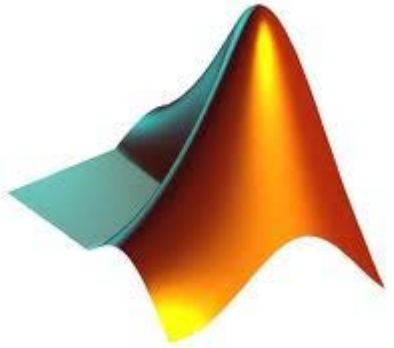
Úvod do MATLAB-u

Cvičenia z Počítačového Videnia I.

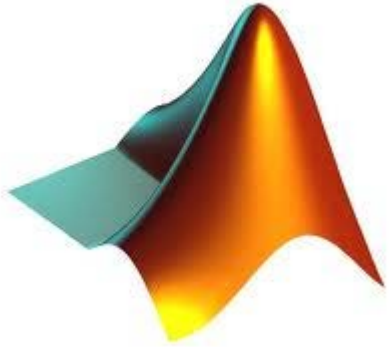
MATLAB

- **Pôvodne:** Interaktívny program na operácie s maticami
- **Teraz:** Vysoko úrovňový jazyk na technické výpočty a interaktívne prostredie na:
  - tvorbu algoritmov, vizualizáciu a analýzu dát a numerické výpočty



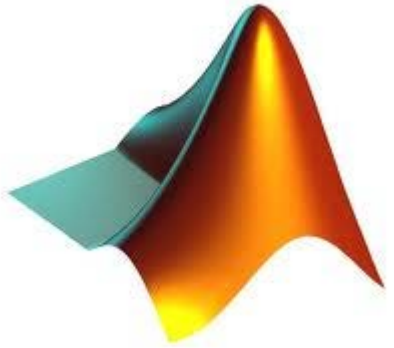
MATLAB

- Interaktívny nástroj na analýzu, návrh a riešenie problémov
- Matematické funkcie pre lineárnu algebru, štatistiku, Fourierovu analýzu, filtrovanie...
- Funkcie na vizualizáciu 2D a 3D dát
- Nástroje na vytvorenie GUI



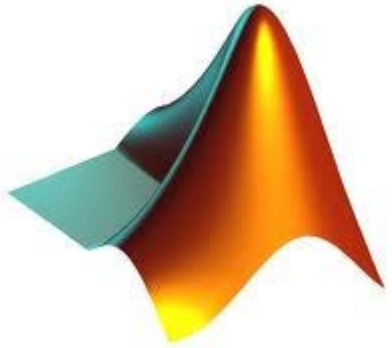
MATLAB

- **Využitie:** spracovanie signálu, spracovanie obrazu, testovanie a meranie, finančné modelovanie a analýza, výpočtová biológia...
- Toolboxy rozširujú prostredie MATLAB na riešenie tried problémov z konkrétnych oblastí



MATLAB - functions

- Function list
  - http://www.mathworks.com/help/matlab/functionlist.html
- Tutorial:
  - http://www.mathworks.com/help/pdf_doc/matlab/getstart.pdf



Toolbox

- Image Processing Toolbox
- Image Acquisition Toolbox
- Video and Image Processing Blockset
- Iné Toolboxy
  - Statistics, Bioinformatics, Wavelet, Fuzzy Logic, Econometrics

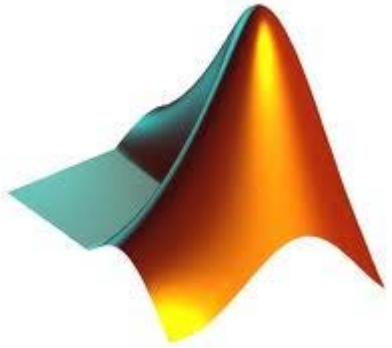
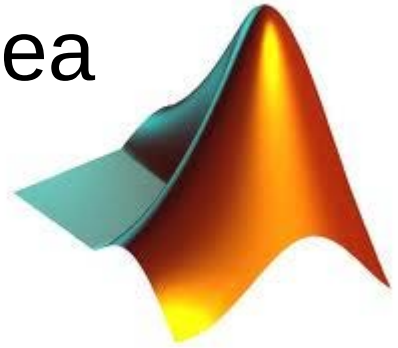
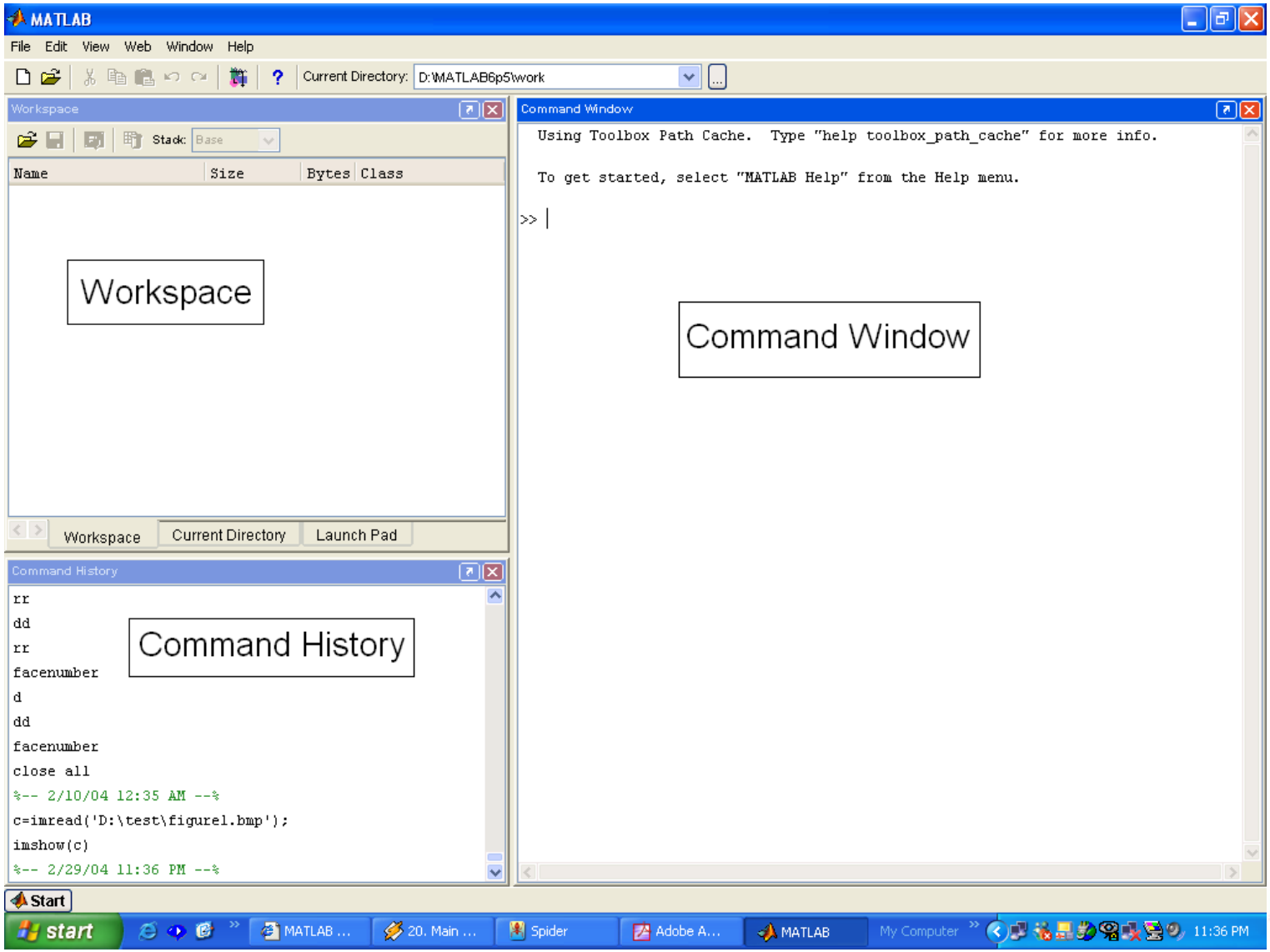


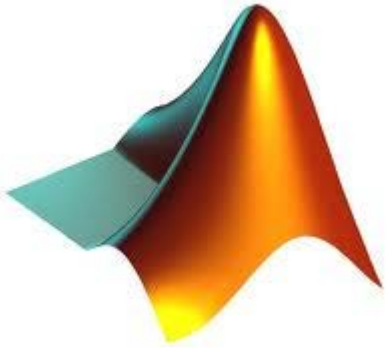
Image Processing Toolbox

- **Image Analysis**
  - segmentácia, matematická morfológia, extrakcia príznakov, detekcia hrán
- **Spracovanie obrazu**
  - zvýšenie kontrastu, prevod medzi farebnými modelmi
- FFT, DCT
- Zobrazovanie sekvencií obrázkov a videa



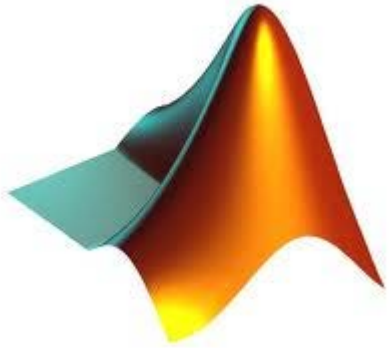
MATLAB prostredie





MATLAB prostredie

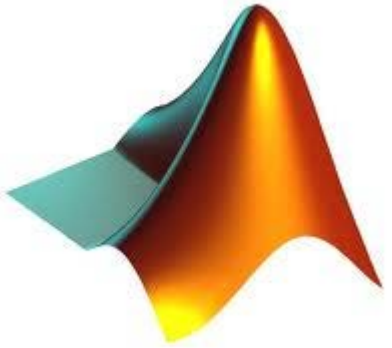
- Command window
  - písanie príkazov, výstupy, chyby
- Workspace
  - premenné, ich hodnoty a typy
- Command History
  - použité príkazy sa dajú „drag and drop“ do command window



Demá

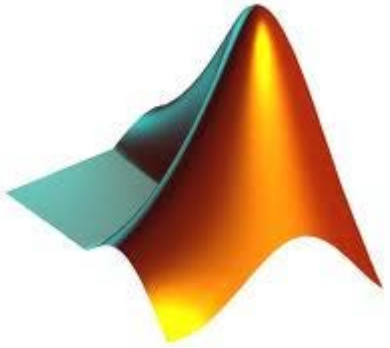
- Help -> Demos
  - 3D Visualisation
  - Teapot, Images and Colormaps

- >> help commandname
- >> lookfor keyword



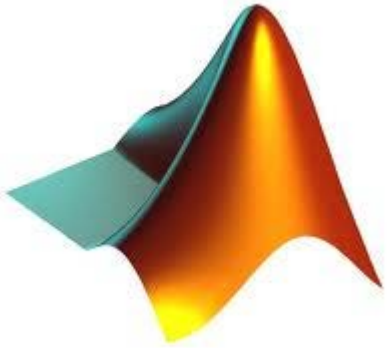
Command window

```
3 + 4 - 7
t = 3 + 4 – 7
k = 3 + 4 - 7;
k
k;
3^2*4
2+2 / 1+1
```



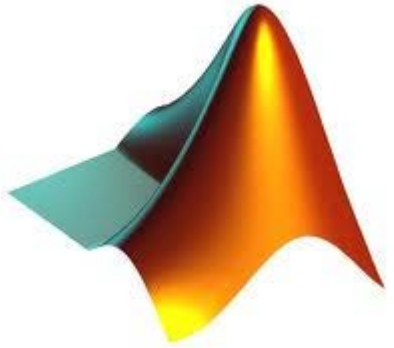
Command window

- 1/0 (Inf)
- 0/0 (NaN)
- MATLAB je Case Sensitive!
- K a k sú rôzne premenné
- 15 miest, ale ukazuje len 5
- format long / format short



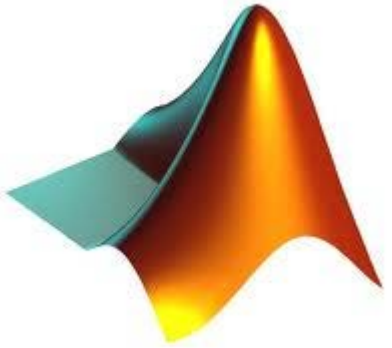
Command window

- MATLAB má množstvo vstavaných funkcií
- sin, cos, tan, asin, acos
- sin(pi/2)
- log, log10, log2
- log10(100)
- abs(-10)



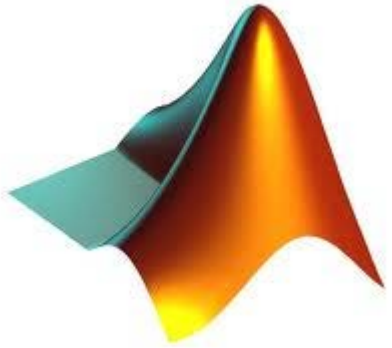
Vektory v MATLAB-e

```
v = [1, 2, 3, 4]
v = [1 2 3 4]
v = [1; 2; 3; 4]
v = start: step: end
v = 2:2:9
   v = [2, 4, 6, 8]
v = 2:5
   v = [2, 3, 4, 5]
```



Vektory v MATLAB-e

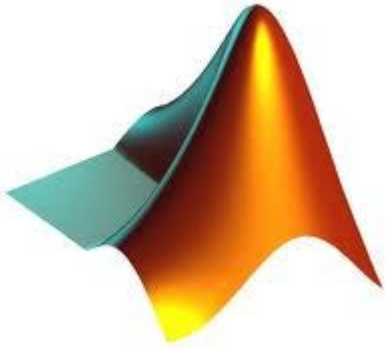
```
v = linspace(1, 5, 10)
v (4) = 0
v (5:7) = 0
v (1: 2: 7) = 0
```



Matice v MATLAB-e

- vytvorenie
  - `A=[1 2 3; 4 5 6; 7 8 9];`
  - `3 x 3`
- špeciálne:
  - zeros(), ones(), eye(), rand(), randn(), magic()

```
p = zeros(3, 3) == zeros(3);
o = ones(3, 3) == ones(3);
r = rand(3, 3) == rand(3);
r1 = randn(1,10);
k = magic(3);
```



Matice v MATLAB-e

- Prístup (riadok, stĺpec)

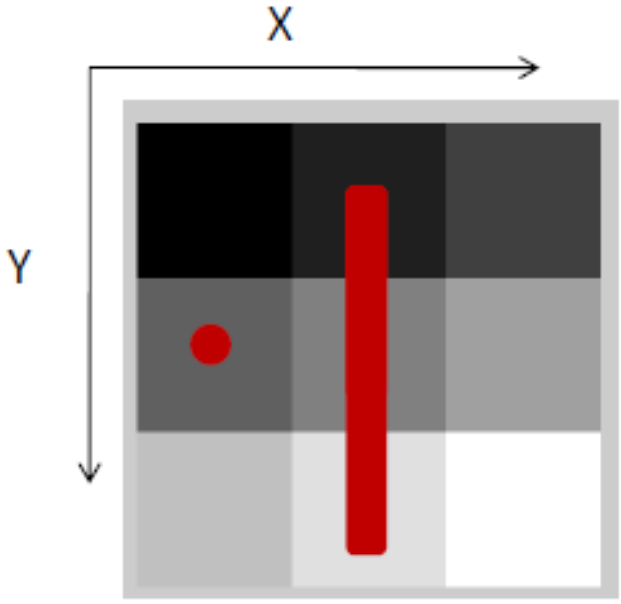
```
>> A(2,1)

ans = 4
```

- : celý riadok alebo stĺpec

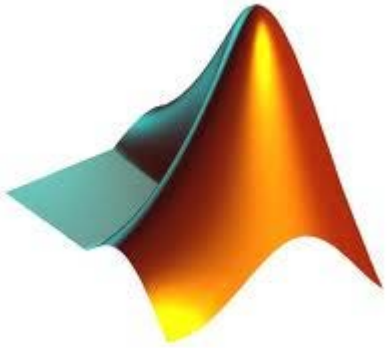
```
>> A(:,2)

ans =

     2

     5

     8
```

- Interval

```
>> A(1:2,2)

ans =

     2

     5
```




```
A =
1   2   3
4   5   6
7   8   9
```



Operácie

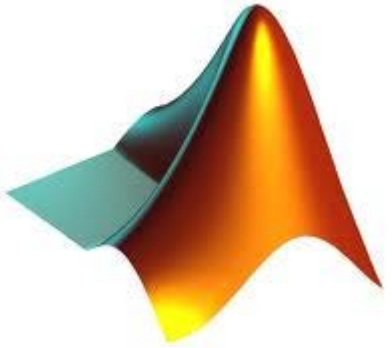
- maticové:

  +, -, *, /, ^

- Medzi prvkami:

  .*, ./, .^, sqrt(), sin(), cos(), ...

- size(A) – rozmery
- sum(A) – suma po stĺpcoch
- sum(sum(A)) – suma všetkých prvkov
- sum(A(:))



Operácie

- >> A+A

  ans = 2 4 6

  8 10 12

  14 16 18

- >> A*A

  ans = 30 36 42

  66 81 96

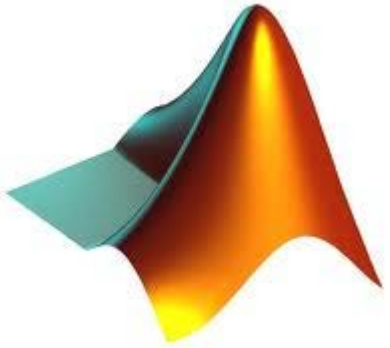
  102 126 150

- >> A.*A

  ans = 1 4 9

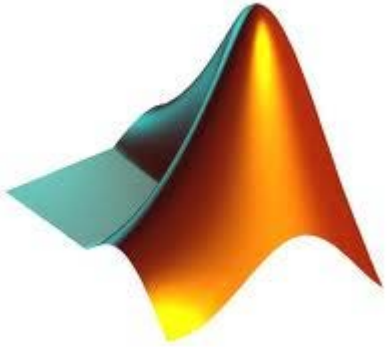
  16 25 36

  49 64 81



Názvy premenných

- Názvy premenných
- 63 signifikantnych znakov
- Začína písmenom
- Bez diakritiky a medzier
- Rozlišuje veľkosť písmen
- Odlišné od názvov príkazov a preddefinovaných premenných (pi, i, j, eps, ...)
- exist meno

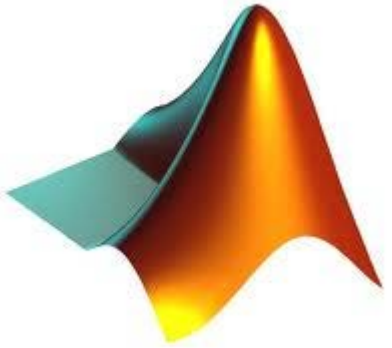


Logické operátory

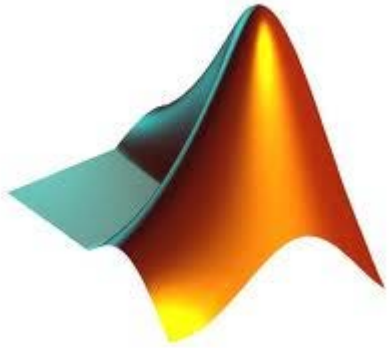
- Logické operátory

  `==, <, >, ~=, ~, …`
- `find('podmienka')`
  - vráti indexy vyhovujúcich prvkov

Symbol	Represents	Symbol	Represents
>	Greater than	>=	Greater or equal to
<	Less than	<=	Less or equal to
~=	Not equal to	= =	Equal to
Not	~	And	&
Or	| (single vertical line)		

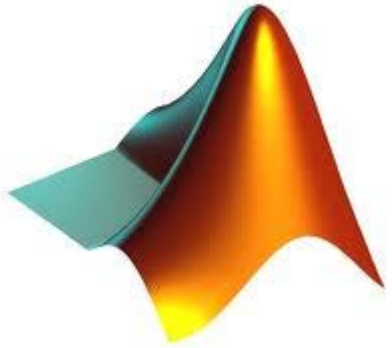


```
>>A=[7 3 5; 6 2 1]
>>Idx=find(A<4)
     A=
        7 3 5
        6 2 1
     Idx=
        3
        4
        6
```



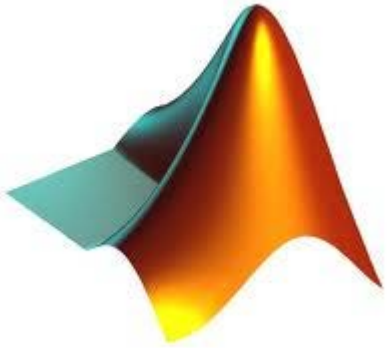
```
>> [row col]=find(A==7)
    row =  3
    col =  1
>> [row col]=find(A>7)
    row =  3
           3
    col =  2
           3
>> Indx=find(A<5)
   Indx =  1
           2
           4
           7
```

```
A =
1  2  3
4  5  6
7  8  9
```



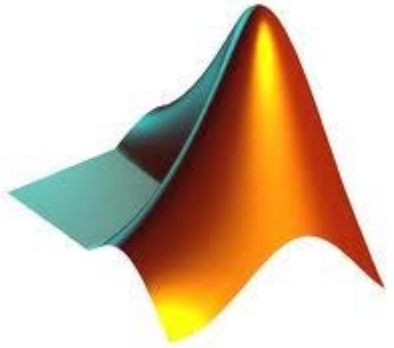
Graf $y=x^2$

```
x = linspace(0, 5, 100);
y1 =x;
plot(x,y1); grid;
y2 = x.^2;
y3 = x.^3;
plot(x,y1, x,y2, x,y3); grid;
```



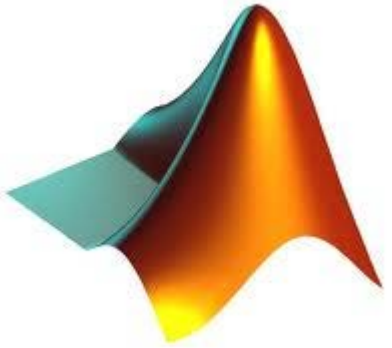
Polia

- `v = zeros (1,100);`
- Funkcie pre 1D polia:
  - sum, max, min, sort, mean
  - s = sum(v);

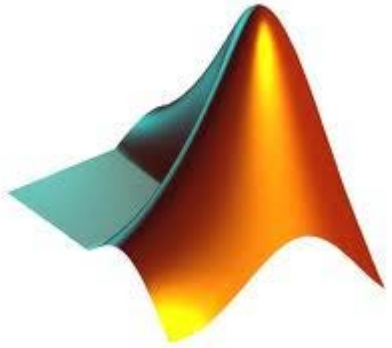


Reťazce

```
s = 'string'
l =length(s);
s(3)
strcmp, findstr
```

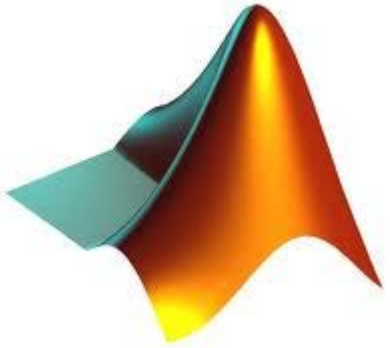


- flow control:
  - `if`
  - `switch`
  - `for`
  - `while`
  - `break`



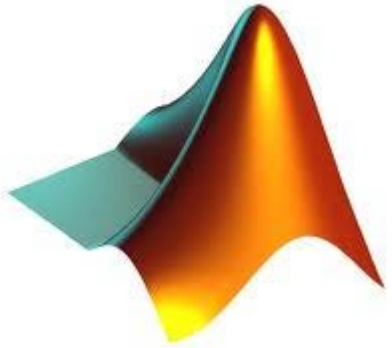
What if...

```
IF expression
  statements
ELSEIF expression
  statements
ELSE
  statements
END
```



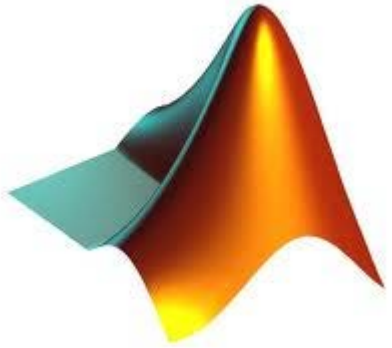
for

```
FOR variable=expr
  statements
END
```



Výpis textu

```
disp ('Hello World!');


x = 25;
disp (['Hodnota x je ', num2str(x)]);
```



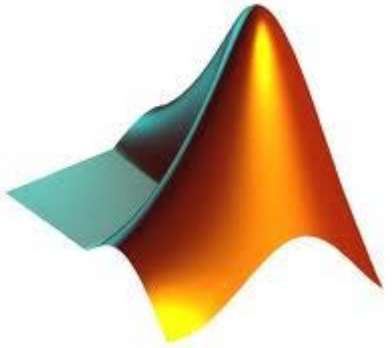
Timing

- tic; prikazy; toc;
- V sekundách
- V m-file

  t0 = cputime

  ....príkazy, výpočty

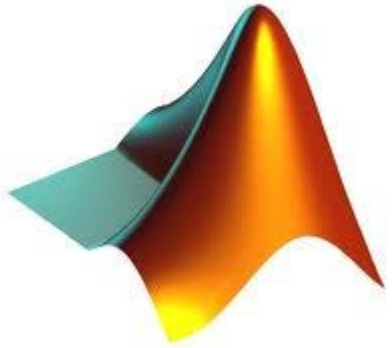
  t1 = cputime



Alokácia premenných

```
tic
x = 0;
for k = 2:100000
  x(k) = x(k-1) + 5;
end
toc
```

```
tic
x = zeros(1, 100000);
for k = 2:100000
  x(k) = x(k-1) + 5;
end
toc
```



MATLAB špecialitka

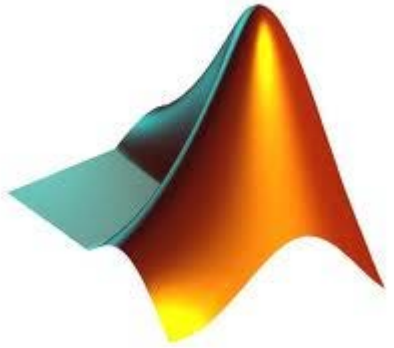
- Chceme vytvoriť pole kde $v(p) = \frac{p}{\sin(p)+2}$
- 1: `for p = 1:1000`

  `v(p) = (p./(sin(p)+2)); end`
- 2: `v = zeros (1, 1000);`

  `for p = 1:1000`

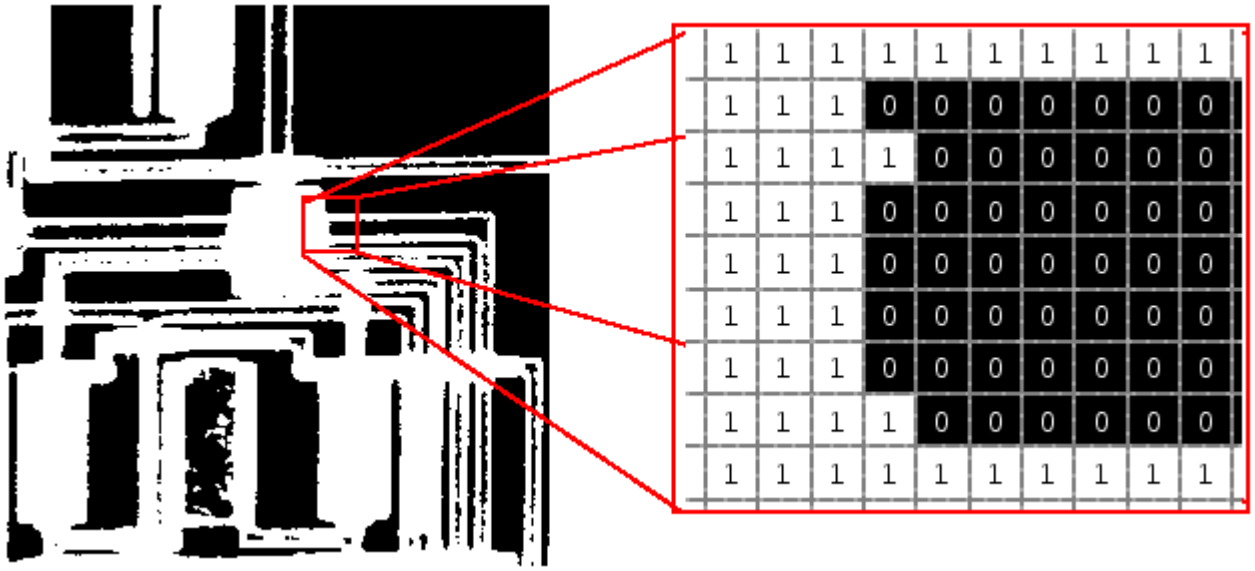
  `v(p) = (p./(sin(p)+2)); end`
- 3: `p = 1:1000`

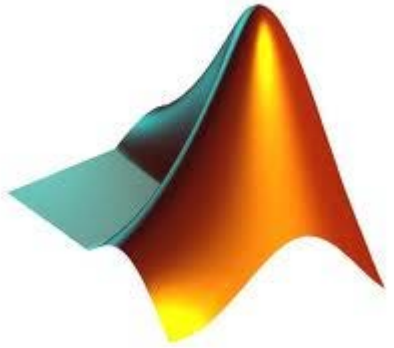
  `v = (p./(sin(p)+2));`



Obrázky

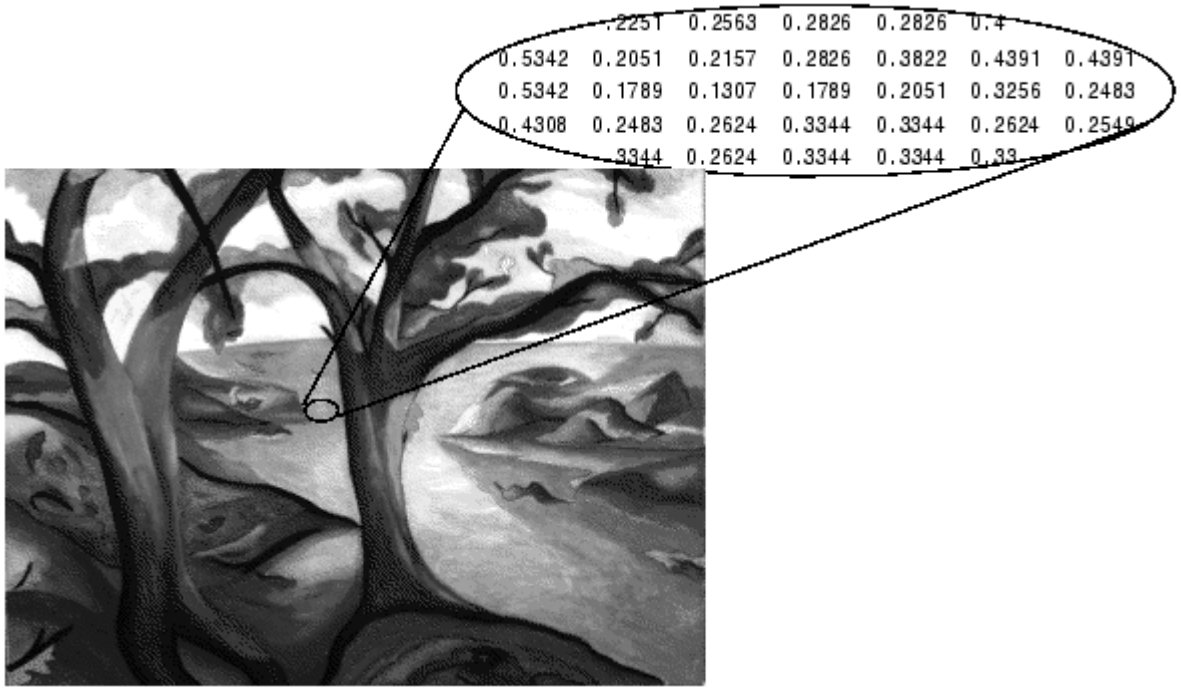
- **binárne: {0,1}**
- šedotónové: uint8, double ...
- RGB: $m \times n \times 3$

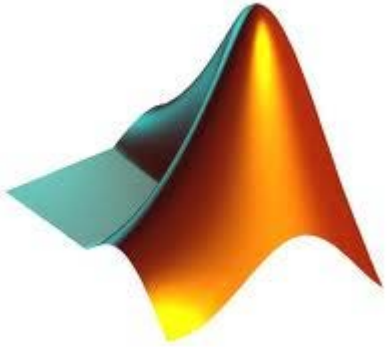




Obrázky

- binárne: {0,1}
- **šedotónové: uint8, double ...**
- RGB: m × n × 3



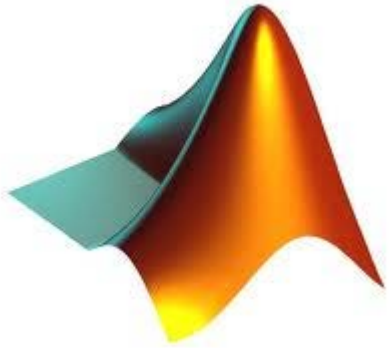


Obrázky

- binárne: {0,1}
- šedotónové: uint8, doul
- **RGB: m × n × 3**

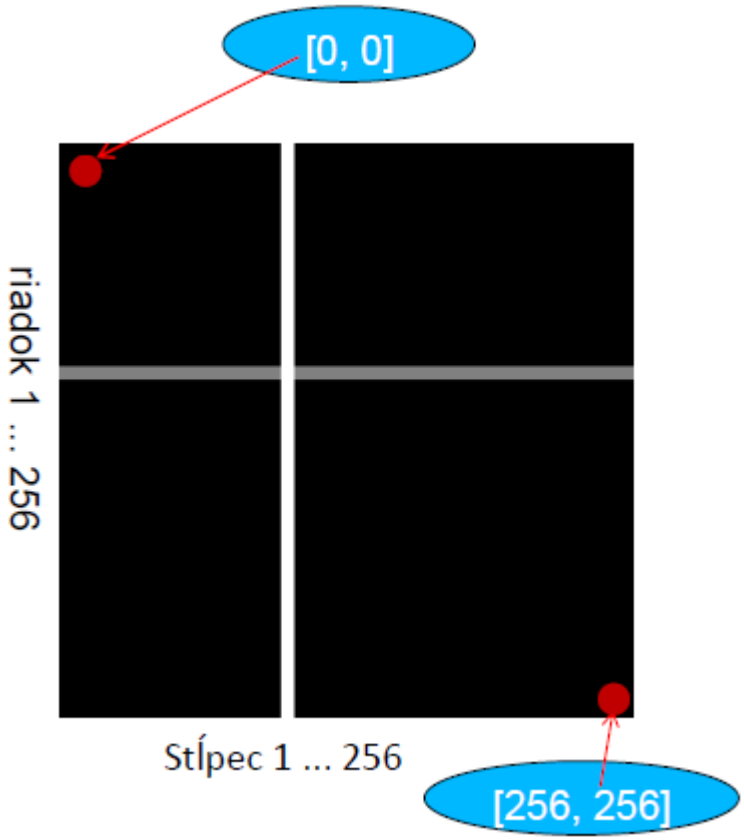
Import a Export

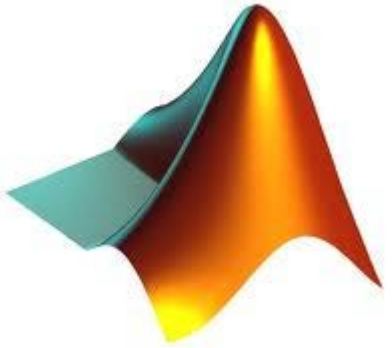
```
img = imread('apple.jpg');
dim = size(img);
figure;
imshow(img);
imwrite(img, 'output.bmp', 'bmp');
```

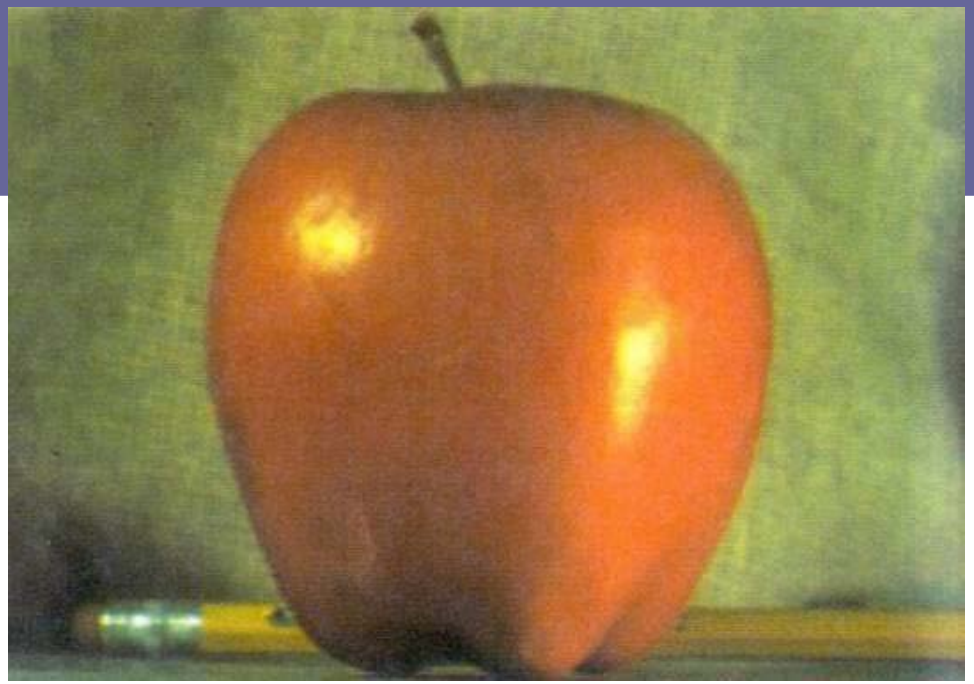


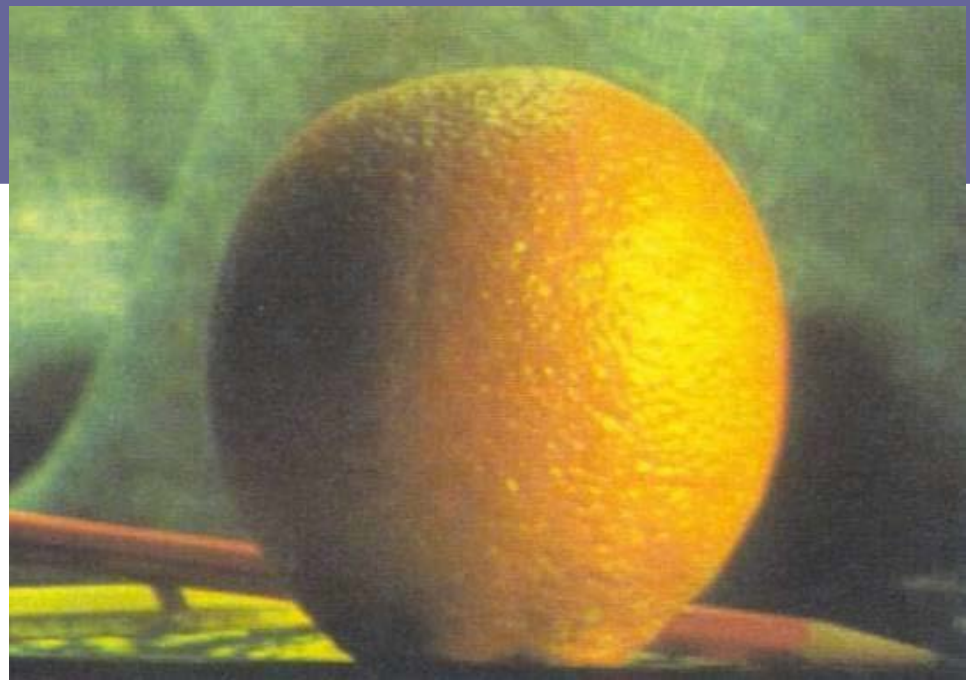
Šedotónový obraz

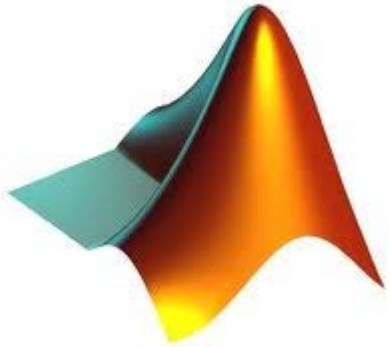
```
row = 256;
col = 256;
img = zeros(row, col);
img(100:105, :) = 0.5;
img(:, 100:105) = 1;
img=double(img);
figure;
imshow(img);
```

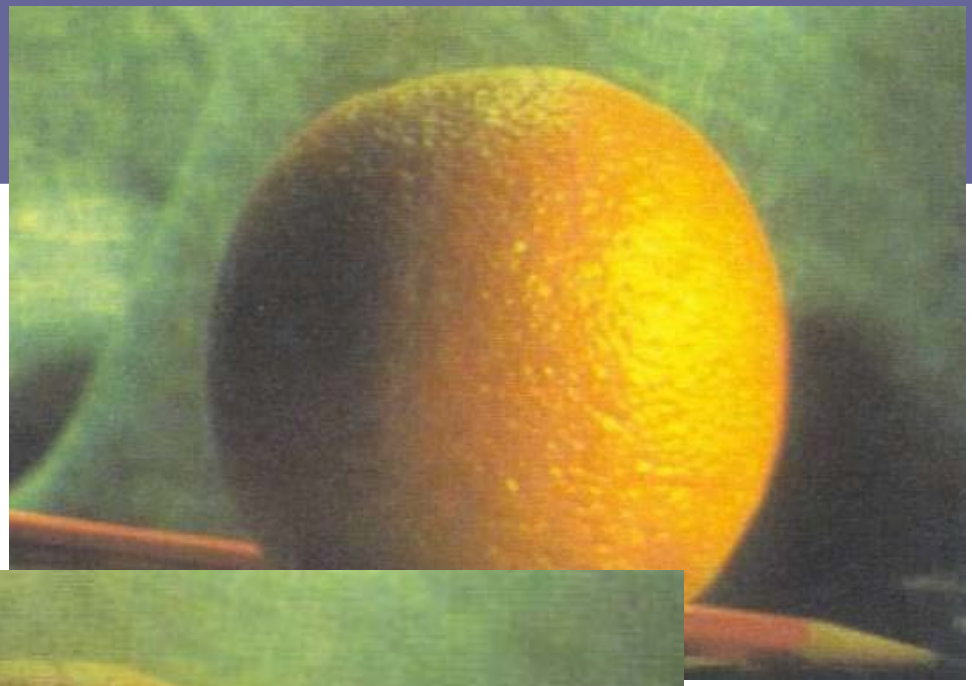


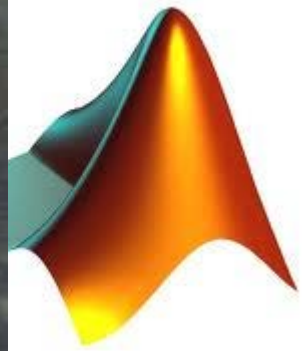












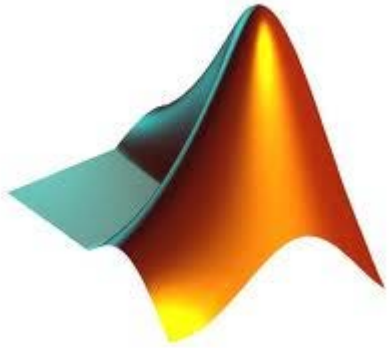
A a B veľkosti (540*380), zmiešanie

```
apple = imread('apple.jpg');
orange = imread('orange.jpg');
```

Hrubá sila

```
% measure performance using stopwatch timer
tic
for i = 1 : size(apple, 1)
   for j = 1 : size(apple, 2)
       for k = 1 : size(apple, 3)
           output(i, j, k) = (apple(i, j, k) + orange(i, j, k))/2;
       end
   end
end
toc
```

? sekúnd



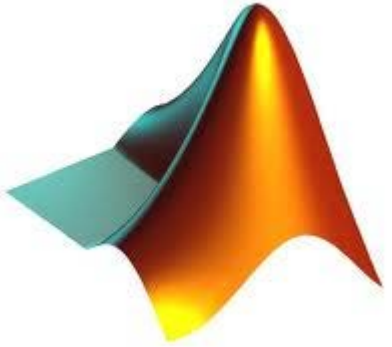
A a B veľkosti (540*380), zmiešanie

```
apple = imread(‘apple.jpg');
orange = imread(‘orange.jpg’);
```

Maticový prístup

```
tic
  Output = (apple + orange)/2;
toc
```

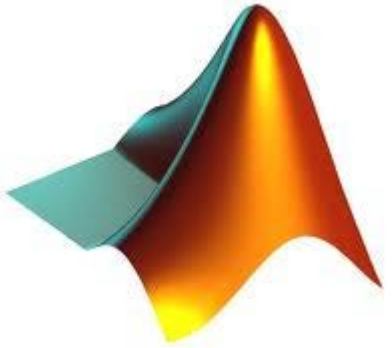
? sekúnd



Optimalizácia výkonu

- Rýchle vektorové a maticové operácie
- Pomalé cykly

- Ako vektorizovať kód
  - http://www.mathworks.com/support/tech-notes/1100/1109.html



Užitočné skratky

- Ctrl r
  - zakomentovať vyznačené
- Ctrl t
  - odkomentovať vyznačené
- Ctrl c
  - prerušiť bežiaci program/príkaz
- why