## Chapter 1

## THE ELECTROMAGNETIC SPECTRUM



Focal plane















## Chapter 2



Eye is too dark --------> HDR <-------- Fur is too bright













```
% %YAML:1.0
2 num_of_image: 213
3 img_0_face: "/Volumes/Data/Dataset/JAFFE/output/KA.AN1.39.face.tiff"
4 img_1_face: "/Volumes/Data/Dataset/JAFFE/output/KA.AN2.40.face.tiff"
5 img_2_face: "/Volumes/Data/Dataset/JAFFE/output/KA.AN3.41.face.tiff"
6 img_3_face: "/Volumes/Data/Dataset/JAFFE/output/KA.DI1.42.face.tiff"
7 img_4_face: "/Volumes/Data/Dataset/JAFFE/output/KA.DI2.43.face.tiff"
```



feature_size: 140
num_of_image: 213
num_of_label: 7
label_0: Angry
label_1: Disgusted
label_2: Fear
label_3: Happy
label_4: Neural
label_5: Sad
label_6: Surprised
num_of_train: 169
num_of_test: 44
pca_mean: !!opencv-matrix
rows: 1
cols: 1000
dt: f
data: ...
pca_eigenvalues: !!opencv-matrix
rows: 140
cols: 1
dt: f
data: ...
centers: !!opencv-matrix
rows: 1000
cols: 128
dt: f






Features
(a)

(c)

(e)


Features
(b)


## Features

(d)

(f)



$$
\begin{aligned}
& * 23 * 24 * 25 * 26 * 27 \\
& * 37^{* 38 * 39} \text { * } 42 * 41^{*} 40 \quad * 28 \quad * 43^{*} * 44 * 45 * 47^{*} 46 \\
& \text { *29 *17 } \\
& \text { * } 30 \\
& \text { * } 31 \\
& \text { * } 32 * 33 * 34^{*} 35^{*} 36 \\
& \text { * } 15 \\
& \text { * } 3 \\
& \text { * } 4 \\
& \text { *5 } \\
& \begin{array}{rlr}
* 50 & * 51 & * 52 * 53 \\
* 49 * 61 & * 62 & * 63 * 64 * 54 \\
* 68 & * 67 & * 66 * 65 * 55 \\
* 59 & * 56 & * 14 \\
* 59 & * 58 & * 57
\end{array} \\
& \text { * } 12 \\
& \begin{array}{lll}
* 7 & & \\
& * 8 & * 9
\end{array}
\end{aligned}
$$



## Chapter 4




Normal Layout


After an image captured



Select your Eclipse project folder，build．gradle or settings．gradle

Hide path
／Volumes／Data／OpenCV／OpenCV－android－sdk／sdk／java 当当
－$\square$ OpenCV
－$\square$ OpenCV－android－sdk
－■apk
$\square$ samples
－$\square s \mathrm{sk}$
－$\square$ etc
－$\square$ java
－$\square$ gen
－$\square$ javadoc
－$\square$ res
－$\square$ src
은 AndroidManifest．xml
한 lint．xml
Fill project．properties
－$\square$ native
E．LICENSE
E；README．android
I OpenCV－3．0．0－android－sdk－1．zip
－$\square$ Research
－$\square$ Software
－$\square$ VirtualMachine
Drag and drop a file into the space above to quickly locate it in the tree．

## Android Studio

Start a new Android Studio project

Open an existing Android Studio project


Import an Android code sample

VCS Check out project from Version Control

```
Import project (Eclipse ADT, Gradle, etc.)
```



| Import Project from ADT（Eclipse Android） |
| :--- |
| Importing a project creates a full copy of the project and does not alter the |
| original Eclipse project． |
| Import Destination Directory： |
| ／Volumes／Data／OpenCV／opencv－java |
| Cancel |
| Next |



Quans-MacBook-Pro:main quanhua92\$ javah -d jni -classpath ../../build/intermediates/classes/debug/ com. example. panorama.NativePanorama Quans-MacBook-Pro:main quanhua92\$

```
defaultConfig {
    applicationId "com.example. panorama"
    minSdkVersion 15
    targetSdkVersion 22
    versionCode 1
    versionName "1.0"
}
// begin NDK OPENCY
sourceSets.main {
    jni.srcDirs = [] //disable automatic ndk-build call
}
task ndkBuild(type: Exec,_description: 'Compile JNI source via NDK') {
    def rootDir = project, rootDir
        def localProperties = new File(rootDir, "local, properties")
        Properties properties = new Properties(l
        localProperties.withInputStream { instr }
            properties.load (instr)
        &
        def ndkDir = properties.getProperty('ndk.dir')
        if (OS. isFamily(OS.FAMILY WINDOWS)) {
            commandLine "$ndkDir\Jadk=build.cmd",
                WDK PROJECT PATH=build/intermediates/ndk'e
                'NDK LIBS OUT=src/main/inilibs',
                APP BUTLD SCRIP=src/main/ini/Android,mk'e
                NDK APPLICATION MK=Src/main/ini/Application.mk!
        l else {
            commandLine "$ndkDir/ndk-build"e
                NDK PROJECT PATH=build/intermediates/ndk'e
                WDNK LTBS ouT=src/main/inilibs'e
                APP BUILD SCRIPT=src/main/ini/Android_mk
                'NDK APPLICATION MK=Src/main/ini/ADplicationamk'
        m
    k
    tasks.withType(JavaCompile) {
        compileTask -> compileTask.dependsOn ndkBuild
    }
    //end
    buildTypes {
        release {
```




Chapter 5



## positives.txt $\times$

1 /home/usr/data/image1.png
2 /home/usr/data/image2.png
3 ...
4 /home/usr/data/imageN.png


```
    positive_annotations.txt x
    /home/usr/data/image1.png 6 43 90 111 96 43 189 110 96 57 289 111 99 231 321
    102 108 230 209 100 91 223 101 101 93
    /home/usr/data/image2.png 8 98 129 89 93 95 274 102 96 197 196 92 95 220 87
    90}888311158102 109 394 82 102 102 423 239 94 109
    281 293 107 91
    ...
    /home/usr/data/imageN.png 6 138 20 148 129
    |
```

```
Usage: opencv_traincascade
    -data <cascade_dir_name>
    -vec <vec_file_name>
    -bg <background_file_name>
    [-numPos <number_of_positive_samples = 2000>]
    [-numNeg <number_of_negative_samples = 1000>]
    [-numStages <number_of_stages = 20>]
    [-precalcValBufSize <precalculated_vals_buffer_size_in_Mb = 256>]
    [-precalcIdxBufSize <precalculated_idxs_buffer_size_in_Mb = 256>]
    [-baseFormatSave]
--cascadeParams--
    [-stageType <BOOST(default)>]
    [-featureType <{HAAR(default), LBP, HOG}>]
    [-w <sampleWidth = 24>]
    [-h <sampleHeight = 24>]
    -boostParams--
    [-bt <{DAB, RAB, LB, GAB(default)}>]
    [-minHitRate <min_hit_rate> = 0.995>]
    [-maxFalseAlarmRate <max_false_alarm_rate = 0.5>]
    [-weightTrimRate <weight_trim_rate = 0.95>]
    [-maxDepth <max_depth_of_weak_tree = 1>]
    [-maxWeakCount <max_weak_tree_count = 100>]
-haarFeatureParams--
    [-mode <BASIC(default) | CORE | ALL
-lbpFeatureParams--
HOGFeatureParams--
```

input
window




9x9 block based LBP feature used for building weak classifier






Bcoordinates.txt 区

| 1 | 0.617763 | 0.997093 | -5 |
| :--- | :--- | :--- | :--- |
| 2 | 0.617763 | 0.997093 | -4.9 |
| 3 | 0.617763 | 0.997093 | -4.8 |
| 4 | 0.617763 | 0.997093 | -4.7 |
| 5 | 0.617763 | 0.997093 | -4.6 |
| 6 | 0.617763 | 0.997093 | -4.5 |
| 7 | 0.617763 | 0.997093 | -4.4 |
| 8 | 0.617763 | 0.997093 | -4.3 |
| 9 | 0.617763 | 0.997093 | -4.2 |
| 10 | 0.617763 | 0.997093 | -4.1 |
| 11 | 0.617763 | 0.997093 | -4 |
| 12 | 0.618008 | 0.997081 | -3.9 |
| 13 | 0.618008 | 0.997081 | -3.8 |
| 14 | 0.619882 | 0.996987 | -3.7 |




| * - ( ) sample |
| :---: |
| CPU PROCESSING - each time 10 images processe |
| Image dimensions $=\left[\begin{array}{lll}4000 & 2000\end{array}\right]$ <br> Measurement - division by 2: time $=12.517$ seconds <br> Image dimensions = [2666 1333] <br> Measurement - division by 3 t time $=5.79939$ seconds <br> Image dimensions = [2000 1000] <br> Measurement - division by 4: time $=3.47494$ seconds <br> Image dimensions $=$ [1600 800] <br> Measurement - division by 5: time $=2.26352$ seconds |
| GPU PROCESSING - each time 10 images processed |
| Image dimensions $=[40002000]$ <br> Measurement - division by $2 \ddagger$ time $=19,9184$ seconds <br> Image dimensions = [2666 1333] <br> Measurement - division by 3: time $=9.18187$ seconds <br> Image dimensions = [2000 1000] <br> Measurement - division by 4: time $=4.31584$ seconds <br> Image dimensions = [1600 800] <br> Measurement - division by 5 t time $=2.87771$ seconds |
| Process returned $0(0 \times 0)$ execution time $\ddagger 61,211 \mathrm{~s}$ Press ENTER to continue. |

CPU-GPU PROCESSING on the original, 10 times
CPU Measurement - [8000 4000 ] pixels $\ddagger$ time $=21.446$ seconds
GFU Measurement - [8000x4000] pixels $\ddagger$ time $=70,4371$ seconds


## Chapter 6







Total correct: $77 /$ Total wrong: 3

× - input versus binary


$\otimes$ © temp2

temp


$$
9_{6}^{9}
$$

舞
©


Current matching score $=5539$


## * - original versus blacked pupil



## * - original versus blacked pupil



*     - outer region iris





## Chapter 7







activity_recorder.xml


