850 num_dirs = length(inpath_dirs);
851 times = [];

```

```

852 for c = 1 : num_dirs
853     in_dir = inpath_dirs{c};
854     files = dir(strcat(in_dir, filesep, '*.jpg'));
855     file_names = {files.name};
856     out_dir = fullfile(outpath, strcat(IN_DIR, '-', num2str(c)));
857     if ~exist(out_dir, 'dir')
858         mkdir(out_dir);
859     end
860     num_files = length(file_names);
861     for d = 1 : num_files
862         file_name = file_names{d};
863         input = fullfile(in_dir, file_name);
864         disp(sprintf('[dir %d/%d] [file %d/%d]', c, num_dirs, d, num_files));
865         disp(sprintf('\tinput = %s', input(strfind(input, TL_DIR) : end)));
866         image = imread(input);
867         timer = tic;
868         mask = filter_fn(image);
869         elapsed = toc(timer);
870         times(end + 1) = elapsed;
871         output = fullfile(out_dir, file_name);
872         image = overlay_mask(image, mask, 'Saturation', 1);
873         imwrite(image, output, 'jpg');
874         disp(sprintf('\toutput = %s', output(strfind(input, TL_DIR) : end)));
875         disp(sprintf('\tprocessing time = %fs', elapsed));
876     end
877 end
878
879 disp(sprintf('\naverage processing time per image: %fs', mean(times)));
880 %%%%%%%%% end of file: run_on_data.m %%%%%%%%%

```