（1）features:

（a）resize.cc & features.cc 添加round函数（vs2012需要添加，vs2013不需要）

inline int round(float a) {

return ((int)(a + 0.5f));

}

（b）resize.cc & features.cc 添加

#define bzero(a, b) memset(a, 0, b);

（c）resize.cc基本的c++编程错误，改为

alphainfo \*ofs = new alphainfo[len]; // 43行，[c++](http://cpro.baidu.com/cpro/ui/uijs.php?adclass=0&app_id=0&c=news&cf=1001&ch=0&di=128&fv=20&is_app=0&jk=7e21f7ecbaaa5a97&k=c%2B%2B&k0=c%2B%2B&kdi0=0&luki=8&mcpm=0&n=10&p=baidu&q=smileking_cpr&rb=0&rs=1&seller_id=1&sid=975aaabaecf7217e&ssp2=1&stid=9&t=tpclicked3_hc&td=1682280&tu=u1682280&u=http%3A%2F%2Fwww%2Eth7%2Ecn%2Fsystem%2Fwin%2F201510%2F136687%2Eshtml&urlid=0" \t "_blank)不支持变量类型的数组大小定义

............

delete []ofs; ofs = NULL;//85行

（2）fv\_cache：

（a）fv\_cache.cc取出signal中断控制相关，与功能无关

sigaction //该结构体在windows下未定义，注释47、69、783、784、785、786、799行

（b）fv\_compile.m

% if ispc

% error('This code is not supported on Windows.');

% end // 注释掉13、14、15行，判断平台类型， compile.m中对应语句类似处理

（c）model.h 添加

#define INFINITY INT\_MAX

（d）obj\_fun.cc 基本的[c++](http://cpro.baidu.com/cpro/ui/uijs.php?adclass=0&app_id=0&c=news&cf=1001&ch=0&di=128&fv=20&is_app=0&jk=7e21f7ecbaaa5a97&k=c%2B%2B&k0=c%2B%2B&kdi0=0&luki=8&mcpm=0&n=10&p=baidu&q=smileking_cpr&rb=0&rs=1&seller_id=1&sid=975aaabaecf7217e&ssp2=1&stid=9&t=tpclicked3_hc&td=1682280&tu=u1682280&u=http%3A%2F%2Fwww%2Eth7%2Ecn%2Fsystem%2Fwin%2F201510%2F136687%2Eshtml&urlid=0" \t "_blank)错误，改为

double \*hnrms2 = new double[M.num\_components]; //42、266行

..........

delete []hnrms2; hnrms2 = NULL; //75、317行

[double](http://cpro.baidu.com/cpro/ui/uijs.php?adclass=0&app_id=0&c=news&cf=1001&ch=0&di=128&fv=20&is_app=0&jk=7e21f7ecbaaa5a97&k=double&k0=double&kdi0=0&luki=3&mcpm=0&n=10&p=baidu&q=smileking_cpr&rb=0&rs=1&seller_id=1&sid=975aaabaecf7217e&ssp2=1&stid=9&t=tpclicked3_hc&td=1682280&tu=u1682280&u=http%3A%2F%2Fwww%2Eth7%2Ecn%2Fsystem%2Fwin%2F201510%2F136687%2Eshtml&urlid=0" \t "_blank) \*pc = new double[M.num\_components];//289

...................

delete []pc; pc = NULL;//318

（3）gdetect：

（a）bounded\_dt.cc & dt.cc 添加

typedef int int32\_t;

#define INFINITY INT\_MAX

（b）fconvsse.cc, fcon\_var\_dim\_MT.cc均为多线程版本，实现hog特征和filters的卷积，由于windows下[api](http://cpro.baidu.com/cpro/ui/uijs.php?adclass=0&app_id=0&c=news&cf=1001&ch=0&di=128&fv=20&is_app=0&jk=7e21f7ecbaaa5a97&k=api&k0=api&kdi0=0&luki=6&mcpm=0&n=10&p=baidu&q=smileking_cpr&rb=0&rs=1&seller_id=1&sid=975aaabaecf7217e&ssp2=1&stid=9&t=tpclicked3_hc&td=1682280&tu=u1682280&u=http%3A%2F%2Fwww%2Eth7%2Ecn%2Fsystem%2Fwin%2F201510%2F136687%2Eshtml&urlid=0" \t "_blank)不支持pthread库，所以在compie.m中编译的时候，直接编译fcon\_var\_dim\_MT.cc， 同时将gdetect\_dp.m中进行如下修改与注释：

%if size(pyra.feat{level},3) == 32

% Faster SSE version (fconvsse.cc) that can only handle 32-dim features

%   r = fconv(pyra.feat{level}, filters, 1, length(filters));

% else

% More general convolution code to handle non-32-dim features

% e.g., the HOG-PCA features used by the star-cascade

r = fconv\_var\_dim(pyra.feat{level}, filters, 1, length(filters)); //直接调用fconv\_var\_dim.mex64

% end

或者，下载pthread的windows[源码](http://cpro.baidu.com/cpro/ui/uijs.php?adclass=0&app_id=0&c=news&cf=1001&ch=0&di=128&fv=20&is_app=0&jk=7e21f7ecbaaa5a97&k=%D4%B4%C2%EB&k0=%D4%B4%C2%EB&kdi0=0&luki=2&mcpm=0&n=10&p=baidu&q=smileking_cpr&rb=0&rs=1&seller_id=1&sid=975aaabaecf7217e&ssp2=1&stid=9&t=tpclicked3_hc&td=1682280&tu=u1682280&u=http%3A%2F%2Fwww%2Eth7%2Ecn%2Fsystem%2Fwin%2F201510%2F136687%2Eshtml&urlid=0)（网上很多相关资料，不赘述），进行64位编译，编译出pthreadVC.lib和pthreadVC.dll使用，这个我没有试验成功，有bug，请感兴趣自行尝试；

同时fconvsse.cc用到了SSE的伪函数API， xmmintrinsic， 是为了利用SIMD指令进行并行计算优化，请参考SSE汇[编程](http://cpro.baidu.com/cpro/ui/uijs.php?adclass=0&app_id=0&c=news&cf=1001&ch=0&di=128&fv=20&is_app=0&jk=7e21f7ecbaaa5a97&k=%B1%E0%B3%CC&k0=%B1%E0%B3%CC&kdi0=0&luki=9&mcpm=0&n=10&p=baidu&q=smileking_cpr&rb=0&rs=1&seller_id=1&sid=975aaabaecf7217e&ssp2=1&stid=9&t=tpclicked3_hc&td=1682280&tu=u1682280&u=http%3A%2F%2Fwww%2Eth7%2Ecn%2Fsystem%2Fwin%2F201510%2F136687%2Eshtml&urlid=0" \t "_blank)序[设计](http://cpro.baidu.com/cpro/ui/uijs.php?adclass=0&app_id=0&c=news&cf=1001&ch=0&di=128&fv=20&is_app=0&jk=7e21f7ecbaaa5a97&k=%C9%E8%BC%C6&k0=%C9%E8%BC%C6&kdi0=0&luki=10&mcpm=0&n=10&p=baidu&q=smileking_cpr&rb=0&rs=1&seller_id=1&sid=975aaabaecf7217e&ssp2=1&stid=9&t=tpclicked3_hc&td=1682280&tu=u1682280&u=http%3A%2F%2Fwww%2Eth7%2Ecn%2Fsystem%2Fwin%2F201510%2F136687%2Eshtml&urlid=0)，如果需要使用fconvsse.cc的话，需要做部分更改：

#include "pthread.h"

#pragma comment(lib, "pthreadVC.lib") // 支持windows下的pthread线程库

....................

//\_m\_empty();        // 注释掉，该[函数](http://cpro.baidu.com/cpro/ui/uijs.php?adclass=0&app_id=0&c=news&cf=1001&ch=0&di=128&fv=20&is_app=0&jk=7e21f7ecbaaa5a97&k=%BA%AF%CA%FD&k0=%BA%AF%CA%FD&kdi0=0&luki=4&mcpm=0&n=10&p=baidu&q=smileking_cpr&rb=0&rs=1&seller_id=1&sid=975aaabaecf7217e&ssp2=1&stid=9&t=tpclicked3_hc&td=1682280&tu=u1682280&u=http%3A%2F%2Fwww%2Eth7%2Ecn%2Fsystem%2Fwin%2F201510%2F136687%2Eshtml&urlid=0" \t "_blank)清楚寄存器，可注释； 此函数为mmx指令，mmx在vs2010 64bit不支持， 或者换用intel compiler，intel[编译器](http://cpro.baidu.com/cpro/ui/uijs.php?adclass=0&app_id=0&c=news&cf=1001&ch=0&di=128&fv=20&is_app=0&jk=7e21f7ecbaaa5a97&k=%B1%E0%D2%EB%C6%F7&k0=%B1%E0%D2%EB%C6%F7&kdi0=0&luki=5&mcpm=0&n=10&p=baidu&q=smileking_cpr&rb=0&rs=1&seller_id=1&sid=975aaabaecf7217e&ssp2=1&stid=9&t=tpclicked3_hc&td=1682280&tu=u1682280&u=http%3A%2F%2Fwww%2Eth7%2Ecn%2Fsystem%2Fwin%2F201510%2F136687%2Eshtml&urlid=0)支持64bit下的mmx指令

float \*F = (float \*)\_aligned\_malloc(dims[0]\*dims[1]\*NUM\_FEATURES\*sizeof(float), 16); // \_aligned\_malloc为系统[api](http://cpro.baidu.com/cpro/ui/uijs.php?adclass=0&app_id=0&c=news&cf=1001&ch=0&di=128&fv=20&is_app=0&jk=7e21f7ecbaaa5a97&k=api&k0=api&kdi0=0&luki=6&mcpm=0&n=10&p=baidu&q=smileking_cpr&rb=0&rs=1&seller_id=1&sid=975aaabaecf7217e&ssp2=1&stid=9&t=tpclicked3_hc&td=1682280&tu=u1682280&u=http%3A%2F%2Fwww%2Eth7%2Ecn%2Fsystem%2Fwin%2F201510%2F136687%2Eshtml&urlid=0)

（4）star-cascade

（a）cascade.cc 添加

#define INFINITY INT\_MAX

（b）cascade\_compile.m

% if ispc

%   error('This code is not supported on Windows.');

% end // 注释掉13、14、15行，判断平台类型

（c）timer.h

#include <time.h>

#include <ctime>

#include <windows.h>

// 定义timer结构体

class timer {

struct timeval {

long tv\_sec;

long tv\_usec;

};

// 定义gettimeofday[函数](http://cpro.baidu.com/cpro/ui/uijs.php?adclass=0&app_id=0&c=news&cf=1001&ch=0&di=128&fv=20&is_app=0&jk=7e21f7ecbaaa5a97&k=%BA%AF%CA%FD&k0=%BA%AF%CA%FD&kdi0=0&luki=4&mcpm=0&n=10&p=baidu&q=smileking_cpr&rb=0&rs=1&seller_id=1&sid=975aaabaecf7217e&ssp2=1&stid=9&t=tpclicked3_hc&td=1682280&tu=u1682280&u=http%3A%2F%2Fwww%2Eth7%2Ecn%2Fsystem%2Fwin%2F201510%2F136687%2Eshtml&urlid=0" \t "_blank)

private:

int gettimeofday(struct timeval \*tp, void \*tzp) {

time\_t clock;

struct tm tm;

SYSTEMTIME wtm;

GetLocalTime(&wtm);

tm.tm\_year     = wtm.wYear - 1900;

tm.tm\_mon     = wtm.wMonth - 1;

tm.tm\_mday     = wtm.wDay;

tm.tm\_hour     = wtm.wHour;

tm.tm\_min     = wtm.wMinute;

tm.tm\_sec     = wtm.wSecond;

tm. tm\_isdst    = -1;

clock = mktime(&tm);

tp->tv\_sec = clock;

tp->tv\_usec = wtm.wMilliseconds \* 1000;

return (0);

}

（5）eval[函数](http://cpro.baidu.com/cpro/ui/uijs.php?adclass=0&app_id=0&c=news&cf=1001&ch=0&di=128&fv=20&is_app=0&jk=7e21f7ecbaaa5a97&k=%BA%AF%CA%FD&k0=%BA%AF%CA%FD&kdi0=0&luki=4&mcpm=0&n=10&p=baidu&q=smileking_cpr&rb=0&rs=1&seller_id=1&sid=975aaabaecf7217e&ssp2=1&stid=9&t=tpclicked3_hc&td=1682280&tu=u1682280&u=http%3A%2F%2Fwww%2Eth7%2Ecn%2Fsystem%2Fwin%2F201510%2F136687%2Eshtml&urlid=0" \t "_blank)，为执行matlab的编译函数，（cascade\_compile.m?）

try

eval(mexcmd);            // 需要添加try catch

catch e

end

（6）utils

（a）procid.m

i = strfind(d, '/');  //5行，注意windows下的路径分隔符和linux下相反

（7）compile.m中

% if ispc

%   error('This code is not supported on Windows.');

% end

try ///////////////////////////////////////

if nargin < 3

% Build feature vector cache code

fv\_compile(opt, verb);

% Build the star-cascade code

cascade\_compile([opt](http://cpro.baidu.com/cpro/ui/uijs.php?adclass=0&app_id=0&c=news&cf=1001&ch=0&di=128&fv=20&is_app=0&jk=7e21f7ecbaaa5a97&k=opt&k0=opt&kdi0=0&luki=7&mcpm=0&n=10&p=baidu&q=smileking_cpr&rb=0&rs=1&seller_id=1&sid=975aaabaecf7217e&ssp2=1&stid=9&t=tpclicked3_hc&td=1682280&tu=u1682280&u=http%3A%2F%2Fwww%2Eth7%2Ecn%2Fsystem%2Fwin%2F201510%2F136687%2Eshtml&urlid=0" \t "_blank), verb);

      eval([mexcmd ' features/resize.cc']);

      eval([mexcmd ' features/features.cc']);

      eval([mexcmd ' gdetect/dt.cc']);

      eval([mexcmd ' gdetect/bounded\_dt.cc']);

      eval([mexcmd ' gdetect/get\_detection\_trees.cc']);

      eval([mexcmd ' gdetect/compute\_overlap.cc']);

      % Convolution routine

      %   Use one of the following depending on your setup

      %   (0) is fastest, (2) is slowest

      % 0) multithreaded convolution using SSE

      %eval([mexcmd ' gdetect/fconv.cc']);

      % 1) multithreaded convolution

      %eval([mexcmd ' gdetect/fconv\_var\_dim\_MT.cc -o fconv']);

      % 2) basic convolution, very compatible

      % eval([mexcmd ' gdetect/fconv\_var\_dim.cc']);

      % Convolution routine that can handle feature dimenions other than 32

      % 0) multithreaded convolution

      %eval([mexcmd ' gdetect/fconv\_var\_dim\_MT.cc']);

      % 1) single-threaded convolution

      eval([mexcmd ' gdetect/fconv\_var\_dim.cc']);//////////////////////////////////////////////////////////////////////单线程，非sse版本

else

eval([mexcmd ' ' mex\_file]);

end

catch e////////////////////////////////////////////////////////////////////////////////////////

warning(e.identifier, 'dddd');

end //////////////////////////////////////////////////////////////

（8）demo.m

%compile;

(9)pascal.m

diary(conf.training.log([[cls](http://cpro.baidu.com/cpro/ui/uijs.php?adclass=0&app_id=0&c=news&cf=1001&ch=0&di=128&fv=20&is_app=0&jk=7e21f7ecbaaa5a97&k=cls&k0=cls&kdi0=0&luki=1&mcpm=0&n=10&p=baidu&q=smileking_cpr&rb=0&rs=1&seller_id=1&sid=975aaabaecf7217e&ssp2=1&stid=9&t=tpclicked3_hc&td=1682280&tu=u1682280&u=http%3A%2F%2Fwww%2Eth7%2Ecn%2Fsystem%2Fwin%2F201510%2F136687%2Eshtml&urlid=0" \t "_blank) '-' timestamp])); // 注释掉，报错

（10）voc\_config.m

BASE\_DIR    = 'f:/code';

conf = cv(conf, 'pascal.dev\_kit', [conf.paths.base\_dir '/VOCdevkit/']);  // 注意配置这几句， VOCdevkit路径