Q2d

DESCRIPTIVE TEXT

```
data = getData([], 'test','list');
ids = data.ids(1:3);
for i = 1:3
    %get image
    imdata = getData(ids{i}, 'test', 'left');
    im = imdata.im;
    %get car detections
    car_ds = imdata.car.ds;
    %if this is first time run Q2d, we need add 3 cols for avg x,y,z
    if size(car_ds,2) < 9</pre>
        car_ds = [car_ds zeros([size(car_ds,1),3])];
    end
    person_ds = imdata.person.ds;
    if size(person_ds,2) < 9</pre>
       person_ds = [person_ds zeros([size(person_ds,1),3])];
    cyclist_ds = imdata.cyclist.ds;
    if size(cyclist ds,2) < 9</pre>
       cyclist_ds = [cyclist_ds zeros([size(cyclist_ds,1),3])];
    end
    %create a white image for record pixels in boundary boxs
    inbox =0 * ones(size(im,1),size(im,2), 3, 'uint8');
    car bs = imdata.car.bs;
    person_bs = imdata.person.bs;
    cyclist bs = imdata.cyclist.bs;
    calib = getData(ids{i}, 'test', 'calib');
    disp = getData(ids{i}, 'test', 'disp');
    disparity = disp.disparity;
    f = calib.f;
    numerator = f*calib.baseline;
    depth = numerator./disparity;
    pleft = calib.P_left;
    [K, R, t] = KRt_from_P(pleft);
    Px = K(1,3);
    Py = K(2,3);
    for car = 1:size(car_ds,1)
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num = 0;
       avg world x = 0;
       avg_world_z = 0;
       avg world y = 0;
       for y = 1:size(inbox,1)
           for x = 1:size(inbox,2)
              % because t = Cw
              %compute the world coordinate for every pixel inside
the
              %boundary box
               if
\verb"and(and(x>car_ds(car,1),x<car_ds(car,3)), \verb"and(y>car_ds(car,2),y<car_ds(car,4)))" \\
                   inbox(y,x,:) = im(y,x,:);
                   num = num + 1;
                   camera Coor Z = depth(y,x);
                   camera_Coor_X = (camera_Coor_Z.*(x - Px))./f;
                   camera_Coor_Y = (camera_Coor_Z.*(y - Py))./f;
                   camera_Coor = [camera_Coor_X camera_Coor_Y
camera Coor Z];
                   world_Coor = (camera_Coor - t)/R;
                   avg_world_x = avg_world_x + world_Coor(1,1);
                   avg_world_y = avg_world_y + world_Coor(1,2);
                   avg_world_z = avg_world_z + world_Coor(1,3);
               end
           end
       end
       avg_world_x = avg_world_x/num;
       avg_world_y = avg_world_y/num;
       avg_world_z = avg_world_z/num;
       car_ds(car,9) = avg_world_z;
       car_ds(car,7) = avg_world_x;
       car_ds(car,8) = avg_world_y;
   end
   ds = car_ds;
   bs = car bs;
   save(imdata.car_name, 'ds', 'bs');
   %same thing for person
   for person = 1:size(person_ds,1)
       num = 0;
       avg_world_x = 0;
       avg_world_z = 0;
       avg world y = 0;
       for y = 1:size(inbox,1)
           for x = 1:size(inbox, 2)
and(and(x>person_ds(person,1),x<person_ds(person,3)),and(y>person_ds(person,2),y<
                   inbox(y,x,:) = im(y,x,:);
                   num = num + 1;
                   camera_Coor_Z = depth(y,x);
                   camera_Coor_X = (camera_Coor_Z.*(x - Px))./f;
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camera_Coor_Y = (camera_Coor_Z.*(y - Py))./f;
                   camera Coor = [camera Coor X camera Coor Y
camera Coor Z];
                   world Coor = (camera Coor - t)/R;
                   avg_world_x = avg_world_x + world_Coor(1,1);
                   avg_world_y = avg_world_y + world_Coor(1,2);
                   avg_world_z = avg_world_z + world_Coor(1,3);
               end
           end
       end
       avg_world_x = avg_world_x/num;
       avg_world_y = avg_world_y/num;
       avg world z = avg world z/num;
       person_ds(person,9) = avg_world_z;
       person ds(person,7) = avg world x;
       person_ds(person,8) = avg_world_y;
   end
  ds = person_ds;
  bs = person bs;
   save(imdata.person_name, 'ds', 'bs');
   %same thing for cyclist
   for cyclist = 1:size(cyclist_ds,1)
       num = 0;
       avg world x = 0;
       avg_world_z = 0;
       avg world y = 0;
       for y = 1:size(inbox,1)
           for x = 1:size(inbox,2)
and(and(x>cyclist_ds(cyclist,1),x<cyclist_ds(cyclist,3)),and(y>cyclist_ds(cyclist
                   inbox(y,x,:) = im(y,x,:);
                   num = num + 1;
                   camera Coor Z = depth(y,x);
                   camera_Coor_X = (camera_Coor_Z.*(x - Px))./f;
                   camera_Coor_Y = (camera_Coor_Z.*(y - Py))./f;
                   camera_Coor = [camera_Coor_X camera_Coor_Y
camera Coor Z];
                   world_Coor = (camera_Coor - t)/R;
                   avg_world_x = avg_world_x + world_Coor(1,1);
                   avg_world_y = avg_world_y + world_Coor(1,2);
                   avg_world_z = avg_world_z + world_Coor(1,3);
               end
           end
       end
       avg_world_x = avg_world_x/num;
       avg_world_y = avg_world_y/num;
       avg_world_z = avg_world_z/num;
       cyclist_ds(cyclist,9) = avg_world_z;
       cyclist_ds(cyclist,7) = avg_world_x;
       cyclist_ds(cyclist,8) = avg_world_y;
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end
ds = cyclist_ds;
bs = cyclist_bs;
save(imdata.cyclist_name,'ds','bs');
%save inbox as mat file
inbox_name = strcat(ids{i},'_inbox');
save(inbox_name,'inbox');
end
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