

Source: <https://tryolabs.com/guides/introductory-guide-computer-vision>

# CMPT 120

Lecture 24 – Computer Vision

Python – File IO and Lists of Lists!

Computers that  
can **see**!

# Last Lectures

- Solved our **factorial** problem **recursively**
- **Visualized** the execution of our solution
- Solved the **palindrome** problem **recursively**
- Closed our unit on **Computer Graphics** looking into drawing **trees iteratively** as well as **recursively** using **turtle**
- Solved the problem of drawing a tree for every season using **recursion** and **dictionary**
- Midterm

# Review: Challenge

- How would you modify the recursive function **drawTree** to get this tree?



```
# Define a recursive function that draws a tree
def drawTree(aTurtle, aLevel, aBranchLength):
    '''Draws a tree recursively where
    "aTurtle" is the turtle drawing the tree,
    "aLevel" is the number of levels of branches and
    "aBranchLength" the length of branch to draw.
    '''

    # Base Case:
    # If we are at the leaf level (level == 0), draw a green leaf!
    if aLevel == 0:
        aTurtle.color("green")
        aTurtle.stamp()
        aTurtle.color("brown")

    else:
        # Recursive Case:
        # Draw a branch
        aTurtle.forward(aBranchLength)

        # Turn left and draw a smaller tree
        aTurtle.left(40)
        drawTree(aTurtle, aLevel - 1, aBranchLength/1.5)

        # Challenge: Come back straight and draw a smaller tree
        aTurtle.right(40)
        drawTree(aTurtle, aLevel - 1, aBranchLength/1.5)

        # Turn right and draw a smaller tree
        aTurtle.right(40)
        drawTree(aTurtle, aLevel - 1, aBranchLength/1.5)

        # Go back
        aTurtle.left(40)
        aTurtle.back(aBranchLength)

    return
```

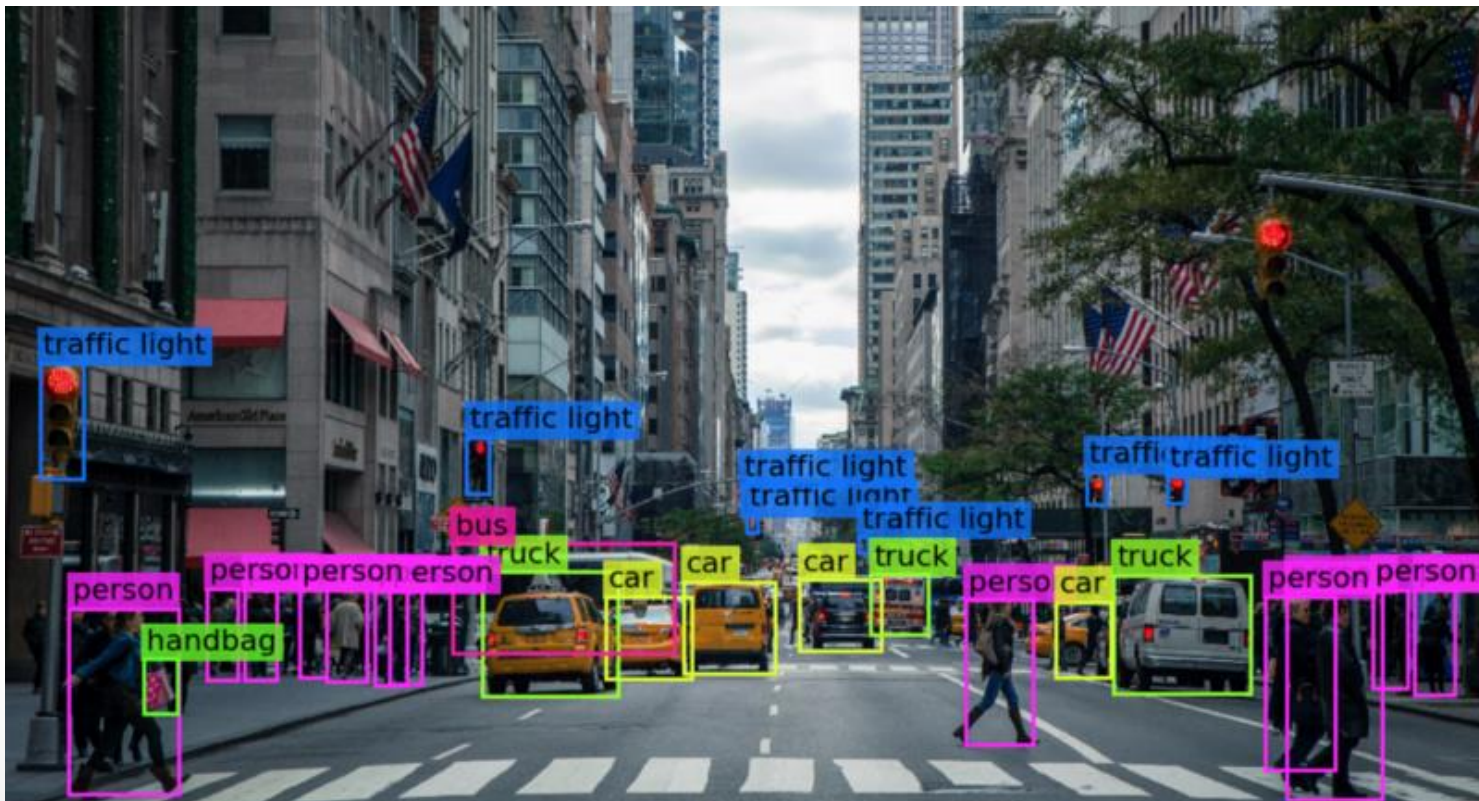
# Today's Menu

- Start investigating another field in Computing Science: **Computer Vision!**
- Let's have another look at **Lists!**
- Introduce **file IO** -> Input/**O**utput
  - **text file**

Computers that  
can see!

# Images and videos

- We can make **computers** understand our world **visually**

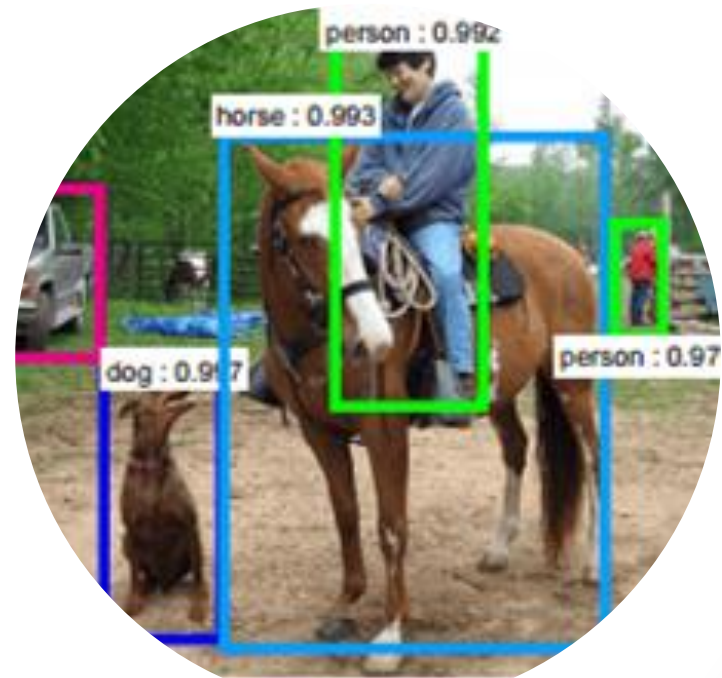




# Images and videos

Examples of such applications

- Facebook's automatic photo captions for the blind
- Facial recognition on smartphones
- Medical imaging
- Gesture recognition
- In CS at SFU, we have [Visual Computing M.Sc.](#)



# Computer Vision

*“**Computer vision** is the field of computing science that focuses on replicating parts of the complexity of the human vision system and enabling computers to identify and process objects in images and videos in the same way that humans do.”*

Thank you **towardsdatascience.com**

- Let's check it out!
  - <https://towardsdatascience.com/everything-you-ever-wanted-to-know-about-computer-vision-heres-a-look-why-it-s-so-awesome-e8a58dfb641e>



# Computer Vision

## 1. APPLICATIONS

- In this unit, we'll learn about the computing science field of **computer vision**, that allows computers to **process images** and **understand** them

## 2. ALGORITHMS

- We'll learn about nested loops, etc...

## 3. Python

- We'll learn about file input/output (I/O), lists of lists, etc...

# List of Lists

## Step 1 - Problem Statement

- What if a problem statement asks us to manipulate a **matrix**?

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}$$

## Step 2 - Design

- In our solution (Python program), we could use a **list of lists** to represent a **matrix**
  - The Python code representing the above data would look like:

```
myMatrix = [[1, 2, 3], [4, 5, 6], [7, 8, 9]]
```

# Accessing elements in a list of lists (Indexing a list of lists)

```
myMatrix = [[1, 2, 3], [4, 5, 6], [7, 8, 9]]
```

```
>>>myMatrix[0]
```

```
>>>[1, 2, 3]
```

This is the Python syntax to  
access a list inside a list.

```
>>>myMatrix[2][0]
```

```
>>>7
```

This is the Python syntax to  
access an element of a list  
inside a list.

```
>>>myMatrix[0][3]
```

```
Traceback (most recent call last):
```

```
File "<pyshell#21>", line 1, in <module>
```

```
    myMatrix[0][3]
```

```
IndexError: list index out of range
```

# Modifying elements in a list of lists

```
myMatrix = [[1, 2, 3], [4, 5, 6], [7, 8, 9]]
```

```
stdInfo = ["Mike", [112, "B Street"], "YVR"]
```

# Slicing a list of lists

```
myMatrix = [[1, 2, 3], [4, 5, 6], [7, 8, 9]]
```

```
stdGrades = [[3, 4.5, 4], [3.5, 5, "-"], [4, 4, 3]]
```

# Review: List methods (functions)

Method	Description
<u>append</u> ()	Adds an element at the end of the list
<u>clear</u> ()	Removes all the elements from the list
<u>copy</u> ()	Returns a copy of the list
<u>count</u> ()	Returns the number of elements with the specified value
<u>extend</u> ()	Add the elements of a list (or any iterable), to the end of the current list
<u>index</u> ()	Returns the index of the first element with the specified value
<u>insert</u> ()	Adds an element at the specified position
<u>pop</u> ()	Removes the element at the specified position
<u>remove</u> ()	Removes the first item with the specified value
<u>reverse</u> ()	Reverses the order of the list
<u>sort</u> ()	Sorts the list

Source: [https://www.w3schools.com/python/python\\_ref\\_list.asp](https://www.w3schools.com/python/python_ref_list.asp)

# Another use for List of Lists

- Using a list of lists, we can represent a **grid** or a **maze** in our Python program:

```
W W W W W W W W W W W W W W W W W W W W W W W
W W W 0 0 0 0 W W W 0 0 0 0 W W W W 0 0 0 0 0 W W
W W 0 0 0 0 0 W W 0 0 0 0 0 0 W W 0 0 0 0 0 0 W
W 0 0 0 0 0 0 W 0 0 0 0 0 0 0 0 0 0 0 W W W 0 0 W
E 0 0 0 0 0 0 W 0 0 0 W 0 0 0 0 W 0 0 W W W 0 0 W
W 0 0 0 0 0 0 W 0 0 0 W 0 0 0 0 W 0 0 W W W 0 0 W
W W W 0 0 0 0 W W W W 0 0 0 0 W W 0 0 W W W 0 0 W
W W W 0 0 0 0 W W W 0 0 0 0 W W W 0 0 W W W 0 0 W
W W W 0 0 0 0 W 0 0 0 0 W W W W W 0 0 W W W 0 0 W
W W W 0 0 0 0 W 0 0 0 0 0 0 0 0 W 0 0 W W W 0 0 W
W W W 0 0 0 0 0 0 0 0 0 0 0 0 0 0 W 0 0 0 0 0 0 S
W W W 0 0 0 0 W 0 0 0 0 0 0 0 0 W W 0 0 0 0 0 W W
W W W W W W W W W W W W W W W W W W W W W W W
```



# How to create a grid – Take 1

```
# Set variables
```

```
row = 5
```

```
column = 3
```

```
symbol = " - "
```

```
grid = list()
```

```
# Create a grid
```

```
for aRow in range(row):
```

```
    listRow = list()
```

```
    for aColumn in range(column):
```

```
        listRow.insert(aColumn, symbol)
```

```
    grid.insert(aRow, listRow)
```

Nested **for** loop!

# How to print a list of lists

## Take 1:

```
print(grid)
```

## Take 2:

```
for aRow in range(row):  
    print(grid[aRow])
```

## Take 3:

```
# Print the list using join() method  
for aRow in range(len(grid)):  
    print( ' '.join(grid[aRow]))
```

# Text Files

- Contain characters (ASCII code)
- Can be created/edited using a text editor
- We first need to **open** a text file in our Python program in order to ...
  - read its content => `open(filename, 'r')`
  - write into the file => `open(filename, 'w')`
- Then we read its content or write into the file
- Then we must **close** the text file once we are done with it => `fileVariable.close()`

`fileVariable` represents the file in our Python program

# Let's give a go!

## Step 1 - Problem Statement

- Read and print the content of **words\_7\_a.txt**

# Let's try again!

## Step 1 - Problem Statement

- Read and print the content of **grid\_2.txt**

# Image Processing

# Combining Images





# Let's get started!

## Step 1 - Problem Statement

- Write a program that combines two images **kid-green.jpg** and **beach.jpg** to form one image in which the kid is jumping on the beach.

- 
- Let's get started by downloading these two files from our course web site:

1. **kid-green.jpg**
2. **beach.jpg**



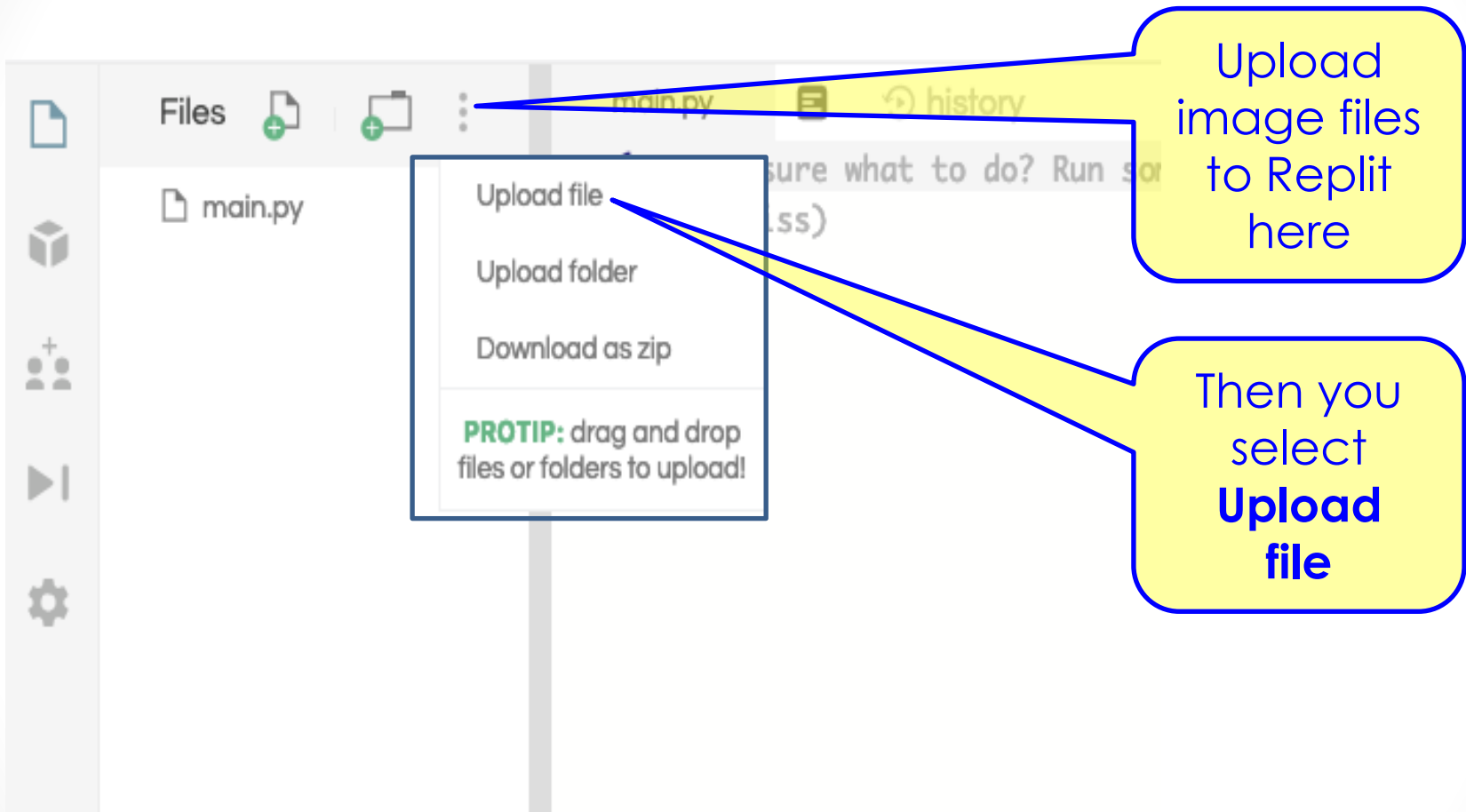
# The resulting image:







# replit!

- Over the next few weeks, we shall be using **replit** - <https://replit.com>
- Create yourself an account

# Working with images on replit



The image shows a screenshot of the Replit file manager interface. On the left, there is a sidebar with icons for files, a 3D cube, a group of people, a play button, and a gear. The main area shows a file named 'main.py'. A context menu is open over the file, listing 'Upload file', 'Upload folder', and 'Download as zip'. A green tip at the bottom of the menu says 'PROTIP: drag and drop files or folders to upload!'. Two yellow callout boxes with blue borders provide instructions: one points to the 'Upload file' option and says 'Upload image files to Replit here', and the other points to the same option and says 'Then you select Upload file'.

Files    main.py  history

main.py

- Upload file
- Upload folder
- Download as zip

**PROTIP:** drag and drop files or folders to upload!

Upload image files to Replit here

Then you select **Upload file**

# Next lectures

- Solve our **image processing** problem
- And in the process, have a closer look at
  - Using the **PIL** module
  - How to open an **image file**
  - How to read the content of an **image file**
    - **Pixels**
    - **RGB** colour scheme
  - How to merge two images together
    - Nested for loops
    - Tuples