

# Computer Vision System Toolbox™

Reference

**R2012b**

**MATLAB®**

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*Computer Vision System Toolbox™ Reference*

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# Block Reference

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Analysis & Enhancement (p. 1-2)	Analyze or enhance images or video
Conversions (p. 1-3)	Perform conversion operations such as color space conversion
Filtering (p. 1-4)	Filter images or video
Geometric Transformations (p. 1-5)	Manipulate size, shape, and orientation of images or video
Morphological Operations (p. 1-6)	Perform morphological operations such as erosion and dilation
Sinks (p. 1-7)	Export or display images or video
Sources (p. 1-8)	Import images or video into Simulink
Statistics (p. 1-9)	Perform statistical operations on images or video
Text & Graphics (p. 1-10)	Annotate images or video
Transforms (p. 1-11)	Perform transform operations such as 2-D FFT and 2-D DCT
Utilities (p. 1-12)	Perform processing operations such as image padding and block processing

## **Analysis & Enhancement**

## Conversions

Autothreshold	Convert intensity image to binary image
Chroma Resampling	Downsample or upsample chrominance components of images
Color Space Conversion	Convert color information between color spaces
Demosaic	Demosaic Bayer's format images
Gamma Correction	Apply or remove gamma correction from images or video streams
Image Complement	Compute complement of pixel values in binary or intensity images
Image Data Type Conversion	Convert and scale input image to specified output data type

## **Filtering**

2-D Convolution

Compute 2-D discrete convolution of two input matrices

2-D FIR Filter

Perform 2-D FIR filtering on input matrix

Median Filter

Perform 2-D median filtering

## Geometric Transformations

Apply Geometric Transformation	Apply projective or affine transformation to an image
Estimate Geometric Transformation	Estimate geometric transformation from matching point pairs
Resize	Enlarge or shrink image sizes
Rotate	Rotate image by specified angle
Shear	Shift rows or columns of image by linearly varying offset
Translate	Translate image in 2-D plane using displacement vector

## **Morphological Operations**

Bottom-hat	Perform bottom-hat filtering on intensity or binary images
Closing	Perform morphological closing on binary or intensity images
Dilation	Find local maxima in binary or intensity image
Erosion	Find local minima in binary or intensity images
Label	Label connected components in binary images
Opening	Perform morphological opening on binary or intensity images
Top-hat	Perform top-hat filtering on intensity or binary images

## Sinks

Frame Rate Display	Calculate average update rate of input signal
To Multimedia File	Write video frames and audio samples to multimedia file
To Video Display	Display video data
Video To Workspace	Export video signal to MATLAB® workspace
Video Viewer	Display binary, intensity, or RGB images or video streams
Write Binary File	Write binary video data to files

## Sources

From Multimedia File

Read video frames and audio samples from compressed multimedia file

Image From File

Import image from image file

Image From Workspace

Import image from MATLAB workspace

Read Binary File

Read binary video data from files

Video From Workspace

Import video signal from MATLAB workspace

## Statistics

2-D Autocorrelation	Compute 2-D autocorrelation of input matrix
2-D Correlation	Compute 2-D cross-correlation of two input matrices
2-D Histogram	Generate histogram of input or sequence of inputs
2-D Maximum	Find maximum values in input or sequence of inputs
2-D Mean	Find mean value of each input matrix
2-D Median	Find 2-D Median value of each input matrix
2-D Minimum	Find minimum values in input or sequence of inputs
2-D Standard Deviation	Find standard deviation of each input matrix
2-D Variance	Compute variance of input or sequence of inputs
Blob Analysis	Compute statistics for labeled regions
Find Local Maxima	Find local maxima in matrices
PSNR	Compute peak signal-to-noise ratio (PSNR) between images

## **Text & Graphics**

## Transforms

2-D DCT	Compute 2-D discrete cosine transform (DCT)
2-D FFT	Compute two-dimensional fast Fourier transform of input
2-D FFT (To Be Removed)	Compute two-dimensional fast Fourier transform of input
2-D IDCT	Compute 2-D inverse discrete cosine transform (IDCT)
2-D IFFT	2-D Inverse fast Fourier transform of input
Gaussian Pyramid	Perform Gaussian pyramid decomposition
Hough Lines	Find Cartesian coordinates of lines described by rho and theta pairs
Hough Transform	Find lines in images

## Utilities

Block Processing

Repeat user-specified operation on submatrices of input matrix

Image Pad

Pad signal along its rows, columns, or both

# Blocks — Alphabetical List

---

## 2-D Autocorrelation

**Purpose** Compute 2-D autocorrelation of input matrix

**Library** Statistics  
visionstatistics

### Description



The 2-D Autocorrelation block computes the two-dimensional autocorrelation of the input matrix. Assume that input matrix  $A$  has dimensions  $(Ma, Na)$ . The equation for the two-dimensional discrete autocorrelation is

$$C(i, j) = \sum_{m=0}^{(Ma-1)-i} \sum_{n=0}^{(Na-1)-j} A(m, n) \cdot \text{conj}(A(m+i, n+j))$$

where  $0 \leq i < 2Ma - 1$  and  $0 \leq j < 2Na - 1$ .

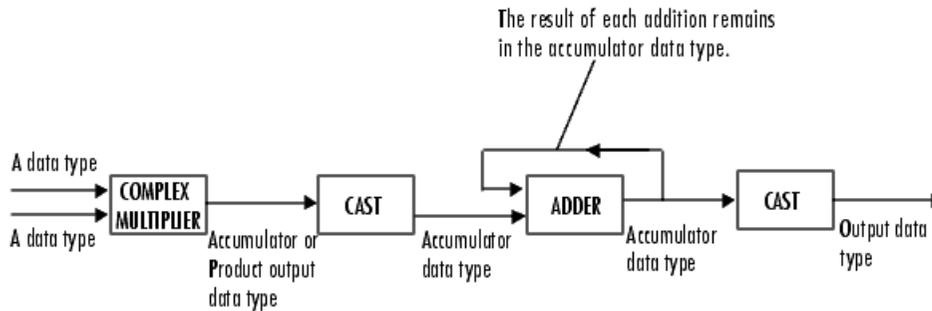
The output of this block has dimensions  $(2Ma - 1, 2Na - 1)$ .

Port	Input/Output	Supported Data Types	Complex Values Supported
Input	Vector or matrix of intensity values or a scalar, vector, or matrix that represents one plane of the RGB video stream	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• 8-, 16-, 32-bit signed integer</li> <li>• 8-, 16-, 32-bit unsigned integer</li> </ul>	Yes
Output	Autocorrelation of the input matrix	Same as Input port	Yes

If the data type of the input is floating point, the output of the block has the same data type.

## Fixed-Point Data Types

The following diagram shows the data types used in the 2-D Autocorrelation block for fixed-point signals.



You can set the product output, accumulator, and output data types in the block mask as discussed in “Dialog Box” on page 2-4.

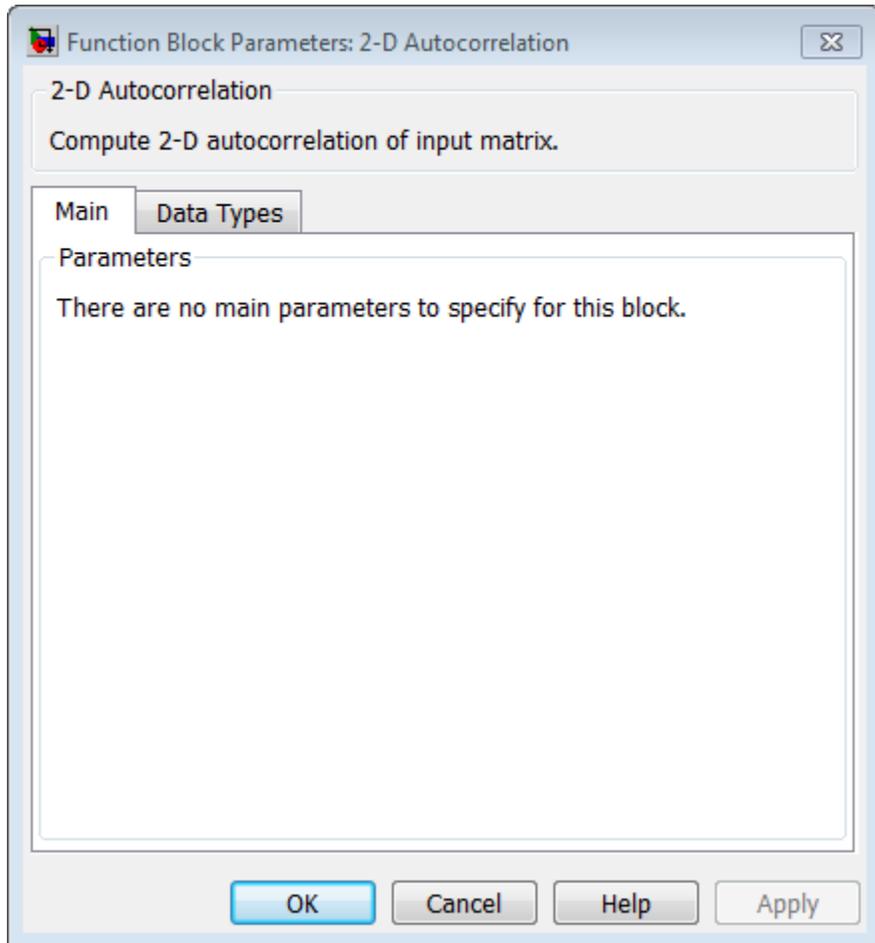
The output of the multiplier is in the product output data type if at least one of the inputs to the multiplier is real. If both of the inputs to the multiplier are complex, the result of the multiplication is in the accumulator data type. For details on the complex multiplication performed, refer to “Multiplication Data Types”.

## 2-D Autocorrelation

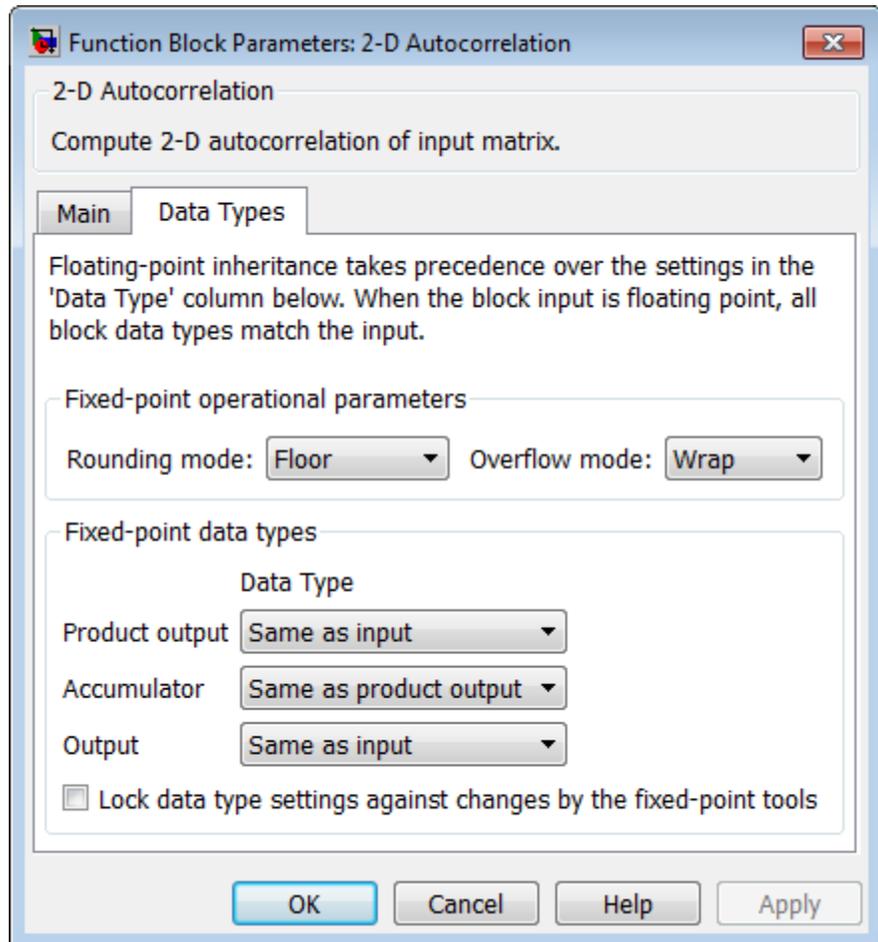
---

### Dialog Box

The **Main** pane of the 2-D Autocorrelation dialog box appears as shown in the following figure.



The **Data Types** pane of the 2-D Autocorrelation dialog box appears as shown in the following figure.



### **Rounding mode**

Select the “Rounding Modes” for fixed-point operations.

### **Overflow mode**

Select the Overflow mode for fixed-point operations.

## 2-D Autocorrelation

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### Product output

Specify the product output data type. See “Fixed-Point Data Types” on page 2-3 and “Multiplication Data Types” for illustrations depicting the use of the product output data type in this block:

- When you select `Same as input`, these characteristics match those of the input to the block.
- When you select `Binary point scaling`, you can enter the word length and the fraction length of the product output, in bits.
- When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the product output. The bias of all signals in the Computer Vision System Toolbox™ software is 0.

### Accumulator

Use this parameter to specify how to designate the accumulator word and fraction lengths. Refer to “Fixed-Point Data Types” on page 2-3 and “Multiplication Data Types” for illustrations depicting the use of the accumulator data type in this block. The accumulator data type is only used when both inputs to the multiplier are complex.

- When you select `Same as product output`, these characteristics match those of the product output.
- When you select `Same as input`, these characteristics match those of the input to the block.
- When you select `Binary point scaling`, you can enter the word length and the fraction length of the accumulator, in bits.
- When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the accumulator. The bias of all signals in the Computer Vision System Toolbox software is 0.

### Output

Choose how to specify the output word length and fraction length.

- When you select `Same as input`, these characteristics match those of the input to the block.
- When you select `Binary point scaling`, you can enter the word length and the fraction length of the output, in bits.
- When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the output. The bias of all signals in the Computer Vision System Toolbox software is 0.

### Lock data type settings against change by the fixed-point tools

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink® documentation.

### See Also

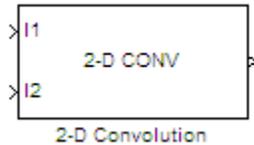
2-D Correlation	Computer Vision System Toolbox
2-D Histogram	Computer Vision System Toolbox
2-D Mean	Computer Vision System Toolbox
2-D Median	Computer Vision System Toolbox
2-D Standard Deviation	Computer Vision System Toolbox
2-D Variance	Computer Vision System Toolbox
2-D Maximum	Computer Vision System Toolbox
2-D Minimum	Computer Vision System Toolbox

# 2-D Convolution

**Purpose** Compute 2-D discrete convolution of two input matrices

**Library** Filtering  
visionfilter

## Description



The 2-D Convolution block computes the two-dimensional convolution of two input matrices. Assume that matrix A has dimensions  $(Ma, Na)$  and matrix B has dimensions  $(Mb, Nb)$ . When the block calculates the full output size, the equation for the 2-D discrete convolution is

$$C(i, j) = \sum_{m=0}^{(Ma-1)} \sum_{n=0}^{(Na-1)} A(m, n) * B(i - m, j - n)$$

where  $0 \leq i < Ma + Mb - 1$  and  $0 \leq j < Na + Nb - 1$ .

Port	Input/Output	Supported Data Types	Complex Values Supported
I1	Matrix of intensity values or a matrix that represents one plane of the RGB video stream	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• 8-, 16-, 32-bit signed integer</li><li>• 8-, 16-, 32-bit unsigned integer</li></ul>	Yes
I2	Matrix of intensity values or a matrix that	Same as I1 port	Yes

Port	Input/Output	Supported Data Types	Complex Values Supported
	represents one plane of the RGB video stream		
Output	Convolution of the input matrices	Same as I1 port	Yes

If the data type of the input is floating point, the output of the block has the same data type.

The dimensions of the output are dictated by the **Output size** parameter. Assume that the input at port I1 has dimensions  $(M_a, N_a)$  and the input at port I2 has dimensions  $(M_b, N_b)$ . If, for the **Output size** parameter, you choose **Full**, the output is the full two-dimensional convolution with dimensions  $(M_a+M_b-1, N_a+N_b-1)$ . If, for the **Output size** parameter, you choose **Same as input port I1**, the output is the central part of the convolution with the same dimensions as the input at port I1. If, for the **Output size** parameter, you choose **Valid**, the output is only those parts of the convolution that are computed without the zero-padded edges of any input. This output has dimensions  $(M_a-M_b+1, N_a-N_b+1)$ . However, if  $\text{all}(\text{size}(I1) < \text{size}(I2))$ , the block errors out.

If you select the **Output normalized convolution** check box, the block's output is divided by  $\sqrt{\text{sum}(\text{dot}(I1p, I1p)) * \text{sum}(\text{dot}(I2, I2))}$ , where I1p is the portion of the I1 matrix that aligns with the I2 matrix. See "Example 2" on page 2-12 for more information.

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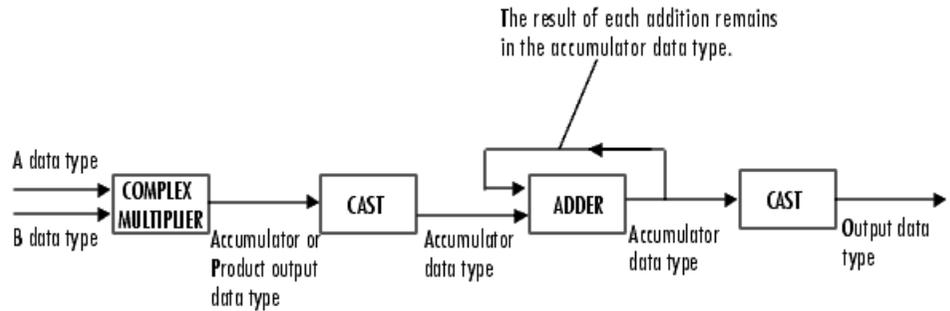
**Note** When you select the **Output normalized convolution** check box, the block input cannot be fixed point.

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### Fixed-Point Data Types

The following diagram shows the data types used in the 2-D Convolution block for fixed-point signals.

## 2-D Convolution



You can set the product output, accumulator, and output data types in the block mask as discussed in “Dialog Box” on page 2-15.

The output of the multiplier is in the product output data type if at least one of the inputs to the multiplier is real. If both of the inputs to the multiplier are complex, the result of the multiplication is in the accumulator data type. For details on the complex multiplication performed, refer to “Multiplication Data Types”.

### Examples

#### Example 1

Suppose  $I1$ , the first input matrix, has dimensions (4,3) and  $I2$ , the second input matrix, has dimensions (2,2). If, for the **Output size** parameter, you choose Full, the block uses the following equations to determine the number of rows and columns of the output matrix:

$$C_{\text{full\_rows}} = I1_{\text{rows}} + I2_{\text{rows}} - 1 = 5$$

$$C_{\text{full\_columns}} = I1_{\text{columns}} + I2_{\text{columns}} - 1 = 4$$

The resulting matrix is

$$C_{\text{full}} = \begin{bmatrix} c_{00} & c_{01} & c_{02} & c_{03} \\ c_{10} & c_{11} & c_{12} & c_{13} \\ c_{20} & c_{21} & c_{22} & c_{23} \\ c_{30} & c_{31} & c_{32} & c_{33} \\ c_{40} & c_{41} & c_{42} & c_{43} \end{bmatrix}$$

If, for the **Output size** parameter, you choose **Same** as input port I1, the output is the central part of  $C_{\text{full}}$  with the same dimensions as the input at port I1, (4,3). However, since a 4-by-3 matrix cannot be extracted from the exact center of  $C_{\text{full}}$ , the block leaves more rows and columns on the top and left side of the  $C_{\text{full}}$  matrix and outputs:

$$C_{\text{same}} = \begin{bmatrix} c_{11} & c_{12} & c_{13} \\ c_{21} & c_{22} & c_{23} \\ c_{31} & c_{32} & c_{33} \\ c_{41} & c_{42} & c_{43} \end{bmatrix}$$

If, for the **Output size** parameter, you choose **Valid**, the block uses the following equations to determine the number of rows and columns of the output matrix:

$$C_{\text{valid}_{\text{rows}}} = I1_{\text{rows}} - I2_{\text{rows}} + 1 = 3$$

## 2-D Convolution

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$$C_{\text{valid\_columns}} = I1_{\text{columns}} - I2_{\text{columns}} + 1 = 2$$

In this case, it is always possible to extract the exact center of  $C_{\text{full}}$ . Therefore, the block outputs

$$C_{\text{full}} = \begin{bmatrix} c_{11} & c_{12} \\ c_{21} & c_{22} \\ c_{31} & c_{32} \end{bmatrix}$$

### Example 2

In convolution, the value of an output element is computed as a weighted sum of neighboring elements.

For example, suppose the first input matrix represents an image and is defined as

$$I1 = \begin{bmatrix} 17 & 24 & 1 & 8 & 15 \\ 23 & 5 & 7 & 14 & 16 \\ 4 & 6 & 13 & 20 & 22 \\ 10 & 12 & 19 & 21 & 3 \\ 11 & 18 & 25 & 2 & 9 \end{bmatrix}$$

The second input matrix also represents an image and is defined as

$$I2 = \begin{bmatrix} 8 & 1 & 6 \\ 3 & 5 & 7 \\ 4 & 9 & 2 \end{bmatrix}$$

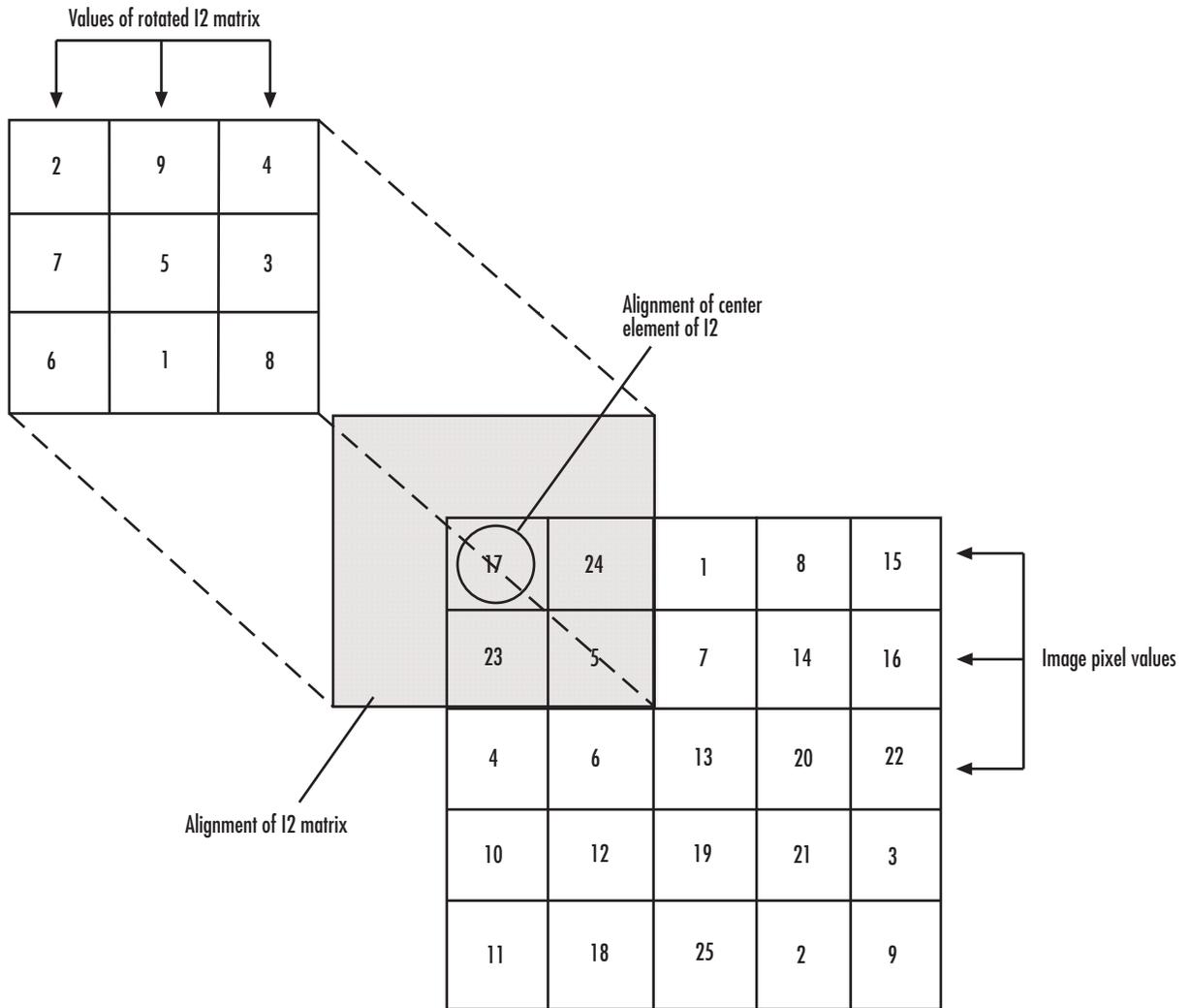
The following figure shows how to compute the (1,1) output element (zero-based indexing) using these steps:

- 1** Rotate the second input matrix, I2, 180 degrees about its center element.
- 2** Slide the center element of I2 so that it lies on top of the (0,0) element of I1.
- 3** Multiply each element of the rotated I2 matrix by the element of I1 underneath.
- 4** Sum the individual products from step 3.

Hence the (1,1) output element is

$$0 \cdot 2 + 0 \cdot 9 + 0 \cdot 4 + 0 \cdot 7 + 17 \cdot 5 + 24 \cdot 3 + 0 \cdot 6 + 23 \cdot 1 + 5 \cdot 8 = 220 .$$

# 2-D Convolution

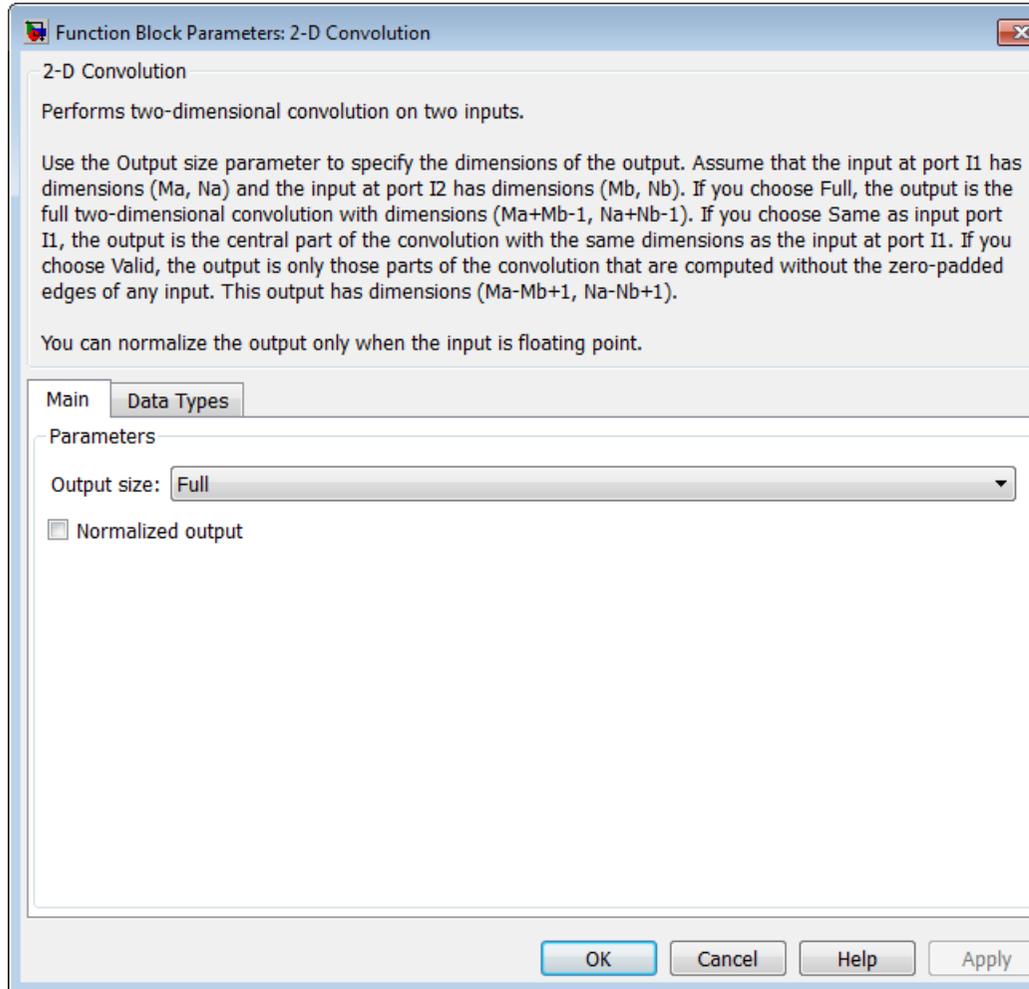


## Computing the (1,1) Output of Convolution

The normalized convolution of the (1,1) output element is  $220/\sqrt{\text{sum}(\text{dot}(I1p, I1p)) * \text{sum}(\text{dot}(I2, I2))} = 0.3459$ , where  $I1p = [0 \ 0 \ 0; 0 \ 17 \ 24; 0 \ 23 \ 5]$ .

## Dialog Box

The **Main** pane of the 2-D Convolution dialog box appears as shown in the following figure.



## 2-D Convolution

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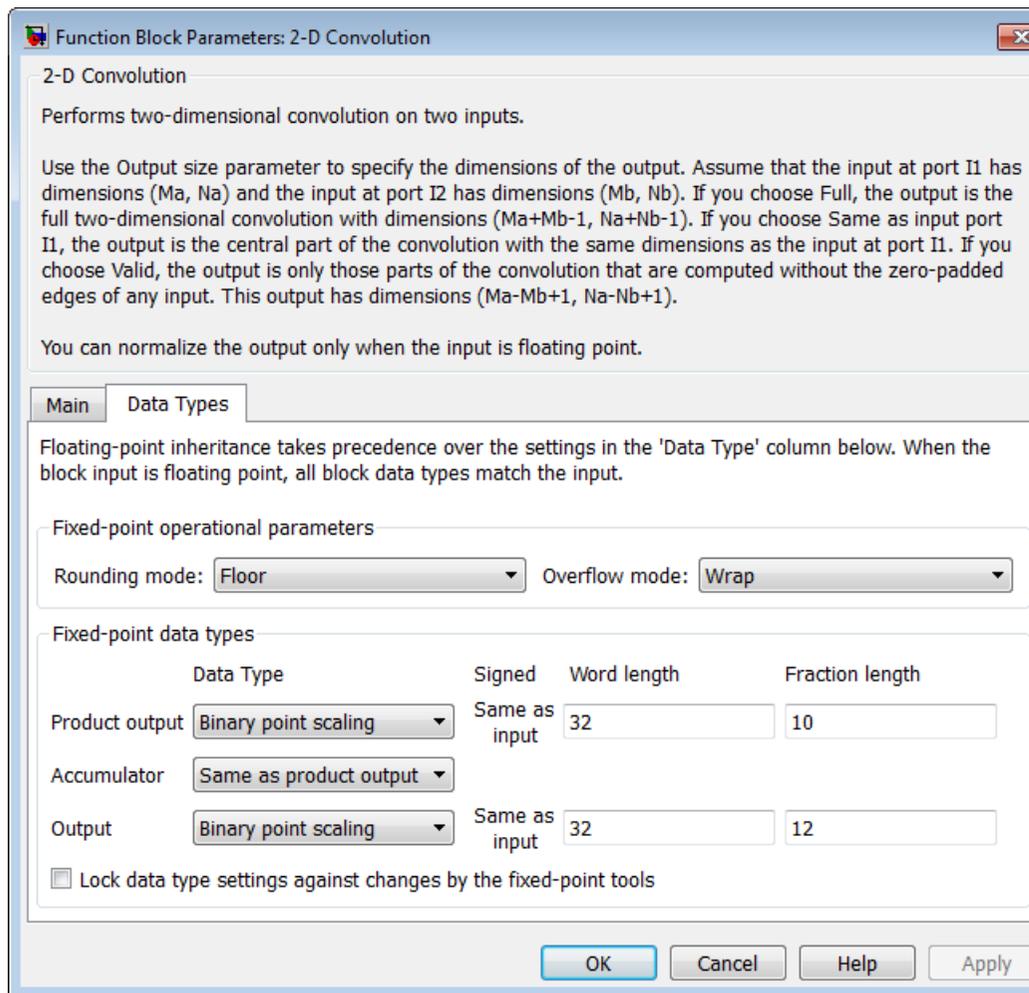
### Output size

This parameter controls the size of the output scalar, vector, or matrix produced as a result of the convolution between the two inputs. If you choose `Full`, the output has dimensions  $(Ma+Mb-1, Na+Nb-1)$ . If you choose `Same as input port I1`, the output has the same dimensions as the input at port I1. If you choose `Valid`, output has dimensions  $(Ma-Mb+1, Na-Nb+1)$ .

### Output normalized convolution

If you select this check box, the block's output is normalized.

The **Data Types** pane of the 2-D Convolution dialog box appears as shown in the following figure.



## Rounding mode

Select the rounding mode for fixed-point operations.

## Overflow mode

Select the Overflow mode for fixed-point operations.

## 2-D Convolution

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### Product output

Use this parameter to specify how to designate the product output word and fraction lengths. Refer to “Fixed-Point Data Types” on page 2-9 and “Multiplication Data Types” for illustrations depicting the use of the product output data type in this block:

- When you select `Same as first input`, these characteristics match those of the first input to the block.
- When you select `Binary point scaling`, you can enter the word length and the fraction length of the product output, in bits.
- When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the product output. The bias of all signals in the Computer Vision System Toolbox software is 0.

The Product Output inherits its sign according to the inputs. If either or both input **I1** and **I2** are signed, the Product Output will be signed. Otherwise, the Product Output is unsigned. The following table shows all cases.

Sign of Input I1	Sign of Input I2	Sign of Product Output
unsigned	unsigned	unsigned
unsigned	signed	signed
signed	unsigned	signed
signed	signed	signed

### Accumulator

Use this parameter to specify how to designate the accumulator word and fraction lengths. Refer to “Fixed-Point Data Types” on page 2-9 and “Multiplication Data Types” for illustrations depicting the use of the accumulator data type in this block. The accumulator data type is only used when both inputs to the multiplier are complex:

- When you select **Same as product output**, these characteristics match those of the product output.
- When you select **Same as first input**, these characteristics match those of the first input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the accumulator, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the accumulator. The bias of all signals in the Computer Vision System Toolbox software is 0.

### Output

Choose how to specify the word length and fraction length of the output of the block:

- When you select **Same as first input**, these characteristics match those of the first input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the output. The bias of all signals in the Computer Vision System Toolbox software is 0.

### Lock data type settings against change by the fixed-point tools

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

### See Also

2-D FIR Filter

Computer Vision System Toolbox software

# 2-D Correlation

**Purpose** Compute 2-D cross-correlation of two input matrices

**Library** Statistics  
visionstatistics

**Description**



The 2-D Correlation block computes the two-dimensional cross-correlation of two input matrices. Assume that matrix A has dimensions  $(Ma, Na)$  and matrix B has dimensions  $(Mb, Nb)$ . When the block calculates the full output size, the equation for the two-dimensional discrete cross-correlation is

$$C(i, j) = \sum_{m=0}^{(Ma-1)} \sum_{n=0}^{(Na-1)} A(m, n) \cdot \text{conj}(B(m + i, n + j))$$

where  $0 \leq i < Ma + Mb - 1$  and  $0 \leq j < Na + Nb - 1$ .

Port	Input/Output	Supported Data Types	Complex Values Supported
I1	Vector or matrix of intensity values	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• 8-, 16-, 32-bit signed integer</li> <li>• 8-, 16-, 32-bit unsigned integer</li> </ul>	Yes
I2	Scalar, vector, or matrix of intensity values or a scalar, vector, or matrix that represents one plane of the RGB video stream	Same as I1 port	Yes
Output	Convolution of the input matrices	Same as I1 port	Yes

If the data type of the input is floating point, the output of the block is the same data type.

The dimensions of the output are dictated by the **Output size** parameter and the sizes of the inputs at ports I1 and I2. For example, assume that the input at port I1 has dimensions  $(M_a, N_a)$  and the input at port I2 has dimensions  $(M_b, N_b)$ . If, for the **Output size** parameter, you choose **Full**, the output is the full two-dimensional cross-correlation with dimensions  $(M_a+M_b-1, N_a+N_b-1)$ . If, for the **Output size** parameter, you choose **Same as input port I1**, the output is the central part of the cross-correlation with the same dimensions as the input at port I1. If, for the **Output size** parameter, you choose **Valid**, the output is only those parts of the cross-correlation that are computed without the zero-padded edges of any input. This output has dimensions  $(M_a-M_b+1, N_a-N_b+1)$ . However, if  $\text{all}(\text{size}(I1) < \text{size}(I2))$ , the block errors out.

If you select the **Normalized output** check box, the block's output is divided by  $\sqrt{\text{sum}(\text{dot}(I1p, I1p)) * \text{sum}(\text{dot}(I2, I2))}$ , where  $I1p$  is the portion of the I1 matrix that aligns with the I2 matrix. See “Example 2” on page 2-24 for more information.

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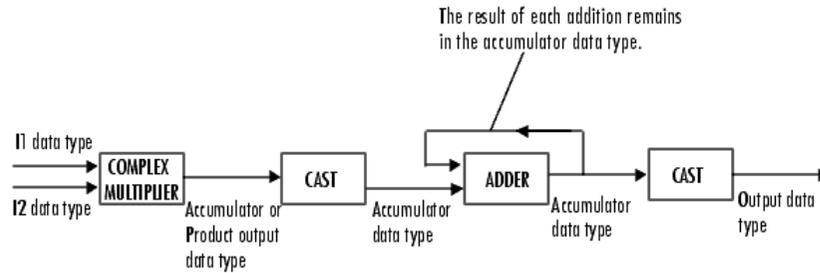
**Note** When you select the **Normalized output** check box, the block input cannot be fixed point.

---

### Fixed-Point Data Types

The following diagram shows the data types used in the 2-D Correlation block for fixed-point signals.

## 2-D Correlation



You can set the product output, accumulator, and output data types in the block mask as discussed in “Dialog Box” on page 2-27.

The output of the multiplier is in the product output data type if at least one of the inputs to the multiplier is real. If both of the inputs to the multiplier are complex, the result of the multiplication is in the accumulator data type. For details on the complex multiplication performed, refer to “Multiplication Data Types”.

### Examples

#### Example 1

Suppose  $I1$ , the first input matrix, has dimensions (4,3).  $I2$ , the second input matrix, has dimensions (2,2). If, for the **Output size** parameter, you choose **Full**, the block uses the following equations to determine the number of rows and columns of the output matrix:

$$C_{\text{full}_{\text{rows}}} = I1_{\text{rows}} + I2_{\text{rows}} - 1 = 4 + 2 - 1 = 5$$

$$C_{\text{full}_{\text{columns}}} = I1_{\text{columns}} + I2_{\text{columns}} - 1 = 3 + 2 - 1 = 4$$

The resulting matrix is

$$C_{\text{full}} = \begin{bmatrix} c_{00} & c_{01} & c_{02} & c_{03} \\ c_{10} & c_{11} & c_{12} & c_{13} \\ c_{20} & c_{21} & c_{22} & c_{23} \\ c_{30} & c_{31} & c_{32} & c_{33} \\ c_{40} & c_{41} & c_{42} & c_{43} \end{bmatrix}$$

If, for the **Output size** parameter, you choose **Same** as input port I1, the output is the central part of  $C_{\text{full}}$  with the same dimensions as the input at port I1, (4,3). However, since a 4-by-3 matrix cannot be extracted from the exact center of  $C_{\text{full}}$ , the block leaves more rows and columns on the top and left side of the  $C_{\text{full}}$  matrix and outputs:

$$C_{\text{same}} = \begin{bmatrix} c_{11} & c_{12} & c_{13} \\ c_{21} & c_{22} & c_{23} \\ c_{31} & c_{32} & c_{33} \\ c_{41} & c_{42} & c_{43} \end{bmatrix}$$

If, for the **Output size** parameter, you choose **Valid**, the block uses the following equations to determine the number of rows and columns of the output matrix:

$$C_{\text{valid}_{\text{rows}}} = I1_{\text{rows}} - I2_{\text{rows}} + 1 = 3$$

$$C_{\text{valid}_{\text{columns}}} = I1_{\text{columns}} - I2_{\text{columns}} + 1 = 2$$

## 2-D Correlation

---

In this case, it is always possible to extract the exact center of  $C_{full}$ . Therefore, the block outputs

$$C_{full} = \begin{bmatrix} c_{11} & c_{12} \\ c_{21} & c_{22} \\ c_{31} & c_{32} \end{bmatrix}$$

### Example 2

In cross-correlation, the value of an output element is computed as a weighted sum of neighboring elements.

For example, suppose the first input matrix represents an image and is defined as

$$I1 = \begin{bmatrix} 17 & 24 & 1 & 8 & 15 \\ 23 & 5 & 7 & 14 & 16 \\ 4 & 6 & 13 & 20 & 22 \\ 10 & 12 & 19 & 21 & 3 \\ 11 & 18 & 25 & 2 & 9 \end{bmatrix}$$

The second input matrix also represents an image and is defined as

$$I2 = \begin{bmatrix} 8 & 1 & 6 \\ 3 & 5 & 7 \\ 4 & 9 & 2 \end{bmatrix}$$

The following figure shows how to compute the (2,4) output element (zero-based indexing) using these steps:

- 1 Slide the center element of I2 so that lies on top of the (1,3) element of I1.

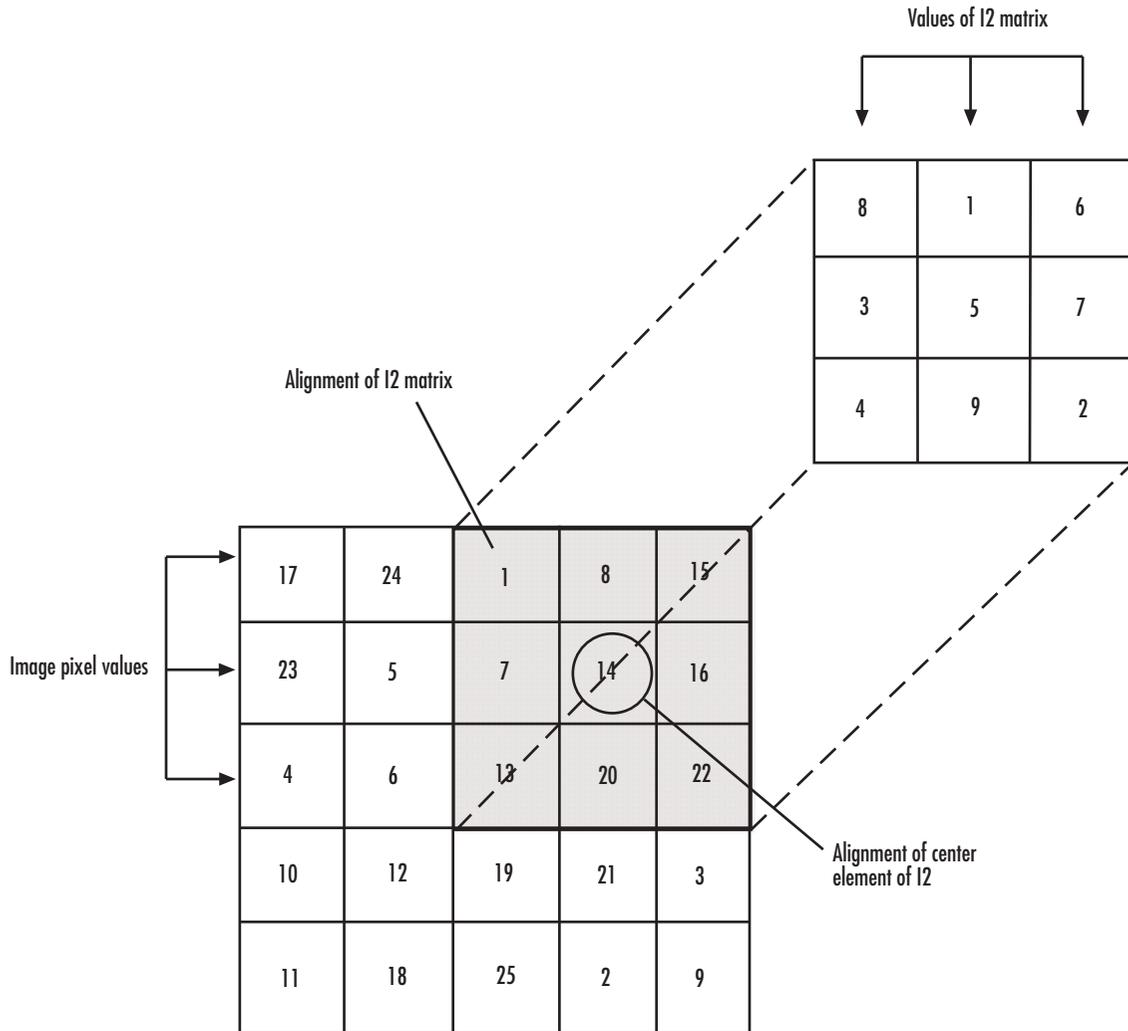
**2** Multiply each weight in I2 by the element of I1 underneath.

**3** Sum the individual products from step 2.

The (2,4) output element from the cross-correlation is

$$1 \cdot 8 + 8 \cdot 1 + 15 \cdot 6 + 7 \cdot 3 + 14 \cdot 5 + 16 \cdot 7 + 13 \cdot 4 + 20 \cdot 9 + 22 \cdot 2 = 585 .$$

# 2-D Correlation



**Computing the (2,4) Output of Cross-Correlation**

The normalized cross-correlation of the (2,4) output element is  $585/\sqrt{\text{sum}(\text{dot}(I1p, I1p)) * \text{sum}(\text{dot}(I2, I2))} = 0.8070$ , where  $I1p = [1 \ 8 \ 15; 7 \ 14 \ 16; 13 \ 20 \ 22]$ .

### Dialog Box

The **Main** pane of the 2-D Correlation dialog box appears as shown in the following figure.

#### Output size

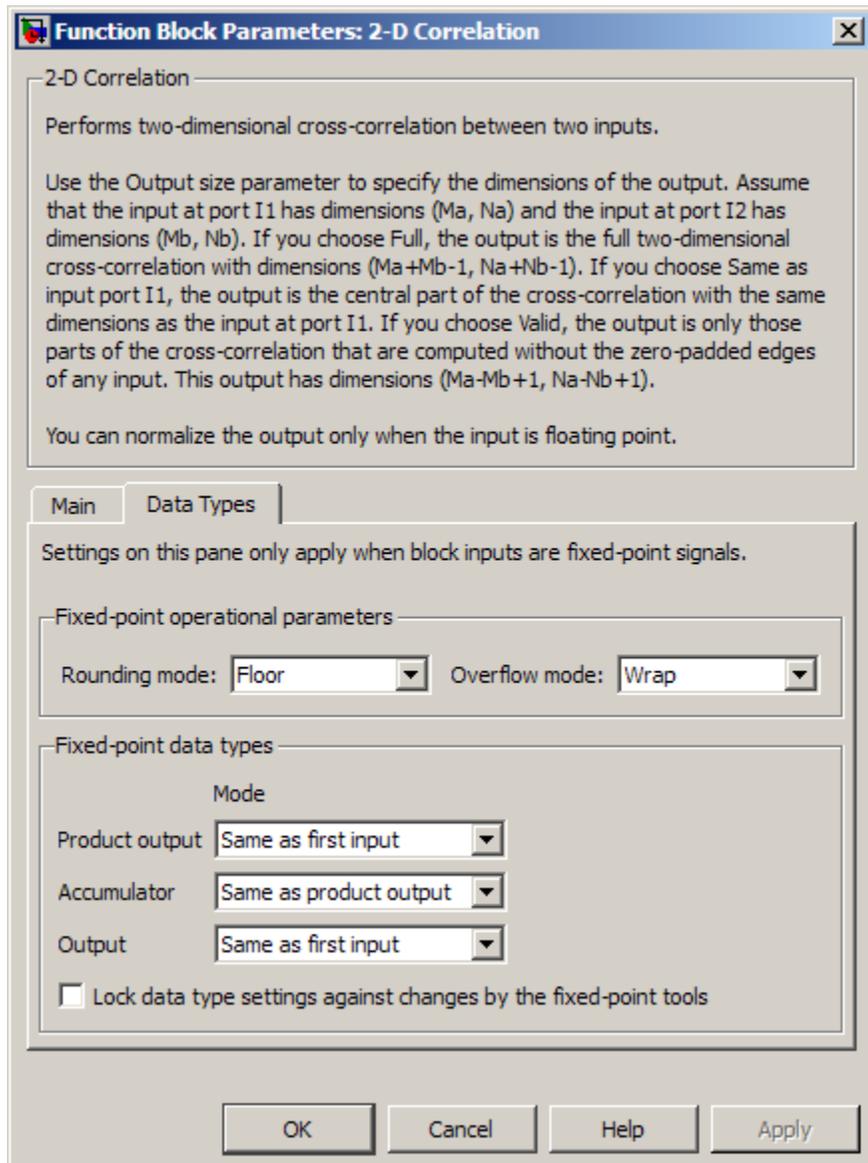
This parameter controls the size of the output scalar, vector, or matrix produced as a result of the cross-correlation between the two inputs. If you choose **Full**, the output has dimensions  $(Ma+Mb-1, Na+Nb-1)$ . If you choose **Same** as input port I1, the output has the same dimensions as the input at port I1. If you choose **Valid**, output has dimensions  $(Ma-Mb+1, Na-Nb+1)$ .

#### Normalized output

If you select this check box, the block's output is normalized.

The **Data Types** pane of the 2-D Correlation dialog box appears as shown in the following figure.

## 2-D Correlation



### Rounding mode

Select the “Rounding Modes” for fixed-point operations.

### Overflow mode

Select the Overflow mode for fixed-point operations.

### Product output

Specify the product output data type. See “Fixed-Point Data Types” on page 2-21 and “Multiplication Data Types” for illustrations depicting the use of the product output data type in this block:

- When you select `Same as first input`, these characteristics match those of the first input to the block.
- When you select `Binary point scaling`, you can enter the word length and the fraction length of the product output, in bits.
- When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the product output. The bias of all signals in the Computer Vision System Toolbox software is 0.

The Product Output inherits its sign according to the inputs. If either or both input **I1** and **I2** are signed, the Product Output will be signed. Otherwise, the Product Output is unsigned. The table below show all cases.

Sign of Input I1	Sign of Input I2	Sign of Product Output
unsigned	unsigned	unsigned
unsigned	signed	signed
signed	unsigned	signed
signed	signed	signed

## 2-D Correlation

---

### Accumulator

Use this parameter to specify how to designate the accumulator word and fraction lengths. Refer to “Fixed-Point Data Types” on page 2-21 and “Multiplication Data Types” for illustrations depicting the use of the accumulator data type in this block. The accumulator data type is only used when both inputs to the multiplier are complex:

- When you select **Same as product output**, these characteristics match those of the product output.
- When you select **Same as first input**, these characteristics match those of the first input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the accumulator, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the accumulator. The bias of all signals in the Computer Vision System Toolbox software is 0.

### Output

Choose how to specify the word length and fraction length of the output of the block:

- When you select **Same as first input**, these characteristics match those of the first input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the output. The bias of all signals in the Computer Vision System Toolbox software is 0.

### Lock data type settings against change by the fixed-point tools

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

### See Also

2-D Autocorrelation	Computer Vision System Toolbox
2-D Histogram	Computer Vision System Toolbox
2-D Mean	Computer Vision System Toolbox
2-D Median	Computer Vision System Toolbox
2-D Standard Deviation	Computer Vision System Toolbox
2-D Variance	Computer Vision System Toolbox
2-D Maximum	Computer Vision System Toolbox
2-D Minimum	Computer Vision System Toolbox

## 2-D DCT

**Purpose** Compute 2-D discrete cosine transform (DCT)

**Library** Transforms  
visiontransforms

### Description



The 2-D DCT block calculates the two-dimensional discrete cosine transform of the input signal. The equation for the two-dimensional DCT is

$$F(m, n) = \frac{2}{\sqrt{MN}} C(m)C(n) \sum_{x=0}^{M-1} \sum_{y=0}^{N-1} f(x, y) \cos \frac{(2x+1)m\pi}{2M} \cos \frac{(2y+1)n\pi}{2N}$$

where  $C(m), C(n) = 1/\sqrt{2}$  for  $m, n = 0$  and  $C(m), C(n) = 1$  otherwise.

The number of rows and columns of the input signal must be powers of two. The output of this block has dimensions the same dimensions as the input.

Port	Input/Output	Supported Data Types	Complex Values Supported
Input	Vector or matrix of intensity values	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• 8-, 16-, 32-bit signed integer</li> <li>• 8-, 16-, 32-bit unsigned integer</li> </ul>	No
Output	2-D DCT of the input	Same as Input port	No

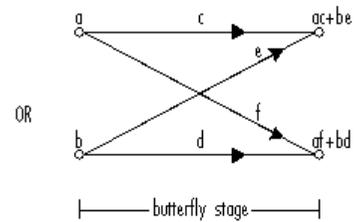
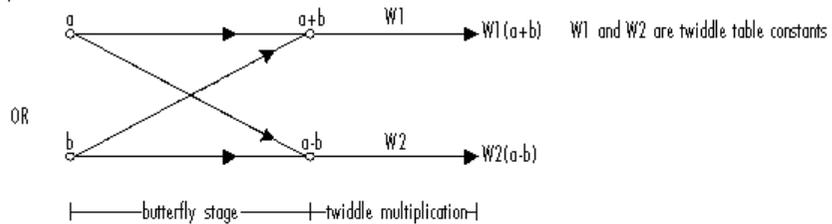
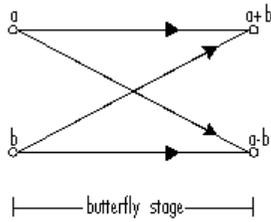
If the data type of the input signal is floating point, the output of the block is the same data type.

Use the **Sine and cosine computation** parameter to specify how the block computes the sine and cosine terms in the DCT algorithm. If you select `Trigonometric fcn`, the block computes the sine and cosine values during the simulation. If you select `Table lookup`, the block computes and stores the trigonometric values before the simulation starts. In this case, the block requires extra memory.

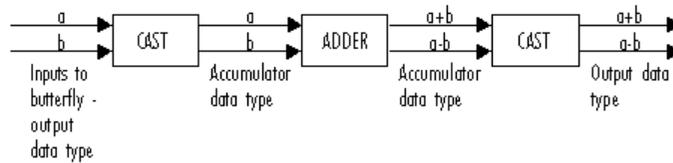
### **Fixed-Point Data Types**

The following diagram shows the data types used in the 2-D DCT block for fixed-point signals. Inputs are first cast to the output data type and stored in the output buffer. Each butterfly stage processes signals in the accumulator data type, with the final output of the butterfly being cast back into the output data type.

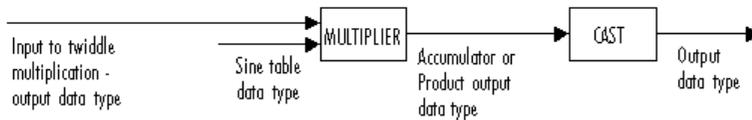
# 2-D DCT



## Butterfly Stage Data Types



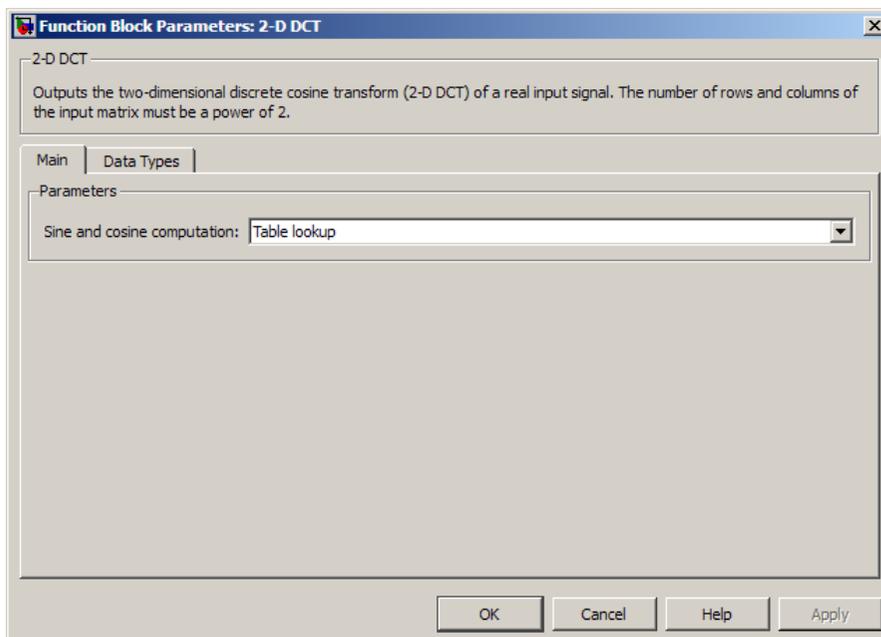
## Twiddle Multiplication Data Types



The output of the multiplier is in the product output data type when at least one of the inputs to the multiplier is real. When both inputs to the multiplier are complex, the result of the multiplication is in the accumulator data type. For details on the complex multiplication performed, refer to “Multiplication Data Types”. You can set the sine table, product output, accumulator, and output data types in the block mask as discussed in the next section.

## Dialog Box

The **Main** pane of the 2-D DCT dialog box appears as shown in the following figure.



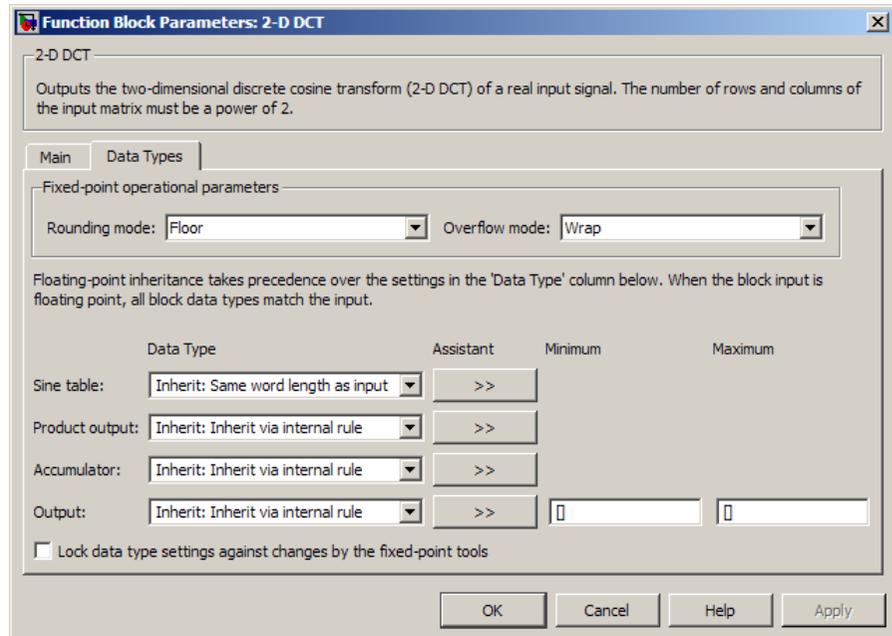
### Sine and cosine computation

Specify how the block computes the sine and cosine terms in the DCT algorithm. If you select *Trigonometric fcn*, the block computes the sine and cosine values during the simulation. If you select *Table lookup*, the block computes and stores the

## 2-D DCT

trigonometric values before the simulation starts. In this case, the block requires extra memory.

The **Data Types** pane of the 2-D DCT dialog box appears as shown in the following figure.



### Rounding mode

Select the “Rounding Modes” for fixed-point operations. The sine table values do not obey this parameter; they always round to Nearest.

### Overflow mode

Select the Overflow mode for fixed-point operations. The sine table values do not obey this parameter; instead, they are always saturated.

### Sine table data type

Choose how you specify the word length of the values of the sine table. The fraction length of the sine table values always equals the word length minus one. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Same word length as input`
- An expression that evaluates to a valid data type, for example, `fixdt(1,16)`

The sine table values do not obey the **Rounding mode** and **Overflow mode** parameters; instead, they are always saturated and rounded to Nearest.

### Product output data type

Specify the product output data type. See “Fixed-Point Data Types” on page 2-33 and “Multiplication Data Types” for illustrations depicting the use of the product output data type in this block. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Inherit via internal rule`
- An expression that evaluates to a valid data type, for example, `fixdt(1,16,0)`

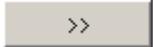
Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Product output data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

### Accumulator data type

Specify the accumulator data type. See “Fixed-Point Data Types” on page 2-33 for illustrations depicting the use of the accumulator data type in this block. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Inherit via internal rule`
- An expression that evaluates to a valid data type, for example, `fixdt(1,16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Accumulator data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

### Output data type

Specify the output data type. See “Fixed-Point Data Types” on page 2-33 for illustrations depicting the use of the output data type in this block. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Inherit via internal rule`.

When you select `Inherit: Inherit via internal rule`, the block calculates the output word length and fraction length automatically. The internal rule first calculates an ideal output word length and fraction length using the following equations:

$$WL_{ideal\ output} = WL_{input} + \text{floor}(\log_2(DCT\ length - 1)) + 1$$

$$FL_{ideal\ output} = FL_{input}$$

Using these ideal results, the internal rule then selects word lengths and fraction lengths that are appropriate for your hardware. For more information, see “Inherit via Internal Rule”.

- An expression that evaluates to a valid data type, for example, `fixdt(1,16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Output data type** parameter.

See “Specify Block Output Data Types” in *Simulink User’s Guide* for more information.

#### **Lock scaling against changes by the autoscaling tool**

Select this parameter to prevent any fixed-point scaling you specify in this block mask from being overridden by the autoscaling tool in the Fixed-Point Tool. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

#### **Lock data type settings against change by the fixed-point tools**

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## **References**

- [1] Chen, W.H, C.H. Smith, and S.C. Fralick, “A fast computational algorithm for the discrete cosine transform,” *IEEE Trans. Commun.*, vol. COM-25, pp. 1004-1009. 1977.
- [2] Wang, Z. “Fast algorithms for the discrete W transform and for the discrete Fourier transform,” *IEEE Trans. Acoust., Speech, Signal Processing*, vol. ASSP-32, pp. 803-816, Aug. 1984.

## **See Also**

2-D IDCT	Computer Vision System Toolbox software
2-D FFT	Computer Vision System Toolbox software
2-D IFFT	Computer Vision System Toolbox software

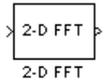
## 2-D FFT

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**Purpose** Compute two-dimensional fast Fourier transform of input

**Library** Transforms  
visiontransforms

### Description



The 2-D FFT block computes the fast Fourier transform (FFT). The block does the computation of a two-dimensional  $M$ -by- $N$  input matrix in two steps. First it computes the one-dimensional FFT along one dimension (row or column). Then it computes the FFT of the output of the first step along the other dimension (column or row).

The output of the 2-D FFT block is equivalent to the MATLAB `fft2` function:

```
y = fft2(A) % Equivalent MATLAB code
```

Computing the FFT of each dimension of the input matrix is equivalent to calculating the two-dimensional discrete Fourier transform (DFT), which is defined by the following equation:

$$F(m,n) = \sum_{x=0}^{M-1} \sum_{y=0}^{N-1} f(x,y) e^{-j\frac{2\pi mx}{M}} e^{-j\frac{2\pi ny}{N}}$$

where  $0 \leq m \leq M-1$  and  $0 \leq n \leq N-1$ .

The output of this block has the same dimensions as the input. If the input signal has a floating-point data type, the data type of the output signal uses the same floating-point data type. Otherwise, the output can be any fixed-point data type. The block computes scaled and unscaled versions of the FFT.

The input to this block can be floating-point or fixed-point, real or complex, and conjugate symmetric. The block uses one of two possible FFT implementations. You can select an implementation based on the FFTW library [1], [2], or an implementation based on a collection of Radix-2 algorithms. You can select Auto to allow the block to choose the implementation.

### Port Description

Port	Description	Supported Data Types	Complex Values Supported
Input	Vector or matrix of intensity values	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• 8-, 16-, 32-bit signed integer</li> <li>• 8-, 16-, 32-bit unsigned integer</li> </ul>	Yes
Output	2-D FFT of the input	Same as Input port	Yes

### FFTW Implementation

The FFTW implementation provides an optimized FFT calculation including support for power-of-two and non-power-of-two transform

lengths in both simulation and code generation. Generated code using the FFTW implementation will be restricted to those computers which are capable of running MATLAB. The input data type must be floating-point.

### Radix-2 Implementation

The Radix-2 implementation supports bit-reversed processing, fixed or floating-point data, and allows the block to provide portable C-code generation using the Simulink Coder. The dimensions of the input matrix,  $M$  and  $N$ , must be powers of two. To work with other input sizes, use the Image Pad block to pad or truncate these dimensions to powers of two, or if possible choose the FFTW implementation.

With Radix-2 selected, the block implements one or more of the following algorithms:

- Butterfly operation
- Double-signal algorithm
- Half-length algorithm
- Radix-2 decimation-in-time (DIT) algorithm
- Radix-2 decimation-in-frequency (DIF) algorithm

### Radix-2 Algorithms for Real or Complex Input Complexity Floating-Point Signals

Other Parameter Settings	Algorithms Used for IFFT Computation
<input type="checkbox"/> Input is in bit-reversed order <input type="checkbox"/> Input is conjugate symmetric	Butterfly operation and radix-2 DIT
<input checked="" type="checkbox"/> Input is in bit-reversed order <input type="checkbox"/> Input is conjugate symmetric	Radix-2 DIF

Other Parameter Settings	Algorithms Used for IFFT Computation
<input type="checkbox"/> Input is in bit-reversed order <input checked="" type="checkbox"/> Input is conjugate symmetric	Butterfly operation and radix-2 DIT in conjunction with the half-length and double-signal algorithms
<input checked="" type="checkbox"/> Input is in bit-reversed order <input checked="" type="checkbox"/> Input is conjugate symmetric	Radix-2 DIF in conjunction with the half-length and double-signal algorithms

### Radix-2 Algorithms for Real or Complex Input Complexity Fixed-Point Signals

Other Parameter Settings	Algorithms Used for IFFT Computation
<input type="checkbox"/> Input is in bit-reversed order <input type="checkbox"/> Input is conjugate symmetric	Butterfly operation and radix-2 DIT
<input checked="" type="checkbox"/> Input is in bit-reversed order <input type="checkbox"/> Input is conjugate symmetric	Radix-2 DIF

**Note** The **Input is conjugate symmetric** parameter cannot be used for fixed-point signals.

### Radix-2 Optimization for the Table of Trigonometric Values

In certain situations, the block's Radix-2 algorithm computes all the possible trigonometric values of the twiddle factor

$$e^{j\frac{2\pi k}{K}}$$

where  $K$  is the greater value of either  $M$  or  $N$  and  $k = 0, \dots, K - 1$ . The block stores these values in a table and retrieves them during simulation. The number of table entries for fixed-point and floating-point is summarized in the following table:

## 2-D FFT

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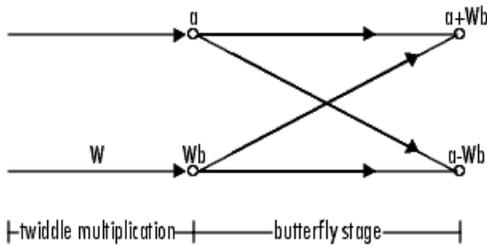
Number of Table Entries for N-Point FFT	
floating-point	$3 N/4$
fixed-point	$N$

### Fixed-Point Data Types

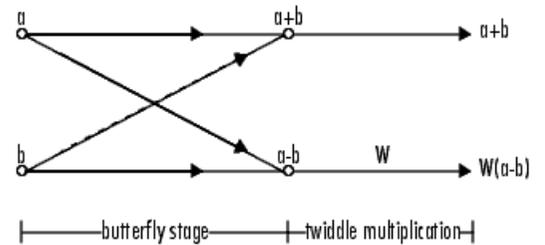
The following diagrams show the data types used in the FFT block for fixed-point signals. You can set the sine table, accumulator, product output, and output data types displayed in the diagrams in the FFT dialog box as discussed in “Dialog Box” on page 2-46.

Inputs to the FFT block are first cast to the output data type and stored in the output buffer. Each butterfly stage then processes signals in the accumulator data type, with the final output of the butterfly being cast back into the output data type. The block multiplies in a twiddle factor before each butterfly stage in a decimation-in-time FFT and after each butterfly stage in a decimation-in-frequency FFT.

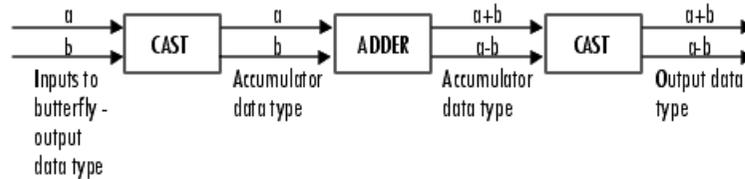
**Decimation-in-time IFFT**



**Decimation-in-frequency IFFT**



**Butterfly stage data types**



**Twiddle multiplication data types**

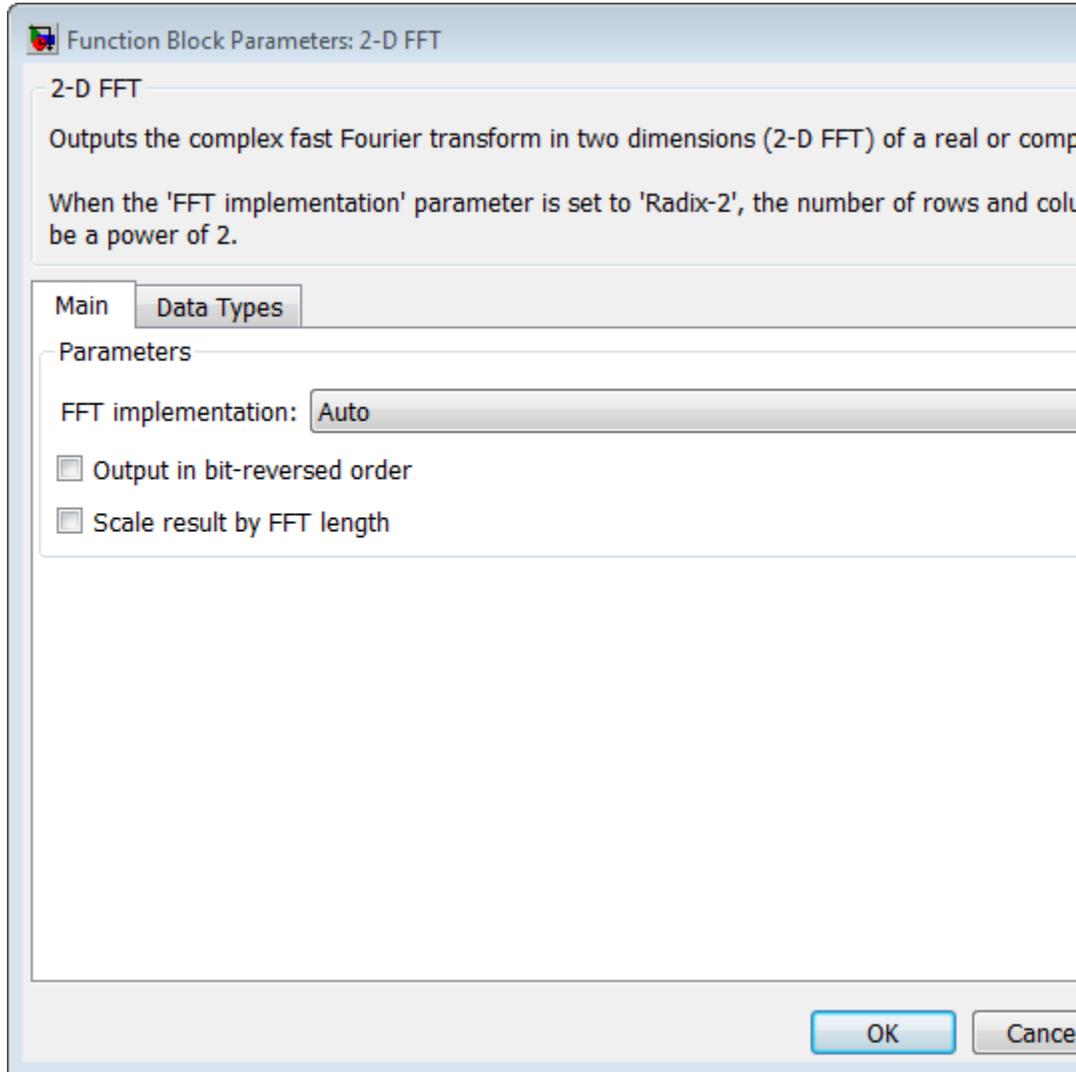


The multiplier output appears in the accumulator data type because both of the inputs to the multiplier are complex. For details on the complex multiplication performed, refer to “Multiplication Data Types”.

## 2-D FFT

### Dialog Box

The **Main** pane of the 2-D FFT dialog box appears as shown in the following figure.



### FFT implementation

Set this parameter to FFTW [1], [2] to support an arbitrary length input signal. The block restricts generated code with FFTW implementation to host computers capable of running MATLAB.

Set this parameter to Radix-2 for bit-reversed processing, fixed or floating-point data, or for portable C-code generation using the “Simulink Coder™”. The dimensions of the input matrix,  $M$  and  $N$ , must be powers of two. To work with other input sizes, use the Image Pad block to pad or truncate these dimensions to powers of two, or if possible choose the FFTW implementation. See “Radix-2 Implementation” on page 2-42.

Set this parameter to Auto to let the block choose the FFT implementation. For non-power-of-two transform lengths, the block restricts generated code to MATLAB host computers.

### Output in bit-reversed order

Designate the order of the output channel elements relative to the ordering of the input elements. When you select this check box, the output channel elements appear in bit-reversed order relative to the input ordering. If you clear this check box, the output channel elements appear in linear order relative to the input ordering.

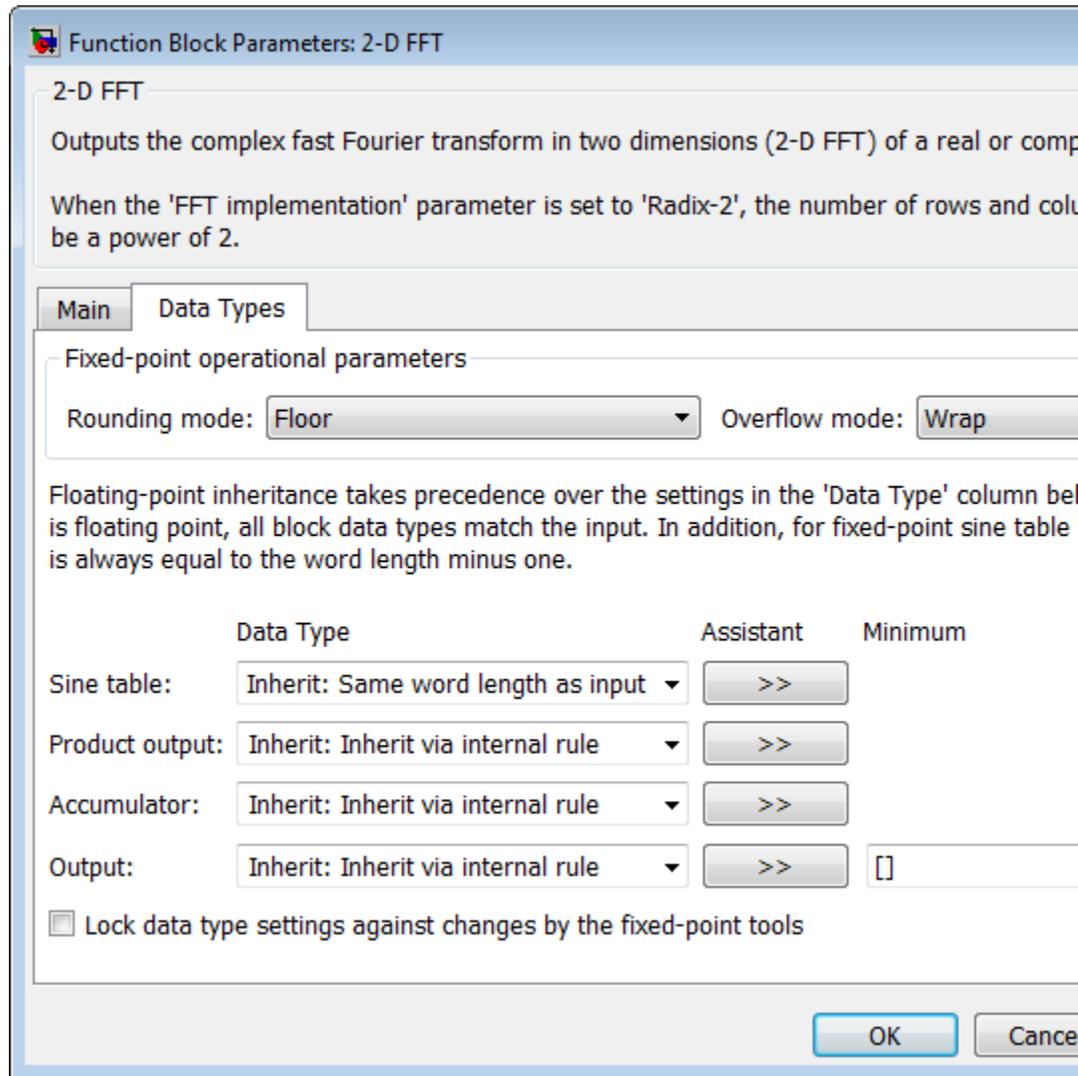
Linearly ordering the output requires extra data sorting manipulation. For more information, see “Bit-Reversed Order” on page 2-51.

### Scale result by FFT length

When you select this parameter, the block divides the output of the FFT by the FFT length. This option is useful when you want the output of the FFT to stay in the same amplitude range as its input. This is particularly useful when working with fixed-point data types.

The **Data Types** pane of the 2-D FFT dialog box appears as shown in the following figure.

## 2-D FFT



**Rounding mode**

Select the “Rounding Modes” for fixed-point operations. The sine table values do not obey this parameter; instead, they always round to Nearest.

**Overflow mode**

Select the Overflow mode for fixed-point operations. The sine table values do not obey this parameter; instead, they are always saturated.

**Sine table data type**

Choose how you specify the word length of the values of the sine table. The fraction length of the sine table values always equals the word length minus one. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Same word length as input`
- An expression that evaluates to a valid data type, for example, `fixdt(1,16)`

The sine table values do not obey the **Rounding mode** and **Overflow mode** parameters; instead, they are always saturated and rounded to Nearest.

**Product output data type**

Specify the product output data type. See Fixed-Point Data Types on page 44 and “Multiplication Data Types” for illustrations depicting the use of the product output data type in this block. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Inherit via internal rule`
- An expression that evaluates to a valid data type, for example, `fixdt(1,16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Product output data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

### Accumulator data type

Specify the accumulator data type. See Fixed-Point Data Types on page 44 for illustrations depicting the use of the accumulator data type in this block. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Inherit via internal rule`
- An expression that evaluates to a valid data type, for example, `fixdt(1,16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Accumulator data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

### Output data type

Specify the output data type. See Fixed-Point Data Types on page 44 for illustrations depicting the use of the output data type in this block. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Inherit via internal rule`.

When you select `Inherit: Inherit via internal rule`, the block calculates the output word length and fraction length automatically. The internal rule first calculates an ideal output word length and fraction length using the following equations:

- When you select the **Divide butterfly outputs by two** check box, the ideal output word and fraction lengths are the same as the input word and fraction lengths.

- When you clear the **Divide butterfly outputs by two** check box, the block computes the ideal output word and fraction lengths according to the following equations:

$$WL_{ideal\ output} = WL_{input} + \text{floor}(\log_2(\text{FFT length} - 1)) + 1$$

$$FL_{ideal\ output} = FL_{input}$$

Using these ideal results, the internal rule then selects word lengths and fraction lengths that are appropriate for your hardware. For more information, see “Inherit via Internal Rule”.

- An expression that evaluates to a valid data type, for example, `fixdt(1,16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Output data type** parameter.

See “Specify Block Output Data Types” in *Simulink User’s Guide* for more information.

#### **Lock data type settings against change by the fixed-point tools**

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## **Example**

### **Bit-Reversed Order**

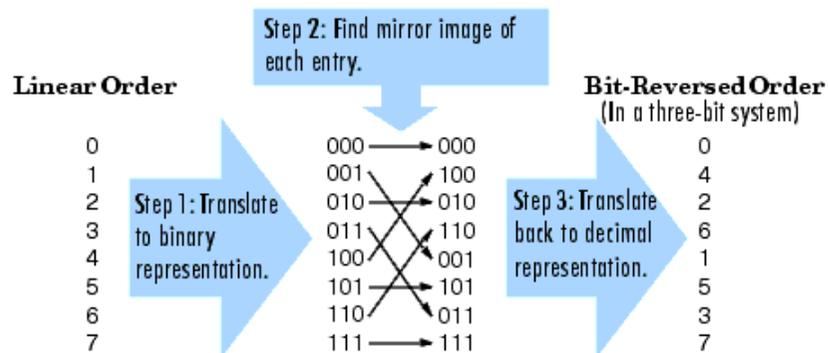
Two numbers are bit-reversed values of each other when the binary representation of one is the mirror image of the binary representation of the other. For example, in a three-bit system, one and four are bit-reversed values of each other because the three-bit binary representation of one, 001, is the mirror image of the three-bit binary

## 2-D FFT

representation of four, 100. The following diagram shows the row indices in linear order. To put them in bit-reversed order

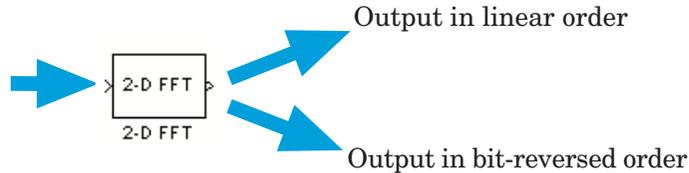
- 1 Translate the indices into their binary representation with the minimum number of bits. In this example, the minimum number of bits is three because the binary representation of 7 is 111.
- 2 Find the mirror image of each binary entry, and write it beside the original binary representation.
- 3 Translate the indices back to their decimal representation.

The row indices now appear in bit-reversed order.



If, on the 2-D FFT block parameters dialog box, you select the **Output in bit-reversed order** check box, the block bit-reverses the order of both the columns and the rows. The next diagram illustrates the linear and bit-reversed outputs of the 2-D FFT block. The output values are the same, but they appear in different order.

Input to FFT block  
(must be linear order)

$$\begin{bmatrix} 7 & 6 & 7 & 1 & 3 & 6 & 2 & 3 \\ 1 & 3 & 7 & 8 & 7 & 0 & 1 & 6 \\ 4 & 4 & 3 & 1 & 3 & 5 & 1 & 6 \\ 3 & 6 & 7 & 4 & 3 & 3 & 5 & 4 \\ 7 & 7 & 0 & 2 & 6 & 6 & 2 & 3 \\ 6 & 5 & 2 & 1 & 4 & 4 & 4 & 7 \\ 3 & 1 & 6 & 0 & 1 & 5 & 1 & 6 \\ 0 & 3 & 0 & 5 & 5 & 3 & 5 & 5 \end{bmatrix}$$


Output in linear order

Linearly ordered row and column indices	0	1	2	3	4	5	6	7
	↓	↓	↓	↓	↓	↓	↓	↓
0 →	245	13.9-0.4i	10-5i	-15.9+21.6i	-13	-15.9-21.6i	10+5i	13.9
1 →	-4.3-10.3i	-27.6-6.6i	-5.6+13.1i	-3.4+8.7i	1.1-i	-2.6i	-11.5-11i	6.2+13i
2 →	18-5i	-4.3-10.4i	19-24i	12.4-11.4i	6-3i	-5.7+16.4i	5+4i	5.5+1.4i
3 →	8.4-2.4i	-0.6+2.7i	-4.5+1.1i	17.6+9.4i	11-9i	-2.2-13i	-18.4+25.1i	34+0.5i
4 →	-9	16.3+5.9i	14-31i	17.7+23.9i	1	17.7-23.9i	14+31i	16.3-5.9i
5 →	8.4+2.4i	3.4-5.4i	-18.4-25.1i	-2.2+13.1i	11+9i	17.6-9.4i	-4.5-1.1i	-1-2.7i
6 →	18+5i	5.5-1.4i	5-4i	-5.7-16.4i	6+3i	12.5+11.3i	19+24i	-4.3+10.4i
7 →	-4.4+10.3i	6.2-13i	-11.5+11i	2.6i	1.1+i	-3.4-8.7i	-5.6-13.1i	-27.6+6.6i

Output in bit-reversed order

Bit-reversed row and column indices	0	1	2	3	4	5	6	7
	↓	↓	↓	↓	↓	↓	↓	↓
0 →	245	-13	10-5i	10+5i	13.9-0.4i	-15.9-21.6i	-15.9+21.6i	13.9
1 →	-9	1	14-31i	14+31i	16.3+5.9i	17.7-23.9i	17.7+23.9i	16.3-5.9i
2 →	18-5i	6-3i	19-24i	5+4i	-4.3-10.4i	-5.7+16.4i	12.4-11.4i	5.5+1.4i
3 →	18+5i	6+3i	5-4i	19+24i	5.5-1.4i	12.5+11.3i	-5.7-16.4i	34+0.5i
4 →	-4.3-10.3i	1.1-i	-5.6+13.1i	-11.5-11i	-27.6-6.6i	-2.6i	-3.4+8.7i	6.2+13i
5 →	8.4+2.4i	11+9i	-18.4-25.1i	-4.5-1.1i	3.4-5.4i	17.6-9.4i	-2.2+13i	-1-2.7i
6 →	8.4-2.4i	11-9i	-4.5+1.1i	-18.4+25.1i	-0.6+2.7i	-2.2-13i	17.6+9.4i	34+0.5i
7 →	-4.4+10.3i	1.1+i	-11.5+11i	-5.6-13.1i	6.2-13i	-3.4-8.7i	2.6i	-27.6+6.6i

## 2-D FFT

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### References

[1] FFTW (<http://www.fftw.org>)

[2] Frigo, M. and S. G. Johnson, "FFTW: An Adaptive Software Architecture for the FFT," *Proceedings of the International Conference on Acoustics, Speech, and Signal Processing*, Vol. 3, 1998, pp. 1381-1384.

### See Also

2-D DCT	Computer Vision System Toolbox software
2-D IDCT	Computer Vision System Toolbox software
2-D IFFT	Computer Vision System Toolbox software
2-D IFFT	Computer Vision System Toolbox software
bitrevorder	Signal Processing Toolbox software
fft	MATLAB
ifft	MATLAB
"Simulink Coder"	Simulink Coder

**Purpose**

Compute two-dimensional fast Fourier transform of input

**Library**

Transforms

**Description**

---

**Note** The 2-D FFT block is obsolete. It may be removed in a future version of the Computer Vision System Toolbox software. Use the replacement block 2-D FFT.

Refer to “FFT and IFFT Support for Non-Power-of-Two Transform Length with FFTW Library” in the R2011b Release Notes for details related to these changes.

See the 2-D FFT documentation to view the reference material related to the obsolete block.

---

## 2-D FIR Filter

**Purpose** Perform 2-D FIR filtering on input matrix

**Library** Filtering  
visionfilter

**Description** The 2-D Finite Impulse Response (FIR) filter block filters the input matrix I using the coefficient matrix H or the coefficient vectors HH and HV.

Port	Input/Output	Supported Data Types	Complex Values Supported
I	Vector or matrix of intensity values	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• 8-, 16-, 32-bit signed integer</li><li>• 8-, 16-, 32-bit unsigned integer</li></ul>	Yes
H	Matrix of filter coefficients	Same as I port.	Yes
HH	Vector of filter coefficients	Same as I port. The input to ports HH and HV must be the same data type.	Yes
HV	Vector of filter coefficients	Same as I port. The input to ports HH and HV must be the same data type.	Yes
PVal	Scalar value that represents the constant pad value	Input must have the same data type as the input to I port.	Yes
Output	Scalar, vector, or matrix of filtered values	Same as I port.	Yes

If the input has a floating-point data type, then the output uses the same data type. Otherwise, the output can be any fixed-point data type.

Select the **Separable filter coefficients** check box if your filter coefficients are separable. Using separable filter coefficients reduces the amount of calculations the block must perform to compute the output. For example, suppose your input image is  $M$ -by- $N$  and your filter coefficient matrix is  $x$ -by- $y$ . For a nonseparable filter with the **Output size** parameter set to Same as input port I, it would take

$$x \cdot y \cdot M \cdot N$$

multiply-accumulate (MAC) operations for the block to calculate the output. For a separable filter, it would only take

$$(x + y) \cdot M \cdot N$$

MAC operations. If you do not know whether or not your filter coefficients are separable, use the `isfilterseparable` function.

Here is an example of the function syntax, `[S, HCOL, HROW] = isfilterseparable(H)`. The `isfilterseparable` function takes the filter kernel, `H`, and returns `S`, `HCOL` and `HROW`. Here, `S` is a Boolean variable that is 1 if the filter is separable and 0 if it is not. `HCOL` is a vector of vertical filter coefficients, and `HROW` is a vector of horizontal filter coefficients.

Use the **Coefficient source** parameter to specify how to define your filter coefficients. If you select the **Separable filter coefficients** check box and then select a **Coefficient source** of Specify via dialog, the **Vertical coefficients (across height)** and **Horizontal coefficients (across width)** parameters appear in the dialog box. You can use these parameters to enter vectors of vertical and horizontal filter coefficients, respectively.

You can also use the variables `HCOL` and `HROW`, the output of the `isfilterseparable` function, for these parameters. If you select the **Separable filter coefficients** check box and then select a **Coefficient source** of Input port, ports `HV` and `HH` appear on the block. Use these ports to specify vectors of vertical and horizontal filter coefficients.

## 2-D FIR Filter

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If you clear the **Separable filter coefficients** check box and select a **Coefficient source** of Specify via dialog, the **Coefficients** parameter appears in the dialog box. Use this parameter to enter your matrix of filter coefficients.

If you clear the **Separable filter coefficients** check box and select a **Coefficient source** of Input port, port **H** appears on the block. Use this port to specify your filter coefficient matrix.

The block outputs the result of the filtering operation at the Output port. The Output size parameter and the sizes of the inputs at ports **I** and **H** dictate the dimensions of the output. For example, assume that the input at port I has dimensions  $(M_i, N_i)$  and the input at port H has dimensions  $(M_h, N_h)$ . If you select an **Output size** of Full, the output has dimensions  $(M_i+M_h-1, N_i+N_h-1)$ . If you select an **Output size** of Same as input port I, the output has the same dimensions as the input at port I. If you select an **Output size** of Valid, the block filters the input image only where the coefficient matrix fits entirely within it, so no padding is required. The output has dimensions  $(M_i-M_h+1, N_i-N_h+1)$ . However, if  $\text{all}(\text{size}(\mathbf{I}) < \text{size}(\mathbf{H}))$ , the block errors out.

Use the **Padding options** parameter to specify how to pad the boundary of your input matrix. To pad your matrix with a constant value, select Constant. To pad your input matrix by repeating its border values, select Replicate. To pad your input matrix with its mirror image, select Symmetric. To pad your input matrix using a circular repetition of its elements, select Circular. For more information on padding, see the Image Pad block reference page.

If, for the **Padding options** parameter, you select Constant, the **Pad value source** parameter appears in the dialog box. If you select Specify via dialog, the **Pad value** parameter appears in the dialog box. Use this parameter to enter the constant value with which to pad your matrix. If you select **Pad value source** of Input port, the PVal port appears on the block. Use this port to specify the constant value with which to pad your matrix. The pad value must be real if the input image is real. You will get an error message if the pad value is complex when the input image is real.

Use the **Filtering based on** parameter to specify the algorithm by which the block filters the input matrix. If you select **Convolution** and set the **Output size** parameter to **Full**, the block filters your input using the following algorithm

$$C(i, j) = \sum_{m=0}^{(Ma-1)} \sum_{n=0}^{(Na-1)} A(m, n) * H(i - m, j - n)$$

where  $0 \leq i < Ma + Mh - 1$  and  $0 \leq j < Na + Nh - 1$ . If you select **Correlation** and set the **Output size** parameter to **Full**, the block filters your input using the following algorithm

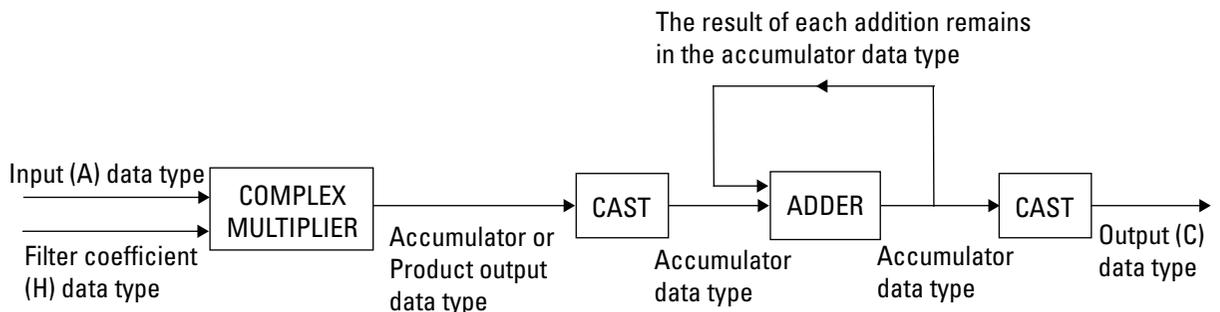
$$C(i, j) = \sum_{m=0}^{(Ma-1)} \sum_{n=0}^{(Na-1)} A(m, n) \cdot \text{conj}(H(m + i, n + j))$$

where  $0 \leq i < Ma + Mh - 1$  and  $0 \leq j < Na + Nh - 1$ .

The `imfilter` function from the Image Processing Toolbox™ product similarly performs N-D filtering of multidimensional images.

## Fixed-Point Data Types

The following diagram shows the data types used in the 2-D FIR Filter block for fixed-point signals.



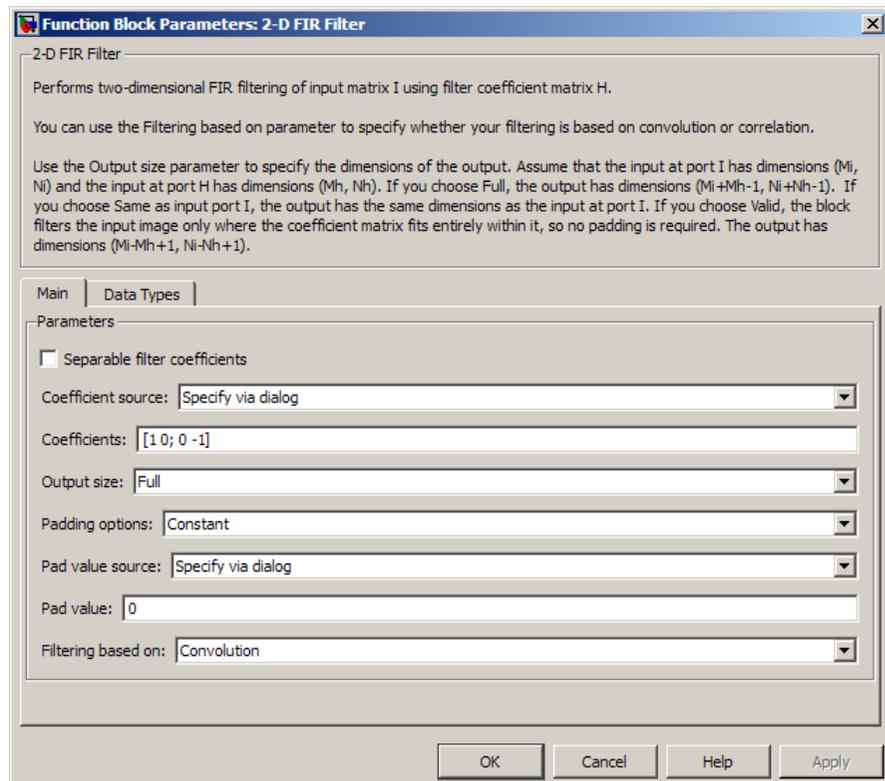
## 2-D FIR Filter

You can set the coefficient, product output, accumulator, and output data types in the block mask as discussed in “Dialog Box” on page 2-60.

The output of the multiplier is in the product output data type if at least one of the inputs to the multiplier is real. If both of the inputs to the multiplier are complex, the result of the multiplication is in the accumulator data type. For details on the complex multiplication performed, refer to “Multiplication Data Types”.

### Dialog Box

The **Main** pane of the 2-D FIR Filter dialog box appears as shown in the following figure.



### Separable filter coefficients

Select this check box if your filter coefficients are separable. Using separable filter coefficients reduces the amount of calculations the block must perform to compute the output.

### Coefficient source

Specify how to define your filter coefficients. Select **Specify via dialog** to enter your coefficients in the block parameters dialog box. Select **Input port** to specify your filter coefficient matrix using port H or ports HH and HV.

### Coefficients

Enter your real or complex-valued filter coefficient matrix. This parameter appears if you clear the **Separable filter coefficients** check box and then select a **Coefficient source** of **Specify via dialog**. Tunable.

### Vertical coefficients (across height)

Enter the vector of vertical filter coefficients for your separable filter. This parameter appears if you select the **Separable filter coefficients** check box and then select a **Coefficient source** of **Specify via dialog**.

### Horizontal coefficients (across width)

Enter the vector of horizontal filter coefficients for your separable filter. This parameter appears if you select the **Separable filter coefficients** check box and then select a **Coefficient source** of **Specify via dialog**.

### Output size

This parameter controls the size of the filtered output. If you choose **Full**, the output has dimensions  $(M_a+M_h-1, N_a+N_h-1)$ . If you choose **Same as input port I**, the output has the same dimensions as the input at port I. If you choose **Valid**, output has dimensions  $(M_a-M_h+1, N_a-N_h+1)$ .

### Padding options

Specify how to pad the boundary of your input matrix. Select **Constant** to pad your matrix with a constant value. Select **Replicate** to pad your input matrix by repeating its border

## 2-D FIR Filter

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values. Select **Symmetric** to pad your input matrix with its mirror image. Select **Circular** to pad your input matrix using a circular repetition of its elements. This parameter appears if you select an **Output size** of **Full** or **Same** as input port I.

### **Pad value source**

Use this parameter to specify how to define your constant boundary value. Select **Specify via dialog** to enter your value in the block parameters dialog box. Select **Input port** to specify your constant value using the PVal port. This parameter appears if you select a **Padding options** of **Constant**.

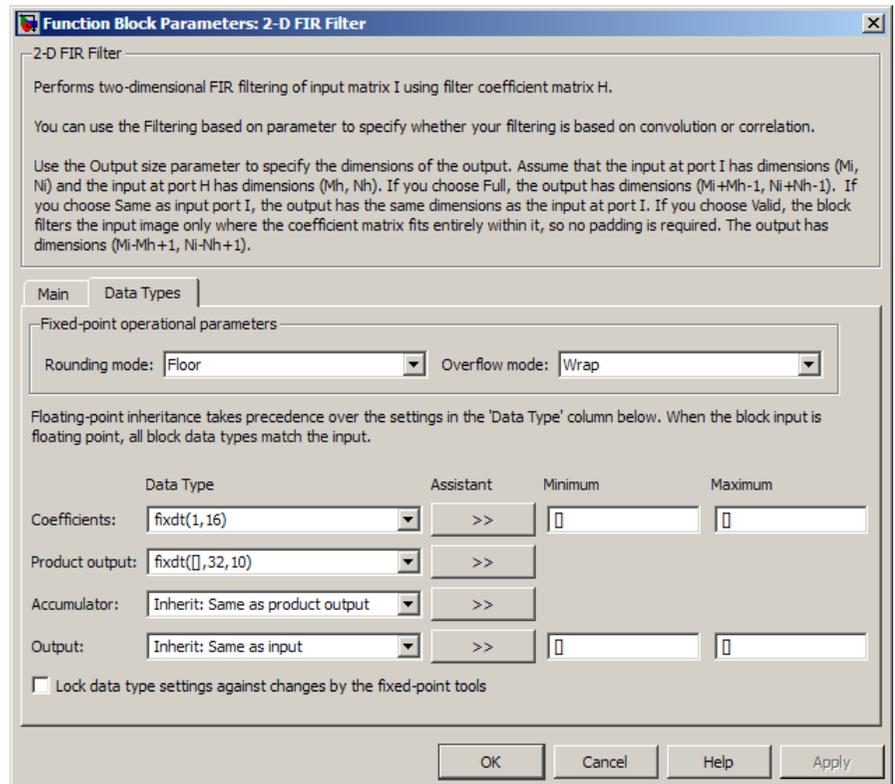
### **Pad value**

Enter the constant value with which to pad your matrix. This parameter is visible if, for the **Pad value source** parameter, you select **Specify via dialog**. Tunable. The pad value must be real if the input image is real. You will get an error message if the pad value is complex when the input image is real.

### **Filtering based on**

Specify the algorithm by which the block filters the input matrix. You can select **Convolution** or **Correlation**.

The **Data Types** pane of the 2-D FIR Filter dialog box appears as shown in the following figure.



## Rounding mode

Select the “Rounding Modes” for fixed-point operations.

## Overflow mode

Select the Overflow mode for fixed-point operations.

## Coefficients

Choose how to specify the word length and the fraction length of the filter coefficients.

- When you select **Inherit: Same word length as input**, the word length of the filter coefficients match that of the input to the block. In this mode, the block automatically sets

## 2-D FIR Filter

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the fraction length of the coefficients to the binary-point only scaling that provides you with the best precision possible given the value and word length of the coefficients.

- When you select `fixdt(1,16)`, you can enter the word length of the coefficients, in bits. In this mode, the block automatically sets the fraction length of the coefficients to the binary-point only scaling that provides you with the best precision possible given the value and word length of the coefficients.
- When you select `fixdt(1,16,0)`, you can enter the word length and the fraction length of the coefficients, in bits.
- When you select `<data type expression>`, you can enter the data type expression.

The filter coefficients do not obey the **Rounding mode** and the **Overflow mode** parameters; instead, they always saturated and rounded to Nearest.

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Product output data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

### Product output

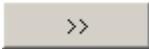
Use this parameter to specify how to designate the product output word and fraction lengths. Refer to “Fixed-Point Data Types” on page 2-59 and “Multiplication Data Types” for illustrations depicting the use of the product output data type in this block:

- When you select **Inherit: Same as input**, these characteristics match those of the input to the block.
- When you select `fixdt([],16,0)`, you can enter the word length and the fraction length of the product output, in bits.

- When you select <data type expression>, you can enter the data type expression.

If you set the **Coefficient source** (on the **Main** tab) to **Input port** the Product Output will inherit its sign according to the inputs. If either or both input **I1** and **I2** are signed, the Product Output will be signed. Otherwise, the Product Output is unsigned. The following table shows all cases.

Sign of Input I1	Sign of Input I2	Sign of Product Output
unsigned	unsigned	unsigned
unsigned	signed	signed
signed	unsigned	signed
signed	signed	signed

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Product output data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

### Accumulator

Use this parameter to specify how to designate the accumulator word and fraction lengths. Refer to “Fixed-Point Data Types” on page 2-59 and “Multiplication Data Types” in the DSP System Toolbox™ documentation for illustrations depicting the use of the accumulator data type in this block. The accumulator data type is only used when both inputs to the multiplier are complex:

- When you select **Inherit: Same as input**, these characteristics match those of the input to the block.
- When you select **Inherit: Same as product output**, these characteristics match those of the product output.

## 2-D FIR Filter

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- When you select `fixdt([],16,0)`, you can enter the word length and the fraction length of the accumulator, in bits.
- When you select `Slope` and `bias scaling`, you can enter the word length, in bits, and the slope of the accumulator. All signals in the Computer Vision System Toolbox software have a bias of 0.

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Product output data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

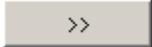
### Output

Choose how to specify the word length and fraction length of the output of the block:

- When you select `Inherit: Same as input`, these characteristics match those of the input to the block.
- When you select `fixdt([],16,0)`, you can enter the word length and the fraction length of the output, in bits.

You can choose to set signedness of the output to `Auto`, `Signed` or `Unsigned`.

- When you select `<data type expression>`, you can enter the a data type expression.

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Product output data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

### **Lock data type settings against change by the fixed-point tools**

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

### **See Also**

`imfilter`

Image Processing Toolbox

## 2-D Histogram

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**Purpose** Generate histogram of input or sequence of inputs

**Library** Statistics  
visionstatistics

### Description



The 2-D Histogram block computes the frequency distribution of the elements in the input. You must use the **Find the histogram over** parameter to specify whether the block computes the histogram for **Each** column of the input or of the **Entire** input. The **Running histogram** check box allows you to select between basic operation and running operation, as described below.

The block distributes the elements of the input into the number of discrete bins specified by the **Number of bins** parameter,  $n$ .

`y = hist(u,n)`      % Equivalent MATLAB code

The 2-D Histogram block sorts all complex input values into bins according to their magnitude.

The histogram value for a given bin represents the frequency of occurrence of the input values bracketed by that bin. You specify the upper boundary of the highest-valued bin in the **Upper limit of histogram** parameter,  $B_M$ , and the lower boundary of the lowest-valued bin in the **Lower limit of histogram** parameter,  $B_m$ . The bins have equal width of

$$\Delta = \frac{B_M - B_m}{n}$$

and centers located at

$$B_m + \left(k + \frac{1}{2}\right)\Delta \quad k = 0, 1, 2, \dots, n-1$$

Input values that fall on the border between two bins are placed into the lower valued bin; that is, each bin includes its upper boundary. For example, a bin of width 4 centered on the value 5 contains the

input value 7, but not the input value 3. Input values greater than the **Upper limit of histogram** parameter or less than **Lower limit of histogram** parameter are placed into the highest valued or lowest valued bin, respectively.

The values you enter for the **Upper limit of histogram** and **Lower limit of histogram** parameters must be real-valued scalars. NaN and inf are not valid values for the **Upper limit of histogram** and **Lower limit of histogram** parameters.

### Basic Operation

When the **Running histogram** check box is not selected, the 2-D Histogram block computes the frequency distribution of the current input.

When you set the **Find the histogram over** parameter to Each column, the 2-D Histogram block computes a histogram for each column of the  $M$ -by- $N$  matrix independently. The block outputs an  $n$ -by- $N$  matrix, where  $n$  is the **Number of bins** you specify. The  $j$ th column of the output matrix contains the histogram for the data in the  $j$ th column of the  $M$ -by- $N$  input matrix.

When you set the **Find the histogram over** parameter to Entire input, the 2-D Histogram block computes the frequency distribution for the entire input vector, matrix or N-D array. The block outputs an  $n$ -by-1 vector, where  $n$  is the **Number of bins** you specify.

### Running Operation

When you select the **Running histogram** check box, the 2-D Histogram block computes the frequency distribution of both the past and present data for successive inputs. The block resets the histogram (by emptying all of the bins) when it detects a reset event at the optional Rst port. See “Resetting the Running Histogram” on page 2-70 for more information on how to trigger a reset.

When you set the **Find the histogram over** parameter to Each column, the 2-D Histogram block computes a running histogram for each column of the  $M$ -by- $N$  matrix. The block outputs an  $n$ -by- $N$  matrix, where  $n$  is the **Number of bins** you specify. The  $j$ th column of the

## 2-D Histogram

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output matrix contains the running histogram for the  $j$ th column of the  $M$ -by- $N$  input matrix.

When you set the **Find the histogram over** parameter to **Entire input**, the 2-D Histogram block computes a running histogram for the data in the first dimension of the input. The block outputs an  $n$ -by-1 vector, where  $n$  is the **Number of bins** you specify.

---

**Note** When the 2-D Histogram block is used in running mode and the input data type is non-floating point, the output of the histogram is stored as a `uint32` data type. The largest number that can be represented by this data type is  $2^{32} - 1$ . If the range of the `uint32` data type is exceeded, the output data will wrap back to 0.

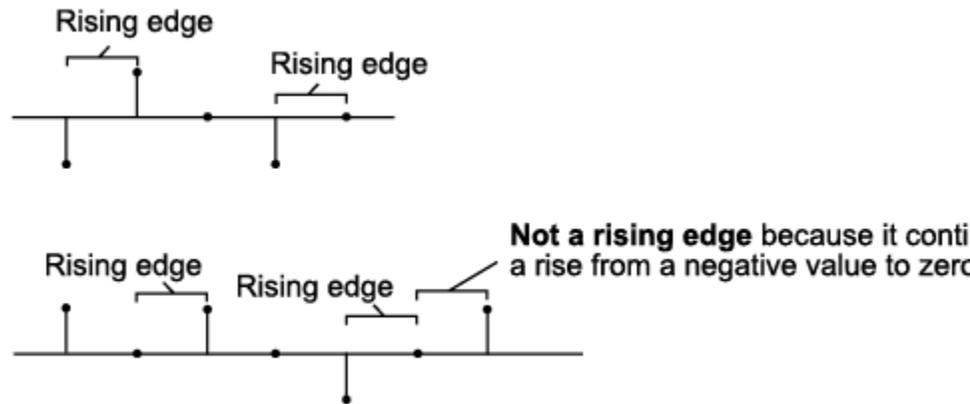
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### Resetting the Running Histogram

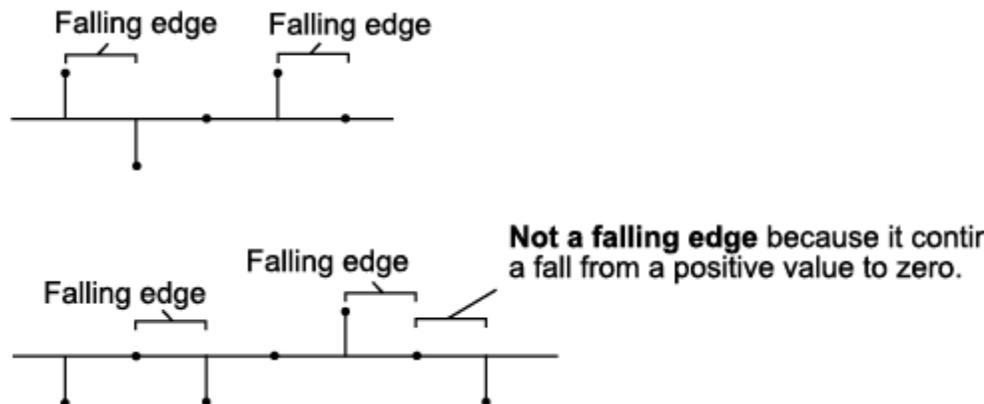
The block resets the running histogram whenever a reset event is detected at the optional Rst port. The reset signal and the input data signal must be the same rate.

You specify the reset event using the **Reset port** menu:

- **None** — Disables the Rst port
- **Rising edge** — Triggers a reset operation when the Rst input does one of the following:
  - Rises from a negative value to a positive value or zero
  - Rises from zero to a positive value, where the rise is not a continuation of a rise from a negative value to zero (see the following figure)



- Falling edge — Triggers a reset operation when the Rst input does one of the following:
  - Falls from a positive value to a negative value or zero
  - Falls from zero to a negative value, where the fall is not a continuation of a fall from a positive value to zero (see the following figure)



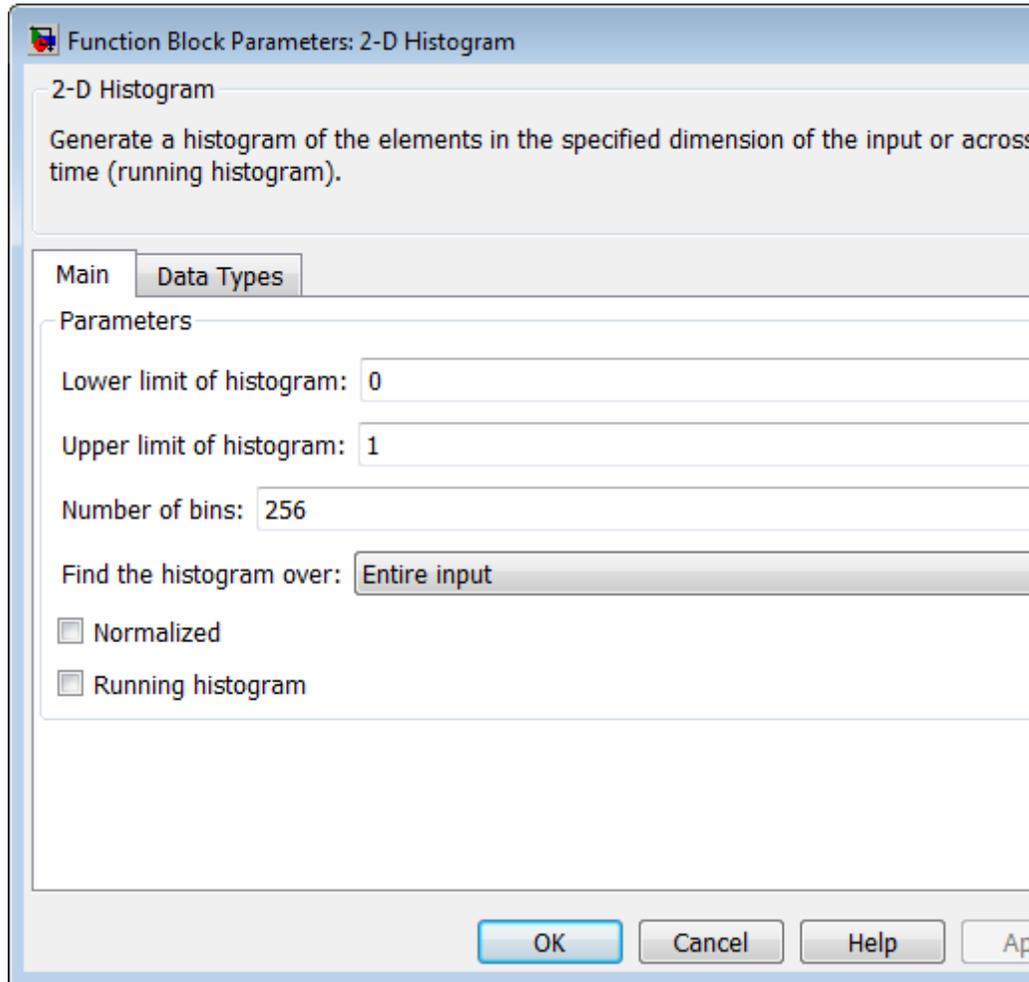
## 2-D Histogram

---

- **Either edge** — Triggers a reset operation when the Rst input is a **Rising edge** or **Falling edge** (as described earlier)
- **Non-zero sample** — Triggers a reset operation at each sample time that the Rst input is not zero

### Dialog Box

The **Main** pane of the 2-D Histogram block dialog appears as follows.



## 2-D Histogram

---

### Lower limit of histogram

Enter a real-valued scalar for the lower boundary,  $B_m$ , of the lowest-valued bin. NaN and inf are not valid values for  $B_m$ . Tunable.

### Upper limit of histogram

Enter a real-valued scalar for the upper boundary,  $B_M$ , of the highest-valued bin. NaN and inf are not valid values for  $B_M$ . Tunable.

### Number of bins

The number of bins,  $n$ , in the histogram.

### Find the histogram over

Specify whether the block finds the histogram over the entire input or along each column of the input.

---

**Note** The option will be removed in a future release.

---

### Normalized

When selected, the output vector,  $v$ , is normalized such that  $\text{sum}(v) = 1$ .

Use of this parameter is not supported for fixed-point signals.

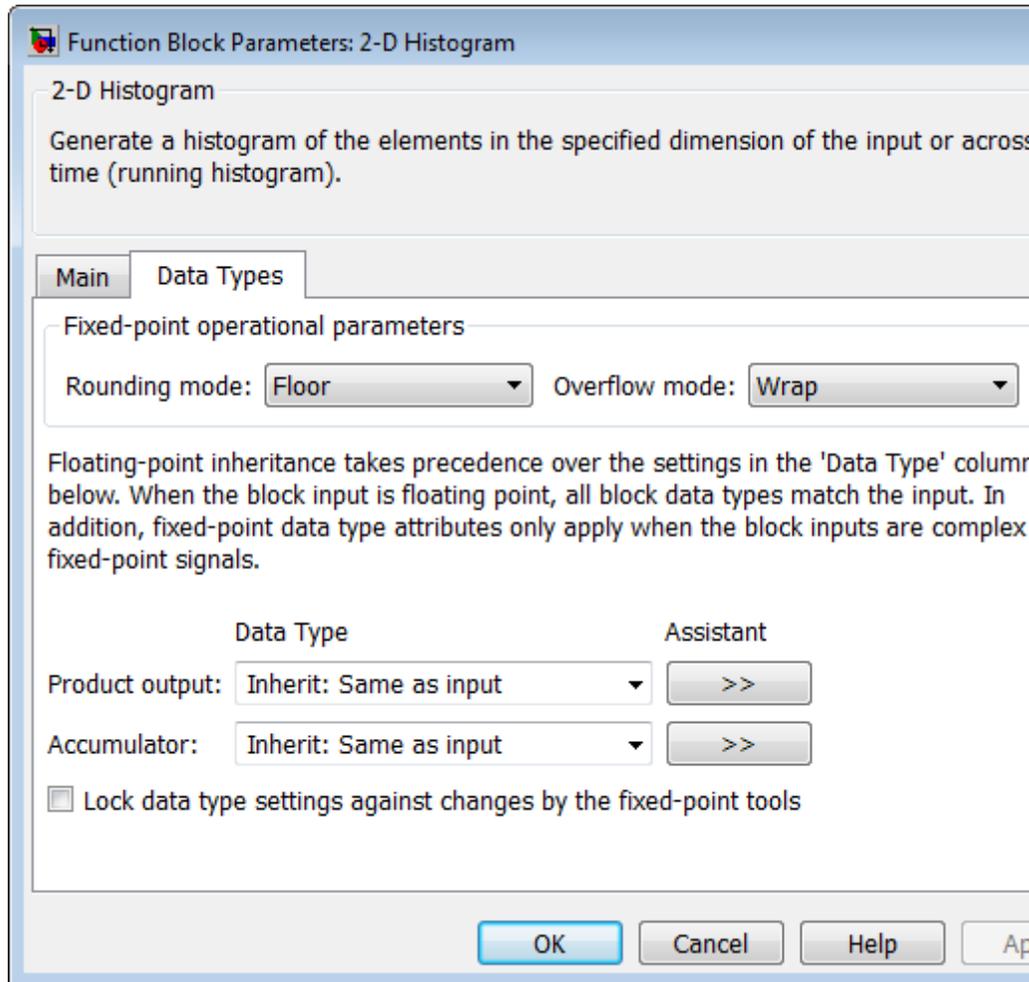
### Running histogram

Set to enable the running histogram operation, and clear to enable basic histogram operation. For more information, see “Basic Operation” on page 2-69 and “Running Operation” on page 2-69.

### Reset port

The type of event that resets the running histogram. For more information, see “Resetting the Running Histogram” on page 2-70. The reset signal and the input data signal must be the same rate. This parameter is enabled only when you select the **Running histogram** check box. For more information, see “Running Operation” on page 2-69.

The **Data Types** pane of the 2-D Histogram block dialog appears as follows.



## 2-D Histogram

---

---

**Note** The fixed-point parameters listed are only used for fixed-point complex inputs, which are distributed by squared magnitude.

---

### **Rounding mode**

Select the “Rounding Modes” for fixed-point operations.

### **Overflow mode**

Select the Overflow mode for fixed-point operations.

### **Product output data type**

Specify the product output data type. See “Multiplication Data Types” for illustrations depicting the use of the product output data type. You can set it to:

- A rule that inherits a data type, for example, `Inherit: Inherit via internal rule`
- An expression that evaluates to a valid data type, for example, `fixdt([],16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Product output data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

### **Accumulator data type**

Specify the accumulator data type. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Inherit via internal rule`
- An expression that evaluates to a valid data type, for example, `fixdt([],16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Accumulator data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

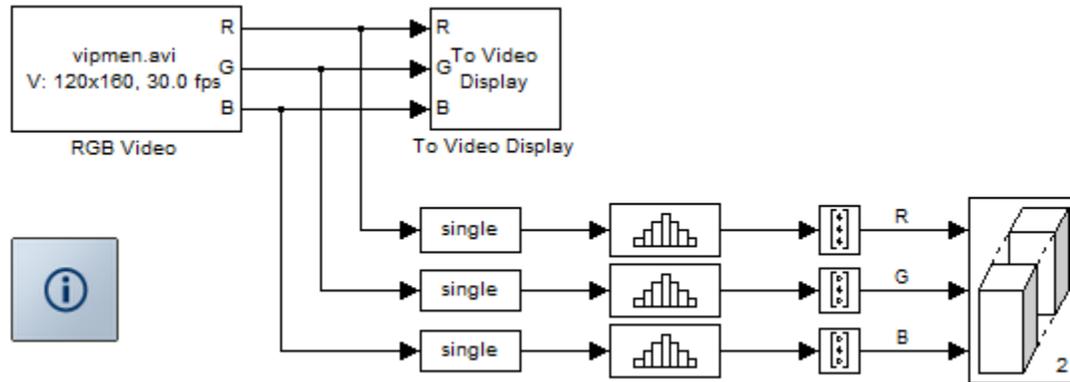
### Supported Data Types

Port	Supported Data Types
In	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point (signed and unsigned)</li><li>• 8-, 16-, and 32-bit signed integers</li><li>• 8-, 16-, and 32-bit unsigned integers</li></ul>
Output	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• 32-bit unsigned integers</li></ul>
Rst	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Boolean</li><li>• 8-, 16-, and 32-bit signed integers</li><li>• 8-, 16-, and 32-bit unsigned integers</li></ul>

# 2-D Histogram

## Examples

### Calculate Histogram of R, G, and B Values



The Histogram Display example uses the Histogram block to calculate the histograms of R, G, and B values in each video frame.

## See Also

hist

MATLAB

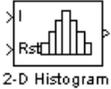
# 2-D Histogram (To Be Removed)

---

**Purpose** Generate histogram of each input matrix

**Library** Statistics

## Description



---

**Note** The 2-D Histogram block is obsolete. It may be removed in a future version of the Computer Vision System Toolbox software. Use the replacement block Histogram.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

See the Histogram documentation to view the reference material related to the obsolete block.

---

## 2-D IDCT

**Purpose** Compute 2-D inverse discrete cosine transform (IDCT)

**Library** Transforms  
visiontransforms

**Description** The 2-D IDCT block calculates the two-dimensional inverse discrete cosine transform of the input signal. The equation for the two-dimensional IDCT is

$$f(x,y) = \frac{2}{\sqrt{MN}} \sum_{m=0}^{M-1} \sum_{n=0}^{N-1} C(m)C(n)F(m,n) \cos \frac{(2x+1)m\pi}{2M} \cos \frac{(2y+1)n\pi}{2N}$$

where  $F(m,n)$  is the DCT of the signal  $f(x,y)$  and  $C(m), C(n) = \frac{1}{\sqrt{2}}$  for  $m, n = 0$  and  $C(m), C(n) = 1$  otherwise.

The number of rows and columns of the input signal must be powers of two. The output of this block has dimensions the same dimensions as the input.

Port	Input/Output	Supported Data Types	Complex Values Supported
Input	Vector or matrix of intensity values	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• 8-, 16-, 32-bit signed integer</li> <li>• 8-, 16-, 32-bit unsigned integer</li> </ul>	No
Output	2-D IDCT of the input	Same as Input port	No

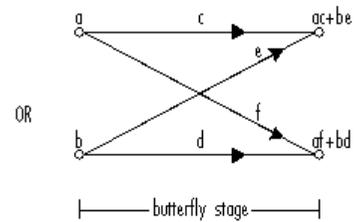
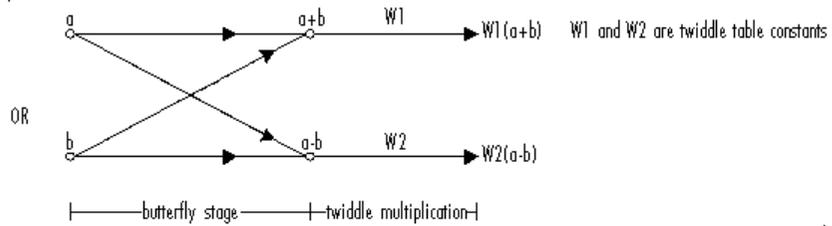
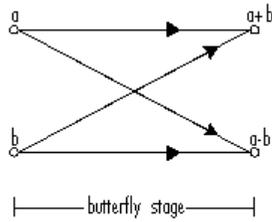
If the data type of the input signal is floating point, the output of the block is the same data type.

Use the **Sine and cosine computation** parameter to specify how the block computes the sine and cosine terms in the IDCT algorithm. If you select `Trigonometric fcn`, the block computes the sine and cosine values during the simulation. If you select `Table lookup`, the block computes and stores the trigonometric values before the simulation starts. In this case, the block requires extra memory.

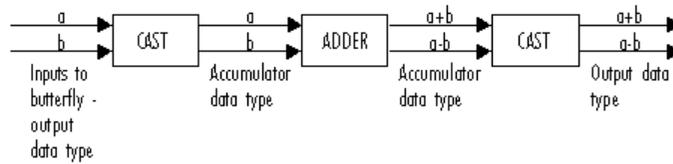
### **Fixed-Point Data Types**

The following diagram shows the data types used in the 2-D IDCT block for fixed-point signals. Inputs are first cast to the output data type and stored in the output buffer. Each butterfly stage processes signals in the accumulator data type, with the final output of the butterfly being cast back into the output data type.

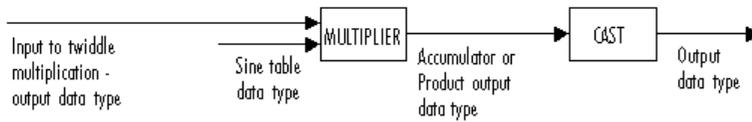
# 2-D IDCT



## Butterfly Stage Data Types



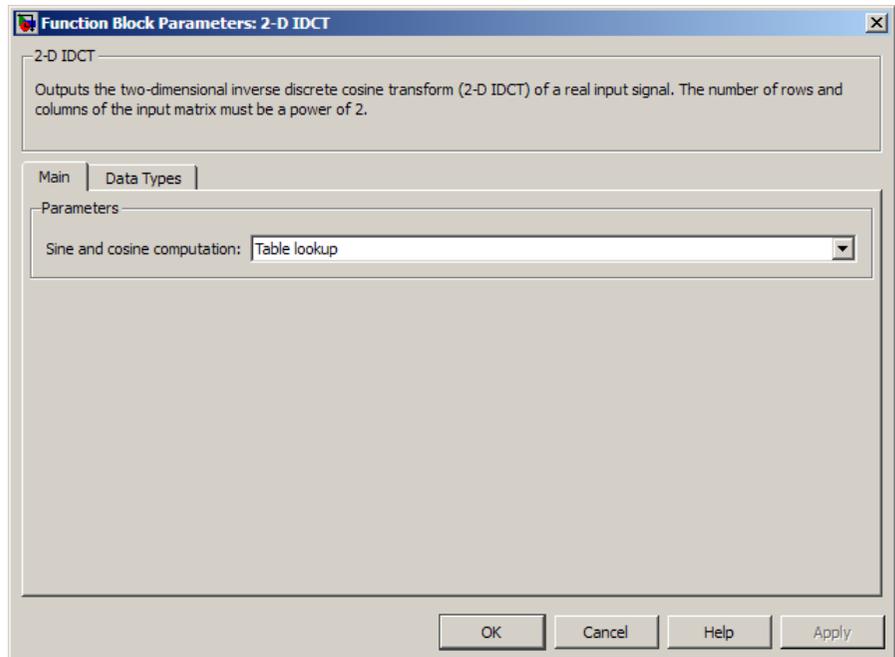
## Twiddle Multiplication Data Types



The output of the multiplier is in the product output data type when at least one of the inputs to the multiplier is real. When both of the inputs to the multiplier are complex, the result of the multiplication is in the accumulator data type. For details on the complex multiplication performed, refer to “Multiplication Data Types”. You can set the sine table, product output, accumulator, and output data types in the block mask as discussed in the next section.

## Dialog Box

The **Main** pane of the 2-D IDCT dialog box appears as shown in the following figure.



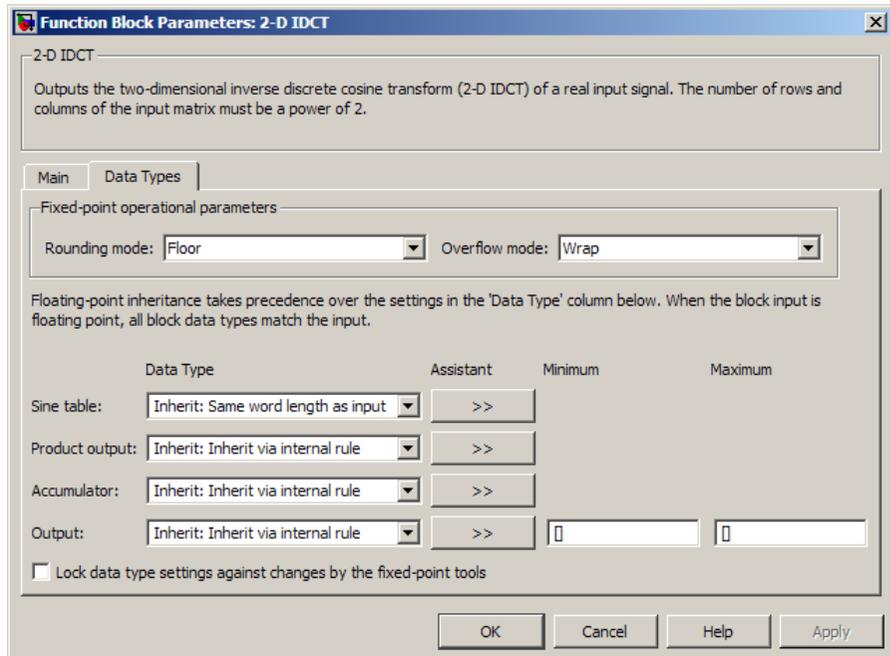
### Sine and cosine computation

Specify how the block computes the sine and cosine terms in the IDCT algorithm. If you select **Trigonometric fcn**, the block computes the sine and cosine values during the simulation. If

## 2-D IDCT

you select **Table lookup**, the block computes and stores the trigonometric values before the simulation starts. In this case, the block requires extra memory.

The **Data Types** pane of the 2-D IDCT dialog box appears as shown in the following figure.



### Rounding mode

Select the “Rounding Modes” for fixed-point operations.

### Overflow mode

Select the Overflow mode for fixed-point operations. The sine table values do not obey this parameter; instead, they are always saturated.

### Sine table data type

Choose how you specify the word length of the values of the sine table. The fraction length of the sine table values always equals the word length minus one. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Same word length as input`
- An expression that evaluates to a valid data type, for example, `fixdt(1,16)`

The sine table values do not obey the **Rounding mode** and **Overflow mode** parameters; instead, they are always saturated and rounded to Nearest.

### Product output data type

Specify the product output data type. See “Fixed-Point Data Types” on page 2-81 and “Multiplication Data Types” for illustrations depicting the use of the product output data type in this block. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Inherit via internal rule`
- An expression that evaluates to a valid data type, for example, `fixdt(1,16,0)`

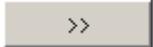
Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Product output data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

### Accumulator data type

Specify the accumulator data type. See “Fixed-Point Data Types” on page 2-81 for illustrations depicting the use of the accumulator data type in this block. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Inherit via internal rule`
- An expression that evaluates to a valid data type, for example, `fixdt(1,16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Accumulator data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

### Output data type

Specify the output data type. See “Fixed-Point Data Types” on page 2-81 for illustrations depicting the use of the output data type in this block. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Inherit via internal rule`.

When you select `Inherit: Inherit via internal rule`, the block calculates the output word length and fraction length automatically. The internal rule first calculates an ideal output word length and fraction length using the following equations:

$$WL_{ideal\ output} = WL_{input} + \text{floor}(\log_2(DCT\ length - 1)) + 1$$

$$FL_{ideal\ output} = FL_{input}$$

Using these ideal results, the internal rule then selects word lengths and fraction lengths that are appropriate for your hardware. For more information, see “Inherit via Internal Rule”.

- An expression that evaluates to a valid data type, for example, `fixdt(1,16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Output data type** parameter.

See “Specify Block Output Data Types” in *Simulink User’s Guide* for more information.

#### **Lock scaling against changes by the autoscaling tool**

Select this parameter to prevent any fixed-point scaling you specify in this block mask from being overridden by the autoscaling tool in the Fixed-Point Tool. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

#### **Lock data type settings against change by the fixed-point tools**

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## **References**

- [1] Chen, W.H, C.H. Smith, and S.C. Fralick, “A fast computational algorithm for the discrete cosine transform,” *IEEE Trans. Commun.*, vol. COM-25, pp. 1004-1009. 1977.
- [2] Wang, Z. “Fast algorithms for the discrete W transform and for the discrete Fourier transform,” *IEEE Trans. Acoust., Speech, Signal Processing*, vol. ASSP-32, pp. 803-816, Aug. 1984.

## **See Also**

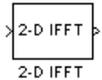
2-D DCT	Computer Vision System Toolbox software
2-D FFT	Computer Vision System Toolbox software
2-D IFFT	Computer Vision System Toolbox software

## 2-D IFFT

**Purpose** 2-D Inverse fast Fourier transform of input

**Library** Transforms  
visiontransforms

### Description



The 2-D IFFT block computes the inverse fast Fourier transform (IFFT) of an  $M$ -by- $N$  input matrix in two steps. First, it computes the one-dimensional IFFT along one dimension (row or column). Next, it computes the IFFT of the output of the first step along the other dimension (column or row).

The output of the IFFT block is equivalent to the MATLAB `ifft2` function:

```
y = ifft2(A) % Equivalent MATLAB code
```

Computing the IFFT of each dimension of the input matrix is equivalent to calculating the two-dimensional inverse discrete Fourier transform (IDFT), which is defined by the following equation:

$$f(x,y) = \frac{1}{MN} \sum_{m=0}^{M-1} \sum_{n=0}^{N-1} F(m,n) e^{j\frac{2\pi mx}{M}} e^{j\frac{2\pi ny}{N}}$$

where  $0 \leq x \leq M - 1$  and  $0 \leq y \leq N - 1$ .

The output of this block has the same dimensions as the input. If the input signal has a floating-point data type, the data type of the output signal uses the same floating-point data type. Otherwise, the output can be any fixed-point data type. The block computes scaled and unscaled versions of the IFFT.

The input to this block can be floating-point or fixed-point, real or complex, and conjugate symmetric. The block uses one of two possible FFT implementations. You can select an implementation based on the FFTW library [1], [2], or an implementation based on a collection of Radix-2 algorithms. You can select Auto to allow the block to choose the implementation.

### Port Description

Port	Description	Supported Data Types	Complex Values Supported
Input	Vector or matrix of intensity values	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• 8-, 16-, 32-bit signed integer</li> <li>• 8-, 16-, 32-bit unsigned integer</li> </ul>	Yes
Output	2-D IFFT of the input	Same as Input port	Yes

### FFTW Implementation

The FFTW implementation provides an optimized FFT calculation including support for power-of-two and non-power-of-two transform lengths in both simulation and code generation. Generated code using the FFTW implementation will be restricted to MATLAB host computers. The data type must be floating-point. Refer to “Simulink Coder” for more details on generating code.

### Radix-2 Implementation

The Radix-2 implementation supports bit-reversed processing, fixed or floating-point data, and allows the block to provide portable C-code generation using the “Simulink Coder”. The dimensions of the input matrix,  $M$  and  $N$ , must be powers of two. To work with other input sizes, use the Image Pad block to pad or truncate these dimensions to powers of two, or if possible choose the FFTW implementation.

## 2-D IFFT

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With Radix-2 selected, the block implements one or more of the following algorithms:

- Butterfly operation
- Double-signal algorithm
- Half-length algorithm
- Radix-2 decimation-in-time (DIT) algorithm
- Radix-2 decimation-in-frequency (DIF) algorithm

### Radix-2 Algorithms for Real or Complex Input Complexity Floating-Point Signals

Parameter Settings	Algorithms Used for IFFT Computation
<input type="checkbox"/> Input is in bit-reversed order <input type="checkbox"/> Input is conjugate symmetric	Butterfly operation and radix-2 DIT
<input checked="" type="checkbox"/> Input is in bit-reversed order <input type="checkbox"/> Input is conjugate symmetric	Radix-2 DIF
<input type="checkbox"/> Input is in bit-reversed order <input checked="" type="checkbox"/> Input is conjugate symmetric	Butterfly operation and radix-2 DIT in conjunction with the half-length and double-signal algorithms
<input checked="" type="checkbox"/> Input is in bit-reversed order <input checked="" type="checkbox"/> Input is conjugate symmetric	Radix-2 DIF in conjunction with the half-length and double-signal algorithms

### Radix-2 Algorithms for Real or Complex Input Complexity Fixed-Point Signals

Other Parameter Settings	Algorithms Used for IFFT Computation
<input type="checkbox"/> Input is in bit-reversed order <input type="checkbox"/> Input is conjugate symmetric	Butterfly operation and radix-2 DIT
<input checked="" type="checkbox"/> Input is in bit-reversed order <input type="checkbox"/> Input is conjugate symmetric	Radix-2 DIF

**Note** The **Input is conjugate symmetric** parameter cannot be used for fixed-point signals.

### Radix-2 Optimization for the Table of Trigonometric Values

In certain situations, the block's Radix-2 algorithm computes all the possible trigonometric values of the twiddle factor

$$e^{j\frac{2\pi k}{K}}$$

where  $K$  is the greater value of either  $M$  or  $N$  and  $k = 0, \dots, K - 1$ . The block stores these values in a table and retrieves them during simulation. The number of table entries for fixed-point and floating-point is summarized in the following table:

Number of Table Entries for N-Point FFT	
floating-point	$3N/4$
fixed-point	$N$

### Fixed-Point Data Types

The following diagrams show the data types used in the IFFT block for fixed-point signals. You can set the sine table, accumulator, product

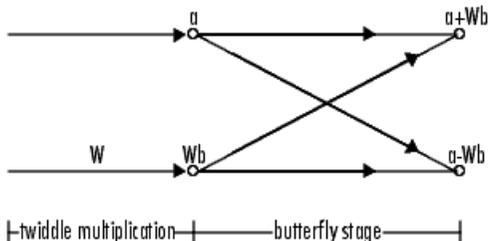
## 2-D IFFT

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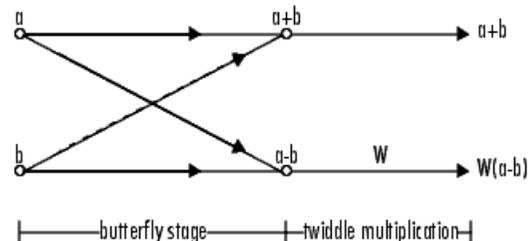
output, and output data types displayed in the diagrams in the IFFT dialog box as discussed in “Dialog Box” on page 2-94.

Inputs to the IFFT block are first cast to the output data type and stored in the output buffer. Each butterfly stage then processes signals in the accumulator data type, with the final output of the butterfly being cast back into the output data type. The block multiplies in a twiddle factor before each butterfly stage in a decimation-in-time IFFT and after each butterfly stage in a decimation-in-frequency IFFT.

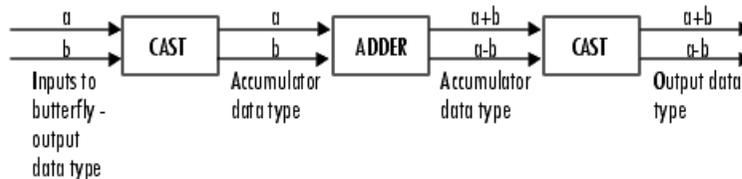
**Decimation-in-time IFFT**



**Decimation-in-frequency IFFT**



**Butterfly stage data types**



**Twiddle multiplication data types**

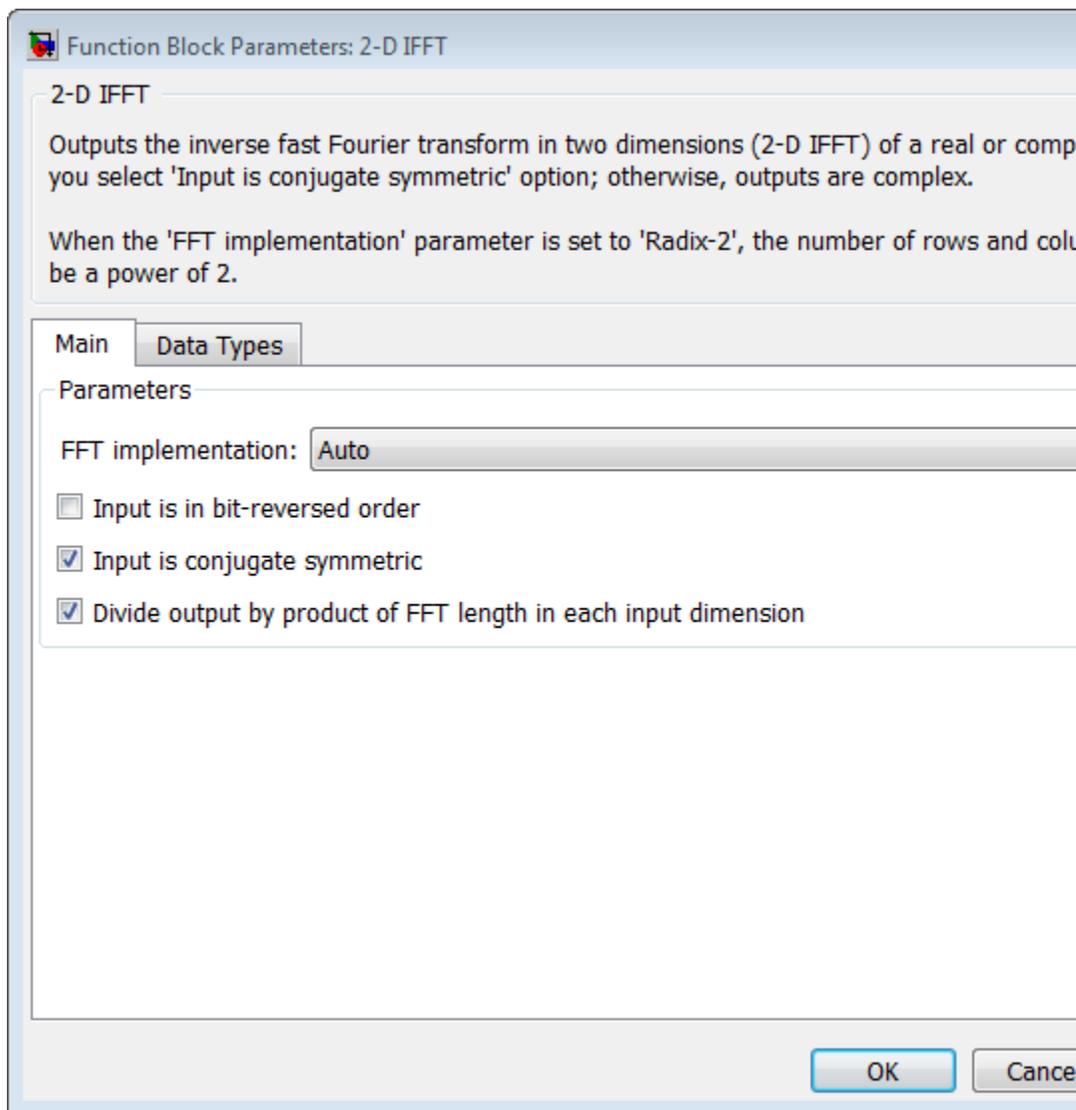


The multiplier output appears in the accumulator data type because both of the inputs to the multiplier are complex. For details on the complex multiplication performed, refer to “Multiplication Data Types” in the DSP System Toolbox documentation.

## 2-D IFFT

### Dialog Box

The **Main** pane of the 2-D IFFT dialog box appears as shown in the following figure.



### **FFT implementation**

Set this parameter to FFTW [1], [2] to support an arbitrary length input signal. The block restricts generated code with FFTW implementation to MATLAB host computers.

Set this parameter to Radix-2 for bit-reversed processing, fixed or floating-point data, or for portable C-code generation using the “Simulink Coder”. The dimensions of the input matrix,  $M$  and  $N$ , must be powers of two. To work with other input sizes, use the Image Pad block to pad or truncate these dimensions to powers of two, or if possible choose the FFTW implementation. See “Radix-2 Implementation” on page 2-89.

Set this parameter to Auto to let the block choose the FFT implementation. For non-power-of-two transform lengths, the block restricts generated code to MATLAB host computers.

### **Input is in bit-reversed order**

Select or clear this check box to designate the order of the input channel elements. Select this check box when the input should appear in reversed order, and clear it when the input should appear in linear order. The block yields invalid outputs when you do not set this parameter correctly. This check box only appears when you set the **FFT implementation** parameter to Radix-2 or Auto.

For more information ordering of the output, see “Bit-Reversed Order” on page 2-51. The 2-D FFT block bit-reverses the order of both the columns and the rows.

### **Input is conjugate symmetric**

Select this option when the block inputs both floating point and conjugate symmetric, and you want real-valued outputs. This parameter cannot be used for fixed-point signals. Selecting this check box optimizes the block’s computation method.

The FFT block yields conjugate symmetric output when you input real-valued data. Taking the IFFT of a conjugate symmetric input

## 2-D IFFT

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matrix produces real-valued output. Therefore, if the input to the block is both floating point and conjugate symmetric, and you select the this check box, the block produces real-valued outputs.

If the IFFT block inputs conjugate symmetric data and you do not select this check box, the IFFT block outputs a complex-valued signal with small imaginary parts. The block outputs invalid data if you select this option with non conjugate symmetric input data.

### **Divide output by product of FFT length in each input dimension**

Select this check box to compute the scaled IFFT. The block computes scaled and unscaled versions of the IFFT. If you select this option, the block computes the scaled version of the IFFT. The unscaled IFFT is defined by the following equation:

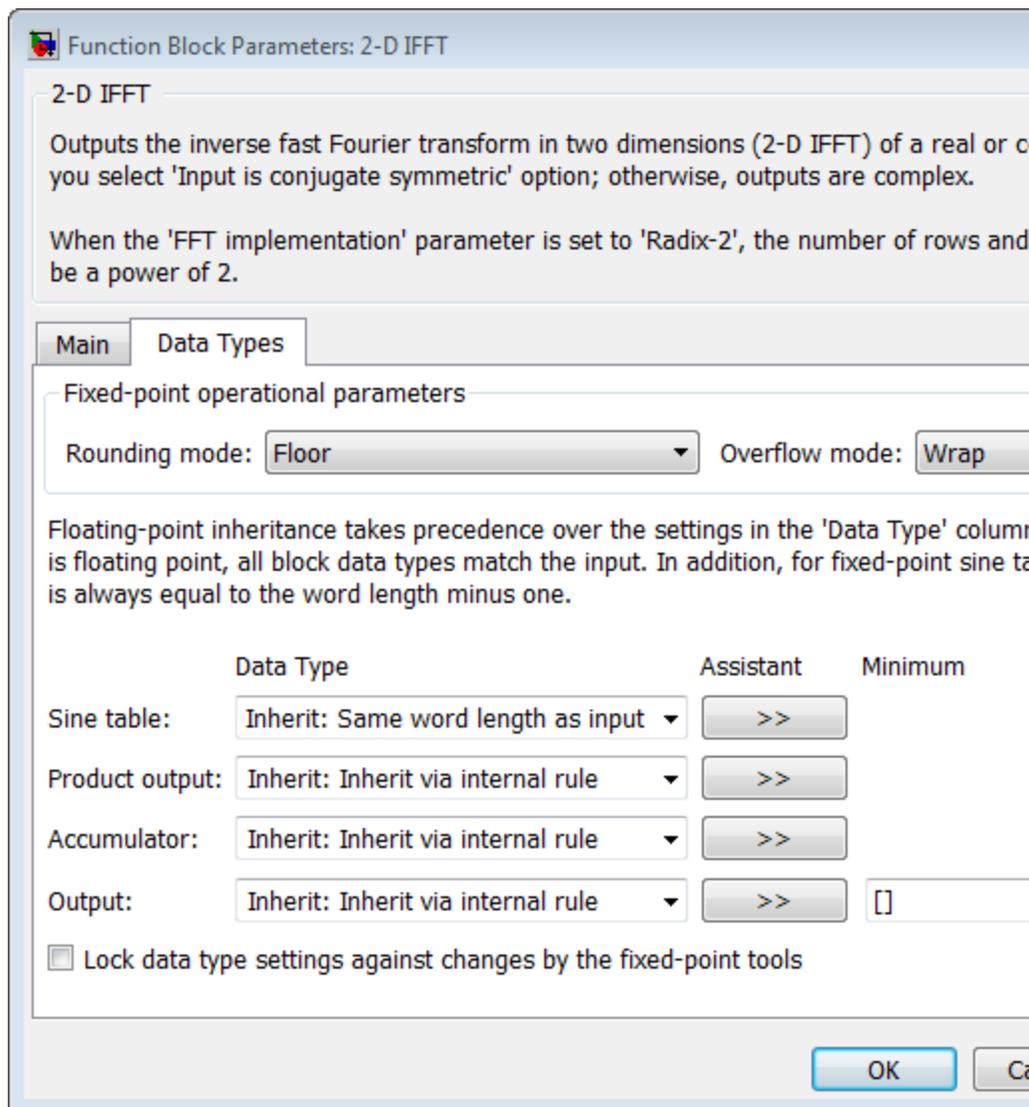
$$f(x, y) = \sum_{m=0}^{M-1} \sum_{n=0}^{N-1} F(m, n) e^{j \frac{2\pi m x}{M}} e^{j \frac{2\pi n y}{N}}$$

where  $0 \leq x \leq M - 1$  and  $0 \leq y \leq N - 1$ .

The scaled version of the IFFT multiplies the above unscaled

version by  $\frac{1}{MN}$ .

The **Data Types** pane of the 2-D IFFT dialog box appears as shown in the following figure.



### **Rounding mode**

Select the “Rounding Modes” for fixed-point operations. The sine table values do not obey this parameter; instead, they always round to Nearest.

### **Overflow mode**

Select the Overflow mode for fixed-point operations. The sine table values do not obey this parameter; instead, they are always saturated.

### **Sine table data type**

Choose how you specify the word length of the values of the sine table. The fraction length of the sine table values always equals the word length minus one. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Same word length as input`
- An expression that evaluates to a valid data type, for example, `fixdt(1,16)`

The sine table values do not obey the **Rounding mode** and **Overflow mode** parameters; instead, they are always saturated and rounded to Nearest.

### **Product output data type**

Specify the product output data type. See Fixed-Point Data Types on page 91 and “Multiplication Data Types” for illustrations depicting the use of the product output data type in this block. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Inherit via internal rule`
- An expression that evaluates to a valid data type, for example, `fixdt(1,16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Product output data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

### Accumulator data type

Specify the accumulator data type. See Fixed-Point Data Types on page 91 for illustrations depicting the use of the accumulator data type in this block. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Inherit via internal rule`
- An expression that evaluates to a valid data type, for example, `fixdt(1,16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Accumulator data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

### Output data type

Specify the output data type. See Fixed-Point Data Types on page 91 for illustrations depicting the use of the output data type in this block. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Inherit via internal rule`.

When you select `Inherit: Inherit via internal rule`, the block calculates the output word length and fraction length automatically. The internal rule first calculates an ideal output word length and fraction length using the following equations:

- When you select the **Divide butterfly outputs by two** check box, the ideal output word and fraction lengths are the same as the input word and fraction lengths.

- When you clear the **Divide butterfly outputs by two** check box, the block computes the ideal output word and fraction lengths according to the following equations:

$$WL_{ideal\ output} = WL_{input} + \text{floor}(\log_2(\text{FFT length} - 1)) + 1$$

$$FL_{ideal\ output} = FL_{input}$$

Using these ideal results, the internal rule then selects word lengths and fraction lengths that are appropriate for your hardware. For more information, see “Inherit via Internal Rule”.

- An expression that evaluates to a valid data type, for example, `fixdt(1,16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Output data type** parameter.

See “Specify Block Output Data Types” in *Simulink User’s Guide* for more information.

### **Lock data type settings against change by the fixed-point tools**

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## References

- [1] FFTW (<http://www.fftw.org>)
- [2] Frigo, M. and S. G. Johnson, “FFTW: An Adaptive Software Architecture for the FFT,” *Proceedings of the International Conference on Acoustics, Speech, and Signal Processing*, Vol. 3, 1998, pp. 1381-1384.

### See Also

2-D DCT	Computer Vision System Toolbox software
2-D FFT	Computer Vision System Toolbox software
2-D IDCT	Computer Vision System Toolbox software
2-D FFT	Computer Vision System Toolbox software
2-D IFFT	Computer Vision System Toolbox software
bitrevorder	Signal Processing Toolbox software
fft	MATLAB
ifft	MATLAB
“Simulink Coder”	Simulink

## 2-D IFFT (To Be Removed)

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**Purpose** Compute 2-D IFFT of input

**Library** Transforms  
viptransforms

### Description



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**Note** The 2-D IFFT block is obsolete. It may be removed in a future version of the Computer Vision System Toolbox software. Use the replacement block 2-D IFFT.

Refer to “FFT and IFFT Support for Non-Power-of-Two Transform Length with FFTW Library” in the R2011b Release Notes for details related to these changes.

See the 2-D IFFT documentation to view the reference material related to the obsolete block.

---

**Purpose** Find maximum values in input or sequence of inputs

**Library** Statistics  
visionstatistics

**Description** The 2-D Maximum block identifies the value and/or position of the smallest element in each row or column of the input, or along a specified dimension of the input. The 2-D Maximum block can also track the maximum values in a sequence of inputs over a period of time.

The 2-D Maximum block supports real and complex floating-point, fixed-point, and Boolean inputs. Real fixed-point inputs can be either signed or unsigned, while complex fixed-point inputs must be signed. The output data type of the maximum values match the data type of the input. The block outputs double index values, when the input is double, and uint32 otherwise.

### Port Descriptions

Port	Input/Output	Supported Data Types
Input	Scalar, vector or matrix of intensity values	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point (signed and unsigned)</li> <li>• Boolean</li> <li>• 8-, 16-, and 32-bit signed integers</li> <li>• 8-, 16-, and 32-bit unsigned integers</li> </ul>
Rst	Scalar value	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> </ul>

## 2-D Maximum

Port	Input/Output	Supported Data Types
		<ul style="list-style-type: none"> <li>• Single-precision floating point</li> <li>• Boolean</li> <li>• 8-, 16-, and 32-bit signed integers</li> <li>• 8-, 16-, and 32-bit unsigned integers</li> </ul>
Val	Maximum value output based on the “Value Mode” on page 2-105	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point (signed and unsigned)</li> <li>• Boolean</li> <li>• 8-, 16-, and 32-bit signed integers</li> <li>• 8-, 16-, and 32-bit unsigned integers</li> </ul>
Idx	One-based output location of the maximum value based on the “Index Mode” on page 2-106	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• 32-bit unsigned integers</li> </ul>

### Value Mode

When you set the **Mode** parameter to **Value**, the block computes the maximum value in each row or column of the input, along vectors of a specified dimension of the input, or of the entire input at each sample time, and outputs the array  $y$ . Each element in  $y$  is the maximum value in the corresponding column, row, vector, or entire input. The output  $y$  depends on the setting of the **Find the maximum value over** parameter. For example, consider a 3-dimensional input signal of size  $M$ -by- $N$ -by- $P$ :

- **Each row** — The output at each sample time consists of an  $M$ -by-1-by- $P$  array, where each element contains the maximum value of each vector over the second dimension of the input. For an  $M$ -by- $N$  input matrix, the block outputs an  $M$ -by-1 column vector at each sample time.
- **Each column** — The output at each sample time consists of a 1-by- $N$ -by- $P$  array, where each element contains the maximum value of each vector over the first dimension of the input. For an  $M$ -by- $N$  input matrix, the block outputs a 1-by- $N$  row vector at each sample time.

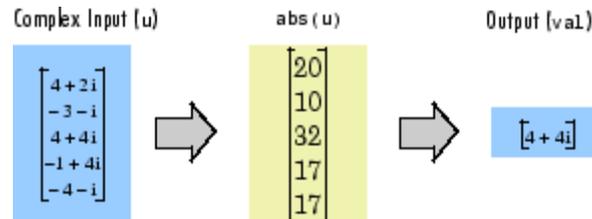
In this mode, the block treats length- $M$  unoriented vector inputs as  $M$ -by-1 column vectors.

- **Entire input** — The output at each sample time is a scalar that contains the maximum value in the  $M$ -by- $N$ -by- $P$  input matrix.
- **Specified dimension** — The output at each sample time depends on **Dimension**. When you set **Dimension** to 1, the block output is the same as when you select **Each column**. When you set **Dimension** to 2, the block output is the same as when you select **Each row**. When you set **Dimension** to 3, the block outputs an  $M$ -by- $N$  matrix containing the maximum value of each vector over the third dimension of the input, at each sample time.

For complex inputs, the block selects the value in each row or column of the input, along vectors of a specified dimension of the input, or of

## 2-D Maximum

the entire input that has the maximum magnitude squared as shown below. For complex value  $u = a + bi$ , the magnitude squared is  $a^2 + b^2$ .



### Index Mode

When you set the **Mode** parameter to **Index**, the block computes the maximum value in each row or column of the input, along vectors of a specified dimension of the input, or of the entire input, and outputs the index array  $I$ . Each element in  $I$  is an integer indexing the maximum value in the corresponding column, row, vector, or entire input. The output  $I$  depends on the setting of the **Find the maximum value over** parameter. For example, consider a 3-dimensional input signal of size  $M$ -by- $N$ -by- $P$ :

- **Each row** — The output at each sample time consists of an  $M$ -by-1-by- $P$  array, where each element contains the index of the maximum value of each vector over the second dimension of the input. For an input that is an  $M$ -by- $N$  matrix, the output at each sample time is an  $M$ -by-1 column vector.
- **Each column** — The output at each sample time consists of a 1-by- $N$ -by- $P$  array, where each element contains the index of the maximum value of each vector over the first dimension of the input. For an input that is an  $M$ -by- $N$  matrix, the output at each sample time is a 1-by- $N$  row vector.

In this mode, the block treats length- $M$  unoriented vector inputs as  $M$ -by-1 column vectors.

- **Entire input** — The output at each sample time is a 1-by-3 vector that contains the location of the maximum value in the  $M$ -by- $N$ -by- $P$

input matrix. For an input that is an  $M$ -by- $N$  matrix, the output will be a 1-by-2 vector of one-based [x y] location coordinates for the maximum value.

- **Specified dimension** — The output at each sample time depends on **Dimension**. If **Dimension** is set to 1, the output is the same as when you select **Each column**. If **Dimension** is set to 2, the output is the same as when you select **Each row**. If **Dimension** is set to 3, the output at each sample time is an  $M$ -by- $N$  matrix containing the indices of the maximum values of each vector over the third dimension of the input.

When a maximum value occurs more than once, the computed index corresponds to the first occurrence. For example, when the input is the column vector [3 2 1 2 3]', the computed one-based index of the maximum value is 1 rather than 5 when **Each column** is selected.

When inputs to the block are double-precision values, the index values are double-precision values. Otherwise, the index values are 32-bit unsigned integer values.

### Value and Index Mode

When you set the **Mode** parameter to **Value** and **Index**, the block outputs both the maxima and the indices.

### Running Mode

When you set the **Mode** parameter to **Running**, the block tracks the maximum value of each channel in a time sequence of  $M$ -by- $N$  inputs. In this mode, the block treats each element as a channel.

### Resetting the Running Maximum

The block resets the running maximum whenever a reset event is detected at the optional **Rst** port. The reset sample time must be a positive integer multiple of the input sample time.

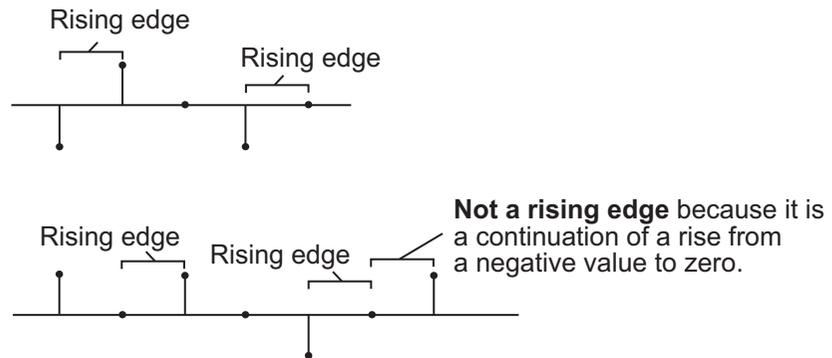
You specify the reset event in the **Reset port** menu:

- **None** — Disables the **Rst** port.

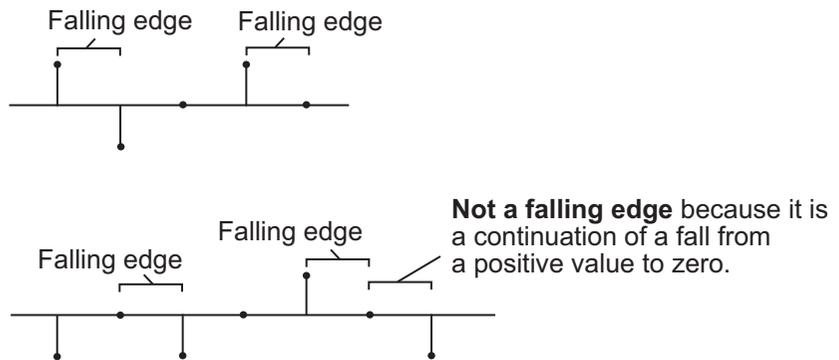
## 2-D Maximum

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- **Rising edge** — Triggers a reset operation when the Rst input does one of the following:
  - Rises from a negative value to a positive value or zero
  - Rises from zero to a positive value, where the rise is not a continuation of a rise from a negative value to zero (see the following figure)



- **Falling edge** — Triggers a reset operation when the Rst input does one of the following:
  - Falls from a positive value to a negative value or zero
  - Falls from zero to a negative value, where the fall is not a continuation of a fall from a positive value to zero (see the following figure)



- **Either edge** — Triggers a reset operation when the Rst input is a Rising edge or Falling edge (as described above)
- **Non-zero sample** — Triggers a reset operation at each sample time that the Rst input is not zero

---

**Note** When running simulations in the Simulink MultiTasking mode, reset signals have a one-sample latency. Therefore, when the block detects a reset event, there is a one-sample delay at the reset port rate before the block applies the reset.

---

### ROI Processing

To calculate the statistical value within a particular region of interest (ROI) of the input, select the **Enable ROI processing** check box. This applies to any mode other than running mode and when you set the **Find the maximum value over** parameter to Entire input and you select the **Enable ROI processing** check box. ROI processing applies only for 2-D inputs.

You can specify a rectangle, line, label matrix, or binary mask ROI type.

Use the binary mask to specify which pixels to highlight or select.

Use the label matrix to label regions. Pixels set to 0 represent the background. Pixels set to 1 represent the first object, pixels set to 2,

## 2-D Maximum

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represent the second object, and so on. Use the **Label Numbers** port to specify the objects in the label matrix for which the block calculates statistics. The input to this port must be a vector of scalar values that correspond to the labeled regions in the label matrix.

For rectangular ROIs, use the **ROI portion to process** parameter to specify whether to calculate the statistical value for the entire ROI or just the ROI perimeter. For more information about the format of the input to the ROI port when you set the ROI to a rectangle or a line, see the Draw Shapes block reference page.

### ROI Output Statistics

#### Output = Individual statistics for each ROI

Flag Port Output	Description
0	ROI is completely outside the input image.
1	ROI is completely or partially inside the input image.

#### Output = Single statistic for all ROIs

Flag Port Output	Description
0	All ROIs are completely outside the input image.
1	At least one ROI is completely or partially inside the input image.

If the ROI is partially outside the image, the block only computes the statistical values for the portion of the ROI that is within the image.

### Output = Individual statistics for each ROI

Flag Port Output	Description
0	Label number is not in the label matrix.
1	Label number is in the label matrix.

### Output = Single statistic for all ROIs

Flag Port Output	Description
0	None of the label numbers are in the label matrix.
1	At least one of the label numbers is in the label matrix.

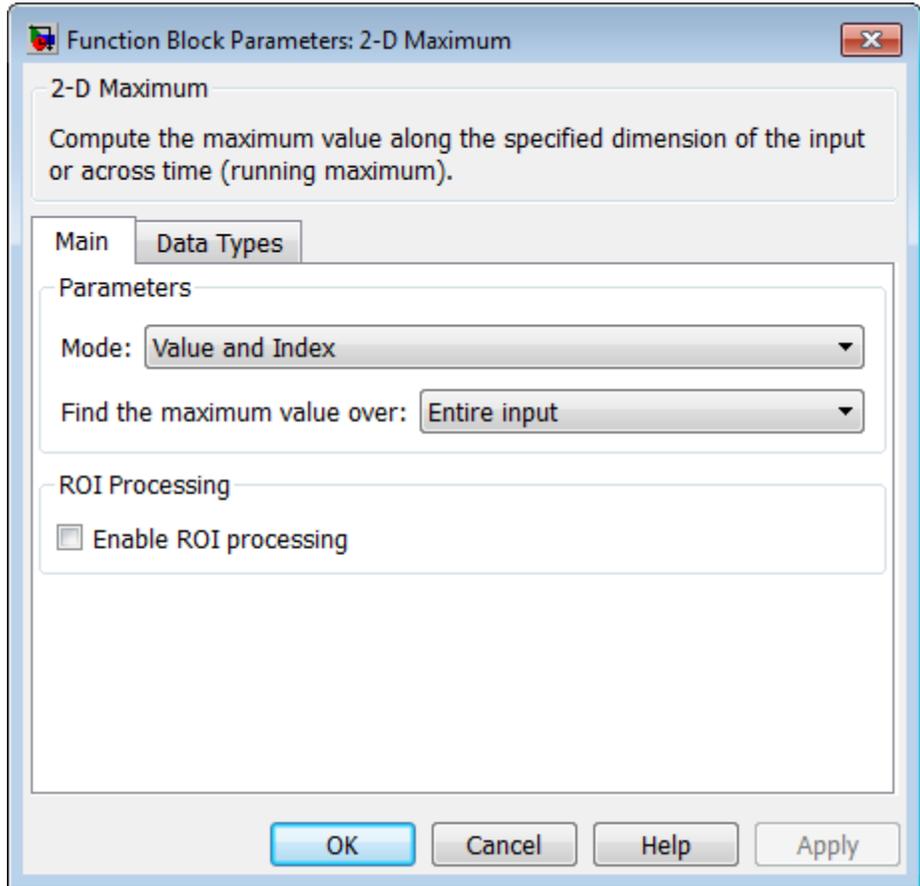
### Fixed-Point Data Types

The parameters on the **Data Types** pane of the block dialog are only used for complex fixed-point inputs. The sum of the squares of the real and imaginary parts of such an input are formed before a comparison is made, as described in “Value Mode” on page 2-105. The results of the squares of the real and imaginary parts are placed into the product output data type. The result of the sum of the squares is placed into the accumulator data type. These parameters are ignored for other types of inputs.

# 2-D Maximum

## Dialog Box

The **Main** pane of the Maximum block dialog appears as follows.



### Mode

Specify the block's mode of operation:

- **Value and Index** — Output both the value and the index location.

- **Value** — Output the maximum value of each input matrix. For more information, see “Value Mode” on page 2-105.
- **Index**— Output the one-based index location of the maximum value. For more information, see “Index Mode” on page 2-106.
- **Running** — Track the maximum value of the input sequence over time. For more information, see “Running Mode” on page 2-107.

For the **Value**, **Index**, and **Value and Index** modes, the 2-D Maximum block produces identical results as the MATLAB `max` function when it is called as  $[y \ I] = \max(u, [], D)$ , where  $u$  and  $y$  are the input and output, respectively,  $D$  is the dimension, and  $I$  is the index.

### **Find the maximum value over**

Specify whether the block should find the maximum of the entire input each row, each column, or dimensions specified by the **Dimension** parameter.

### **Reset port**

Specify the reset event that causes the block to reset the running maximum. The rate of the reset signal must be a positive integer multiple of the rate of the data signal input. This parameter appears only when you set the **Mode** parameter to **Running**. For information about the possible values of this parameter, see “Resetting the Running Maximum” on page 2-107.

### **Dimension**

Specify the dimension (one-based value) of the input signal, over which the maximum is computed. The value of this parameter cannot exceed the number of dimensions in the input signal. This parameter applies only when you set the **Find the maximum value over** parameter to **Specified dimension**.

### **Enable ROI processing**

Select this check box to calculate the statistical value within a particular region of each image. This parameter applies only

## 2-D Maximum

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when you set the **Find the maximum value over** parameter to Entire input, and the block is not in running mode.

### ROI type

Specify the type of ROI you want to use. Your choices are Rectangles, Lines, Label matrix, or Binary mask.

When you set this parameter to Rectangles or Lines, the **Output flag indicating if ROI is within image bounds** check box appears in the dialog box. If you select this check box, the **Flag** port appears on the block.

When you set this parameter to Label matrix, the **Label** and **Label Numbers** ports appear on the block and the **Output flag indicating if input label numbers are valid** check box appears in the dialog box. If you select this check box, the **Flag** port appears on the block.

See ROI Output Statistics on page 110 for details.

### ROI portion to process

Specify whether you want to calculate the statistical value for the entire ROI or just the ROI perimeter. This parameter applies only when you set the **ROI type** parameter to Rectangles.

### Output

Specify the block output. The block can output a vector of separate statistical values for each ROI or a scalar value that represents the statistical value for all the specified ROIs. This parameter does not apply when you set the **ROI type** parameter, to Binary mask.

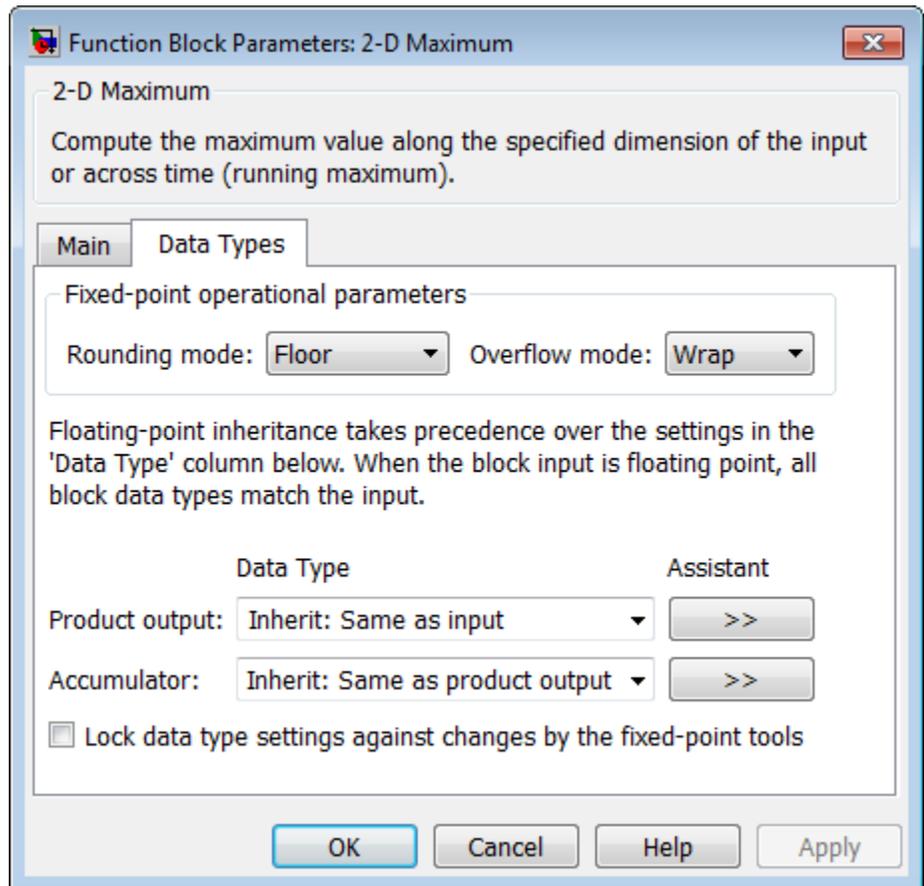
### Output flag indicating if ROI is within image bounds

When you select this check box, the **Flag** port appears on the block. This check box applies only when you set the **ROI type** parameter to Rectangles or Lines. For a description of the **Flag** port output, see the tables in “ROI Processing” on page 2-109.

### Output flag indicating if label numbers are valid

When you select this check box, the **Flag** port appears on the block. This check box applies only when you set the **ROI type** parameter to **Label matrix**. For a description of the **Flag** port output, see the tables in “ROI Processing” on page 2-109.

The **Data Types** pane of the Maximum block dialog appears as follows.



## 2-D Maximum

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**Note** The parameters on the **Data Types** pane are only used for complex fixed-point inputs. The sum of the squares of the real and imaginary parts of such an input are formed before a comparison is made, as described in “Value Mode” on page 2-105. The results of the squares of the real and imaginary parts are placed into the product output data type. The result of the sum of the squares is placed into the accumulator data type. These parameters are ignored for other types of inputs.

---

### **Rounding mode**

Select the “Rounding Modes” for fixed-point operations.

### **Overflow mode**

Select the Overflow mode for fixed-point operations.

### **Product output data type**

Specify the product output data type. See “Fixed-Point Data Types” on page 2-111 and “Multiplication Data Types” for illustrations depicting the use of the product output data type in this block. You can set it to:

- A rule that inherits a data type, for example, `Inherit: Same as input`
- An expression that evaluates to a valid data type, for example, `fixdt([],16,0)`

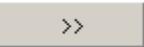
Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Product output data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

## Accumulator data type

Specify the accumulator data type. See “Fixed-Point Data Types” on page 2-111 for illustrations depicting the use of the accumulator data type in this block. You can set this parameter to:

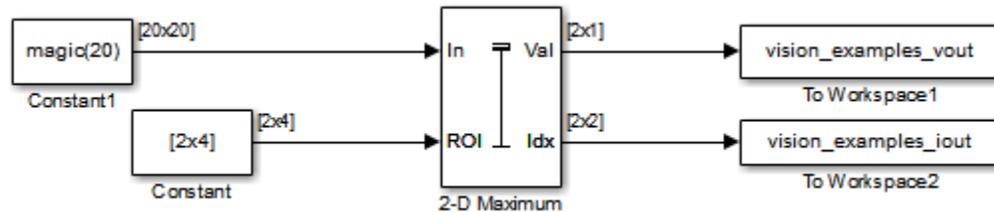
- A rule that inherits a data type, for example, `Inherit: Same as product output`
- An expression that evaluates to a valid data type, for example, `fixdt([],16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Accumulator data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

## Lock data type settings against changes by the fixed-point tools

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask.



## Examples

The `ex_vision_2dmaximum` example finds the maximum value within two ROIs. The model outputs the maximum values and their one-based [x y] coordinate locations.

## 2-D Maximum

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### See Also

2-D Mean

2-D Minimum

MinMax

max

Computer Vision  
System Toolbox

Computer Vision  
System Toolbox

Simulink

MATLAB

# 2-D Maximum (To Be Removed)

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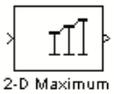
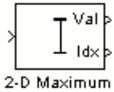
## Purpose

Find maximum values in an input or sequence of inputs

## Library

vipobslib

## Description



---

**Note** This 2-D Maximum block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated 2-D Maximum block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

See the 2-D Maximum documentation to view the reference material related to the obsolete block.

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## 2-D Mean

---

**Purpose** Find mean value of each input matrix

**Library** Statistics  
visionstatistics

**Description** The 2-D Mean block computes the mean of each row or column of the input, along vectors of a specified dimension of the input, or of the entire input. The 2-D Mean block can also track the mean value in a sequence of inputs over a period of time. To track the mean value in a sequence of inputs, select the **Running mean** check box.

### Port Description

Port	Supported Data Types
Input	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• 8-, 16-, and 32-bit signed integers</li><li>• 8-, 16-, and 32-bit unsigned integers</li></ul>
Reset	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Boolean</li><li>• 8-, 16-, and 32-bit signed integers</li><li>• 8-, 16-, and 32-bit unsigned integers</li></ul>

Port	Supported Data Types
ROI	Rectangles and lines: <ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Boolean</li> <li>• 8-, 16-, and 32-bit signed integers</li> <li>• 8-, 16-, and 32-bit unsigned integers</li> </ul> Binary Mask: <ul style="list-style-type: none"> <li>• Boolean</li> </ul>
Label	<ul style="list-style-type: none"> <li>• 8-, 16-, and 32-bit unsigned integers</li> </ul>
Label Numbers	<ul style="list-style-type: none"> <li>• 8-, 16-, and 32-bit unsigned integers</li> </ul>
Output	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• 8-, 16-, and 32-bit signed integers</li> <li>• 8-, 16-, and 32-bit unsigned integers</li> </ul>
Flag	<ul style="list-style-type: none"> <li>• Boolean</li> </ul>

### Basic Operation

When you do not select the **Running mean** check box, the block computes the mean value in each row or column of the input, along vectors of a specified dimension of the input, or of the entire input at each individual sample time. Each element in the output array  $y$  is the mean value of the corresponding column, row, vector, or entire input. The output array,  $y$ , depends on the setting of the **Find the mean**

## 2-D Mean

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**value over** parameter. For example, consider a 3-dimensional input signal of size  $M$ -by- $N$ -by- $P$ :

- **Entire input** — The output at each sample time is a scalar that contains the mean value of the  $M$ -by- $N$ -by- $P$  input matrix.

```
y = mean(u(:))      % Equivalent MATLAB code
```

- **Each row** — The output at each sample time consists of an  $M$ -by-1-by- $P$  array, where each element contains the mean value of each vector over the second dimension of the input. For an input that is an  $M$ -by- $N$  matrix, the output at each sample time is an  $M$ -by-1 column vector.

```
y = mean(u,2)      % Equivalent MATLAB code
```

- **Each column** — The output at each sample time consists of a 1-by- $N$ -by- $P$  array, where each element contains the mean value of each vector over the first dimension of the input. For an input that is an  $M$ -by- $N$  matrix, the output at each sample time is a 1-by- $N$  row vector.

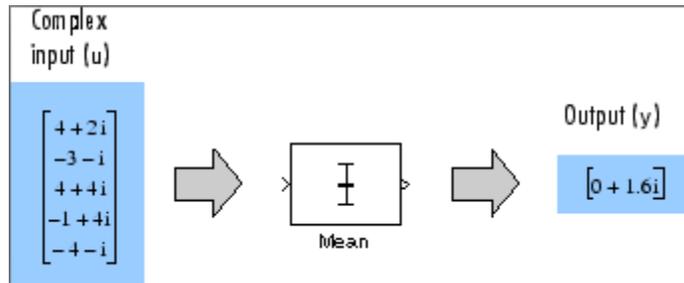
```
y = mean(u)        % Equivalent MATLAB code
```

In this mode, the block treats length- $M$  unoriented vector inputs as  $M$ -by-1 column vectors.

- **Specified dimension** — The output at each sample time depends on the value of the **Dimension** parameter. If you set the **Dimension** to 1, the output is the same as when you select **Each column**. If you set the **Dimension** to 2, the output is the same as when you select **Each row**. If you set the **Dimension** to 3, the output at each sample time is an  $M$ -by- $N$  matrix containing the mean value of each vector over the third dimension of the input.

```
y = mean(u,Dimension) % Equivalent MATLAB code
```

The mean of a complex input is computed independently for the real and imaginary components, as shown in the following figure.



### Running Operation

When you select the **Running mean** check box, the block tracks the mean value of each channel in a time sequence of inputs. In this mode, the block treats each element as a channel.

### Resetting the Running Mean

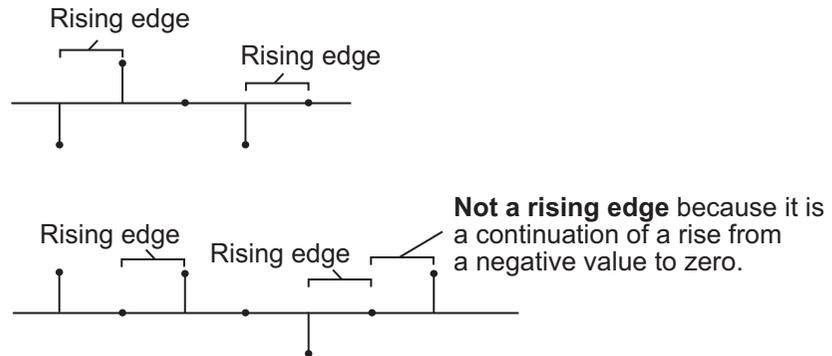
The block resets the running mean whenever a reset event is detected at the optional Rst port. The reset sample time must be a positive integer multiple of the input sample time.

When a reset event occurs, the running mean for each channel is initialized to the value in the corresponding channel of the current input.

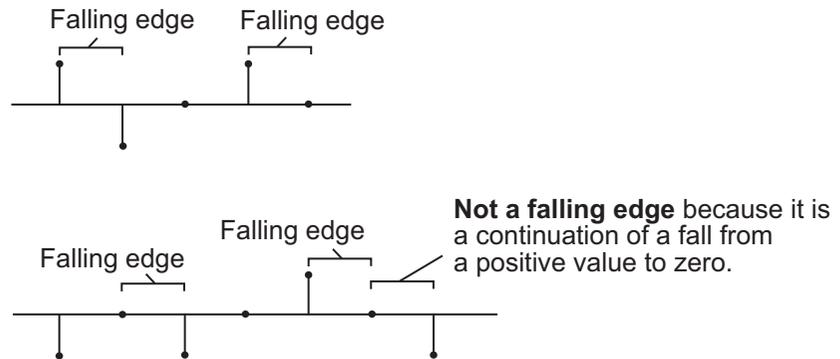
You specify the reset event by the **Reset port** parameter:

- None disables the Rst port.
- Rising edge — Triggers a reset operation when the Rst input does one of the following:
  - Rises from a negative value to a positive value or zero
  - Rises from zero to a positive value, where the rise is not a continuation of a rise from a negative value to zero (see the following figure)

## 2-D Mean



- Falling edge — Triggers a reset operation when the Rst input does one of the following:
  - Falls from a positive value to a negative value or zero
  - Falls from zero to a negative value, where the fall is not a continuation of a fall from a positive value to zero (see the following figure)



- Either edge — Triggers a reset operation when the Rst input is a Rising edge or Falling edge (as described earlier)
- Non-zero sample — Triggers a reset operation at each sample time that the Rst input is not zero

---

**Note** When running simulations in the Simulink MultiTasking mode, reset signals have a one-sample latency. Therefore, when the block detects a reset event, there is a one-sample delay at the reset port rate before the block applies the reset.

---

### ROI Processing

To calculate the statistical value within a particular region of interest (ROI) of the input, select the **Enable ROI processing** check box. This option is only available when the **Find the mean value over** parameter is set to **Entire input** and the **Running mean** check box is not selected. ROI processing is only supported for 2-D inputs.

- A binary mask is a binary image that enables you to specify which pixels to highlight, or select.
- In a label matrix, pixels equal to 0 represent the background, pixels equal to 1 represent the first object, pixels equal to 2 represent the second object, and so on. When the **ROI type** parameter is set to **Label matrix**, the **Label** and **Label Numbers** ports appear on the block. Use the **Label Numbers** port to specify the objects in the label matrix for which the block calculates statistics. The input to this port must be a vector of scalar values that correspond to the labeled regions in the label matrix.
- For more information about the format of the input to the ROI port when the ROI is a rectangle or a line, see the [Draw Shapes reference page](#).

For more information about the format of the input to the ROI port when the ROI is a rectangle or a line, see the [Draw Shapes block reference page](#).

## 2-D Mean

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**Note** For rectangular ROIs, use the **ROI portion to process** parameter to specify whether to calculate the statistical value for the entire ROI or just the ROI perimeter.

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Use the **Output** parameter to specify the block output. The block can output separate statistical values for each ROI or the statistical value for all specified ROIs. This parameter is not available if, for the **ROI type** parameter, you select **Binary mask**.

If, for the **ROI type** parameter, you select **Rectangles** or **Lines**, the **Output flag indicating if ROI is within image bounds** check box appears in the dialog box. If you select this check box, the **Flag port** appears on the block. The following tables describe the **Flag port** output based on the block parameters.

### Output = Individual statistics for each ROI

Flag Port Output	Description
0	ROI is completely outside the input image.
1	ROI is completely or partially inside the input image.

### Output = Single statistic for all ROIs

Flag Port Output	Description
0	All ROIs are completely outside the input image.
1	At least one ROI is completely or partially inside the input image.

If the ROI is partially outside the image, the block only computes the statistical values for the portion of the ROI that is within the image.

If, for the **ROI type** parameter, you select **Label matrix**, the **Output flag indicating if input label numbers are valid** check box appears in the dialog box. If you select this check box, the Flag port appears on the block. The following tables describe the Flag port output based on the block parameters.

### Output = Individual statistics for each ROI

Flag Port Output	Description
0	Label number is not in the label matrix.
1	Label number is in the label matrix.

### Output = Single statistic for all ROIs

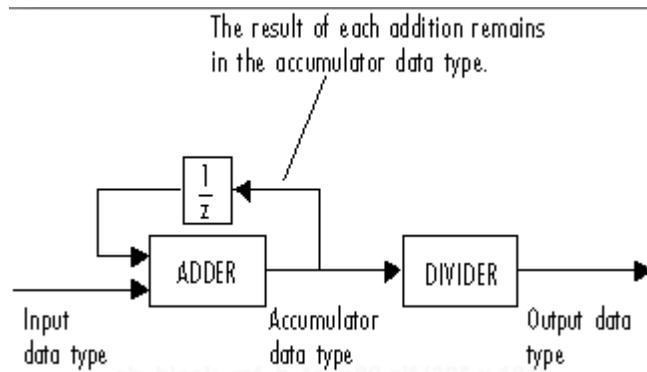
Flag Port Output	Description
0	None of the label numbers are in the label matrix.
1	At least one of the label numbers is in the label matrix.

### Fixed-Point Data Types

The following diagram shows the data types used within the Mean block for fixed-point signals.

## 2-D Mean

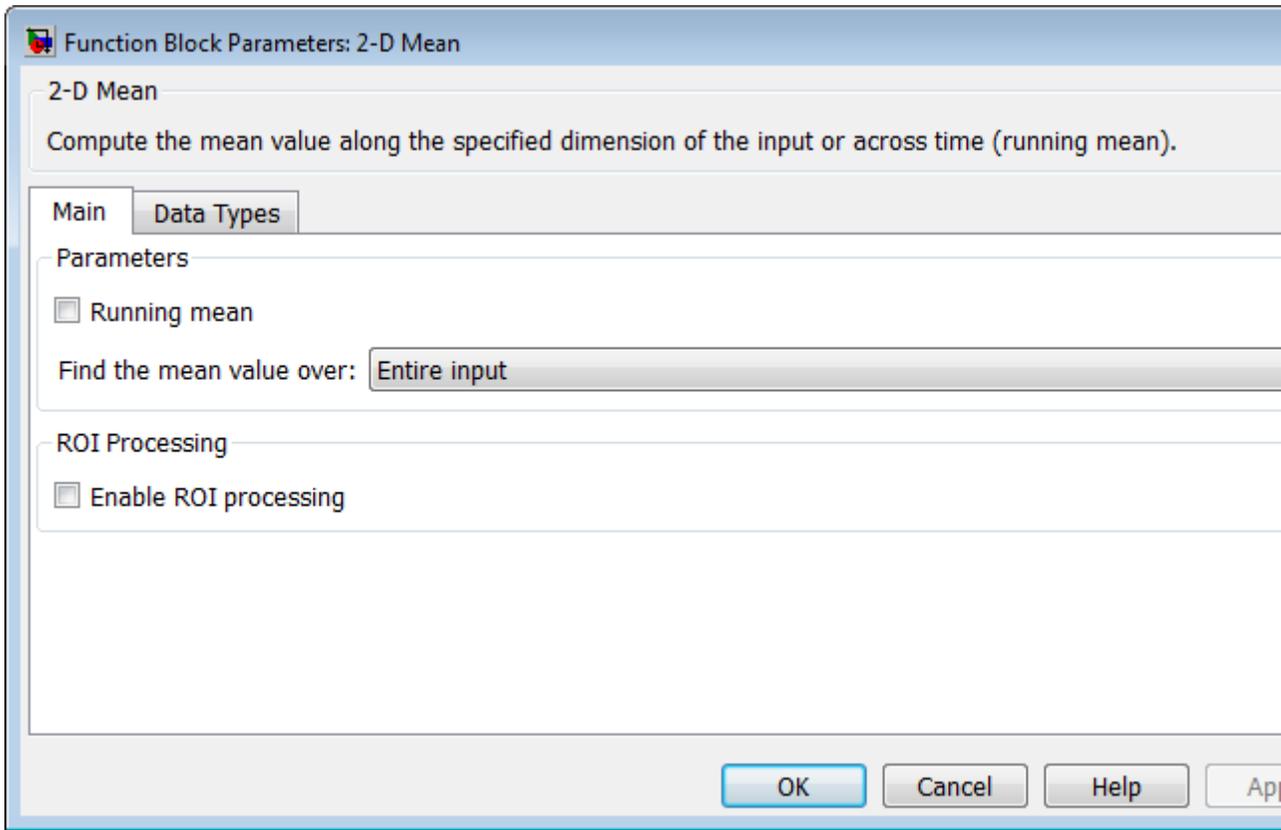
---



You can set the accumulator and output data types in the block dialog, as discussed in “Dialog Box” on page 2-128.

### Dialog Box

The **Main** pane of the Mean block dialog appears as follows.



### Running mean

Enables running operation when selected.

### Reset port

Specify the reset event that causes the block to reset the running mean. The sample time of the input to the Rst port must be a positive integer multiple of the input sample time. This parameter appears only when you select the **Running mean** check box. For more information, see “Resetting the Running Mean” on page 2-123.

### **Find the mean value over**

Specify whether to find the mean value along rows, columns, entire input, or the dimension specified in the **Dimension** parameter. For more information, see “Basic Operation” on page 2-121.

### **Dimension**

Specify the dimension (one-based value) of the input signal, over which the mean is computed. The value of this parameter cannot exceed the number of dimensions in the input signal. This parameter is only visible when the **Find the mean value over** parameter is set to Specified dimension.

### **Enable ROI Processing**

Select this check box to calculate the statistical value within a particular region of each image. This parameter is only available when the **Find the mean value over** parameter is set to Entire input, and the block is not in running mode.

### **ROI type**

Specify the type of ROI you want to use. Your choices are Rectangles, Lines, Label matrix, or Binary mask.

### **ROI portion to process**

Specify whether you want to calculate the statistical value for the entire ROI or just the ROI perimeter. This parameter is only visible if, for the **ROI type** parameter, you specify Rectangles.

### **Output**

Specify the block output. The block can output a vector of separate statistical values for each ROI or a scalar value that represents the statistical value for all the specified ROIs. This parameter is not available if, for the **ROI type** parameter, you select Binary mask.

### **Output flag**

- Output flag indicating if ROI is within image bounds**
- Output flag indicating if label numbers are valid**

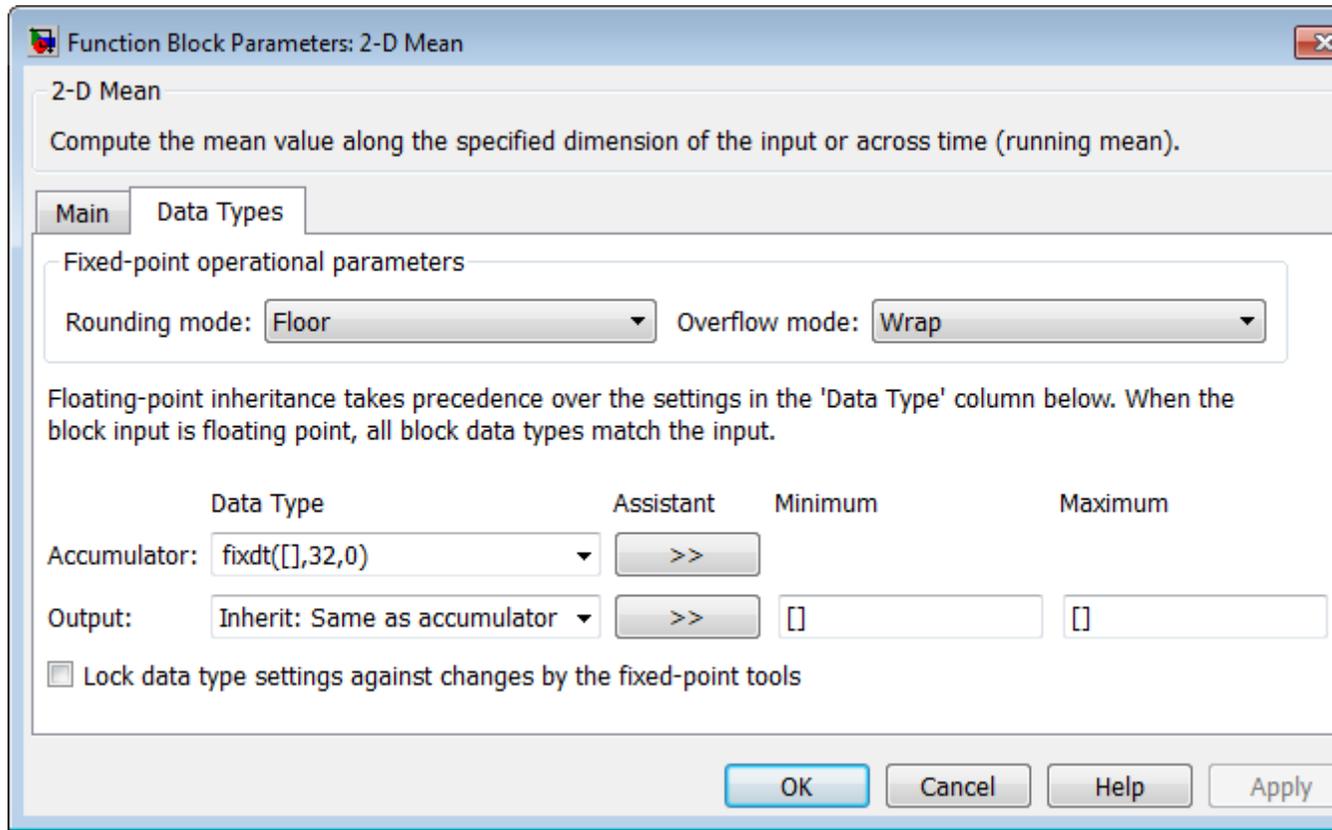
When you select either of these check boxes, the Flag port appears on the block. For a description of the Flag port output, see the tables in “ROI Processing” on page 2-125.

The **Output flag indicating if ROI is within image bounds** check box is only visible when you select Rectangles or Lines as the **ROI type**.

The **Output flag indicating if label numbers are valid** check box is only visible when you select Label matrix for the **ROI type** parameter.

The **Data Types** pane of the Mean block dialog appears as follows.

## 2-D Mean



### **Rounding mode**

Select the “Rounding Modes” for fixed-point operations.

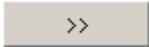
### **Overflow mode**

Select the Overflow mode for fixed-point operations.

### **Accumulator data type**

Specify the accumulator data type. See “Fixed-Point Data Types” on page 2-127 for illustrations depicting the use of the accumulator data type in this block. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Same as input`
- An expression that evaluates to a valid data type, for example, `fixdt([],16,0)`

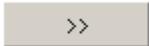
Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Accumulator data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

### Output data type

Specify the output data type. See “Fixed-Point Data Types” on page 2-127 for illustrations depicting the use of the output data type in this block. You can set it to:

- A rule that inherits a data type, for example, `Inherit: Same as accumulator`
- An expression that evaluates to a valid data type, for example, `fixdt([],16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Output data type** parameter.

See “Specify Block Output Data Types” in *Simulink User’s Guide* for more information.

### Minimum

Specify the minimum value that the block should output. The default value, `[]`, is equivalent to `-Inf`. Simulink software uses this value to perform:

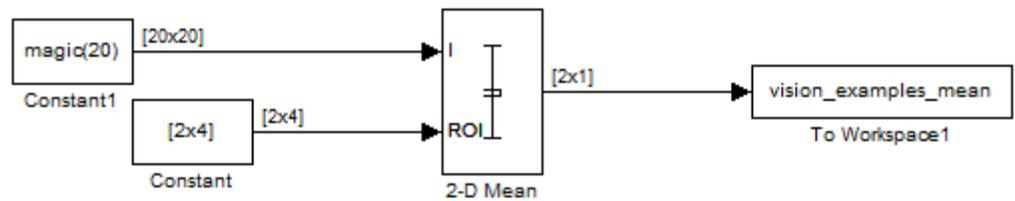
- Simulation range checking (see “Signal Ranges”)
- Automatic scaling of fixed-point data types

## 2-D Mean

### Maximum

Specify the maximum value that the block should output. The default value, [], is equivalent to  $\text{Inf}$ . Simulink software uses this value to perform:

- Simulation range checking (see “Signal Ranges”)
- Automatic scaling of fixed-point data types



### Example

The `ex_vision_2dmean` calculates the mean value within two ROIs.

### See Also

2-D Maximum

Computer Vision System Toolbox

2D-Median

Computer Vision System Toolbox

2-D Minimum

Computer Vision System Toolbox

2-D Standard  
Deviation

Computer Vision System Toolbox

mean

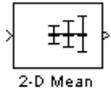
MATLAB

**Purpose**

Find mean value of each input matrix

**Library**

Statistics

**Description**

---

**Note** This 2-D Mean block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated 2-D Mean block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

See the 2-D Mean documentation to view the reference material related to the obsolete block.

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## 2-D Median

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**Purpose** Find 2-D Median value of each input matrix

**Library** Statistics  
visionstatistics

**Description** The 2-D Median block computes the median value of each row or column of the input, along vectors of a specified dimension of the input, or of the entire input. The median of a set of input values is calculated as follows:

- 1 The values are sorted.
- 2 If the number of values is odd, the median is the middle value.
- 3 If the number of values is even, the median is the average of the two middle values.

For a given input  $u$ , the size of the output array  $y$  depends on the setting of the **Find the median value over** parameter. For example, consider a 3-dimensional input signal of size  $M$ -by- $N$ -by- $P$ :

- Entire input — The output at each sample time is a scalar that contains the median value of the  $M$ -by- $N$ -by- $P$  input matrix.

```
y = median(u(:)) % Equivalent MATLAB code
```

- Each row — The output at each sample time consists of an  $M$ -by-1-by- $P$  array, where each element contains the median value of each vector over the second dimension of the input. For an input that is an  $M$ -by- $N$  matrix, the output is an  $M$ -by-1 column vector.

```
y = median(u,2) % Equivalent MATLAB code
```

- Each column — The output at each sample time consists of a 1-by- $N$ -by- $P$  array, where each element contains the median value of each vector over the first dimension of the input. For an input that is an  $M$ -by- $N$  matrix, the output at each sample time is a 1-by- $N$  row vector.

```
y = median(u) % Equivalent MATLAB code
```

For convenience, length- $M$  1-D vector inputs are treated as  $M$ -by-1 column vectors when the block is in this mode. Sample-based length- $M$  row vector inputs are also treated as  $M$ -by-1 column vectors.

- **Specified dimension** — The output at each sample time depends on **Dimension**. If **Dimension** is set to 1, the output is the same as when you select **Each column**. If **Dimension** is set to 2, the output is the same as when you select **Each row**. If **Dimension** is set to 3, the output at each sample time is an  $M$ -by- $N$  matrix containing the median value of each vector over the third dimension of the input.

```
y = median(u,Dimension) % Equivalent MATLAB code
```

The block sorts complex inputs according to their magnitude.

### Fixed-Point Data Types

For fixed-point inputs, you can specify accumulator, product output, and output data types as discussed in “Dialog Box” on page 2-138. Not all these fixed-point parameters are applicable for all types of fixed-point inputs. The following table shows when each kind of data type and scaling is used.

	<b>Output data type</b>	<b>Accumulator data type</b>	<b>Product output data type</b>
<b>Even <math>M</math></b>	X	X	
<b>Odd <math>M</math></b>	X		
<b>Odd <math>M</math> and complex</b>	X	X	X
<b>Even <math>M</math> and complex</b>	X	X	X

The accumulator and output data types and scalings are used for fixed-point signals when  $M$  is even. The result of the sum performed while calculating the average of the two central rows of the input matrix

## 2-D Median

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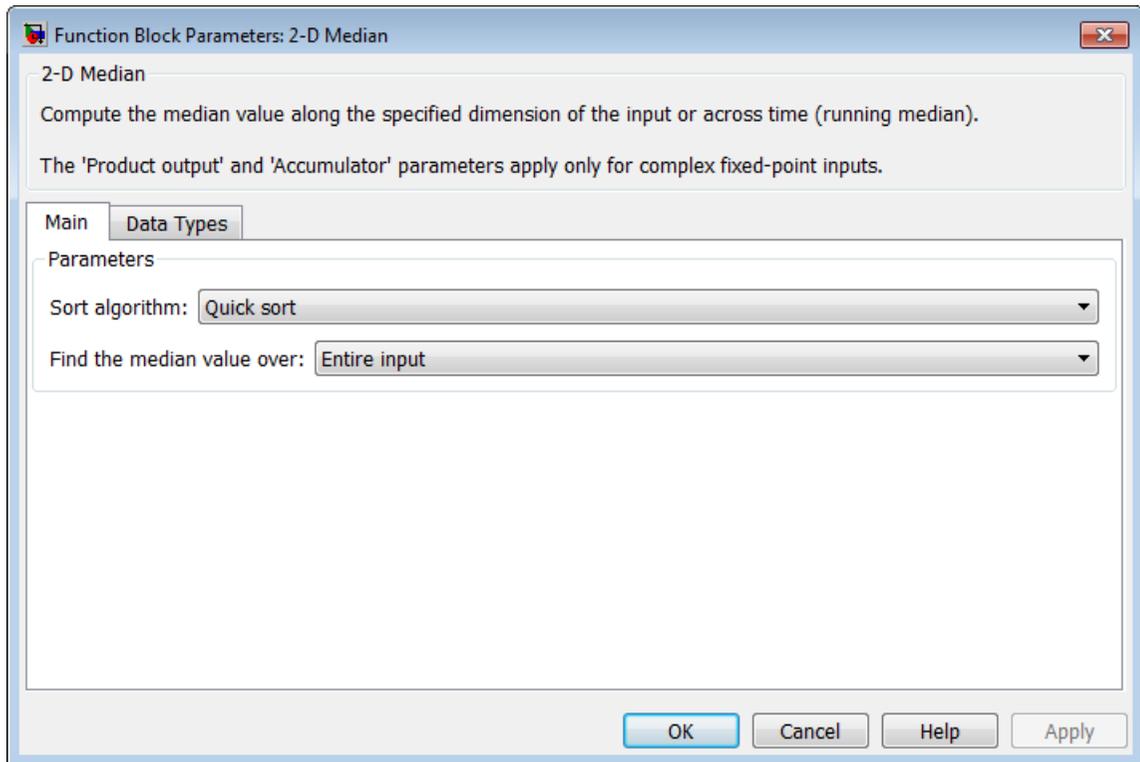
is stored in the accumulator data type and scaling. The total result of the average is then put into the output data type and scaling.

The accumulator and product output parameters are used for complex fixed-point inputs. The sum of the squares of the real and imaginary parts of such an input are formed before the input elements are sorted, as described in Description. The results of the squares of the real and imaginary parts are placed into the product output data type and scaling. The result of the sum of the squares is placed into the accumulator data type and scaling.

For fixed-point inputs that are both complex and have even  $M$ , the data types are used in all of the ways described. Therefore, in such cases, the accumulator type is used in two different ways.

### **Dialog Box**

The **Main** pane of the 2-D Median block dialog appears as follows.



### Sort algorithm

Specify whether to sort the elements of the input using a Quick sort or an Insertion sort algorithm.

### Find the median value over

Specify whether to find the median value along rows, columns, entire input, or the dimension specified in the **Dimension** parameter. For more information, see Description.

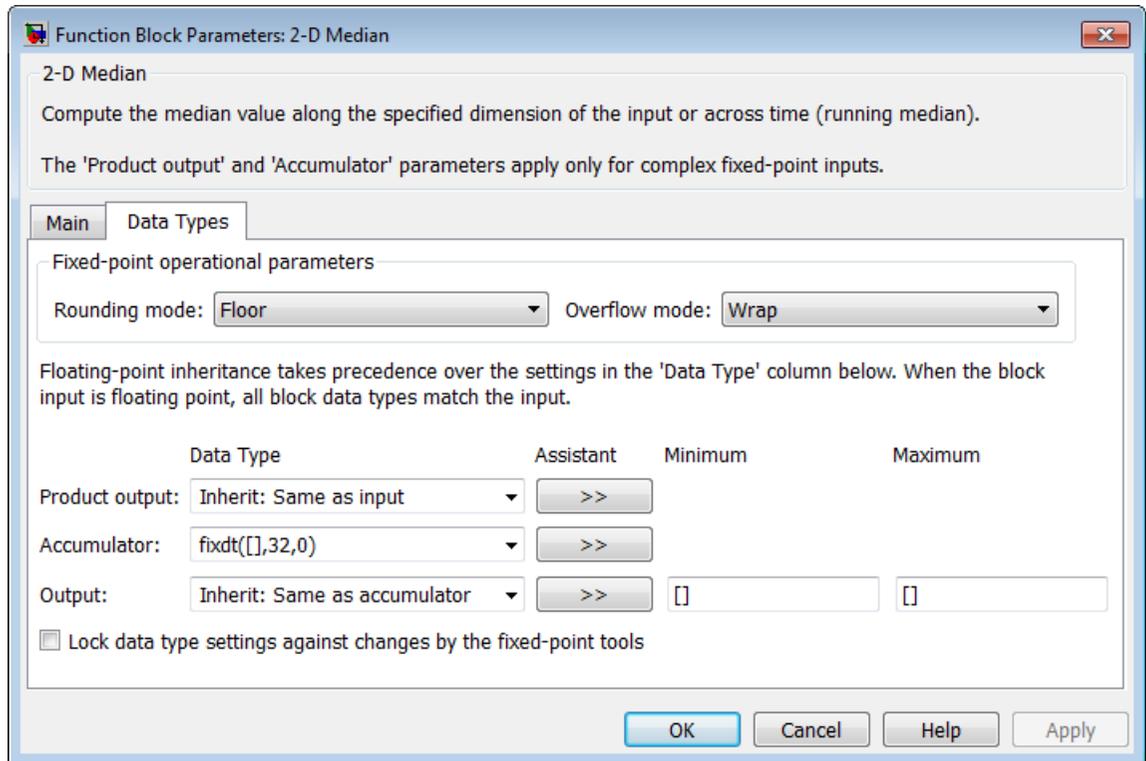
### Dimension

Specify the dimension (one-based value) of the input signal, over which the median is computed. The value of this parameter cannot exceed the number of dimensions in the input signal. This

## 2-D Median

parameter is only visible when the **Find the median value over** parameter is set to Specified dimension.

The **Data Types** pane of the 2-D Median block dialog appears as follows.



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**Note** Floating-point inheritance takes precedence over the data type settings defined on this pane. When inputs are floating point, the block ignores these settings, and all internal data types are floating point.

---

### Rounding mode

Select the Rounding mode for fixed-point operations.

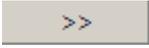
### Overflow mode

Select the Overflow mode for fixed-point operations.

### Product output data type

Specify the product output data type. See “Fixed-Point Data Types” on page 2-137 and “Multiplication Data Types” for illustrations depicting the use of the product output data type in this block. You can set it to:

- A rule that inherits a data type, for example, `Inherit: Same as input`
- An expression that evaluates to a valid data type, for example, `fixdt([],16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Product output data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

### Accumulator data type

Specify the accumulator data type. See “Fixed-Point Data Types” on page 2-137 for illustrations depicting the use of the accumulator data type in this block. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Same as product output`
- An expression that evaluates to a valid data type, for example, `fixdt([],16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Accumulator data type** parameter.

## 2-D Median

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See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

### Output data type

Specify the output data type. See “Fixed-Point Data Types” on page 2-137 for illustrations depicting the use of the output data type in this block. You can set it to:

- A rule that inherits a data type, for example, `Inherit: Same as accumulator`
- An expression that evaluates to a valid data type, for example, `fixdt([],16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Output data type** parameter.

See “Specify Block Output Data Types” in *Simulink User’s Guide* for more information.

### Minimum

Specify the minimum value that the block should output. The default value, `[]`, is equivalent to `-Inf`. Simulink software uses this value to perform:

- Simulation range checking (see “Signal Ranges”)
- Automatic scaling of fixed-point data types

### Maximum

Specify the maximum value that the block should output. The default value, `[]`, is equivalent to `Inf`. Simulink software uses this value to perform:

- Simulation range checking (see “Signal Ranges”)
- Automatic scaling of fixed-point data types

## Supported Data Types

Port	Supported Data Types
Input	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point (signed and unsigned)</li> <li>• 8-, 16-, 32-, and 128-bit signed integers</li> <li>• 8-, 16-, 32-, and 128-bit unsigned integers</li> </ul>
Output	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point (signed and unsigned)</li> <li>• 8-, 16-, 32-, and 128-bit signed integers</li> <li>• 8-, 16-, 32-, and 128-bit unsigned integers</li> </ul>

## Examples

### Calculate Median Value Over Entire Input



The `ex_vision_2dmedian` calculates the median value over the entire input.

## See Also

2-D Maximum	Computer Vision System Toolbox
2-D Mean	Computer Vision System Toolbox
2-D Minimum	Computer Vision System Toolbox

## 2-D Median

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2-D Standard  
Deviation

Computer Vision System Toolbox

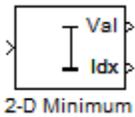
2-D Variance  
median

Computer Vision System Toolbox  
MATLAB

**Purpose** Find minimum values in input or sequence of inputs

**Library** Statistics  
visionstatistics

## Description



The 2-D Minimum block identifies the value and/or position of the smallest element in each row or column of the input, or along a specified dimension of the input. The 2-D Minimum block can also track the minimum values in a sequence of inputs over a period of time.

The 2-D Minimum block supports real and complex floating-point, fixed-point, and Boolean inputs. Real fixed-point inputs can be either signed or unsigned, while complex fixed-point inputs must be signed. The output data type of the minimum values match the data type of the input. The block outputs double index values, when the input is double, and uint32 otherwise.

## Port Description

Port	Input/Output	Supported Data Types	Complex Values Supported
Input	Scalar, vector or matrix of intensity values	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• 8-, 16-, 32-bit signed integer</li> <li>• 8-, 16-, 32-bit unsigned integer</li> </ul>	Yes
Rst	Scalar value	Boolean	No

## 2-D Minimum

Port	Input/Output	Supported Data Types	Complex Values Supported
Val	Minimum value output based on the “Value Mode” on page 2-146	Same as Input port	Yes
Idx	One-based output location of the minimum value based on the “Index Mode” on page 2-147	Same as Input port	No

Length- $M$  1-D vector inputs are treated as  $M$ -by-1 column vectors.

### Value Mode

When you set the **Mode** parameter to **Value**, the block computes the minimum value in each row, column, entire input, or over a specified dimension. The block outputs each element as the minimum value in the corresponding column, row, vector, or entire input. The output depends on the setting of the **Find the minimum value over** parameter. For example, consider a 3-dimensional input signal of size  $M$ -by- $N$ -by- $P$ :

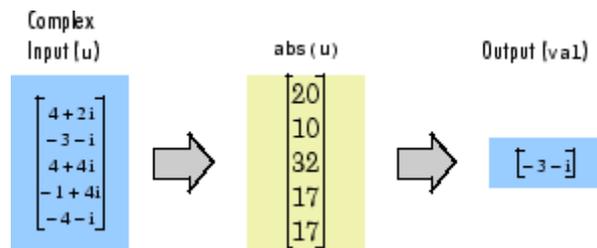
- **Each row** — The output at each sample time consists of an  $M$ -by-1-by- $P$  array, where each element contains the minimum value of each vector over the second dimension of the input. For an  $M$ -by- $N$  input matrix, the block outputs an  $M$ -by-1 column vector at each sample time.
- **Each column** — The output at each sample time consists of a 1-by- $N$ -by- $P$  array, where each element contains the minimum value of each vector over the first dimension of the input. For an  $M$ -by- $N$  input matrix, the block outputs a 1-by- $N$  row vector at each sample time.

In this mode, the block treats length- $M$  unoriented vector inputs as  $M$ -by-1 column vectors.

- **Entire input** — The output at each sample time is a scalar that contains the minimum value in the  $M$ -by- $N$ -by- $P$  input matrix.
- **Specified dimension** — The output at each sample time depends on **Dimension**. When you set **Dimension** to 1, the block output is the same as when you select **Each column**. When you set **Dimension** to 2, the block output is the same as when you select **Each row**. When you set **Dimension** to 3, the block outputs an  $M$ -by- $N$  matrix containing the minimum value of each vector over the third dimension of the input, at each sample time.

For complex inputs, the block selects the value in each row or column of the input, along vectors of a specified dimension of the input, or of the entire input that has the minimum magnitude squared as shown below.

For complex value  $u = a + bi$ , the magnitude squared is  $a^2 + b^2$ .



### Index Mode

When you set the **Mode** parameter to **Index**, the block computes the minimum value in each row or column of the input, along vectors of a specified dimension of the input, or of the entire input, and outputs the index array  $I$ . Each element in  $I$  is an integer indexing the minimum value in the corresponding column, row, vector, or entire input. The output  $I$  depends on the setting of the **Find the minimum value over** parameter. For example, consider a 3-dimensional input signal of size  $M$ -by- $N$ -by- $P$ :

- **Each row** — The output at each sample time consists of an  $M$ -by-1-by- $P$  array, where each element contains the index of the

## 2-D Minimum

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minimum value of each vector over the second dimension of the input. For an input that is an  $M$ -by- $N$  matrix, the output at each sample time is an  $M$ -by-1 column vector.

- **Each column** — The output at each sample time consists of a 1-by- $N$ -by- $P$  array, where each element contains the index of the minimum value of each vector over the first dimension of the input. For an input that is an  $M$ -by- $N$  matrix, the output at each sample time is a 1-by- $N$  row vector.

In this mode, the block treats length- $M$  unoriented vector inputs as  $M$ -by-1 column vectors.

- **Entire input** — The output at each sample time is a 1-by-3 vector that contains the location of the minimum value in the  $M$ -by- $N$ -by- $P$  input matrix. For an input that is an  $M$ -by- $N$  matrix, the output will be a 1-by-2 vector of one-based [x y] location coordinates for the minimum value.
- **Specified dimension** — The output at each sample time depends on **Dimension**. If **Dimension** is set to 1, the output is the same as when you select **Each column**. If **Dimension** is set to 2, the output is the same as when you select **Each row**. If **Dimension** is set to 3, the output at each sample time is an  $M$ -by- $N$  matrix containing the indices of the minimum values of each vector over the third dimension of the input.

When a minimum value occurs more than once, the computed index corresponds to the first occurrence. For example, when the input is the column vector  $[-1 \ 2 \ 3 \ 2 \ -1]'$ , the computed one-based index of the minimum value is 1 rather than 5 when **Each column** is selected.

### Value and Index Mode

When you set the **Mode** parameter to **Value** and **Index**, the block outputs both the minima, and the indices.

### Running Mode

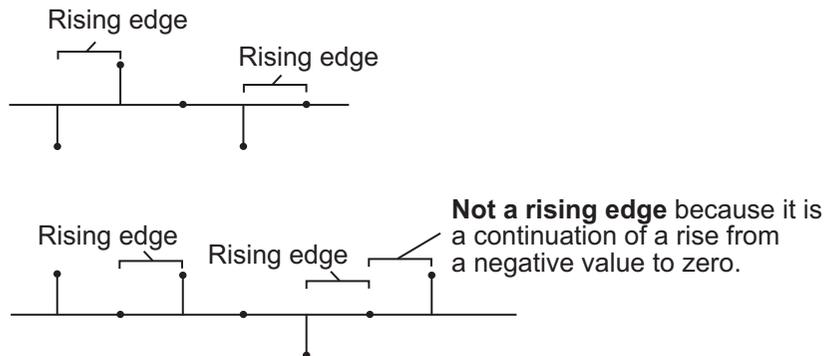
When you set the **Mode** parameter to **Running**, the block tracks the minimum value of each channel in a time sequence of  $M$ -by- $N$  inputs. In this mode, the block treats each element as a channel.

### Resetting the Running Minimum

The block resets the running minimum whenever a reset event is detected at the optional Rst port. The reset sample time must be a positive integer multiple of the input sample time.

You specify the reset event by the **Reset port** parameter:

- **None** — Disables the Rst port
- **Rising edge** — Triggers a reset operation when the Rst input does one of the following:
  - Rises from a negative value to a positive value or zero
  - Rises from zero to a positive value, where the rise is not a continuation of a rise from a negative value to zero (see the following figure)

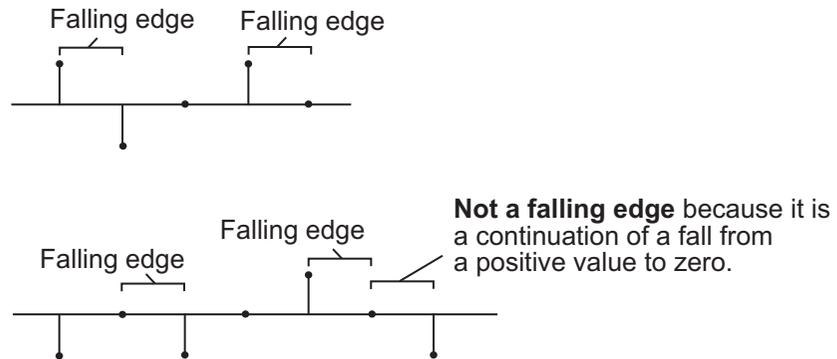


- **Falling edge** — Triggers a reset operation when the Rst input does one of the following:
  - Falls from a positive value to a negative value or zero

## 2-D Minimum

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- Falls from zero to a negative value, where the fall is not a continuation of a fall from a positive value to zero (see the following figure)



- Either edge — Triggers a reset operation when the Rst input is a Rising edge or Falling edge (as described above)
- Non-zero sample — Triggers a reset operation at each sample time that the Rst input is not zero

---

**Note** When running simulations in the Simulink MultiTasking mode, reset signals have a one-sample latency. Therefore, when the block detects a reset event, there is a one-sample delay at the reset port rate before the block applies the reset.

---

### ROI Processing

To calculate the statistical value within a particular region of interest (ROI) of the input, select the **Enable ROI processing** check box. This applies to any mode other than the running mode and when you set the **Find the minimum value over** parameter to Entire input and you select the **Enable ROI processing** check box. ROI processing applies only for 2-D inputs.

You can specify a rectangle, line, label matrix, or binary mask ROI type.

Use the binary mask to specify which pixels to highlight or select.

Use the label matrix to label regions. Pixels set to 0 represent the background. Pixels set to 1 represent the first object, pixels set to 2, represent the second object, and so on. Use the **Label Numbers** port to specify the objects in the label matrix for which the block calculates statistics. The input to this port must be a vector of scalar values that correspond to the labeled regions in the label matrix.

For rectangular ROIs, use the **ROI portion to process** parameter to specify whether to calculate the statistical value for the entire ROI or just the ROI perimeter. For more information about the format of the input to the ROI port when you set the ROI to a rectangle or a line, see the Draw Shapes block reference page.

### ROI Output Statistics

#### Output = Individual statistics for each ROI

Flag Port Output	Description
0	ROI is completely outside the input image.
1	ROI is completely or partially inside the input image.

#### Output = Single statistic for all ROIs

Flag Port Output	Description
0	All ROIs are completely outside the input image.
1	At least one ROI is completely or partially inside the input image.

If the ROI is partially outside the image, the block only computes the statistical values for the portion of the ROI that is within the image.

## 2-D Minimum

---

### Output = Individual statistics for each ROI

Flag Port Output	Description
0	Label number is not in the label matrix.
1	Label number is in the label matrix.

### Output = Single statistic for all ROIs

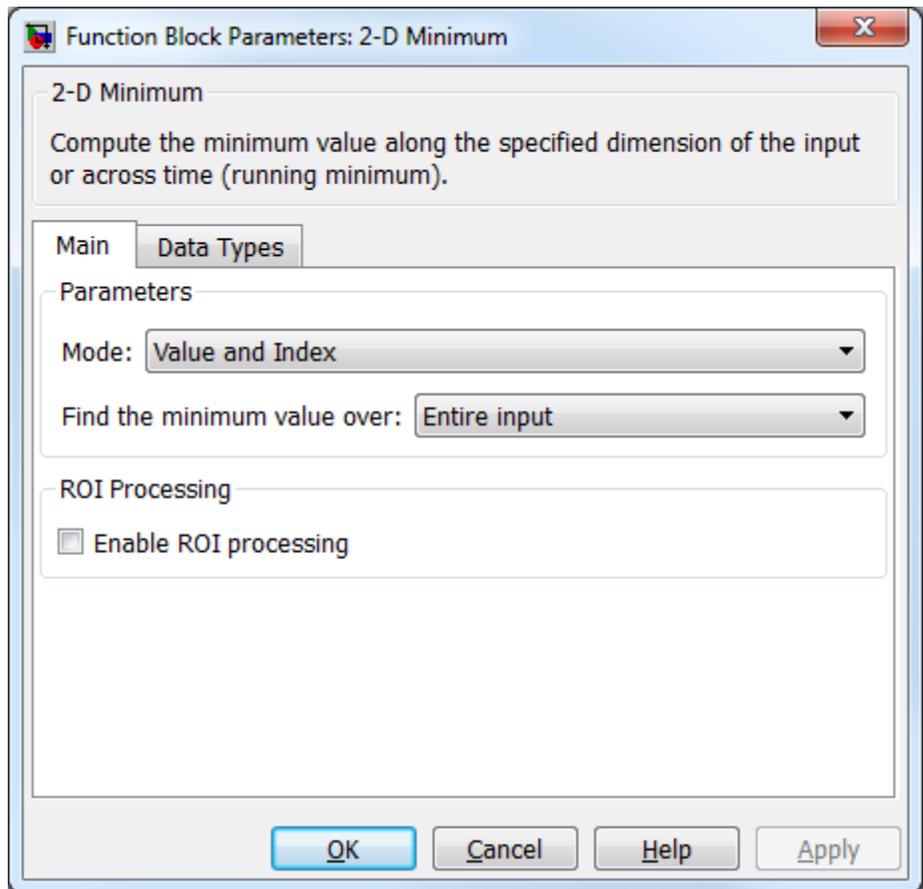
Flag Port Output	Description
0	None of the label numbers are in the label matrix.
1	At least one of the label numbers is in the label matrix.

### Fixed-Point Data Types

The parameters on the **Fixed-point** pane of the dialog box are only used for complex fixed-point inputs. The sum of the squares of the real and imaginary parts of such an input are formed before a comparison is made, as described in “Value Mode” on page 2-146. The results of the squares of the real and imaginary parts are placed into the product output data type. The result of the sum of the squares is placed into the accumulator data type. These parameters are ignored for other types of inputs.

## Dialog Box

The **Main** pane of the 2-D Minimum dialog box appears as shown in the following figure.



### Mode

Specify the block's mode of operation:

- **Value and Index** — Output both the value and the index location.

## 2-D Minimum

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- **Value** — Output the minimum value of each input matrix. For more information, see “Value Mode” on page 2-146
- **Index**— Output the one-based index location of the minimum value. For more information, see “Index Mode” on page 2-147
- **Running** — Track the minimum value of the input sequence over time. For more information, see “Running Mode” on page 2-149.

For the Value, Index, and Value and Index modes, the 2-D Minimum block produces identical results as the MATLAB `min` function when it is called as  $[y \ I] = \min(u, [], D)$ , where  $u$  and  $y$  are the input and output, respectively,  $D$  is the dimension, and  $I$  is the index.

### **Find the minimum value over**

Specify whether the block should find the minimum of the entire input each row, each column, or dimensions specified by the **Dimension** parameter.

### **Reset port**

Specify the reset event that causes the block to reset the running minimum. The rate of the reset signal must be a positive integer multiple of the rate of the data signal input. This parameter appears only when you set the **Mode** parameter to **Running**. For information about the possible values of this parameter, see “Resetting the Running Minimum” on page 2-149.

### **Dimension**

Specify the dimension (one-based value) of the input signal, over which the minimum is computed. The value of this parameter cannot exceed the number of dimensions in the input signal. This parameter applies only when you set the **Find the minimum value over** parameter to **Specified dimension**.

### **Enable ROI processing**

Select this check box to calculate the statistical value within a particular region of each image. This parameter applies only

when you set the **Find the minimum value over** parameter to Entire input, and the block is not in running mode.

### ROI type

Specify the type of ROI you want to use. Your choices are Rectangles, Lines, Label matrix, or Binary mask.

When you set this parameter to Rectangles or Lines, the **Output flag indicating if ROI is within image bounds** check box appears in the dialog box. If you select this check box, the **Flag** port appears on the block.

When you set this parameter to Label matrix, the **Label** and **Label Numbers** ports appear on the block and the **Output flag indicating if input label numbers are valid** check box appears in the dialog box. If you select this check box, the **Flag** port appears on the block.

See Output = Individual statistics for each ROI on page 2-151 for details.

### ROI portion to process

Specify whether you want to calculate the statistical value for the entire ROI or just the ROI perimeter. This parameter applies only when you set the **ROI type** parameter to Rectangles.

### Output

Specify the block output. The block can output a vector of separate statistical values for each ROI or a scalar value that represents the statistical value for all the specified ROIs. This parameter does not apply when you set the **ROI type** parameter to Binary mask.

### Output flag indicating if ROI is within image bounds

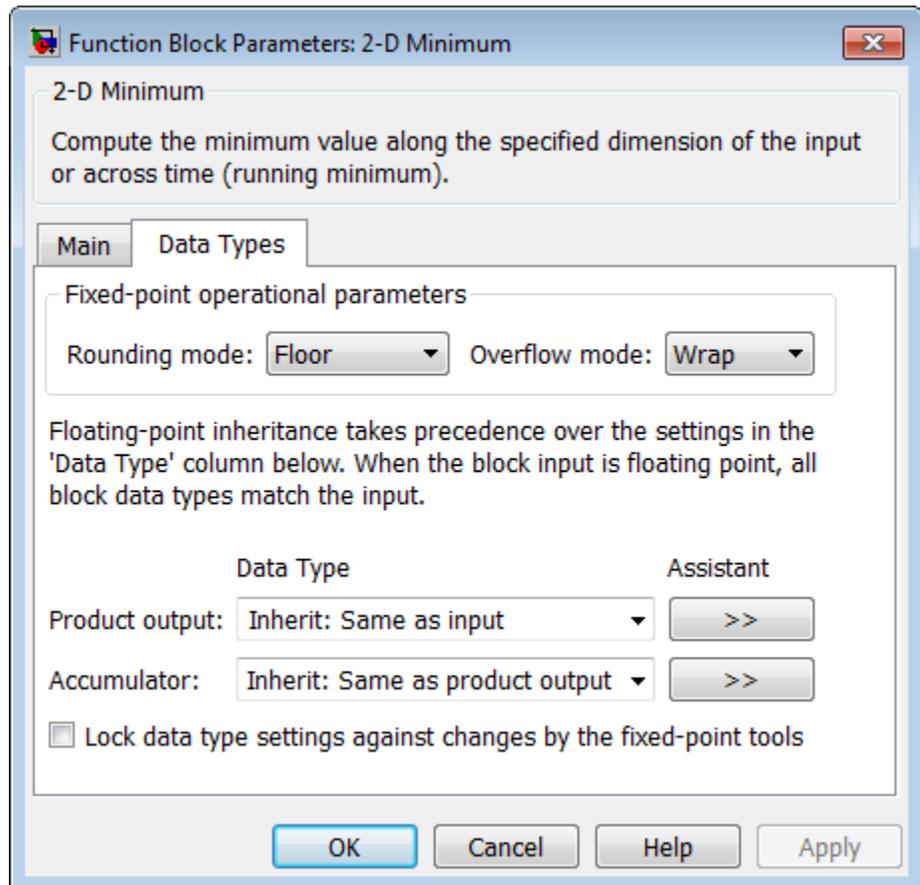
When you select this check box, the **Flag** port appears on the block. This check box applies only when you set the **ROI type** parameter to Rectangles or Lines. For a description of the **Flag** port output, see the tables in “ROI Processing” on page 2-150.

## 2-D Minimum

### Output flag indicating if label numbers are valid

When you select this check box, the **Flag** port appears on the block. This check box applies only when you set the **ROI type** parameter to **Label matrix**. For a description of the **Flag** port output, see the tables in “ROI Processing” on page 2-150.

The **Fixed-point** pane of the 2-D Minimum dialog box appears as shown in the following figure.



---

**Note** The parameters on the **Data Types** pane are only used for complex fixed-point inputs. The sum of the squares of the real and imaginary parts of such an input are formed before a comparison is made, as described in “Value Mode” on page 2-146. The results of the squares of the real and imaginary parts are placed into the product output data type. The result of the sum of the squares is placed into the accumulator data type. These parameters are ignored for other types of inputs.

---

### **Rounding mode**

Select the “Rounding Modes” for fixed-point operations.

### **Overflow mode**

Select the Overflow mode for fixed-point operations.

### **Product output data type**

Specify the product output data type. See “Fixed-Point Data Types” on page 2-152 and “Multiplication Data Types” for illustrations depicting the use of the product output data type in this block. You can set it to:

- A rule that inherits a data type, for example, `Inherit: Same as input`
- An expression that evaluates to a valid data type, for example, `fixdt([],16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Product output data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.

# 2-D Minimum

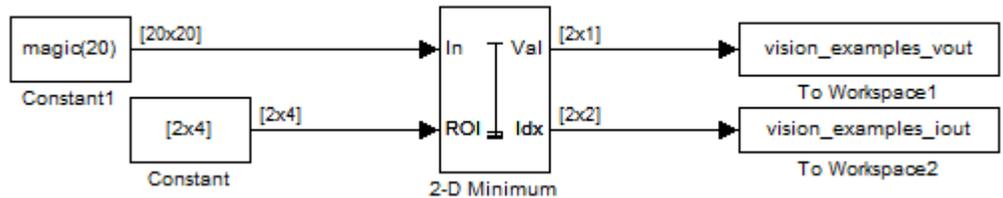
## Accumulator data type

Specify the accumulator data type. See “Fixed-Point Data Types” on page 2-152 for illustrations depicting the use of the accumulator data type in this block. You can set this parameter to:

- A rule that inherits a data type, for example, `Inherit: Same as input`
- An expression that evaluates to a valid data type, for example, `fixdt([],16,0)`

Click the **Show data type assistant** button  to display the **Data Type Assistant**, which helps you set the **Accumulator data type** parameter.

See “Specify Data Types Using Data Type Assistant” in *Simulink User’s Guide* for more information.



## Examples

The `ex_vision_2dminimum` example finds the minimum value within two ROIs. The model outputs the minimum values and their one-based [x y] coordinate locations.

## See Also

2-D Maximum

Computer Vision System  
Toolbox

2-D Mean

Computer Vision System  
Toolbox

MinMax

2D-Histogram

min

Simulink

Computer Vision System  
Toolbox

MATLAB

# 2-D Minimum (To Be Removed)

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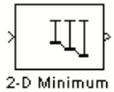
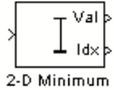
## Purpose

Find minimum values in an input or sequence of inputs

## Library

vipobslib

## Description



---

**Note** This 2-D Minimum block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated 2-D Minimum block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

See the 2-D Minimum documentation to view the reference material related to the obsolete block.

---

**Purpose** Find standard deviation of each input matrix

**Library** Statistics  
visionstatistics

**Description** The Standard Deviation block computes the standard deviation of each row or column of the input, along vectors of a specified dimension of the input, or of the entire input. The Standard Deviation block can also track the standard deviation of a sequence of inputs over a period of time. The **Running standard deviation** parameter selects between basic operation and running operation.

### Port Description

Port	Supported Data Types
Input	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li></ul>
Reset	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Boolean</li><li>• 8-, 16-, and 32-bit signed integers</li><li>• 8-, 16-, and 32-bit unsigned integers</li></ul>

## 2-D Standard Deviation

---

Port	Supported Data Types
ROI	Rectangles and lines: <ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Boolean</li><li>• 8-, 16-, and 32-bit signed integers</li><li>• 8-, 16-, and 32-bit unsigned integers</li></ul> Binary Mask: <ul style="list-style-type: none"><li>• Boolean</li></ul>
Label	<ul style="list-style-type: none"><li>• 8-, 16-, and 32-bit unsigned integers</li></ul>
Label Numbers	<ul style="list-style-type: none"><li>• 8-, 16-, and 32-bit unsigned integers</li></ul>
Output	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li></ul>
Flag	<ul style="list-style-type: none"><li>• Boolean</li></ul>

### Basic Operation

When you do not select the **Running standard deviation** check box, the block computes the standard deviation of each row or column of the input, along vectors of a specified dimension of the input, or of the entire input at each individual sample time, and outputs the array  $y$ . Each element in  $y$  contains the standard deviation of the corresponding column, row, vector, or entire input. The output  $y$  depends on the setting of the **Find the standard deviation value over** parameter. For example, consider a 3-dimensional input signal of size  $M$ -by- $N$ -by- $P$ :

- **Entire input** — The output at each sample time is a scalar that contains the standard deviation of the entire input.

```
y = std(u(:))      % Equivalent MATLAB code
```

- **Each Row** — The output at each sample time consists of an  $M$ -by-1-by- $P$  array, where each element contains the standard deviation of each vector over the second dimension of the input. For an input that is an  $M$ -by- $N$  matrix, the output at each sample time is an  $M$ -by-1 column vector.

```
y = std(u,0,2)     % Equivalent MATLAB code
```

- **Each Column** — The output at each sample time consists of a 1-by- $N$ -by- $P$  array, where each element contains the standard deviation of each vector over the first dimension of the input. For an input that is an  $M$ -by- $N$  matrix, the output at each sample time is a 1-by- $N$  row vector.

```
y = std(u,0,1)     % Equivalent MATLAB code
```

In this mode, the block treats length- $M$  unoriented vector inputs as  $M$ -by-1 column vectors.

- **Specified Dimension** — The output at each sample time depends on **Dimension**. If **Dimension** is set to 1, the output is the same as when you select **Each column**. If **Dimension** is set to 2, the output is the same as when you select **Each row**. If **Dimension** is set to 3, the output at each sample time is an  $M$ -by- $N$  matrix containing the standard deviation of each vector over the third dimension of the input.

```
y = std(u,0,Dimension) % Equivalent MATLAB code
```

For purely real or purely imaginary inputs, the standard deviation of the  $j$ th column of an  $M$ -by- $N$  input matrix is the square root of its variance:

$$y_j = \sigma_j = \sqrt{\frac{\sum_{i=1}^M |u_{ij} - \mu_j|^2}{M-1}} \quad 1 \leq j \leq N$$

## 2-D Standard Deviation

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For complex inputs, the output is the *total standard deviation*, which equals the square root of the *total variance*, or the square root of the sum of the variances of the real and imaginary parts. The standard deviation of each column in an  $M$ -by- $N$  input matrix is given by:

$$\sigma_j = \sqrt{\sigma_{j,\text{Re}}^2 + \sigma_{j,\text{Im}}^2}$$

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**Note** The total standard deviation does *not* equal the sum of the real and imaginary standard deviations.

---

### Running Operation

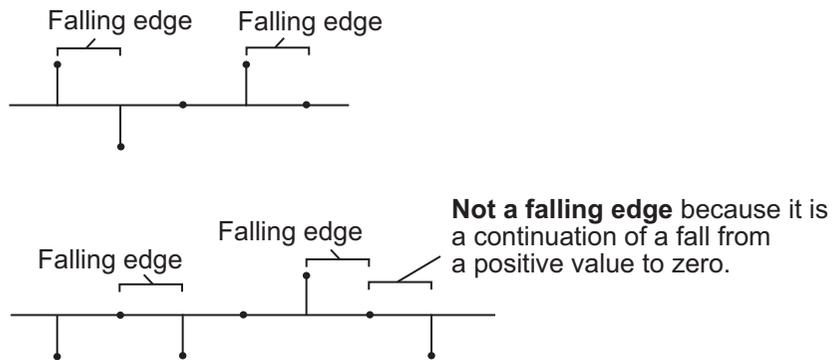
When you select the **Running standard deviation** check box, the block tracks the standard deviation of successive inputs to the block. In this mode, the block treats each element as a channel.

### Resetting the Running Standard Deviation

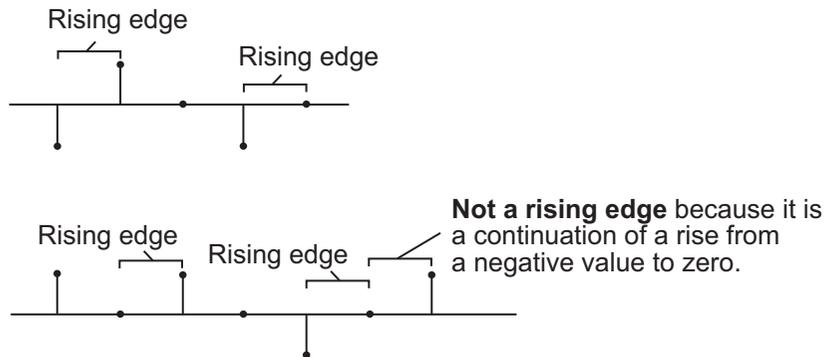
The block resets the running standard deviation whenever a reset event is detected at the optional Rst port. The reset sample time must be a positive integer multiple of the input sample time.

You specify the reset event in the **Reset port** parameter:

- None disables the Rst port.
- Rising edge — Triggers a reset operation when the Rst input does one of the following:
  - Rises from a negative value to a positive value or zero
  - Rises from zero to a positive value, where the rise is not a continuation of a rise from a negative value to zero (see the following figure)



- Falling edge — Triggers a reset operation when the Rst input does one of the following:
  - Falls from a positive value to a negative value or zero
  - Falls from zero to a negative value, where the fall is not a continuation of a fall from a positive value to zero (see the following figure)



- Either edge — Triggers a reset operation when the Rst input is a Rising edge or Falling edge (as described earlier)
- Non-zero sample — Triggers a reset operation at each sample time that the Rst input is not zero

## 2-D Standard Deviation

---

---

**Note** When running simulations in the Simulink MultiTasking mode, reset signals have a one-sample latency. Therefore, when the block detects a reset event, there is a one-sample delay at the reset port rate before the block applies the reset.

---

### ROI Processing

To calculate the statistical value within a particular region of interest (ROI) of the input, select the **Enable ROI processing** check box. This option is only available when the **Find the standard deviation value over** parameter is set to `Entire input` and the **Running standard deviation** check box is not selected. ROI processing is only supported for 2-D inputs.

Use the **ROI type** parameter to specify whether the ROI is a rectangle, line, label matrix, or binary mask. A binary mask is a binary image that enables you to specify which pixels to highlight, or select. In a label matrix, pixels equal to 0 represent the background, pixels equal to 1 represent the first object, pixels equal to 2 represent the second object, and so on. When the **ROI type** parameter is set to `Label matrix`, the `Label` and `Label Numbers` ports appear on the block. Use the `Label Numbers` port to specify the objects in the label matrix for which the block calculates statistics. The input to this port must be a vector of scalar values that correspond to the labeled regions in the label matrix. For more information about the format of the input to the ROI port when the ROI is a rectangle or a line, see the `Draw Shapes` block reference page.

For rectangular ROIs, use the **ROI portion to process** parameter to specify whether to calculate the statistical value for the entire ROI or just the ROI perimeter.

Use the **Output** parameter to specify the block output. The block can output separate statistical values for each ROI or the statistical value for all specified ROIs. This parameter is not available if, for the **ROI type** parameter, you select `Binary mask`.

If, for the **ROI type** parameter, you select `Rectangles` or `Lines`, the **Output flag indicating if ROI is within image bounds** check box

appears in the dialog box. If you select this check box, the Flag port appears on the block. The following tables describe the Flag port output based on the block parameters.

### Output = Individual statistics for each ROI

Flag Port Output	Description
0	ROI is completely outside the input image.
1	ROI is completely or partially inside the input image.

### Output = Single statistic for all ROIs

Flag Port Output	Description
0	All ROIs are completely outside the input image.
1	At least one ROI is completely or partially inside the input image.

If the ROI is partially outside the image, the block only computes the statistical values for the portion of the ROI that is within the image.

If, for the **ROI type** parameter, you select `Label matrix`, the **Output flag indicating if input label numbers are valid** check box appears in the dialog box. If you select this check box, the Flag port appears on the block. The following tables describe the Flag port output based on the block parameters.

## 2-D Standard Deviation

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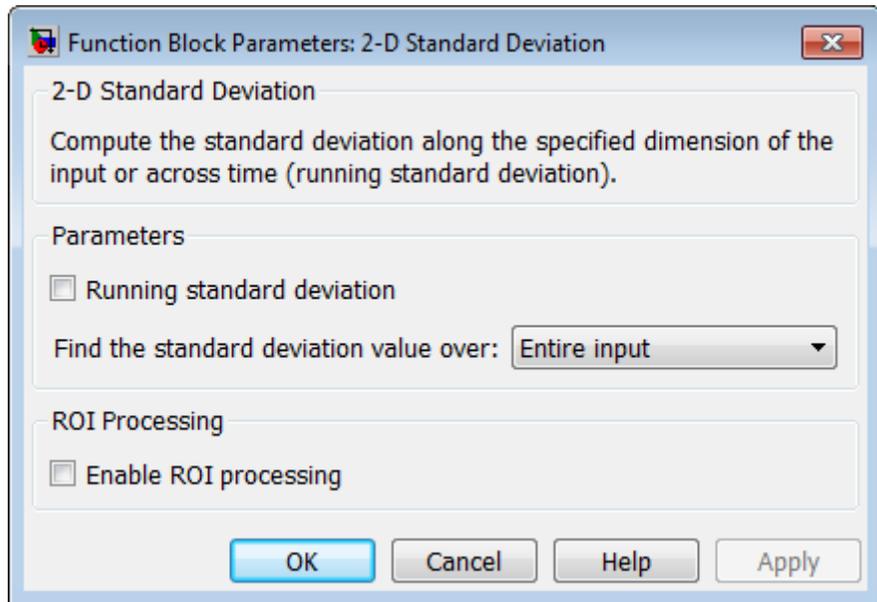
### Output = Individual statistics for each ROI

Flag Port Output	Description
0	Label number is not in the label matrix.
1	Label number is in the label matrix.

### Output = Single statistic for all ROIs

Flag Port Output	Description
0	None of the label numbers are in the label matrix.
1	At least one of the label numbers is in the label matrix.

### Dialog Box



#### Running standard deviation

Enables running operation when selected.

#### Reset port

Specify the reset event that causes the block to reset the running standard deviation. The sample time of the input to the Rst port must be a positive integer multiple of the input sample time. This parameter appears only when you select the **Running standard deviation** check box. For more information, see “Resetting the Running Standard Deviation” on page 2-164.

#### Find the standard deviation value over

Specify whether to find the standard deviation value along rows, columns, entire input, or the dimension specified in the **Dimension** parameter. For more information, see “Basic Operation” on page 2-162.

## 2-D Standard Deviation

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### Dimension

Specify the dimension (one-based value) of the input signal, over which the standard deviation is computed. The value of this parameter cannot exceed the number of dimensions in the input signal. This parameter is only visible when the **Find the standard deviation value over** parameter is set to Specified dimension.

### Enable ROI Processing

Select this check box to calculate the statistical value within a particular region of each image. This parameter is only available when the **Find the standard deviation value over** parameter is set to Entire input, and the block is not in running mode.

### ROI type

Specify the type of ROI you want to use. Your choices are Rectangles, Lines, Label matrix, or Binary mask.

### ROI portion to process

Specify whether you want to calculate the statistical value for the entire ROI or just the ROI perimeter. This parameter is only visible if, for the **ROI type** parameter, you specify Rectangles.

### Output

Specify the block output. The block can output a vector of separate statistical values for each ROI or a scalar value that represents the statistical value for all the specified ROIs. This parameter is not available if, for the **ROI type** parameter, you select Binary mask.

### Output flag

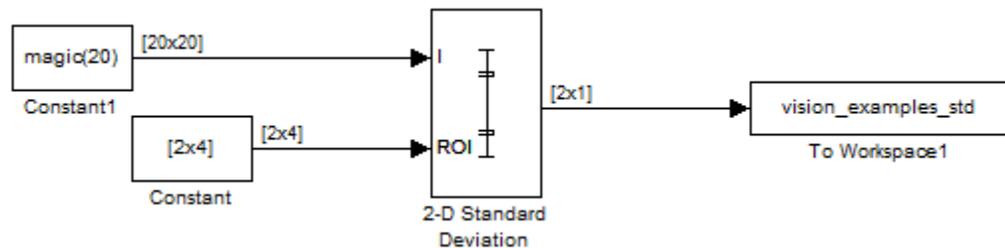
**Output flag indicating if ROI is within image bounds**

**Output flag indicating if label numbers are valid**

When you select either of these check boxes, the Flag port appears on the block. For a description of the Flag port output, see the tables in “ROI Processing” on page 2-166.

The **Output flag indicating if ROI is within image bounds** check box is only visible when you select Rectangles or Lines as the **ROI type**.

The **Output flag indicating if label numbers are valid** check box is only visible when you select Label matrix for the **ROI type** parameter.



### Example

The `ex_vision_2dstd` calculates the standard deviation value within two ROIs.

### See Also

2-D Mean

Computer Vision System Toolbox

2-D Variance

Computer Vision System Toolbox

`std`

MATLAB

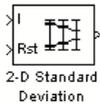
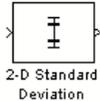
# 2-D Standard Deviation (To Be Removed)

---

**Purpose** Find standard deviation of each input matrix

**Library** Statistics

## Description



---

**Note** This 2-D Standard Deviation block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated 2-D Standard Deviation block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

See the 2-D Standard Deviation documentation to view the reference material related to the obsolete block.

---

**Purpose** Compute variance of input or sequence of inputs

**Library** Statistics  
visionstatistics

**Description** The 2-D Variance block computes the unbiased variance of each row or column of the input, along vectors of a specified dimension of the input, or of the entire input. The 2-D Variance block can also track the variance of a sequence of inputs over a period of time. The **Running variance** parameter selects between basic operation and running operation.

### Port Description

Port	Supported Data Types
Input	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• 8-, 16-, and 32-bit signed integers</li><li>• 8-, 16-, and 32-bit unsigned integers</li></ul>
Reset	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Boolean</li><li>• 8-, 16-, and 32-bit signed integers</li><li>• 8-, 16-, and 32-bit unsigned integers</li></ul>

## 2-D Variance

Port	Supported Data Types
ROI	Rectangles and lines: <ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Boolean</li><li>• 8-, 16-, and 32-bit signed integers</li><li>• 8-, 16-, and 32-bit unsigned integers</li></ul> Binary Mask: <ul style="list-style-type: none"><li>• Boolean</li></ul>
Label	<ul style="list-style-type: none"><li>• 8-, 16-, and 32-bit unsigned integers</li></ul>
Label Numbers	<ul style="list-style-type: none"><li>• 8-, 16-, and 32-bit unsigned integers</li></ul>
Output	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• 8-, 16-, and 32-bit signed integers</li><li>• 8-, 16-, and 32-bit unsigned integers</li></ul>
Flag	<ul style="list-style-type: none"><li>• Boolean</li></ul>

### Basic Operation

When you do not select the **Running variance** check box, the block computes the variance of each row or column of the input, along vectors of a specified dimension of the input, or of the entire input at each individual sample time, and outputs the array  $y$ . Each element in  $y$  is the variance of the corresponding column, row, vector, or entire input. The output  $y$  depends on the setting of the **Find the variance value**

**over** parameter. For example, consider a 3-dimensional input signal of size  $M$ -by- $N$ -by- $P$ :

- **Entire input** — The output at each sample time is a scalar that contains the variance of the entire input.

```
y = var(u(:))      % Equivalent MATLAB code
```

- **Each row** — The output at each sample time consists of an  $M$ -by-1-by- $P$  array, where each element contains the variance of each vector over the second dimension of the input. For an input that is an  $M$ -by- $N$  matrix, the output at each sample time is an  $M$ -by-1 column vector.

```
y = var(u,0,2)    % Equivalent MATLAB code
```

- **Each column** — The output at each sample time consists of a 1-by- $N$ -by- $P$  array, where each element contains the variance of each vector over the first dimension of the input. For an input that is an  $M$ -by- $N$  matrix, the output at each sample time is a 1-by- $N$  row vector.

```
y = var(u,0,1)    % Equivalent MATLAB code
```

In this mode, the block treats length- $M$  unoriented vector inputs as  $M$ -by-1 column vectors.

- **Specified dimension** — The output at each sample time depends on **Dimension**. If **Dimension** is set to 1, the output is the same as that when you select **Each column**. If **Dimension** is set to 2, the output is the same as when you select **Each row**. If **Dimension** is set to 3, the output at each sample time is an  $M$ -by- $N$  matrix containing the variance of each vector over the third dimension of the input.

```
y = var(u,0,Dimension) % Equivalent MATLAB code
```

For purely real or purely imaginary inputs, the variance of an  $M$ -by- $N$  matrix is the square of the standard deviation:

## 2-D Variance

---

For complex inputs, the variance is given by the following equation:

### Running Operation

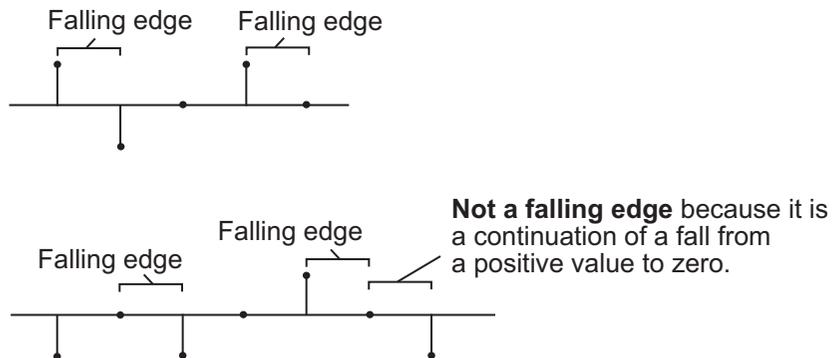
When you select the **Running variance** check box, the block tracks the variance of successive inputs to the block. In this mode, the block treats each element as a channel.

### Resetting the Running Variance

The block resets the running variance whenever a reset event is detected at the optional Rst port. The reset sample time must be a positive integer multiple of the input sample time.

You specify the reset event in the **Reset port** parameter:

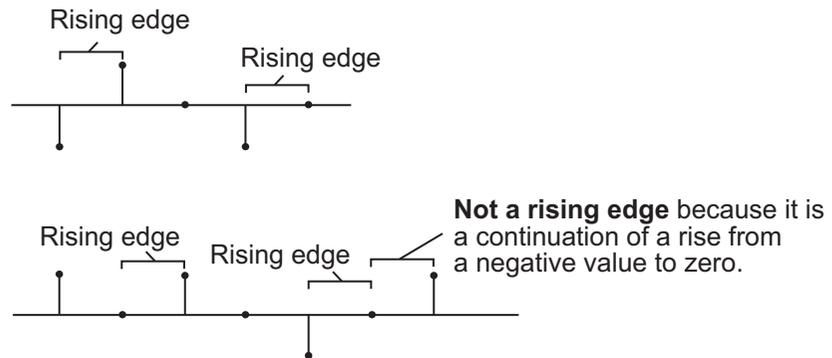
- None disables the Rst port.
- Rising edge — Triggers a reset operation when the Rst input does one of the following:
  - Rises from a negative value to a positive value or zero
  - Rises from zero to a positive value, where the rise is not a continuation of a rise from a negative value to zero (see the following figure)



## 2-D Variance

---

- **Falling edge** — Triggers a reset operation when the Rst input does one of the following:
  - Falls from a positive value to a negative value or zero
  - Falls from zero to a negative value, where the fall is not a continuation of a fall from a positive value to zero (see the following figure)



- **Either edge** — Triggers a reset operation when the Rst input is a Rising edge or Falling edge (as described earlier)
- **Non-zero sample** — Triggers a reset operation at each sample time that the Rst input is not zero

---

**Note** When running simulations in the Simulink MultiTasking mode, reset signals have a one-sample latency. Therefore, when the block detects a reset event, there is a one-sample delay at the reset port rate before the block applies the reset.

---

### ROI Processing

To calculate the statistical value within a particular region of interest (ROI) of the input, select the **Enable ROI processing** check box. This option is only available when the **Find the variance value over**

parameter is set to `Entire` input and the **Running variance** check box is not selected. ROI processing is only supported for 2-D inputs.

Use the **ROI type** parameter to specify whether the ROI is a binary mask, label matrix, rectangle, or line. ROI processing is only supported for 2-D inputs.

- A binary mask is a binary image that enables you to specify which pixels to highlight, or select.
- In a label matrix, pixels equal to 0 represent the background, pixels equal to 1 represent the first object, pixels equal to 2 represent the second object, and so on. When the **ROI type** parameter is set to `Label matrix`, the `Label` and `Label Numbers` ports appear on the block. Use the `Label Numbers` port to specify the objects in the label matrix for which the block calculates statistics. The input to this port must be a vector of scalar values that correspond to the labeled regions in the label matrix.
- For more information about the format of the input to the ROI port when the ROI is a rectangle or a line, see the [Draw Shapes](#) reference page.

---

**Note** For rectangular ROIs, use the **ROI portion to process** parameter to specify whether to calculate the statistical value for the entire ROI or just the ROI perimeter.

---

Use the **Output** parameter to specify the block output. The block can output separate statistical values for each ROI or the statistical value for all specified ROIs. This parameter is not available if, for the **ROI type** parameter, you select `Binary mask`.

If, for the **ROI type** parameter, you select `Rectangles` or `Lines`, the **Output flag indicating if ROI is within image bounds** check box appears in the dialog box. If you select this check box, the `Flag` port appears on the block. The following tables describe the `Flag` port output based on the block parameters.

## 2-D Variance

---

### Output = Individual Statistics for Each ROI

Flag Port Output	Description
0	ROI is completely outside the input image.
1	ROI is completely or partially inside the input image.

### Output = Single Statistic for All ROIs

Flag Port Output	Description
0	All ROIs are completely outside the input image.
1	At least one ROI is completely or partially inside the input image.

If the ROI is partially outside the image, the block only computes the statistical values for the portion of the ROI that is within the image.

If, for the **ROI type** parameter, you select **Label matrix**, the **Output flag indicating if input label numbers are valid** check box appears in the dialog box. If you select this check box, the Flag port appears on the block. The following tables describe the Flag port output based on the block parameters.

### Output = Individual Statistics for Each ROI

Flag Port Output	Description
0	Label number is not in the label matrix.
1	Label number is in the label matrix.

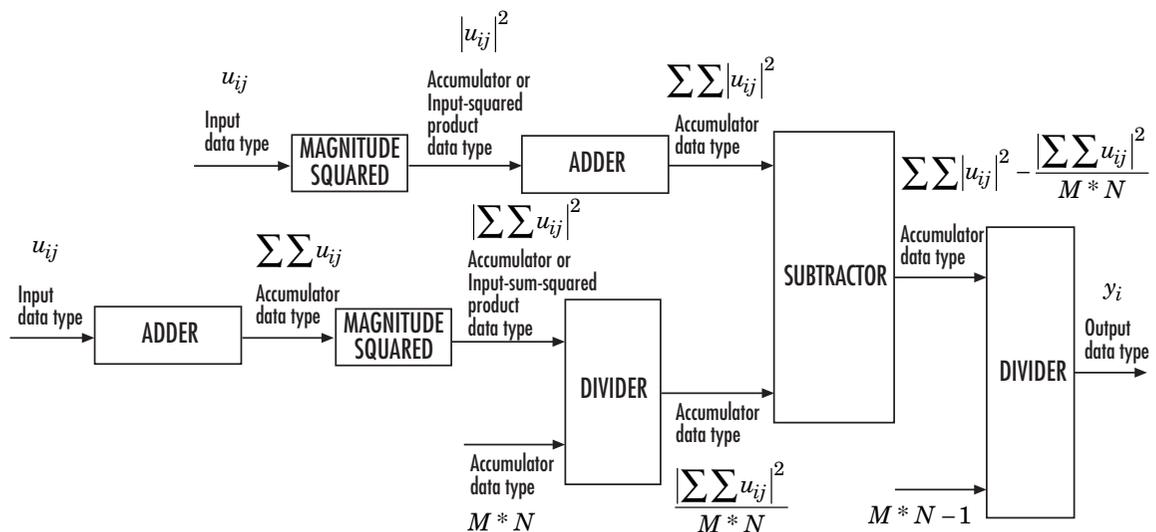
## Output = Single Statistic for All ROIs

Flag Port Output	Description
0	None of the label numbers are in the label matrix.
1	At least one of the label numbers is in the label matrix.

## Fixed-Point Data Types

The parameters on the **Data Types** pane of the block dialog are only used for fixed-point inputs. For purely real or purely imaginary inputs, the variance of the input is the square of its standard deviation. For complex inputs, the output is the sum of the variance of the real and imaginary parts of the input.

The following diagram shows the data types used within the Variance block for fixed-point signals.



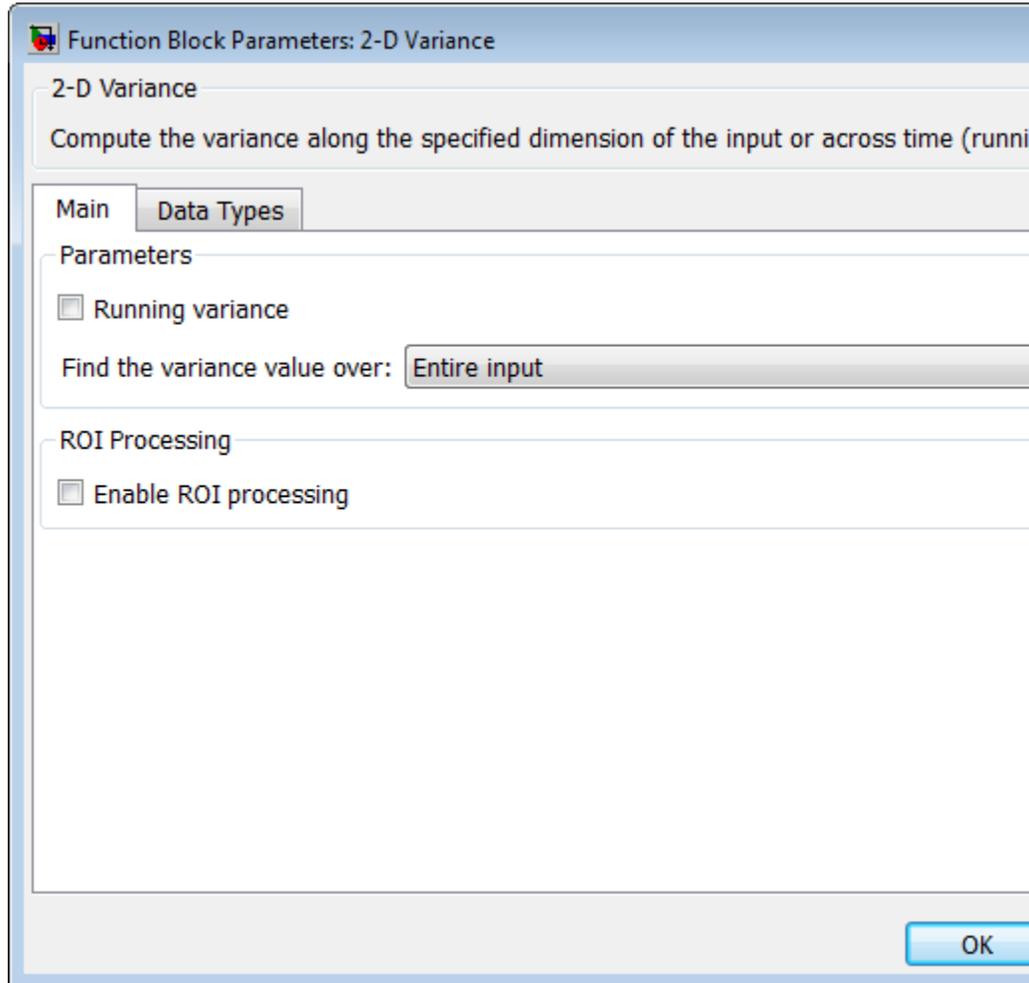
## 2-D Variance

---

The results of the magnitude-squared calculations in the figure are in the product output data type. You can set the accumulator, product output, and output data types in the block dialog as discussed in “Dialog Box” on page 2-183.

## Dialog Box

The **Main** pane of the Variance block dialog appears as follows.



### Running variance

Enables running operation when selected.

## 2-D Variance

---

### **Reset port**

Specify the reset event that causes the block to reset the running variance. The sample time of the input to the Rst port must be a positive integer multiple of the input sample time. This parameter appears only when you select the **Running variance** check box. For more information, see “Resetting the Running Variance” on page 2-177

### **Find the variance value over**

Specify whether to find the variance along rows, columns, entire input, or the dimension specified in the **Dimension** parameter. For more information, see “Basic Operation” on page 2-174.

### **Dimension**

Specify the dimension (one-based value) of the input signal, over which the variance is computed. The value of this parameter cannot exceed the number of dimensions in the input signal. This parameter is only visible when the **Find the variance value over** parameter is set to Specified dimension.

### **Enable ROI Processing**

Select this check box to calculate the statistical value within a particular region of each image. This parameter is only available when the **Find the variance value over** parameter is set to Entire input, and the block is not in running mode.

---

**Note** Full ROI processing is available only if you have a Computer Vision System Toolbox license. If you do not have a Computer Vision System Toolbox license, you can still use ROI processing, but are limited to the **ROI type** Rectangles.

---

### **ROI type**

Specify the type of ROI you want to use. Your choices are Rectangles, Lines, Label matrix, or Binary mask.

### ROI portion to process

Specify whether you want to calculate the statistical value for the entire ROI or just the ROI perimeter. This parameter is only visible if, for the **ROI type** parameter, you specify Rectangles.

### Output

Specify the block output. The block can output a vector of separate statistical values for each ROI or a scalar value that represents the statistical value for all the specified ROIs. This parameter is not available if, for the **ROI type** parameter, you select Binary mask.

### Output flag

**Output flag indicating if ROI is within image bounds**

**Output flag indicating if label numbers are valid**

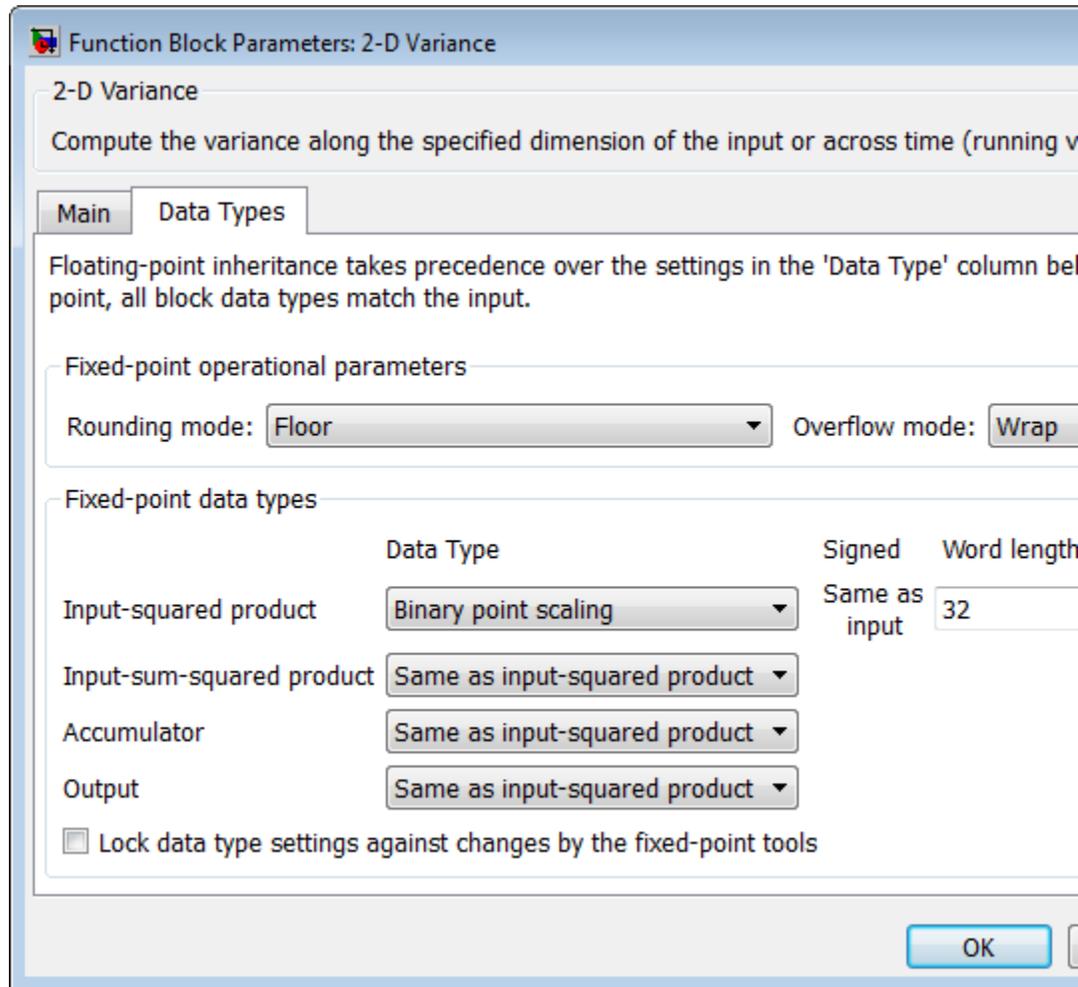
When you select either of these check boxes, the Flag port appears on the block. For a description of the Flag port output, see the tables in “ROI Processing” on page 2-178.

The **Output flag indicating if ROI is within image bounds** check box is only visible when you select Rectangles or Lines as the **ROI type**.

The **Output flag indicating if label numbers are valid** check box is only visible when you select Label matrix for the **ROI type** parameter.

The **Data Types** pane of the Variance block dialog appears as follows.

## 2-D Variance



### **Rounding mode**

Select the “Rounding Modes” for fixed-point operations.

### **Overflow mode**

Select the Overflow mode for fixed-point operations.

---

**Note** See “Fixed-Point Data Types” on page 2-181 for more information on how the product output, accumulator, and output data types are used in this block.

---

### **Input-squared product**

Use this parameter to specify how to designate the input-squared product word and fraction lengths:

- When you select `Same as input`, these characteristics match those of the input to the block.
- When you select `Binary point scaling`, you can enter the word length and the fraction length of the input-squared product, in bits.
- When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the input-squared product. This block requires power-of-two slope and a bias of zero.

### **Input-sum-squared product**

Use this parameter to specify how to designate the input-sum-squared product word and fraction lengths:

- When you select `Same as input-squared product`, these characteristics match those of the input-squared product.
- When you select `Binary point scaling`, you can enter the word length and the fraction length of the input-sum-squared product, in bits.
- When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the input-sum-squared product. This block requires power-of-two slope and a bias of zero.

### **Accumulator**

Use this parameter to specify the accumulator word and fraction lengths resulting from a complex-complex multiplication in the block:

## 2-D Variance

---

- When you select **Same as input-squared product**, these characteristics match those of the input-squared product.
- When you select **Same as input**, these characteristics match those of the input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the accumulator, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the accumulator. This block requires power-of-two slope and a bias of zero.

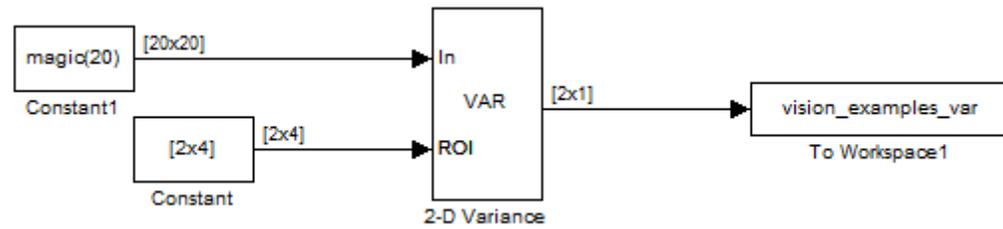
### **Output**

Choose how you specify the output word length and fraction length:

- When you select **Same as accumulator**, these characteristics match those of the accumulator.
- When you select **Same as input-squared product**, these characteristics match those of the input-squared product.
- When you select **Same as input**, these characteristics match those of the input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the output. This block requires power-of-two slope and a bias of zero.

### **Lock data type settings against changes by the fixed-point tools**

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask.



## Example

The `ex_vision_2dvar` calculates the variance value within two ROIs.

## See Also

2-D Mean

Computer Vision System Toolbox

2-D Standard Deviation

Computer Vision System Toolbox

`var`

MATLAB

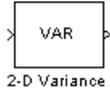
# 2-D Variance (To Be Removed)

---

**Purpose** Compute variance of each input matrix

**Library** Statistics

## Description



---

**Note** This 2-D Variance block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated 2-D Variance block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

See the 2-D Variance documentation to view the reference material related to the obsolete block.

---

# Apply Geometric Transformation

**Purpose** Apply projective or affine transformation to an image

**Library** Geometric Transformations  
visiongeotforms

**Description** Use the Apply Geometric Transformation block to apply projective or affine transform to an image. You can use this block to transform the entire image or portions of the image with either polygon or rectangle Regions of Interest (ROIs).

## Port Descriptions

Port	Description
Image	$M$ -by- $N$ or $M$ -by- $N$ -by- $P$ input matrix. $M$ : Number of rows in the image. $N$ : Number of columns in the image. $P$ : Number of color planes in the image.
TForm	When you set the <b>Transformation matrix source</b> parameter to Input port, the <b>TForm</b> input port accepts: <ul style="list-style-type: none"><li>• 3-by-2 matrix (affine transform) or a <math>Q</math>-by-6 matrix (multiple affine transforms).</li><li>• 3-by-3 matrix (projective transform) or a <math>Q</math>-by-9 matrix (multiple projective transforms).</li></ul> $Q$ : Number of transformations.
ROI	When you set the ROI source parameter to Input port, the ROI input port accepts: <ul style="list-style-type: none"><li>• 4-<i>element</i> vector rectangle ROI.</li><li>• 2<i>L</i>-<i>element</i> vector polygon ROI.</li><li>• <math>R</math>-by-4 matrix for multiple rectangle ROIs.</li><li>• <math>R</math>-by-2<i>L</i> matrix for multiple polygon ROIs.</li></ul>

# Apply Geometric Transformation

Port	Description
	$R$ : Number of Region of Interests (ROIs). $L(L \geq 3)$ : Number of vertices in a polygon ROI.

## Transformations

The size of the transformation matrix will dictate the transformation type.

### Affine Transformation

For affine transformation, the value of the pixel located at  $[\hat{x}, \hat{y}]$  in the output image, is determined by the value of the pixel located at  $[x, y]$  in the input image. The relationship between the input and the output point locations is defined by the following equations:

$$\begin{cases} \hat{x} = xh_1 + yh_2 + h_3 \\ \hat{y} = xh_4 + yh_5 + h_6 \end{cases}$$

where  $h_1, h_2, \dots, h_6$  are transformation coefficients.

If you use one transformation, the transformation coefficients must be arranged as a 2-by-3 matrix as in:

$$H = \begin{bmatrix} h_1 & h_2 & h_3 \\ h_4 & h_5 & h_6 \end{bmatrix}$$

or in a 1-by-6 vector as in  $H = [h_1 \ h_2 \ h_3 \ h_4 \ h_5 \ h_6]$ .

If you use more than one transformation, the transformation coefficients must be arranged as a  $Q$ -by-6 matrix, where each row has the

format of  $H = [h_1 \ h_2 \ h_3 \ h_4 \ h_5 \ h_6]$ , and  $Q$  is the number of transformations as in:

# Apply Geometric Transformation

$$H = \begin{bmatrix} h_{11} & h_{12} & \dots & h_{16} \\ h_{21} & h_{22} & \dots & h_{26} \\ \vdots & \vdots & \dots & \vdots \\ h_{Q1} & h_{Q2} & \dots & h_{Q6} \end{bmatrix}$$

## Projective Transformation

For projective transformation, the relationship between the input and the output points is defined by the following equations:

$$\begin{cases} \hat{x} = \frac{xh_1 + yh_2 + h_3}{xh_7 + yh_8 + h_9} \\ \hat{y} = \frac{xh_4 + yh_5 + h_6}{xh_7 + yh_8 + h_9} \end{cases}$$

where  $h_1, h_2, \dots, h_9$  are transformation coefficients.

If you use one transformation, the transformation coefficients must be arranged as a 3-by-3 matrix as in:

$$H = \begin{bmatrix} h_1 & h_4 & h_7 \\ h_2 & h_5 & h_8 \\ h_3 & h_6 & h_9 \end{bmatrix}$$

or in a 1-by-9 vector as in,  $H = [h_1 \ h_2 \ h_3 \ h_4 \ h_5 \ h_6 \ h_7 \ h_8 \ h_9]$ .

If you use more than one transformation, the transformation coefficients must be arranged as a  $Q$ -by-9 matrix, where each column has the

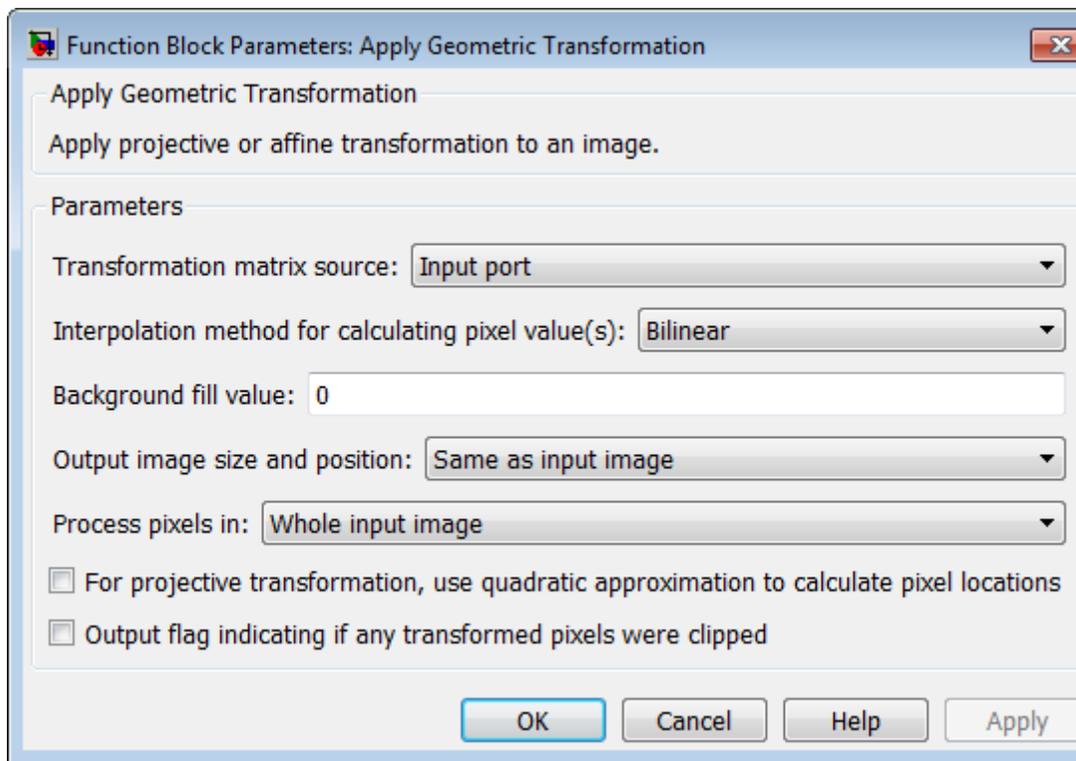
format of  $H = [h_1 \ h_2 \ h_3 \ h_4 \ h_5 \ h_6 \ h_7 \ h_8 \ h_9]$ , and  $Q$  is the number of transformations. For example,

$$H = \begin{bmatrix} h_{11} & h_{12} & \dots & h_{19} \\ h_{21} & h_{22} & \dots & h_{29} \\ \vdots & \vdots & \dots & \vdots \\ h_{Q1} & h_{Q2} & \dots & h_{Q9} \end{bmatrix}$$

# Apply Geometric Transformation

## Dialog Box

The **Main** pane of the Apply Geometric Transformation dialog box appears as shown in the following figure.



### Transformation matrix source

Specify input matrix source, either Specified via dialog, or Input port. If you select Specify via dialog, you can enter the transformation matrix parameters in the parameter that appear with this selection.

# Apply Geometric Transformation

---

## **Transformation matrix**

Specify a 3-by-2, 3-by-3,  $Q$ -by-6, or a  $Q$ -by-9 matrix. This option appears when you set the **Transformation matrix source** parameter to Specified via dialog.

## **Interpolation method for calculating pixel value(s)**

Specify interpolation method, either Nearest neighbor, Bilinear, or Bicubic interpolation to calculate output pixel values. See Geometric Transformation Interpolation Methods for an overview of these methods.

## **Background fill value**

Specify the value of the pixels that are outside of the input image. Use either a scalar value or P-element vector.

## **Output image size and position**

Specify the output image size to be either Same as input image, or Specify via dialog. If you select to Specify via dialog, you can specify the bounding box in the size and location parameters that appear with this selection.

## **Size [height width]**

Specify the height and width for the output image size as [height width]. You can specify this parameter, along with the **Location of the upper left corner [x y]** parameter when you set the **Output image size and position** parameter to Specify via dialog.

## **Location of the upper left corner [x y]**

Specify the [x y] location for the upper left corner of the output image. You can specify this parameter, along with the **Size [height width]** parameter, when you set the **Output image size and position** parameter to Specify via dialog.

## **Process pixels in**

Specify the region in which to process pixels. Specify Whole input image, Rectangle ROI, or Polygon ROI. If you select Rectangle ROI, or Polygon ROI the **ROI source** parameter becomes available.

The transformations will be applied on the whole image, or on specified multiple ROIs. The table below outlines how transformation matrices are handled with an entire image and with single and multiple ROIs.

# Apply Geometric Transformation

Number of Transformation Matrices	Region of Interest
One transformation matrix	You can apply the transformation on the entire image, single ROI or multiple ROIs.
Multiple transformation matrices	<ul style="list-style-type: none"> <li>• You can apply multiple transformation matrices on one ROI or on the entire image. The transformations are done in the order they are entered in the <b>TForm</b>.</li> <li>• You can apply multiple transformation matrices on multiple ROIs. Each transformation matrix is applied to one ROI. The first transformation matrix specified is applied to the first ROI specified. The second transformation matrix is applied to the second ROI specified, and so on. The number of transformation matrices must be equal to the number of ROIs.</li> </ul>

## ROI source

Specify the source for the region of interest (ROI), either Specify via dialog or Input port. This appears when you set the **Process pixels in** parameter to either Rectangle ROI, or Polygon ROI.

## Location and size of rectangle ROI [x y width height]

Specify a 4-*element* vector or an  $R$ -by-4 matrix, (where  $R$  represents the number of ROIs). This parameter appears when you set the **Process pixels in** parameter to Rectangle ROI.

Specify the rectangle by its top-left corner and size in width and height. If you specify one ROI, it must be a 4-*element* vector of format [x y width height]. If you specify more than one ROI, it must be an  $R$ -by-4 matrix, such that each row's format is [x y width height].

## Vertices of polygon ROI [x1 y1 x2 y2 ... xL yL]

Specify a  $2L$ -*element* vector or an  $R$ -by- $2L$  matrix, (where  $R$  represents the number of ROIs and  $L$  is the number of vertices in a polygon). This parameter appears when you set the **Process pixels in** parameter to Polygon ROI.

# Apply Geometric Transformation

---

Specify the polygon by its vertices in clockwise or counter-clockwise order, with at least three or more vertices. If you specify one ROI of  $L$  vertices, it must be a  $2L$ -element vector of format

$[x_1 \ y_1 \ x_2 \ y_2 \ \dots \ x_L \ y_L]$ . If you specify more than one ROI, it must be an  $R$ -by- $2L$  matrix, where  $L$  is the maximum number of vertices in the ROIs. For ROI with vertices fewer than  $L$ , its last vertex can be repeated to form a vector.

### **Output flag indicating if any part of ROI is outside input image**

Select the **Output flag indicating if any part of ROI is outside input image** check box to enable this output port on the Apply Geometric Transformation block.

### **For projective transformation, use quadratic approximation to calculate pixel locations**

Specify whether to use an exact computation or an approximation for the projective transformation. If you select this option, you can enter an error tolerance in the **Error tolerance (in pixels)** parameter.

### **Error tolerance (in pixels)**

Specify the maximum error tolerance in pixels. This appears when you select the **For projective transformation, use quadratic approximation to calculate pixel locations** check box.

### **Output flag indicating if any transformed pixels were clipped**

Enable output port for flag, which indicates clipping. Clipping occurs when any of the transformed pixels fall outside of the output image.

## Examples

### **Apply a Projective Transformation to an Image**

The Simple projective transformation model `ex_visionApplyGeo_proj`, uses the Apply Geometric Transformation block, two Constant blocks and two Video Viewer blocks to illustrate a basic model. The transformation matrix determines a projective transformation and is applied to the entire input image. The input image is a checker board. The steps taken to run this model were:

# Apply Geometric Transformation

---

- 1 Add two Constant blocks for the input image and the transformation matrix. Set the **Constant value** parameters for the constant blocks as follows:
  - for the input image, "checker\_board", and
  - for the transformation matrix, [1 0 0; .4 1 0; 0 0 1]
- 2 Add two Video Viewer blocks, connecting one directly to the input image output port, and the other one to the Apply Geometric Transformation output port.

## Create an Image of a Cube using Three Regions of Interest

This example shows how to apply affine transformation on multiple ROIs of an image. It also sets the background color of the output image to a solid color purple. The input image, transformation matrix, and ROI vertices are provided to the Apply Geometric Transformation block via constant blocks. Video viewers are used to view the original image and the output image created. Open this model by typing `ex_visionApplyGeo_roi` at the MATLAB command prompt. The steps taken to run this model was:

- 1 Change the **Process pixels in** parameter to Polygon ROI.
- 2 Change the **Background fill value** to [0.5 0.5 0.75]
- 3 Add three Constant blocks for the input image, transformation matrix, and ROI vertices. Set the **Constant value** parameters for the three blocks as follows:
  - For the input image, checker\_board(20,10).
  - For the transformation matrix, [1 0 30 0 1 -30; 1.0204 -0.4082 70 0 0.4082 30; 0.4082 0 89.1836 -0.4082 1 10.8164].
  - For the polygon ROI, [1 101 99 101 99 199 1 199; 1 1 99 1 99 99 1 99; 101 101 199 101 199 199 101 199].

# Apply Geometric Transformation

- 4 Add two Video Viewer blocks, connecting one directly to the Constant block containing the input image. The other, to the Apply Geometric Transformation output port.

## References

[1] George Wolberg, “Digital Image Warping”, IEEE Computer Society Press, 3<sup>rd</sup> edition, 1994.

Richard Hartley and Andrew Zisserman, “Multiple View Geometry in Computer Vision“, Cambridge University Press, 2<sup>nd</sup> edition, 2003.

## Supported Data Types

Port	Supported Data Types
Image	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li></ul>
TForm	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li></ul>
ROI	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• 8-, 16-, and 32-bit signed integers</li><li>• 8-, 16-, and 32-bit unsigned integers</li></ul>
Output	Same as input
Err_roi	Boolean
Err_clip	Boolean

# Apply Geometric Transformation

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## See Also

<code>imtransform</code>	Image Processing Toolbox
Estimate Geometric Transformation	Computer Vision System Toolbox
Trace Boundary	Computer Vision System Toolbox
Blob Analysis	Computer Vision System Toolbox
Video and Image Processing Demos	Computer Vision System Toolbox

# Apply Geometric Transformation (To Be Removed)

---

**Purpose** Apply projective or affine transformation to an image

**Library** Geometric Transformations

**Description**

---

**Note** This Apply Geometric Transformation block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated Apply Geometric Transformation block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

See the Apply Geometric Transformation documentation to view the reference material related to the obsolete block.

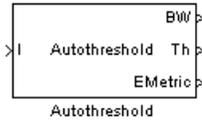
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# Autothreshold

**Purpose** Convert intensity image to binary image

**Library** Conversions  
visionconversions

**Description** The Autothreshold block converts an intensity image to a binary image using a threshold value computed using Otsu's method.



This block computes this threshold value by splitting the histogram of the input image such that the variance of each pixel group is minimized.

Port	Input/Output	Supported Data Types	Complex Values Supported
I	Vector or matrix of intensity values	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• 8-, 16-, and 32-bit signed integer</li> <li>• 8-, 16-, and 32-bit unsigned integer</li> </ul>	No
BW	Scalar, vector, or matrix that represents a binary image	Boolean	No
Th	Threshold value	Same as I port	No
EMetric	Effectiveness metric	Same as I port	No

Use the **Thresholding operator** parameter to specify the condition the block places on the input values. If you select > and the input value is greater than the threshold value, the block outputs 1 at the BW port; otherwise, it outputs 0. If you select <= and the input value is less

than or equal to the threshold value, the block outputs 1; otherwise, it outputs 0.

Select the **Output threshold** check box to output the calculated threshold values at the Th port.

Select the **Output effectiveness metric** check box to output values that represent the effectiveness of the thresholding at the EMetric port. This metric ranges from 0 to 1. If every pixel has the same value, the effectiveness metric is 0. If the image has two pixel values or the histogram of the image pixels is symmetric, the effectiveness metric is 1.

If you clear the **Specify data range** check box, the block assumes that floating-point input values range from 0 to 1. To specify a different data range, select this check box. The **Minimum value of input** and **Maximum value of input** parameters appear in the dialog box. Use these parameters to enter the minimum and maximum values of your input signal.

Use the **When data range is exceeded** parameter to specify the block's behavior when the input values are outside the expected range. The following options are available:

- **Ignore** — Proceed with the computation and do not issue a warning message. If you choose this option, the block performs the most efficient computation. However, if the input values exceed the expected range, the block produces incorrect results.
- **Saturate** — Change any input values outside the range to the minimum or maximum value of the range and proceed with the computation.
- **Warn and saturate** — Display a warning message in the MATLAB Command Window, saturate values, and proceed with the computation.
- **Error** — Display an error dialog box and terminate the simulation.

If you clear the **Scale threshold** check box, the block uses the threshold value computed by Otsu's method to convert intensity images

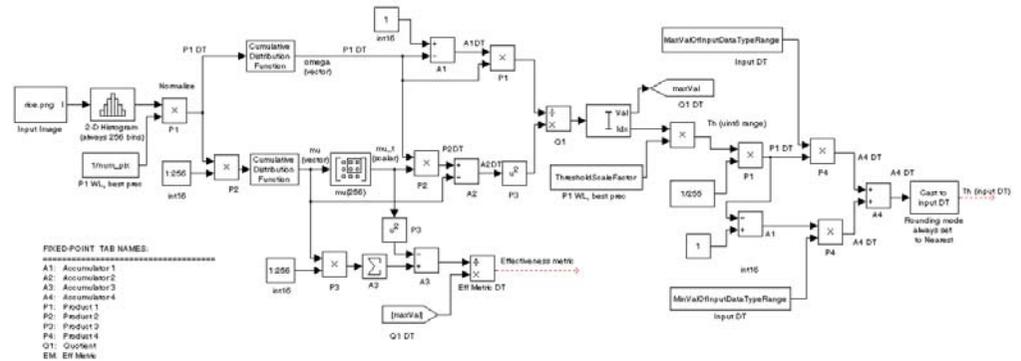
# Autothreshold

into binary images. If you select the **Scale threshold** check box, the **Threshold scaling factor** appears in the dialog box. Enter a scalar value. The block multiplies this scalar value with the threshold value computed by Otsu's method and uses the result as the new threshold value.

## Fixed-Point Data Types

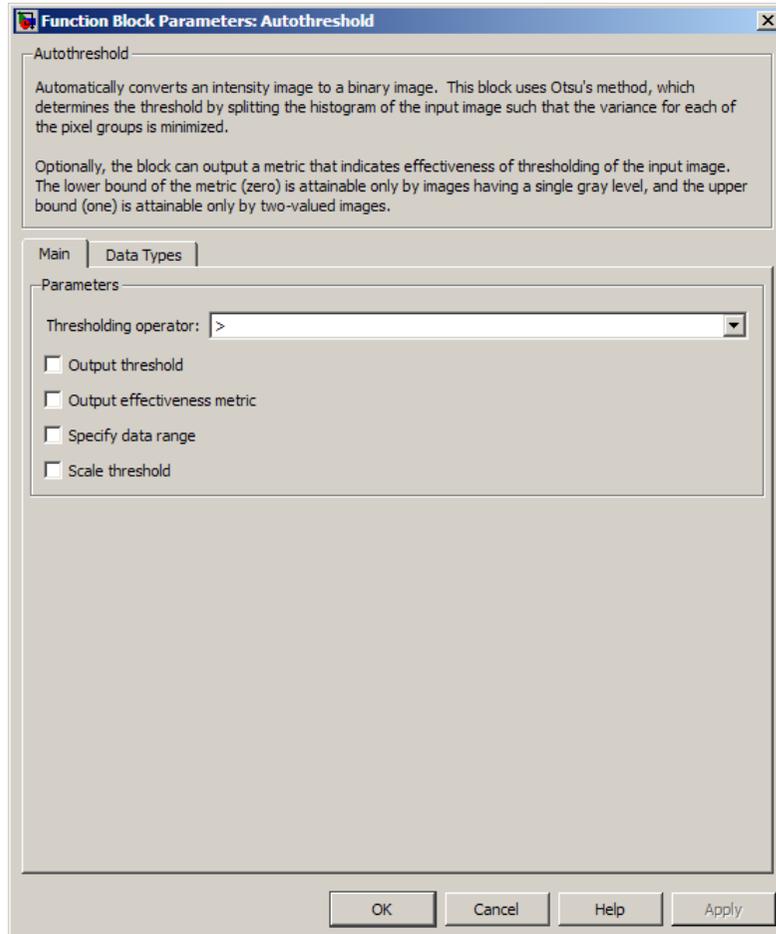
The following diagram shows the data types used in the Autothreshold block for fixed-point signals. You can use the default fixed-point parameters if your input has a word length less than or equal to 16.

In this diagram, DT means data type. You can set the product, accumulator, quotient, and effectiveness metric data types in the block mask.



## Dialog Box

The **Main** pane of the Autothreshold dialog box appears as shown in the following figure.



### Thresholding operator

Specify the condition the block places on the input matrix values. If you select > or <=, the block outputs 0 or 1 depending on

# Autothreshold

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whether the input matrix values are above, below, or equal to the threshold value.

## **Output threshold**

Select this check box to output the calculated threshold values at the Th port.

## **Output effectiveness metric**

Select this check box to output values that represent the effectiveness of the thresholding at the EMetric port.

## **Specify data range**

If you clear this check box, the block assumes that floating-point input values range from 0 to 1. To specify a different data range, select this check box.

## **Minimum value of input**

Enter the minimum value of your input data. This parameter is visible if you select the **Specify data range** check box.

## **Maximum value of input**

Enter the maximum value of your input data. This parameter is visible if you select the **Specify data range** check box.

## **When data range is exceeded**

Specify the block's behavior when the input values are outside the expected range. Your options are Ignore, Saturate, Warn and saturate, or Error. This parameter is visible if you select the **Specify data range** check box.

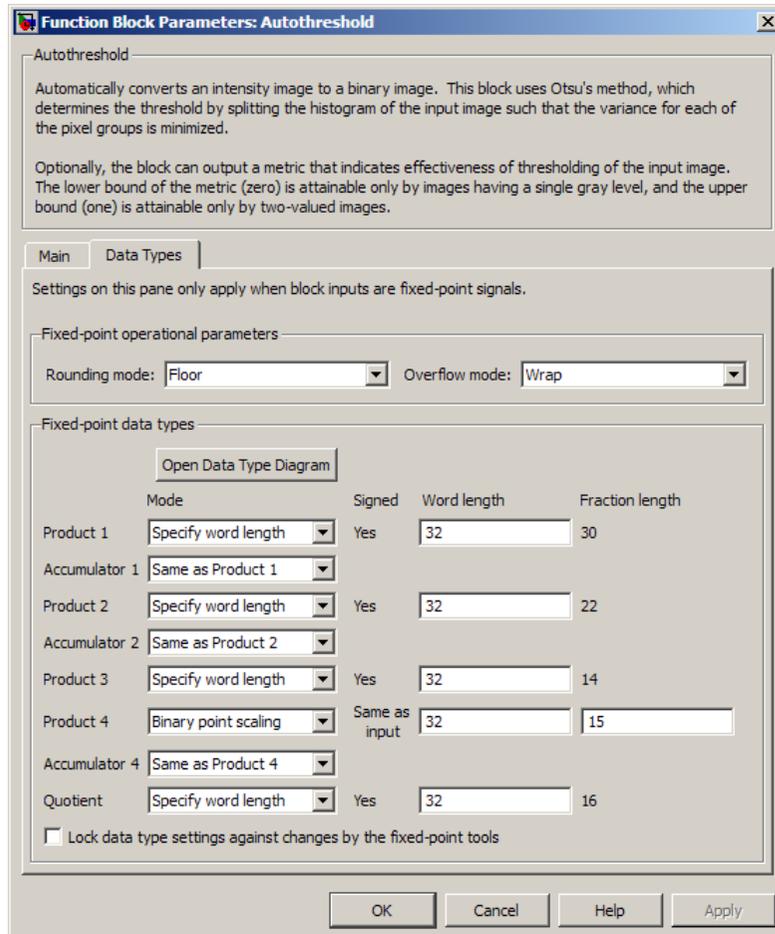
## **Scale threshold**

Select this check box to scale the threshold value computed by Otsu's method.

## **Threshold scaling factor**

Enter a scalar value. The block multiplies this scalar value with the threshold value computed by Otsu's method and uses the result as the new threshold value. This parameter is visible if you select the **Scale threshold** check box.

The **Data Types** pane of the Autothreshold dialog box appears as follows. You can use the default fixed-point parameters if your input has a word length less than or equal to 16.



## Rounding mode

Select the rounding mode for fixed-point operations. This parameter does not apply to the Cast to input DT step shown in

“Fixed-Point Data Types” on page 2-204. For this step, **Rounding mode** is always set to Nearest.

## Overflow mode

Select the overflow mode for fixed-point operations.

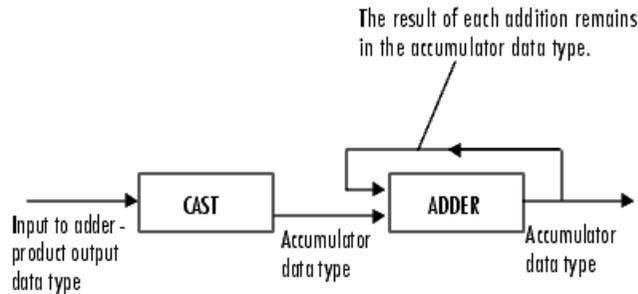
## Product 1, 2, 3, 4



As shown previously, the output of the multiplier is placed into the product output data type and scaling. Use this parameter to specify how to designate the product output word and fraction lengths.

- When you select **Specify word length**, you can enter the word length of the product values in bits. The block sets the fraction length to give you the best precision.
- When you select **Same as input**, the characteristics match those of the input to the block. This choice is only available for the **Product 4** parameter.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the product output in bits.
- When you select **Slope and bias scaling**, you can enter the word length in bits and the slope of the product output. The bias of all signals in the Computer Vision System Toolbox software is 0.

## Accumulator 1, 2, 3, 4



As shown previously, inputs to the accumulator are cast to the accumulator data type. The output of the adder remains in the accumulator data type as each element of the input is added to it. Use this parameter to specify how to designate the accumulator word and fraction lengths.

- When you select **Same as Product**, these characteristics match those of the product output.
- When you select **Specify word length**, you can enter the word length of the accumulator values in bits. The block sets the fraction length to give you the best precision. This choice is not available for the **Accumulator 4** parameter because it is dependent on the input data type.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the accumulator in bits.
- When you select **Slope and bias scaling**, you can enter the word length in bits and the slope of the accumulator. The bias of all signals in the Computer Vision System Toolbox software is 0.

The **Accumulator 3** parameter is only visible if, on the **Main** pane, you select the **Output effectiveness metric** check box.

## Quotient

Choose how to specify the word length and fraction length of the quotient data type:

- When you select **Specify word length**, you can enter the word length of the quotient values in bits. The block sets the fraction length to give you the best precision.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the quotient, in bits.
- When you select **Slope and bias scaling**, you can enter the word length in bits and the slope of the quotient. The bias of all signals in the Computer Vision System Toolbox software is 0.

## Eff Metric

Choose how to specify the word length and fraction length of the effectiveness metric data type. This parameter is only visible if, on the **Main** tab, you select the **Output effectiveness metric** check box.

- When you select **Specify word length**, you can enter the word length of the effectiveness metric values, in bits. The block sets the fraction length to give you the best precision.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the effectiveness metric in bits.
- When you select **Slope and bias scaling**, you can enter the word length in bits and the slope of the effectiveness metric. The bias of all signals in the Computer Vision System Toolbox software is 0.

## Lock data type settings against change by the fixed-point tools

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## Example

### Thresholding Intensity Images Using the Autothreshold Block

Convert an intensity image into a binary image. Use the Autothreshold block when lighting conditions vary and the threshold needs to change for each video frame.

You can open the example model by typing

```
ex_vision_autothreshold
```

on the MATLAB command line.

## See Also

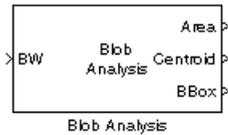
Compare To Constant	Simulink
Relational Operator	Simulink
graythresh	Image Processing Toolbox

# Blob Analysis

**Purpose** Compute statistics for labeled regions

**Library** Statistics  
visionstatistics

**Description** Use the Blob Analysis block to calculate statistics for labeled regions in a binary image. The block returns quantities such as the centroid, bounding box, label matrix, and blob count. The Blob Analysis block supports input and output variable size signals.



For information on pixel and spatial coordinate system definitions, see “Expressing Image Locations” in the Image Processing Toolbox User Guide. Use the Selector block from the Simulink, to select certain blobs based on their statistics.

## Port Descriptions

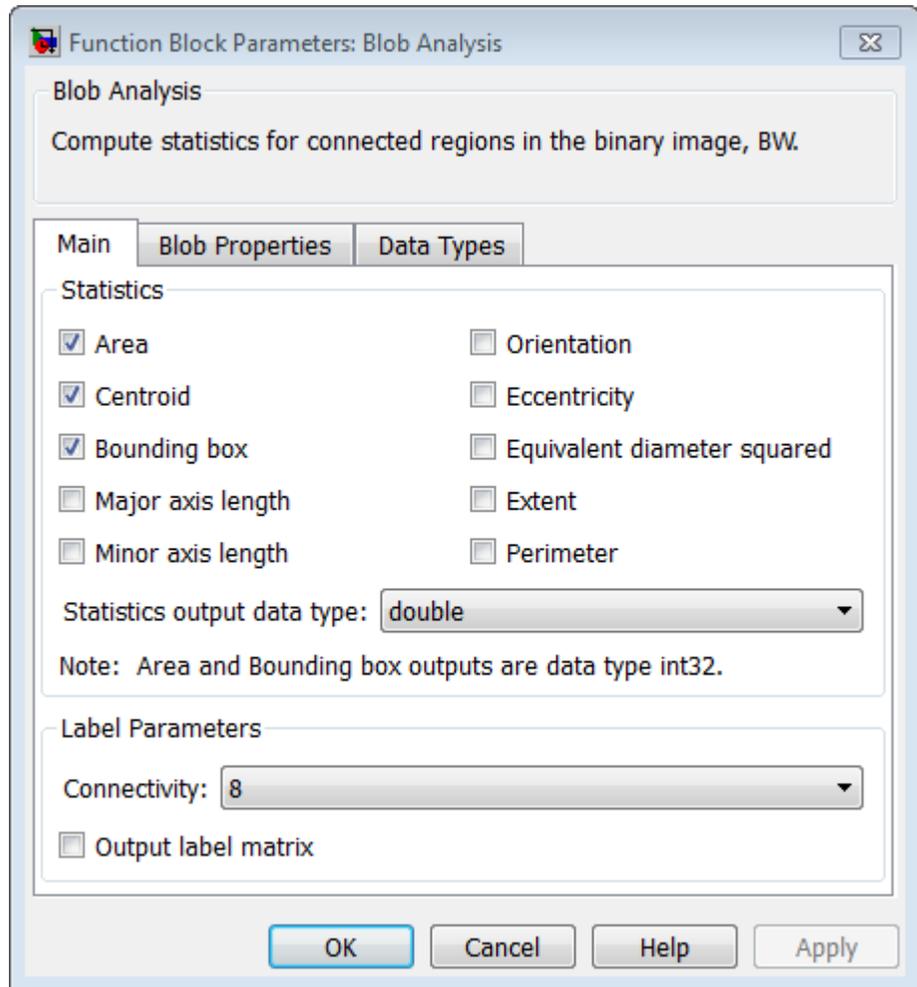
Port	Input/Output	Supported Data Types
BW	Vector or matrix that represents a binary image	Boolean
Area	Vector that represents the number of pixels in labeled regions	32-bit signed integer
Centroid	$M$ -by-2 matrix of centroid coordinates, where $M$ represents the number of blobs	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li></ul>
BBox	$M$ -by-4 matrix of [x y width height] bounding box coordinates, where $M$ represents the number of blobs and [x y] represents the upper left corner of the bounding box.	32-bit signed integer

Port	Input/Output	Supported Data Types
MajorAxis	Vector that represents the lengths of major axes of ellipses	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> </ul>
MinorAxis	Vector that represents the lengths of minor axes of ellipses	Same as MajorAxis port
Orientation	Vector that represents the angles between the major axes of the ellipses and the $x$ -axis.	Same as MajorAxis port
Eccentricity	Vector that represents the eccentricities of the ellipses	Same as MajorAxis port
Diameter ^2	Vector that represents the equivalent diameters squared	Same as Centroid port
Extent	Vector that represents the results of dividing the areas of the blobs by the area of their bounding boxes	Same as Centroid port
Perimeter	Vector containing an estimate of the perimeter length, in pixels, for each blob	Same as Centroid port
Label	Label matrix	8-, 16-, or 32-bit unsigned integer
Count	Scalar value that represents the actual number of labeled regions in each image	Same as Label port

## Dialog Box

The **Main** pane of the Blob Analysis dialog box appears as shown in the following figure. Use the check boxes to specify the statistics values you want the block to output. For a full description of each of these statistics, see the `regionprops` function reference page in the Image Processing Toolbox documentation.

# Blob Analysis



## Area

Select this check box to output a vector that represents the number of pixels in labeled regions

## Centroid

Select this check box to output an  $M$ -by-2 matrix of [x y] centroid coordinates. The rows represent the coordinates of the centroid of each region, where  $M$  represents the number of blobs.

*Example:* Suppose there are two blobs, where the row and column coordinates of their centroids are  $x_1, y_1$  and  $x_2, y_2$ , respectively. The block outputs:

$$\begin{bmatrix} x_1 & y_1 \\ x_2 & y_2 \end{bmatrix}$$

at the Centroid port.

## Bounding box

Select this check box to output an  $M$ -by-4 matrix of [x y width height] bounding boxes. The rows represent the coordinates of each bounding box, where  $M$  represents the number of blobs.

*Example:* Suppose there are two blobs, where  $x$  and  $y$  define the location of the upper-left corner of the bounding box, and  $w$ ,  $h$  define the width and height of the bounding box. The block outputs

$$\begin{bmatrix} x_1 & y_1 & w_1 & h_1 \\ x_2 & y_2 & w_2 & h_2 \end{bmatrix}$$

at the BBox port.

## Major axis length

Select this check box to output a vector with the following characteristics:

- Represents the lengths of the major axes of ellipses
- Has the same normalized second central moments as the labeled regions

# Blob Analysis

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## Minor axis length

Select this check box to output a vector with the following characteristics:

- Represents the lengths of the minor axes of ellipses
- Has the same normalized second central moments as the labeled regions

## Orientation

Select this check box to output a vector that represents the angles between the major axes of the ellipses and the  $x$ -axis. The angle values are in radians and range between:

$$-\frac{\pi}{2} \text{ and } \frac{\pi}{2}$$

## Eccentricity

Select this check box to output a vector that represents the eccentricities of ellipses that have the same second moments as the region

## Equivalent diameter squared

Select this check box to output a vector that represents the equivalent diameters squared

## Extent

Select this check box to output a vector that represents the results of dividing the areas of the blobs by the area of their bounding boxes

## Perimeter

Select this check box to output an  $N$ -by-1 vector of the perimeter lengths, in pixels, of each blob, where  $N$  is the number of blobs.

## Statistics output data type

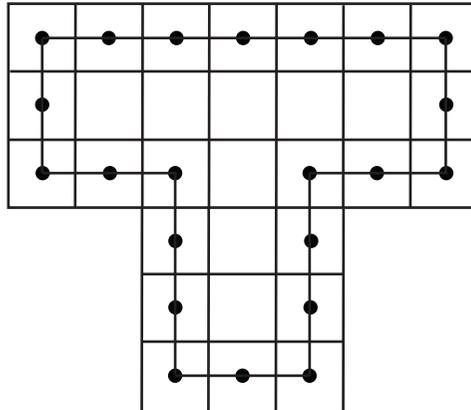
Specify the data type of the outputs at the **Centroid**, **MajorAxis**, **MinorAxis**, **Orientation**, **Eccentricity**, **Equivalent diameter squared**, and **Extent** ports. If you select **Fixed-point**, the block cannot calculate the major axis, minor axis, orientation, or eccentricity and the associated check boxes become unavailable.

## Connectivity

Define which pixels connect to each other. If you want to connect pixels located on the top, bottom, left, and right, select 4. If you want to connect pixels to the other pixels on the top, bottom, left, right, and diagonally, select 8. For more information about this parameter, see the Label block reference page.

The **Connectivity** parameter also affects how the block calculates the perimeter of a blob. For example:

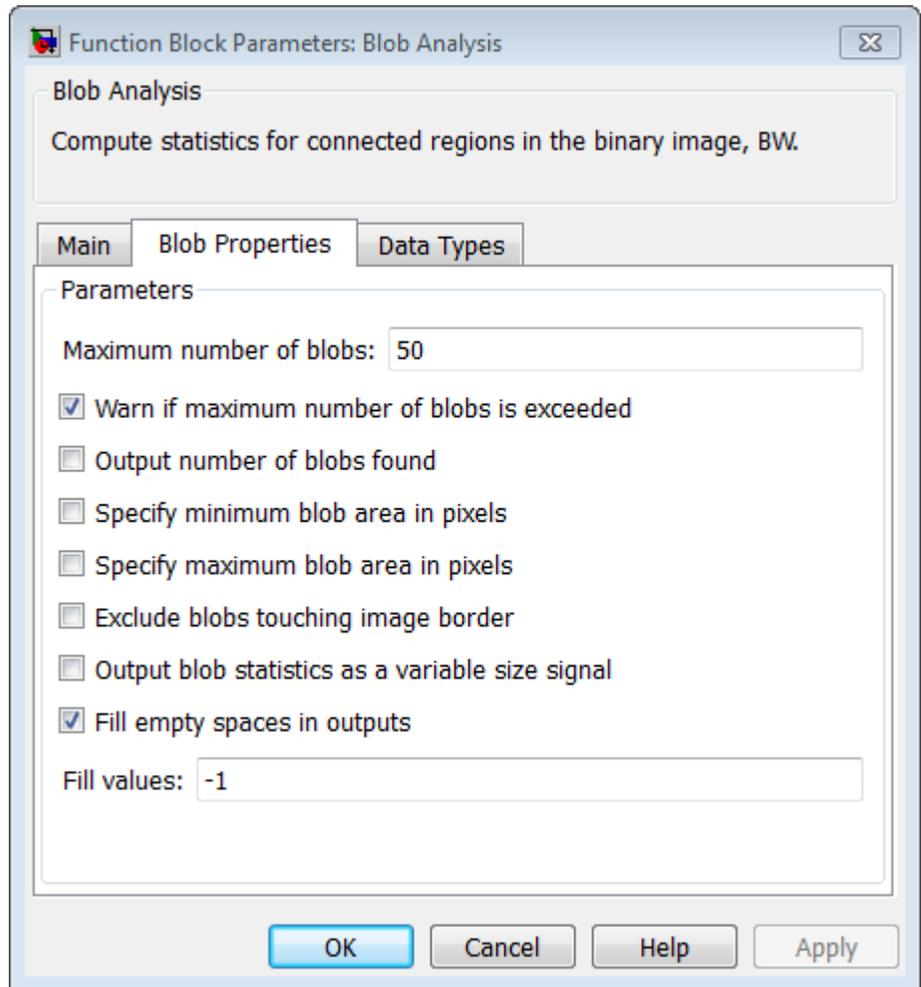
The following figure illustrates how the block calculates the perimeter when you set the **Connectivity** parameter to 4.



The block calculates the distance between the center of each pixel (marked by the black dots) and estimates the perimeter to be 22.

The next figure illustrates how the block calculates the perimeter of a blob when you set the **Connectivity** parameter to 8.





## Maximum number of blobs

Specify the maximum number of labeled regions in each input image. The block uses this value to preallocate vectors and matrices to ensure that they are long enough to hold the statistical values. The maximum number of blobs the block outputs depends

# Blob Analysis

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on both the value of this parameter, and on the size of the input image. The number of blobs the block outputs may be limited by the input image size.

## **Warn if maximum number of blobs is exceeded**

Select this check box to output a warning when the number of blobs in an image is greater than the value of **Maximum number of blobs** parameter.

## **Output number of blobs found**

Select this check box to output a scalar value that represents the actual number of connected regions in each image at the **Count** port.

## **Specify maximum blob area in pixels**

Select this check box to enter the minimum blob area in the edit box that appears beside the check box. The blob gets a label if the number of pixels meets the minimum size specified. The maximum allowable value is the maximum of `uint32` data type. This parameter is tunable.

## **Exclude blobs touching image border**

Select this check box to exclude a labeled blob that contains at least one border pixel.

## **Output blob statistics as a variable-size signal**

Select this check box to output blob statistics as a variable-size signal. Selecting this check box means that you do not need to specify fill values.

## **Fill empty spaces in outputs outputs**

Select this check box to fill empty spaces in the statistical vectors with the values you specify in the **Fill values** parameter.

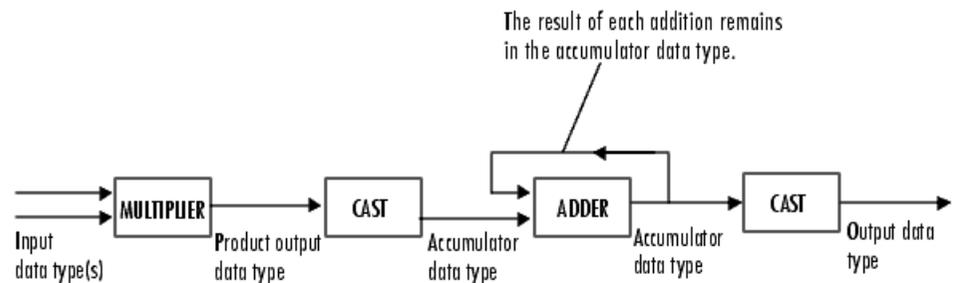
The **Fill empty spaces in outputs** check box does not appear when you select the **Output blob statistics as a variable-size signal** check box.

## Fill values

If you enter a scalar value, the block fills all the empty spaces in the statistical vectors with this value. If you enter a vector, it must have the same length as the number of selected statistics. The block uses each vector element to fill a different statistics vector. If the empty spaces do not affect your computation, you can deselect the **Fill empty spaces in outputs** check box. As a best practice, leave this check box selected.

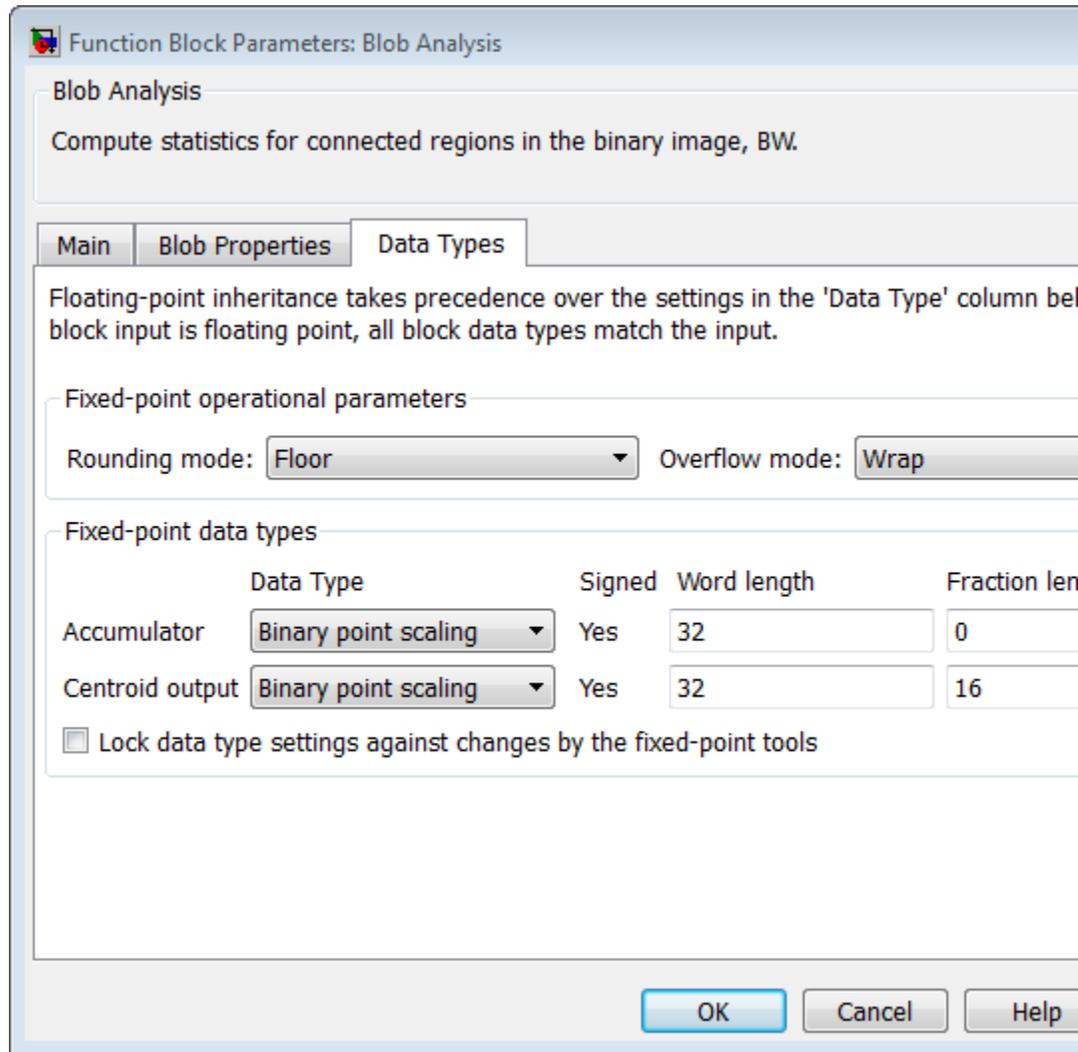
The **Fill values** parameter is not visible when you select the **Output blob statistics as a variable-size signal** check box.

The **Fixed-Point Data Types** pane of the Blob Analysis dialog box appears as shown in the following figure.



The parameters on the **Fixed-point** tab apply only when you set the **Statistics output data type** parameter to Specify via Fixed-point tab.

# Blob Analysis



## Rounding mode

Select the rounding mode Floor, Ceiling, Nearest or Zero for fixed-point operations.

## Overflow mode

Select the overflow mode, Wrap or Saturate for fixed-point operations.

## Product output

When you select Binary point scaling, you can enter the **Word length** and the **Fraction length** of the product output, in bits.

When you select Slope and bias scaling, you can enter the **Word length** in bits, and the **Slope** of the product output. All signals in the Computer Vision System Toolbox software have a bias of 0.



The block places the output of the multiplier into the **Product output** data type and scaling. The computation of the equivalent diameter squared uses the product output data type. During this computation, the block multiplies the blob area (stored in the accumulator) by the  $4/\pi$  factor. This factor has a word length that equals the value of **Equivalent diameter squared** output data type **Word length**. The value of the **Fraction length** equals its word length minus two. Use this parameter to specify how to designate this product output word and fraction lengths.

## Accumulator

When you select Same as product the characteristics match the characteristics of the product output.

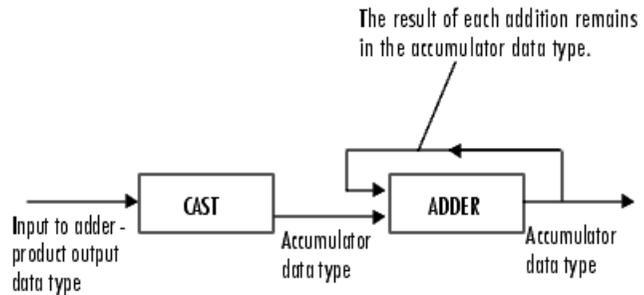
When you select Binary point scaling, you can enter the **Word length** and the **Fraction length** of the accumulator, in bits.

When you select Slope and bias scaling, you can enter the **Word length**, in bits, and the **Slope** of the **Accumulator**. All

# Blob Analysis

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signals in the Computer Vision System Toolbox software have a bias of 0.



Inputs to the **Accumulator** get cast to the accumulator data type. Each element of the input gets added to the output of the adder, which remains in the accumulator data type. Use this parameter to specify how to designate this accumulator word and fraction lengths.

## Centroid output

Choose how to specify the **Word length** and **Fraction length** of the output at the **Centroid** port:

- When you select **Same as accumulator**, these characteristics match the characteristics of the accumulator.
- When you select **Binary point scaling**, you can enter the **Word length** and **Fraction length** of the output, in bits.
- When you select **Slope and bias scaling**, you can enter the **Word length**, in bits, and the **Slope** of the output. All signals in the Computer Vision System Toolbox software have a bias of 0.

## Equip Diam<sup>2</sup> output

Choose how to specify the **Word length** and **Fraction length** of the output at the **Diameter<sup>2</sup>** port:

- When you select **Same as accumulator**, these characteristics match the characteristics of the **Accumulator**.
- When you select **Same as product output**, these characteristics match the characteristics of the **Product output**.
- When you select **Binary point scaling**, you can enter the **Word length** and **Fraction length** of the output, in bits.
- When you select **Slope and bias scaling**, you can enter the **Word length**, in bits, and the **Slope** of the output. All signals in the Computer Vision System Toolbox software have a bias of 0.

## Extent output

Choose how to specify the **Word length** and **Fraction length** of the output at the **Extent** port:

- When you select **Same as accumulator**, these characteristics match the characteristics of the accumulator.
- When you select **Binary point scaling**, you can enter the **Word length** and **Fraction length** of the output, in bits.
- When you select **Slope and bias scaling**, you can enter the **Word length**, in bits, and the **Slope** of the output. All signals in the Computer Vision System Toolbox software have a bias of 0.

## Fill in empty spaces outputs

Select this check box to fill empty spaces in the statistical vectors with the value you specify in the **Fill values** parameter.

The **Fill empty spaces in outputs** check box is not visible when you select the **Output blob statistics as a variable-size signal** check box.

## Perimeter output

Choose how to specify the **Word length** and **Fraction length** of the output at the **Perimeter** port:

# Blob Analysis

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- When you select `Same as accumulator`, these characteristics match the characteristics of the accumulator.
- When you select `Binary point scaling`, you can enter the **Word length** and **Fraction length** of the output, in bits.
- When you select `Slope and bias scaling`, you can enter the word length, in bits, and the **Slope** of the output. All signals in the Computer Vision System Toolbox software have a bias of 0.

## **Lock scaling against changes by the autoscaling tool**

Select this parameter to prevent the autoscaling tool in the Fixed-Point Tool overriding any fixed-point scaling you specify in this block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## **See Also**

Label	Computer Vision System Toolbox
<code>regionprops</code>	Image Processing Toolbox

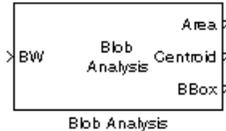
# Blob Analysis (To Be Removed)

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**Purpose** Compute statistics for labeled regions

**Library** Statistics

## Description



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**Note** This Blob Analysis block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated Blob Analysis block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

See the Blob Analysis documentation to view the reference material related to the obsolete block.

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# Block Matching

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**Purpose** Estimate motion between images or video frames

**Library** Analysis & Enhancement  
visionanalysis

**Description** The Block Matching block estimates motion between two images or two video frames using “blocks” of pixels. The Block Matching block matches the block of pixels in frame  $k$  to a block of pixels in frame  $k+1$  by moving the block of pixels over a search region.

Suppose the input to the block is frame  $k$ . The Block Matching block performs the following steps:

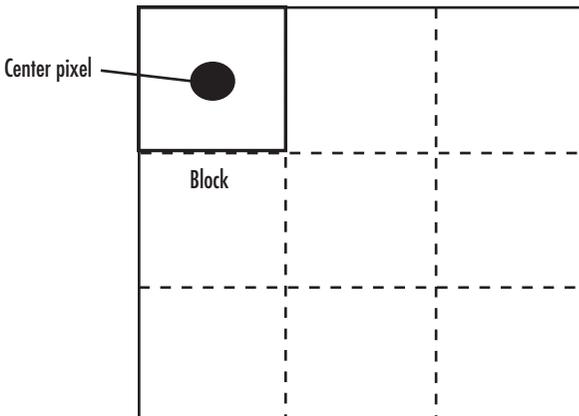
- 1** The block subdivides this frame using the values you enter for the **Block size [height width]** and **Overlap [r c]** parameters. In the following example, the **Overlap [r c]** parameter is [0 0].
- 2** For each subdivision or block in frame  $k+1$ , the Block Matching block establishes a search region based on the value you enter for the **Maximum displacement [r c]** parameter.
- 3** The block searches for the new block location using either the Exhaustive or Three-step search method.

# Block Matching

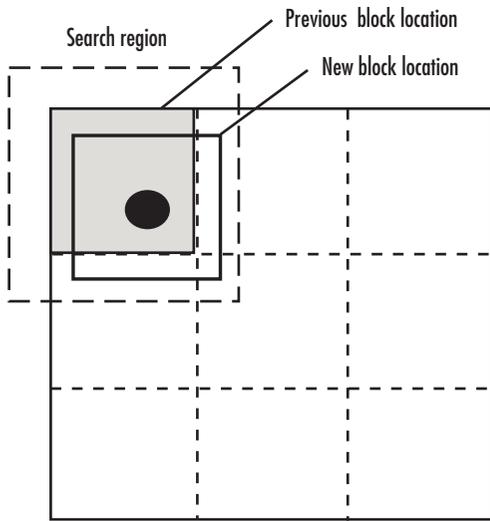
Input image = frame k



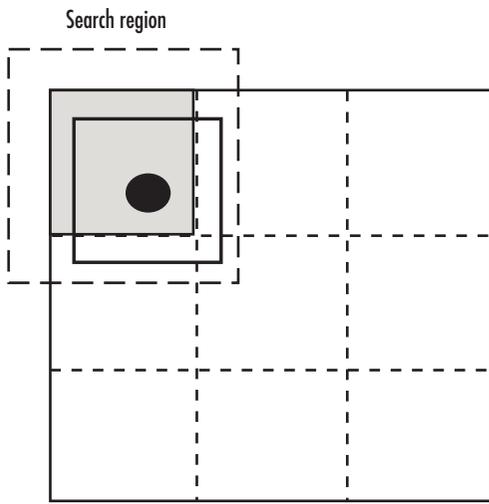
STEP 1: Subdivide the image in frame k.



STEP 2: Establish the search region in frame k+1.



STEP 3: Search for the new block location in frame k+1.



# Block Matching

Port	Output	Supported Data Types	Complex Values Supported
I/I1	Scalar, vector, or matrix of intensity values	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• 8-, 16-, and 32-bit signed integer</li><li>• 8-, 16-, and 32-bit unsigned integer</li></ul>	No
I2	Scalar, vector, or matrix of intensity values	Same as I port	No
V ^2	Matrix of velocity magnitudes	Same as I port	No
V	Matrix of velocity components in complex form	Same as I port	Yes

Use the **Estimate motion between** parameter to specify whether to estimate the motion between two images or two video frames. If you select **Current frame** and **N-th frame back**, the **N** parameter appears in the dialog box. Enter a scalar value that represents the number of frames between the reference frame and the current frame.

Use the **Search method** parameter to specify how the block locates the block of pixels in frame  $k+1$  that best matches the block of pixels in frame  $k$ .

- If you select **Exhaustive**, the block selects the location of the block of pixels in frame  $k+1$  by moving the block over the search region 1 pixel at a time. This process is computationally expensive.
- If you select **Three-step**, the block searches for the block of pixels in frame  $k+1$  that best matches the block of pixels in frame  $k$  using a steadily decreasing step size. The block begins with a step size

approximately equal to half the maximum search range. In each step, the block compares the central point of the search region to eight search points located on the boundaries of the region and moves the central point to the search point whose values is the closest to that of the central point. The block then reduces the step size by half, and begins the process again. This option is less computationally expensive, though it might not find the optimal solution.

Use the **Block matching criteria** parameter to specify how the block measures the similarity of the block of pixels in frame  $k$  to the block of pixels in frame  $k+1$ . If you select Mean square error (MSE), the Block Matching block estimates the displacement of the center pixel of the block as the  $(d_1, d_2)$  values that minimize the following MSE equation:

$$MSE(d_1, d_2) = \frac{1}{N_1 \times N_2} \sum_{(n_1, n_2) \in B} [s(n_1, n_2, k) - s(n_1 + d_1, n_2 + d_2, k + 1)]^2$$

In the previous equation,  $B$  is an  $N_1 \times N_2$  block of pixels, and  $s(x, y, k)$  denotes a pixel location at  $(x, y)$  in frame  $k$ . If you select Mean absolute difference (MAD), the Block Matching block estimates the displacement of the center pixel of the block as the  $(d_1, d_2)$  values that minimize the following MAD equation:

$$MAD(d_1, d_2) = \frac{1}{N_1 \times N_2} \sum_{(n_1, n_2) \in B} |s(n_1, n_2, k) - s(n_1 + d_1, n_2 + d_2, k + 1)|$$

Use the **Block size [height width]** and **Overlap [r c]** parameters to specify how the block subdivides the input image. For a graphical description of these parameters, see the first figure in this reference page. If the **Overlap [r c]** parameter is not [0 0], the blocks would overlap each other by the number of pixels you specify.

Use the **Maximum displacement [r c]** parameter to specify the maximum number of pixels any center pixel in a block of pixels might

# Block Matching

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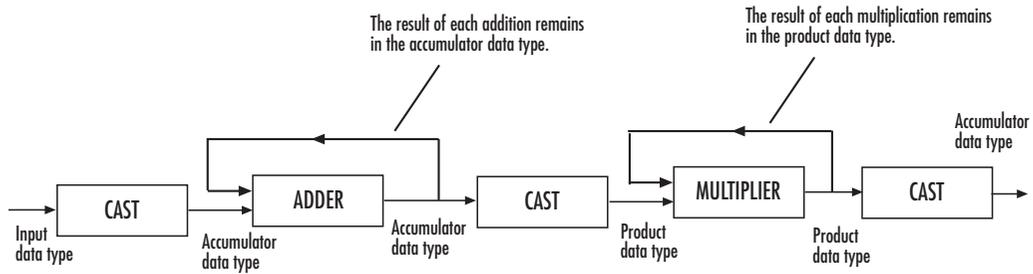
move from image to image or frame to frame. The block uses this value to determine the size of the search region.

Use the **Velocity output** parameter to specify the block's output. If you select **Magnitude-squared**, the block outputs the optical flow matrix where each element is of the form  $u^2+v^2$ . If you select **Horizontal and vertical components in complex form**, the block outputs the optical flow matrix where each element is of the form  $u + jv$ . The real part of each value is the horizontal velocity component and the imaginary part of each value is the vertical velocity component.

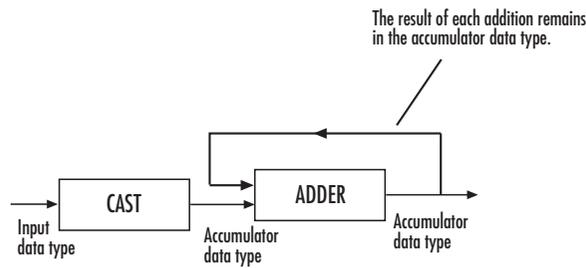
## Fixed-Point Data Types

The following diagram shows the data types used in the Block Matching block for fixed-point signals.

MSE Block Matching



MAD Block Matching

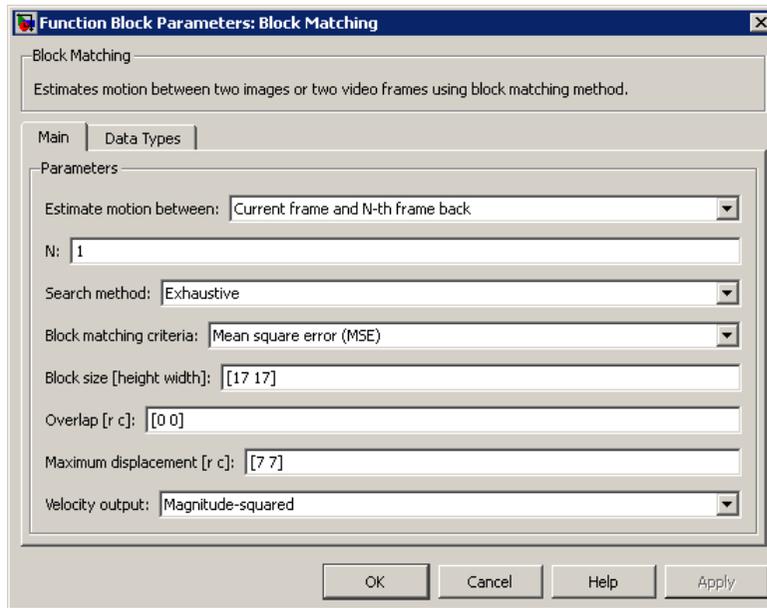


You can set the accumulator and output data types in the block mask as discussed in the next section.

# Block Matching

## Dialog Box

The **Main** pane of the Block Matching dialog box appears as shown in the following figure.



### Estimate motion between

Select **Two images** to estimate the motion between two images. Select **Current frame and N-th frame back** to estimate the motion between two video frames that are N frames apart.

### N

Enter a scalar value that represents the number of frames between the reference frame and the current frame. This parameter is only visible if, for the **Estimate motion between** parameter, you select **Current frame and N-th frame back**.

### Search method

Specify how the block searches for the block of pixels in the next image or frame. Your choices are **Exhaustive** or **Three-step**.

## **Block matching criteria**

Specify how the block measures the similarity of the block of pixels in frame  $k$  to the block of pixels in frame  $k+1$ . Your choices are Mean square error (MSE) or Mean absolute difference (MAD).

## **Block size [height width]**

Specify the size of the block of pixels.

## **Overlap [r c]**

Specify the overlap (in pixels) of two subdivisions of the input image.

## **Maximum displacement [r c]**

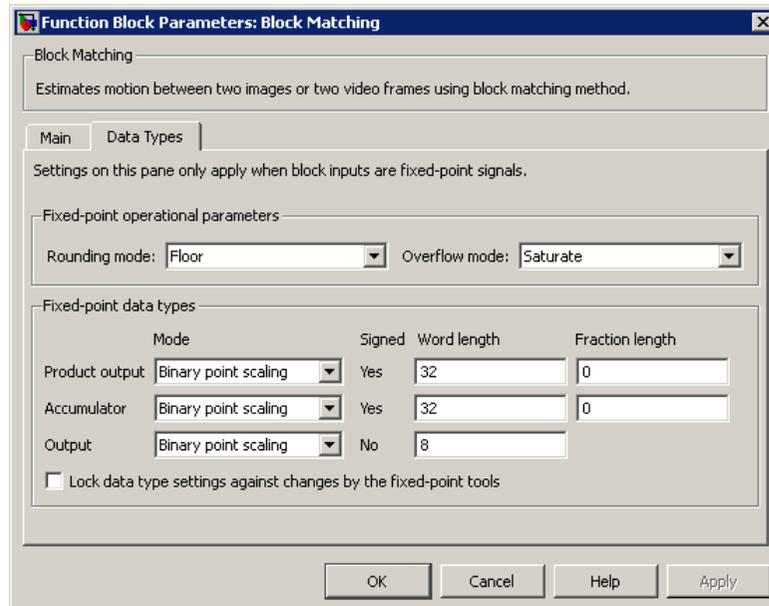
Specify the maximum number of pixels any center pixel in a block of pixels might move from image to image or frame to frame. The block uses this value to determine the size of the search region.

## **Velocity output**

If you select Magnitude-squared, the block outputs the optical flow matrix where each element is of the form  $u^2 + v^2$ . If you select Horizontal and vertical components in complex form, the block outputs the optical flow matrix where each element is of the form  $u + jv$ .

The **Data Types** pane of the Block Matching dialog box appears as shown in the following figure.

# Block Matching



## Rounding mode

Select the rounding mode for fixed-point operations.

## Overflow mode

Select the overflow mode for fixed-point operations.

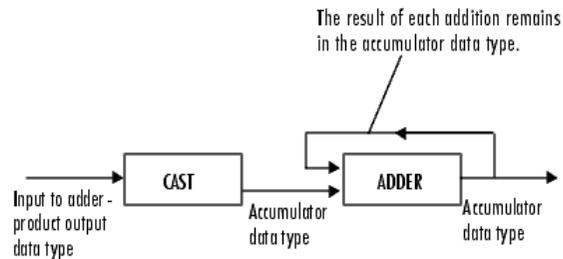
## Product output



As shown previously, the output of the multiplier is placed into the product output data type and scaling. Use this parameter to specify how to designate the product output word and fraction lengths.

- When you select **Same** as input, these characteristics match those of the input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the product output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the product output. The bias of all signals in the Computer Vision System Toolbox software is 0.

## Accumulator



As depicted previously, inputs to the accumulator are cast to the accumulator data type. The output of the adder remains in the accumulator data type as each element of the input is added to it. Use this parameter to specify how to designate this accumulator word and fraction lengths.

- When you select **Binary point scaling**, you can enter the word length and the fraction length of the accumulator, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the accumulator. The bias of all signals in the Computer Vision System Toolbox software is 0.

# Block Matching

---

## Output

Choose how to specify the word length and fraction length of the output of the block:

- When you select **Binary point scaling**, you can enter the word length of the output, in bits. The fractional length is always 0.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, of the output. The bias of all signals in the Computer Vision System Toolbox software is 0.

## Lock data type settings against change by the fixed-point tools

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## See Also

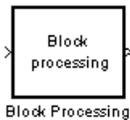
Optical Flow

Computer Vision System Toolbox software

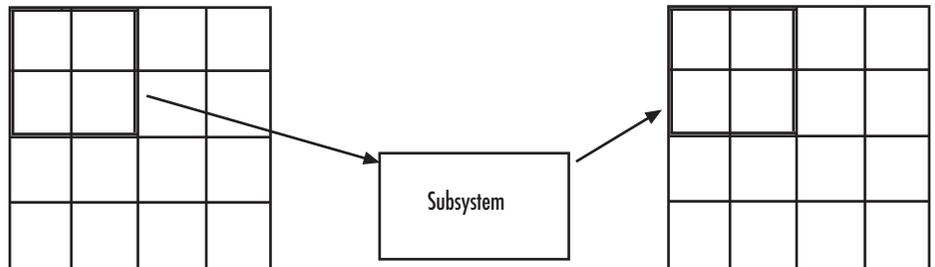
**Purpose** Repeat user-specified operation on submatrices of input matrix

**Library** Utilities  
visionutilities

## Description



The Block Processing block extracts submatrices of a user-specified size from each input matrix. It sends each submatrix to a subsystem for processing, and then reassembles each subsystem output into the output matrix.



---

**Note** Because you modify the Block Processing block's subsystem, the link between this block and the block library is broken when you click-and-drag a Block Processing block into your model. As a result, this block will not be automatically updated if you upgrade to a newer version of the Computer Vision System Toolbox software. If you right-click on the block and select **Mask>Look Under Mask**, you can delete blocks from this subsystem without triggering a warning. Lastly, if you search for library blocks in a model, this block will not be part of the results.

---

The blocks inside the subsystem dictate the frame status of the input and output signals, whether single channel or multichannel signals are supported, and which data types are supported by this block.

# Block Processing

---

Use the **Number of inputs** and **Number of outputs** parameters to specify the number of input and output ports on the Block Processing block.

Use the **Block size** parameter to specify the size of each submatrix in cell array format. Each vector in the cell array corresponds to one input; the block uses the vectors in the order you enter them. If you have one input port, enter one vector. If you have more than one input port, you can enter one vector that is used for all inputs or you can specify a different vector for each input. For example, if you want each submatrix to be 2-by-3, enter `{[2 3]}`.

Use the **Overlap** parameter to specify the overlap of each submatrix in cell array format. Each vector in the cell array corresponds to the overlap of one input; the block uses the vectors in the order they are specified. If you enter one vector, each overlap is the same size. For example, if you want each 3-by-3 submatrix to overlap by 1 row and 2 columns, enter `{[1 2]}`.

The **Traverse order** parameter determines how the block extracts submatrices from the input matrix. If you select **Row-wise**, the block extracts submatrices by moving across the rows. If you select **Column-wise**, the block extracts submatrices by moving down the columns.

Click the **Open Subsystem** button to open the block's subsystem. Click-and-drag blocks into this subsystem to define the processing operation(s) the block performs on the submatrices. The input to this subsystem are the submatrices whose size is determined by the **Block size** parameter.

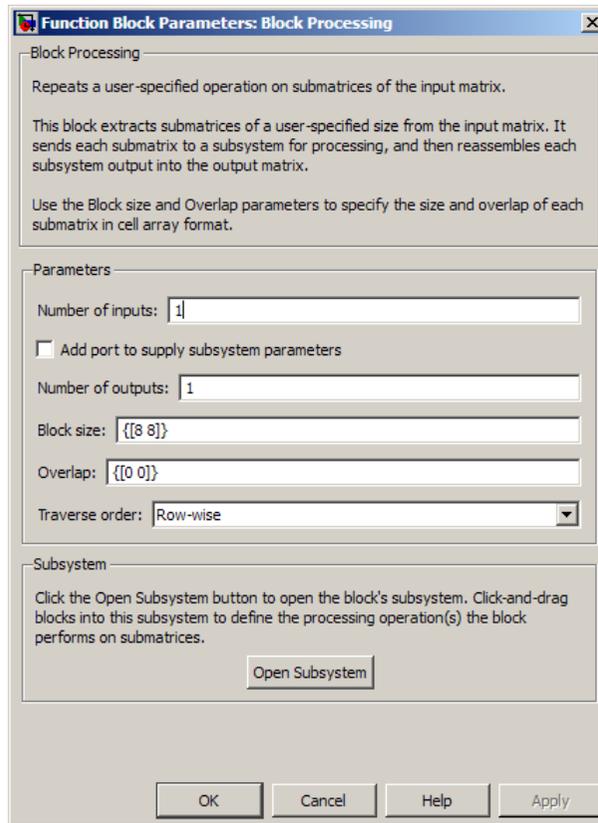
---

**Note** When you place an Assignment block inside a Block Processing block's subsystem, the Assignment block behaves as though it is inside a For Iterator block. For a description of this behavior, see the "Iterated Assignment" section of the Assignment block reference page.

---

## Dialog Box

The Block Processing dialog box appears as shown in the following figure.



### Number of inputs

Enter the number of input ports on the Block Processing block.

### Add port to supply subsystem parameters

Add an input port to the block to supply subsystem parameters.

### Number of outputs

Enter the number of output ports on the Block Processing block.

# Block Processing

---

## **Block size**

Specify the size of each submatrix in cell array format. Each vector in the cell array corresponds to one input.

## **Overlap**

Specify the overlap of each submatrix in cell array format. Each vector in the cell array corresponds to the overlap of one input.

## **Traverse order**

Determines how the block extracts submatrices from the input matrix. If you select **Row-wise**, the block extracts submatrices by moving across the rows. If you select **Column-wise**, the block extracts submatrices by moving down the columns.

## **Open Subsystem**

Click this button to open the block's subsystem. Click-and-drag blocks into this subsystem to define the processing operation(s) the block performs on the submatrices.

## **See Also**

For Iterator  
blockproc

Simulink  
Image Processing Toolbox

**Purpose** Perform bottom-hat filtering on intensity or binary images

**Library** Morphological Operations  
visionmorphops

**Description** Use the Bottom-hat block to perform bottom-hat filtering on an intensity or binary image using a predefined neighborhood or structuring element. Bottom-hat filtering is the equivalent of subtracting the input image from the result of performing a morphological closing operation on the input image. This block uses flat structuring elements only.



Port	Input/Output	Supported Data Types	Complex Values Supported
I	Vector or matrix of intensity values	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• Boolean</li> <li>• 8-, 16-, and 32-bit signed integer</li> <li>• 8-, 16-, and 32-bit unsigned integer</li> </ul>	No
Nhood	Matrix or vector of ones and zeros that represents the neighborhood values	Boolean	No
Output	Scalar, vector, or matrix that represents the filtered image	Same as I port	No

If your input image is a binary image, for the **Input image type** parameter, select **Binary**. If your input image is an intensity image, select **Intensity**.

# Bottom-hat

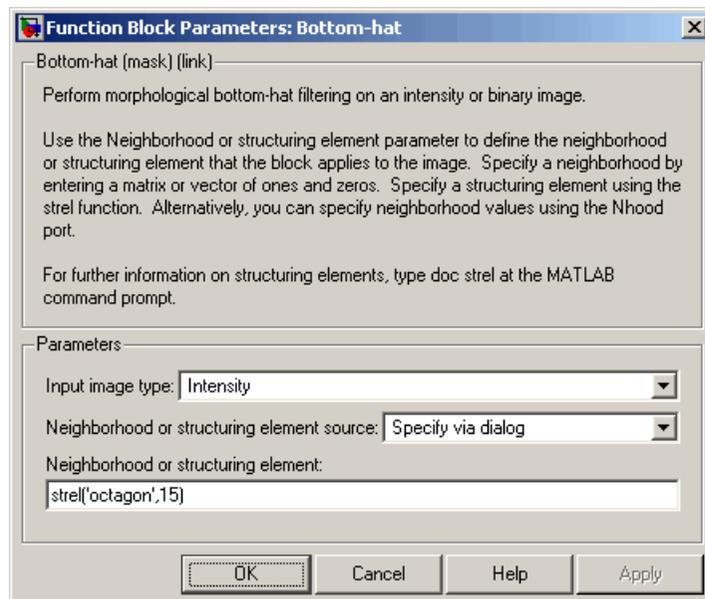
---

Use the **Neighborhood or structuring element source** parameter to specify how to enter your neighborhood or structuring element values. If you select **Specify via dialog**, the **Neighborhood or structuring element** parameter appears in the dialog box. If you select **Input port**, the **Nhood** port appears on the block. Use this port to enter your neighborhood values as a matrix or vector of 1s and 0s. You can only specify a structuring element using the dialog box.

Use the **Neighborhood or structuring element** parameter to define the region the block moves throughout the image. Specify a neighborhood by entering a matrix or vector of 1s and 0s. Specify a structuring element with the `strel` function from the Image Processing Toolbox. If the structuring element is decomposable into smaller elements, the block executes at higher speeds due to the use of a more efficient algorithm.

## Dialog Box

The Bottom-hat dialog box appears as shown in the following figure.



**Input image type**

If your input image is a binary image, select **Binary**. If your input image is an intensity image, select **Intensity**.

**Neighborhood or structuring element source**

Specify how to enter your neighborhood or structuring element values. Select **Specify via dialog** to enter the values in the dialog box. Select **Input port** to use the Nhood port to specify the neighborhood values. You can only specify a structuring element using the dialog box.

**Neighborhood or structuring element**

If you are specifying a neighborhood, this parameter must be a matrix or vector of 1s and 0s. If you are specifying a structuring element, use the `strel` function from the Image Processing Toolbox. This parameter is visible if, for the **Neighborhood or structuring element source** parameter, you select **Specify via dialog**.

**See Also**

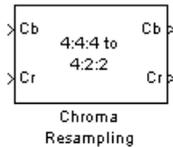
Closing	Computer Vision System Toolbox software
Dilation	Computer Vision System Toolbox software
Erosion	Video and Image Processing Blockset software
Label	Computer Vision System Toolbox software
Opening	Computer Vision System Toolbox software
Top-hat	Computer Vision System Toolbox software
imbothat	Image Processing Toolbox software
strel	Image Processing Toolbox software

# Chroma Resampling

**Purpose** Downsample or upsample chrominance components of images

**Library** Conversions  
visionconversions

**Description** The Chroma Resampling block downsamples or upsamples chrominance components of pixels to reduce the bandwidth required for transmission or storage of a signal.

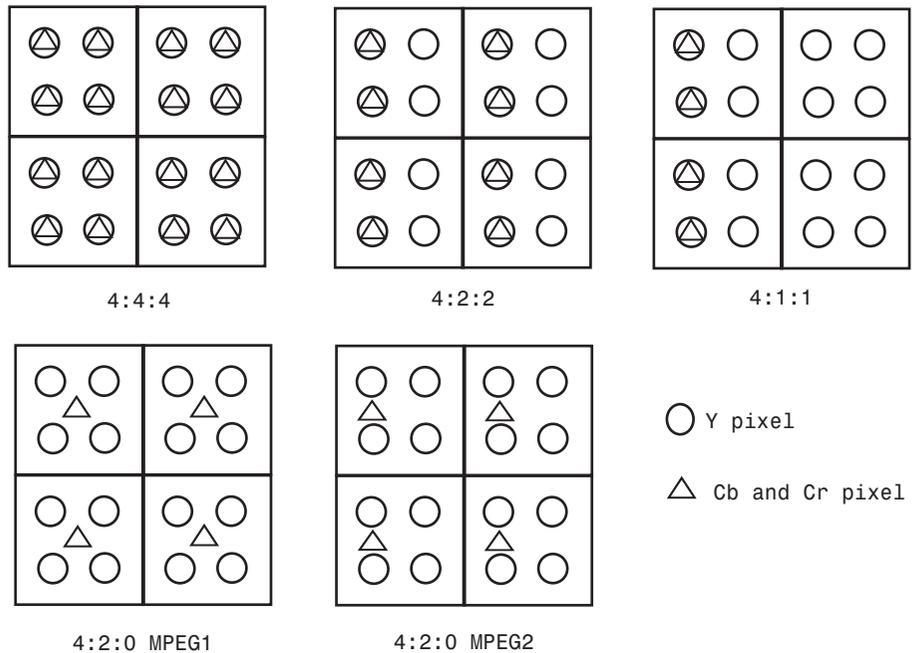


Port	Input/Output	Supported Data Types	Complex Values Supported
Cb	Matrix that represents one chrominance component of an image	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• 8-bit unsigned integer</li></ul>	No
Cr	Matrix that represents one chrominance component of an image	Same as Cb port	No

The data type of the output signals is the same as the data type of the input signals.

## Chroma Resampling Formats

The Chroma Resampling block supports the formats shown in the following diagram.



## Downsampling

If, for the **Resampling** parameter, you select 4:4:4 to 4:2:2, 4:4:4 to 4:2:0 (MPEG1), 4:4:4 to 4:2:0 (MPEG2), 4:4:4 to 4:1:1, 4:2:2 to 4:2:0 (MPEG1), or 4:2:2 to 4:2:0 (MPEG2), the block performs a downsampling operation. When the block downsamples from one format to another, it can bandlimit the input signal by applying a lowpass filter to prevent aliasing.

If, for the **Antialiasing filter** parameter, you select **Default**, the block uses a built-in lowpass filter to prevent aliasing.

If, for the **Resampling** parameter, you select 4:4:4 to 4:2:2, 4:4:4 to 4:2:0 (MPEG1), 4:4:4 to 4:2:0 (MPEG2), or 4:4:4 to 4:1:1 and, for the **Antialiasing filter** parameter, you select

# Chroma Resampling

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User-defined, the **Horizontal filter coefficients** parameter appears on the dialog box. Enter the filter coefficients to apply to your input.

If, for the **Resampling** parameter, you select 4:4:4 to 4:2:0 (MPEG1), 4:4:4 to 4:2:0 (MPEG2), 4:2:2 to 4:2:0 (MPEG1), or 4:2:2 to 4:2:0 (MPEG2) and, for the **Antialiasing filter** parameter, you select User-defined. **Vertical filter coefficients** parameters appear on the dialog box. Enter an even number of filter coefficients to apply to your input signal.

If, for the **Antialiasing filter** parameter, you select None, the block does not filter the input signal.

## Upsampling

If, for the **Resampling** parameter, you select 4:2:2 to 4:4:4, 4:2:0 (MPEG1) to 4:2:2, 4:2:0 (MPEG1) to 4:4:4, 4:2:0 (MPEG2) to 4:2:2, 4:2:0 (MPEG2) to 4:4:4, or 4:1:1 to 4:4:4, the block performs an upsampling operation.

When the block upsamples from one format to another, it uses interpolation to approximate the missing chrominance values. If, for the **Interpolation** parameter, you select Linear, the block uses linear interpolation to calculate the missing values. If, for the **Interpolation** parameter, you select Pixel replication, the block replicates the chrominance values of the neighboring pixels to create the upsampled image.

## Row-Major Data Format

The MATLAB environment and the Computer Vision System Toolbox software use column-major data organization. However, the Chroma Resampling block gives you the option to process data that is stored in row-major format. When you select the **Input image is transposed (data order is row major)** check box, the block assumes that the input buffer contains contiguous data elements from the first row first, then data elements from the second row second, and so on through the last row. Use this functionality only when you meet all the following criteria:

- You are developing algorithms to run on an embedded target that uses the row-major format.
- You want to limit the additional processing required to take the transpose of signals at the interfaces of the row-major and column-major systems.

When you use the row-major functionality, you must consider the following issues:

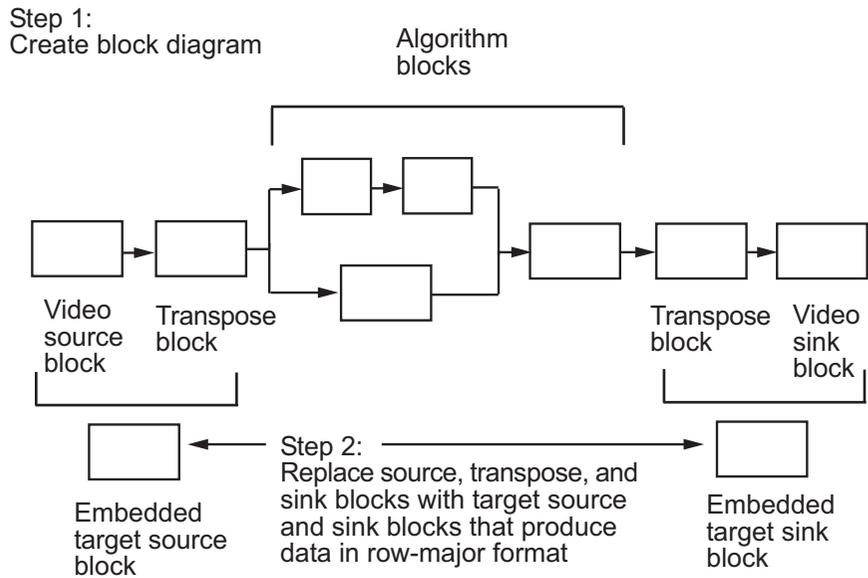
- When you select this check box, the signal dimensions of the Chroma Resampling block's input are swapped.
- All the Computer Vision System Toolbox blocks can be used to process data that is in the row-major format, but you need to know the image dimensions when you develop your algorithms.

For example, if you use the 2-D FIR Filter block, you need to verify that your filter coefficients are transposed. If you are using the Rotate block, you need to use negative rotation angles, etc.

- Only three blocks have the **Input image is transposed (data order is row major)** check box. They are the Chroma Resampling, Deinterlacing, and Insert Text blocks. You need to select this check box to enable row-major functionality in these blocks. All other blocks must be properly configured to process data in row-major format.

Use the following two-step workflow to develop algorithms in row-major format to run on an embedded target.

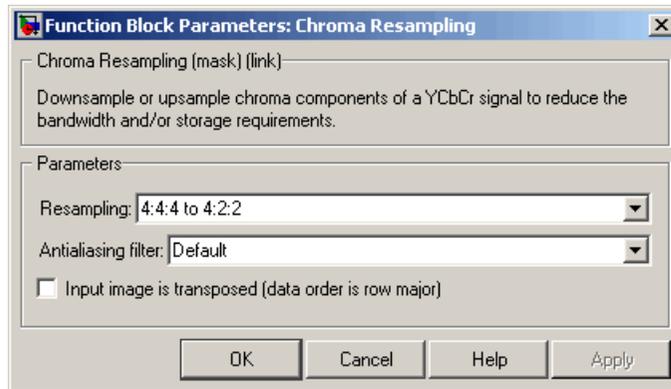
# Chroma Resampling



See the DM642 EVM Video ADC and DM642 EVM Video DAC reference pages.

## Dialog Box

The Chroma Resampling dialog box appears as shown in the following figure.



### Resampling

Specify the resampling format.

### Antialiasing filter

Specify the lowpass filter that the block uses to prevent aliasing. If you select **Default**, the block uses a built-in lowpass filter. If you select **User-defined**, the **Horizontal filter coefficients** and/or **Vertical filter coefficients** parameters appear on the dialog box. If you select **None**, the block does not filter the input signal. This parameter is visible when you are downsampling the chrominance values.

### Horizontal filter coefficients

Enter the filter coefficients to apply to your input signal. This parameter is visible if, for the **Resampling** parameter, you select **4:4:4 to 4:2:2**, **4:4:4 to 4:2:0 (MPEG1)**, **4:4:4 to 4:2:0 (MPEG2)**, or **4:4:4 to 4:1:1** and, for the **Antialiasing filter** parameter, you select **User-defined**.

### Vertical filter coefficients

Enter the filter coefficients to apply to your input signal. This parameter is visible if, for the **Resampling** parameter, you

# Chroma Resampling

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select 4:4:4 to 4:2:0 (MPEG1), 4:4:4 to 4:2:0 (MPEG2), 4:2:2 to 4:2:0 (MPEG1), or 4:2:2 to 4:2:0 (MPEG2) and, for the **Antialiasing filter** parameter, you select User-defined.

## Interpolation

Specify the interpolation method that the block uses to approximate the missing chrominance values. If you select **Linear**, the block uses linear interpolation to calculate the missing values. If you select **Pixel replication**, the block replicates the chrominance values of the neighboring pixels to create the upsampled image. This parameter is visible when you are upsampling the chrominance values. This parameter is visible if the **Resampling** parameter is set to 4:2:2 to 4:4:4 , 4:2:0 (MPEG1) to 4:4:4 , 4:2:0 (MPEG2) to 4:4:4 , 4:1:1 to 4:4:4 , 4:2:0 (MPEG1) to 4:2:2 , or 4:2:0 (MPEG2) to 4:2:2 .

## Input image is transposed (data order is row major)

When you select this check box, the block assumes that the input buffer contains data elements from the first row first, then data elements from the second row second, and so on through the last row.

## References

- [1] Haskell, Barry G., Atul Puri, and Arun N. Netravali. *Digital Video: An Introduction to MPEG-2*. New York: Chapman & Hall, 1996.
- [2] Recommendation ITU-R BT.601-5, Studio Encoding Parameters of Digital Television for Standard 4:3 and Wide Screen 16:9 Aspect Ratios.
- [3] Wang, Yao, Jorn Ostermann, Ya-Qin Zhang. *Video Processing and Communications*. Upper Saddle River, NJ: Prentice Hall, 2002.

## See Also

Autothreshold

Computer Vision System Toolbox software

Color Space  
Conversion

Computer Vision System Toolbox software

Image Complement

Computer Vision System Toolbox software

# Closing

**Purpose** Perform morphological closing on binary or intensity images

**Library** Morphological Operations  
visionmorphops

**Description** The Closing block performs a dilation operation followed by an erosion operation using a predefined neighborhood or structuring element. This block uses flat structuring elements only.

Port	Input/Output	Supported Data Types	Complex Values Supported
I	Vector or matrix of intensity values	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• Boolean</li><li>• 8-, 16-, and 32-bit signed integer</li><li>• 8-, 16-, and 32-bit unsigned integer</li></ul>	No
Nhood	Matrix or vector of ones and zeros that represents the neighborhood values	Boolean	No
Output	Vector or matrix of intensity values that represents the closed image	Same as I port	No

The output signal has the same data type as the input to the I port.

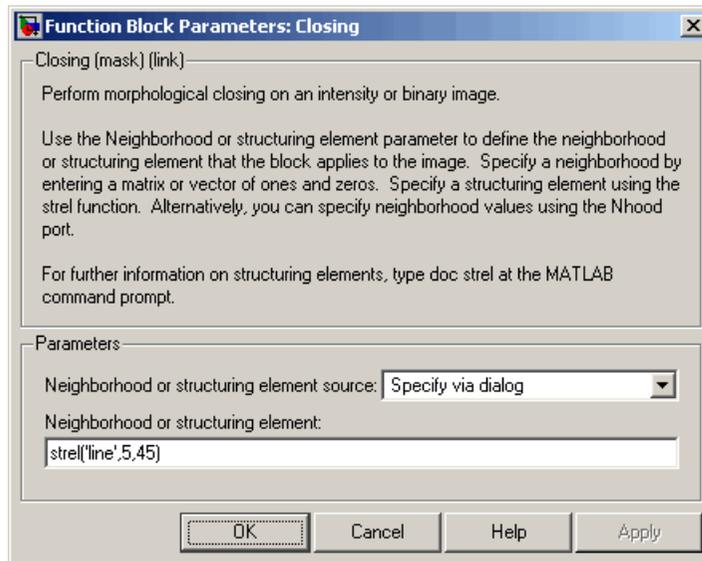
Use the **Neighborhood or structuring element source** parameter to specify how to enter your neighborhood or structuring element values. If you select **Specify via dialog**, the **Neighborhood or structuring element** parameter appears in the dialog box. If you select **Input**

port, the Nhood port appears on the block. Use this port to enter your neighborhood values as a matrix or vector of 1s and 0s. You can only specify a structuring element using the dialog box.

Use the **Neighborhood or structuring element** parameter to define the region the block moves throughout the image. Specify a neighborhood by entering a matrix or vector of 1s and 0s. Specify a structuring element with the `strel` function from the Image Processing Toolbox. If the structuring element is decomposable into smaller elements, the block executes at higher speeds due to the use of a more efficient algorithm.

## Dialog Box

The Closing dialog box appears as shown in the following figure.



### Neighborhood or structuring element source

Specify how to enter your neighborhood or structuring element values. Select **Specify via dialog** to enter the values in the dialog box. Select **Input port** to use the Nhood port to specify the

neighborhood values. You can only specify a structuring element using the dialog box.

## Neighborhood or structuring element

If you are specifying a neighborhood, this parameter must be a matrix or vector of 1s and 0s. If you are specifying a structuring element, use the `strel` function from the Image Processing Toolbox. This parameter is visible if, for the **Neighborhood or structuring element source** parameter, you select Specify via dialog.

## References

[1] Soille, Pierre. *Morphological Image Analysis*. 2nd ed. New York: Springer, 2003.

## See Also

Bottom-hat	Computer Vision System Toolbox software
Dilation	Computer Vision System Toolbox software
Erosion	Computer Vision System Toolbox software
Label	Computer Vision System Toolbox software
Opening	Computer Vision System Toolbox software
Top-hat	Computer Vision System Toolbox software
<code>imclose</code>	Image Processing Toolbox software
<code>strel</code>	Image Processing Toolbox software

**Purpose** Convert color information between color spaces

**Library** Conversions  
visionconversions

## Description



The Color Space Conversion block converts color information between color spaces. Use the **Conversion** parameter to specify the color spaces you are converting between. Your choices are R'G'B' to Y'CbCr, Y'CbCr to R'G'B', R'G'B' to intensity, R'G'B' to HSV, HSV to R'G'B', sR'G'B' to XYZ, XYZ to sR'G'B', sR'G'B' to L\*a\*b\*, and L\*a\*b\* to sR'G'B'.

Port	Input/Output	Supported Data Types	Complex Values Supported
Input / Output	M-by-N-by-P color video signal where P is the number of color planes	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• 8-bit unsigned integer</li> </ul>	No
R'	Matrix that represents one plane of the input RGB video stream	Same as the Input port	No
G'	Matrix that represents one plane of the input RGB video stream	Same as the Input port	No
B'	Matrix that represents one plane of the input RGB video stream	Same as the Input port	No
Y'	Matrix that represents the luma portion of an image	Same as the Input port	No

# Color Space Conversion

Port	Input/Output	Supported Data Types	Complex Values Supported
Cb	Matrix that represents one chrominance component of an image	Same as the Input port	No
Cr	Matrix that represents one chrominance component of an image	Same as the Input port	No
I'	Matrix of intensity values	Same as the Input port	No
H	Matrix that represents the hue component of an image	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> </ul>	No
S	Matrix that represents represent the saturation component of an image	Same as the H port	No
V	Matrix that represents the value (brightness) component of an image	Same as the H port	No
X	Matrix that represents the X component of an image	Same as the H port	No
Y	Matrix that represents the Y component of an image	Same as the H port	No
Z	Matrix that represents the Z component of an image	Same as the H port	No
L*	Matrix that represents the luminance portion of an image	Same as the H port	No
a*	Matrix that represents the a* component of an image	Same as the H port	No
b*	Matrix that represents the b* component of an image	Same as the H port	No

The data type of the output signal is the same as the data type of the input signal.

Use the **Image signal** parameter to specify how to input and output a color video signal. If you select **One multidimensional signal**, the block accepts an M-by-N-by-P color video signal, where P is the number of color planes, at one port. If you select **Separate color signals**, additional ports appear on the block. Each port accepts one M-by-N plane of an RGB video stream.

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**Note** The prime notation indicates that the signals are gamma corrected.

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## Conversion Between R'G'B' and Y'CbCr Color Spaces

The R'G'B' to Y'CbCr conversion and the Y'CbCr to R'G'B' conversion are defined by the following equations:

$$\begin{bmatrix} Y' \\ Cb \\ Cr \end{bmatrix} = \begin{bmatrix} 16 \\ 128 \\ 128 \end{bmatrix} + A \times \begin{bmatrix} R' \\ G' \\ B' \end{bmatrix}$$

$$\begin{bmatrix} R' \\ G' \\ B' \end{bmatrix} = B \times \left( \begin{bmatrix} Y' \\ Cb \\ Cr \end{bmatrix} - \begin{bmatrix} 16 \\ 128 \\ 128 \end{bmatrix} \right)$$

The values in the A and B matrices are based on your choices for the **Use conversion specified by** and **Scanning standard** parameters. The following table summarizes the possible values:

# Color Space Conversion

Matrix	Use conversion specified by = Rec. 601 (SDTV)	Use conversion specified by = Rec. 709 (HDTV)	
		Scanning standard = 1125/60/2:1	Scanning standard = 1250/50/2:1
A	$\begin{bmatrix} 0.25678824 & 0.50412941 & 0.09790588 \\ -0.1482229 & -0.29099279 & 0.43921569 \\ 0.43921569 & -0.36778831 & -0.07142737 \end{bmatrix}$	$\begin{bmatrix} 0.18258588 & 0.61423059 & 0.06200706 \\ -0.10064373 & -0.33857195 & 0.43921569 \\ 0.43921569 & -0.39894216 & -0.04027352 \end{bmatrix}$	$\begin{bmatrix} 0.25678824 & 0.50412941 & 0.09790588 \\ -0.1482229 & -0.29099279 & 0.43921569 \\ 0.43921569 & -0.36778831 & -0.07142737 \end{bmatrix}$
B	$\begin{bmatrix} 1.1643836 & 0 & 1.5960268 \\ 1.1643836 & -0.39176229 & -0.81296765 \\ 0.16438356 & 2.0172321 & 0 \end{bmatrix}$	$\begin{bmatrix} 1.16438356 & 0 & 1.79274107 \\ 1.16438356 & -0.21324861 & -0.53290933 \\ 1.16438356 & 2.11240179 & 0 \end{bmatrix}$	$\begin{bmatrix} 1.1643836 & 0 & 1.5960268 \\ 1.1643836 & -0.39176229 & -0.81296765 \\ 0.16438356 & 2.0172321 & 0 \end{bmatrix}$

## Conversion R'B'G' to Intensity

The conversion from the R'B'G' color space to intensity is defined by the following equation:

$$\text{intensity} = \begin{bmatrix} 0.299 & 0.587 & 0.114 \end{bmatrix} \begin{bmatrix} R' \\ G' \\ B' \end{bmatrix}$$

## Conversion Between R'G'B' and HSV Color Spaces

The R'G'B' to HSV conversion is defined by the following equations. In these equations, *MAX* and *MIN* represent the maximum and minimum values of each R'G'B' triplet, respectively. *H*, *S*, and *V* vary from 0 to 1, where 1 represents the greatest saturation and value.

$$H = \begin{cases} \left( \frac{G' - B'}{MAX - MIN} \right) / 6, & \text{if } R' = MAX \\ \left( 2 + \frac{B' - R'}{MAX - MIN} \right) / 6, & \text{if } G' = MAX \\ \left( 4 + \frac{R' - G'}{MAX - MIN} \right) / 6, & \text{if } B' = MAX \end{cases}$$

$$S = \frac{MAX - MIN}{MAX}$$

$$V = MAX$$

The HSV to R'G'B' conversion is defined by the following equations:

$$H_i = \lfloor 6H \rfloor$$

$$f = 6H - H_i$$

$$p = 1 - S$$

$$q = 1 - fS$$

$$t = 1 - (1 - f)S$$

$$\text{if } H_i = 0, \quad R_{tmp} = 1, \quad G_{tmp} = t, \quad B_{tmp} = p$$

$$\text{if } H_i = 1, \quad R_{tmp} = q, \quad G_{tmp} = 1, \quad B_{tmp} = p$$

$$\text{if } H_i = 2, \quad R_{tmp} = p, \quad G_{tmp} = 1, \quad B_{tmp} = t$$

$$\text{if } H_i = 3, \quad R_{tmp} = p, \quad G_{tmp} = q, \quad B_{tmp} = 1$$

$$\text{if } H_i = 4, \quad R_{tmp} = t, \quad G_{tmp} = p, \quad B_{tmp} = 1$$

$$\text{if } H_i = 5, \quad R_{tmp} = 1, \quad G_{tmp} = p, \quad B_{tmp} = q$$

$$u = V / \max(R_{tmp}, G_{tmp}, B_{tmp})$$

$$R' = uR_{tmp}$$

$$G' = uG_{tmp}$$

$$B' = uB_{tmp}$$

For more information about the HSV color space, see “HSV Color Space” in the Image Processing Toolbox documentation.

# Color Space Conversion

## Conversion Between sR'G'B' and XYZ Color Spaces

The sR'G'B' to XYZ conversion is a two-step process. First, the block converts the gamma-corrected sR'G'B' values to linear sRGB values using the following equations:

$$\begin{aligned} \text{If } R'_{sRGB}, G'_{sRGB}, B'_{sRGB} &\leq 0.03928 \\ R_{sRGB} &= R'_{sRGB} / 12.92 \\ G_{sRGB} &= G'_{sRGB} / 12.92 \\ B_{sRGB} &= B'_{sRGB} / 12.92 \\ \text{otherwise, if } R'_{sRGB}, G'_{sRGB}, B'_{sRGB} &> 0.03928 \\ R_{sRGB} &= \left[ \frac{(R'_{sRGB} + 0.055)}{1.055} \right]^{2.4} \\ G_{sRGB} &= \left[ \frac{(G'_{sRGB} + 0.055)}{1.055} \right]^{2.4} \\ B_{sRGB} &= \left[ \frac{(B'_{sRGB} + 0.055)}{1.055} \right]^{2.4} \end{aligned}$$

Then the block converts the sRGB values to XYZ values using the following equation:

$$\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = \begin{bmatrix} 0.41239079926596 & 0.35758433938388 & 0.18048078840183 \\ 0.21263900587151 & 0.71516867876776 & 0.07219231536073 \\ 0.01933081871559 & 0.11919477979463 & 0.95053215224966 \end{bmatrix} \times \begin{bmatrix} R_{sRGB} \\ G_{sRGB} \\ B_{sRGB} \end{bmatrix}$$

The XYZ to sR'G'B' conversion is also a two-step process. First, the block converts the XYZ values to linear sRGB values using the following equation:

$$\begin{bmatrix} R_{sRGB} \\ G_{sRGB} \\ B_{sRGB} \end{bmatrix} = \begin{bmatrix} 0.41239079926596 & 0.35758433938388 & 0.18048078840183 \\ 0.21263900587151 & 0.71516867876776 & 0.07219231536073 \\ 0.01933081871559 & 0.11919477979463 & 0.95053215224966 \end{bmatrix}^{-1} \times \begin{bmatrix} X \\ Y \\ Z \end{bmatrix}$$

Then the block applies gamma correction to obtain the sR'G'B' values. This process is described by the following equations:

$$\text{If } R_{sRGB}, G_{sRGB}, B_{sRGB} \leq 0.00304$$

$$R'_{sRGB} = 12.92R_{sRGB}$$

$$G'_{sRGB} = 12.92G_{sRGB}$$

$$B'_{sRGB} = 12.92B_{sRGB}$$

$$\text{otherwise, if } R_{sRGB}, G_{sRGB}, B_{sRGB} > 0.00304$$

$$R'_{sRGB} = 1.055R_{sRGB}^{(1.0/2.4)} - 0.055$$

$$G'_{sRGB} = 1.055G_{sRGB}^{(1.0/2.4)} - 0.055$$

$$B'_{sRGB} = 1.055B_{sRGB}^{(1.0/2.4)} - 0.055$$

---

**Note** Computer Vision System Toolbox software uses a D65 white point, which is specified in Recommendation ITU-R BT.709, for this conversion. In contrast, the Image Processing Toolbox conversion is based on ICC profiles, and it uses a D65 to D50 Bradford adaptation transformation to the D50 white point. If you are using these two products and comparing results, you must account for this difference.

---

## Conversion Between sR'G'B' and L\*a\*b\* Color Spaces

The Color Space Conversion block converts sR'G'B' values to L\*a\*b\* values in two steps. First it converts sR'G'B' to XYZ values using the equations described in “Conversion Between sR'G'B' and XYZ Color Spaces” on page 2-262. Then it uses the following equations to transform the XYZ values to L\*a\*b\* values. Here,  $X_n$ ,  $Y_n$ , and  $Z_n$  are the tristimulus values of the reference white point you specify using the **White point** parameter:

# Color Space Conversion

---

$$L^* = 116(Y/Y_n)^{1/3} - 16, \text{ for } Y/Y_n > 0.008856$$

$$L^* = 903.3Y/Y_n, \quad \text{otherwise}$$

$$a^* = 500(f(X/X_n) - f(Y/Y_n))$$

$$b^* = 200(f(Y/Y_n) - f(Z/Z_n)),$$

$$\text{where } f(t) = t^{1/3}, \text{ for } t > 0.008856$$

$$f(t) = 7.787t + 16/166, \quad \text{otherwise}$$

The block converts L\*a\*b\* values to sR'G'B' values in two steps as well. The block transforms the L\*a\*b\* values to XYZ values using these equations:

$$\text{For } Y/Y_n > 0.008856$$

$$X = X_n(P + a^*/500)^3$$

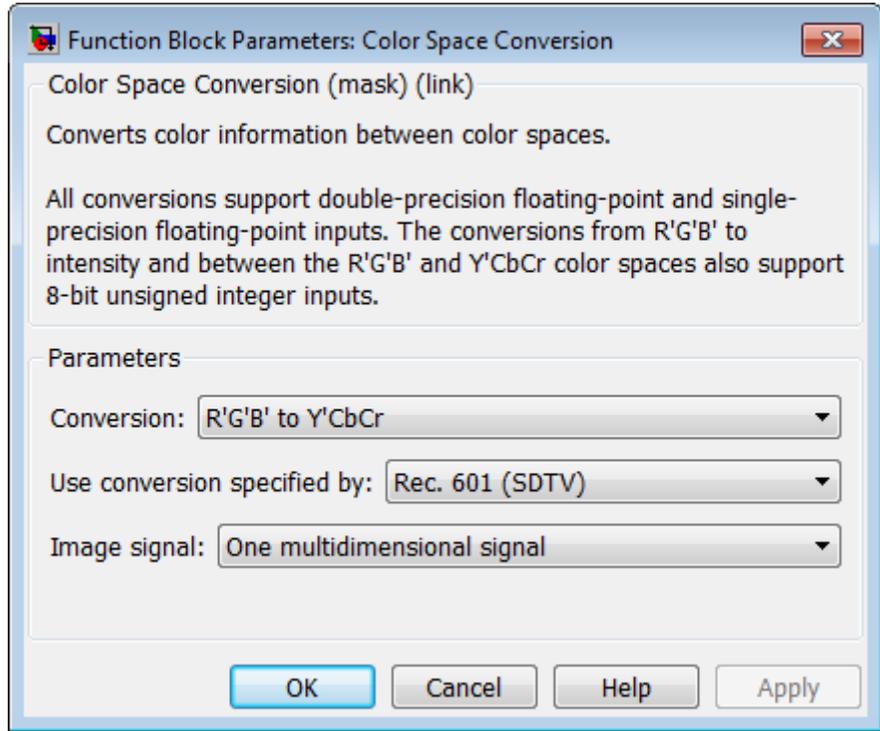
$$Y = Y_n P^3$$

$$Z = Z_n(P - b^*/200)^3,$$

$$\text{where } P = (L^* + 16)/116$$

## Dialog Box

The Color Space Conversion dialog box appears as shown in the following figure.



### Conversion

Specify the color spaces you are converting between. Your choices are R'G'B' to Y'CbCr, Y'CbCr to R'G'B', R'G'B' to intensity, R'G'B' to HSV, HSV to R'G'B', sR'G'B' to XYZ, XYZ to sR'G'B', sR'G'B' to L\*a\*b\*, and L\*a\*b\* to sR'G'B'.

### Use conversion specified by

Specify the standard to use to convert your values between the R'G'B' and Y'CbCr color spaces. Your choices are Rec. 601 (SDTV) or Rec. 709 (HDTV). This parameter is only available

# Color Space Conversion

---

if, for the **Conversion** parameter, you select R'G'B' to Y'CbCr or Y'CbCr to R'G'B'.

## Scanning standard

Specify the scanning standard to use to convert your values between the R'G'B' and Y'CbCr color spaces. Your choices are 1125/60/2:1 or 1250/50/2:1. This parameter is only available if, for the **Use conversion specified by** parameter, you select Rec. 709 (HDTV).

## White point

Specify the reference white point. This parameter is visible if, for the **Conversion** parameter, you select sR'G'B' to L\*a\*b\* or L\*a\*b\* to sR'G'B'.

## Image signal

Specify how to input and output a color video signal. If you select **One multidimensional signal**, the block accepts an M-by-N-by-P color video signal, where P is the number of color planes, at one port. If you select **Separate color signals**, additional ports appear on the block. Each port accepts one M-by-N plane of an RGB video stream.

## References

- [1] Poynton, Charles A. *A Technical Introduction to Digital Video*. New York: John Wiley & Sons, 1996.
- [2] Recommendation ITU-R BT.601-5, Studio Encoding Parameters of Digital Television for Standard 4:3 and Wide Screen 16:9 Aspect Ratios.
- [3] Recommendation ITU-R BT.709-5. Parameter values for the HDTV standards for production and international programme exchange.
- [4] Stokes, Michael, Matthew Anderson, Srinivasan Chandrasekar, and Ricardo Motta, "A Standard Default Color Space for the Internet - sRGB." November 5, 1996.
- [5] Berns, Roy S. *Principles of Color Technology, 3rd ed.* New York: John Wiley & Sons, 2000.

## See Also

Chroma Resampling

`rgb2hsv`

`hsv2rgb`

`rgb2ycbcr`

`ycbcr2rgb`

`rgb2gray`

`makecform`

`applycform`

Computer Vision System Toolbox software

MATLAB software

MATLAB software

Image Processing Toolbox software

# Compositing

---

**Purpose** Combine pixel values of two images, overlay one image over another, or highlight selected pixels

**Library** Text & Graphics  
visiontextngfix

## Description



You can use the Compositing block to combine two images. Each pixel of the output image is a linear combination of the pixels in each input image. This process is defined by the following equation:

$$O(i, j) = (1 - X) * I1(i, j) + X * I2(i, j)$$

You can define the amount by which to scale each pixel value before combining them using the opacity factor,  $X$ , where ,  $0 \leq X \leq 1$  .

You can use the Compositing block to overlay one image over another image. The masking factor and the location determine which pixels are overwritten. Masking factors can be 0 or 1, where 0 corresponds to not overwriting pixels and 1 corresponds to overwriting pixels.

You can also use this block to highlight selected pixels in the input image. The block uses a binary input image at the **Mask** port, to specify which pixels to highlight.

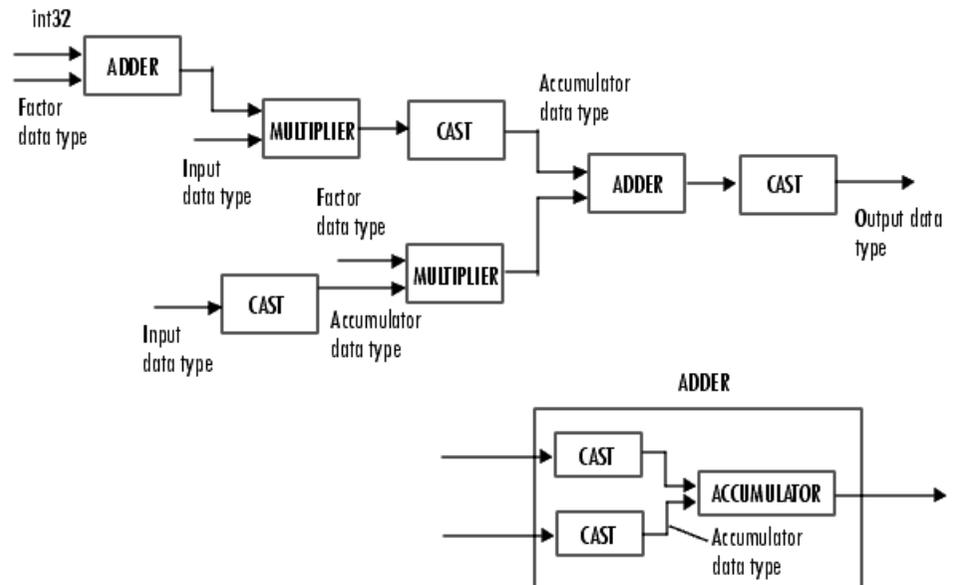
---

**Note** This block supports intensity and color images.

---

## Fixed-Point Data Types

The following diagram shows the data types used in the Compositing block for fixed-point signals. These data types apply when the **Operation** parameter is set to Blend.

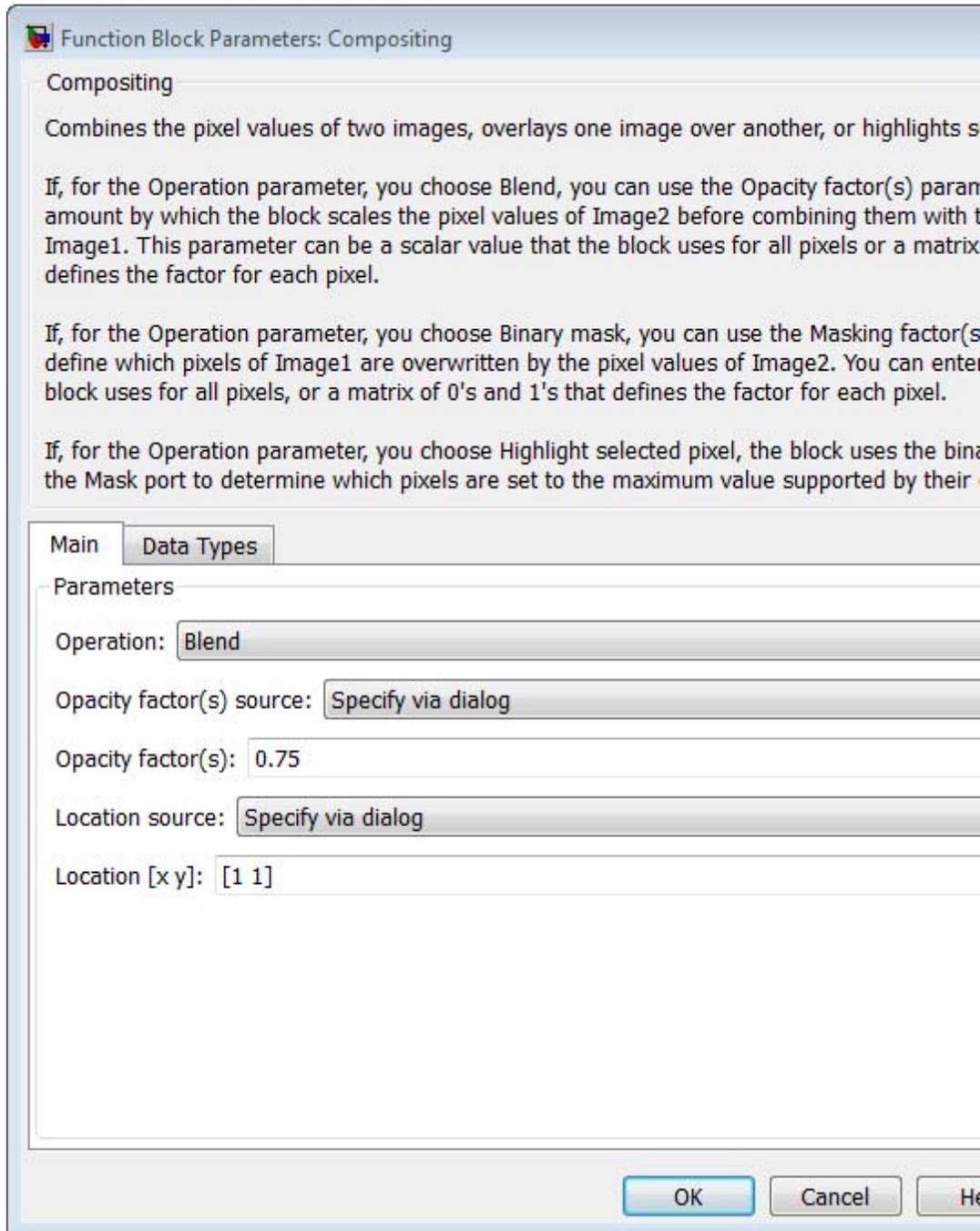


You can set the product output, accumulator, and output data types in the block mask as discussed in the next section.

# Compositing

## Dialog Box

The **Main** pane of the Compositing dialog box appears as shown in the following figure.



## Operation

Specify the operation you want the block to perform. If you choose **Blend**, the block linearly combines the pixels of one image with another image. If you choose **Binary mask**, the block overwrites the pixel values of one image with the pixel values of another image. If you choose **Highlight selected pixels**, the block uses the binary image input at the **Mask** port. Using this image, the block then determines which pixels are set to the maximum value supported by their data type.

## Blend

If, for the **Operation** parameter, you choose **Blend**, the **Opacity factor(s) source** parameter appears on the dialog box. Use this parameter to indicate where to specify the opacity factor(s).

- If you choose **Specify via dialog**, the **Opacity factor(s)** parameter appears on the dialog box. Use this parameter to define the amount by which the block scales each pixel values for input image at the **Image2** port before combining them with the pixel values of the input image at **Image1** port. You can enter a scalar value used for all pixels or a matrix of values that is the same size as the input image at the **Image2** port.
- If you choose **Input port**, the **Factor** port appears on the block. The input to this port must be a scalar or matrix of values as described for the **Opacity factor(s)** parameter. If the input to the **Image1** and **Image2** ports is floating point, the input to this port must be the same floating-point data type.

## Binary mask

If, for the **Operation** parameter, you choose **Binary mask**, the **Mask source** parameter appears on the dialog box. Use this parameter to indicate where to specify the masking factor(s).

- If you choose **Specify via dialog**, the **Mask** parameter appears on the dialog box. Use this parameter and the location source of the image to define which pixels are overwritten. You

can enter 0 or 1 to use for all pixels in the image, or a matrix of 0s and 1s that defines the factor for each pixel.

- If you choose **Input port**, the **Factor** port appears on the block. The input to this port must be a 0 or 1 whose data type is Boolean. Or, a matrix of 0s or 1s whose data type is Boolean, as described for the **Mask** parameter.

### Highlight selected pixels

If, for the **Operation** parameter, you choose **Highlight selected pixels**, the block uses the binary image input at the **Mask** port to determine which pixels are set to the maximum value supported by their data type. For example, for every pixel value set to 1 in the binary image, the block sets the corresponding pixel in the input image to the maximum value supported by its data type. For every 0 in the binary image, the block leaves the corresponding pixel value alone.

### Opacity factor(s) source

Indicate where to specify any opacity factors. Your choices are **Specify via dialog** and **Input port**. This parameter is visible if, for the **Operation** parameter, you choose **Blend**.

### Opacity factor(s)

Define the amount by which the block scales each pixel value before combining them. You can enter a scalar value used for all pixels or a matrix of values that defines the factor for each pixel. This parameter is visible if, for the **Opacity factor(s) source** parameter, you choose **Specify via dialog**. Tunable.

### Mask source

Indicate where to specify any masking factors. Your choices are **Specify via dialog** and **Input port**. This parameter is visible if, for the **Operation** parameter, you choose **Binary mask**.

### Mask

Define which pixels are overwritten. You can enter 0 or 1, which is used for all pixels, or a matrix of 0s and 1s that defines the

factor for each pixel. This parameter is visible if, for the **Mask source** parameter, you choose **Specify via dialog**. Tunable.

## **Location source**

Use this parameter to specify where to enter the location of the upper-left corner of the image input at input port **Image2**. You can choose either **Specify via dialog** or **Input port**.

When you choose **Specify via dialog**, you can set the **Location [x y]** parameter.

When you choose **Input port**, the **Location** port appears on the block. The input to this port must be a two-element vector as described for the **Location [x y]** parameter.

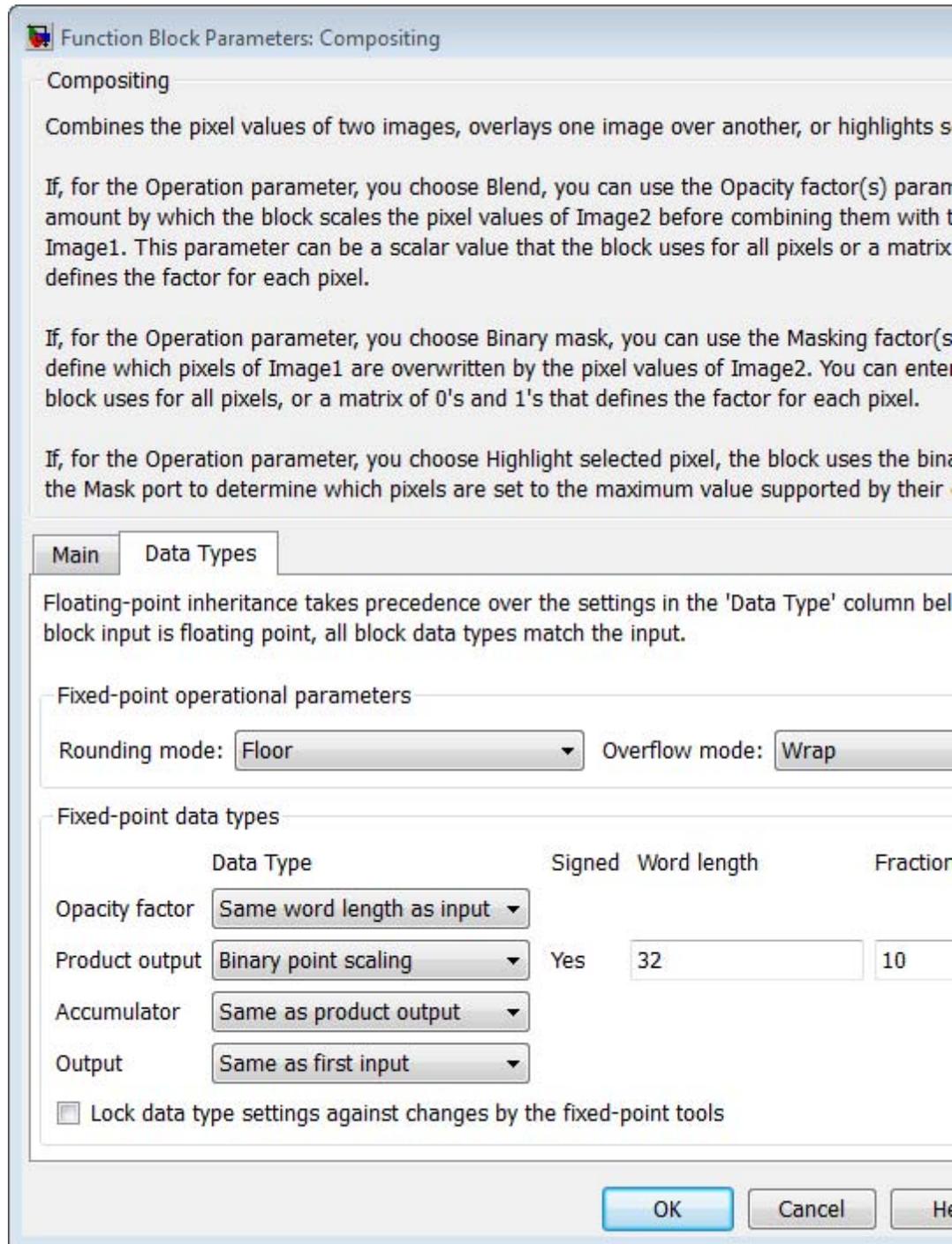
## **Location [x y]**

Enter a two-element vector that specifies the row and column position of the upper-left corner of the image input at **Image2** port. The position is relative to the upper-left corner of the image input at **Image1** port. This parameter is visible if, for the **Location source** parameter, you choose **Specify via dialog**. Tunable.

Positive values move the image down and to the right; negative values move the image up and to the left. If the first element is greater than the number of rows in the **Image1** matrix, the value is clipped to the total number of rows. If the second element is greater than the number of columns in the input **Image1** matrix, the value is clipped to the total number of columns.

The **Data Types** pane of the Compositing dialog box appears as follows. These parameters apply only when the **Operation** parameter is set to **Blend**.

# Compositing



## Rounding mode

Select the rounding mode for fixed-point operations.

## Overflow mode

Select the overflow mode for fixed-point operations.

## Opacity factor

Choose how to specify the word length and fraction length of the opacity factor:

- When you select **Same word length as input**, these characteristics match those of the input to the block.
- When you select **Specify word length**, enter the word length of the opacity factor.
- When you select **Binary point scaling**, you can enter the word length of the opacity factor, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, of the opacity factor. The bias of all signals in the Computer Vision System Toolbox software is 0.

## Product output



As the previous figure shows, the block places the output of the multiplier into the product output data type and scaling. Use this parameter to specify how to designate this product output word and fraction lengths.

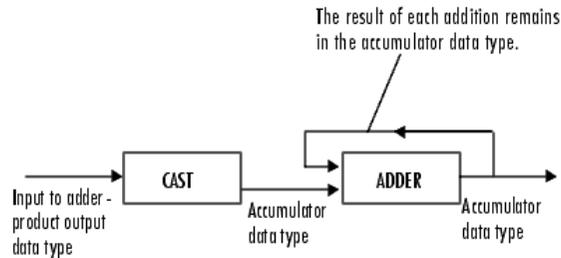
- When you select **Same as first input**, these characteristics match those of the input to the block.

# Compositing

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- When you select **Binary point scaling**, you can enter the word length and the fraction length of the product output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the product output. The bias of all signals in the Computer Vision System Toolbox software is 0.

## Accumulator



As the previous figure shows, the block takes inputs to the accumulator and casts them to the accumulator data type. The output of the adder remains in the accumulator data type as each element of the input is added to it.

- When you select **Same as product output**, these characteristics match those of the product output.
- When you select **Same as first input**, these characteristics match those of the input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the accumulator, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the accumulator. The bias of all signals in the Computer Vision System Toolbox software is 0.

## Output

Choose how to specify the word length and fraction length of the output of the block:

- When you select `Same as first input`, these characteristics match those of the input to the block.
- When you select `Binary point scaling`, you can enter the word length and the fraction length of the output, in bits.
- When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the output. The bias of all signals in the Computer Vision System Toolbox software is 0.

## Lock data type settings against change by the fixed-point tools

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## Supported Data Types

Port	Input/Output	Supported Data Types	Complex Values Supported
Image 1	$M$ -by- $N$ matrix of intensity values or an $M$ -by- $N$ -by- $P$ color video signal where $P$ is the number of color planes	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• Boolean</li> <li>• 8-, 16-, and 32-bit signed integer</li> </ul>	No

# Compositing

Port	Input/Output	Supported Data Types	Complex Values Supported
		<ul style="list-style-type: none"> <li>• 8-, 16-, and 32-bit unsigned integer</li> </ul>	
Image 2	$M$ -by- $N$ matrix of intensity values or an $M$ -by- $N$ -by- $P$ color video signal where $P$ is the number of color planes	Same as Image 1 port	No
Factor	Scalar or matrix of opacity or masking factor	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• Boolean</li> <li>• 8-, 16-, and 32-bit signed integer</li> <li>• 8-, 16-, and 32-bit unsigned integer</li> </ul>	No
Mask	Binary image that specifies which pixels to highlight	<p>Same as Factor port</p> <p>When the <b>Operation</b> parameter is set to <b>Highlight selected pixel</b>, the input to the Mask port must be a Boolean data type.</p>	No

Port	Input/Output	Supported Data Types	Complex Values Supported
Location	Two-element vector $[x \ y]$ , that specifies the position of the upper-left corner of the image input at port I2	<ul style="list-style-type: none"> <li>• Double-precision floating point. (Only supported if the input to the Image 1 and Image 2 ports is a floating-point data type.)</li> <li>• Single-precision floating point. (Only supported if the input to the Image 1 and Image 2 ports is a floating-point data type.)</li> <li>• 8-, 16-, and 32-bit signed integer</li> <li>• 8-, 16-, and 32-bit unsigned integer</li> </ul>	No
Output	Vector or matrix of intensity or color values	Same as Image 1 port	No

## See Also

Insert Text

Computer Vision System Toolbox

Draw Markers

Computer Vision System Toolbox

Draw Shapes

Computer Vision System Toolbox

# Compositing (To Be Removed)

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**Purpose** Combine pixel values of two images, overlay one image over another, or highlight selected pixels

**Library** Text & Graphics  
viptextngfix

## Description



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**Note** This Compositing block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated Compositing block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

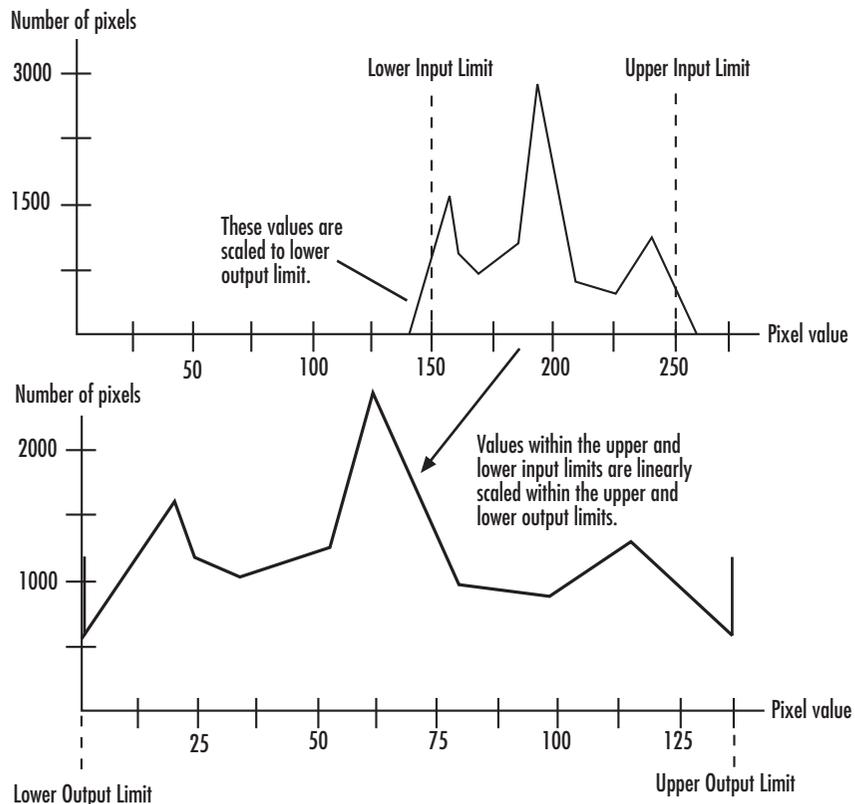
See the Compositing documentation to view the reference material related to the obsolete block.

---

**Purpose** Adjust image contrast by linearly scaling pixel values

**Library** Analysis & Enhancement  
visionanalysis

**Description** The Contrast Adjustment block adjusts the contrast of an image by linearly scaling the pixel values between upper and lower limits. Pixel values that are above or below this range are saturated to the upper or lower limit value, respectively.



# Contrast Adjustment

Mathematically, the contrast adjustment operation is described by the following equation, where the input limits are  $[low\_in\ high\_in]$  and the output limits are  $[low\_out\ high\_out]$ :

$$Output = \left\{ \begin{array}{l} low\_out, \quad Input \leq low\_in \\ low\_out + (Input - low\_in) \frac{high\_out - low\_out}{high\_in - low\_in}, \quad low\_in < Input < high\_in \\ high\_out, \quad Input \geq high\_in \end{array} \right\}$$

Port	Input/Output	Supported Data Types	Complex Values Supported
I	Vector or matrix of intensity values	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• 8-, 16-, and 32-bit signed integer</li> <li>• 8-, 16-, and 32-bit unsigned integer</li> </ul>	No
Output	Scalar, vector, or matrix of intensity values or a scalar, vector, or matrix that represents one plane of the RGB video stream	Same as I port	No

## Specifying upper and lower limits

Use the **Adjust pixel values from** and **Adjust pixel values to** parameters to specify the upper and lower input and output limits. All options are described below.

### Input limits

Use the **Adjust pixel values from** parameter to specify the upper and lower input limits.

If you select `Full input data range [min max]`, uses the minimum input value as the lower input limit and the maximum input value as the upper input limit.

If you select `User-defined`, the **Range [low high]** parameter associated with this option appears. Enter a two-element vector of scalar values, where the first element corresponds to the lower input limit and the second element corresponds to the upper input limit.

If you select `Range determined by saturating outlier pixels`, the **Percentage of pixels to saturate [low high] (in %)**, **Specify number of histogram bins (used to calculate the range when outliers are eliminated)**, and **Number of histogram bins** parameters appear on the block. The block uses these parameter values to calculate the input limits in this three-step process:

- 1 Find the minimum and maximum input values, [*min\_in max\_in*].
- 2 Scale the pixel values from [**min\_in max\_in**] to [ $0 \text{ num\_bins}-1$ ], where *num\_bins* is the scalar value you specify in the **Number of histogram bins** parameter. This parameter always displays the value used by the block. Then the block calculates the histogram of the scaled input. For additional information about histograms, see the 2D-Histogram block reference page.
- 3 Find the lower input limit such that the percentage of pixels with values smaller than the lower limit is at most the value of the first element of the **Percentage of pixels to saturate [low high] (in %)** parameter. Similarly, find the upper input limit such that the percentage of pixels with values greater than the upper limit is at least the value of the second element of the parameter.

### Output limits

Use the **Adjust pixel values to** parameter to specify the upper and lower output limits.

If you select `Full data type range`, the block uses the minimum value of the input data type as the lower output limit and the maximum value of the input data type as the upper out

# Contrast Adjustment

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If you select **User-defined range**, the **Range [low high]** parameter appears on the block. Enter a two-element vector of scalar values, where the first element corresponds to the lower output limit and the second element corresponds to the upper output limit.

## For INF, -INF and NAN Input Values

If any input pixel value is either INF or -INF, the Contrast Adjustment block will change the pixel value according to how the parameters are set. The following table shows how the block handles these pixel values.

If Adjust pixel values from parameter is set to...	Contrast Adjustment block will:
Full data range [min,max]	Set the entire output image to the lower limit of the <b>Adjust pixel values to</b> parameter setting.
Range determined by saturating outlier pixels	
User defined range	Lower and higher limits of the <b>Adjust pixel values to</b> parameter set to -INF and INF, respectively.

If any input pixel has a NAN value, the block maps the pixels with valid numerical values according to the user-specified method. It maps the NAN pixels to the lower limit of the **Adjust pixels values to** parameter.

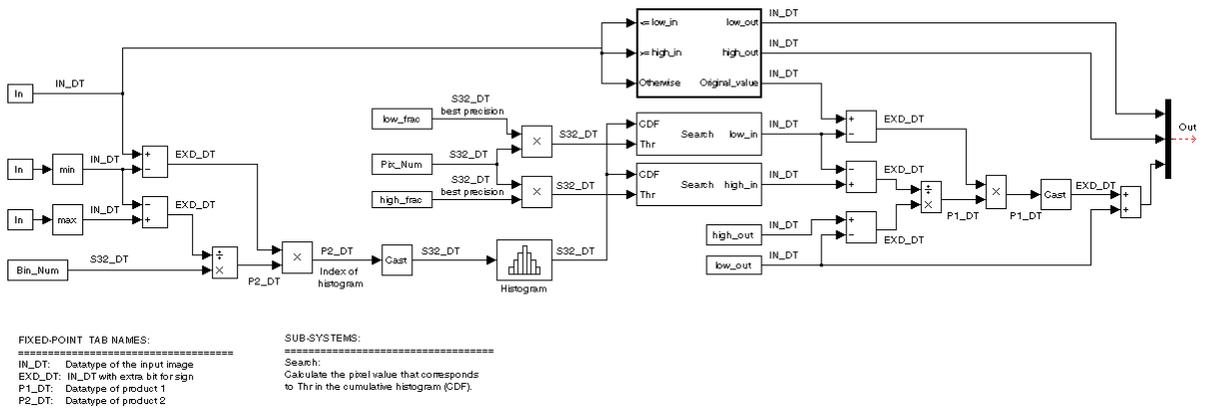
## Examples

See “Adjust the Contrast of Intensity Images” in the *Computer Vision System Toolbox User’s Guide*.

## Fixed-Point Data Types

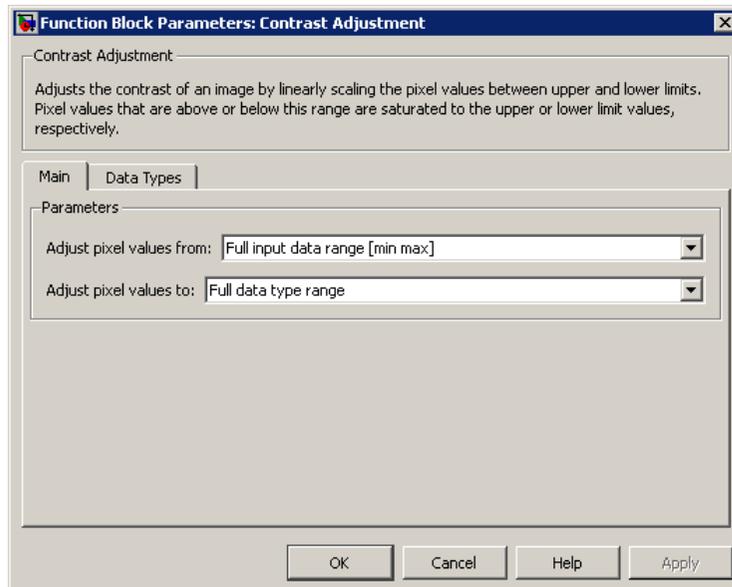
The following diagram shows the data types used in the Contrast Adjustment block for fixed-point signals:

# Contrast Adjustment



## Dialog Box

The Contrast Adjustment dialog box appears as shown in the following figure.



# Contrast Adjustment

---

## **Adjust pixel values from**

Specify how to enter the upper and lower input limits. Your choices are Full input data range [min max], User-defined, and Range determined by saturating outlier pixels.

## **Range [low high]**

Enter a two-element vector of scalar values. The first element corresponds to the lower input limit, and the second element corresponds to the upper input limit. This parameter is visible if, for the **Adjust pixel values from** parameter, you select User-defined.

## **Percentage of pixels to saturate [low high] (in %)**

Enter a two-element vector. The block calculates the lower input limit such that the percentage of pixels with values smaller than the lower limit is at most the value of the first element. It calculates the upper input limit similarly. This parameter is visible if, for the **Adjust pixel values from** parameter, you select Range determined by saturating outlier pixels.

## **Specify number of histogram bins (used to calculate the range when outliers are eliminated)**

Select this check box to change the number of histogram bins. This parameter is editable if, for the **Adjust pixel values from** parameter, you select Range determined by saturating outlier pixels.

## **Number of histogram bins**

Enter the number of histogram bins to use to calculate the scaled input values. This parameter is available if you select the **Specify number of histogram bins (used to calculate the range when outliers are eliminated)** check box.

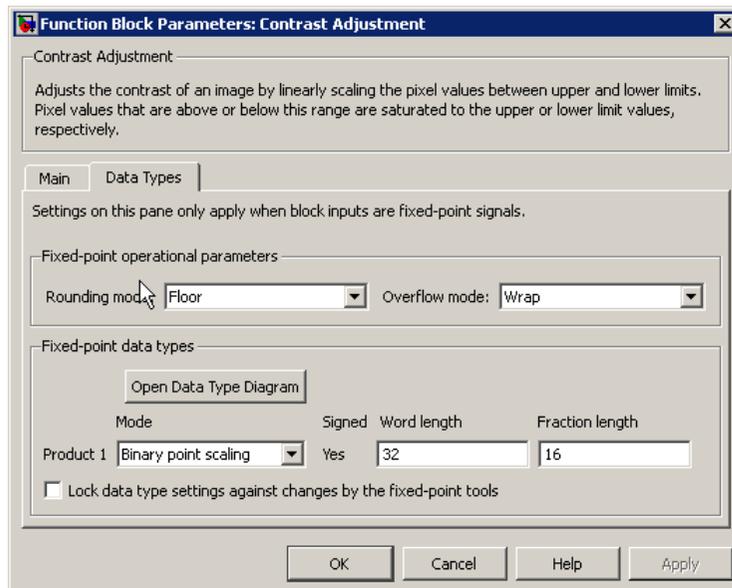
## **Adjust pixel values to**

Specify the upper and lower output limits. If you select Full data type range, the block uses the minimum value of the input data type as the lower output limit and the maximum value of the input data type as the upper output limit. If you select User-defined range, the **Range [low high]** parameter appears on the block.

## Range [low high]

Enter a two-element vector of scalar values. The first element corresponds to the lower output limit and the second element corresponds to the upper output limit. This parameter is visible if, for the **Adjust pixel values to** parameter, you select **User-defined range**

The **Data Types** pane of the Contrast Adjustment dialog box appears as shown in the following figure.



## Rounding mode

Select the rounding mode for fixed-point operations.

## Overflow mode

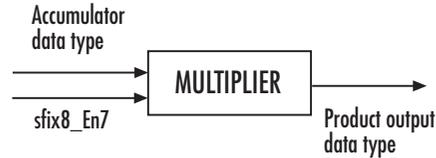
Select the overflow mode for fixed-point operations.

# Contrast Adjustment

---

## Product 1

The product output type when the block calculates the ratio between the input data range and the number of histogram bins.



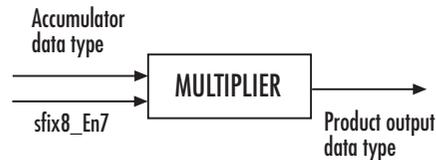
As shown in the previous figure, the output of the multiplier is placed into the product output data type and scaling. Use this parameter to specify how to designate this product output word and fraction lengths:

When you select **Binary point scaling**, you can enter the word length and the fraction length of the product output, in bits.

When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the product output. The bias of all signals in the Computer Vision System Toolbox software is 0.

## Product 2

The product output type when the block calculates the bin location of each input value.



As shown in the previous figure, the output of the multiplier is placed into the product output data type and scaling. Use this parameter to specify how to designate this product output word and fraction lengths:

When you select **Binary point scaling**, you can enter the word length and the fraction length of the product output, in bits.

When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the product output. The bias of all signals in the Computer Vision System Toolbox software is 0.

This parameter is visible if, for the **Adjust pixel values from** parameter, you select **Range determined by saturating outlier pixels**.

### **Lock data type settings against change by the fixed-point tools**

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

### **See Also**

2D-Histogram

Computer Vision System Toolbox software

Histogram

Computer Vision System Toolbox software

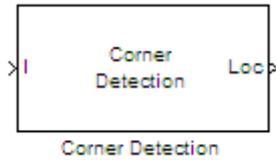
Equalization

# Corner Detection

**Purpose** Calculate corner metric matrix and find corners in images

**Library** Analysis & Enhancement  
visionanalysis

## Description



The Corner Detection block finds corners in an image using the Harris corner detection (by Harris & Stephens), minimum eigenvalue (by Shi & Tomasi), or local intensity comparison (Features from Accelerated Segment Test, FAST by Rosten & Drummond) method. The block finds the corners in the image based on the pixels that have the largest corner metric values.

For the most accurate results, use the “Minimum Eigenvalue Method” on page 2-291. For the fastest computation, use the “Local Intensity Comparison” on page 2-292. For the trade-off between accuracy and computation, use the “Harris Corner Detection Method” on page 2-292.

## Port Description

Port	Description	Supported Data Types
I	Matrix of intensity values	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• 8-, 16-, and 32-bit signed integer</li><li>• 8-, 16-, and 32-bit unsigned integer</li></ul>
Loc	$M$ -by-2 matrix of [x y] coordinates, that represents	32-bit unsigned integer

Port	Description	Supported Data Types
	the locations of the corners. $M$ represents the number of corners and is less than or equal to the <b>Maximum number of corners</b> parameter	
Count	Scalar value that represents the number of detected corners	32-bit unsigned integer
Metric	Matrix of corner metric values that is the same size as the input image	Same as I port

## Minimum Eigenvalue Method

This method is more computationally expensive than the Harris corner detection algorithm because it directly calculates the eigenvalues of the sum of the squared difference matrix,  $M$ .

The sum of the squared difference matrix,  $M$ , is defined as follows:

$$M = \begin{bmatrix} A & C \\ C & B \end{bmatrix}$$

The previous equation is based on the following values:

$$A = (I_x)^2 \otimes w$$

$$B = (I_y)^2 \otimes w$$

$$C = (I_x I_y)^2 \otimes w$$

where  $I_x$  and  $I_y$  are the gradients of the input image,  $I$ , in the  $x$  and  $y$  direction, respectively. The  $\otimes$  symbol denotes a convolution operation.

# Corner Detection

---

Use the **Coefficients for separable smoothing filter** parameter to define a vector of filter coefficients. The block multiplies this vector of coefficients by its transpose to create a matrix of filter coefficients,  $w$ .

The block calculates the smaller eigenvalue of the sum of the squared difference matrix. This minimum eigenvalue corresponds to the corner metric matrix.

## Harris Corner Detection Method

The Harris corner detection method avoids the explicit computation of the eigenvalues of the sum of squared differences matrix by solving for the following corner metric matrix,  $R$ :

$$R = AB - C^2 - k(A + B)^2$$

$A$ ,  $B$ ,  $C$  are defined in the previous section, “Minimum Eigenvalue Method” on page 2-291.

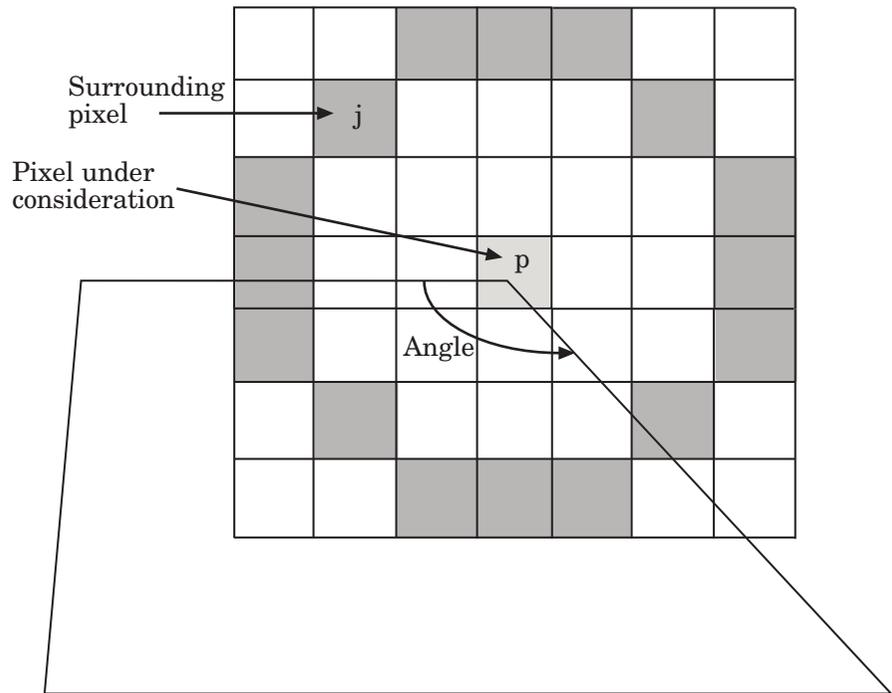
The variable  $k$  corresponds to the sensitivity factor. You can specify its value using the **Sensitivity factor (0<k<0.25)** parameter. The smaller the value of  $k$ , the more likely it is that the algorithm can detect sharp corners.

Use the **Coefficients for separable smoothing filter** parameter to define a vector of filter coefficients. The block multiplies this vector of coefficients by its transpose to create a matrix of filter coefficients,  $w$ .

## Local Intensity Comparison

This method determines that a pixel is a possible corner if it has either,  $N$  contiguous valid bright surrounding pixels, or  $N$  contiguous dark surrounding pixels. Specifying the value of  $N$  is discussed later in this section. The next section explains how the block finds these surrounding pixels.

Suppose that  $p$  is the pixel under consideration and  $j$  is one of the pixels surrounding  $p$ . The locations of the other surrounding pixels are denoted by the shaded areas in the following figure.



$I_p$  and  $I_j$  are the intensities of pixels  $p$  and  $j$ , respectively. Pixel  $j$  is a valid bright surrounding pixel if  $I_j - I_p \geq T$ . Similarly, pixel  $j$  is a valid dark surrounding pixel if  $I_p - I_j \geq T$ . In these equations,  $T$  is the value you specified for the **Intensity comparison threshold** parameter.

The block repeats this process to determine whether the block has  $N$  contiguous valid surrounding pixels. The value of  $N$  is related to the value you specify for the **Maximum angle to be considered a corner (in degrees)**, as shown in the following table.

# Corner Detection

Number of Valid Surrounding Pixels, N	Angle (degrees)
15	22.5
14	45
13	67.5
12	90
11	112.5
10	135
9	157.5

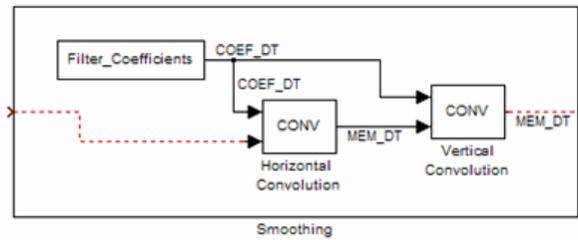
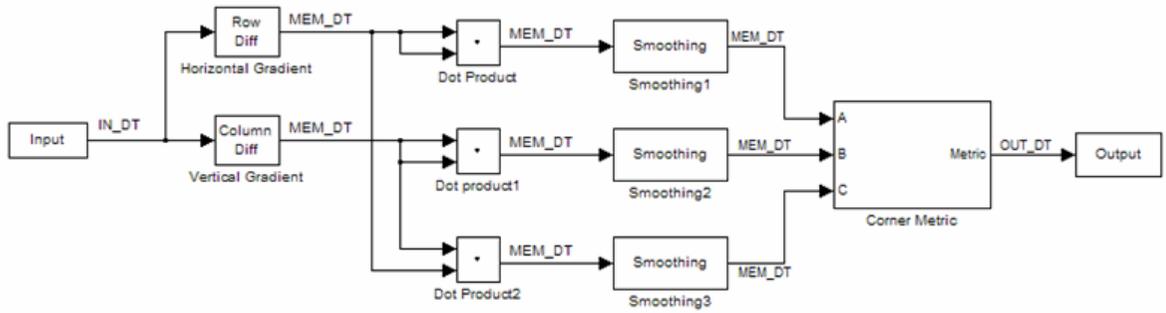
After the block determines that a pixel is a possible corner, it computes its corner metric using the following equation:

$$R = \max \left( \sum_{j: I_j \geq I_p + T} |I_p - I_j| - T, \sum_{j: I_j \leq I_p - T} |I_p - I_j| - T \right)$$

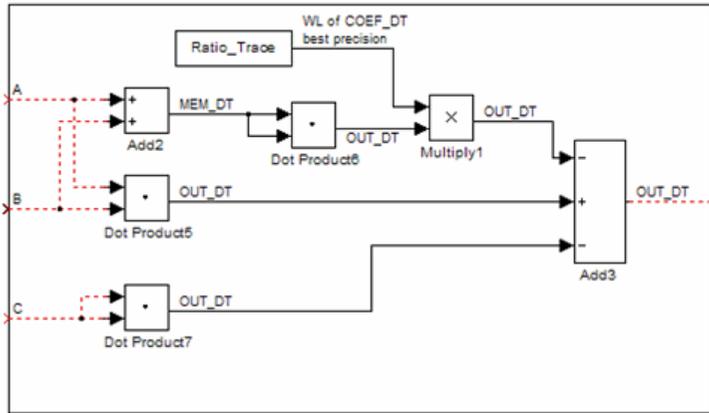
## Fixed-Point Data Types

The following diagram shows the data types used in the Corner Detection block for fixed-point signals. These diagrams apply to the Harris corner detection and minimum eigenvalue methods only.

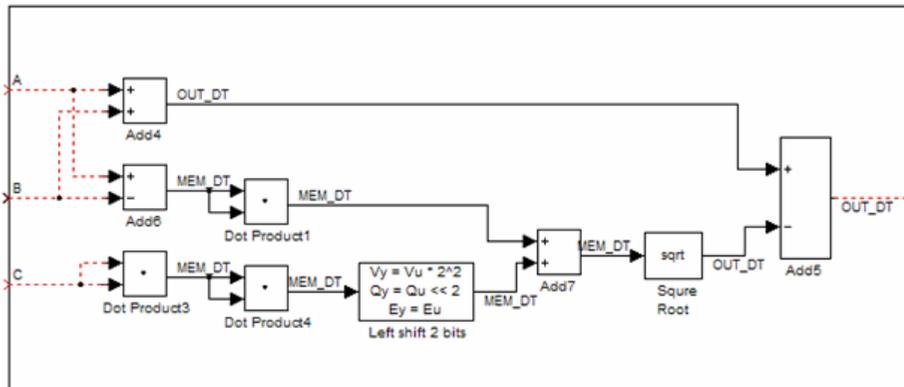
# Corner Detection



# Corner Detection



Corner Metric by Harris Algorithm



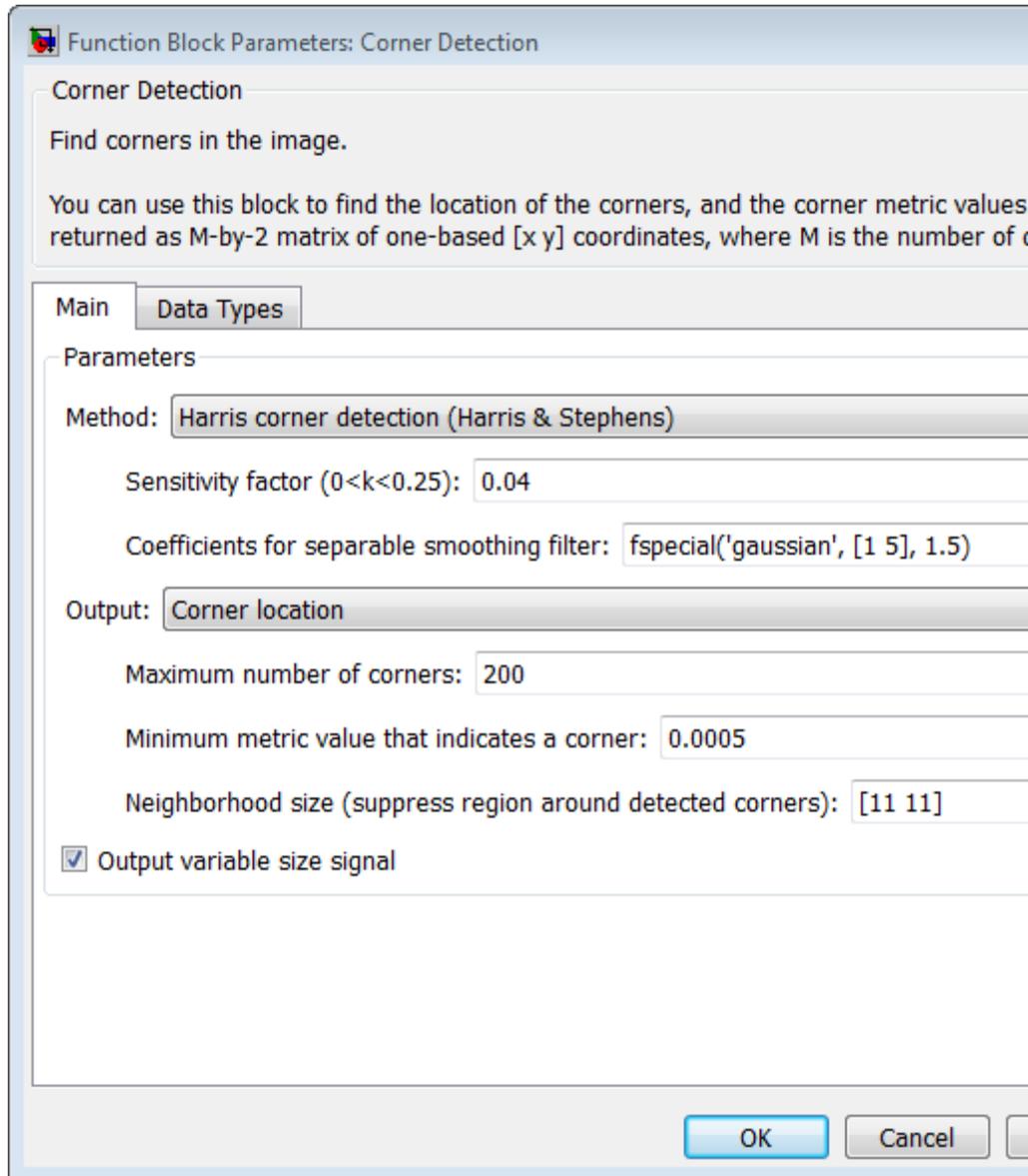
Corner Metric by Minimum Eigenvalue Algorithm

The following table summarizes the variables used in the previous diagrams.

Variable Name	Definition
IN_DT	Input data type
MEM_DT	Memory data type
OUT_DT	Metric output data type
COEF_DT	Coefficients data type

## Dialog Box

The Corner Detection dialog box appears as shown in the following figure.



# Corner Detection

---

## Method

Specify the method to use to find the corner values. Your choices are Harris corner detection (Harris & Stephens), Minimum eigenvalue (Shi & Tomasi), and Local intensity comparison (Rosten & Drummond).

## Sensitivity factor ( $0 < k < 0.25$ )

Specify the sensitivity factor,  $k$ . The smaller the value of  $k$  the more likely the algorithm is to detect sharp corners. This parameter is visible if you set the **Method** parameter to Harris corner detection (Harris & Stephens). This parameter is tunable.

## Coefficients for separable smoothing filter

Specify a vector of filter coefficients for the smoothing filter. This parameter is visible if you set the **Method** parameter to Harris corner detection (Harris & Stephens) or Minimum eigenvalue (Shi & Tomasi).

## Intensity comparison threshold

Specify the threshold value used to find valid surrounding pixels. This parameter is visible if you set the **Method** parameter to Local intensity comparison (Rosten & Drummond). This parameter is tunable.

## Maximum angle to be considered a corner (in degrees)

Specify the maximum corner angle. This parameter is visible if you set the **Method** parameter to Local intensity comparison (Rosten & Drummond). This parameter is tunable for Simulation only.

## Output

Specify the block output. Your choices are Corner location, Corner location and metric matrix, and Metric matrix. The block outputs the corner locations in an  $M$ -by-2 matrix of [x y] coordinates, where  $M$  represents the number of corners. The block outputs the corner metric value in a matrix, the same size as the input image.

When you set the this parameter to `Corner location` or `Corner location and metric matrix`, the **Maximum number of corners**, **Minimum metric value that indicates a corner**, and **Neighborhood size (suppress region around detected corners)** parameters appear on the block.

To determine the final corner values, the block follows this process:

- 1** Find the pixel with the largest corner metric value.
- 2** Verify that the metric value is greater than or equal to the value you specified for the **Minimum metric value that indicates a corner** parameter.
- 3** Suppress the region around the corner value by the size defined in the **Neighborhood size (suppress region around detected corners)** parameter.

The block repeats this process until it finds all the corners in the image or it finds the number of corners you specified in the **Maximum number of corners** parameter.

The corner metric values computed by the `Minimum eigenvalue` and `Local intensity comparison` methods are always non-negative. The corner metric values computed by the `Harris corner detection` method can be negative.

### **Maximum number of corners**

Enter the maximum number of corners you want the block to find. This parameter is visible if you set the **Output** parameter to `Corner location` or `Corner location and metric matrix`.

### **Minimum metric value that indicates a corner**

Specify the minimum corner metric value. This parameter is visible if you set the **Output** parameter to `Corner location` or `Corner location and metric matrix`. This parameter is tunable.

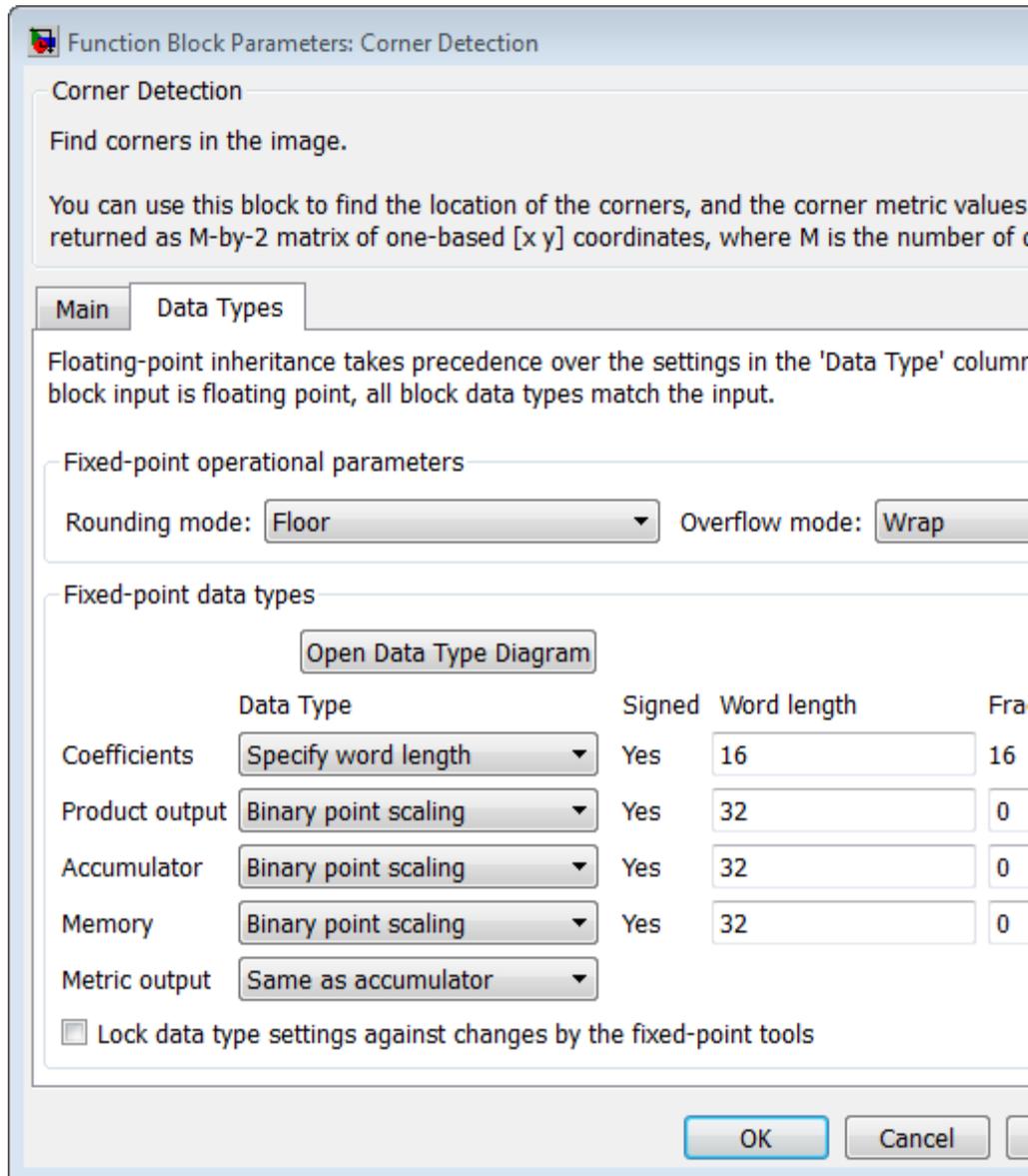
# Corner Detection

---

## **Neighborhood size (suppress region around detected corners)**

Specify the size of the neighborhood around the corner metric value over which the block zeros out the values. Enter a two-element vector of positive odd integers, [r c]. Here, r is the number of rows in the neighborhood and c is the number of columns. This parameter is visible if you set the **Output** parameter to `Corner location` or `Corner location and metric matrix`.

The **Data Types** pane of the Corner Detection dialog box appears as shown in the following figure.



# Corner Detection

---

## Rounding mode

Select the rounding mode for fixed-point operations.

## Overflow mode

Select the overflow mode for fixed-point operations.

## Coefficients

Choose how to specify the word length and the fraction length of the coefficients:

- When you select `Same word length as input`, the word length of the coefficients match that of the input to the block. In this mode, the fraction length of the coefficients is automatically set to the binary-point only scaling that provides you with the best precision possible given the value and word length of the coefficients.
- When you select `Specify word length`, you can enter the word length of the coefficients, in bits. The block automatically sets the fraction length to give you the best precision.
- When you select `Binary point scaling`, you can enter the word length and the fraction length of the coefficients, in bits.
- When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the coefficients. The bias of all signals in the Computer Vision System Toolbox software is 0.

## Product output

As shown in the following figure, the output of the multiplier is placed into the product output data type and scaling.

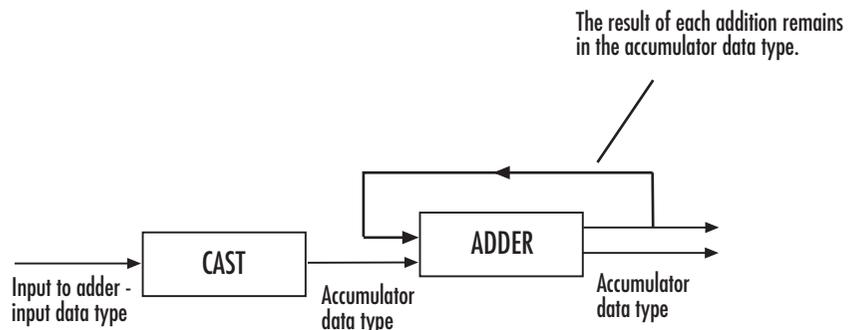


Use this parameter to specify how to designate the product output word and fraction lengths.

- When you select **Same as input**, these characteristics match those of the input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the product output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the product output. The bias of all signals in the Computer Vision System Toolbox software is 0.

## Accumulator

As shown in the following figure, inputs to the accumulator are cast to the accumulator data type. The output of the adder remains in the accumulator data type as each element of the input is added to it.



Use this parameter to specify how to designate this accumulator word and fraction lengths:

- When you select **Same as input**, these characteristics match those of the input.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the accumulator, in bits.

# Corner Detection

---

- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the accumulator. The bias of all signals in the Computer Vision System Toolbox software is 0.

## Memory

Choose how to specify the memory word length and fraction length:

- When you select **Same as input**, these characteristics match those of the input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the output. This block requires power-of-two slope and a bias of 0.

## Metric output

Choose how to specify the metric output word length and fraction length:

- When you select **Same as accumulator**, these characteristics match those of the accumulator.
- When you select **Same as input**, these characteristics match those of the input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the output. This block requires power-of-two slope and a bias of 0.

## Lock data type settings against change by the fixed-point tools

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## References

- [1] C. Harris and M. Stephens. “A Combined Corner and Edge Detector.” *Proceedings of the 4th Alvey Vision Conference*. August 1988, pp. 147-151.
- [2] J. Shi and C. Tomasi. “Good Features to Track.” *Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition*. June 1994, pp. 593–600.
- [3] E. Rosten and T. Drummond. “Fusing Points and Lines for High Performance Tracking.” *Proceedings of the IEEE International Conference on Computer Vision* Vol. 2 (October 2005): pp. 1508–1511.

## See Also

Find Local Maxima	Computer Vision System Toolbox software
Estimate Geometric Transformation	Computer Vision System Toolbox software
matchFeatures	Computer Vision System Toolbox software
extractFeatures	Computer Vision System Toolbox software
detectSURFFeatures	Computer Vision System Toolbox software

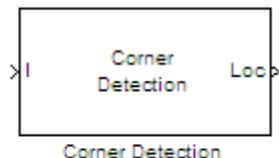
# Corner Detection (To Be Removed)

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**Purpose** Calculate corner metric matrix and find corners in images

**Library** Analysis & Enhancement  
vipanalysis

## Description



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**Note** This Corner Detection block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated Corner Detection block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

See the Corner Detection documentation to view the reference material related to the obsolete block.

---

**Purpose** Remove motion artifacts by deinterlacing input video signal

**Library** Analysis & Enhancement  
visionanalysis

**Description** The Deinterlacing block takes the input signal, which is the combination of the top and bottom fields of the interlaced video, and converts it into deinterlaced video using line repetition, linear interpolation, or vertical temporal median filtering.

---

**Note** This block supports intensity and color images on its ports.

---

Port	Input/Output	Supported Data Types	Complex Values Supported
Input	Combination of top and bottom fields of interlaced video	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• 8-, 16-, and 32-bit signed integer</li><li>• 8-, 16-, and 32-bit unsigned integer</li></ul>	No
Output	Frames of deinterlaced video	Same as Input port	No

Use the **Deinterlacing method** parameter to specify how the block deinterlaces the video.

The following figure illustrates the block's behavior if you select Line repetition.

# Deinterlacing

Line Repetition

Original Interlaced Video

Top Field			Bottom Field			
Row 1	A	B	C	Row 1		
Row 2				Row 2	D	E
Row 3	G	H	I	Row 3		
Row 4				Row 4	J	K
Row 5	M	N	O	Row 5		
Row 6				Row 6	P	Q

Block Input			Block Output - Deinterlaced Video			
Row 1	A	B	C	Row 1	A	B
Row 2	D	E	F	Row 2	A	B
Row 3	G	H	I	Row 3	G	H
Row 4	J	K	L	Row 4	G	H
Row 5	M	N	O	Row 5	M	N
Row 6	P	Q	R	Row 6	M	N

The following figure illustrates the block's behavior if you select Linear interpolation.

## Linear Interpolation

### Original Interlaced Video

Top Field			Bottom Field			
Row 1	A	B	C	Row 1		
Row 2				Row 2	D	E
Row 3	G	H	I	Row 3		
Row 4				Row 4	J	K
Row 5	M	N	O	Row 5		
Row 6				Row 6	P	Q

Block Input			Block Output - Deinterlaced Video			
Row 1	A	B	C	Row 1	A	B
Row 2	D	E	F	Row 2	$(A+G)/2$	$(B+H)/2$
Row 3	G	H	I	Row 3	G	H
Row 4	J	K	L	Row 4	$(G+M)/2$	$(H+N)/2$
Row 5	M	N	O	Row 5	M	N
Row 6	P	Q	R	Row 6	M	N

The following figure illustrates the block's behavior if you select Vertical temporal median filtering.

# Deinterlacing

## Vertical Temporal Median Filtering

### Original Interlaced Video

Top Field			Bottom Field			
Row 1	A	B	C	Row 1		
Row 2				Row 2	D	E
Row 3	G	H	I	Row 3		
Row 4				Row 4	J	K
Row 5	M	N	O	Row 5		
Row 6				Row 6	P	Q

### Block Input

### Block Output - Deinterlaced Video

Row 1	A	B	C	Row 1	A	B	C
Row 2	D	E	F	Row 2	$\text{median}([A,D,G])$	$\text{median}([B,E,H])$	$\text{median}([C,F,I])$
Row 3	G	H	I	Row 3	G	H	I
Row 4	J	K	L	Row 4	$\text{median}([G,J,M])$	$\text{median}([H,K,N])$	$\text{median}([L,O])$
Row 5	M	N	O	Row 5	M	N	O
Row 6	P	Q	R	Row 6	M	N	O

## Row-Major Data Format

The MATLAB environment and the Computer Vision System Toolbox software use column-major data organization. However, the Deinterlacing block gives you the option to process data that is stored in

row-major format. When you select the **Input image is transposed (data order is row major)** check box, the block assumes that the input buffer contains contiguous data elements from the first row first, then data elements from the second row second, and so on through the last row. Use this functionality only when you meet all the following criteria:

- You are developing algorithms to run on an embedded target that uses the row-major format.
- You want to limit the additional processing required to take the transpose of signals at the interfaces of the row-major and column-major systems.

When you use the row-major functionality, you must consider the following issues:

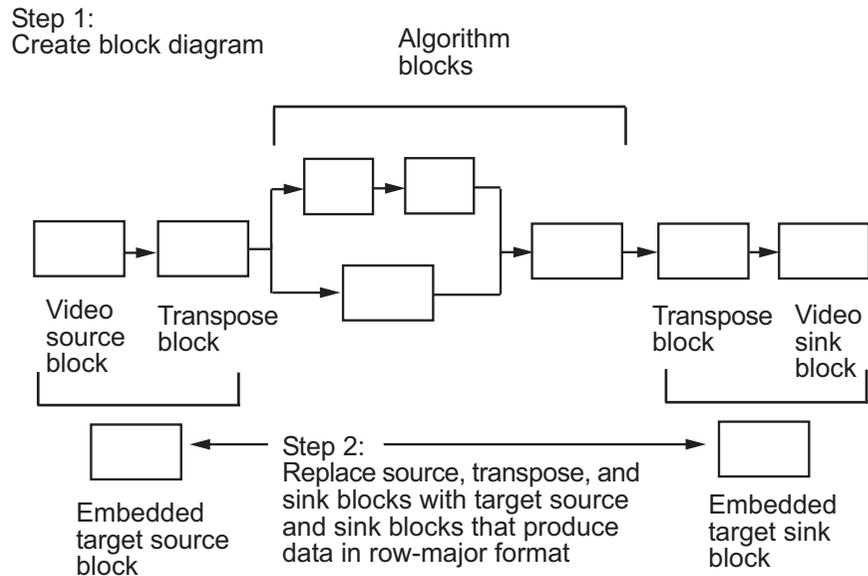
- When you select this check box, the first two signal dimensions of the Deinterlacing block's input are swapped.
- All the Computer Vision System Toolbox blocks can be used to process data that is in the row-major format, but you need to know the image dimensions when you develop your algorithms.

For example, if you use the 2-D FIR Filter block, you need to verify that your filter coefficients are transposed. If you are using the Rotate block, you need to use negative rotation angles, etc.

- Only three blocks have the **Input image is transposed (data order is row major)** check box. They are the Chroma Resampling, Deinterlacing, and Insert Text blocks. You need to select this check box to enable row-major functionality in these blocks. All other blocks must be properly configured to process data in row-major format.

Use the following two-step workflow to develop algorithms in row-major format to run on an embedded target.

# Deinterlacing



See the DM642 EVM Video ADC and DM642 EVM Video DAC reference pages.

## Example

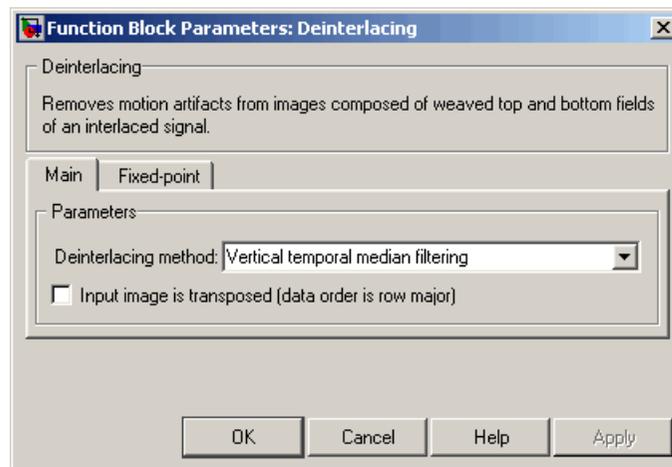
The following example shows you how to use the Deinterlacing block to remove motion artifacts from an image.

- 1 Open the example model by typing

```
ex_deinterlace
```

at the MATLAB command prompt.

- 2 Double-click the Deinterlacing block. The model uses this block to remove the motion artifacts from the input image. The **Deinterlacing method** parameter is set to Vertical temporal median filtering.

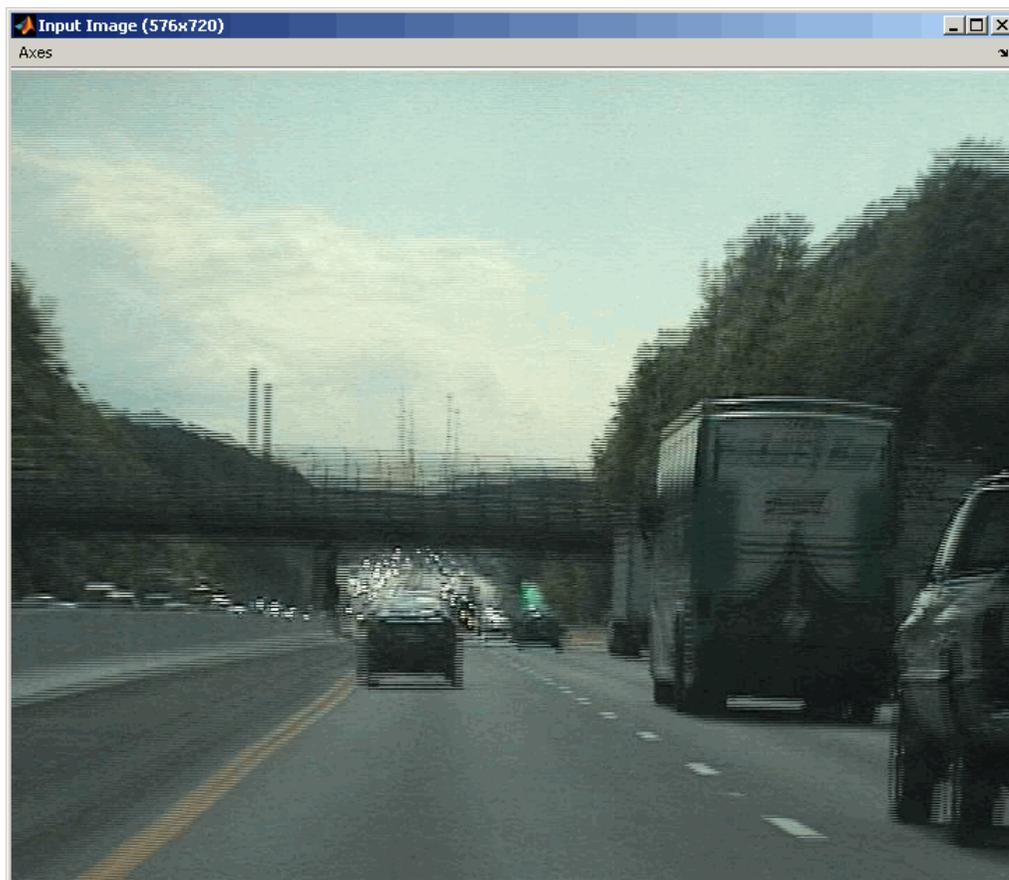


**3** Run the model.

The original image that contains the motion artifacts appears in the Input Image window.

# Deinterlacing

---



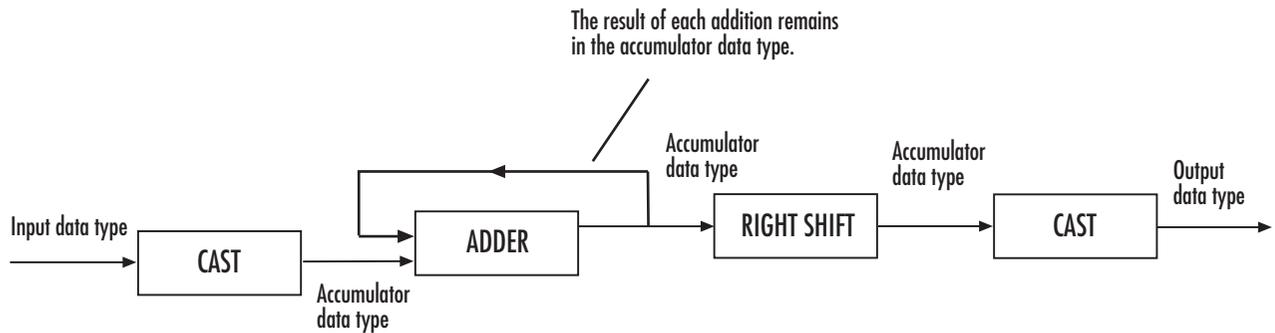
The clearer output image appears in the Output Image window.



## Fixed-Point Data Types

The following diagram shows the data types used in the Deinterlacing block for fixed-point signals.

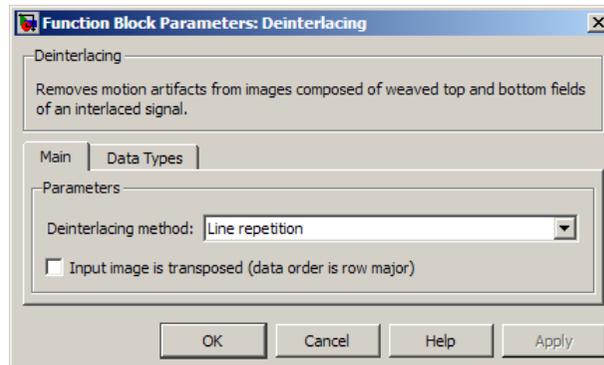
# Deinterlacing



You can set the product output, accumulator, and output data types in the block mask as discussed in the next section.

## Dialog Box

The **Main** pane of the Deinterlacing dialog box appears as shown in the following figure.



### Deinterlacing method

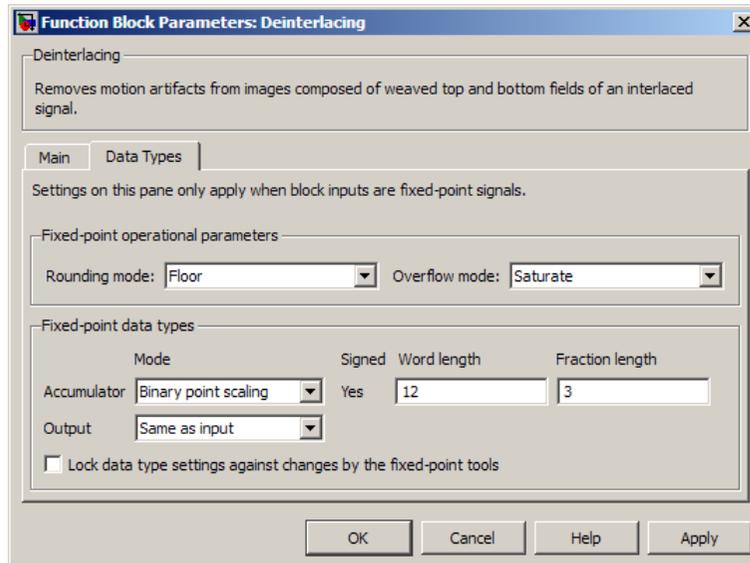
Specify how the block deinterlaces the video. Your choices are Line repetition, Linear interpolation, or Vertical temporal median filtering.

### Input image is transposed (data order is row major)

When you select this check box, the block assumes that the input buffer contains data elements from the first row first, then data

elements from the second row second, and so on through the last row.

The **Data Types** pane of the Deinterlacing dialog box appears as shown in the following figure.



---

**Note** The parameters on the **Data Types** pane are only available if, for the **Deinterlacing method**, you select **Linear interpolation**.

---

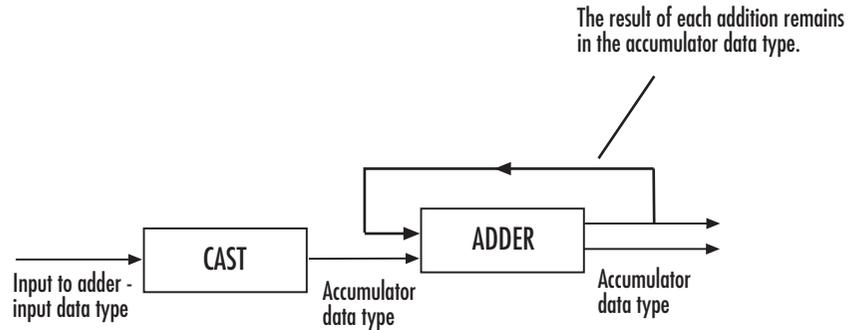
### **Rounding mode**

Select the rounding mode for fixed-point operations.

### **Overflow mode**

Select the overflow mode for fixed-point operations.

## Accumulator



As depicted in the previous figure, inputs to the accumulator are cast to the accumulator data type. The output of the adder remains in the accumulator data type as each element of the input is added to it. Use this parameter to specify how to designate this accumulator word and fraction lengths:

- When you select **Same as product output**, these characteristics match those of the product output.
- When you select **Same as input**, these characteristics match those of the input.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the accumulator, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the accumulator. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Output

Choose how to specify the output word length and fraction length:

- When you select **Same as input**, these characteristics match those of the input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the output, in bits.

- When you select **Slope** and **bias scaling**, you can enter the word length, in bits, and the slope of the output. This block requires power-of-two slope and a bias of 0.

**Lock data type settings against change by the fixed-point tools**

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

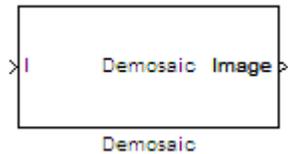
# Demosaic

---

**Purpose** Demosaic Bayer's format images

**Library** Conversions  
visionconversions

## Description



The following figure illustrates a 4-by-4 image in Bayer's format with each pixel labeled R, G, or B.

B	G	B	G
G	R	G	R
B	G	B	G
G	R	G	R

The Demosaic block takes in images in Bayer's format and outputs RGB images. The block performs this operation using a gradient-corrected linear interpolation algorithm or a bilinear interpolation algorithm.

Port	Input/Output	Supported Data Types	Complex Values Supported
I	<p>Matrix of intensity values</p> <ul style="list-style-type: none"> <li>• If, for the <b>Interpolation algorithm</b> parameter, you select <b>Bilinear</b>, the number of rows and columns must be greater than or equal to 3.</li> <li>• If, for the <b>Interpolation algorithm</b> parameter, you select <b>Gradient-corrected linear</b>, the number of rows and columns must be greater than or equal to 5.</li> </ul>	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• 8-, 16-, and 32-bit signed integer</li> <li>• 8-, 16-, and 32-bit unsigned integer</li> </ul>	No
R, G, B	<p>Matrix that represents one plane of the input RGB video stream. Outputs from the R, G, or B ports have the same data type.</p>	Same as I port	No
Image	<p>M-by-N matrix of intensity values or an M-by-N-by-P color video signal where P is the number of color planes.</p>	Same as I port	No

Use the **Interpolation algorithm** parameter to specify the algorithm the block uses to calculate the missing color information. If you select **Bilinear**, the block spatially averages neighboring pixels to calculate the color information. If you select **Gradient-corrected linear**, the block uses a Weiner approach to minimize the mean-squared error in

# Demosaic

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the interpolation. This method performs well on the edges of objects in the image. For more information, see [1].

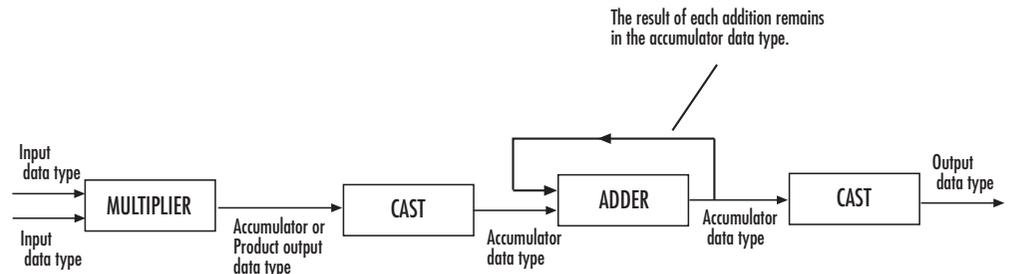
Use the **Sensor alignment** parameter to specify the alignment of the input image. Select the sequence of R, G and B pixels that correspond to the 2-by-2 block of pixels in the top-left corner of the image. You specify the sequence in left-to-right, top-to-bottom order. For example, for the image at the beginning of this reference page, you would select **BGGR**.

Both methods use symmetric padding at the image boundaries. For more information, see the Image Pad block reference page.

Use the **Output image signal** parameter to specify how to output a color video signal. If you select **One multidimensional signal**, the block outputs an M-by-N-by-P color video signal, where P is the number of color planes, at one port. If you select **Separate color signals**, additional ports appear on the block. Each port outputs one M-by-N plane of an RGB video stream.

## Fixed-Point Data Types

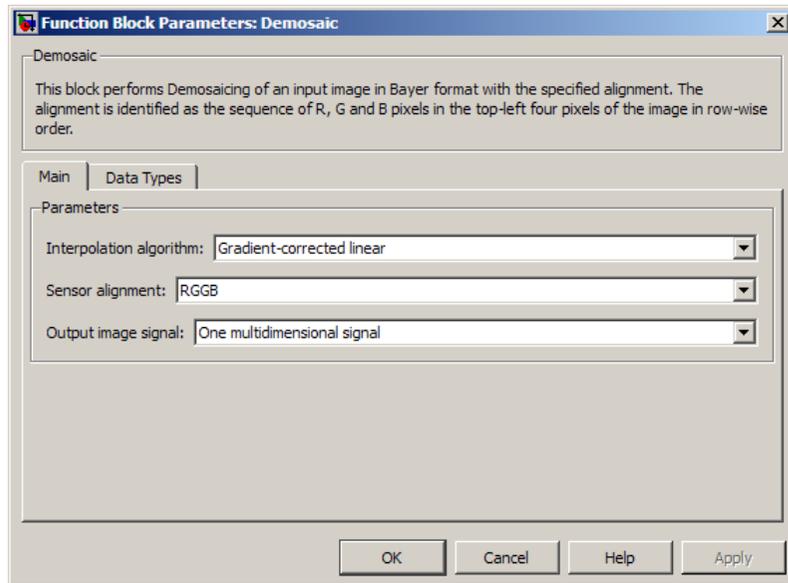
The following diagram shows the data types used in the Demosaic block for fixed-point signals.



You can set the product output and accumulator data types in the block mask as discussed in the next section.

## Dialog Box

The **Main** pane of the Demosaic dialog box appears as shown in the following figure.



### Interpolation algorithm

Specify the algorithm the block uses to calculate the missing color information. Your choices are **Bilinear** or **Gradient-corrected linear**.

### Sensor alignment

Select the sequence of R, G and B pixels that correspond to the 2-by-2 block of pixels in the top left corner of the image. You specify the sequence in left-to-right, top-to-bottom order.

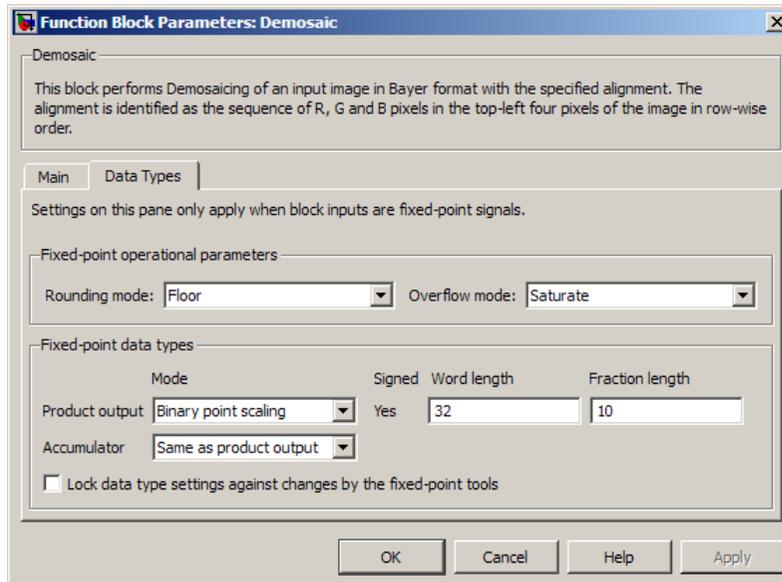
### Output image signal

Specify how to output a color video signal. If you select **One multidimensional signal**, the block outputs an M-by-N-by-P color video signal, where P is the number of color planes, at one port. If you select **Separate color signals**, additional ports

# Demosaic

appear on the block. Each port outputs one M-by-N plane of an RGB video stream.

The **Data Types** pane of the Demosaic dialog box appears as shown in the following figure.



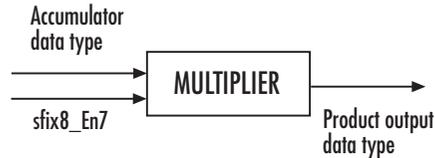
## **Rounding mode**

Select the rounding mode for fixed-point operations.

## **Overflow mode**

Select the overflow mode for fixed-point operations.

**Product output**



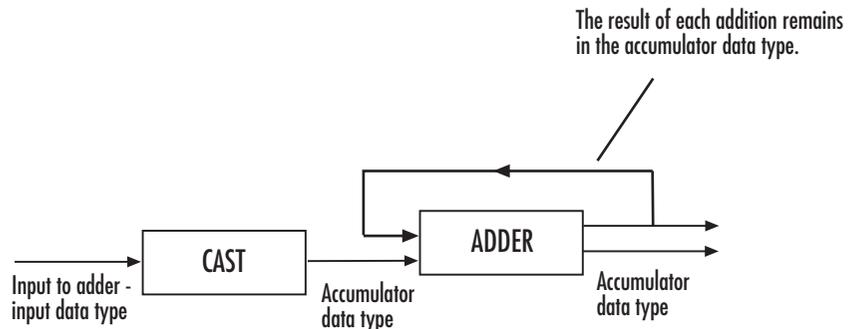
As depicted in the previous figure, the output of the multiplier is placed into the product output data type and scaling. Use this parameter to specify how to designate this product output word and fraction lengths:

When you select `Same` as `input`, these characteristics match those of the input to the block.

When you select `Binary point scaling`, you can enter the word length and the fraction length of the product output, in bits.

When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the product output. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

**Accumulator**



As depicted in the previous figure, inputs to the accumulator are cast to the accumulator data type. The output of the adder remains in the accumulator data type as each element of the input

is added to it. Use this parameter to specify how to designate this accumulator word and fraction lengths:

- When you select `Same as product output`, these characteristics match those of the product output.
- When you select `Same as input`, these characteristics match those of the input.
- When you select `Binary point scaling`, you can enter the word length and the fraction length of the accumulator, in bits.
- When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the accumulator. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

### **Lock data type settings against change by the fixed-point tools**

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## **References**

- [1] Malvar, Henrique S., Li-wei He, and Ross Cutler, "High-Quality Linear Interpolation for Demosaicing of Bayer-Patterned Color Images," *Microsoft Research*, One Microsoft Way, Redmond, WA 98052
- [2] Gunturk, Bahadir K., John Glotzbach, Yucel Altunbasak, Ronald W. Schafer, and Russel M. Mersereau, "Demosaicking: Color Filter Array Interpolation," *IEEE Signal Processing Magazine*, Vol. 22, Number 1, January 2005.

## Purpose

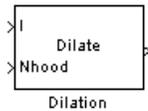
Find local maxima in binary or intensity image

## Library

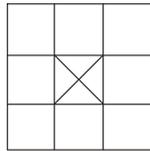
Morphological Operations

visionmorphops

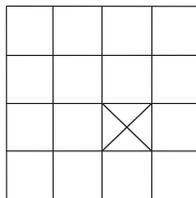
## Description



The Dilation block rotates the neighborhood or structuring element 180 degrees. Then it slides the neighborhood or structuring element over an image, finds the local maxima, and creates the output matrix from these maximum values. If the neighborhood or structuring element has a center element, the block places the maxima there, as illustrated in the following figure.



If the neighborhood or structuring element does not have an exact center, the block has a bias toward the lower-right corner, as a result of the rotation. The block places the maxima there, as illustrated in the following figure.



This block uses flat structuring elements only.

# Dilation

Port	Input/Output	Supported Data Types	Complex Values Supported
I	Vector or matrix of intensity values	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• Boolean</li><li>• 8-, 16-, and 32-bit signed integer</li><li>• 8-, 16-, and 32-bit unsigned integer</li></ul>	No
Nhood	Matrix or vector of ones and zeros that represents the neighborhood values	Boolean	No
Output	Vector or matrix of intensity values that represents the dilated image	Same as I port	No

The output signal has the same data type as the input to the I port.

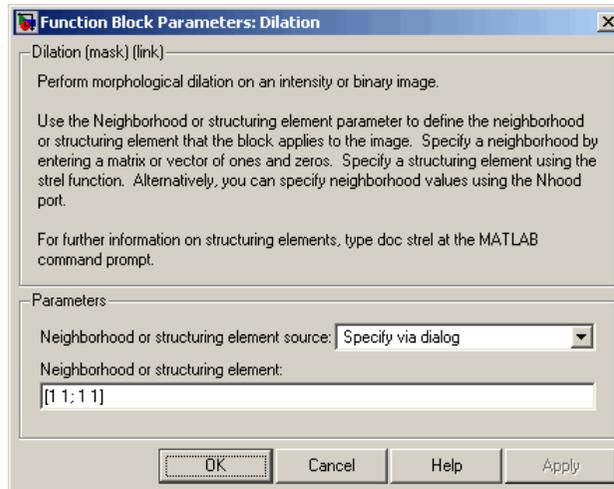
Use the **Neighborhood or structuring element source** parameter to specify how to enter your neighborhood or structuring element values. If you select **Specify via dialog**, the **Neighborhood or structuring element** parameter appears in the dialog box. If you select **Input port**, the Nhood port appears on the block. Use this port to enter your neighborhood values as a matrix or vector of 1s and 0s. You can only specify a structuring element using the dialog box.

Use the **Neighborhood or structuring element** parameter to define the neighborhood or structuring element that the block applies to the image. Specify a neighborhood by entering a matrix or vector of 1s and 0s. Specify a structuring element with the `strel` function from the Image Processing Toolbox. If the structuring element is decomposable into smaller elements, the block executes at higher speeds due to the

use of a more efficient algorithm. If you enter an array of STREL objects, the block applies each object to the entire matrix in turn.

## Dialog Box

The Dilation dialog box appears as shown in the following figure.



### Neighborhood or structuring element source

Specify how to enter your neighborhood or structuring element values. Select **Specify via dialog** to enter the values in the dialog box. Select **Input port** to use the Nhood port to specify the neighborhood values. You can only specify a structuring element using the dialog box.

### Neighborhood or structuring element

If you are specifying a neighborhood, this parameter must be a matrix or vector of 1s and 0s. If you are specifying a structuring element, use the `strel` function from the Image Processing Toolbox. This parameter is visible if, for the **Neighborhood or structuring element source** parameter, you select **Specify via dialog**.

# Dilation

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## References

[1] Soille, Pierre. *Morphological Image Analysis. 2nd ed.* New York: Springer, 2003.

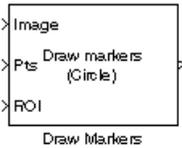
## See Also

Bottom-hat	Computer Vision System Toolbox software
Closing	Computer Vision System Toolbox software
Erosion	Computer Vision System Toolbox software
Label	Computer Vision System Toolbox software
Opening	Computer Vision System Toolbox software
Top-hat	Computer Vision System Toolbox software
<code>imdilate</code>	Image Processing Toolbox software
<code>strel</code>	Image Processing Toolbox software

**Purpose** Draw markers by embedding predefined shapes on output image

**Library** Text & Graphics  
visiontextngfix

**Description** The Draw Markers block can draw multiple circles, x-marks, plus signs, stars, or squares on images by overwriting pixel values. Overwriting the pixel values embeds the shapes.



This block uses Bresenham's circle drawing algorithm to draw circles and Bresenham's line drawing algorithm to draw all other markers.

### Port Description

Port	Input/Output	Supported Data Types	Complex Values Supported
Image	$M$ -by- $N$ matrix of intensity values or an $M$ -by- $N$ -by- $P$ color values where $P$ is the number of color planes	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• Boolean</li> <li>• 8-, 16-, and 32-bit signed integer</li> <li>• 8-, 16-, and 32-bit unsigned integer</li> </ul>	No
R, G, B	Scalar, vector, or matrix that represents one plane of the input RGB video stream. Inputs to the R, G, and B ports must have the same dimensions and data type.	Same as Image port	No

# Draw Markers

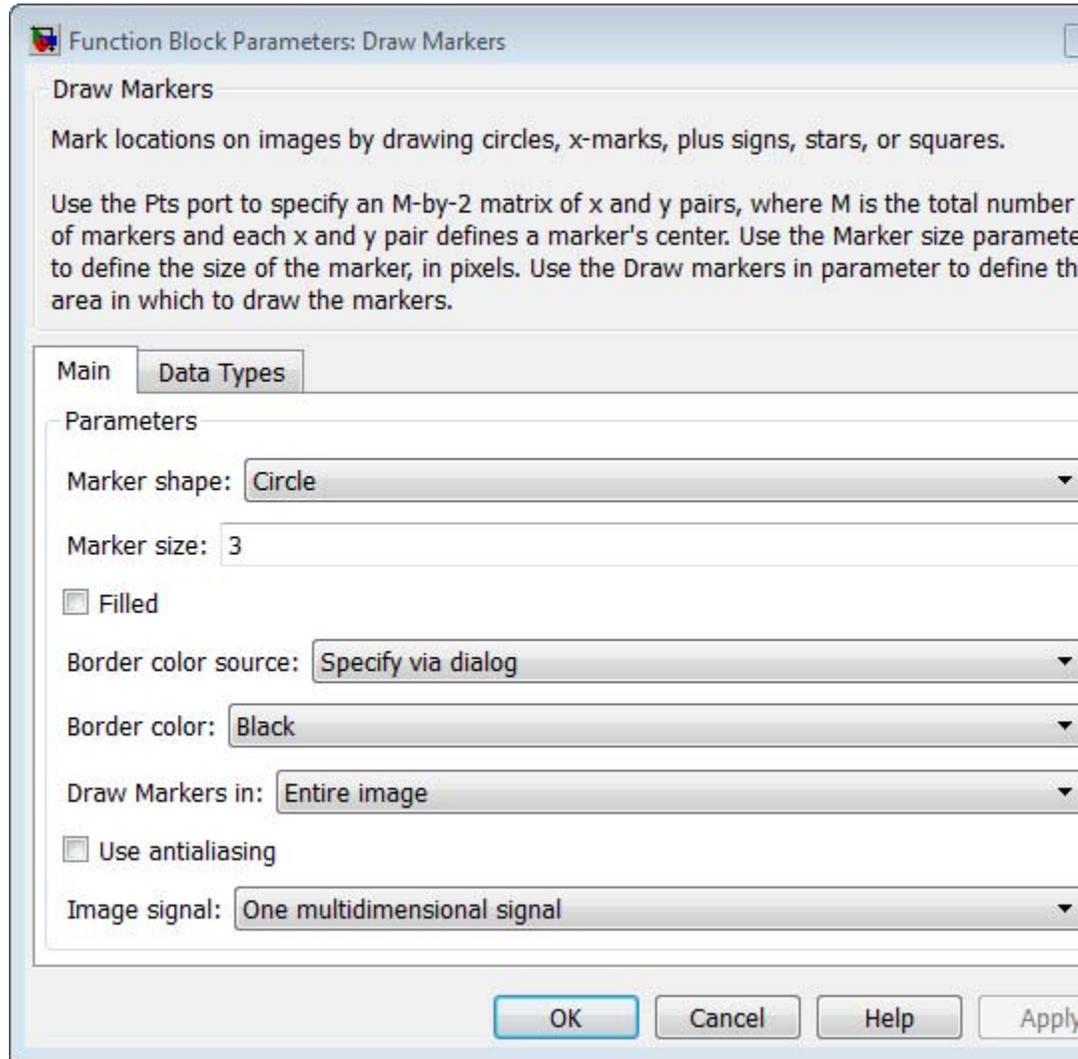
Port	Input/Output	Supported Data Types	Complex Values Supported
Pts	<p><math>M</math>-by-2 matrix of [x y] coordinates,</p> $\begin{bmatrix} x_1 & y_1 \\ x_2 & y_2 \\ \vdots & \vdots \\ x_M & y_M \end{bmatrix}$ <p>where <math>M</math> is the total number of markers and each [x y] pair defines the center of a marker.</p>	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• 8-, 16-, and 32-bit signed integer</li> <li>• 8-, 16-, and 32-bit unsigned integer</li> </ul> <p>If the input to the Image port is an integer, fixed point, or boolean data type, the input to the Pts port must also be an integer data type.</p>	No
ROI	<p>Four-element vector of integers [x y width height] that define a rectangular area in which to draw the markers. The first two elements represent the one-based [x y] coordinates of the upper-left corner of the area. The second two elements represent the width and height of the area.</p>	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• 8-, 16-, and 32-bit signed integer</li> <li>• 8-, 16-, and 32-bit unsigned integer</li> </ul>	No
Clr	<p><math>P</math>-element vector or <math>M</math>-by-<math>P</math> matrix where <math>P</math> is the number of color planes.</p>	Same as Image port	No
Output	<p>Scalar, vector, or matrix of pixel values that contain the marker(s)</p>	Same as Image port	No

The output signal is the same size and data type as the inputs to the Image, R, G, and B ports.

# Draw Markers

## Dialog Box

The Draw Markers dialog box appears as shown in the following figure.



## Marker shape

Specify the type of marker(s) to draw. Your choices are **Circle**, **X-mark**, **Plus**, **Star**, or **Square**.

When you select **Circle**, **X-mark**, or **Star**, and you select the **Use antialiasing** check box, the block performs a smoothing algorithm. The algorithm is similar to the `poly2mask` function to determine which subpixels to draw.

## Marker size

Enter a scalar value that represents the size of the marker, in pixels.

Enter a scalar value,  $M$ , that defines a  $(2M+1)$ -by- $(2M+1)$  pixel square into which the marker fits.  $M$  must be greater than or equal to 1.

## Filled

Select this check box to fill the marker with an intensity value or a color. This parameter is visible if, for the **Marker shape** parameter, you choose **Circle** or **Square**.

When you select the **Filled** check box, the **Fill color source**, **Fill color** and **Opacity factor (between 0 and 1)** parameters appear in the dialog box.

## Fill color source

Specify source for fill color value. You can select **Specify via dialog** or **Input port**. This parameter appears when you select the **Filled** check box. When you select **Input port**, the color input port **clr** appears on the block.

## Fill color

If you select **Black**, the marker is black. If you select **White**, the marker is white. If you select **User-specified value**, the **Color value(s)** parameter appears in the dialog box. This parameter is visible if you select the **Filled** check box.

# Draw Markers

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## Border color source

Specify source for the border color value to either `Specify via dialog` or `Input port`. Border color options are visible when the fill shapes options are not selected. This parameter is visible if you select the **Filled** check box. When you select `Input port`, the color input port **clr** appears on the block.

## Border color

Specify the appearance of the shape's border. If you select `Black`, the border is black. If you select `White`, the border is white. If you select `User-specified value`, the **Color value(s)** parameter appears in the dialog box. This parameter is visible if you clear the **Fill shapes** check box.

## Color value(s)

Specify an intensity or color value for the marker's border or fill. This parameter appears when you set the **Border color** or **Fill color** parameters, to `User-specified value`. Tunable.

The following table describes what to enter for the color value based on the block input and the number of shapes you are drawing.

<b>Block Input</b>	<b>Color Value(s) for Drawing One Marker or Multiple Markers with the Same Color</b>	<b>Color Value(s) for Drawing Multiple Markers with Unique Color</b>
Intensity image	Scalar intensity value	$R$ -element vector where $R$ is the number of markers
Color image	$P$ -element vector where $P$ is the number of color planes	$P$ -by- $R$ matrix where $P$ is the number of color planes and $R$ is the number of markers

For each value in the parameter, enter a number between the minimum and maximum values that can be represented by the data type of the input image. If you enter a value outside this range, the block produces an error message.

### Opacity factor (between 0 and 1)

Specify the opacity of the shading inside the marker, where 0 indicates transparent and 1 indicates opaque. This parameter appears when you select the **Filled** check box. This parameter is tunable.

The following table describes what to enter for the **Opacity factor(s) (between 0 and 1)** parameter based on the block input and the number of markers you are drawing.

<b>Opacity Factor value for Drawing One Marker or Multiple Markers with the Same Color</b>	<b>Opacity Factor value for Drawing Multiple Marker with Unique Color</b>
Scalar intensity value	$R$ -element vector where $R$ is the number of markers

### Draw markers in

Specify the area in which to draw the markers. When you select **Entire image**, you can draw markers in the entire image. When you select **Specify region of interest via port**, the ROI port appears on the block. Enter a four-element vector, `[x y width height]`, where `[x y]` are the coordinates of the upper-left corner of the area.

### Use antialiasing

Perform a smoothing algorithm on the marker. This parameter is visible if, for the **Marker shape** parameter, you select **Circle**, **X-mark**, or **Star**.

### Image signal

Specify how to input and output a color video signal. When you select **One multidimensional signal**, the block accepts an

# Draw Markers

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*M*-by-*N*-by-*P* color video signal, where *P* is the number of color planes, at one port. When you select **Separate color signals**, additional ports appear on the block. Each port accepts one *M*-by-*N* plane of an RGB video stream.

## See Also

Draw Shapes

Computer Vision System Toolbox software

Insert Text

Computer Vision System Toolbox software

# Draw Markers (To Be Removed)

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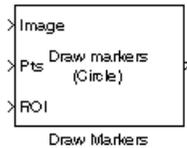
## Purpose

Draw markers by embedding predefined shapes on output image

## Library

Text & Graphics

## Description



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**Note** This Draw Markers block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated Draw Markers block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

See the Draw Markers documentation to view the reference material related to the obsolete block.

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# Draw Shapes

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**Purpose** Draw rectangles, lines, polygons, or circles on images

**Library** Text & Graphics  
visiontextngfix

**Description** The Draw Shapes block draws multiple rectangles, lines, polygons, or circles on images by overwriting pixel values. As a result, the shapes are embedded on the output image.

This block uses Bresenham's line drawing algorithm to draw lines, polygons, and rectangles. It uses Bresenham's circle drawing algorithm to draw circles.

The output signal is the same size and data type as the inputs to the Image, R, G, and B ports.

You can set the shape fill or border color via the input port or via the input dialog. Use the color input or color parameter to determine the appearance of the rectangle(s), line(s), polygon(s), or circle(s).

## Port Description

Port	Input/Output	Supported Data Types	Complex Values Supported
Image	$M$ -by- $N$ matrix of intensity values or an $M$ -by- $N$ -by- $P$ color values where $P$ is the number of color planes	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• Boolean</li><li>• 8-, 16-, and 32-bit signed integer</li></ul>	No

Port	Input/Output	Supported Data Types	Complex Values Supported
		<ul style="list-style-type: none"> <li>• 8-, 16-, and 32-bit unsigned integer</li> </ul>	
R, G, B	Scalar, vector, or matrix that is one plane of the input RGB video stream. Inputs to the R, G, and B ports must have the same dimensions and data type.	Same as Image port	No
Pts	Use integer values to define one-based shape coordinates. If you enter noninteger values, the block rounds them to the nearest integer.	<ul style="list-style-type: none"> <li>• Double-precision floating point (only supported if the input to the I or R, G, and B ports is floating point)</li> <li>• Single-precision floating point (only supported if the input to the I or R, G, and B ports is floating point)</li> <li>• 8-, 16-, and 32-bit signed integer</li> <li>• 8-, 16-, and 32-bit unsigned integer</li> </ul>	No

## Draw Shapes

Port	Input/Output	Supported Data Types	Complex Values Supported
ROI	4-element vector of integers [x y width height], that define a rectangular area in which to draw the shapes. The first two elements represent the one-based coordinates of the upper-left corner of the area. The second two elements represent the width and height of the area.	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• 8-, 16-, and 32-bit signed integer</li> <li>• 8-, 16-, and 32-bit unsigned integer</li> </ul>	No
Clr	<p>This port can be used to dynamically specify shape color.</p> <p><math>P</math>-element vector or an <math>M</math>-by-<math>P</math> matrix, where <math>M</math> is the number of shapes, and <math>P</math>, the number of color planes.</p> <p>You can specify a color (RGB), for each shape, or specify one color for all shapes.</p>	Same as Image port	No
Output	Scalar, vector, or matrix of pixel values that contain the shape(s)	Same as Image port	No

## Drawing Shapes and Lines

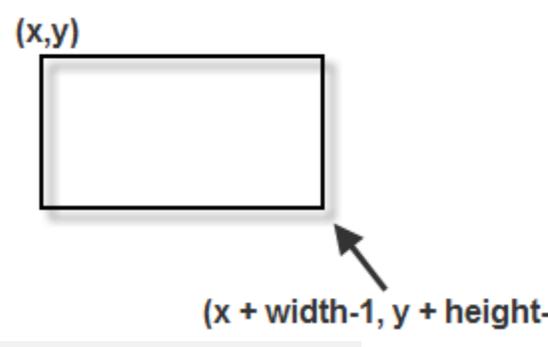
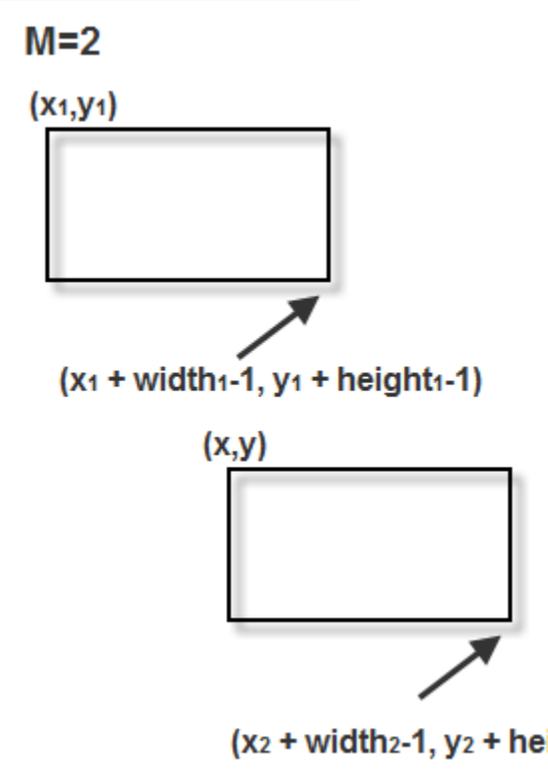
Use the **Shape** parameter and **Pts** port to draw the following shapes or lines:

- Drawing Rectangles on page 343
- Drawing Lines and Polylines on page 345
- Drawing Polygons on page 347
- Drawing Circles on page 349

## Drawing Rectangles

The Draw Shapes block lets you draw one or more rectangles. Set the **Shape** parameter to **Rectangles**, and then follow the instructions in the table to specify the input to the Pts port to obtain the desired number of rectangles.

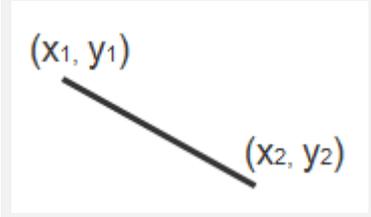
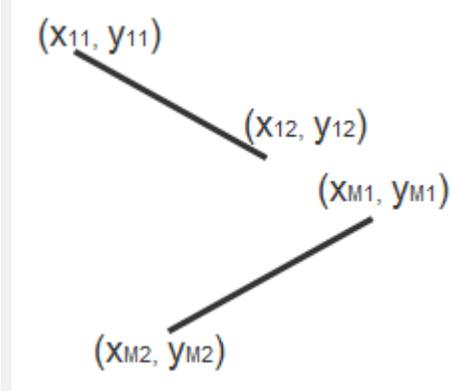
# Draw Shapes

Shape	Input to the Pts Port	Drawn Shape
Single Rectangle	<p>Four-element row vector  <math>[x \ y \ width \ height]</math> where</p> <ul style="list-style-type: none"> <li><math>x</math> and <math>y</math> are the one-based coordinates of the upper-left corner of the rectangle.</li> <li><math>width</math> and <math>height</math> are the width, in pixels, and height, in pixels, of the rectangle. The values of <math>width</math> and <math>height</math> must be greater than 0.</li> </ul>	 <p><math>(x,y)</math></p> <p><math>(x + width - 1, y + height - 1)</math></p>
M Rectangles	<p><math>M</math>-by-4 matrix</p> $\begin{bmatrix} x_1 & y_1 & width_1 & height_1 \\ x_2 & y_2 & width_2 & height_2 \\ \vdots & \vdots & \vdots & \vdots \\ x_M & y_M & width_M & height_M \end{bmatrix}$ <p>where each row of the matrix corresponds to a different rectangle and is of the same form as the vector for a single rectangle.</p>	 <p><math>M=2</math></p> <p><math>(x_1, y_1)</math></p> <p><math>(x_1 + width_1 - 1, y_1 + height_1 - 1)</math></p> <p><math>(x, y)</math></p> <p><math>(x_2 + width_2 - 1, y_2 + height_2 - 1)</math></p>

For an example of how to use the Draw Shapes block to draw a rectangle, see “Track an Object Using Correlation”.

## Drawing Lines and Polylines

The Draw Shapes block lets you draw either a single line, or one or more polylines. You can draw a polyline with a series of connected line segments. Set the **Shape** parameter to **Lines**, and then follow the instructions in the table to specify the input to the Pts port to obtain the desired shape.

Shape	Input to the Pts Port	Drawn Shape
Single Line	Four-element row vector $[x_1 \ y_1 \ x_2 \ y_2]$ where <ul style="list-style-type: none"> <li><math>x_1</math> and <math>y_1</math> are the coordinates of the beginning of the line.</li> <li><math>x_2</math> and <math>y_2</math> are the coordinates of the end of the line.</li> </ul>	
M Lines	M-by-4 matrix $\begin{bmatrix} x_{11} & y_{11} & x_{12} & y_{12} \\ x_{21} & y_{21} & x_{22} & y_{22} \\ \vdots & \vdots & \vdots & \vdots \\ x_{M1} & y_{M1} & x_{M2} & y_{M2} \end{bmatrix}$ where each row of the matrix corresponds to a different line and is of the same form as the vector for a single line.	

# Draw Shapes

Shape	Input to the Pts Port	Drawn Shape
Single Polyline with $(L-1)$ Segments	<p>Vector of size <math>2L</math>, where <math>L</math> is the number of vertices, with format, <math>[x_1, y_1, x_2, y_2, \dots, x_L, y_L]</math>.</p> <ul style="list-style-type: none"> <li><math>x_1</math> and <math>y_1</math> are the coordinates of the beginning of the first line segment.</li> <li><math>x_2</math> and <math>y_2</math> are the coordinates of the end of the first line segment and the beginning of the second line segment.</li> <li><math>x_L</math> and <math>y_L</math> are the coordinates of the end of the <math>(L-1)^{\text{th}}</math> line segment.</li> </ul> <p>The polyline always contains <math>(L-1)</math> number of segments because the first and last vertex points do not connect. The block produces an error message when the number of rows is less than two or not a multiple of two.</p>	<p><math>L=5</math></p>

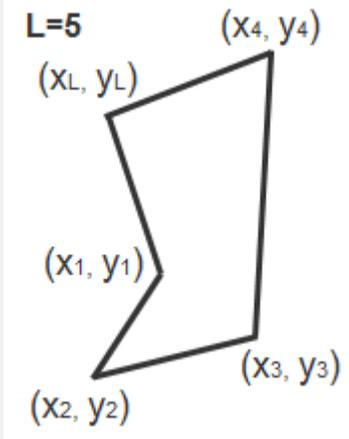
<p><math>M</math> Polylines with <math>(L-1)</math> Segments</p>	<p><math>2L</math>-by-<math>N</math> matrix</p> $  \begin{bmatrix}  x_{11} & y_{11} & x_{12} & y_{12} & \cdots & x_{1L} & y_{1L} \\  x_{21} & y_{21} & x_{22} & y_{22} & \cdots & x_{2L} & y_{2L} \\  \vdots & \vdots & \vdots & \vdots & \ddots & \vdots & \vdots \\  x_{M1} & y_{M1} & x_{M2} & y_{M2} & \cdots & x_{ML} & y_{ML}  \end{bmatrix}  $ <p>where each row of the matrix corresponds to a different polyline and is of the same form as the vector for a single polyline. When you require one polyline to contain less than <math>(L-1)</math> number of segments, fill the matrix by repeating the coordinates of the last vertex.</p> <p>The block produces an error message if the number of rows is less than two or not a multiple of two.</p>	<p><math>M=3, L=5</math></p>
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If you select the **Use antialiasing** check box, the block applies an edge smoothing algorithm.

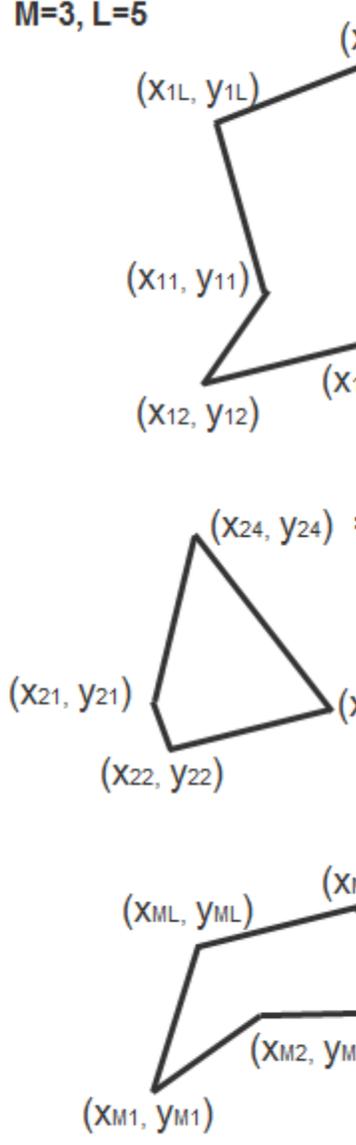
For examples of how to use the Draw Shapes block to draw a line, see “Detect Lines in Images” and “Measure Angle Between Lines”.

## Drawing Polygons

The Draw Shapes block lets you draw one or more polygons. Set the **Shape** parameter to **Polygons**, and then follow the instructions in the table to specify the input to the Pts port to obtain the desired number of polygons.

Shape	Input to the Pts Port	Drawn Shape
Single Polygon with $L$ line segments	<p>Row vector of size <math>2L</math>, where <math>L</math> is the number of vertices, with format, <math>[x_1 \ y_1 \ x_2 \ y_2 \ \dots \ x_L \ y_L]</math> where</p> <ul style="list-style-type: none"> <li><math>x_1</math> and <math>y_1</math> are the coordinates of the beginning of the first line segment.</li> <li><math>x_2</math> and <math>y_2</math> are the coordinates of the end of the first line segment and the beginning of the second line segment.</li> <li><math>x_L</math> and <math>y_L</math> are the coordinates of the end of the <math>(L-1)^{\text{th}}</math> line segment and the beginning of the <math>L^{\text{th}}</math> line segment.</li> </ul> <p>The block connects <math>[x_1 \ y_1]</math> to <math>[x_L \ y_L]</math> to complete the polygon. The block</p>	 <p>The diagram shows a closed polygon with five vertices. The vertices are labeled with their coordinates: <math>(x_1, y_1)</math>, <math>(x_2, y_2)</math>, <math>(x_3, y_3)</math>, <math>(x_4, y_4)</math>, and <math>(x_L, y_L)</math>. The text "L=5" is displayed in the upper left corner of the diagram area.</p>

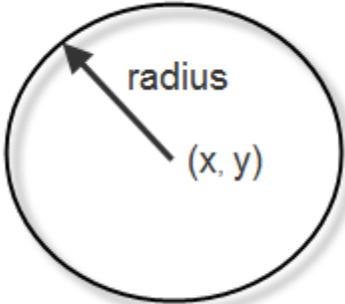
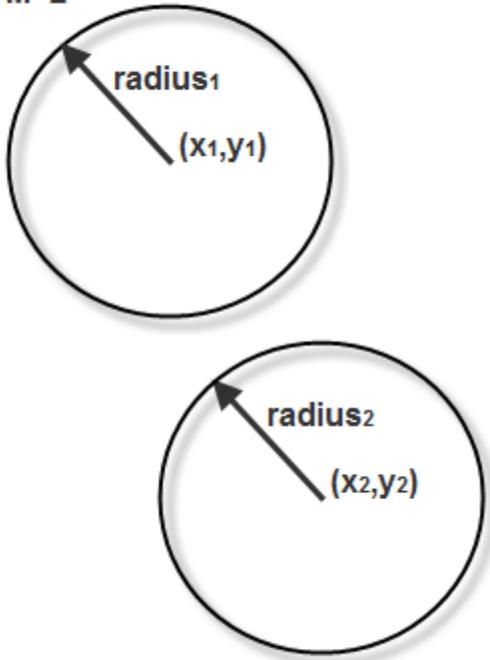
# Draw Shapes

Shape	Input to the Pts Port	Drawn Shape
	<p>produces an error if the number of rows is negative or not a multiple of two.</p>	
<p><math>M</math> Polygons with the largest number of line segments in any line being <math>L</math></p>	<p><math>M</math>-by-<math>2L</math> matrix</p> $\begin{bmatrix} x_{11} & y_{11} & x_{12} & y_{12} & \cdots & x_{1L} & y_{1L} \\ x_{21} & y_{21} & x_{22} & y_{22} & \cdots & x_{2L} & y_{2L} \\ \vdots & \vdots & \vdots & \vdots & \ddots & \vdots & \vdots \\ x_{M1} & y_{M1} & x_{M2} & y_{M2} & \cdots & x_{ML} & y_{ML} \end{bmatrix}$ <p>where each row of the matrix corresponds to a different polygon and is of the same form as the vector for a single polygon. If some polygons are shorter than others, repeat the ending coordinates to fill the polygon matrix.</p> <p>The block produces an error message if the number of rows is less than two or is not a multiple of two.</p>	<p><b>M=3, L=5</b></p> 

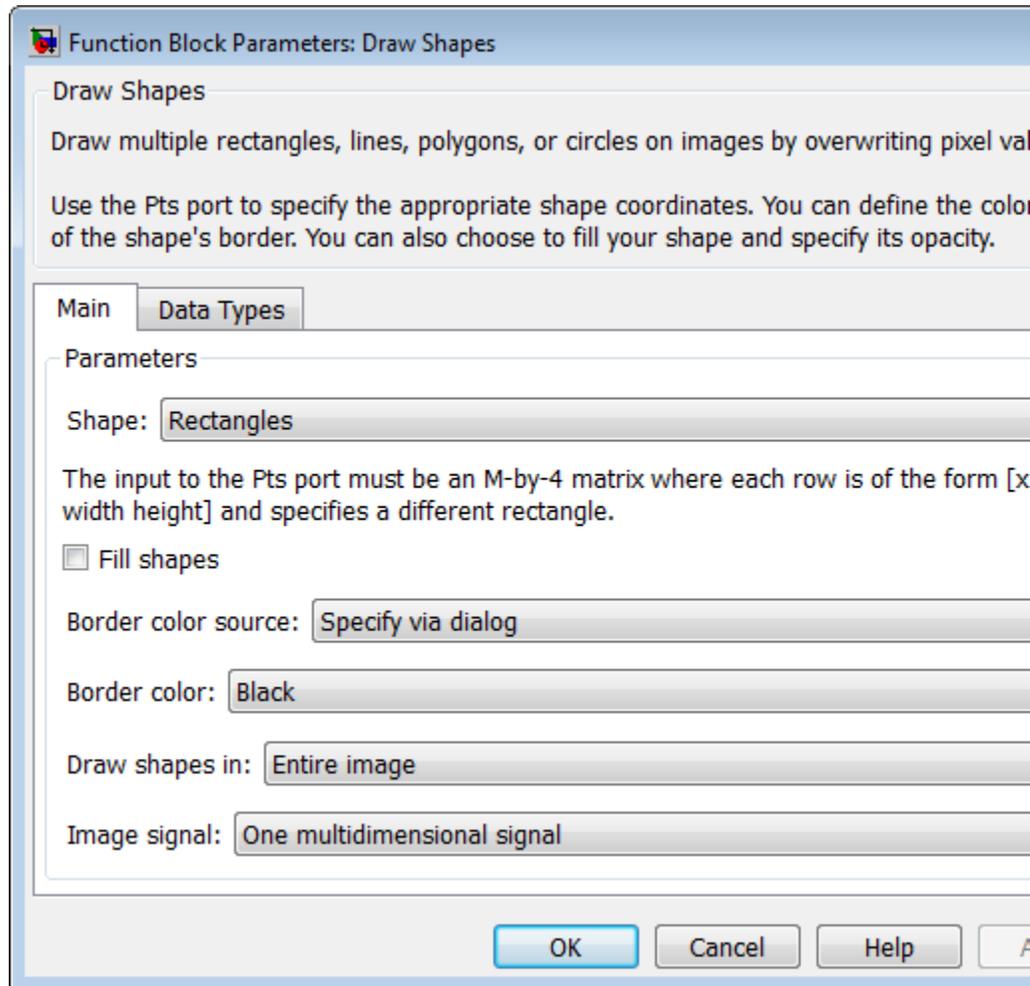
## Drawing Circles

The Draw Shapes block lets you draw one or more circles. Set the **Shape** parameter to **Circles**, and then follow the instructions in the table to specify the input to the Pts port to obtain the desired number of circles.

# Draw Shapes

Shape	Input to the Pts Port	Drawn Shape
Single Circle	<p>Three-element row vector  <math>[x \ y \ radius]</math> where</p> <ul style="list-style-type: none"> <li><math>x</math> and <math>y</math> are coordinates for the center of the circle.</li> <li><math>radius</math> is the radius of the circle, which must be greater than 0.</li> </ul>	 <p>A diagram showing a single circle. An arrow points from the center, labeled <math>(x, y)</math>, to the circumference, labeled <math>radius</math>.</p>
<p><math>M</math> Circles</p> $\begin{bmatrix} x_1 & y_1 & radius_1 \\ x_2 & y_2 & radius_2 \\ \vdots & \vdots & \vdots \\ x_M & y_M & radius_M \end{bmatrix}$ <p>where each row of the matrix corresponds to a different circle and is of the same form as the vector for a single circle.</p>	<p><math>M</math>-by-3 matrix</p>	<p><math>M=2</math></p>  <p>A diagram showing two circles. The top circle has center <math>(x_1, y_1)</math> and radius <math>radius_1</math>. The bottom circle has center <math>(x_2, y_2)</math> and radius <math>radius_2</math>.</p>

## Dialog Box



### Shape

Specify the type of shape(s) to draw. Your choices are Rectangles, Lines, Polygons, or Circles.

# Draw Shapes

---

The block performs a smoothing algorithm when you select the **Use antialiasing** check box with either Lines, Polygons, or Circles. The block uses an algorithm similar to the poly2mask function to determine which subpixels to draw.

## Fill shapes

Fill the shape with an intensity value or a color.

When you select this check box, the **Fill color source**, **Fill color** and **Opacity factor (between 0 and 1)** parameters appear in the dialog box.

---

**Note** If you are generating code and you select the **Fill shapes** check box, the word length of the block input(s) cannot exceed 16 bits.

---

When you do not select the **Fill shapes** check box, the **Border color source**, and **Border color** parameters are available.

## Fill color source

Specify source for fill color value to either Specify via dialog or Input port. This parameter appears when you select the **Fill shapes** check box. When you select Input port, the color input port **clr** appears on the block.

## Fill color

Specify the fill color for shape. You can specify either Black, White, or User-specified value. When you select User-specified value, the **Color value(s)** parameter appears in the dialog box. This parameter is visible if you select the **Fill shapes** check box.

## Border color source

Specify source for the border color value to either Specify via dialog or Input port. Border color options are visible when the fill shapes options are not selected. This appears when you select the **Fill shapes** check box. When you select Input port, the color input port **clr** appears on the block.

## Border color

Specify the appearance of the shape's border. You can specify either **Black**, **White**, or **User-specified** value. If you select **User-specified** value, the **Color value(s)** parameter appears in the dialog box. This parameter appears when you clear the **Fill shapes** check box.

## Color value(s)

Specify an intensity or color value for the shape's border or fill. This parameter applies when you set the **Border color** or **Fill color** parameter to **User-specified** value. This parameter is tunable.

The following table describes what to enter for the color value based on the block input and the number of shapes you are drawing.

Block Input	Color Value(s) for Drawing One Shape or Multiple Shapes with the Same Color	Color Value(s) for Drawing Multiple Shapes with Unique Color
Intensity image	Scalar intensity value	$R$ -element vector where $R$ is the number of shapes
Color image	$P$ -element vector where $P$ is the number of color planes	$R$ -by- $P$ matrix where $P$ is the number of color planes and $R$ is the number of shapes

For each value in the **Color Value(s)** parameter, enter a number between the minimum and maximum values that can be represented by the data type of the input image. If you enter a value outside this range, the block produces an error message.

# Draw Shapes

---

## Opacity factor (between 0 and 1)

Specify the opacity of the shading inside the shape, where 0 is transparent and 1 is opaque. This parameter is visible if you select the **Fill shapes** check box.

The following table describes what to enter for this parameter based on the block input and the number of shapes you are drawing. This parameter applies when you select the Filled check box.

Opacity Factor value for Drawing One Shape or Multiple Shapes with the Same Color	Opacity Factor value for Drawing Multiple Shapes with Unique Color
Scalar intensity value	$R$ -element vector where $R$ is the number of shapes

## Draw shapes in

Specify the type of area in which to draw shapes. You can define one of the following:

- Entire image, enables you to draw shapes in the entire image.
- Specify region of interest via port. When you select this option, the ROI port appears on the block. Enter a four-element vector of integer values, [x y width height], where [x y] are the coordinates of the upper-left corner of the area.

---

**Note** If you specify values that are outside the image, the block sets the values to the image boundaries.

---

## Use antialiasing

Perform a smoothing algorithm on the line, polygon, or circle.

This parameter is visible if, for the **Shape** parameter, you select Lines, Polygons, or Circles.

## Image signal

Specify how to input and output a color video signal. Select one of the following:

- One multidimensional signal, the block accepts an  $M$ -by- $N$ -by- $P$  color video signal, where  $P$  is the number of color planes, at one port.
- Separate color signals, additional ports appear on the block. Each port accepts one  $M$ -by- $N$  plane of an RGB video stream.

## See Also

Draw Markers

Computer Vision System Toolbox software

Insert Text

Computer Vision System Toolbox software

# Draw Shapes (To Be Removed)

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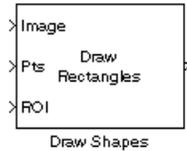
## Purpose

Draw rectangles, lines, polygons, or circles on images

## Library

Text & Graphics

## Description



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**Note** This Draw Shapes block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated Draw Shapes block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

See the Draw Shapes documentation to view the reference material related to the obsolete block.

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**Purpose** Find edges of objects in images using Sobel, Prewitt, Roberts, or Canny method

**Library** Analysis & Enhancement  
visionanalysis

**Description** If, for the **Method** parameter, you select Sobel, Prewitt, or Roberts, the Edge Detection block finds the edges in an input image by approximating the gradient magnitude of the image. The block convolves the input matrix with the Sobel, Prewitt, or Roberts kernel. The block outputs two gradient components of the image, which are the result of this convolution operation. Alternatively, the block can perform a thresholding operation on the gradient magnitudes and output a binary image, which is a matrix of Boolean values. If a pixel value is 1, it is an edge.

If, for the **Method** parameter, you select Canny, the Edge Detection block finds edges by looking for the local maxima of the gradient of the input image. It calculates the gradient using the derivative of the Gaussian filter. The Canny method uses two thresholds to detect strong and weak edges. It includes the weak edges in the output only if they are connected to strong edges. As a result, the method is more robust to noise, and more likely to detect true weak edges.

Port	Input/Output	Supported Data Types	Complex Values Supported
I	Matrix of intensity values	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point (not supported for the Canny method)</li><li>• 8-, 16-, 32-bit signed integer (not supported for the Canny method)</li></ul>	No

# Edge Detection

Port	Input/Output	Supported Data Types	Complex Values Supported
		<ul style="list-style-type: none"><li>8-, 16-, 32-bit unsigned integer (not supported for the Canny method)</li></ul>	
Th	Matrix of intensity values	Same as I port	No
Edge	Matrix that represents a binary image	Boolean	No
Gv	Matrix of gradient values in the vertical direction	Same as I port	No
Gh	Matrix of gradient values in the horizontal direction	Same as I port	No
G45	Matrix of gradient values	Same as I port	No
G135	Matrix of gradient values	Same as I port	No

The output of the Gv, Gh, G45, and G135 ports is the same data type as the input to the I port. The input to the Th port must be the same data type as the input to the I port.

Use the **Method** parameter to specify which algorithm to use to find edges. You can select `Sobel`, `Prewitt`, `Roberts`, or `Canny` to find edges using the Sobel, Prewitt, Roberts, or Canny method.

## Sobel, Prewitt, and Roberts Methods

Use the **Output type** parameter to select the format of the output. If you select `Binary image`, the block outputs a Boolean matrix at the Edge port. The nonzero elements of this matrix correspond to the edge pixels and the zero elements correspond to the background pixels. If you select `Gradient components` and, for the **Method** parameter, you

select **Sobel** or **Prewitt**, the block outputs the gradient components that correspond to the horizontal and vertical edge responses at the **Gh** and **Gv** ports, respectively. If you select **Gradient components** and, for the **Method** parameter, you select **Roberts**, the block outputs the gradient components that correspond to the 45 and 135 degree edge responses at the **G45** and **G135** ports, respectively. If you select **Binary image and gradient components**, the block outputs both the binary image and the gradient components of the image.

Select the **User-defined threshold** check box to define a threshold values or values. If you clear this check box, the block computes the threshold for you.

Use the **Threshold source** parameter to specify how to enter your threshold value. If you select **Specify via dialog**, the **Threshold** parameter appears in the dialog box. Enter a threshold value that is within the range of your input data. If you choose **Input port**, use input port **Th** to specify a threshold value. This value must have the same data type as the input data. Gradient magnitudes above the threshold value correspond to edges.

The Edge Detection block computes the automatic threshold using the mean of the gradient magnitude squared image. However, you can adjust this threshold using the **Threshold scale factor (used to automatically calculate threshold value)** parameter. The block multiplies the value you enter with the automatic threshold value to determine a new threshold value.

Select the **Edge thinning** check box to reduce the thickness of the edges in your output image. This option requires additional processing time and memory resources.

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**Note** This block is most efficient in terms of memory usage and processing time when you clear the **Edge thinning** check box and use the **Threshold** parameter to specify a threshold value.

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# Edge Detection

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## Canny Method

Select the **User-defined threshold** check box to define the low and high threshold values. If you clear this check box, the block computes the threshold values for you.

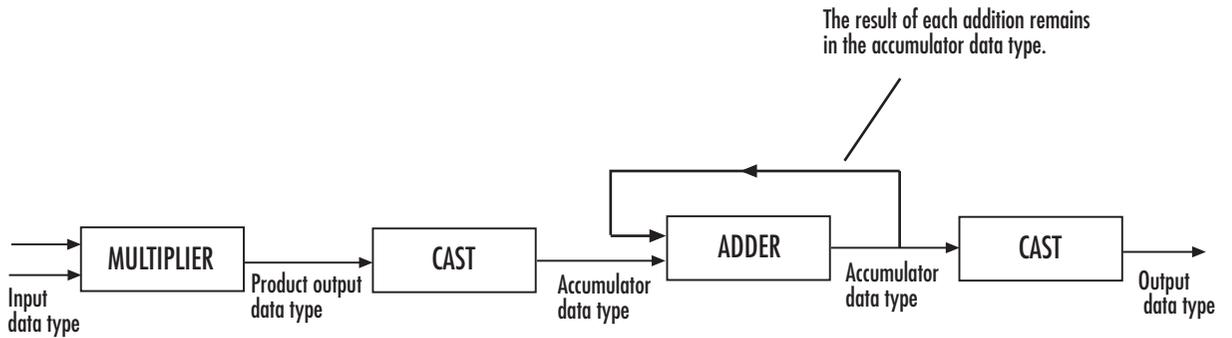
Use the **Threshold source** parameter to specify how to enter your threshold values. If you select **Specify via dialog**, the **Threshold [low high]** parameter appears in the dialog box. Enter the threshold values. If a pixel's magnitude in the gradient image, which is formed by convolving the input image with the derivative of the Gaussian filter, exceeds the high threshold, then the pixel corresponds to a strong edge. Any pixel connected to a strong edge and having a magnitude greater than the low threshold corresponds to a weak edge. If, for the **Threshold source** parameter, you choose **Input port**, use input port **Th** to specify a two-element vector of threshold values. These values must have the same data type as the input data.

The Edge Detection block computes the automatic threshold values using an approximation of the number of weak and nonedge image pixels. Enter this approximation for the **Approximate percentage of weak edge and nonedge pixels (used to automatically calculate threshold values)** parameter.

Use the **Standard deviation of Gaussian filter** parameter to define the Gaussian filter whose derivative is convolved with the input image.

## Fixed-Point Data Types

The following diagram shows the data types used in the Edge Detection block for fixed-point signals.

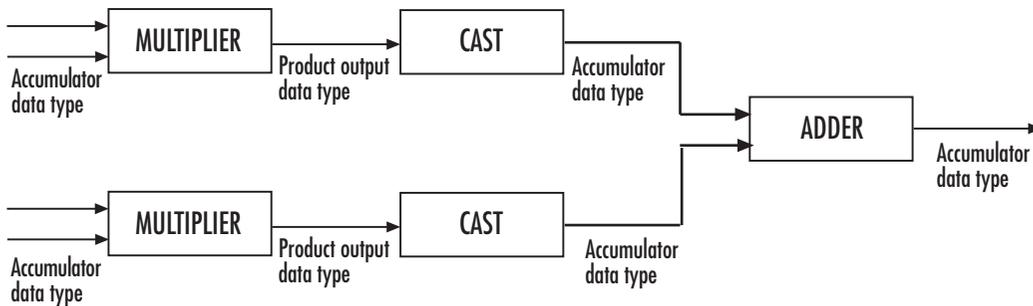


The block squares the threshold and compares it to the sum of the squared gradients to avoid using square roots.

Threshold:



Gradients:

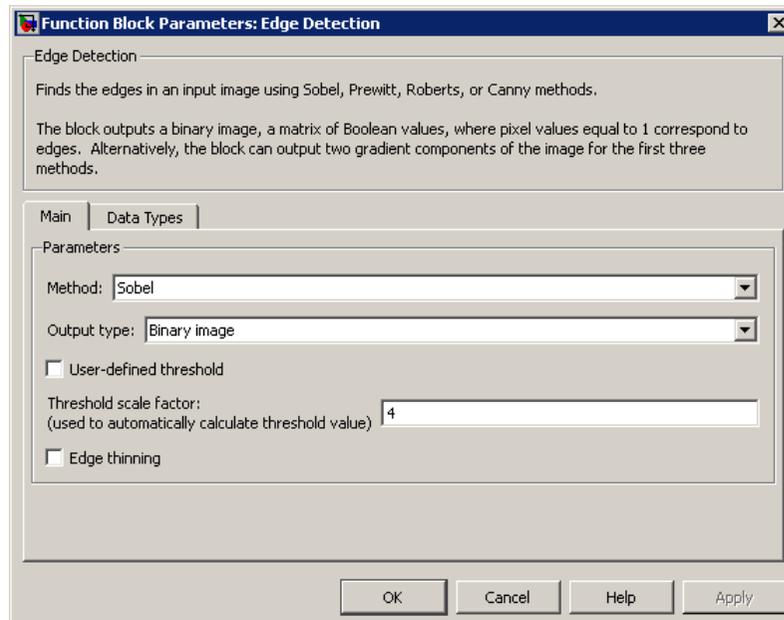


# Edge Detection

You can set the product output and accumulator data types in the block mask as discussed in the next section.

## Dialog Box

The **Main** pane of the Edge Detection dialog box appears as shown in the following figure.



### Method

Select the method by which to perform edge detection. Your choices are Sobel, Prewitt, Roberts, or Canny.

### Output type

Select the desired form of the output. If you select **Binary image**, the block outputs a matrix that is filled with ones, which correspond to edges, and zeros, which correspond to the background. If you select **Gradient components** and, for the **Method** parameter, you select Sobel or Prewitt, the block outputs the gradient components that correspond to the horizontal

and vertical edge responses. If you select **Gradient components** and, for the **Method** parameter, you select **Roberts**, the block outputs the gradient components that correspond to the 45 and 135 degree edge responses. If you select **Binary image and gradient components**, the block outputs both the binary image and the gradient components of the image. This parameter is visible if, for the **Method** parameter, you select **Sobel**, **Prewitt**, or **Roberts**.

### User-defined threshold

If you select this check box, you can enter a desired threshold value. If you clear this check box, the block computes the threshold for you. This parameter is visible if, for the **Method** parameter, you select **Sobel**, **Prewitt**, or **Roberts**, and, for the **Output type** parameter, you select **Binary image** or **Binary image and gradient components**. This parameter is also visible if, for the **Method** parameter, you select **Canny**.

### Threshold source

If you select **Specify via dialog**, enter your threshold value in the dialog box. If you choose **Input port**, use the **Th** input port to specify a threshold value that is the same data type as the input data. This parameter is visible if you select the **User-defined threshold** check box.

### Threshold

Enter a threshold value that is within the range of your input data. This parameter is visible if, for the **Method** parameter, you select **Sobel**, **Prewitt**, or **Roberts**, you select the **User-defined threshold** check box, and, for **Threshold source** parameter, you select **Specify via dialog**.

### Threshold [low high]

Enter the low and high threshold values that define the weak and strong edges. This parameter is visible if, for the **Method** parameter, you select **Canny**. Then you select the **User-defined threshold** check box, and, for **Threshold source** parameter, you select **Specify via dialog**. Tunable.

# Edge Detection

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## **Threshold scale factor (used to automatically calculate threshold value)**

Enter a multiplier that is used to adjust the calculation of the automatic threshold. This parameter is visible if, for the **Method** parameter, you select Sobel, Prewitt, or Roberts, and you clear the **User-defined threshold** check box. Tunable.

## **Edge thinning**

Select this check box if you want the block to perform edge thinning. This option requires additional processing time and memory resources. This parameter is visible if, for the **Method** parameter, you select Sobel, Prewitt, or Roberts, and for the **Output type** parameter, you select Binary image or Binary image and gradient components.

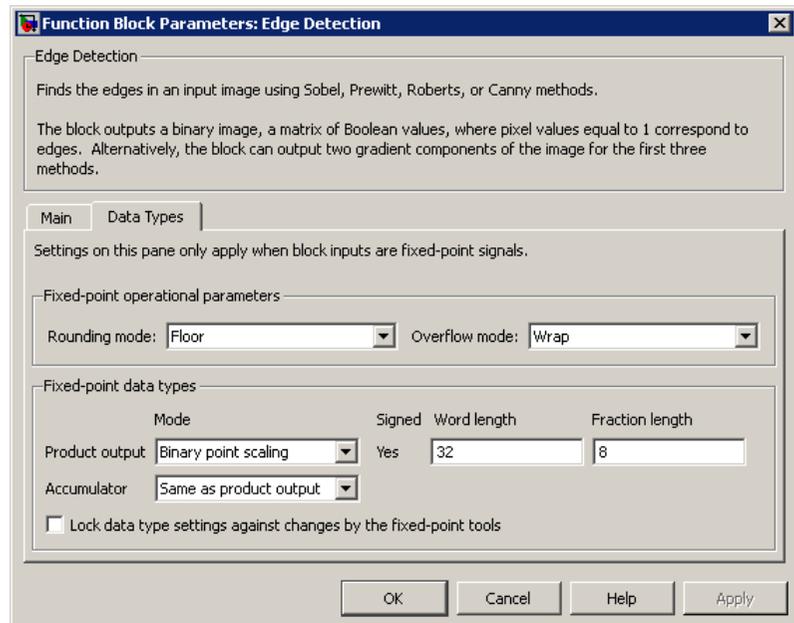
## **Approximate percentage of weak edge and nonedge pixels (used to automatically calculate threshold values)**

Enter the approximate percentage of weak edge and nonedge image pixels. The block computes the automatic threshold values using this approximation. This parameter is visible if, for the **Method** parameter, you select Canny. Tunable.

## **Standard deviation of Gaussian filter**

Enter the standard deviation of the Gaussian filter whose derivative is convolved with the input image. This parameter is visible if, for the **Method** parameter, you select Canny.

The **Data Types** pane of the Edge Detection dialog box appears as shown in the following figure.



## **Rounding mode**

Select the rounding mode for fixed-point operations.

## **Overflow mode**

Select the overflow mode for fixed-point operations.

# Edge Detection

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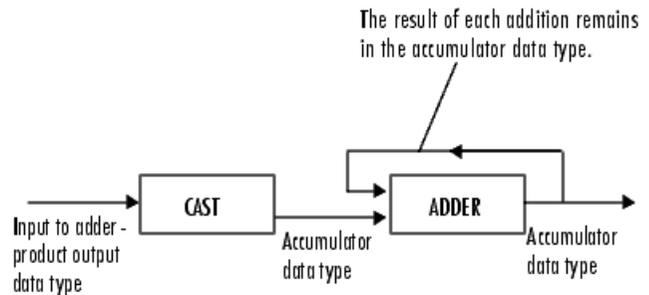
## Product output



Here, the internal coefficients are the Sobel, Prewitt, or Roberts masks. As depicted in the previous figure, the output of the multiplier is placed into the product output data type and scaling. Use this parameter to specify how to designate this product output word and fraction lengths.

- When you select **Same as first input**, these characteristics match those of the first input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the product output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the product output. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Accumulator



As depicted in the previous figure, inputs to the accumulator are cast to the accumulator data type. The output of the adder remains in the accumulator data type as each element of the input is added to it. Use this parameter to specify how to designate this accumulator word and fraction lengths.

- When you select **Same as product output**, these characteristics match those of the product output.
- When you select **Same as first input**, these characteristics match those of the first input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the accumulator, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the accumulator. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Gradients

Choose how to specify the word length and fraction length of the outputs of the Gv and Gh ports. This parameter is visible if, for the **Output type** parameter, you choose **Gradient components** or **Binary image and gradient components**:

- When you select **Same as accumulator**, these characteristics match those of the accumulator.

# Edge Detection

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- When you select `Same as product output`, these characteristics match those of the product output.
- When you select `Same as first input`, these characteristics match those of the first input to the block.
- When you select `Binary point scaling`, you can enter the word length and the fraction length of the output, in bits.
- When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the output. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## **Lock data type settings against change by the fixed-point tools**

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## **References**

- [1] Gonzales, Rafael C. and Richard E. Woods. *Digital Image Processing, 2nd ed.* Englewood Cliffs, NJ: Prentice-Hall, 2002.
- [2] Pratt, William K. *Digital Image Processing, 2nd ed.* New York: John Wiley & Sons, 1991.

## **See Also**

`edge`

Image Processing Toolbox

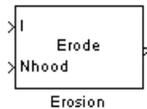
**Purpose**

Find local minima in binary or intensity images

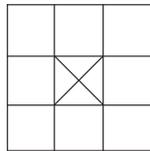
**Library**

Morphological Operations

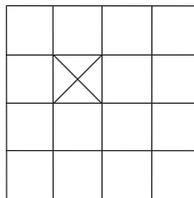
visionmorphops

**Description**

The Erosion block slides the neighborhood or structuring element over an image, finds the local minima, and creates the output matrix from these minimum values. If the neighborhood or structuring element has a center element, the block places the minima there, as illustrated in the following figure.



If the neighborhood or structuring element does not have an exact center, the block has a bias toward the upper-left corner and places the minima there, as illustrated in the following figure.



This block uses flat structuring elements only.

# Erosion

Port	Input/Output	Supported Data Types	Complex Values Supported
I	Vector or matrix of intensity values	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• Boolean</li><li>• 8-, 16-, and 32-bit signed integer</li><li>• 8-, 16-, and 32-bit unsigned integer</li></ul>	No
Nhood	Matrix or vector of 1s and 0s that represents the neighborhood values	Boolean	No
Output	Vector or matrix of intensity values that represents the eroded image	Same as I port	No

The output signal is the same data type as the input to the I port.

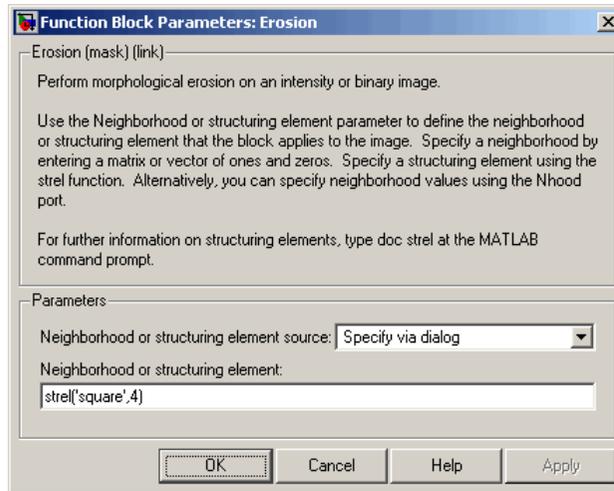
Use the **Neighborhood or structuring element source** parameter to specify how to enter your neighborhood or structuring element values. If you select **Specify via dialog**, the **Neighborhood or structuring element** parameter appears in the dialog box. If you select **Input port**, the Nhood port appears on the block. Use this port to enter your neighborhood values as a matrix or vector of 1s and 0s. You can only specify a structuring element using the dialog box.

Use the **Neighborhood or structuring element** parameter to define the neighborhood or structuring element that the block applies to the image. Specify a neighborhood by entering a matrix or vector of 1s and 0s. Specify a structuring element with the `strel` function from the Image Processing Toolbox. If the structuring element is decomposable into smaller elements, the block executes at higher speeds due to the

use of a more efficient algorithm. If you enter an array of STREL objects, the block applies each object to the entire matrix in turn.

## Dialog Box

The Erosion dialog box appears as shown in the following figure.



### Neighborhood or structuring element source

Specify how to enter your neighborhood or structuring element values. Select **Specify via dialog** to enter the values in the dialog box. Select **Input port** to use the Nhood port to specify the neighborhood values. You can only specify a structuring element using the dialog box.

### Neighborhood or structuring element

If you are specifying a neighborhood, this parameter must be a matrix or vector of 1s and 0s. If you are specifying a structuring element, use the `strel` function from the Image Processing Toolbox. This parameter is visible if, for the **Neighborhood or structuring element source** parameter, you select **Specify via dialog**.

# Erosion

---

## References

[1] Soille, Pierre. *Morphological Image Analysis. 2nd ed.* New York: Springer, 2003.

## See Also

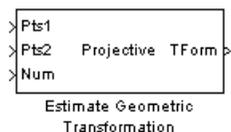
Bottom-hat	Computer Vision System Toolbox software
Closing	Computer Vision System Toolbox software
Dilation	Computer Vision System Toolbox software
Label	Computer Vision System Toolbox software
Opening	Computer Vision System Toolbox software
Top-hat	Computer Vision System Toolbox software
imerode	Image Processing Toolbox software
strel	Image Processing Toolbox software

# Estimate Geometric Transformation

**Purpose** Estimate geometric transformation from matching point pairs

**Library** Geometric Transformations  
visiongeotforms

## Description



Use the Estimate Geometric Transformation block to find the transformation matrix which maps the greatest number of point pairs between two images. A *point pair* refers to a point in the input image and its related point on the image created using the transformation matrix. You can select to use the RANdom SAMple Consensus (RANSAC) or the Least Median Squares algorithm to exclude outliers and to calculate the transformation matrix. You can also use all input points to calculate the transformation matrix.

Port	Input/Output	Supported Data Types	Complex Values Supported
<b>Pts1/Pts2</b>	$M$ -by-2 Matrix of one-based [x y] point coordinates, where $M$ represents the number of points.	<ul style="list-style-type: none"><li>• Double</li><li>• Single</li><li>• 8, 16, 32-bit signed integer</li><li>• 8, 16, 32-bit unsigned integer</li></ul>	No
<b>Num</b>	Scalar value that represents the number of valid points in <b>Pts1</b> and <b>Pts 2</b> .	<ul style="list-style-type: none"><li>• 8, 16, 32-bit signed integer</li><li>• 8, 16, 32-bit unsigned integer</li></ul>	No

# Estimate Geometric Transformation

Port	Input/Output	Supported Data Types	Complex Values Supported
TForm	3-by-2 or 3-by-3 transformation matrix.	<ul style="list-style-type: none"> <li>• Double</li> <li>• Single</li> </ul>	No
Inlier	$M$ -by-1 vector indicating which points have been used to calculate TForm.	Boolean	No

Ports Pts1 and Pts2 are the points on two images that have the same data type. The block outputs the same data type for the transformation matrix

When Pts1 and Pts2 are single or double, the output transformation matrix will also have single or double data type. When Pts1 and Pts2 images are built-in integers, the option is available to set the transformation matrix data type to either Single or Double. The TForm output provides the transformation matrix. The Inlier output port provides the Inlier points on which the transformation matrix is based. This output appears when you select the **Output Boolean signal indication which point pairs are inliers** checkbox.

## RANSAC and Least Median Squares Algorithms

The RANSAC algorithm relies on a distance threshold. A pair of points,  $p_i^a$  (image  $a$ , Pts1) and  $p_i^b$  (image  $b$ , Pts 2) is an inlier only when the distance between  $p_i^b$  and the projection of  $p_i^a$  based on the transformation matrix falls within the specified threshold. The distance metric used in the RANSAC algorithm is as follows:

$$d = \sum_{i=1}^{Num} \min(D(p_i^b, \Psi(p_i^a : H)), t)$$

# Estimate Geometric Transformation

The Least Median Squares algorithm assumes at least 50% of the point pairs can be mapped by a transformation matrix. The algorithm does not need to explicitly specify the distance threshold. Instead, it uses the median distance between all input point pairs. The distance metric used in the Least Median of Squares algorithm is as follows:

$$d = \text{median}(D(p_1^b, \psi(p_1^a : H)), D(p_2^b, \psi(p_2^a : H)), \dots, D(p_{Num}^b, \psi(p_N^a : H)))$$

For both equations:

$p_i^a$  is a point in image  $a$  (Pts1)

$p_i^b$  is a point in image  $b$  (Pts2)

$\psi(p_i^a : H)$  is the projection of a point on image  $a$  based on transformation matrix  $H$

$D(p_i^b, p_j^b)$  is the distance between two point pairs on image  $b$

$t$  is the threshold

$Num$  is the number of points

The smaller the distance metric, the better the transformation matrix and therefore the more accurate the projection image.

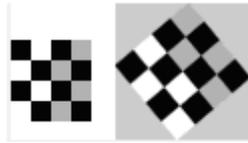
## Transformations

The Estimate Geometric Transformation block supports Nonreflective similarity, affine, and projective transformation types, which are described in this section.

**Nonreflective similarity** transformation supports translation, rotation, and isotropic scaling. It has four degrees of freedom and requires two pairs of points.

# Estimate Geometric Transformation

---



The transformation matrix is: 
$$H = \begin{bmatrix} h_1 & -h_2 \\ h_2 & h_1 \\ h_3 & h_4 \end{bmatrix}$$

The projection of a point  $[x \ y]$  by  $H$  is:  $[\hat{x} \ \hat{y}] = [x \ y \ 1]H$

**Affine** transformation supports nonisotropic scaling in addition to all transformations that the nonreflective similarity transformation supports. It has six degrees of freedom that can be determined from three pairs of noncollinear points.



The transformation matrix is: 
$$H = \begin{bmatrix} h_1 & h_4 \\ h_2 & h_5 \\ h_3 & h_6 \end{bmatrix}$$

The projection of a point  $[x \ y]$  by  $H$  is:  $[\hat{x} \ \hat{y}] = [x \ y \ 1]H$

**Projective** transformation supports tilting in addition to all transformations that the affine transformation supports.



The transformation matrix is: 
$$h = \begin{bmatrix} h_1 & h_4 & h_7 \\ h_2 & h_5 & h_8 \\ h_3 & h_6 & h_9 \end{bmatrix}$$

The projection of a point  $[x \ y]$  by  $H$  is represented by homogeneous coordinates as:  $[\hat{u} \ \hat{v} \ \hat{w}] = [x \ y \ 1]H$

## Distance Measurement

For computational simplicity and efficiency, this block uses algebraic distance. The algebraic distance for a pair of points,  $[x^a \ y^a]^T$  on image  $a$ , and  $[x^b \ y^b]$  on image  $b$ , according to transformation  $H$ , is defined as follows;

For projective transformation:

$$D(p_i^b, \Psi(p_i^a : H)) = ((u^a - w^a x^b)^2 + (v^a - w^a y^b)^2)^{\frac{1}{2}}, \text{ where}$$

$$[\hat{u}^a \ \hat{v}^a \ \hat{w}^a] = [x^a \ y^a \ 1]H$$

For Nonreflective similarity or affine transformation:

$$D(p_i^b, \Psi(p_i^a : H)) = ((x^a - x^b)^2 + (y^a - y^b)^2)^{\frac{1}{2}},$$

$$\text{where } [\hat{x}^a \ \hat{y}^a] = [x^a \ y^a \ 1]H$$

## Algorithm

The block performs a comparison and repeats it  $K$  number of times between successive transformation matrices. If you select the **Find and exclude outliers** option, the RANSAC and Least Median Squares (LMS) algorithms become available. These algorithms calculate and compare a distance metric. The transformation matrix that produces the smaller distance metric becomes the new transformation matrix that the next comparison uses. A final transformation matrix is resolved when either:

- $K$  number of random samplings is performed

# Estimate Geometric Transformation

---

- The RANSAC algorithm, when enough number of inlier point pairs can be mapped, (dynamically updating  $K$ )

The Estimate Geometric Transformation algorithm follows these steps:

**1**

A transformation matrix  $H$  is initialized to zeros

**2**

Set count = 0 (Randomly sampling).

**3**

While count <  $K$ , where  $K$  is total number of random samplings to perform, perform the following;

**a**

Increment the count; count = count + 1.

**b**

Randomly select pair of points from images  $a$  and  $b$ , (2 pairs for Nonreflective similarity, 3 pairs for affine, or 4 pairs for projective).

**c**

Calculate a transformation matrix  $H$ , from the selected points.

**d**

If  $H$  has a distance metric less than that of  $H$ , then replace  $H$  with  $H$ .

(Optional for RANSAC algorithm only)

i.

Update  $K$  dynamically.

ii.

Exit out of sampling loop if enough number of point pairs can be mapped by  $H$ .

**4**

Use all point pairs in images  $a$  and  $b$  that can be mapped by  $H$  to calculate a refined transformation matrix  $H$ .

**5**

Iterative Refinement, (Optional for RANSAC and LMS algorithms)

**a**

Denote all point pairs that can be mapped by  $H$  as inliers.

**b**

Use inlier point pairs to calculate a transformation matrix  $H$ .

**c**

If  $H$  has a distance metric less than that of  $H$ , then replace  $H$  with  $H$ , otherwise exit the loop.

## Number of Random Samplings

The number of random samplings can be specified by the user for the RANSAC and Least Median Squares algorithms. You can use an additional option with the RANSAC algorithm, which calculates this number based on an accuracy requirement. The **Desired Confidence** level drives the accuracy.

The calculated number of random samplings,  $K$  used with the RANSAC algorithm, is as follows:

$$K = \frac{\log(1-p)}{\log(1-q^s)}$$

where

- $p$  is the probability of independent point pairs belonging to the largest group that can be mapped by the same transformation. The

# Estimate Geometric Transformation

---

probability is dynamically calculated based on the number of inliers found versus the total number of points. As the probability increases, the number of samplings,  $K$ , decreases.

- $q$  is the probability of finding the largest group that can be mapped by the same transformation.
- $s$  is equal to the value 2, 3, or 4 for Nonreflective similarity, affine, and projective transformation, respectively.

## **Iterative Refinement of Transformation Matrix**

The transformation matrix calculated from all inliers can be used to calculate a refined transformation matrix. The refined transformation matrix is then used to find a new set of inliers. This procedure can be repeated until the transformation matrix cannot be further improved. This iterative refinement is optional.

# Estimate Geometric Transformation

## Dialog Box

Function Block Parameters: Estimate Geometric Transformation

**Estimate Geometric Transformation**

Find the transformation matrix that maps the largest number of points from Pts1 to Pts2.

The Pts1 and Pts2 inputs specify the location of points in two images. Each row in the arrays has the format [x y]. The points in the arrays must be ordered to form corresponding point pairs.

When the Find and exclude outliers option is selected, the block randomly selects matching point pairs and computes a transformation matrix that fits a specified number of inliers, or until a user-specified criterion is reached. It then refines this transformation matrix by using all inliers found.

**Parameters**

Transformation type:

Find and exclude outliers

Method:

Algebraic distance threshold for determining inliers:

Determine number of random samplings using:

Number of random samplings:

Stop sampling earlier when a specified percentage of point pairs are detected

Perform additional iterative refinement of the transformation matrix

**Outputs**

Output Boolean signal indicating which point pairs are inliers

When Pts1 and Pts2 are built-in integers, set transformation matrix data type to:

Allow variable-size signal input

# Estimate Geometric Transformation

---

## **Transformation Type**

Specify transformation type, either Nonreflective similarity, affine, or projective transformation. If you select projective transformation, you can also specify a scalar algebraic distance threshold for determining inliers. If you select either affine or projective transformation, you can specify the distance threshold for determining inliers in pixels. See “Transformations” on page 2-375 for a more detailed discussion. The default value is projective.

## **Find and exclude outliers**

When selected, the block finds and excludes outliers from the input points and uses only the inlier points to calculate the transformation matrix. When this option is not selected, all input points are used to calculate the transformation matrix.

## **Method**

Select either the RANdom SAMple Consensus (RANSAC) or the Least Median of Squares algorithm to find outliers. See “RANSAC and Least Median Squares Algorithms” on page 2-374 for a more detailed discussion. This parameter appears when you select the **Find and exclude outliers** check box.

## **Algebraic distance threshold for determining inliers**

Specify a scalar threshold value for determining inliers. The threshold controls the upper limit used to find the algebraic distance in the RANSAC algorithm. This parameter appears when you set the **Method** parameter to Random Sample Consensus (RANSAC) and the **Transformation type** parameter to projective. The default value is 1.5.

## **Distance threshold for determining inliers (in pixels)**

Specify the upper limit distance a point can differ from the projection location of its associating point. This parameter appears when you set the **Method** parameter to Random Sample Consensus (RANSAC) and you set the value of the **Transformation type** parameter to Nonreflective similarity or affine. The default value is 1.5.

## **Determine number of random samplings using**

Select **Specified** value to enter a positive integer value for number of random samplings, or select **Desired confidence** to set the number of random samplings as a percentage and a maximum number. This parameter appears when you select **Find and exclude outliers** parameter, and you set the value of the **Method** parameter to **Random Sample Consensus (RANSAC)**.

## **Number of random samplings**

Specify the number of random samplings for the algorithm to perform. This parameter appears when you set the value of the **Determine number of random samplings using** parameter to **Specified** value.

## **Desired confidence (in %)**

Specify a percent by entering a number between 0 and 100. The **Desired confidence** value represents the probability of the algorithm to find the largest group of points that can be mapped by a transformation matrix. This parameter appears when you set the **Determine number of random samplings using** parameter to **Desired confidence**.

## **Maximum number of random samplings**

Specify an integer number for the maximum number of random samplings. This parameter appears when you set the **Method** parameter to **Random Sample Consensus (RANSAC)** and you set the value of the **Determine number of random samplings using** parameter to **Desired confidence**.

## **Stop sampling earlier when a specified percentage of point pairs are determined to be inlier**

Specify to stop random sampling when a percentage of input points have been found as inliers. This parameter appears when you set the **Method** parameter to **Random Sample Consensus (RANSAC)**.

# Estimate Geometric Transformation

---

## **Perform additional iterative refinement of the transformation matrix**

Specify whether to perform refinement on the transformation matrix. This parameter appears when you select **Find and exclude outliers** check box.

## **Output Boolean signal indicating which point pairs are inliers**

Select this option to output the inlier point pairs that were used to calculate the transformation matrix. This parameter appears when you select **Find and exclude outliers** check box. The block will not use this parameter with signed or double, data type points.

## **When Pts1 and Pts2 are built-in integers, set transformation matrix data type to**

Specify transformation matrix data type as **Single** or **Double** when the input points are built-in integers. The block will not use this parameter with signed or double, data type points.

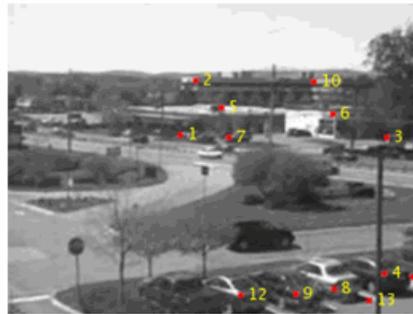
## **Examples**

### **Calculate transformation matrix from largest group of point pairs**

Examples of input data and application of the Estimate Geometric Transformation block appear in the following figures. Figures (a) and (b) show the point pairs. The points are denoted by stars or circles, and the numbers following them show how they are paired. Some point pairs can be mapped by the same transformation matrix. Other point pairs require a different transformation matrix. One matrix exists that maps the largest number of point pairs, the block calculates and returns this matrix. The block finds the point pairs in the largest group and uses them to calculate the transformation matrix. The point pairs connected by the magenta lines are the largest group.

The transformation matrix can then be used to stitch the images as shown in Figure (e).

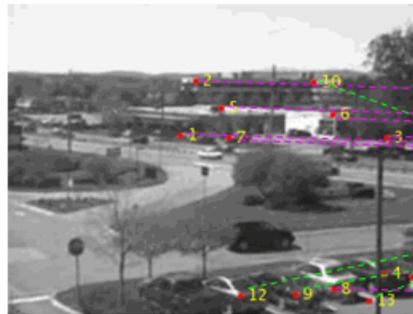
# Estimate Geometric Transformation



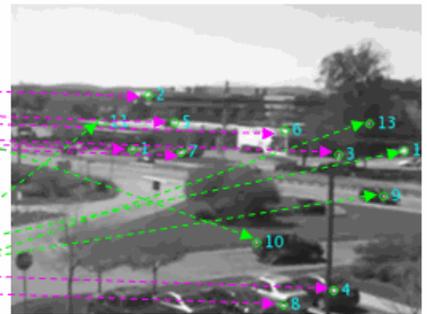
(a)



(b)



(c)



(d)



(e)

# Estimate Geometric Transformation

---

## Video Mosaicking

To see an example of the Estimate Geometric Transformation block used in a model with other blocks, see the “Video Mosaicking” example.

**Troubleshooting** The success of estimating the correct geometric transformation depends heavily on the quality of the input point pairs. If you chose the RANSAC or LMS algorithm, the block will randomly select point pairs to compute the transformation matrix and will use the transformation that best fits the input points. There is a chance that all of the randomly selected point pairs may contain outliers despite repeated samplings. In this case, the output transformation matrix, `TForm`, is invalid, indicated by a matrix of zeros.

To improve your results, try the following:

- Increase the percentage of inliers in the input points.

- Increase the number for random samplings.

- For the RANSAC method, increase the desired confidence.

- For the LMS method, make sure the input points have 50% or more inliers.

- Use features appropriate for the image contents

- Be aware that repeated patterns, for example, windows in office building, will cause false matches when you match the features. This increases the number of outliers.

- Do not use this function if the images have significant parallax. You can use the `estimateFundamentalMatrix` function instead.

- Choose the minimum transformation for your problem.

- If a projective transformation produces the error message, “A portion of the input image was transformed to the location at infinity. Only transformation matrices that do not transform any part of the image to infinity are supported.”, it is usually caused by a transformation matrix and an image that would result in an output distortion that does not fit physical reality. If the matrix was an output of the Estimate Geometric Transformation block, then most likely it could not find enough inliers.

## References

R. Hartley and A. Ziserman, "Multiple View Geometry in Computer Vision," Second edition, Cambridge University Press, 2003

## See Also

`cp2tform`

Image Processing Toolbox

`vipmosaicking`

Computer Vision System Toolbox

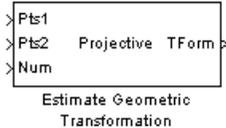
# Estimate Geometric Transformation (To Be Removed)

---

**Purpose** Estimate geometric transformation from matching point pairs

**Library** Geometric Transformations

## Description



---

**Note** This Estimate Geometric Transformation block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated Estimate Geometric Transformation block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

See the Estimate Geometric Transformation documentation to view the reference material related to the obsolete block.

---

**Purpose** Find local maxima in matrices

**Library** Statistics  
visionstatistics

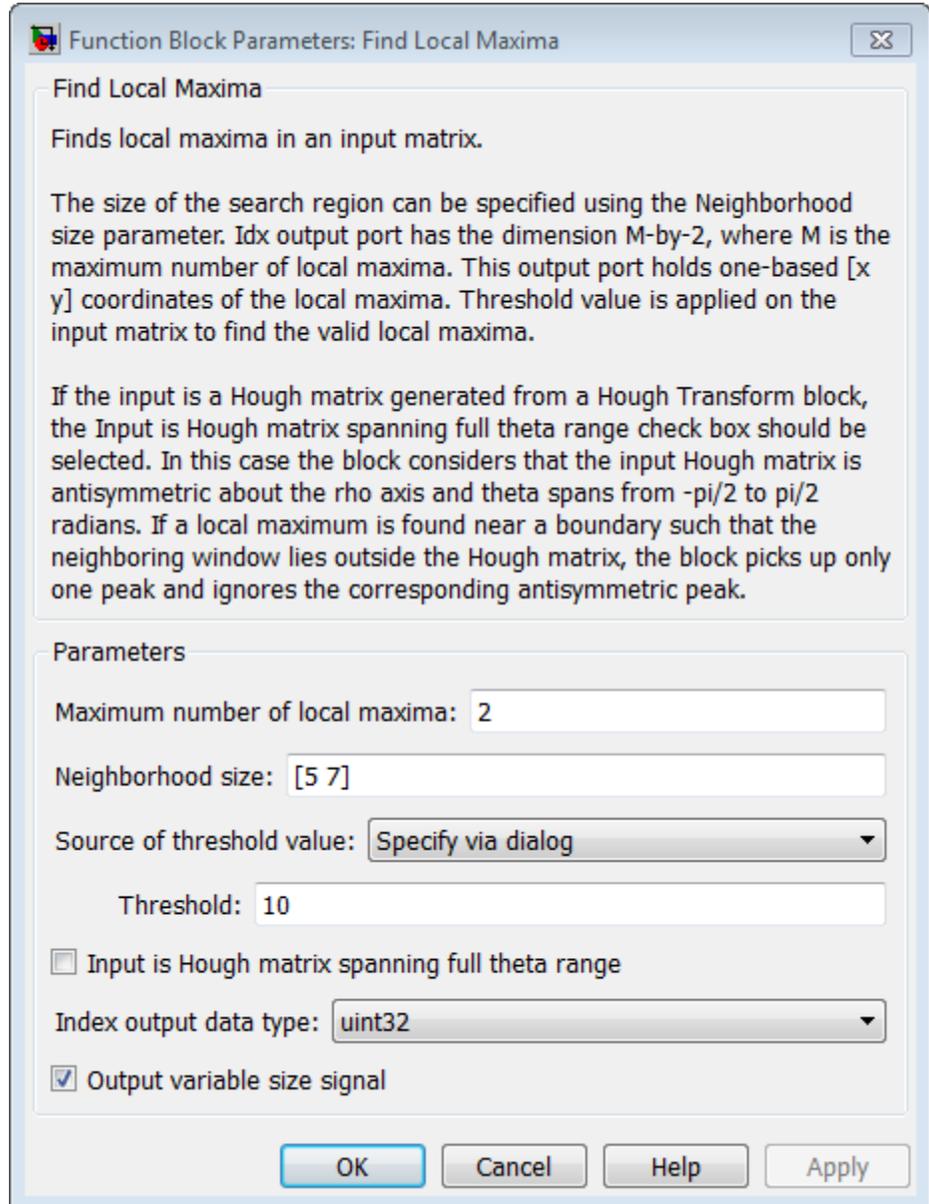
**Description** The Find Local Maxima block finds the local maxima within an input matrix. It does so by comparing the maximum value in the matrix to a user-specified threshold. The block considers a value to be a valid local maximum when the maximum value is greater than or equal to the specified threshold. The determination of the local maxima is based on the *neighborhood*, an area around and including the maximum value. After finding the local maxima, the block sets all the matrix values in the neighborhood, including the maximum value, to 0. This step ensures that subsequent searches do not include this maximum. The size of the neighborhood must be appropriate for the data set. That is, the threshold must eliminate enough of the values around the maximum so that false peaks are not discovered. The process repeats until the block either finds all valid maximas or the number of local maximas equal the **Maximum number of local maxima** value. The block outputs one-based [x y] coordinates of the maxima. The data to all input ports must be the same data type.

If the input to this block is a Hough matrix output from the Hough Transform block, select the **Input is Hough matrix spanning full theta range** check box. If you select this check box, the block assumes that the Hough port input is antisymmetric about the rho axis and theta ranges from  $-\pi/2$  to  $\pi/2$  radians. If the block finds a local maxima near the boundary, and the neighborhood lies outside the Hough matrix, then the block detects only one local maximum. It ignores the corresponding antisymmetric maximum.

# Find Local Maxima

## Dialog Box

The Find Local Maxima dialog box appears as shown in the following figure.



## Maximum number of local maxima

Specify the maximum number of maxima you want the block to find.

## Neighborhood size

Specify the size of the neighborhood around the maxima over which the block zeros out the values. Enter a two-element vector of positive odd integers,  $[rc]$ . Here,  $r$  represents the number of rows in the neighborhood, and  $c$  represents the number of columns.

## Source of threshold value

Specify how to enter the threshold value. If you select **Input port**, the **Th** port appears on the block. If you select **Specify via dialog**, the **Threshold** parameter appears in the dialog box. Enter a scalar value that represents the value all maxima should meet or exceed.

## Threshold

Enter a scalar value that represents the value all maxima should meet or exceed. This parameter is visible if, for the **Source of threshold value** parameter, you choose **Specify via dialog**.

## Input is Hough matrix spanning full theta range

If you select this check box, the block assumes that the Hough port input is antisymmetric about the rho axis and theta ranges from  $-\pi/2$  to  $\pi/2$  radians.

## Index output data type

Specify the data type of the **Idx** port output. Your choices are **double**, **single**, **uint8**, **uint16**, or **uint32**.

## Output variable size signal

Select this check box to specify output data type. When you select **Output variable size signal**, the **Count output data types** parameter appears in the dialog box.

## Count output data types

Specify the data type of the **Count** port output. Your choices are **double**, **single**, **uint8**, **uint16**, or **uint32**. This parameter

# Find Local Maxima

applies when you clear the **Output variable size signal** check box.

## Examples

See “Detect Lines in Images” and “Measure Angle Between Lines” in the *Computer Vision System Toolbox User’s Guide*.

## Supported Data Types

The block outputs the one-based [x y] coordinates of the maxima at the **Idx** port and the number of valid local maxima found at the **Count** port.

Port	Input/Output	Supported Data Types	Complex Values Supported
<b>I/Hough</b>	Matrix in which you want to find the maxima.	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• 8-, 16-, 32-bit signed integer</li><li>• 8-, 16-, 32-bit unsigned integer</li></ul>	No
<b>Th</b>	Scalar value that represents the value the maxima should meet or exceed.	Same as I/Hough port	No
<b>Idx</b>	An $M$ -by-2 matrix of one-based [x y] coordinates, where $M$ represents the number of local maximas found.	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• 8-, 16-, and 32-bit unsigned integer</li></ul>	No
<b>Count</b>	Scalar value that represents the number of maxima that meet or exceed the threshold value.	Same as Idx port	No

## See Also

Hough Lines	Computer Vision System Toolbox
Hough Transform	Computer Vision System Toolbox
Corner Detection	Computer Vision System Toolbox
houghpeaks	Image Processing Toolbox
vision.CornerDetector	Computer Vision System Toolbox
vision.HoughLines	Computer Vision System Toolbox
vision.HoughTransform	Computer Vision System Toolbox

# Find Local Maxima (To Be Removed)

---

**Purpose** Find local maxima in matrices

**Library** Statistics

## Description



---

**Note** This Find Local Maxima block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated Find Local Maxima block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

See the Find Local Maxima documentation to view the reference material related to the obsolete block.

---

**Purpose** Calculate average update rate of input signal

**Library** Sinks  
visionsinks

**Description** The Frame Rate Display block calculates and displays the average update rate of the input signal. This rate is in relation to the wall clock time. For example, if the block displays 30, the model is updating the input signal 30 times every second. You can use this block to check the video frame rate of your simulation. During code generation, Simulink Coder does not generate code for this block.

---

**Note** This block supports intensity and color images on its port.

---

Port	Input	Supported Data Types	Complex Values Supported
Input	M-by-N matrix of intensity values or an M-by-N-by-P color video signal where P is the number of color planes	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• Boolean</li> <li>• 8-, 16-, and 32-bit signed integer</li> <li>• 8-, 16-, and 32-bit unsigned integer</li> </ul>	No

Use the **Calculate and display rate every** parameter to control how often the block updates the display. When this parameter is greater than 1, the block displays the average update rate for the specified number of video frames. For example, if you enter 10, the block calculates the amount of time it takes for the model to pass 10 video frames to the block. It divides this time by 10 and displays this average video frame rate on the block.

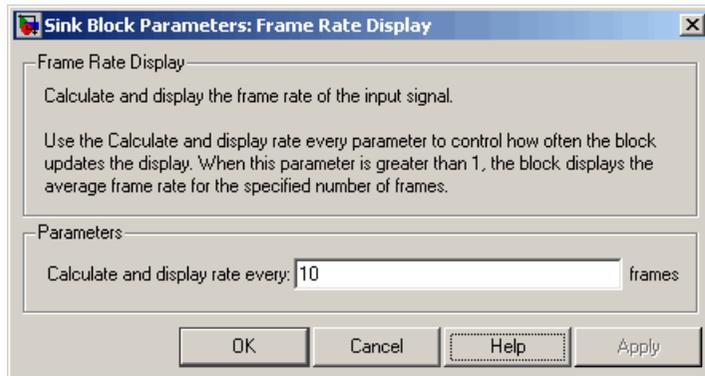
# Frame Rate Display

---

**Note** If you do not connect the Frame Rate Display block to a signal line, the block displays the base (fastest) rate of the Simulink model.

## Dialog Box

The Frame Rate Display dialog box appears as shown in the following figure.



### Calculate and display rate every

Use this parameter to control how often the block updates the display.

## See Also

To Multimedia File	Computer Vision System Toolbox software
To Video Display	Computer Vision System Toolbox software
Video To Workspace	Computer Vision System Toolbox software
Video Viewer	Computer Vision System Toolbox software

**Purpose**

Read video frames and audio samples from compressed multimedia file

**Library**

Sources

visionsources

**Description**

The From Multimedia File block reads audio samples, video frames, or both from a multimedia file. The block imports data from the file into a Simulink model.

---

**Note** This block supports code generation for the host computer that has file I/O available. You cannot use this block with Real-Time Windows Target™ software because that product does not support file I/O.

---

The generated code for this block relies on prebuilt library files. You can run this code outside the MATLAB environment, or redeploy it, but be sure to account for these extra library files when doing so. The `packNGo` function creates a single zip file containing all of the pieces required to run or rebuild this code. See `packNGo` for more information.

To run an executable file that was generated from a model containing this block, you may need to add precompiled shared library files to your system path. See “Simulink Coder”, “Shared Library Dependencies”, and “Accelerating Simulink Models” for details.

This block allows you to read WMA/WMV streams to disk or across a network connection. Similarly, the To Multimedia File block allows you to write WMA/WMV streams to disk or across a network connection. If you want to play an MP3/MP4 file in Simulink, but you do not have the

# From Multimedia File

---

codecs, you can re-encode the file as WMA/WMV, which are supported by the Computer Vision System Toolbox.

## Supported Platforms and File Types

The supported file formats available to you depend on the codecs installed on your system.

Platform	Supported File Name Extensions
All Platforms	AVI (.avi)
Windows®	<b>Image:</b> .jpg, .bmp
	<b>Video:</b> MPEG (.mpeg) MPEG-2 (.mp2) MPEG-1 .mpg  MPEG-4, including H.264 encoded video (.mp4, .m4v) Windows Media Video (.wmv, .asf, .asx, .asx) and any format supported by Microsoft DirectShow® 9.0 or higher.
	<b>Audio:</b> WAVE (.wav) Windows Media Audio File (.wma) Audio Interchange File Format (.aif, .aiff) Compressed Audio Interchange File Format(.aifc), MP3 (.mp3) Sun Audio (.au) Apple (.snd)

Platform	Supported File Name Extensions
Macintosh	<b>Video:</b> .avi Motion JPEG 2000 (.mj2) MPEG-4, including H.264 encoded video (.mp4, .m4v) Apple QuickTime Movie (.mov) and any format supported by QuickTime as listed on <a href="http://support.apple.com/kb/HT3775">http://support.apple.com/kb/HT3775</a> .
	<b>Audio:</b> Uncompressed .avi
Linux®	Any format supported by your installed plug-ins for GStreamer 0.10 or above, as listed on <a href="http://gstreamer.freedesktop.org/documentation/plugins.html">http://gstreamer.freedesktop.org/documentation/plugins.html</a> , including Ogg Theora (.ogg).

Windows XP x64 platform ships with a limited set of 64-bit video and audio codecs. If a compressed multimedia file fails to play, try one of the two alternatives:

- Run the 32-bit version of MATLAB on your Windows XP x64 platform. Windows XP x64 ships with many 32-bit codecs.
- Save the multimedia file to a supported file format listed in the table above.

If you use Windows, use Windows Media player Version 11 or later.

## Ports

The output ports of the From Multimedia File block change according to the content of the multimedia file. If the file contains only video frames, the **Image**, intensity **I**, or **R,G,B** ports appear on the block. If the file contains only audio samples, the **Audio** port appears on the block. If the file contains both audio and video, you can select the data to emit. The following table describes available ports.

# From Multimedia File

Port	Description
Image	$M$ -by- $N$ -by- $P$ color video signal where $P$ is the number of color planes.
I	$M$ -by- $N$ matrix of intensity values.
R, G, B	Matrix that represents one plane of the RGB video stream. Outputs from the R, G, or B ports must have same dimensions.
Audio	Vector of audio data.
Y, Cb, Cr	Matrix that represents one frame of the YCbCr video stream. The Y, Cb, Cr ports produce the following outputs:  $Y: M \times N$ $Cb: M \times \frac{N}{2}$ $Cr: M \times \frac{N}{2}$

## Sample Rates

The sample rate that the block uses depends on the audio and video sample rate. While the FMMF block operates at a single rate in Simulink, the underlying audio and video streams can produce different rates. In some cases, when the block outputs both audio and video, makes a small adjustment to the video rate.

## Sample Time Calculations Used for Video and Audio Files

$$\text{Sample time} = \frac{\text{ceil}(\text{AudioSampleRate} / \text{FPS})}{\text{AudioSampleRate}}$$

When audio sample time,  $\frac{\text{AudioSampleRate}}{\text{FPS}}$  is noninteger, the equation cannot reduce to  $\frac{1}{\text{FPS}}$ .

In this case, to prevent synchronization problems, the block drops the corresponding video frame when the audio stream leads the video

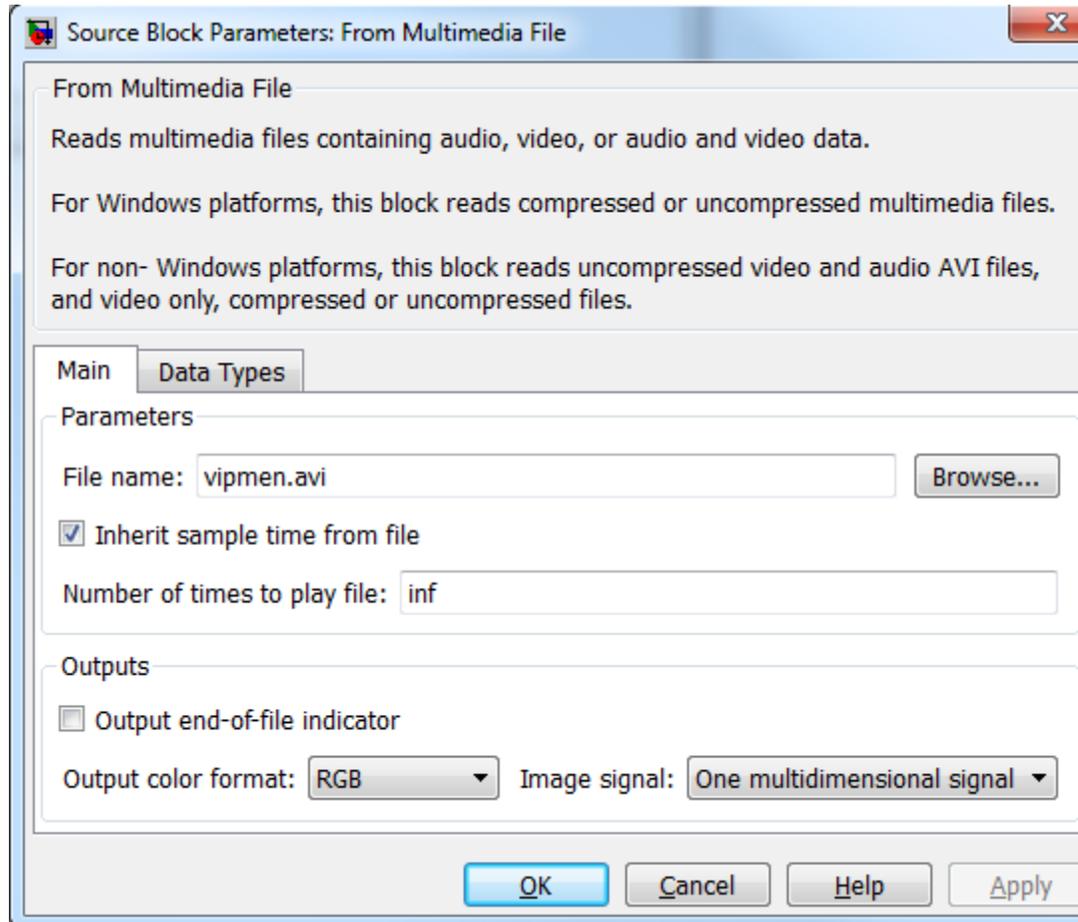
stream by more than  $\frac{1}{FPS}$ .

In summary, the block outputs one video frame at each Simulink time step. To calculate the number of audio samples to output at each time step, the block divides the audio sample rate by the video frame rate (fps). If the audio sample rate does not divide evenly by the number of video frames per second, the block rounds the number of audio samples up to the nearest whole number. If necessary, the block periodically drops a video frame to maintain synchronization for large files.

# From Multimedia File

## Dialog Box

The **Main** pane of the From Multimedia File block dialog appears as follows.



### File name

Specify the name of the multimedia file from which to read. The block determines the type of file (audio and video, audio only, or video only) and provides the associated parameters.

If the location of the file does not appear on your MATLAB path, use the **Browse** button to specify the full path. Otherwise, if the location of this file appears on your MATLAB path, enter only the file name. On Windows platforms, this parameter supports URLs that point to MMS (Microsoft Media Server) streams.

### **Inherit sample time from file**

Select the **Inherit sample time from file** check box if you want the block sample time to be the same as the multimedia file. If you clear this check box, enter the block sample time in the **Desired sample time** parameter field. The file that the From Multimedia File block references, determines the block default sample time. You can also set the sample time for this block manually. If you do not know the intended sample rate of the video, let the block inherit the sample rate from the multimedia file.

### **Desired sample time**

Specify the block sample time. This parameter becomes available if you clear the **Inherit sample time from file** check box.

### **Number of times to play file**

Enter a positive integer or `inf` to represent the number of times to play the file.

### **Output end-of-file indicator**

Use this check box to determine whether the output is the last video frame or audio sample in the multimedia file. When you select this check box, a Boolean output port labeled EOF appears on the block. The output from the EOF port defaults to 1 when the last video frame or audio sample is output from the block. Otherwise, the output from the EOF port defaults to 0.

### **Multimedia outputs**

Specify Video and audio, Video only, or Audio only output file type. This parameter becomes available only when a video signal has both audio and video.

### **Samples per audio channel**

Specify number of samples per audio channel. This parameter becomes available for files containing audio.

# From Multimedia File

---

## **Output color format**

Specify whether you want the block to output RGB, Intensity, or YCbCr 4:2:2 video frames. This parameter becomes available only for a signal that contains video. If you select RGB, use the **Image signal** parameter to specify how to output a color signal.

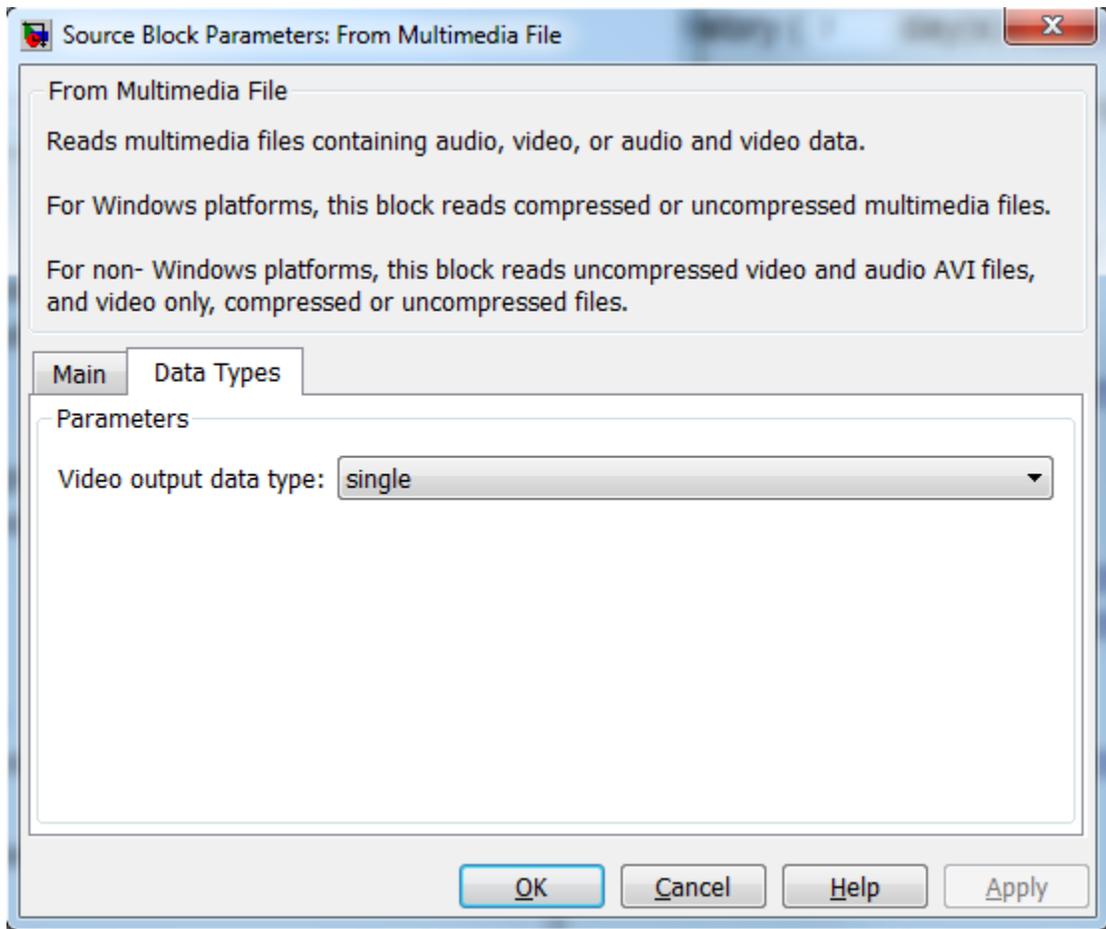
## **Image signal**

Specify how to output a color video signal. If you select **One multidimensional signal**, the block outputs an  $M$ -by- $N$ -by- $P$  color video signal, where  $P$  is the number of color planes, at one port. If you select **Separate color signals**, additional ports appear on the block. Each port outputs one  $M$ -by- $N$  plane of an RGB video stream. This parameter becomes available only if you set the **Image color space** parameter to RGB and the signal contains video.

## **Audio output sampling mode**

Select **Sample based** or **Frame based** output. This parameter appears when you specify a file containing audio for the **File name** parameter.

The **Data Types** pane of the To Multimedia File block dialog box appears as follows.



### Audio output data type

Set the data type of the audio samples output at the Audio port. This parameter becomes available only if the multimedia file contains audio. You can choose `double`, `single`, `int16`, or `uint8` types.

# From Multimedia File

---

## Video output data type

Set the data type of the video frames output at the **R, G, B,** or **Image** ports. This parameter becomes available only if the multimedia file contains video. You can choose `double`, `single`, `int8`, `uint8`, `int16`, `uint16`, `int32`, `uint32`, or `Inherit` from file types.

## Supported Data Types

For source blocks to display video data properly, double- and single-precision floating-point pixel values must be between 0 and 1. For other data types, the pixel values must be between the minimum and maximum values supported by their data type.

Port	Supported Data Types	Supports Complex Values?
Image	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• 8-, 16-, and 32-bit signed integers</li><li>• 8-, 16-, and 32-bit unsigned integers</li></ul>	No
R, G, B	Same as the Image port	No
Audio	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• 16-bit signed integers</li><li>• 8-bit unsigned integers</li></ul>	No
Y, Cb,Cr	Same as the Image port	No

### See Also

To Multimedia File      Computer Vision System Toolbox  
“Specify Sample      Simulink  
Time”

# Gamma Correction

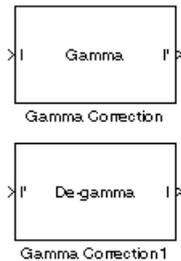
## Purpose

Apply or remove gamma correction from images or video streams

## Library

Conversions  
visionconversions

## Description



Use the Gamma Correction block to apply or remove gamma correction from an image or video stream. For input signals normalized between 0 and 1, the block performs gamma correction as defined by the following equations. For integers and fixed-point data types, these equations are generalized by applying scaling and offset values specific to the data type:

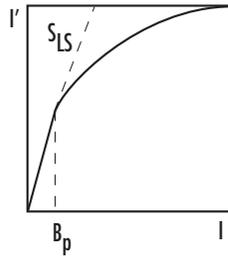
$$S_{LS} = \frac{1}{\frac{\gamma}{(B_P^{\gamma-1})} - \gamma B_P + B_P}$$

$$F_S = \frac{\gamma S_{LS}}{B_P^{(\gamma-1)}}$$

$$C_O = F_S B_P^{\frac{1}{\gamma}} - S_{LS} B_P$$

$$I' = \begin{cases} S_{LS} I, & I \leq B_P \\ F_S I^{\frac{1}{\gamma}} - C_O, & I > B_P \end{cases}$$

$S_{LS}$  is the slope of the straight line segment.  $B_P$  is the break point of the straight line segment, which corresponds to the **Break point** parameter.  $F_S$  is the slope matching factor, which matches the slope of the linear segment to the slope of the power function segment.  $C_O$  is the segment offset, which ensures that the linear segment and the power function segments connect. Some of these parameters are illustrated by the following diagram.



For normalized input signals, the block removes gamma correction, which linearizes the input video stream, as defined by the following equation:

$$I = \begin{cases} I'/S_{LS}, & I' \leq B_P \\ \left( \frac{I' + C_O}{F_S} \right)^\gamma, & I' > B_P \end{cases}$$

Typical gamma values range from 1 to 3. Most monitor gamma values range from 1.8 to 2.2. Check with the manufacturer of your hardware to obtain the exact gamma value. Gamma function parameters for some common standards are shown in the following table:

Standard	Slope	Break Point	Gamma
CIE L*	9.033	0.008856	3
Recommendation ITU-R BT.709-3, Parameter Values for the HDTV Standards for Production and International Programme Exchange	4.5	0.018	$20/9$
sRGB	12.92	0.00304	2.4

# Gamma Correction

---

**Note** This block supports intensity and color images on its ports.

---

The properties of the input and output ports are summarized in the following table:

Port	Input/Output	Supported Data Types	Complex Values Supported
I	M-by-N matrix of intensity values or an M-by-N-by-P color video signal where P is the number of color planes	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point (up to 16-bit word length)</li><li>• 8- and 16-bit signed integer</li><li>• 8- and 16-bit unsigned integer</li></ul>	No
I'	M-by-N matrix of intensity values or an M-by-N-by-P color video signal where P is the number of color planes	Same as I port	No

Use the **Operation** parameter to specify the block's operation. If you want to perform gamma correction, select **Gamma**. If you want to linearize the input signal, select **De-gamma**.

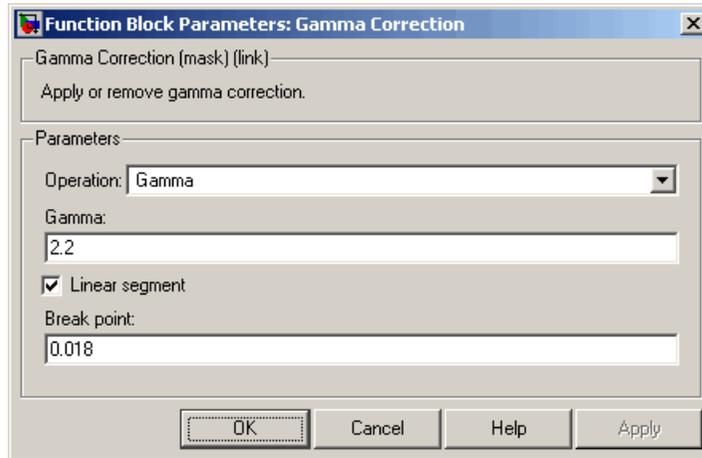
If, for the **Operation** parameter, you select **Gamma**, use the **Gamma** parameter to enter the desired gamma value of the output video stream. This value must be greater than or equal to 1. If, for the **Operation** parameter, you select **De-gamma**, use the **Gamma** parameter to enter the gamma value of the input video stream.

Select the **Linear segment** check box if you want the gamma curve to have a linear portion near black. If you select this check box, the **Break point** parameter appears on the dialog box. Enter a scalar value that

indicates the *I*-axis value of the end of the linear segment. The break point is shown in the first diagram of this block reference page.

## Dialog Box

The Gamma Correction dialog box appears as shown in the following figure.



### Operation

Specify the block's operation. Your choices are Gamma or De-gamma.

### Gamma

If, for the **Operation** parameter, you select Gamma, enter the desired gamma value of the output video stream. This value must be greater than or equal to 1. If, for the **Operation** parameter, you select De-gamma, enter the gamma value of the input video stream.

### Linear segment

Select this check box if you want the gamma curve to have a linear portion near the origin.

# Gamma Correction

---

## Break point

Enter a scalar value that indicates the *I*-axis value of the end of the linear segment. This parameter is visible if you select the **Linear segment** check box.

## References

[1] Poynton, Charles. *Digital Video and HDTV Algorithms and Interfaces*. San Francisco, CA: Morgan Kaufman Publishers, 2003.

## See Also

Color Space Conversion

Computer Vision System Toolbox software

imadjust

Image Processing Toolbox software

**Purpose** Perform Gaussian pyramid decomposition

**Library** Transforms  
visiontransforms

## Description



The Gaussian Pyramid block computes Gaussian pyramid reduction or expansion to resize an image. The image reduction process involves lowpass filtering and downsampling the image pixels. The image expansion process involves upsampling the image pixels and lowpass filtering. You can also use this block to build a Laplacian pyramid. For more information, see “Examples” on page 2-415.

---

**Note** This block supports intensity and color images on its ports.

---

Port	Output	Supported Data Types	Complex Values Supported
Input	<p>In Reduce mode, the input can be an M-by-N matrix of intensity values or an M-by-N-by-P color video signal where P is the number of color planes.</p> <p>In Expand mode, the input can be a scalar, vector, or M-by-N matrix of intensity values or an M-by-N-by-P color video signal where P is the number of color planes.</p>	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• 8-, 16-, 32-bit signed integer</li> <li>• 8-, 16-, 32-bit unsigned integer</li> </ul>	No
Output	In Reduce mode, the output can be a scalar, vector, or matrix that	Same as Input port	No

# Gaussian Pyramid

Port	Output	Supported Data Types	Complex Values Supported
	<p>represents one level of a Gaussian pyramid.</p> <p>In Expand mode, the output can be a matrix that represents one level of a Gaussian pyramid.</p>		

Use the **Operation** parameter to specify whether to reduce or expand the input image. If you select **Reduce**, the block applies a lowpass filter and then downsamples the input image. If you select **Expand**, the block upsamples and then applies a lowpass filter to the input image.

Use the **Pyramid level** parameter to specify the number of times the block upsamples or downsamples each dimension of the image by a factor of 2. For example, suppose you have a 4-by-4 input image. You set the **Operation** parameter to **Reduce** and the **Pyramid level** to 1. The block filters and downsamples the image and outputs a 2-by-2 pixel output image. If you have an M-by-N input image and you set the **Operation** parameter to **Reduce**, you can calculate the dimensions of the output image using the following equation:

$$\text{ceil}\left(\frac{M}{2}\right) \text{ by } \text{ceil}\left(\frac{N}{2}\right)$$

You must repeat this calculation for each successive pyramid level. If you have an M-by-N input image and you set the **Operation** parameter to **Expand**, you can calculate the dimensions of the output image using the following equation:

$$\left[ (M-1)2^l + 1 \right] \text{ by } \left[ (N-1)2^l + 1 \right]$$

In the previous equation,  $l$  is the scalar value from 1 to  $\text{inf}$  that you enter for the **Pyramid level** parameter.

Use the **Coefficient source** parameter to specify the coefficients of the lowpass filter. If you select **Default separable filter**  $[1/4 \ a/2 \ 1/4 \ a \ 1/4 \ 1/4 \ a/2]$ , use the **a** parameter to define the coefficients in the vector of separable filter coefficients. If you select **Specify via dialog**, use the **Coefficient for separable filter** parameter to enter a vector of separable filter coefficients.

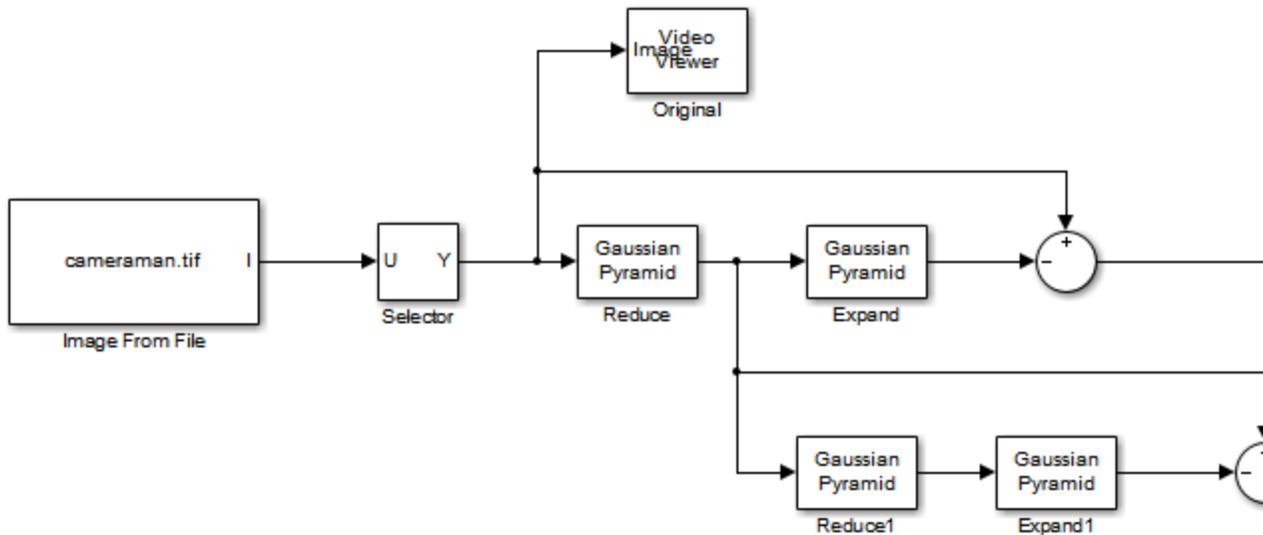
## Examples

The following example model shows how to construct a Laplacian pyramid:

1 Open this model by typing

```
ex_laplacian
```

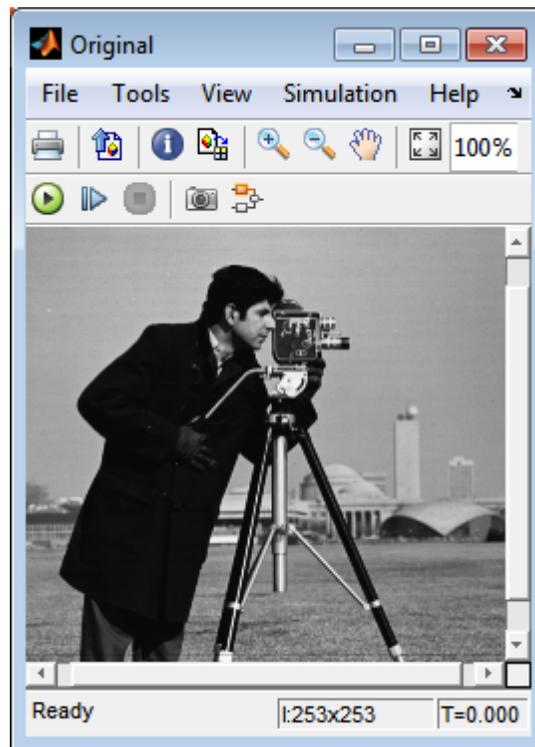
at the MATLAB command prompt.

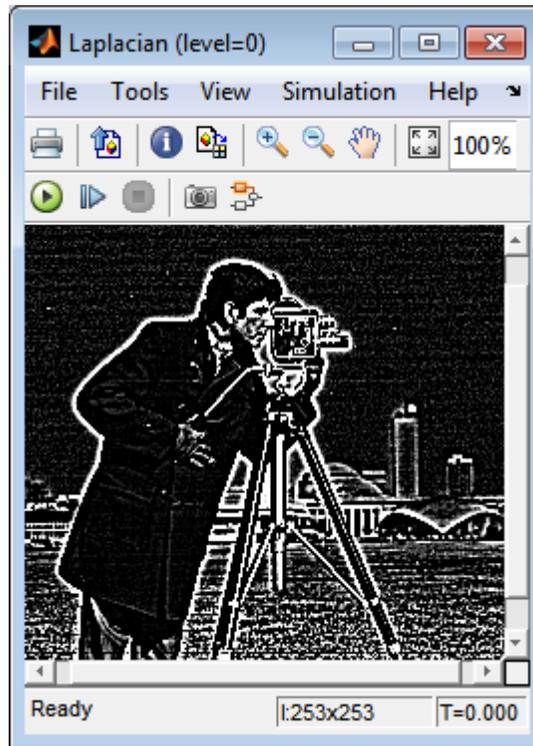


2 Run the model to see the following results.

# Gaussian Pyramid

---





# Gaussian Pyramid

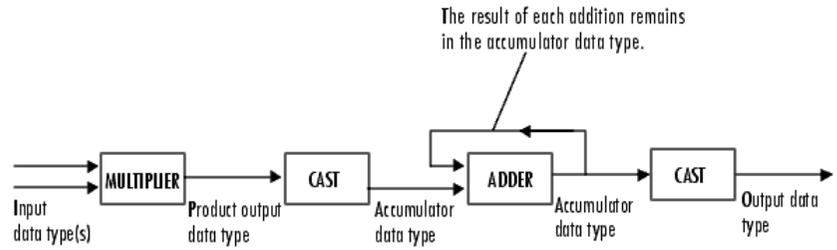
---



You can construct a Laplacian pyramid if the dimensions of the input image,  $R$ -by- $C$ , satisfy  $R = M_R 2^N + 1$  and  $C = M_C 2^N + 1$ , where  $M_R$ ,  $M_C$ , and  $N$  are integers. In this example, you have an input matrix that is 256-by-256. If you set  $M_R$  and  $M_C$  equal to 63 and  $N$  equal to 2, you find that the input image needs to be 253-by-253. So you use a Submatrix block to crop the dimensions of the input image to 253-by-253.

## Fixed-Point Data Types

The following diagram shows the data types used in the Gaussian Pyramid block for fixed-point signals:

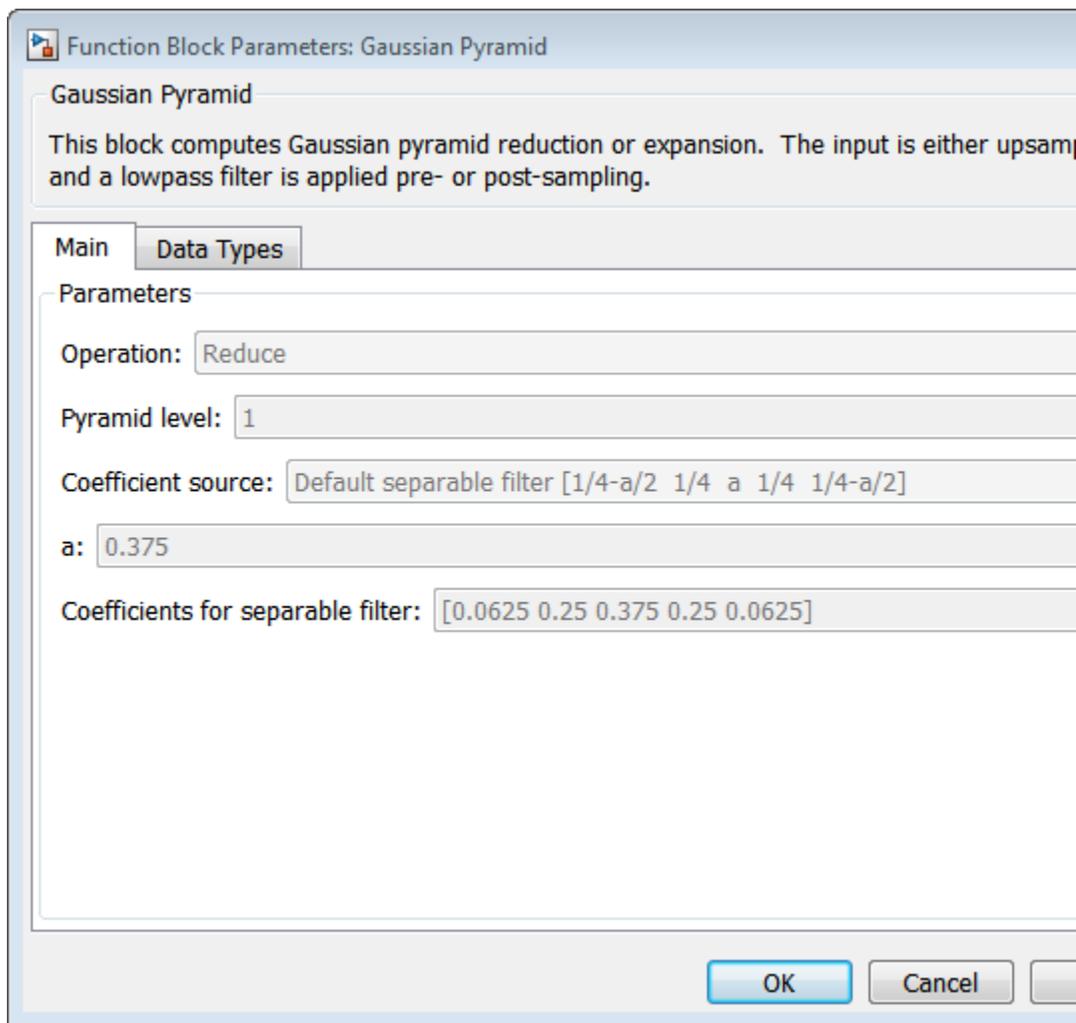


You can set the coefficients table, product output, accumulator, and output data types in the block mask.

# Gaussian Pyramid

## Dialog Box

The **Main** pane of the Gaussian Pyramid dialog box appears as shown in the following figure.



**Operation**

Specify whether you want to reduce or expand the input image.

**Pyramid level**

Specify the number of times the block upsamples or downsamples each dimension of the image by a factor of 2.

**Coefficient source**

Determine how to specify the coefficients of the lowpass filter. Your choices are **Default separable filter** [1/4-a/2 1/4 a 1/4 1/4-a/2] or **Specify via dialog**.

**a**

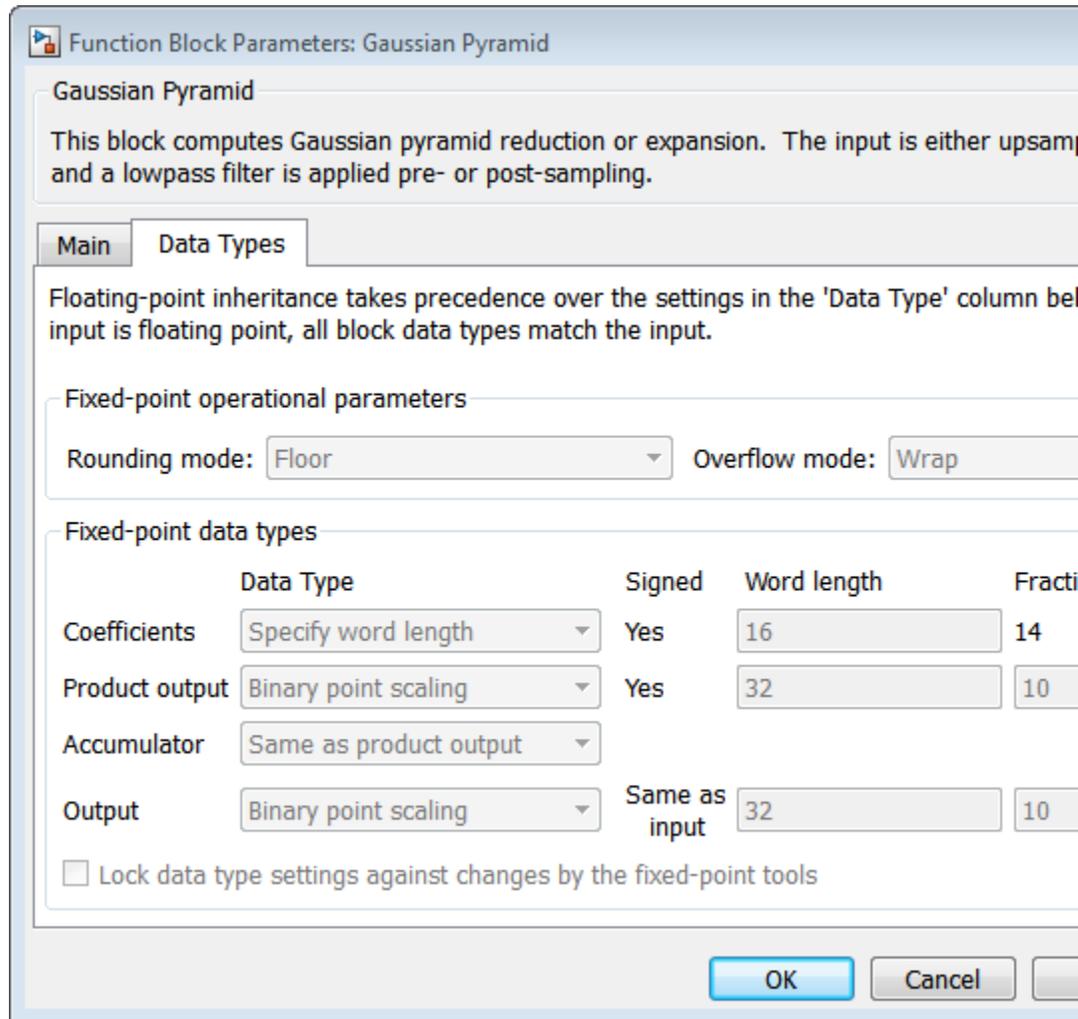
Enter a scalar value that defines the coefficients in the default separable filter [1/4-a/2 1/4 a 1/4 1/4-a/2]. This parameter is visible if, for the **Coefficient source** parameter, you select **Default separable filter** [1/4-a/2 1/4 a 1/4 1/4-a/2].

**Coefficients for separable filter**

Enter a vector of separable filter coefficients. This parameter is visible if, for the **Coefficient source** parameter, you select **Specify via dialog**.

The **Data Types** pane of the Gaussian Pyramid dialog box appears as shown in the following figure.

# Gaussian Pyramid



## Rounding mode

Select the rounding mode for fixed-point operations.

## Overflow mode

Select the overflow mode for fixed-point operations.

## Coefficients

Choose how to specify the word length and the fraction length of the coefficients:

- When you select **Same word length as input**, the word length of the coefficients match that of the input to the block. In this mode, the fraction length of the coefficients is automatically set to the binary-point only scaling that provides you with the best precision possible given the value and word length of the coefficients.
- When you select **Specify word length**, you can enter the word length of the coefficients, in bits. The block automatically sets the fraction length to give you the best precision.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the coefficients, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the coefficients. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Product output



As shown in the previous figure, the output of the multiplier is placed into the product output data type and scaling. Use this parameter to specify how to designate the product output word and fraction lengths.

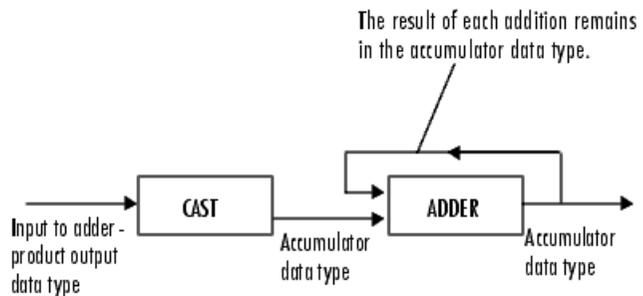
- When you select **Same as input**, these characteristics match those of the input to the block.

# Gaussian Pyramid

---

- When you select **Binary point scaling**, you can enter the word length and the fraction length of the product output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the product output. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Accumulator



As shown in the previous figure, inputs to the accumulator are cast to the accumulator data type. The output of the adder remains in the accumulator data type as each element of the input is added to it. Use this parameter to specify how to designate the accumulator word and fraction lengths.

- When you select **Same as product output**, these characteristics match those of the product output.
- When you select **Same as input**, these characteristics match those of the input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the accumulator, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the accumulator. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Output

Choose how to specify the word length and fraction length of the output of the block:

- When you select `Same as input`, these characteristics match those of the input to the block.
- When you select `Binary point scaling`, you can enter the word length and the fraction length of the output, in bits.
- When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the output. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Lock data type settings against change by the fixed-point tools

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## See Also

Resize

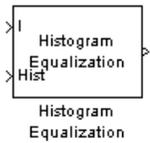
Computer Vision System Toolbox software

# Histogram Equalization

**Purpose** Enhance contrast of images using histogram equalization

**Library** Analysis & Enhancement  
visionanalysis

**Description** The Histogram Equalization block enhances the contrast of images by transforming the values in an intensity image so that the histogram of the output image approximately matches a specified histogram.



Port	Input/Output	Supported Data Types	Complex Values Supported
I	Matrix of intensity values	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• 8-, 16-, 32-bit signed integer</li><li>• 8-, 16-, 32-bit unsigned integer</li></ul>	No
Hist	Vector of integer values that represents the desired intensity values in each bin	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• 8-, 16-, 32-bit signed integer</li><li>• 8-, 16-, 32-bit unsigned integer</li></ul>	No
Output	Matrix of intensity values	Same as I port	No

If the data type of input to the I port is floating point, the input to Hist port must be the same data type. The output signal has the same data type as the input signal.

Use the **Target histogram** parameter to designate the histogram you want the output image to have.

If you select **Uniform**, the block transforms the input image so that the histogram of the output image is approximately flat. Use the **Number of bins** parameter to enter the number of equally spaced bins you want the uniform histogram to have.

If you select **User-defined**, the **Histogram source** and **Histogram** parameters appear on the dialog box. Use the **Histogram source** parameter to select how to specify your histogram. If, for the **Histogram source** parameter, you select **Specify via dialog**, you can use the **Histogram** parameter to enter the desired histogram of the output image. The histogram should be a vector of integer values that represents the desired intensity values in each bin. The block transforms the input image so that the histogram of the output image is approximately the specified histogram.

If, for the **Histogram source** parameter, you select **Input port**, the **Hist port** appears on the block. Use this port to specify your desired histogram.

---

**Note** The vector input to the **Hist port** must be normalized such that the sum of the values in all the bins is equal to the number of pixels in the input image. The block does not error if the histogram is not normalized.

---

## Examples

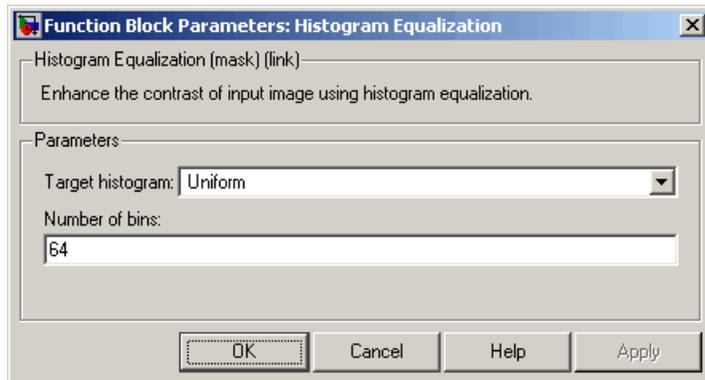
See “Adjust the Contrast of Intensity Images” and “Adjust the Contrast of Color Images” in the *Computer Vision System Toolbox User’s Guide*.

# Histogram Equalization

---

## Dialog Box

The Histogram Equalization dialog box appears as shown in the following figure.



### Target histogram

Designate the histogram you want the output image to have. If you select **Uniform**, the block transforms the input image so that the histogram of the output image is approximately flat. If you select **User-defined**, you can specify the histogram of your output image.

### Number of bins

Enter the number of equally spaced bins you want the uniform histogram to have. This parameter is visible if, for the **Target histogram** parameter, you select **Uniform**.

### Histogram source

Select how to specify your histogram. Your choices are **Specify via dialog** and **Input port**. This parameter is visible if, for the **Target histogram** parameter, you select **User-defined**.

### Histogram

Enter the desired histogram of the output image. This parameter is visible if, for the **Target histogram** parameter, you select **User-defined**.

## See Also

<code>imadjust</code>	Image Processing Toolbox
<code>histeq</code>	Image Processing Toolbox

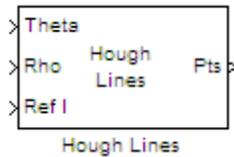
# Hough Lines

---

**Purpose** Find Cartesian coordinates of lines described by rho and theta pairs

**Library** Transforms  
visiontransforms

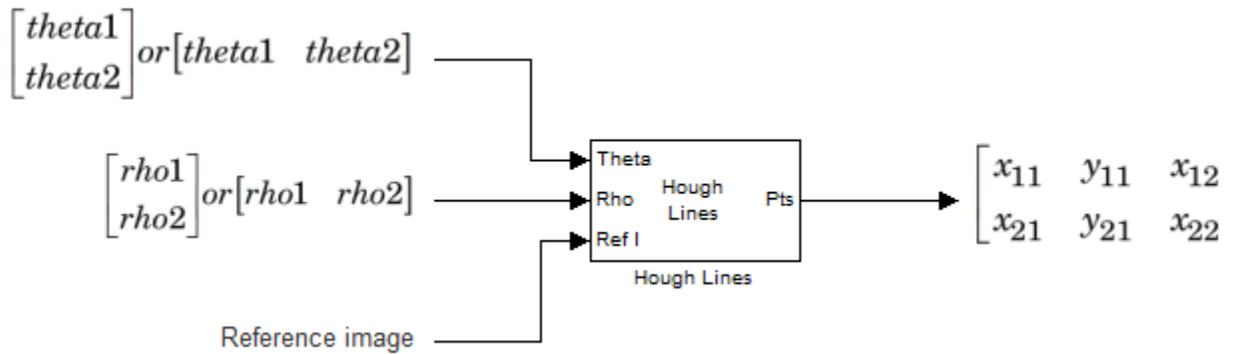
## Description



The Hough Lines block finds the points of intersection between the reference image boundary lines and the line specified by a (rho, theta) pair. The block outputs one-based [x y] coordinates for the points of intersection. The boundary lines indicate the left and right vertical boundaries and the top and bottom horizontal boundaries of the reference image.

If the line specified by the (rho, theta) pair does not intersect two border lines in the reference image, the block outputs the values, [(0,0), (0,0)]. This output intersection value allows the next block in your model to ignore the points. Generally, the Hough Lines block precedes a block that draws a point or shape at the intersection.

The following figure shows the input and output coordinates for the Hough Lines block.



## Port Description

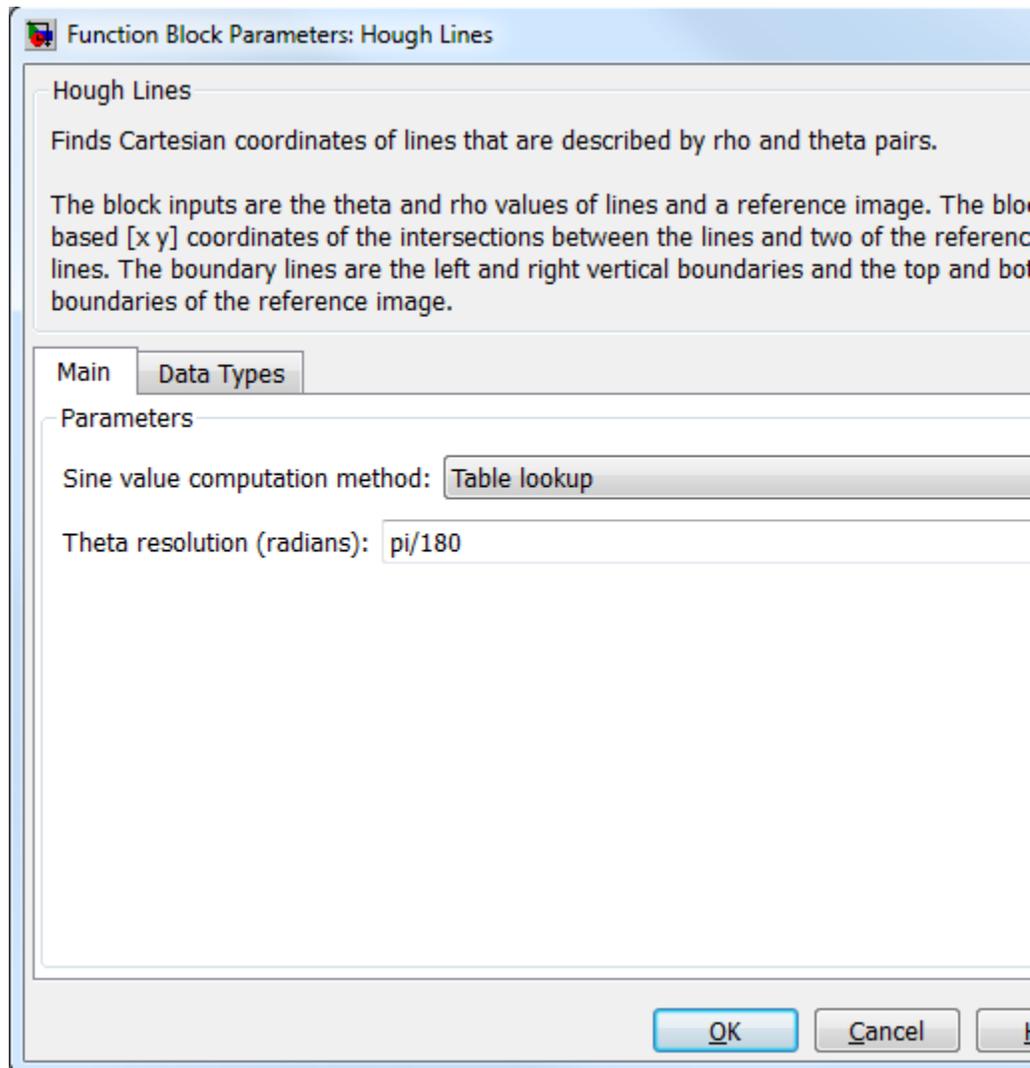
Port	Input/Output	Supported Data Types	Complex Values Supported
Theta	Vector of theta values that represent input lines	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point (signed, word length less than or equal to 32)</li> <li>• 8-, 16-, and 32-bit signed integer</li> </ul>	No
Rho	Vector of rho values that represent input lines	Same as Theta port	No

# Hough Lines

Port	Input/Output	Supported Data Types	Complex Values Supported
Ref I	Matrix that represents a binary or intensity image or matrix that represents one plane of an RGB image	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed-point (signed and unsigned)</li><li>• Custom data types</li><li>• Boolean</li><li>• 8-, 16-, and 32-bit signed integer</li><li>• 8-, 16-, and 32-bit unsigned integer</li></ul>	No
Pts	$M$ -by-4 matrix of intersection values, where $M$ is the number of input lines	<ul style="list-style-type: none"><li>• 32-bit signed integer</li></ul>	No

## Dialog Box

The **Main** pane of the Hough Lines dialog box appears as shown in the following figure.



# Hough Lines

---

## **Sine value computation method**

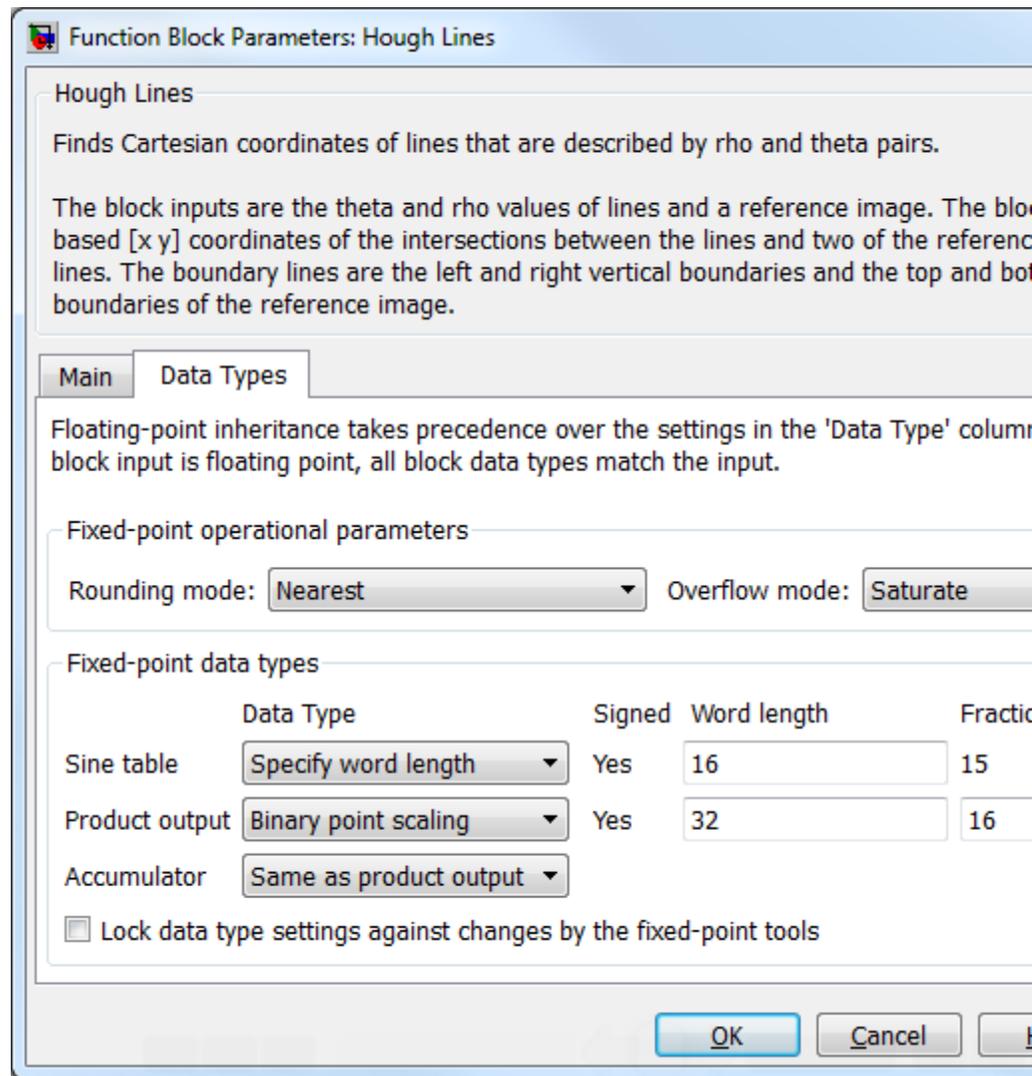
If you select `Trigonometric function`, the block computes sine and cosine values to calculate the intersections of the lines during the simulation. If you select `Table lookup`, the block computes and stores the trigonometric values to calculate the intersections of the lines before the simulation starts. In this case, the block requires extra memory.

For floating-point inputs, set the **Sine value computation method** parameter to `Trigonometric function`. For fixed-point inputs, set the parameter to `Table lookup`.

## **Theta resolution (radians)**

Use this parameter to specify the spacing of the theta-axis. This parameter appears in the dialog box only if, for the **Sine value computation method** parameter, you select `Table lookup`. This parameter appears in the dialog box.

The **Data Types** pane of the Hough Lines dialog box appears as shown in the following figure.



## **Rounding mode**

Select the rounding mode for fixed-point operations.

## **Overflow mode**

Select the overflow mode for fixed-point operations.

## **Sine table**

Choose how to specify the word length of the values of the sine table. The fraction length of the sine table values always equals the word length minus one:

When you select `Specify word length`, you can enter the word length of the sine table.

The sine table values do not obey the **Rounding mode** and **Overflow mode** parameters; they saturate and round to `Nearest`.

## **Product output**

Use this parameter to specify how to designate this product output word and fraction lengths:

When you select `Same as first input`, the characteristics match the characteristics of the first input to the block.

When you select `Binary point scaling`, you can enter the word length and the fraction length of the product output, in bits.

When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the product output. All signals in the Computer Vision System Toolbox blocks have a bias of 0.

See “Multiplication Data Types” for illustrations depicting the use of the product output.

## **Accumulator**

Use this parameter to specify how you would like to designate the accumulator word and fraction lengths.

When you select `Same as product output` the characteristics match the characteristics of the product output.

When you select **Binary point scaling**, you can enter the **Word length** and the **Fraction length** of the accumulator, in bits.

When you select **Slope and bias scaling**, you can enter the **Word length**, in bits, and the **Slope** of the **Accumulator**. All signals in the Computer Vision System Toolbox software have a bias of 0.

See “Multiplication Data Types” for illustrations depicting the use of the accumulator data type in this block.

### **Lock data type settings against change by the fixed-point tools**

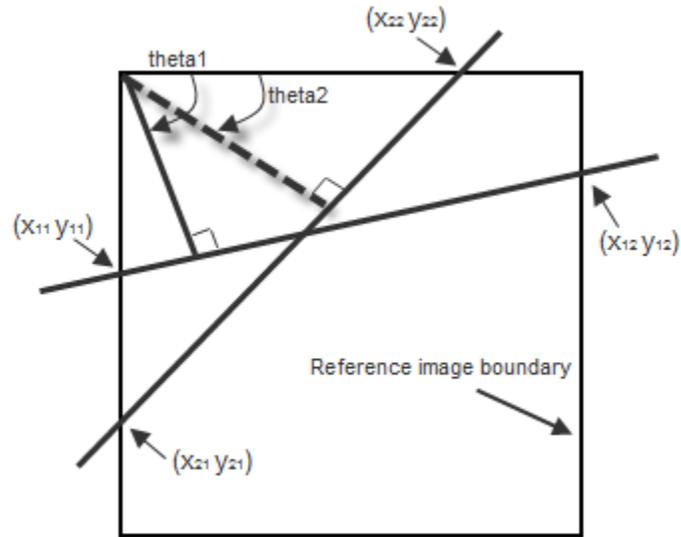
Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## **Examples**

The following figure shows Line 1 intersecting the boundaries of the reference image at  $[(x_{11}, y_{11}) (x_{12}, y_{12})]$  and Line 2 intersecting the boundaries at  $[(x_{21}, y_{21}) (x_{22}, y_{22})]$

# Hough Lines

---



See “Detect Lines in Images” and “Measure Angle Between Lines” in the *Computer Vision System Toolbox User Guide*.

## See Also

Find Local Maxima

Computer Vision System Toolbox

Hough Transform

Computer Vision System Toolbox

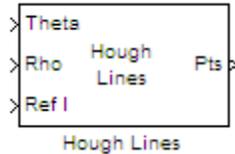
# Hough Lines (To Be Removed)

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**Purpose** Find Cartesian coordinates of lines described by rho and theta pairs

**Library** Transforms

## Description



---

**Note** This Hough Lines block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated Hough Lines block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

See the Hough Lines documentation to view the reference material related to the obsolete block.

---

# Hough Transform

---

**Purpose** Find lines in images

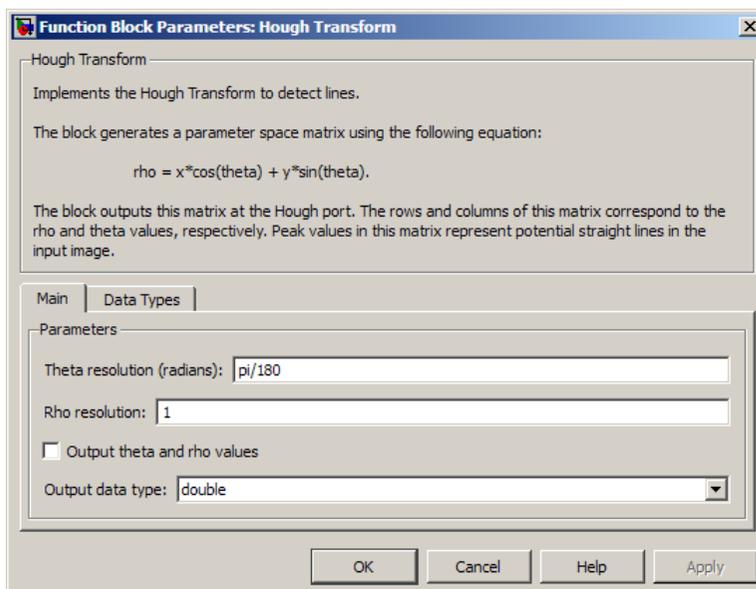
**Library** Transforms  
visiontransforms

**Description** Use the Hough Transform block to find lines in an image. The block outputs the Hough space matrix and, optionally, the *rho*-axis and *theta*-axis vectors. Peak values in the matrix represent potential lines in the input image. Generally, the Hough Transform block precedes the Hough Lines block which uses the output of this block to find lines in an image. You can instead use a custom algorithm to locate peaks in the Hough space matrix in order to identify potential lines.

Port	Input/Output	Supported Data Types	Supported Complex Values
BW	Matrix that represents a binary image	Boolean	No
Hough	Parameter space matrix	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point (unsigned, fraction length equal to 0)</li><li>• 8-, 16-, 32-bit unsigned integer</li></ul>	No
Theta	Vector of theta values	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point (signed)</li><li>• 8-, 16-, 32-bit signed integer</li></ul>	No
Rho	Vector of rho values	Same as Theta port	No

## Dialog Boxes

The **Main** pane of the Hough Transform dialog box appears as shown in the following figure.



### Theta resolution (radians)

Specify the spacing of the Hough transform bins along the *theta*-axis.

### Rho resolution (pixels)

Specify the spacing of the Hough transform bins along the *rho*-axis.

### Output theta and rho values

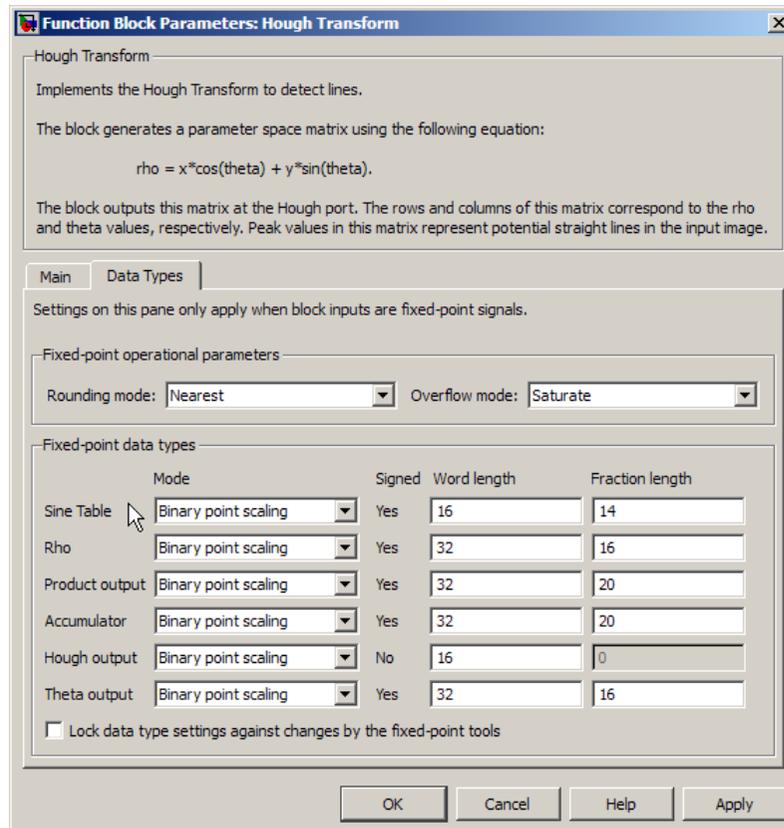
If you select this check box, the **Theta** and **Rho** ports appear on the block. The block outputs theta and rho-axis vector values at these ports.

### Output data type

Specify the data type of your output signal.

# Hough Transform

The **Data Types** pane of the Hough Transform block dialog appears as shown in the following figure. The Data Types pane will not show fixed-point parameters when **Output data type** parameter is set to double or single.



## Rounding mode

Select the rounding mode for fixed-point operations.

## Overflow mode

Select the overflow mode for fixed-point operations.

## Sine table

Choose how to specify the word length of the values of the sine table:

- When you select **Binary point scaling**, you can enter the word length of the sine table values, in bits.
- When you select **Slope and bias scaling**, you can enter the word length of the sine table values, in bits.

The sine table values do not obey the **Rounding mode** and **Overflow mode** parameters; they always saturate and round to Nearest.

## Rho

Choose how to specify the word length and the fraction length of the rho values:

- When you select **Binary point scaling**, you can enter the word length and the fraction length of the rho values, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the rho values. All signals in Computer Vision System Toolbox blocks have a bias of 0.

## Product output

. Use this parameter to specify how to designate the product output word and fraction lengths:

- When you select **Binary point scaling**, you can enter the word length and the fraction length of the product output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the product output. All signals in Computer Vision System Toolbox blocks have a bias of 0.

See “Multiplication Data Types” for illustrations depicting the use of the product output.

# Hough Transform

---

## Accumulator

Use this parameter to specify how to designate this accumulator word and fraction lengths:

- When you select **Same as product output**, these characteristics match the characteristics of the product output.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the accumulator, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the accumulator. All signals in Computer Vision System Toolbox blocks have a bias of 0.

See “Multiplication Data Types” for illustrations depicting the use of the accumulator data type in this block.

## Lock data type settings against change by the fixed-point tools

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## Hough output

Choose how to specify the word length and fraction length of the Hough output of the block:

- When you select **Binary point scaling**, you can enter the word length of the Hough output, in bits. The fraction length always has a value of 0.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, of the Hough output. The slope always has a value of 0. All signals in Computer Vision System Toolbox blocks have a bias of 0.

## Theta output

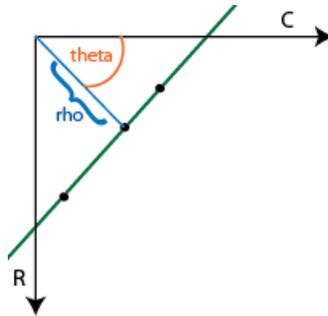
Choose how to specify the word length and fraction length of the theta output of the block:

- When you select **Binary point scaling**, you can enter the word length and the fraction length of the theta output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the theta output. All signals in Computer Vision System Toolbox blocks have a bias of 0.

## Algorithm

The Hough Transform block implements the Standard Hough Transform (SHT). The SHT uses the parametric representation of a line:

$$rho = x * \cos(theta) + y * \sin(theta)$$



The variable  $rho$  indicates the perpendicular distance from the origin to the line.

The variable  $theta$  indicates the angle of inclination of the normal line

from the x-axis. The range of  $theta$  is  $-\frac{\pi}{2} \leq \theta < +\frac{\pi}{2}$  with a step-size determined by the **Theta resolution (radians)** parameter. The SHT measures the angle of the line clockwise with respect to the positive x-axis.

The Hough Transform block creates an accumulator matrix. The  $(rho, theta)$  pair represent the location of a cell in the accumulator matrix. Every valid (logical true) pixel of the input binary image represented by  $(R, C)$  produces a rho value for all theta values. The block quantizes

# Hough Transform

---

the rho values to the nearest number in the rho vector. The rho vector depends on the size of the input image and the user-specified rho resolution. The block increments a counter (initially set to zero) in those accumulator array cells represented by  $(rho, theta)$  pairs found for each pixel. This process validates the point  $(R,C)$  to be on the line defined by  $(rho, theta)$ . The block repeats this process for each logical true pixel in the image. The **Hough** block outputs the resulting accumulator matrix.

## Examples

See “Detect Lines in Images” and “Measure Angle Between Lines” in the *Computer Vision System Toolbox User Guide*.

## See Also

Find Local Maxima	Computer Vision System Toolbox
Hough Lines	Computer Vision System Toolbox
hough	Image Processing Toolbox
houghlines	Image Processing Toolbox
houghpeaks	Image Processing Toolbox

**Purpose** Compute complement of pixel values in binary or intensity images

**Library** Conversions  
visionconversions

## Description



The Image Complement block computes the complement of a binary or intensity image. For binary images, the block replaces pixel values equal to 0 with 1 and pixel values equal to 1 with 0. For an intensity image, the block subtracts each pixel value from the maximum value that can be represented by the input data type and outputs the difference.

For example, suppose the input pixel values are given by  $x(i)$  and the output pixel values are given by  $y(i)$ . If the data type of the input is double or single precision floating-point, the block outputs  $y(i) = 1.0 - x(i)$ . If the input is an 8-bit unsigned integer, the block outputs  $y(i) = 255 - x(i)$ .

Port	Input/Output	Supported Data Types	Complex Values Supported
Input	Vector or matrix of intensity values	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Boolean</li> <li>• 8-, 16-, 32-bit signed integer</li> <li>• 8-, 16-, 32-bit unsigned integer</li> </ul>	No
Output	Complement of a binary or intensity	Same as Input port	No

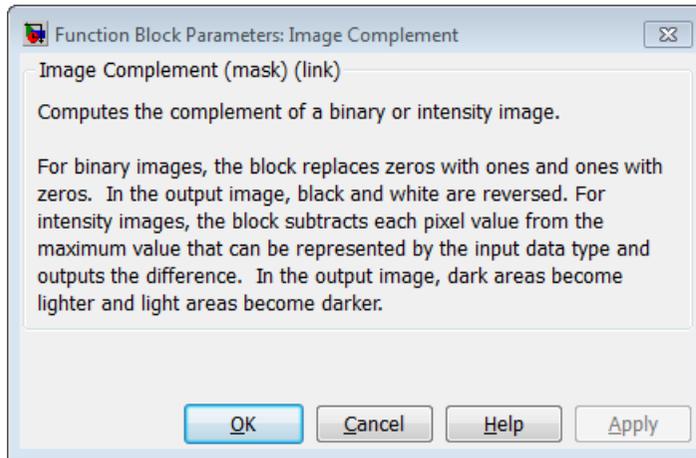
The dimensions, data type, complexity, and frame status of the input and output signals are the same.

# Image Complement

---

## Dialog Box

The Image Complement dialog box appears as shown in the following figure.



## See Also

Autothreshold

Computer Vision System Toolbox software

Chroma Resampling

Computer Vision System Toolbox software

Color Space Conversion

Computer Vision System Toolbox software

imcomplement

Image Processing Toolbox software

**Purpose** Convert and scale input image to specified output data type

**Library** Conversions  
visionconversions

## Description



The Image Data Type Conversion block changes the data type of the input to the user-specified data type and scales the values to the new data type's dynamic range. To convert between data types without scaling, use the Simulink Data Type Conversion block.

When converting between floating-point data types, the block casts the input into the output data type and clips values outside the range to 0 or 1. When converting to the Boolean data type, the block maps 0 values to 0 and all other values to one. When converting to or between all other data types, the block casts the input into the output data type and scales the data type values into the dynamic range of the output data type. For double- and single-precision floating-point data types, the dynamic range is between 0 and 1. For fixed-point data types, the dynamic range is between the minimum and maximum values that can be represented by the data type.

---

**Note** This block supports intensity and color images on its ports.

---

Port	Input/Output	Supported Data Types	Complex Values Supported
Input	M-by-N matrix of intensity values or an M-by-N-by-P color video signal where P is the number of color planes	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point (word length less than or equal to 16)</li> <li>• Boolean</li> <li>• 8-, 16-bit signed integer</li> </ul>	No

# Image Data Type Conversion

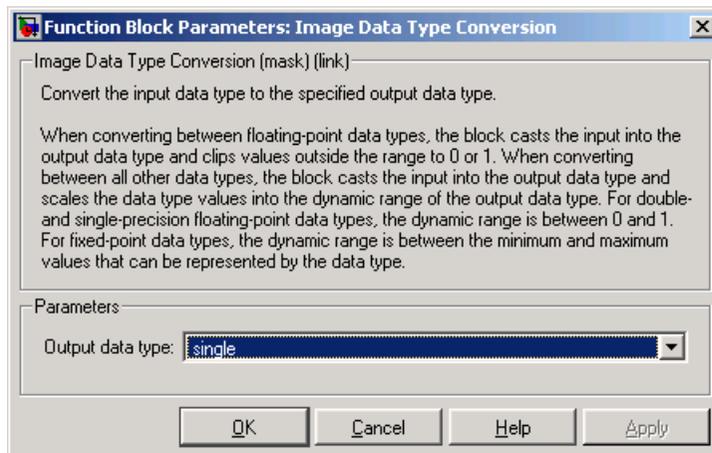
Port	Input/Output	Supported Data Types	Complex Values Supported
		<ul style="list-style-type: none"><li>• 8-, 16-bit unsigned integer</li></ul>	
Output	M-by-N matrix of intensity values or an M-by-N-by-P color video signal where P is the number of color planes	Same as Input port	No

The dimensions, complexity, and frame status of the input and output signals are the same.

Use the **Output data type** parameter to specify the data type of your output signal values.

## Dialog Box

The Image Data Type Conversion dialog box appears as shown in the following figure.



### Output data type

Use this parameter to specify the data type of your output signal.

## **Signed**

Select this check box if you want the output fixed-point data to be signed. This parameter is visible if, for the **Output data type** parameter, you choose *Fixed-point*.

## **Word length**

Use this parameter to specify the word length of your fixed-point output. This parameter is visible if, for the **Output data type** parameter, you choose *Fixed-point*.

## **Fraction length**

Use this parameter to specify the fraction length of your fixed-point output. This parameter is visible if, for the **Output data type** parameter, you choose *Fixed-point*.

## **See Also**

[Autothreshold](#)

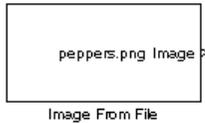
[Computer Vision System Toolbox software](#)

# Image From File

**Purpose** Import image from image file

**Library** Sources  
visionsources

## Description



Use the Image From File block to import an image from a supported image file. For a list of supported file formats, see the `imread` function reference page in the MATLAB documentation. If the image is a M-by-N array, the block outputs a binary or intensity image, where M and N are the number of rows and columns in the image. If the image is a M-by-N-by-P array, the block outputs a color image, where M and N are the number of rows and columns in each color plane, P.

Port	Output	Supported Data Types	Complex Values Supported
Image	M-by-N matrix of intensity values or an M-by-N-by-P color video signal where P is the number of color planes	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• Boolean</li> <li>• 8-, 16-, 32-bit signed integer</li> <li>• 8-, 16-, 32-bit unsigned integer</li> </ul>	Yes
R, G, B	Scalar, vector, or matrix that represents one plane of the input RGB video stream. Outputs from the R, G, or B ports have the same dimensions.	Same as I port	Yes

For the Computer Vision System Toolbox blocks to display video data properly, double- and single-precision floating-point pixel values must be between 0 and 1. If the input pixel values have a different data type than the one you select using the **Output data type** parameter, the

block scales the pixel values, adds an offset to the pixel values so that they are within the dynamic range of their new data type, or both.

Use the **File name** parameter to specify the name of the graphics file that contains the image to import into the Simulink modeling and simulation software. If the file is not on the MATLAB path, use the **Browse** button to locate the file. This parameter supports URL paths.

Use the **Sample time** parameter to set the sample period of the output signal.

Use the **Image signal** parameter to specify how the block outputs a color video signal. If you select **One multidimensional signal**, the block outputs an M-by-N-by-P color video signal, where P is the number of color planes, at one port. If you select **Separate color signals**, additional ports appear on the block. Each port outputs one M-by-N plane of an RGB video stream.

Use the **Output port labels** parameter to label your output ports. Use the spacer character, |, as the delimiter. This parameter is visible if you set the **Image signal** parameter to **Separate color signals**.

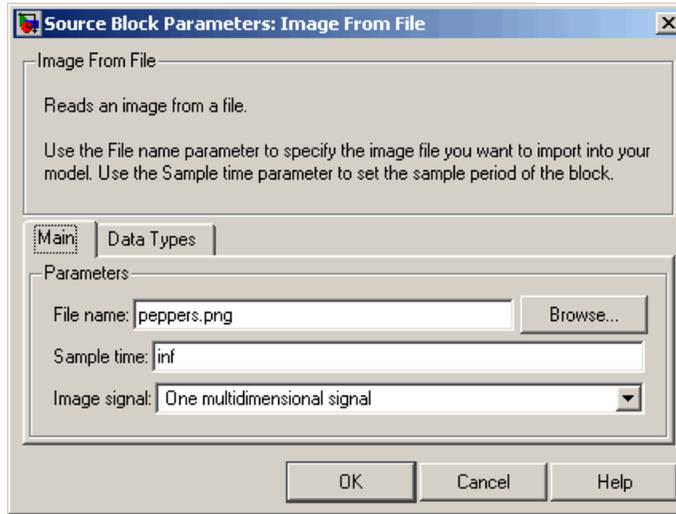
On the **Data Types** pane, use the **Output data type** parameter to specify the data type of your output signal.

# Image From File

---

## Dialog Box

The **Main** pane of the Image From File dialog box appears as shown in the following figure.



### File name

Specify the name of the graphics file that contains the image to import into the Simulink environment.

### Sample time

Enter the sample period of the output signal.

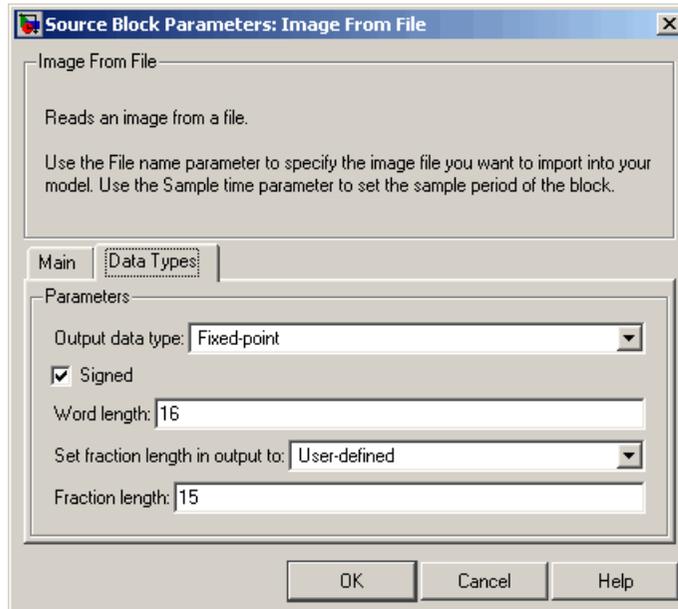
### Image signal

Specify how the block outputs a color video signal. If you select **One multidimensional signal**, the block outputs an M-by-N-by-P color video signal, where P is the number of color planes, at one port. If you select **Separate color signals**, additional ports appear on the block. Each port outputs one M-by-N plane of an RGB video stream.

## Output port labels

Enter the labels for your output ports using the spacer character, |, as the delimiter. This parameter is visible if you set the **Image signal** parameter to Separate color signals.

The **Data Types** pane of the Image From File dialog box appears as shown in the following figure.



## Output data type

Specify the data type of your output signal.

## Signed

Select to output a signed fixed-point signal. Otherwise, the signal will be unsigned. This parameter is only visible if, from the **Output data type** list, you select Fixed-point.

# Image From File

---

## Word length

Specify the word length, in bits, of the fixed-point output data type. This parameter is only visible if, from the **Output data type** list, you select **Fixed-point**.

## Set fraction length in output to

Specify the scaling of the fixed-point output by either of the following two methods:

- Choose **Best precision** to have the output scaling automatically set such that the output signal has the best possible precision.
- Choose **User-defined** to specify the output scaling in the **Fraction length** parameter.

This parameter is only visible if, from the **Output data type** list, you select **Fixed-point** or when you select **User-defined**.

## Fraction length

For fixed-point output data types, specify the number of fractional bits, or bits to the right of the binary point. This parameter is only visible when you select **Fixed-point** or **User-defined** for the **Output data type** parameter and **User-defined** for the **Set fraction length in output to** parameter.

## User-defined data type

Specify any built-in or fixed-point data type. You can specify fixed-point data types using the `sfix`, `ufix`, `sint`, `uint`, `sfrac`, and `ufrac` functions from the Simulink Fixed Point library. This parameter is only visible when you select **User-defined** for the **Output data type** parameter.

## See Also

From Multimedia File	Computer Vision System Toolbox software
Image From Workspace	Computer Vision System Toolbox software

To Video Display	Video and Image Processing Blockset software
Video From Workspace	Computer Vision System Toolbox software
Video Viewer	Computer Vision System Toolbox software
im2double	Image Processing Toolbox software
im2uint8	Image Processing Toolbox software
imread	MATLAB

# Image From Workspace

**Purpose** Import image from MATLAB workspace

**Library** Sources  
visionsources

**Description** Use the Image From Workspace block to import an image from the MATLAB workspace. If the image is a M-by-N workspace array, the block outputs a binary or intensity image, where M and N are the number of rows and columns in the image. If the image is a M-by-N-by-P workspace array, the block outputs a color image, where M and N are the number of rows and columns in each color plane, P.



Port	Output	Supported Data Types	Complex Values Supported
Image	M-by-N matrix of intensity values or an M-by-N-by-P color video signal where P is the number of color planes	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• Boolean</li><li>• 8-, 16-, 32-bit signed integer</li><li>• 8-, 16-, 32-bit unsigned integer</li></ul>	No
R, G, B	Scalar, vector, or matrix that represents one plane of the RGB video stream. Outputs from the R, G, or B ports have the same dimensions.	Same as I port	No

For the Computer Vision System Toolbox blocks to display video data properly, double- and single-precision floating-point pixel values must be between 0 and 1. If the input pixel values have a different data type than the one you select using the **Output data type** parameter, the

block scales the pixel values, adds an offset to the pixel values so that they are within the dynamic range of their new data type, or both.

Use the **Value** parameter to specify the MATLAB workspace variable that contains the image you want to import into Simulink environment.

Use the **Sample time** parameter to set the sample period of the output signal.

Use the **Image signal** parameter to specify how the block outputs a color video signal. If you select **One multidimensional signal**, the block outputs an M-by-N-by-P color video signal, where P is the number of color planes, at one port. If you select **Separate color signals**, additional ports appear on the block. Each port outputs one M-by-N plane of an RGB video stream.

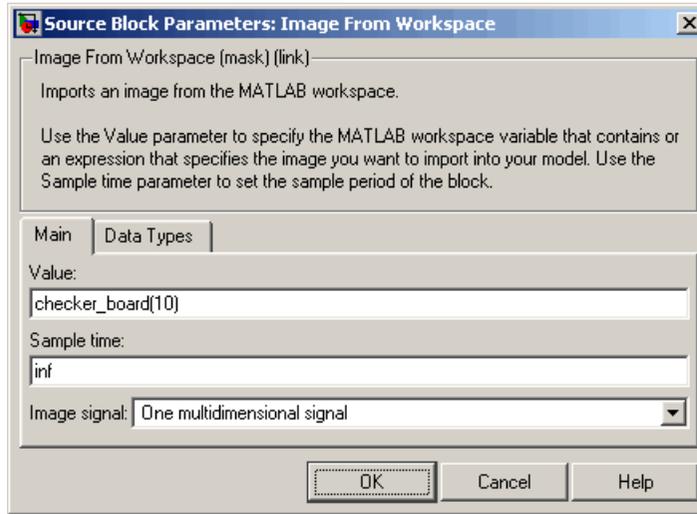
Use the **Output port labels** parameter to label your output ports. Use the spacer character, |, as the delimiter. This parameter is visible if you set the **Image signal** parameter to **Separate color signals**.

On the **Data Types** pane, use the **Output data type** parameter to specify the data type of your output signal.

# Image From Workspace

## Dialog Box

The **Main** pane of the Image From Workspace dialog box appears as shown in the following figure.



### Value

Specify the MATLAB workspace variable that you want to import into Simulink environment.

### Sample time

Enter the sample period of the output signal.

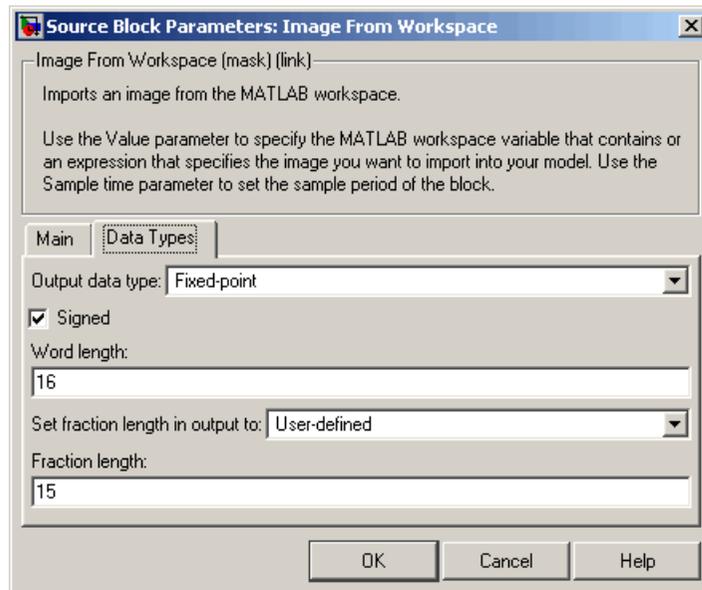
### Image signal

Specify how the block outputs a color video signal. If you select **One multidimensional signal**, the block outputs an M-by-N-by-P color video signal, where P is the number of color planes, at one port. If you select **Separate color signals**, additional ports appear on the block. Each port outputs one M-by-N plane of an RGB video stream.

## Output port labels

Enter the labels for your output ports using the spacer character, |, as the delimiter. This parameter is visible if you set the **Image signal** parameter to Separate color signals.

The **Data Types** pane of the Image From Workspace dialog box appears as shown in the following figure.



## Output data type

Specify the data type of your output signal.

## Signed

Select to output a signed fixed-point signal. Otherwise, the signal is unsigned. This parameter is only visible if, from the **Output data type** list, you select Fixed-point.

# Image From Workspace

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## Word length

Specify the word length, in bits, of the fixed-point output data type. This parameter is only visible if, from the **Output data type** list, you select **Fixed-point**.

## Set fraction length in output to

Specify the scaling of the fixed-point output by either of the following two methods:

- Choose **Best precision** to have the output scaling automatically set such that the output signal has the best possible precision.
- Choose **User-defined** to specify the output scaling in the **Fraction length** parameter.

This parameter is only visible if, from the **Output data type** list, you select **Fixed-point** or when you select **User-defined**.

## Fraction length

For fixed-point output data types, specify the number of fractional bits, or bits to the right of the binary point. This parameter is only visible when you select **Fixed-point** or **User-defined** for the **Output data type** parameter and **User-defined** for the **Set fraction length in output to** parameter.

## User-defined data type

Specify any built-in or fixed-point data type. You can specify fixed-point data types using the `sfix`, `ufix`, `sint`, `uint`, `sfrac`, and `ufrac` functions from the Simulink Fixed Point library. This parameter is only visible when you select **User-defined** for the **Output data type** parameter.

## See Also

From Multimedia File

Computer Vision System Toolbox software

To Video Display

Computer Vision System Toolbox software

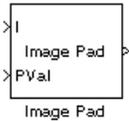
Video From Workspace	Computer Vision System Toolbox software
Video Viewer	Computer Vision System Toolbox software
im2double	Image Processing Toolbox software
im2uint8	Image Processing Toolbox software

# Image Pad

**Purpose** Pad signal along its rows, columns, or both

**Library** Utilities  
visionutilities

**Description** The Image Pad block expands the dimensions of a signal by padding its rows, columns, or both. To crop an image, you can use the Simulink Selector block, DSP System Toolbox Submatrix block, or the Image Processing Toolbox `imcrop` function.



Port	Input/Output	Supported Data Types	Complex Values Supported
Image / I	$M$ -by- $N$ matrix of intensity values or an $M$ -by- $N$ -by- $P$ color video signal, where $P$ is the number of color planes.	<ul style="list-style-type: none"> <li>• Double-precision floating point.</li> <li>• Single-precision floating point.</li> <li>• Fixed point.</li> <li>• Boolean.</li> <li>• 8-, 16-, 32-bit signed integer.</li> <li>• 8-, 16-, 32-bit unsigned integer.</li> </ul>	Yes
PVal	Scalar value that represents the constant pad value.	Same as I port.	Yes
Output	Padded scalar, vector, or matrix.	Same as I port.	Yes

## Examples

### Pad with a Constant Value

Suppose you want to pad the rows of your input signal with three initial values equal to 0 and your input signal is defined as follows:

$$\begin{bmatrix} a_{00} & a_{01} & a_{02} \\ a_{10} & a_{11} & a_{12} \\ a_{20} & a_{21} & a_{22} \end{bmatrix}$$

Set the Image Pad block parameters as follows:

- **Method** = Constant
- **Pad value source** = Specify via dialog
- **Pad value** = 0
- **Specify** = Output size
- **Add columns to** = Left
- **Output row mode** = User-specified
- **Number of output columns** = 6
- **Add rows to** = No padding

The Image Pad block outputs the following signal:

$$\begin{bmatrix} 0 & 0 & 0 & a_{00} & a_{01} & a_{02} \\ 0 & 0 & 0 & a_{10} & a_{11} & a_{12} \\ 0 & 0 & 0 & a_{20} & a_{21} & a_{22} \end{bmatrix}$$

# Image Pad

---

## Pad by Repeating Border Values

Suppose you want to pad your input signal with its border values, and your input signal is defined as follows:

$$\begin{bmatrix} a_{00} & a_{01} & a_{02} \\ a_{10} & a_{11} & a_{12} \\ a_{20} & a_{21} & a_{22} \end{bmatrix}$$

Set the Image Pad block parameters as follows:

- **Method** = Replicate
- **Specify** = Pad size
- **Add columns to** = Both left and right
- **Number of added columns** = 2
- **Add rows to** = Both top and bottom
- **Number of added rows** = [ 1 3 ]

The Image Pad block outputs the following signal:

$$\begin{bmatrix}
 a_{00} & a_{00} & a_{00} & a_{01} & a_{02} & a_{02} & a_{02} \\
 a_{00} & a_{00} & a_{00} & a_{01} & a_{02} & a_{02} & a_{02} \\
 a_{10} & a_{10} & a_{10} & a_{11} & a_{12} & a_{12} & a_{12} \\
 a_{20} & a_{20} & a_{20} & a_{21} & a_{22} & a_{22} & a_{22} \\
 a_{20} & a_{20} & a_{20} & a_{21} & a_{22} & a_{22} & a_{22} \\
 a_{20} & a_{20} & a_{20} & a_{21} & a_{22} & a_{22} & a_{22} \\
 a_{20} & a_{20} & a_{20} & a_{21} & a_{22} & a_{22} & a_{22}
 \end{bmatrix}$$

Input matrix

The border values of the input signal are replicated on the top, bottom, left, and right of the input signal so that the output is a 7-by-7 matrix. The values in the corners of this output matrix are determined by replicating the border values of the matrices on the top, bottom, left and right side of the original input signal.

### Pad with Mirror Image

Suppose you want to pad your input signal using its mirror image, and your input signal is defined as follows:

$$\begin{bmatrix}
 a_{00} & a_{01} & a_{02} \\
 a_{10} & a_{11} & a_{12} \\
 a_{20} & a_{21} & a_{22}
 \end{bmatrix}$$

Set the Image Pad block parameters as follows:

- **Method** = Symmetric
- **Specify** = Pad size
- **Add columns to** = Both left and right

# Image Pad

- Number of added columns = [ 5 6 ]
- Add rows to = Both top and bottom
- Number of added rows = 2

The Image Pad block outputs the following signal:

$$\begin{bmatrix}
 a_{11} & a_{12} & a_{12} & a_{11} & a_{10} & a_{10} & a_{11} & a_{12} & a_{12} & a_{11} & a_{10} & a_{10} & a_{11} & a_{12} \\
 a_{01} & a_{02} & a_{02} & a_{01} & a_{00} & a_{00} & a_{01} & a_{02} & a_{02} & a_{01} & a_{00} & a_{00} & a_{01} & a_{02} \\
 a_{01} & a_{02} & a_{02} & a_{01} & a_{00} & a_{00} & a_{01} & a_{02} & a_{02} & a_{01} & a_{00} & a_{00} & a_{01} & a_{02} \\
 a_{11} & a_{12} & a_{12} & a_{11} & a_{01} & a_{10} & a_{11} & a_{12} & a_{12} & a_{11} & a_{10} & a_{10} & a_{11} & a_{12} \\
 a_{21} & a_{22} & a_{22} & a_{21} & a_{20} & a_{20} & a_{21} & a_{22} & a_{22} & a_{21} & a_{20} & a_{20} & a_{21} & a_{22} \\
 a_{21} & a_{22} & a_{22} & a_{21} & a_{20} & a_{20} & a_{21} & a_{22} & a_{22} & a_{21} & a_{20} & a_{20} & a_{21} & a_{22} \\
 a_{11} & a_{12} & a_{12} & a_{11} & a_{01} & a_{01} & a_{11} & a_{12} & a_{12} & a_{11} & a_{10} & a_{10} & a_{11} & a_{12}
 \end{bmatrix}$$

Input matrix

The block flips the original input matrix and each matrix it creates about their top, bottom, left, and right sides to populate the 7-by-13 output signal. For example, in the preceding figure, you can see how the block flips the input matrix about its right side to create the matrix directly to its right.

## Pad Using a Circular Repetition of Elements

Suppose you want to pad your input signal using a circular repetition of its values. Your input signal is defined as follows:

$$\begin{bmatrix}
 a_{00} & a_{01} & a_{02} \\
 a_{10} & a_{11} & a_{12} \\
 a_{20} & a_{21} & a_{22}
 \end{bmatrix}$$

Set the Image Pad block parameters as follows:

- **Method** = Circular
- **Specify** = Output size
- **Add columns to** = Both left and right
- **Number of output columns** = 9
- **Add rows to** = Both top and bottom
- **Number of output rows** = 9

The Image Pad block outputs the following signal:

$$\begin{array}{c}
 \left[ \begin{array}{ccc|ccc|ccc}
 a_{00} & a_{01} & a_{02} & a_{00} & a_{01} & a_{02} & a_{00} & a_{01} & a_{02} \\
 a_{10} & a_{11} & a_{12} & a_{10} & a_{11} & a_{12} & a_{10} & a_{11} & a_{12} \\
 a_{20} & a_{21} & a_{22} & a_{20} & a_{21} & a_{22} & a_{20} & a_{21} & a_{22} \\
 \hline
 a_{00} & a_{01} & a_{02} & a_{00} & a_{01} & a_{02} & a_{00} & a_{01} & a_{02} \\
 a_{10} & a_{11} & a_{12} & a_{10} & a_{11} & a_{12} & a_{10} & a_{11} & a_{12} \\
 a_{20} & a_{21} & a_{22} & a_{20} & a_{21} & a_{22} & a_{20} & a_{21} & a_{22} \\
 \hline
 a_{00} & a_{01} & a_{02} & a_{00} & a_{01} & a_{02} & a_{00} & a_{01} & a_{02} \\
 a_{10} & a_{11} & a_{12} & a_{10} & a_{11} & a_{12} & a_{10} & a_{11} & a_{12} \\
 a_{20} & a_{21} & a_{22} & a_{20} & a_{21} & a_{22} & a_{20} & a_{21} & a_{22}
 \end{array} \right]
 \end{array}$$

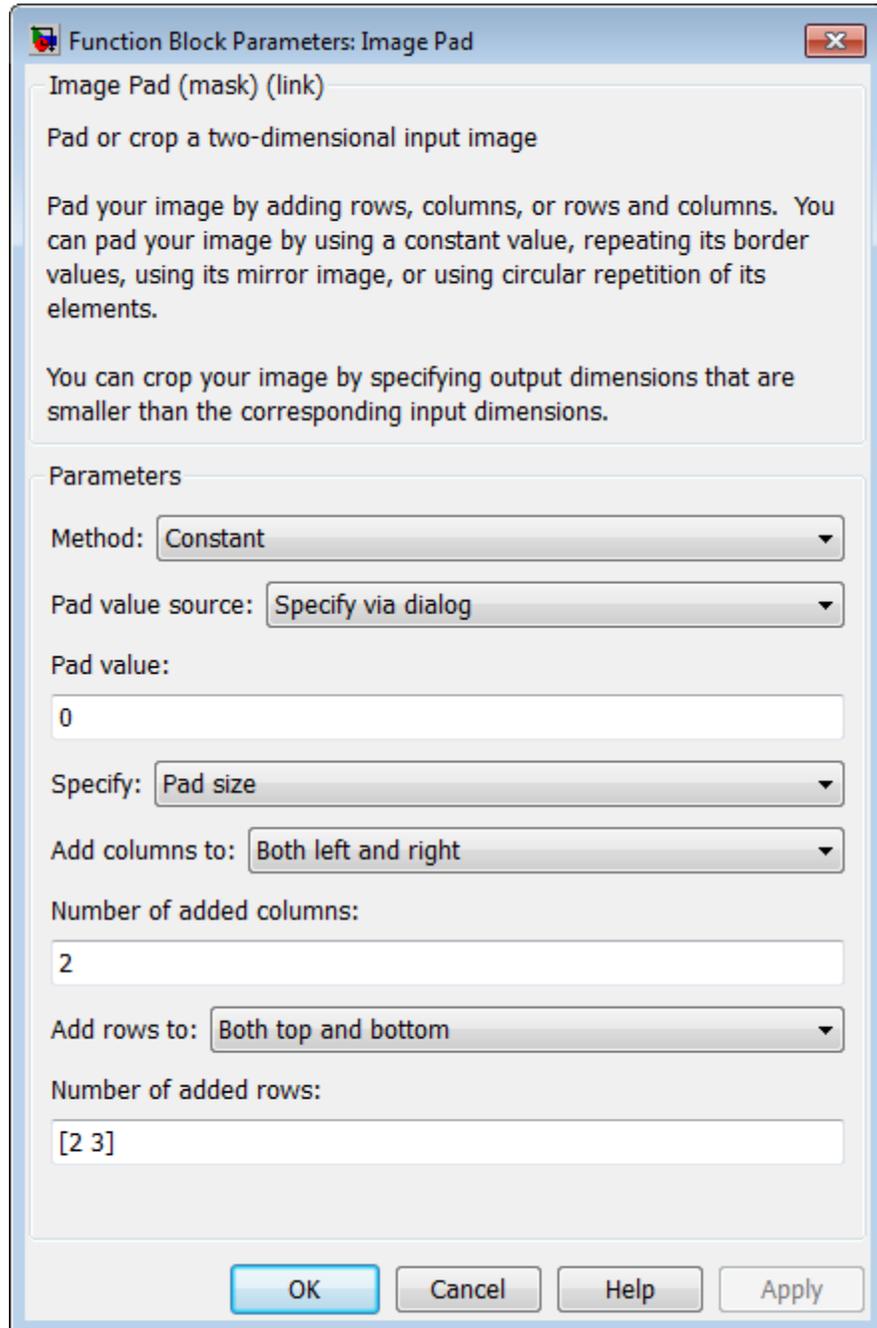
Input matrix

The block repeats the values of the input signal in a circular pattern to populate the 9-by-9 output matrix.

# Image Pad

## Dialog Box

The Image Pad dialog box appears as shown in the following figure.



## Method

Specify how you want the block to pad your signal. The data type of the input signal is the data type of the output signal.

Use the **Method** parameter to specify how you pad the input signal.

- **Constant** — Pad with a constant value
- **Replicate** — Pad by repeating its border values
- **Symmetric** — Pad with its mirror image
- **Circular** — Pad using a circular repetition of its elements

If you set the **Method** parameter to **Constant**, the **Pad value source** parameter appears on the dialog box.

- **Input port** — The PVal port appears on the block. Use this port to specify the constant value with which to pad your signal
- **Specify via dialog** — The **Pad value** parameter appears in the dialog box. Enter the constant value with which to pad your signal.

## Pad value source

If you select **Input port**, the PVal port appears on the block. Use this port to specify the constant value with which to pad your signal. If you select **Specify via dialog**, the **Pad value** parameter becomes available. This parameter is visible if, for the **Method** parameter, you select **Constant**.

## Pad value

Enter the constant value with which to pad your signal. This parameter is visible if, for the **Pad value source** parameter, you select **Specify via dialog**. This parameter is tunable.

## Specify

If you select **Pad size**, you can enter the size of the padding in the horizontal and vertical directions.

If you select **Output size**, you can enter the total number of output columns and rows. This setting enables you to pad the input signal. See the previous section for descriptions of the **Add columns to** and **Add rows to** parameters.

## **Add columns to**

The **Add columns to** parameter controls the padding at the left, right or both sides of the input signal.

- **Left** — The block adds additional columns on the left side.
- **Right** — The block adds additional columns on the right side.
- **Both left and right** — The block adds additional columns to the left and right side.
- **No padding** — The block does not change the number of columns.

Use the **Add columns to** and **Number of added columns** parameters to specify the size of the padding in the horizontal direction. Enter a scalar value, and the block adds this number of columns to the left, right, or both sides of your input signal. If you set the **Add columns to** parameter to **Both left and right**, you can enter a two element vector. The left element controls the number of columns the block adds to the left side of the signal; the right element controls the number of columns the block adds to the right side of the signal.

## **Output row mode**

Use the **Output row mode** parameter to describe how to pad the input signal.

- **User-specified** — Use the **Number of output rows** parameter to specify the total number of rows.
- **Next power of two** — The block pads the input signal along the rows until the length of the rows is equal to a power of two. When the length of the input signal's rows is equal to a power of two, the block does not pad the input signal's rows.

## Number of added columns

This parameter controls how many columns are added to the right and/or left side of your input signal. Enter a scalar value, and the block adds this number of columns to the left, right, or both sides of your signal. If, for the **Add columns to** parameter you select **Both left and right**, enter a two-element vector. The left element controls the number of columns the block adds to the left side of the signal and the right element controls how many columns the block adds to the right side of the signal. This parameter is visible if, for the **Specify** parameter, you select **Pad size**.

## Add rows to

The **Add rows to** parameter controls the padding at the top and bottom of the input signal.

- **Top** — The block adds additional rows to the top.
- **Bottom** — The block adds additional rows to the bottom.
- **Both top and bottom** — The block adds additional rows to the top and bottom.
- **No padding** — The block does not change the number of rows.

Use the **Add rows to** and **Number of added rows** parameters to specify the size of the padding in the vertical direction. Enter a scalar value, and the block adds this number of rows to the top, bottom, or both of your input signal. If you set the **Add rows to** parameter to **Both top and bottom**, you can enter a two element vector. The left element controls the number of rows the block adds to the top of the signal; the right element controls the number of rows the block adds to the bottom of the signal.

## Output column mode

Describe how to pad the input signal. If you select **User-specified**, the **Row size** parameter appears on the block dialog box. If you select **Next power of two**, the block pads the input signal along the rows until the length of the rows is equal

to a power of two. This parameter is visible if, for the Specify parameter, you select Output size.

Use the **Output column mode** parameter to describe how to pad the input signal.

- **User-specified** — Use the **Number of column rows** parameter to specify the total number of columns.
- **Next power of two** — The block pads the input signal along the columns until the length of the columns is equal to a power of two. When the length of the input signal's columns is equal to a power of two, the block does not pad the input signal's columns.

### **Number of added rows**

This parameter controls how many rows are added to the top, bottom, or both of your input signal. Enter a scalar value and the block adds this number of columns to the top, bottom, or both of your signal. If, for the **Add rows to** parameter you select **Both top and bottom**, enter a two-element vector. The left element controls the number of rows the block adds to the top of the signal and the right element controls how many rows the block adds to the bottom of the signal. This parameter is visible if you set the **Specify** parameter to **Pad size**.

### **Action when truncation occurs**

The following options are available for the **Action when truncation occurs** parameter:

- **None** — Select this option when you do not want to be notified that the input signal is truncated.
- **Warning** — Select this option when you want to receive a warning in the MATLAB Command Window when the input signal is truncated.
- **Error** — Select this option when you want an error dialog box displayed and the simulation terminated when the input signal is truncated.

## See Also

Selector | Submatrix | imcrop

# Insert Text

## Purpose

Draw text on image or video stream.

## Library

Text & Graphics  
visiontextngfix

## Description



The Insert Text block draws formatted text or numbers on an image or video stream. The block uses the FreeType 2.3.5 library, an open-source font engine, to produce stylized text bitmaps. To learn more about the FreeType Project, visit <http://www.freetype.org/>. The Insert Text block does not support character sets other than ASCII.

The Insert Text block lets you draw one or more instances of one or more strings, including:

- A single instance of one text string
- Multiple instances of one text string
- Multiple instances of text, with a different text string at each location

## Port Description

Port	Description	Supported Data Types
Image	$M$ -by- $N$ matrix of intensity values or an $M$ -by- $N$ -by- $P$ color video signal where $P$ represents the number of color planes.	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point (signed, word length less than or equal to 32.)</li><li>• Boolean</li><li>• 8-, 16-, 32-bit signed integer</li><li>• 8-, 16-, 32-bit unsigned integer</li></ul>
R, G, B	Matrix that represents one plane of the RGB video stream. Outputs from the R, G, or B ports	Same as Input port

Port	Description	Supported Data Types
	have the same dimensions and data type.	
Select	One-based index value that indicates which text string to display.	<ul style="list-style-type: none"> <li>• Double-precision floating point. (This data type is only supported if the input to the I or R, G, and B ports is a floating-point data type.)</li> <li>• Single-precision floating point. (This data type is only supported if the input to the I or R, G, and B ports is a floating-point data type.)</li> <li>• Boolean</li> <li>• 8-, 16-, 32-bit signed integer</li> <li>• 8-, 16-, 32-bit unsigned integer</li> </ul>
Variable	Vector or matrix whose values are used to replace ANSI C printf-style format specifications.	<p>The data types supported by this port depend on the conversion specification you are using in the <b>Text</b> parameter.</p> <p>%d, %i, and %u:</p> <ul style="list-style-type: none"> <li>• 8-, 16-, 32-bit signed integer</li> <li>• 8-, 16-, 32-bit unsigned integer</li> </ul> <p>%c and %s:</p> <ul style="list-style-type: none"> <li>• 8-bit unsigned integer</li> </ul> <p>%f:</p> <ul style="list-style-type: none"> <li>• Double-precision floating point</li> </ul>

# Insert Text

Port	Description	Supported Data Types
		<ul style="list-style-type: none"><li>• Single-precision floating point %o, %x, %X, %e, %E, %g, and %G:</li><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• 8-, 16-, 32-bit signed integer</li><li>• 8-, 16-, 32-bit unsigned integer</li></ul>
Color	<p>Intensity input — Scalar value used for all strings or a vector of intensity values whose length is equal to the number of strings.</p> <p>Color input — Three-element vector that specifies one color for all strings or a <math>M</math>-by-3 matrix of color values, where <math>M</math> represents the number of strings.</p>	Same as Input port (The input to this port must be the same data type as the input to the Input port.)

Port	Description	Supported Data Types
Location	$M$ -by-2 matrix of one-based [x y] coordinates, where $M$ represents the number of text strings to insert. <b>Location</b> specifies the top-left corner of the text string bounding box.	<ul style="list-style-type: none"> <li>• Double-precision floating point. (This data type is only supported if the input to the I or R, G, and B ports is a floating-point data type.)</li> <li>• Single-precision floating point. (This data type is only supported if the input to the I or R, G, and B ports is a floating-point data type.)</li> <li>• Boolean</li> <li>• 8-, 16-, 32-bit signed integer</li> <li>• 8-, 16-, 32-bit unsigned integer</li> </ul>
Opacity	Scalar value that is used for all strings or vector of opacity values whose length is equal to the number of strings.	<ul style="list-style-type: none"> <li>• Double-precision floating point. (This data type is only supported if the input to the Input or R, G, and B ports is a double-precision floating-point data type.)</li> <li>• Single-precision floating point. (This data type is only supported if the input to the I or R, G, and B ports is a single-precision floating-point data type.)</li> <li>• <code>ufix8_En7</code> (This data type is only supported if the input to the I or R, G, and B ports is a fixed-point data type.)</li> </ul>

## Row-Major Data Format

MATLAB and the Computer Vision System Toolbox blocks use column-major data organization. However, the Insert Text block gives

# Insert Text

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you the option to process data that is stored in row-major format. When you select the **Input image is transposed (data order is row major)** check box, the block assumes that the input buffer contains contiguous data elements from the first row first, then data elements from the second row second, and so on through the last row. Use this functionality only when you meet all the following criteria:

- You are developing algorithms to run on an embedded target that uses the row-major format.
- You want to limit the additional processing required to take the transpose of signals at the interfaces of the row-major and column-major systems.

When you use the row-major functionality, you must consider the following issues:

- When you select this check box, the first two signal dimensions of the Insert Text block's input are swapped.
- All Computer Vision System Toolbox software blocks can be used to process data that is in the row-major format, but you need to know the image dimensions when you develop your algorithms.

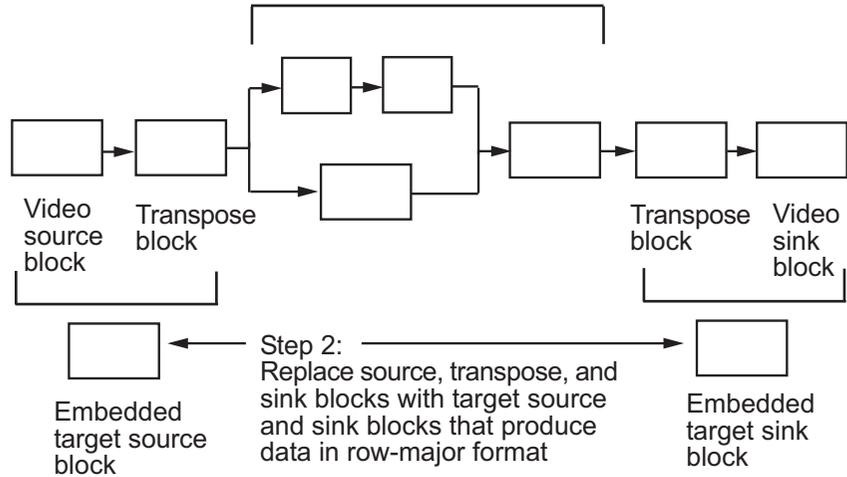
For example, if you use the 2-D FIR Filter block, you need to verify that your filter coefficients are transposed. If you are using the Rotate block, you need to use negative rotation angles, etc.

- Only three blocks have the **Input image is transposed (data order is row major)** check box. They are the Chroma Resampling, Deinterlacing, and Insert Text blocks. You need to select this check box to enable row-major functionality in these blocks. All other blocks must be properly configured to process data in row-major format.

Use the following two-step workflow to develop algorithms in row-major format to run on an embedded target.

Step 1:  
Create block diagram

Algorithm  
blocks

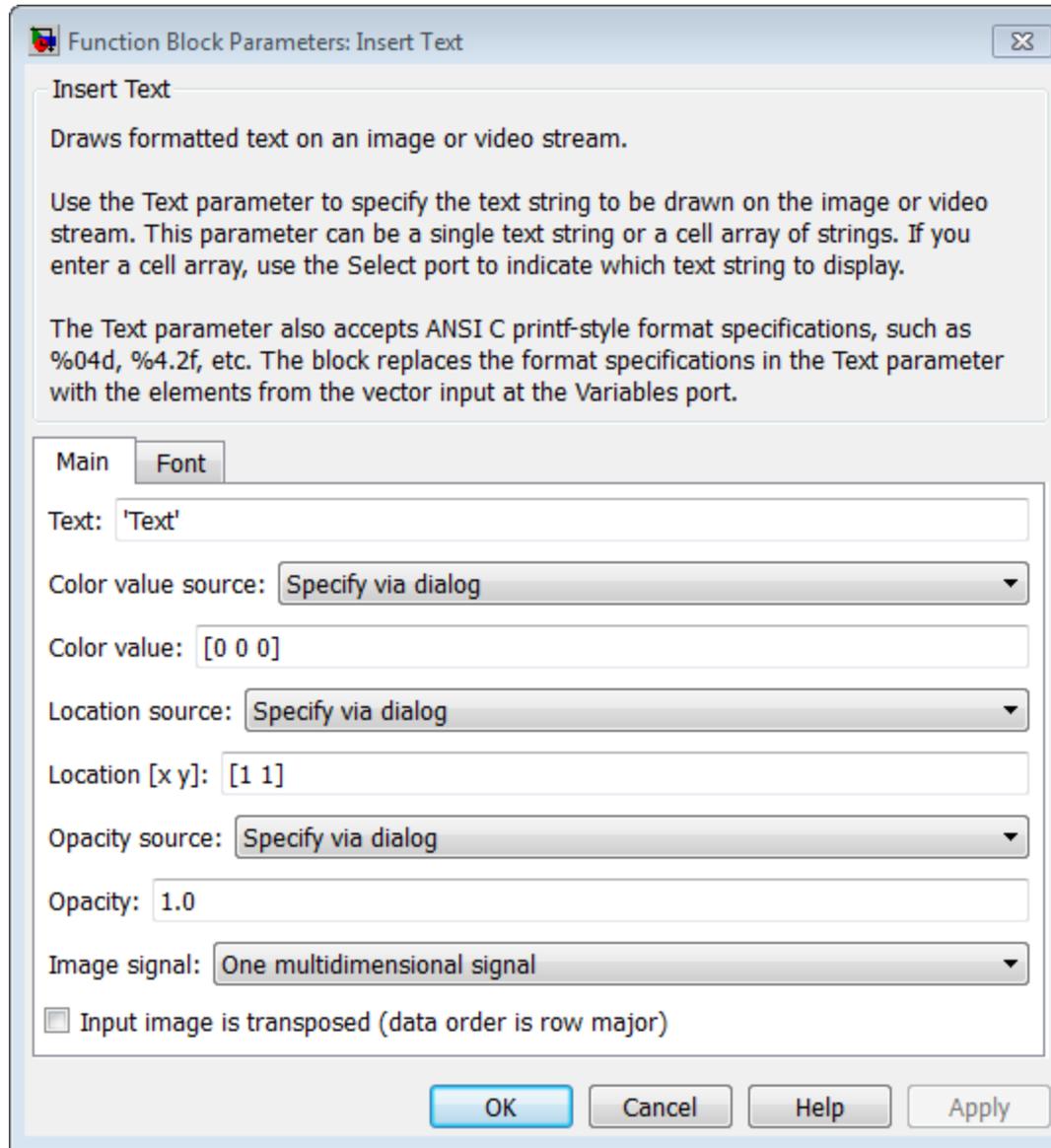


See the DM642 EVM Video ADC and DM642 EVM Video DAC reference pages.

# Insert Text

## Dialog Box

The **Main** pane of the Insert Text dialog box appears as shown in the following figure.



## Text

Specify the text string to be drawn on the image or video stream. This parameter can be a single text string, such as 'Figure1', a cell array of strings, such as {'Figure1', 'Figure2'}, or an ANSI C printf-style format specifications, such as %s.. To create a **Select** port enter a cell array of strings. To create a **Variables** port, enter ANSI C printf-style format specifications, such as %d, %f, or %s.

When you enter a cell array of strings, the Insert Text block does not display all of the strings simultaneously. Instead, the **Select** port appears on the block to let you indicate which text string to display. The input to this port must be a scalar value, where 1 indicates the first string. If the input is less than 1 or greater than one less than the number of strings in the cell array, no text will be drawn on the image or video frame.

When you enter ANSI C printf-style format specifications, such as %d, %f, or %s, the **Variables** port appears on the block. The block replaces the format specifications in the **Text** parameter with each element of the input vector . Use the %s option to specify a set of text strings for the block to display simultaneously at different locations. For example, using a Constant block, enter [uint8('Text1') 0 uint8('Text2')] for the **Constant value** parameter. The following table summarizes the supported conversion specifications.

## Text Parameter Supported Conversion Specifications

Supported specifications	Support for multiple instances of the same specification	Support for mixed specifications
%d, %i, %u, %c, %f, %o, %x, %X, %e, %E, %g, and %G	Yes	No
%s	No	No

### Color value source

Select where to specify the text color. Your choices are:

- **Specify via dialog** — the **Color value** parameter appears on the dialog box.
- **Input port** — the Color port appears on the block.

### Color value

Specify the intensity or color of the text. This parameter is visible if, for the **Color source** parameter, you select **Specify via dialog**. Tunable.

The following table describes how to format the color of the text strings, which depend on the block input and the number of strings you want to insert. Color values for a floating-point data type input image must be between 0 and 1. Color values for an 8-bit unsigned integer data type input image must be between 0 and 255.

## Text String Color Values

Block Input	One Text String	Multiple Text Strings
Intensity image	<b>Color value</b> parameter or the input to the <b>Color</b> port specified as a scalar intensity value	<b>Color value</b> parameter or the input to the <b>Color</b> port specified as a vector of intensity values whose length is equal to the number of strings
Color image	<b>Color value</b> parameter or the input to the <b>Color</b> port specified as an RGB triplet that defines the color of the text	<b>Color value</b> parameter or the input to the <b>Color</b> port specified as an $M$ -by-3 matrix of color values, where $M$ represents the number of strings

### Location source

Indicate where you want to specify the text location. Your choices are:

- Specify via dialog — the **Location [x y]** parameter appears on the dialog box.
- Input port — the Location port appears on the block.

### Location [x y]

Specify the text location. This parameter is visible if, for the **Location source** parameter, you select Specify via dialog. Tunable.

The following table describes how to format the location of the text strings depending on the number of strings you specify to

# Insert Text

insert. You can specify more than one location regardless of how many text strings you specify, but the only way to get a different text string at each location is to use the %s option for the **Text** parameter to specify a set of text strings. You can enter negative values or values that exceed the dimensions of the input image or video frame, but the text might not be visible.

## Location Parameter Text String Insertion

Parameter	One Instance of One Text String	Multiple Instances of the Same Text String	Multiple Instances of Unique Text Strings
<b>Location</b> [x y] parameter setting or the input to the Location port	Two-element vector of the form [x y] that indicates the top-left corner of the text bounding box.	$M$ -by-2 matrix, where $M$ represents the number of locations at which to display the text string. Each row contains the coordinates of the top-left corner of the text bounding box for the string, e.g., [ $x_1$ $y_1$ ; $x_2$ $y_2$ ]	$M$ -by-2 matrix, where $M$ represents the number of text strings. Each row contains the coordinates of the top-left corner of the text bounding box for the string, e.g., [ $x_1$ $y_1$ ; $x_2$ $y_2$ ].

### Opacity source

Indicate where you want to specify the text's opaqueness. Your choices are:

- Specify via dialog — the **Opacity** parameter appears on the dialog box.
- Input port — the Opacity port appears on the block.

### Opacity

Specify the opacity of the text. This parameter is visible if, for the **Opacity source** parameter, you select Specify via dialog. Tunable.

The following table describes how to format the opacity of the text strings depending on the number of strings you want to insert.

## Text String Opacity Values

Parameter	One Text String	Multiple Text Strings
Opacity parameter setting or the input to the Opacity port	Scalar value between 0 and 1, where 0 is translucent and 1 is opaque	Vector whose length is equal to the number of strings

Use the **Image signal** parameter to specify how to input and output a color video signal:

- **One multidimensional signal** — the block accepts an *M-by-N-by-P* color video signal, where *P* is the number of color planes, at one port.
- **Separate color signals** — additional ports appear on the block. Each port accepts one *M-by-N* plane of an RGB video stream.

### Image signal

Specify how to input and output a color video signal. If you select **One multidimensional signal**, the block accepts an *M-by-N-by-P* color video signal, where *P* is the number of color planes, at one port. If you select **Separate color signals**, additional ports appear on the block. Each port accepts one *M-by-N* plane of an RGB video stream.

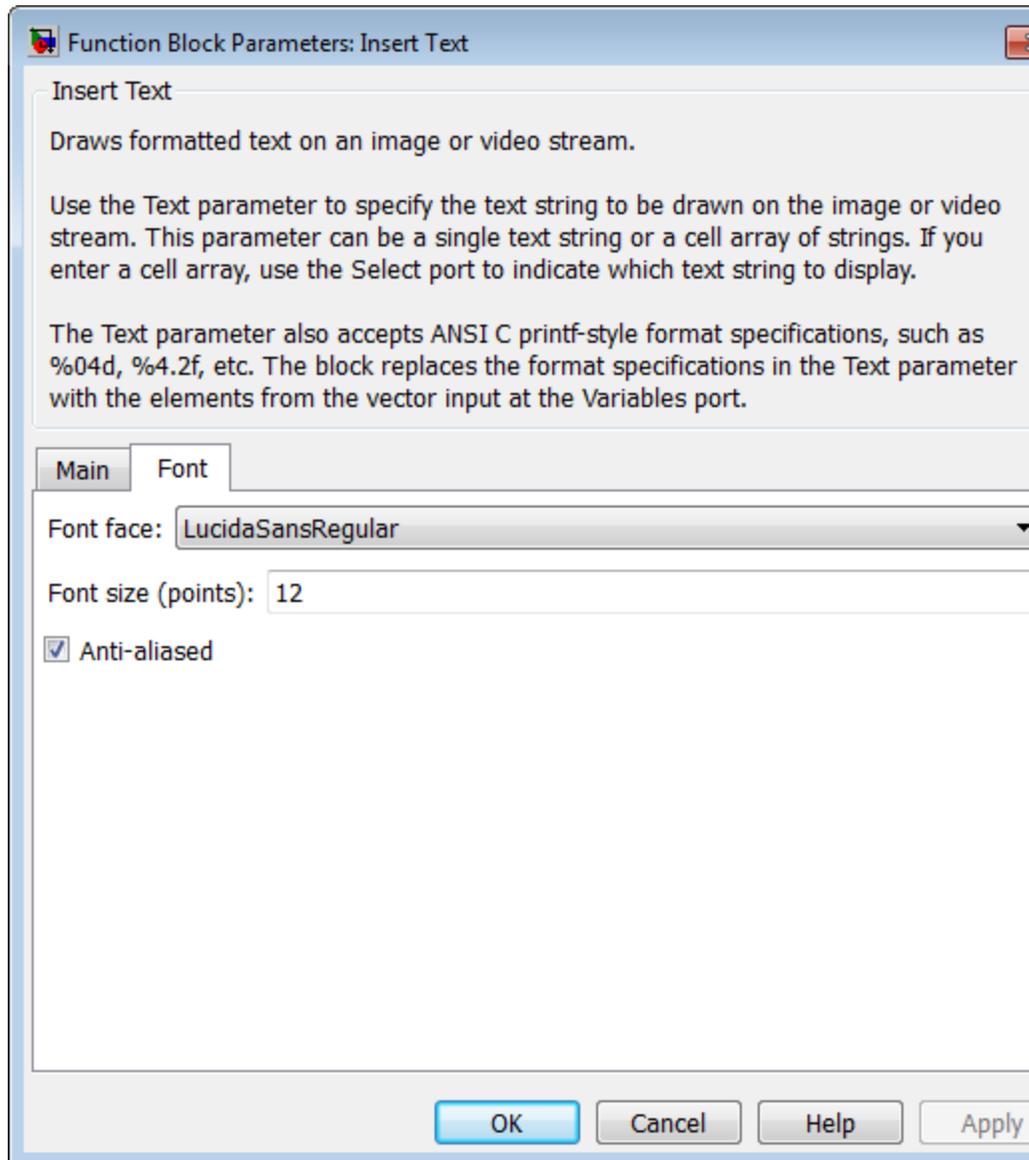
### Input image is transposed (data order is row major)

When you select this check box, the block assumes that the input buffer contains data elements from the first row first, then data elements from the second row second, and so on through the last row.

## Insert Text

---

The **Font** pane of the Insert Text dialog box appears as shown in the following figure.



# Insert Text

---

## **Font face**

Specify the font of your text. The block populates this list with the fonts installed on your system. On Windows, the block searches the system registry for font files. On UNIX, the block searches the X Server's font path for font files.

## **Font size (points)**

Specify the font size.

## **Anti-aliased**

Select this check box if you want the block to smooth the edges of the text. This can be computationally expensive. If you want your model to run faster, clear this check box.

## **Examples**

- “Annotate Video Files with Frame Numbers”

## **See Also**

Draw Shapes

Computer Vision System Toolbox

Draw Markers

Computer Vision System Toolbox

## Purpose

Draw text on image or video stream.

## Library

Text & Graphics

## Description



---

**Note** This Insert Text block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated Insert Text block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

See the Insert Text documentation to view the reference material related to the obsolete block.

---

# Label

**Purpose** Label connected components in binary images

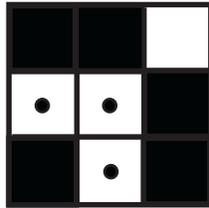
**Library** Morphological Operations  
visionmorphops

**Description** The Label block labels the objects in a binary image, BW, where the background is represented by pixels equal to 0 (black) and objects are represented by pixels equal to 1 (white). At the Label port, the block outputs a label matrix that is the same size as the input matrix. In the label matrix, pixels equal to 0 represent the background, pixels equal to 1 represent the first object, pixels equal to 2 represent the second object, and so on. At the Count port, the block outputs a scalar value that represents the number of labeled objects.

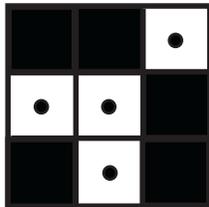
Port	Input/Output	Supported Data Types	Complex Values Supported
BW	Vector or matrix that represents a binary image	Boolean	No
Label	Label matrix	<ul style="list-style-type: none"><li>8-, 16-, and 32-bit unsigned integer</li></ul>	No
Count	Scalar that represents the number of labeled objects	Same as Label port	No

Use the **Connectivity** parameter to define which pixels are connected to each other. If you want a pixel to be connected to the other pixels located on the top, bottom, left, and right, select 4. If you want a pixel to be connected to the other pixels on the top, bottom, left, right, and diagonally, select 8.

Consider the following 3-by-3 image. If, for the **Connectivity** parameter, you select 4, the block considers the white pixels marked by black circles to be connected.



If, for the **Connectivity** parameter, you select 8, the block considers the white pixels marked by black circles to be connected.



Use the **Output** parameter to determine the block's output. If you select `Label matrix` and `number of labels`, ports `Label` and `Count` appear on the block. The block outputs the label matrix at the `Label` port and the number of labeled objects at the `Count` port. If you select `Label matrix`, the `Label` port appears on the block. If you select `Number of labels`, the `Count` port appears on the block.

Use the **Output data type** parameter to set the data type of the outputs at the `Label` and `Count` ports. If you select `Automatic`, the block calculates the maximum number of objects that can fit inside the image based on the image size and the connectivity you specified. Based on this calculation, it determines the minimum output data type size that guarantees unique region labels and sets the output data type appropriately. If you select `uint32`, `uint16`, or `uint8`, the data type of the output is 32-, 16-, or 8-bit unsigned integers, respectively. If you select `uint16`, or `uint8`, the **If label exceeds data type size, mark remaining regions using** parameter appears in the dialog box. If the number of found objects exceeds the maximum number that can be represented by the output data type, use this parameter to specify the

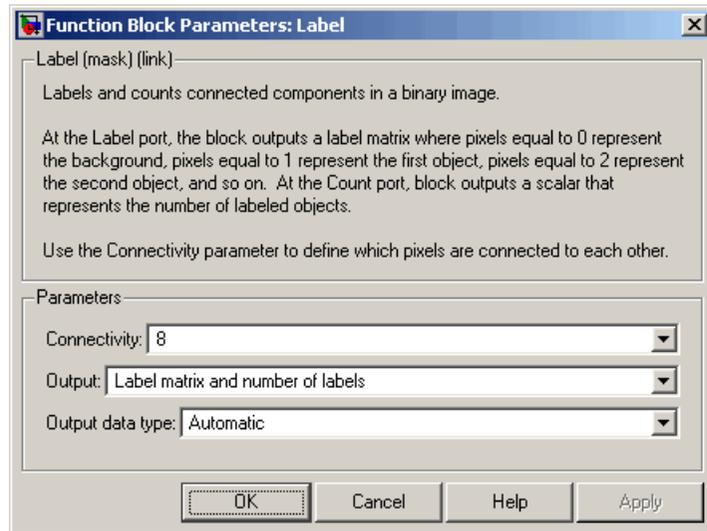
# Label

---

block's behavior. If you select **Maximum value of the output data type**, the remaining regions are labeled with the maximum value of the output data type. If you select **Zero**, the remaining regions are labeled with zeroes.

## Dialog Box

The Label dialog box appears as shown in the following figure.



### Connectivity

Specify which pixels are connected to each other. If you want a pixel to be connected to the pixels on the top, bottom, left, and right, select 4. If you want a pixel to be connected to the pixels on the top, bottom, left, right, and diagonally, select 8.

### Output

Determine the block's output. If you select **Label matrix and number of labels**, the Label and Count ports appear on the block. The block outputs the label matrix at the Label port and the number of labeled objects at the Count port. If you select

Label matrix, the Label port appears on the block. If you select Number of labels, the Count port appears on the block.

### Output data type

Set the data type of the outputs at the Label and Count ports. If you select Automatic, the block determines the appropriate data type for the output. If you select uint32, uint16, or uint8, the data type of the output is 32-, 16-, or 8-bit unsigned integers, respectively.

### If label exceeds data type size, mark remaining regions using

Use this parameter to specify the block's behavior if the number of found objects exceeds the maximum number that can be represented by the output data type. If you select Maximum value of the output data type, the remaining regions are labeled with the maximum value of the output data type. If you select Zero, the remaining regions are labeled with zeroes. This parameter is visible if, for the **Output data type** parameter, you choose uint16 or uint8.

## See Also

Bottom-hat	Computer Vision System Toolbox software
Closing	Computer Vision System Toolbox software
Dilation	Computer Vision System Toolbox software
Erosion	Computer Vision System Toolbox software
Opening	Computer Vision System Toolbox software
Top-hat	Computer Vision System Toolbox software
bwlabel	Image Processing Toolbox software
bwlabeln	Image Processing Toolbox software

# Median Filter

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## Purpose

Perform 2-D median filtering

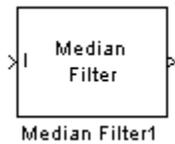
## Library

Filtering and Analysis & Enhancement

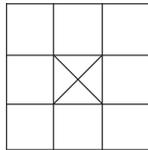
visionanalysis

visionfilter

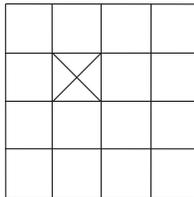
## Description



The Median Filter block replaces the central value of an  $M$ -by- $N$  neighborhood with its median value. If the neighborhood has a center element, the block places the median value there, as illustrated in the following figure.



The block has a bias toward the upper-left corner when the neighborhood does not have an exact center. See the median value placement in the following figure.



The block pads the edge of the input image, which sometimes causes the pixels within  $[M/2 N/2]$  of the edges to appear distorted. The median value is less sensitive than the mean to extreme values. As a result, the Median Filter block can remove salt-and-pepper noise from an image without significantly reducing the sharpness of the image.

Port	Input/Output	Supported Data Types	Complex Values Supported
I	Matrix of intensity values	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• Boolean</li> <li>• 8-, 16-, 32-bit signed integer</li> <li>• 8-, 16-, 32-bit unsigned integer</li> </ul>	No
Val	Scalar value that represents the constant pad value	Same as I port	No
Output	Matrix of intensity values	Same as I port	No

If the data type of the input signal is floating point, the output has the same data type. The data types of the signals input to the I and Val ports must be the same.

### Fixed-Point Data Types

The information in this section is applicable only when the dimensions of the neighborhood are even.

For fixed-point inputs, you can specify accumulator and output data types as discussed in “Dialog Box” on page 2-499. Not all these fixed-point parameters apply to all types of fixed-point inputs. The following table shows the output and accumulator data type used for each fixed-point input.

Fixed-Point Input	Output Data Type	Accumulator Data Type
Even M	X	X
Odd M	X	

# Median Filter

---

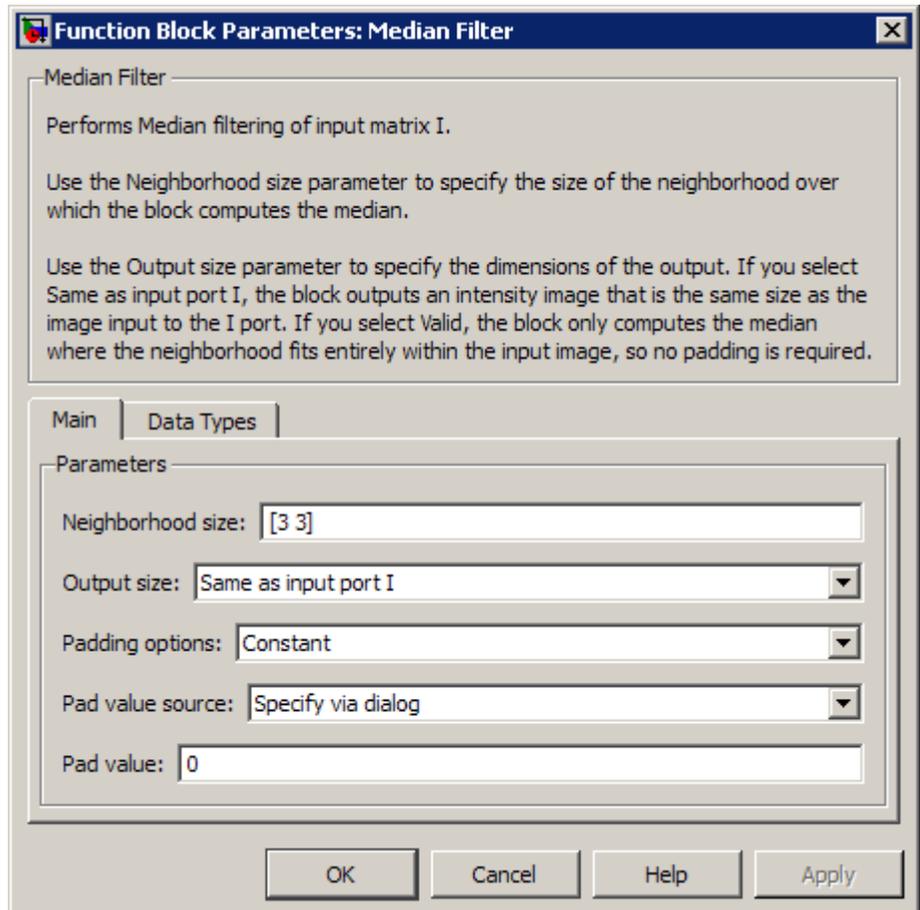
<b>Fixed-Point Input</b>	<b>Output Data Type</b>	<b>Accumulator Data Type</b>
Odd $M$ and complex	X	X
Even $M$ and complex	X	X

When  $M$  is even, fixed-point signals use the accumulator and output data types. The accumulator data type store the result of the sum performed while calculating the average of the two central rows of the input matrix. The output data type stores the total result of the average.

Complex fixed-point inputs use the accumulator parameters. The calculation for the sum of the squares of the real and imaginary parts of the input occur, before sorting input elements. The accumulator data type stores the result of the sum of the squares.

## Dialog Box

The **Main** pane of the Median Filter dialog box appears as shown in the following figure.



### Neighborhood size

Specify the size of the neighborhood over which the block computes the median.

# Median Filter

---

- Enter a scalar value that represents the number of rows and columns in a square matrix.
- Enter a vector that represents the number of rows and columns in a rectangular matrix.

## Output size

This parameter controls the size of the output matrix.

- If you choose `Same` as `input port I`, the output has the same dimensions as the input to port I. The **Padding options** parameter appears in the dialog box. Use the **Padding options** parameter to specify how to pad the boundary of your input matrix.
- If you select `Valid`, the block only computes the median where the neighborhood fits entirely within the input image, with no need for padding. The dimensions of the output image are,  $\text{output rows} = \text{input rows} - \text{neighborhood rows} + 1$ , and  $\text{output columns} = \text{input columns} - \text{neighborhood columns} + 1$ .

## Padding options

Specify how to pad the boundary of your input matrix.

- Select `Constant` to pad your matrix with a constant value. The **Pad value source** parameter appears in the dialog box
- Select `Replicate` to pad your input matrix by repeating its border values.
- Select `Symmetric` to pad your input matrix with its mirror image.
- Select `Circular` to pad your input matrix using a circular repetition of its elements. This parameter appears if, for the **Output size** parameter, you select `Same as input port I`.

For more information on padding, see the Image Pad block reference page.

## **Pad value source**

Use this parameter to specify how to define your constant boundary value.

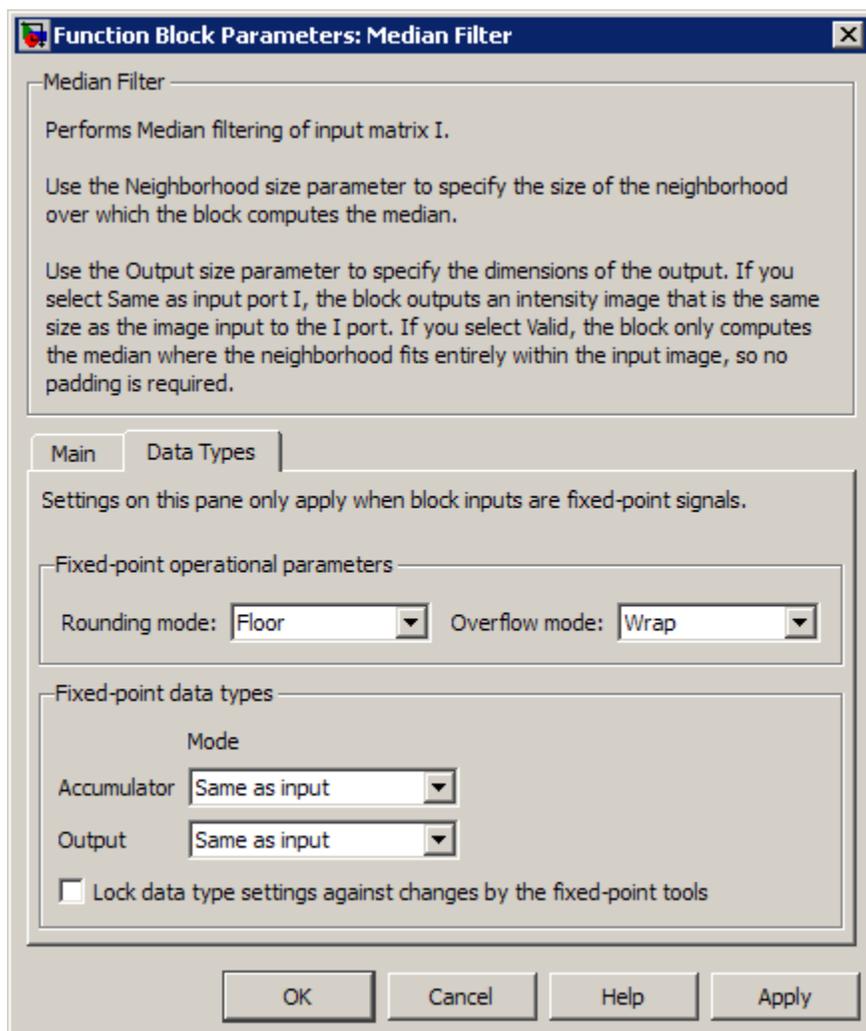
- Select **Specify via dialog** to enter your value in the block parameters dialog box. The **Pad value** parameter appears in the dialog box.
- Select **Input port** to specify your constant value using the **Val** port. This parameter appears if, for the **Padding options** parameter, you select **Constant**.

## **Pad value**

Enter the constant value with which to pad your matrix. This parameter appears if, for the **Pad value source** parameter, you select **Specify via dialog**. Tunable.

The **Data Types** pane of the Median Filter dialog box appears as follows. The parameters on this dialog box becomes visible only when the dimensions of the neighborhood are even.

# Median Filter



## Rounding mode

Select the rounding mode for fixed-point operations.

## Overflow mode

Select the overflow mode for fixed-point operations.

---

**Note** Only certain cases require the use of the accumulator and output parameters. Refer to “Fixed-Point Data Types” on page 2-497 for more information.

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## Accumulator

Use this parameter to specify the accumulator word and fraction lengths resulting from a complex-complex multiplication in the block:

- When you select `Same as input`, these characteristics match the related input to the block.
- When you select `Binary point scaling`, you can enter the word length and the fraction length of the accumulator, in bits.
- When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the accumulator. This block requires power-of-two slope and a bias of 0.

## Output

Choose how to specify the output word length and fraction length:

- When you select `Same as input`, these characteristics match the related input to the block.
- When you select `Binary point scaling`, you can enter the word length and the fraction length of the output, in bits.
- When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the output. This block requires power-of-two slope and a bias of 0.

## Lock data type settings against change by the fixed-point tools

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more

# Median Filter

---

information, see `fxptd1g`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## References

[1] Gonzales, Rafael C. and Richard E. Woods. *Digital Image Processing. 2nd ed.* Englewood Cliffs, NJ: Prentice-Hall, 2002.

## See Also

2-D Convolution

Computer Vision System Toolbox

2-D FIR Filter

Computer Vision System Toolbox

`medfilt2`

Image Processing Toolbox

**Purpose** Perform morphological opening on binary or intensity images

**Library** Morphological Operations  
visionmorphops

**Description** The Opening block performs an erosion operation followed by a dilation operation using a predefined neighborhood or structuring element. This block uses flat structuring elements only.



Port	Input/Output	Supported Data Types	Complex Values Supported
I	Vector or matrix of intensity values	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• Boolean</li> <li>• 8-, 16-, and 32-bit signed integer</li> <li>• 8-, 16-, and 32-bit unsigned integer</li> </ul>	No
Nhood	Matrix or vector of ones and zeros that represents the neighborhood values	Boolean	No
Output	Scalar, vector, or matrix of intensity values that represents the opened image	Same as I port	No

The output signal has the same data type as the input to the I port.

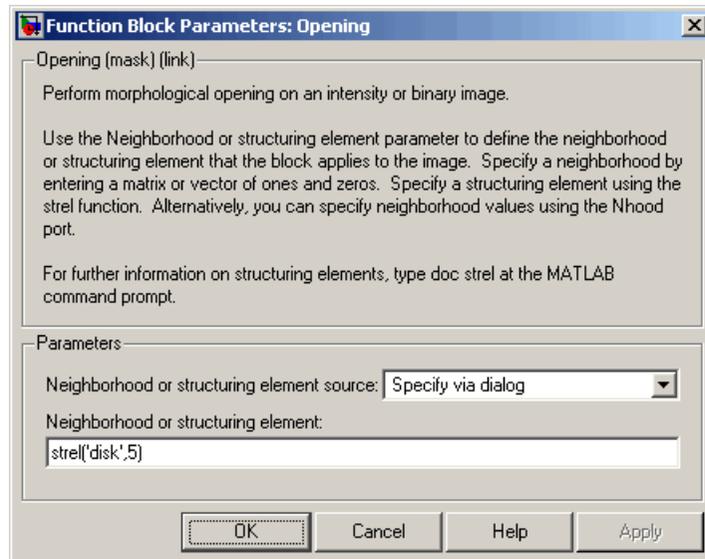
# Opening

Use the **Neighborhood or structuring element source** parameter to specify how to enter your neighborhood or structuring element values. If you select **Specify via dialog**, the **Neighborhood or structuring element** parameter appears in the dialog box. If you select **Input port**, the **Nhood** port appears on the block. Use this port to enter your neighborhood values as a matrix or vector of 1s and 0s. You can only specify a structuring element using the dialog box.

Use the **Neighborhood or structuring element** parameter to define the region the block moves throughout the image. Specify a neighborhood by entering a matrix or vector of 1s and 0s. Specify a structuring element with the `strel` function from the Image Processing Toolbox. If the structuring element is decomposable into smaller elements, the block executes at higher speeds due to the use of a more efficient algorithm.

## Dialog Box

The Opening dialog box appears as shown in the following figure.



**Neighborhood or structuring element source**

Specify how to enter your neighborhood or structuring element values. Select `Specify via dialog` to enter the values in the dialog box. Select `Input port` to use the `Nhood` port to specify the neighborhood values. You can only specify a structuring element using the dialog box.

**Neighborhood or structuring element**

If you are specifying a neighborhood, this parameter must be a matrix or vector of 1s and 0s. If you are specifying a structuring element, use the `strel` function from the Image Processing Toolbox. This parameter is visible if, for the **Neighborhood or structuring element source** parameter, you select `Specify via dialog`.

**References**

[1] Soille, Pierre. *Morphological Image Analysis. 2nd ed.* New York: Springer, 2003.

**See Also**

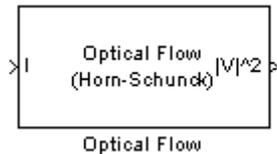
Bottom-hat	Computer Vision System Toolbox software
Closing	Computer Vision System Toolbox software
Dilation	Computer Vision System Toolbox software
Erosion	Computer Vision System Toolbox software
Label	Computer Vision System Toolbox software
Top-hat	Computer Vision System Toolbox software
<code>imopen</code>	Image Processing Toolbox software
<code>strel</code>	Image Processing Toolbox software

# Optical Flow

**Purpose** Estimate object velocities

**Library** Analysis & Enhancement  
visionanalysis

## Description



The Optical Flow block estimates the direction and speed of object motion from one image to another or from one video frame to another using either the Horn-Schunck or the Lucas-Kanade method.

Port	Output	Supported Data Types	Complex Values Supported
I/I1	Scalar, vector, or matrix of intensity values	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point (supported when the <b>Method</b> parameter is set to Lucas-Kanade)</li></ul>	No
I2	Scalar, vector, or matrix of intensity values	Same as I port	No
V ^2	Matrix of velocity magnitudes	Same as I port	No
V	Matrix of velocity components in complex form	Same as I port	Yes

To compute the optical flow between two images, you must solve the following optical flow constraint equation:

$$I_x u + I_y v + I_t = 0$$

In this equation, the following values are represented:

- $I_x$ ,  $I_y$  and  $I_t$  are the spatiotemporal image brightness derivatives
- $u$  is the horizontal optical flow
- $v$  is the vertical optical flow

Because this equation is underconstrained, there are several methods to solve for  $u$  and  $v$ :

- Horn-Schunck Method
- Lucas-Kanade Method

See the following two sections for descriptions of these methods

## Horn-Schunck Method

By assuming that the optical flow is smooth over the entire image, the Horn-Schunck method computes an estimate of the velocity field,

$[u \ v]^T$ , that minimizes this equation:

$$E = \iint (I_x u + I_y v + I_t)^2 dx dy + \alpha \iint \left\{ \left( \frac{\partial u}{\partial x} \right)^2 + \left( \frac{\partial u}{\partial y} \right)^2 + \left( \frac{\partial v}{\partial x} \right)^2 + \left( \frac{\partial v}{\partial y} \right)^2 \right\} dx dy$$

In this equation,  $\frac{\partial u}{\partial x}$  and  $\frac{\partial u}{\partial y}$  are the spatial derivatives of the optical velocity component  $u$ , and  $\alpha$  scales the global smoothness term. The Horn-Schunck method minimizes the previous equation to obtain the velocity field,  $[u \ v]$ , for each pixel in the image, which is given by the following equations:

$$u_{x,y}^{k+1} = \bar{u}_{x,y}^{-k} - \frac{I_x [I_x \bar{u}_{x,y}^{-k} + I_y \bar{v}_{x,y}^{-k} + I_t]}{\alpha^2 + I_x^2 + I_y^2}$$

$$v_{x,y}^{k+1} = \bar{v}_{x,y}^{-k} - \frac{I_y [I_x \bar{u}_{x,y}^{-k} + I_y \bar{v}_{x,y}^{-k} + I_t]}{\alpha^2 + I_x^2 + I_y^2}$$

In this equation,  $\begin{bmatrix} u_{x,y}^k & v_{x,y}^k \end{bmatrix}$  is the velocity estimate for the pixel at  $(x,y)$ , and  $\begin{bmatrix} \bar{u}_{x,y}^{-k} & \bar{v}_{x,y}^{-k} \end{bmatrix}$  is the neighborhood average of  $\begin{bmatrix} u_{x,y}^k & v_{x,y}^k \end{bmatrix}$ . For  $k=0$ , the initial velocity is 0.

When you choose the Horn-Schunck method,  $u$  and  $v$  are solved as follows:

- 1 Compute  $I_x$  and  $I_y$  using the Sobel convolution kernel:  $\begin{bmatrix} -1 & -2 & -1; & 0 & 0 & 0; & 1 & 2 & 1 \end{bmatrix}$ , and its transposed form for each pixel in the first image.
- 2 Compute  $I_t$  between images 1 and 2 using the  $\begin{bmatrix} -1 & 1 \end{bmatrix}$  kernel.
- 3 Assume the previous velocity to be 0, and compute the average velocity for each pixel using  $\begin{bmatrix} 0 & 1 & 0; & 1 & 0 & 1; & 0 & 1 & 0 \end{bmatrix}$  as a convolution kernel.
- 4 Iteratively solve for  $u$  and  $v$ .

## Lucas-Kanade Method

To solve the optical flow constraint equation for  $u$  and  $v$ , the Lucas-Kanade method divides the original image into smaller sections and assumes a constant velocity in each section. Then, it performs a weighted least-square fit of the optical flow constraint equation to

a constant model for  $\begin{bmatrix} u & v \end{bmatrix}^T$  in each section,  $\Omega$ , by minimizing the following equation:

$$\sum_{x \in \Omega} W^2 [I_x u + I_y v + I_t]^2$$

Here,  $W$  is a window function that emphasizes the constraints at the center of each section. The solution to the minimization problem is given by the following equation:

$$\begin{bmatrix} \sum W^2 I_x^2 & \sum W^2 I_x I_y \\ \sum W^2 I_y I_x & \sum W^2 I_y^2 \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} = - \begin{bmatrix} \sum W^2 I_x I_t \\ \sum W^2 I_y I_t \end{bmatrix}$$

When you choose the Lucas-Kanade method,  $I_t$  is computed using a difference filter or a derivative of a Gaussian filter.

The two following sections explain how  $I_x$ ,  $I_y$ ,  $I_t$ , and then  $u$  and  $v$  are computed.

### Difference Filter

When you set the **Temporal gradient filter** to Difference filter [-1 1],  $u$  and  $v$  are solved as follows:

- 1 Compute  $I_x$  and  $I_y$  using the kernel  $[-1 \ 8 \ 0 \ -8 \ 1]/12$  and its transposed form.

If you are working with fixed-point data types, the kernel values are signed fixed-point values with word length equal to 16 and fraction length equal to 15.

- 2 Compute  $I_t$  between images 1 and 2 using the  $[-1 \ 1]$  kernel.

- 3 Smooth the gradient components,  $I_x$ ,  $I_y$ , and  $I_t$ , using a separable and isotropic 5-by-5 element kernel whose effective 1-D coefficients are  $[1 \ 4 \ 6 \ 4 \ 1]/16$ . If you are working with fixed-point data types, the kernel values are unsigned fixed-point values with word length equal to 8 and fraction length equal to 7.

4 Solve the 2-by-2 linear equations for each pixel using the following method:

- If  $A = \begin{bmatrix} a & b \\ b & c \end{bmatrix} = \begin{bmatrix} \sum W^2 I_x^2 & \sum W^2 I_x I_y \\ \sum W^2 I_y I_x & \sum W^2 I_y^2 \end{bmatrix}$

Then the eigenvalues of A are  $\lambda_i = \frac{a+c}{2} \pm \frac{\sqrt{4b^2 + (a-c)^2}}{2}; i = 1, 2$

In the fixed-point diagrams,  $P = \frac{a+c}{2}, Q = \frac{\sqrt{4b^2 + (a-c)^2}}{2}$

- The eigenvalues are compared to the threshold,  $\tau$ , that corresponds to the value you enter for the threshold for noise reduction. The results fall into one of the following cases:

Case 1:  $\lambda_1 \geq \tau$  and  $\lambda_2 \geq \tau$

A is nonsingular, the system of equations are solved using Cramer's rule.

Case 2:  $\lambda_1 \geq \tau$  and  $\lambda_2 < \tau$

A is singular (noninvertible), the gradient flow is normalized to calculate  $u$  and  $v$ .

Case 3:  $\lambda_1 < \tau$  and  $\lambda_2 < \tau$

The optical flow,  $u$  and  $v$ , is 0.

## Derivative of Gaussian

If you set the temporal gradient filter to Derivative of Gaussian,  $u$  and  $v$  are solved using the following steps. You can see the flow chart for this process at the end of this section:

- 1 Compute  $I_x$  and  $I_y$  using the following steps:

- a Use a Gaussian filter to perform temporal filtering. Specify the temporal filter characteristics such as the standard deviation and number of filter coefficients using the **Number of frames to buffer for temporal smoothing** parameter.
  - b Use a Gaussian filter and the derivative of a Gaussian filter to smooth the image using spatial filtering. Specify the standard deviation and length of the image smoothing filter using the **Standard deviation for image smoothing filter** parameter.
- 2 Compute  $I_t$  between images 1 and 2 using the following steps:
- a Use the derivative of a Gaussian filter to perform temporal filtering. Specify the temporal filter characteristics such as the standard deviation and number of filter coefficients using the **Number of frames to buffer for temporal smoothing** parameter.
  - b Use the filter described in step 1b to perform spatial filtering on the output of the temporal filter.
- 3 Smooth the gradient components,  $I_x$ ,  $I_y$ , and  $I_t$ , using a gradient smoothing filter. Use the **Standard deviation for gradient smoothing filter** parameter to specify the standard deviation and the number of filter coefficients for the gradient smoothing filter.
- 4 Solve the 2-by-2 linear equations for each pixel using the following method:

- If  $A = \begin{bmatrix} a & b \\ b & c \end{bmatrix} = \begin{bmatrix} \sum W^2 I_x^2 & \sum W^2 I_x I_y \\ \sum W^2 I_y I_x & \sum W^2 I_y^2 \end{bmatrix}$

Then the eigenvalues of A are  $\lambda_i = \frac{a+c}{2} \pm \frac{\sqrt{4b^2 + (a-c)^2}}{2}; i = 1, 2$

- When the block finds the eigenvalues, it compares them to the threshold,  $\tau$ , that corresponds to the value you enter for the

# Optical Flow

**Threshold for noise reduction** parameter. The results fall into one of the following cases:

Case 1:  $\lambda_1 \geq \tau$  and  $\lambda_2 \geq \tau$

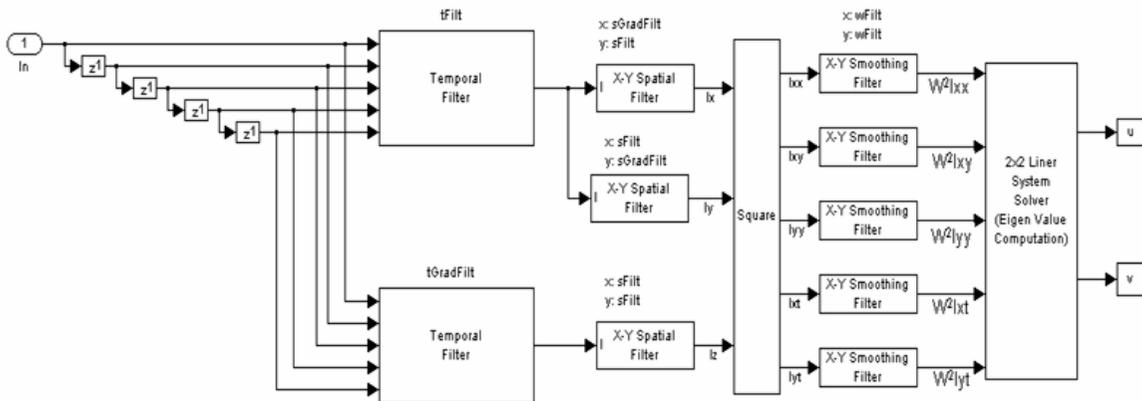
A is nonsingular, so the block solves the system of equations using Cramer's rule.

Case 2:  $\lambda_1 \geq \tau$  and  $\lambda_2 < \tau$

A is singular (noninvertible), so the block normalizes the gradient flow to calculate  $u$  and  $v$ .

Case 3:  $\lambda_1 < \tau$  and  $\lambda_2 < \tau$

The optical flow,  $u$  and  $v$ , is 0.



tFilt = Coefficients of Gaussian Filter

tGradFilt = Coefficients of the Derivative of a Gaussian Filter

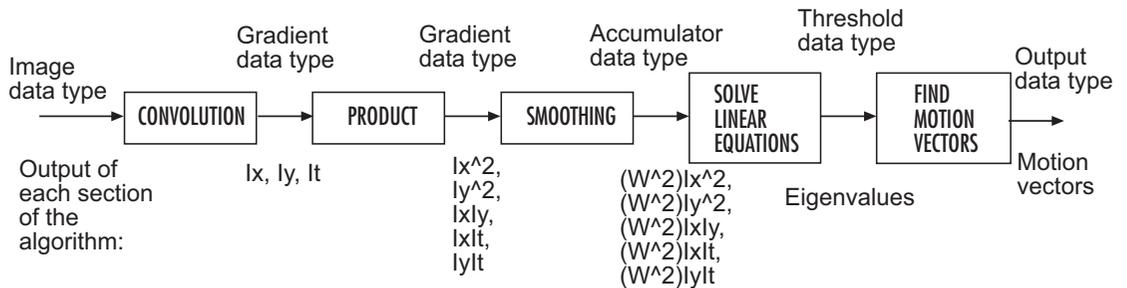
sFilt = Coefficients of Gaussian Filter

sGradFilt = Coefficients of the Derivative of a Gaussian Filter

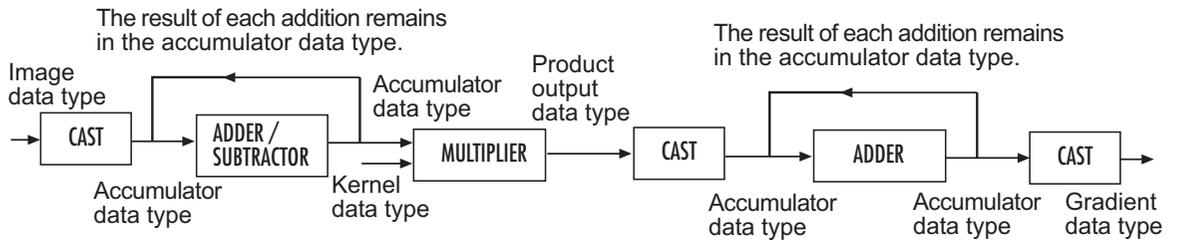
## Fixed-Point Data Type Diagram

The following diagrams shows the data types used in the Optical Flow block for fixed-point signals. The block supports fixed-point data types only when the **Method** parameter is set to Lucas-Kanade.

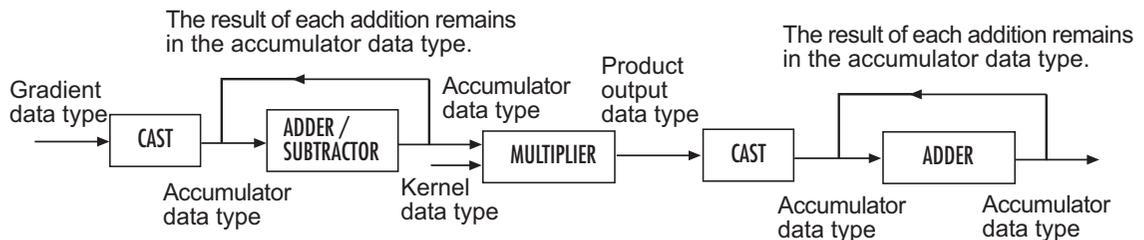
Data type diagram for Optical Flow block's overall algorithm



Data type diagram for convolution algorithm

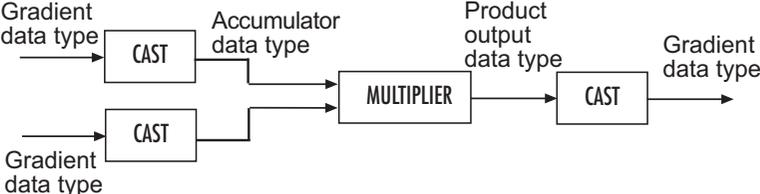


Data type diagram for smoothing algorithm



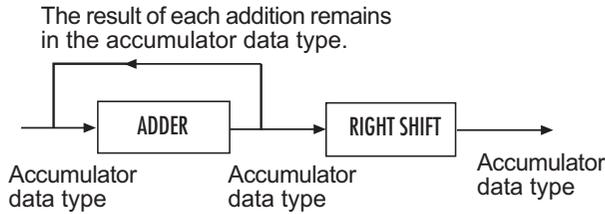
# Optical Flow

Data type diagram for product algorithm

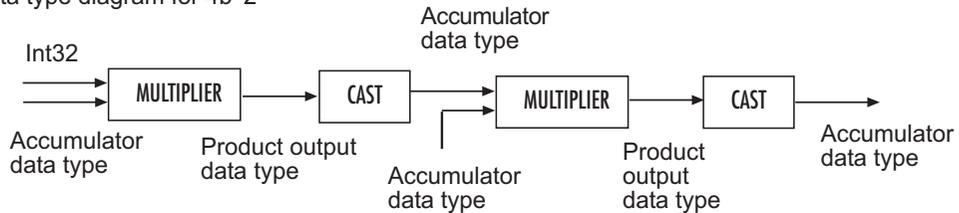


Solving linear equations to compute eigenvalues  
 (see Step 4 in the Lucas-Kanade Method section for the eigenvalue equations)

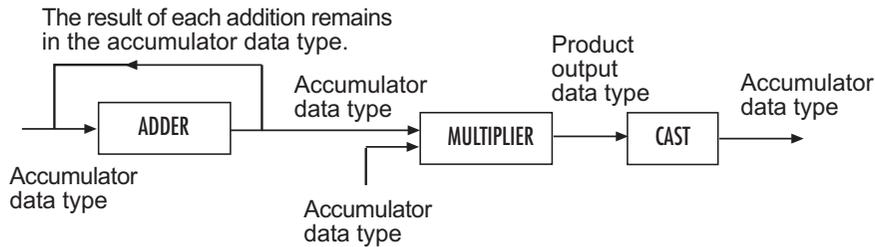
Data type diagram for P



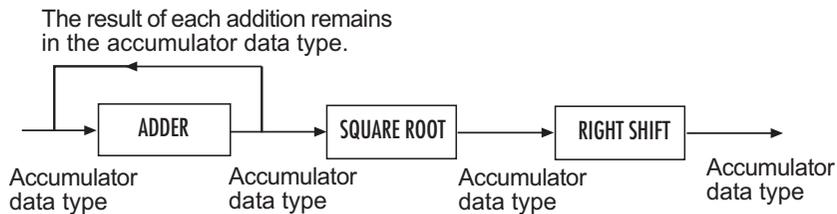
Data type diagram for  $4b^2$



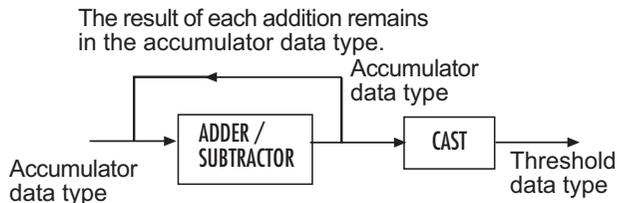
Data type diagram for  $(a-c)^2$



Data type diagram for Q

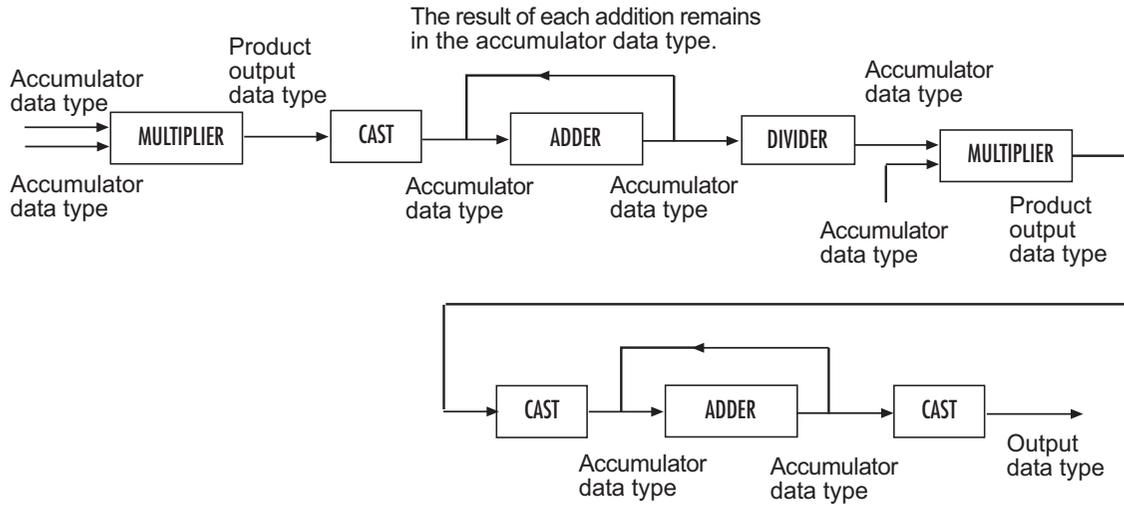


Data type diagram for eigenvalues



# Optical Flow

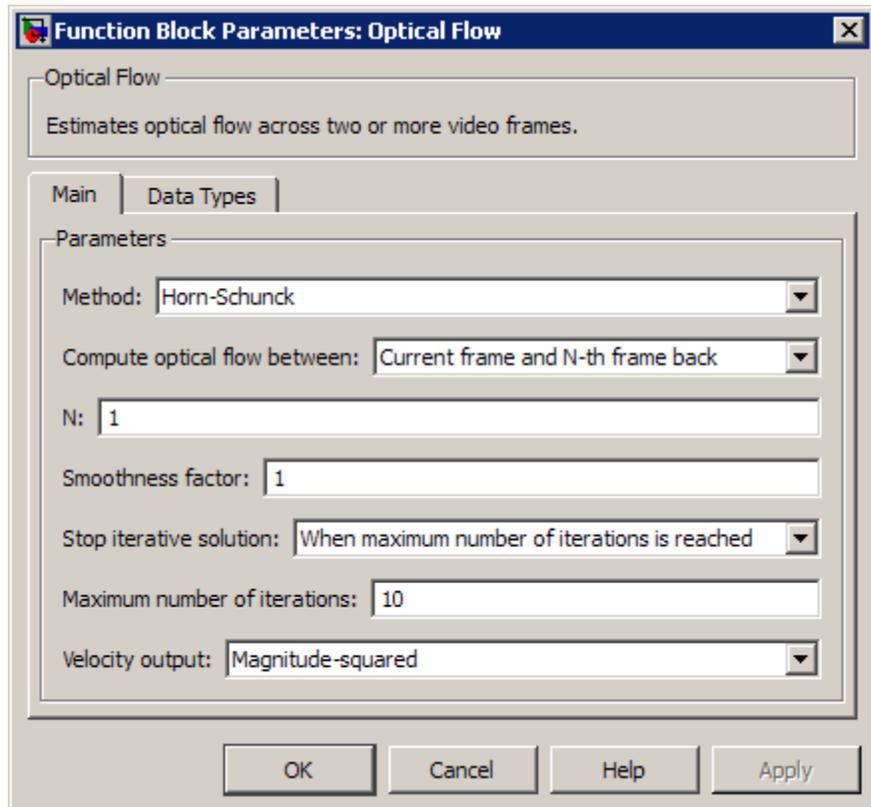
Data type diagram for finding the motion vectors algorithm



You can set the product output, accumulator, gradients, threshold, and output data types in the block mask.

## Dialog Box

The **Main** pane of the Optical Flow dialog box appears as shown in the following figure.



### Method

Select the method the block uses to calculate the optical flow. Your choices are Horn-Schunck or Lucas-Kanade.

### Compute optical flow between

Select **Two images** to compute the optical flow between two images. Select **Current frame and N-th frame back** to compute the optical flow between two video frames that are N frames apart.

This parameter is visible if you set the **Method** parameter to Horn-Schunck or you set the **Method** parameter to Lucas-Kanade and the **Temporal gradient filter** to Difference filter [-1 1].

## N

Enter a scalar value that represents the number of frames between the reference frame and the current frame. This parameter becomes available if you set the **Compute optical flow between** parameter, you select Current frame and N-th frame back.

## Smoothness factor

If the relative motion between the two images or video frames is large, enter a large positive scalar value. If the relative motion is small, enter a small positive scalar value. This parameter becomes available if you set the **Method** parameter to Horn-Schunck.

## Stop iterative solution

Use this parameter to control when the block's iterative solution process stops. If you want it to stop when the velocity difference is below a certain threshold value, select **When velocity difference falls below threshold**. If you want it to stop after a certain number of iterations, choose **When maximum number of iterations is reached**. You can also select **Whichever comes first**. This parameter becomes available if you set the **Method** parameter to Horn-Schunck.

## Maximum number of iterations

Enter a scalar value that represents the maximum number of iterations you want the block to perform. This parameter is only visible if, for the **Stop iterative solution** parameter, you select **When maximum number of iterations is reached** or **Whichever comes first**. This parameter becomes available if you set the **Method** parameter to Horn-Schunck.

## Velocity difference threshold

Enter a scalar threshold value. This parameter is only visible if, for the **Stop iterative solution** parameter, you select **When**

velocity difference falls below threshold or Whichever comes first. This parameter becomes available if you set the **Method** parameter to Horn-Schunck.

### **Velocity output**

If you select Magnitude-squared, the block outputs the optical flow matrix where each element is of the form  $u^2 + v^2$ . If you select Horizontal and vertical components in complex form, the block outputs the optical flow matrix where each element is of the form  $u + jv$ .

### **Temporal gradient filter**

Specify whether the block solves for  $u$  and  $v$  using a difference filter or a derivative of a Gaussian filter. This parameter becomes available if you set the **Method** parameter to Lucas-Kanade.

### **Number of frames to buffer for temporal smoothing**

Use this parameter to specify the temporal filter characteristics such as the standard deviation and number of filter coefficients. This parameter becomes available if you set the **Temporal gradient filter** parameter to Derivative of Gaussian.

### **Standard deviation for image smoothing filter**

Specify the standard deviation for the image smoothing filter. This parameter becomes available if you set the **Temporal gradient filter** parameter to Derivative of Gaussian.

### **Standard deviation for gradient smoothing filter**

Specify the standard deviation for the gradient smoothing filter. This parameter becomes available if you set the **Temporal gradient filter** parameter to Derivative of Gaussian.

### **Discard normal flow estimates when constraint equation is ill-conditioned**

Select this check box if you want the block to set the motion vector to zero when the optical flow constraint equation is ill-conditioned. This parameter becomes available if you set the **Temporal gradient filter** parameter to Derivative of Gaussian.

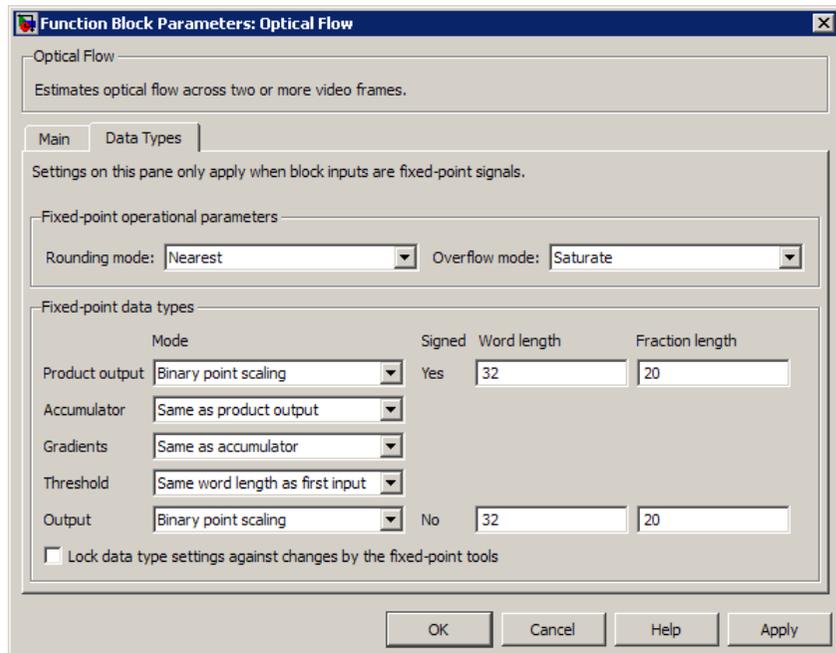
## **Output image corresponding to motion vectors (accounts for block delay)**

Select this check box if you want the block to output the image that corresponds to the motion vector being output by the block. This parameter becomes available if you set the **Temporal gradient filter** parameter to Derivative of Gaussian.

## **Threshold for noise reduction**

Enter a scalar value that determines the motion threshold between each image or video frame. The higher the number, the less small movements impact the optical flow calculation. This parameter becomes available if you set the **Method** parameter to Lucas-Kanade.

The **Data Types** pane of the Optical Flow dialog box appears as shown in the following figure. The parameters on this dialog box becomes visible only when the Lucas-Kanade method is selected.



## Rounding mode

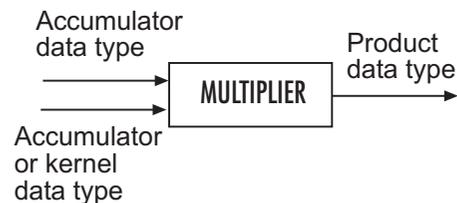
Select the rounding mode for fixed-point operations.

## Overflow mode

Select the overflow mode for fixed-point operations.

## Product output

Use this parameter to specify how to designate the product output word and fraction lengths.



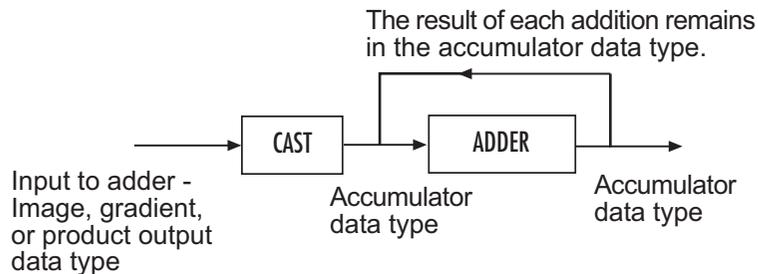
# Optical Flow

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- When you select **Binary point scaling**, you can enter the word length and the fraction length of the product output in bits.
- When you select **Slope and bias scaling**, you can enter the word length in bits and the slope of the product output. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Accumulator

Use this parameter to specify how to designate this accumulator word and fraction lengths.



- When you select **Same as product output**, these characteristics match those of the product output.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the accumulator in bits.
- When you select **Slope and bias scaling**, you can enter the word length in bits and the slope of the accumulator. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Gradients

Choose how to specify the word length and fraction length of the gradients data type:

- When you select **Same as accumulator**, these characteristics match those of the accumulator.

- When you select **Same as product output**, these characteristics match those of the product output.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the quotient, in bits.
- When you select **Slope and bias scaling**, you can enter the word length in bits and the slope of the quotient. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## **Threshold**

Choose how to specify the word length and fraction length of the threshold data type:

- When you select **Same word length as first input**, the threshold word length matches that of the first input.
- When you select **Specify word length**, enter the word length of the threshold data type.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the threshold, in bits.
- When you select **Slope and bias scaling**, you can enter the word length in bits and the slope of the threshold. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## **Output**

Choose how to specify the word length and fraction length of the output data type:

- When you select **Binary point scaling**, you can enter the word length and the fraction length of the output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length in bits and the slope of the output. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## **Lock data type settings against change by the fixed-point tools**

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more

# Optical Flow

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information, see `fxptd1g`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## References

[1] Barron, J.L., D.J. Fleet, S.S. Beauchemin, and T.A. Burkitt. *Performance of optical flow techniques*. CVPR, 1992.

## See Also

Block Matching	Computer Vision System Toolbox software
Gaussian Pyramid	Computer Vision System Toolbox software

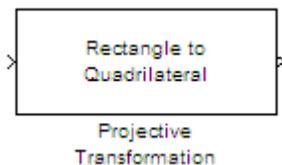
# Projective Transformation (To Be Removed)

---

**Purpose** Transform quadrilateral into another quadrilateral

**Library** Geometric Transformations  
vipgeotforms

## Description



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**Note** This block will be removed in a future release. It is recommended that you replace this block with the Apply Geometric Transformation and Estimate Geometric Transformation block. The replacement will require that you modify your model.

See the Projective Transformation documentation to view the reference material related to the obsolete block.

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**Purpose** Compute peak signal-to-noise ratio (PSNR) between images

**Library** Statistics  
visionstatistics

**Description** The PSNR block computes the peak signal-to-noise ratio, in decibels, between two images. This ratio is often used as a quality measurement between the original and a compressed image. The higher the PSNR, the better the quality of the compressed, or reconstructed image.

The *Mean Square Error (MSE)* and the *Peak Signal to Noise Ratio (PSNR)* are the two error metrics used to compare image compression quality. The MSE represents the cumulative squared error between the compressed and the original image, whereas PSNR represents a measure of the peak error. The lower the value of MSE, the lower the error.

To compute the PSNR, the block first calculates the mean-squared error using the following equation:

$$MSE = \frac{\sum_{M,N} [I_1(m,n) - I_2(m,n)]^2}{M * N}$$

In the previous equation,  $M$  and  $N$  are the number of rows and columns in the input images, respectively. Then the block computes the PSNR using the following equation:

$$PSNR = 10 \log_{10} \left( \frac{R^2}{MSE} \right)$$

In the previous equation,  $R$  is the maximum fluctuation in the input image data type. For example, if the input image has a double-precision floating-point data type, then  $R$  is 1. If it has an 8-bit unsigned integer data type,  $R$  is 255, etc.

### Recommendation for Computing PSNR for Color Images

Different approaches exist for computing the PSNR of a color image. Because the human eye is most sensitive to luma information, compute the PSNR for color images by converting the image to a color space that separates the intensity (luma) channel, such as YCbCr. The Y (luma), in YCbCr represents a weighted average of R, G, and B. G is given the most weight, again because the human eye perceives it most easily. With this consideration, compute the PSNR only on the luma channel.

### Ports

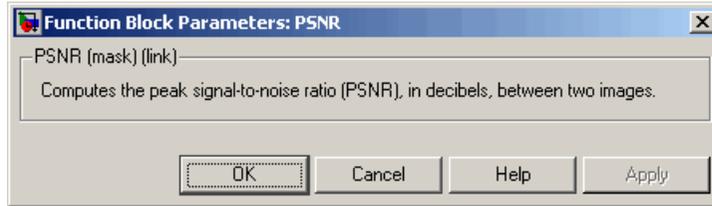
Port	Output	Supported Data Types	Complex Values Supported
I1	Scalar, vector, or matrix of intensity values	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• 8-, 16-, and 32-bit signed integer</li> <li>• 8-, 16-, and 32-bit unsigned integer</li> </ul>	No
I2	Scalar, vector, or matrix of intensity values	Same as I1 port	No
Output	Scalar value that represents the PSNR	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> </ul> <p>For fixed-point or integer input, the block output is double-precision floating point. Otherwise, the block input and output are the same data type.</p>	No

# PSNR

---

## Dialog Box

The PSNR dialog box appears as shown in the following figure.



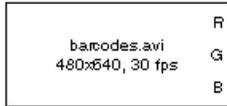
# Read AVI File (To Be Removed)

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**Purpose** Read uncompressed video frames from AVI file

**Library** vipobslib

## Description



Read AVI File

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**Note** The Read AVI File block is obsolete. It may be removed in a future version of the Computer Vision System Toolbox blocks. Use the replacement block From Multimedia File.

See the Read AVI File documentation to view the reference material related to the obsolete block.

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# Read Binary File

---

**Purpose** Read binary video data from files

**Library** Sources  
visionsources

**Description** The Read Binary File block reads video data from a binary file and imports it into a Simulink model.

This block takes user specified parameters that describe the format of the video data. These parameters together with the raw binary file, which stores only raw pixel values, creates the video data signal for a Simulink model. The video data read by this block must be stored in row major format.

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**Note** This block supports code generation only for platforms that have file I/O available. You cannot use this block to do code generation with Real-Time Windows Target (RTWin).

---

Port	Output	Supported Data Types	Complex Values Supported
Output	Scalar, vector, or matrix of integer values	<ul style="list-style-type: none"><li>• 8-, 16- 32-bit signed integer</li><li>• 8-, 16- 32-bit unsigned integer</li></ul>	No
EOF	Scalar value	Boolean	No

## Four Character Code Video Formats

Four Character Codes (FOURCC) identify video formats. For more information about these codes, see <http://www.fourcc.org>.

Use the **Four character code** parameter to identify the binary file format. Then, use the **Rows** and **Cols** parameters to define the size of the output matrix. These dimensions should match the matrix dimensions of the data inside the file.

## Custom Video Formats

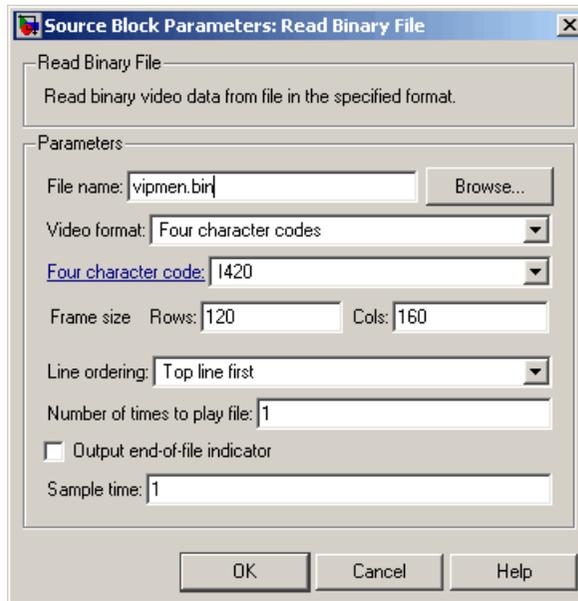
If your binary file contains data that is not in FOURCC format, you can configure the Read Binary File block to understand a custom format:

- Use the **Bit stream format** parameter to specify whether your data is planar or packed. If your data is packed, use the **Rows** and **Cols** parameters to define the size of the output matrix.
- Use the **Number of output components** parameter to specify the number of components in the binary file. This number corresponds to the number of block output ports.
- Use the **Component**, **Bits**, **Rows**, and **Cols** parameters to specify the component name, bit size, and size of the output matrices, respectively. The block uses the **Component** parameter to label the output ports.
- Use the **Component order in binary file** parameter to specify how the components are arranged within the file.
- Select the **Interlaced video** check box if the binary file contains interlaced video data.
- Select the **Input file has signed data** check box if the binary file contains signed integers.
- Use the **Byte order in binary file** to indicate whether your binary file has little endian or big endian byte ordering.

# Read Binary File

## Dialog Box

The Read Binary File dialog box appears as shown in the following figure.



### File name

Specify the name of the binary file to read. If the location of this file is on your MATLAB path, enter the filename. If the location of this file is not on your MATLAB path, use the **Browse** button to specify the full path to the file as well as the filename.

### Video format

Specify the format of the binary video data. Your choices are **Four character codes** or **Custom**. See “Four Character Code Video Formats” on page 2-532 or “Custom Video Formats” on page 2-533 for more details.

### Four character code

From the drop-down list, select the binary file format.

**Frame size: Rows, Cols**

Define the size of the output matrix. These dimensions should match the matrix dimensions of the data inside the file.

**Line ordering**

Specify how the block fills the output matrix. If you select `Top line first`, the block first fills the first row of the output matrix with the contents of the binary file. It then fills the other rows in increasing order. If you select `Bottom line first`, the block first fills the last row of the output matrix. It then fills the other rows in decreasing order.

**Number of times to play file**

Specify the number of times to play the file. The number you enter must be a positive integer or `inf`, to play the file until you stop the simulation.

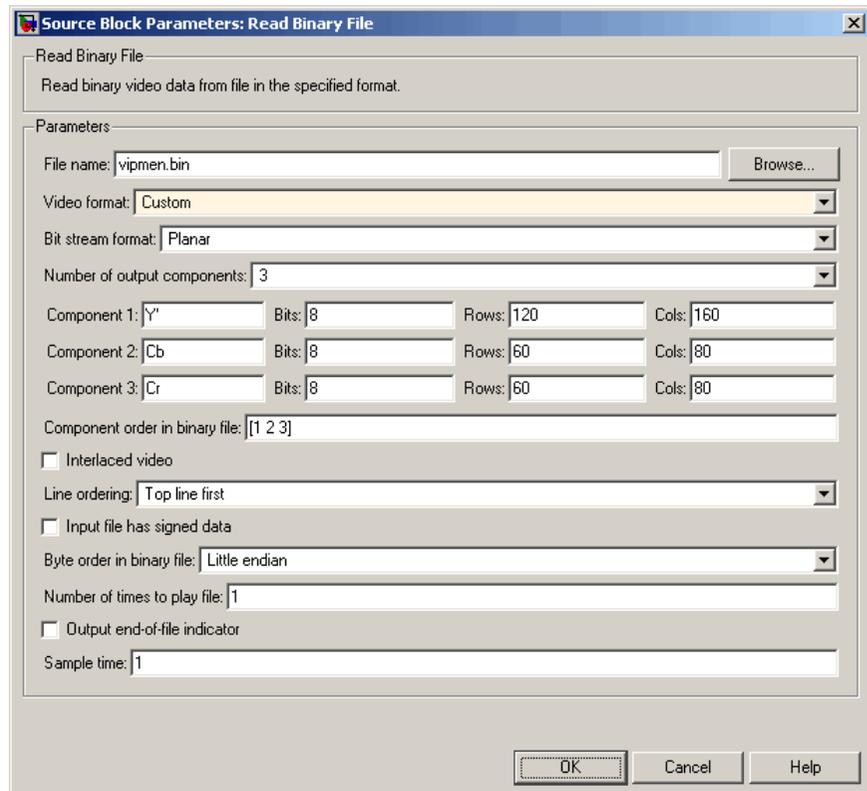
**Output end-of-file indicator**

Specifies the output is the last video frame in the binary file. When you select this check box, a Boolean output port labeled `EOF` appears on the block. The output from the `EOF` port is 1 when the last video frame in the binary file is output from the block. Otherwise, the output from the `EOF` port is 0.

**Sample time**

Specify the sample period of the output signal.

# Read Binary File



## Bit stream format

Specify whether your data is planar or packed.

## Frame size: Rows, Cols

Define the size of the output matrix. This parameter appears when you select a **Bit stream format** parameter of Packed.

## Number of output components

Specify the number of components in the binary file.

## Component, Bits, Rows, Cols

Specify the component name, bit size, and size of the output matrices, respectively.

**Component order in binary file**

Specify the order in which the components appear in the binary file.

**Interlaced video**

Select this check box if the binary file contains interlaced video data.

**Input file has signed data**

Select this check box if the binary file contains signed integers.

**Byte order in binary file**

Use this parameter to indicate whether your binary file has little endian or big endian byte ordering.

**See Also**

From Multimedia File	Computer Vision System Toolbox
Write Binary File	Computer Vision System Toolbox

# Resize

**Purpose** Enlarge or shrink image sizes

**Library** Geometric Transformations  
visiongeotforms

## Description



The Resize block enlarges or shrinks an image by resizing the image along one dimension (row or column). Then, it resizes the image along the other dimension (column or row).

This block supports intensity and color images on its ports. When you input a floating point data type signal, the block outputs the same data type.

Shrinking an image can introduce high frequency components into the image and aliasing might occur. If you select the **Perform antialiasing when resize factor is between 0 and 100** check box, the block performs low pass filtering on the input image before shrinking it.

## Port Description

Port	Input/Output	Supported Data Types	Complex Values Supported
Image / Input	$M$ -by- $N$ matrix of intensity values or an $M$ -by- $N$ -by- $P$ color video signal where $P$ is the number of color planes	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• 8-, 16-, 32-bit signed integer</li><li>• 8-, 16-, 32-bit unsigned integer</li></ul>	No
ROI	Four-element vector [x y width height] that defines the ROI	<ul style="list-style-type: none"><li>• Double-precision floating point (only supported if the input to the Input port is floating point)</li><li>• Single-precision floating point (only supported if the input to the Input port is floating point)</li></ul>	No

Port	Input/Output	Supported Data Types	Complex Values Supported
		<ul style="list-style-type: none"> <li>• 8-, 16-, 32-bit signed integer</li> <li>• 8-, 16-, 32-bit unsigned integer</li> </ul>	
Output	Resized image	Same as Input port	No
Flag	Boolean value that indicates whether the ROI is within the image bounds	Boolean	No

## ROI Processing

To resize a particular region of each image, select the **Enable ROI processing** check box. To enable this option, select the following parameter values.

- **Specify** = Number of output rows and columns
- **Interpolation method** = Nearest neighbor, Bilinear, or Bicubic
- Clear the **Perform antialiasing when resize factor is between 0 and 100** check box.

If you select the **Enable ROI processing** check box, the ROI port appears on the block. Use this port to define a region of interest (ROI) in the input matrix, that you want to resize. The input to this port must be a four-element vector, [x y width height]. The first two elements define the upper-left corner of the ROI, and the second two elements define the width and height of the ROI.

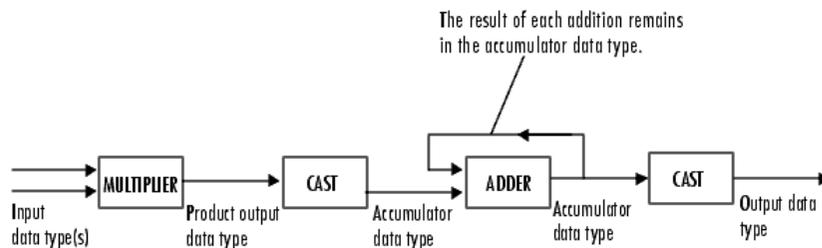
If you select the **Enable ROI processing** check box, the **Output flag indicating if any part of ROI is outside image bounds** check box appears in the dialog box. If you select this check box, the Flag port appears on the block. The following tables describe the Flag port output.

# Resize

Flag Port Output	Description
0	ROI is completely inside the input image.
1	ROI is completely or partially outside the input image.

## Fixed-Point Data Types

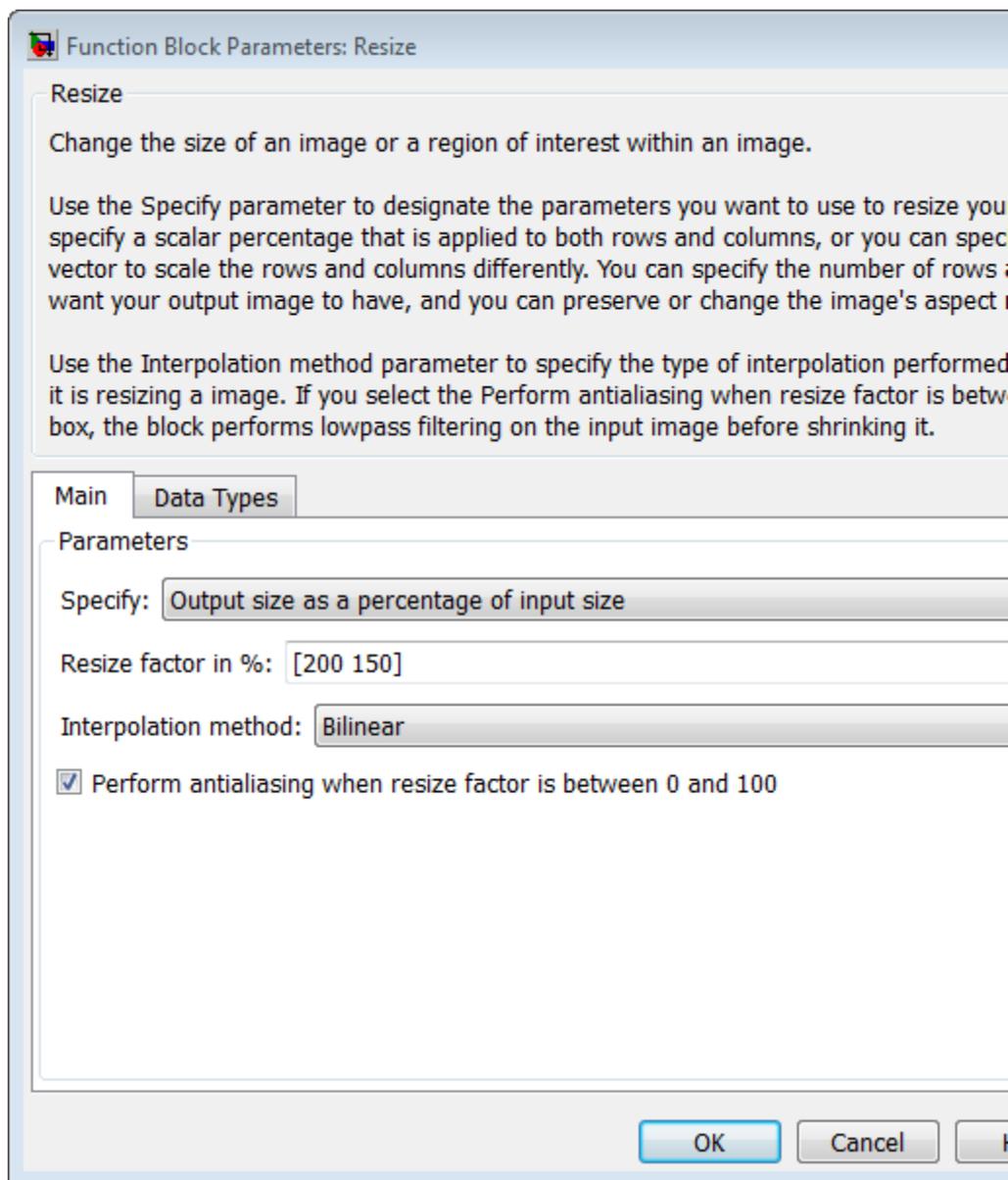
The following diagram shows the data types used in the Resize block for fixed-point signals.



You can set the interpolation weights table, product output, accumulator, and output data types in the block mask.

## Dialog Box

The **Main** pane of the Resize dialog box appears as shown in the following figure:



# Resize

---

## Specify

Specify which aspects of the image to resize. Your choices are Output size as a percentage of input size, Number of output columns and preserve aspect ratio, Number of output rows and preserve aspect ratio, or Number of output rows and columns.

When you select Output size as a percentage of input size, the **Resize factor in %** parameter appears in the dialog box. Enter a scalar percentage value that is applied to both rows and columns.

When you select Number of output columns and preserve aspect ratio, the **Number of output columns** parameter appears in the dialog box. Enter a scalar value that represents the number of columns you want the output image to have. The block calculates the number of output rows so that the output image has the same aspect ratio as the input image.

When you select Number of output rows and preserve aspect ratio, the **Number of output rows** parameter appears in the dialog box. Enter a scalar value that represents the number of rows you want the output image to have. The block calculates the number of output columns so that the output image has the same aspect ratio as the input image.

When you select Number of output rows and columns, the **Number of output rows and columns** parameter appears in the dialog box. Enter a two-element vector, where the first element is the number of rows in the output image and the second element is the number of columns. In this case, the aspect ratio of the image can change.

## **Resize factor in %**

Enter a scalar percentage value that is applied to both rows and columns or a two-element vector, where the first element is the percentage by which to resize the rows and the second element is

the percentage by which to resize the columns. This parameter is visible if, for the **Specify** parameter, you select **Output size** as a percentage of input size.

You must enter a scalar value that is greater than zero. The table below describes the affect of the resize factor value:

<b>Resize factor in %</b>	<b>Resizing of image</b>
0 < resize factor < 100	The block shrinks the image.
resize factor = 100	Image unchanged.
resize factor > 100	The block enlarges the image.

The dimensions of the output matrix depend on the **Resize factor in %** parameter and are given by the following equations:

```
number_output_rows =
round(number_input_rows*resize_factor/100);
```

```
number_output_cols =
round(number_input_cols*resize_factor/100);
```

### **Number of output columns**

Enter a scalar value that represents the number of columns you want the output image to have. This parameter is visible if, for the **Specify** parameter, you select **Number of output columns** and **preserve aspect ratio**.

### **Number of output rows**

Enter a scalar value that represents the number of rows you want the output image to have. This parameter is visible if, for the **Specify** parameter, you select **Number of output rows** and **preserve aspect ratio**.

## Number of output rows and columns

Enter a two-element vector, where the first element is the number of rows in the output image and the second element is the number of columns. This parameter is visible if, for the **Specify** parameter, you select **Number of output rows and columns**.

## Interpolation method

Specify which interpolation method to resize the image.

When you select **Nearest neighbor**, the block uses one nearby pixel to interpolate the pixel value. This option though the most efficient, is the least accurate. When you select **Bilinear**, the block uses four nearby pixels to interpolate the pixel value. When you select **Bicubic** or **Lanczos2**, the block uses 16 nearby pixels to interpolate the pixel value. When you select **Lanczos3**, the block uses 36 surrounding pixels to interpolate the pixel value.

The **Resize** block performs optimally when you set this parameter to **Nearest neighbor** with one of the following conditions:

- You set the **Resize factor in %** parameter to a multiple of 100.
- Dividing 100 by the **Resize factor in %** parameter value results in an integer value.

## Perform antialiasing when resize factor is between 0 and 100

If you select this check box, the block performs low-pass filtering on the input image before shrinking it to prevent aliasing.

## Enable ROI processing

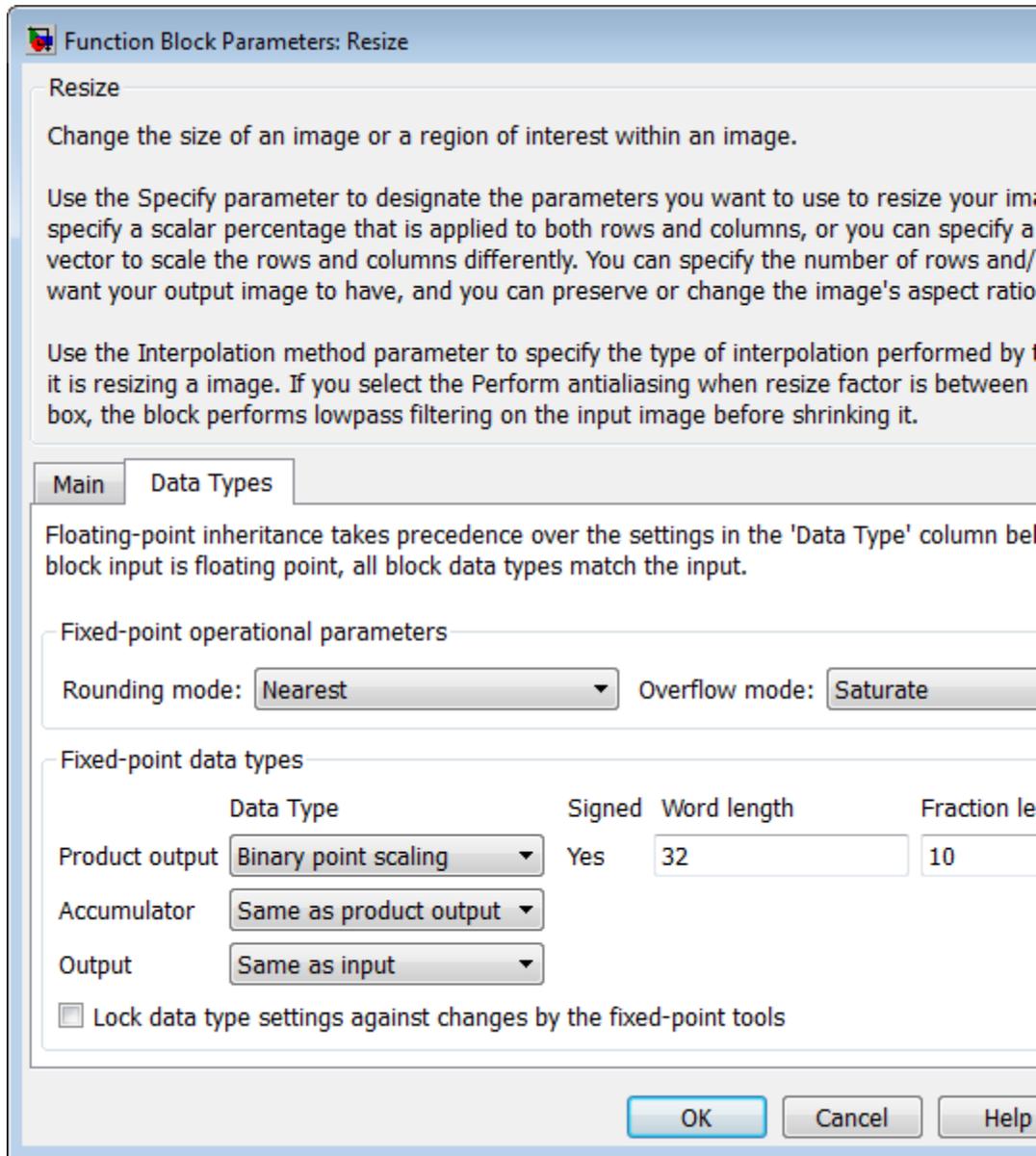
Select this check box to resize a particular region of each image. This parameter is available when the **Specify** parameter is set to **Number of output rows and columns**, the **Interpolation method** parameter is set to **Nearest neighbor**, **Bilinear**, or **Bicubic**, and the **Perform antialiasing when resize factor is between 0 and 100** check box is not selected.

## **Output flag indicating if any part of ROI is outside image bounds**

If you select this check box, the Flag port appears on the block. The block outputs 1 at this port if the ROI is completely or partially outside the input image. Otherwise, it outputs 0.

The **Data Types** pane of the Resize dialog box appears as shown in the following figure.

# Resize



## Rounding mode

Select the rounding mode for fixed-point operations.

## Overflow mode

Select the overflow mode for fixed-point operations.

## Interpolation weights table

Choose how to specify the word length of the values of the interpolation weights table. The fraction length of the interpolation weights table values is always equal to the word length minus one:

- When you select **Same as input**, the word length of the interpolation weights table values match that of the input to the block.
- When you select **Binary point scaling**, you can enter the word length of the interpolation weights table values, in bits.
- When you select **Slope and bias scaling**, you can enter the word length of the interpolation weights table values, in bits.

## Product output



As depicted in the preceding diagram, the output of the multiplier is placed into the product output data type and scaling. Use this parameter to specify how to designate this product output word and fraction lengths.

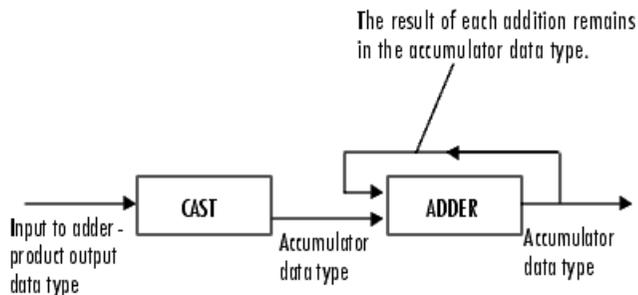
- When you select **Same as input**, these characteristics match those of the input to the block.

# Resize

---

- When you select **Binary point scaling**, you can enter the word length and the fraction length of the product output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the product output. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Accumulator



As depicted in the preceding diagram, inputs to the accumulator are cast to the accumulator data type. The output of the adder remains in the accumulator data type as each element of the input is added to it. Use this parameter to specify how to designate this accumulator word and fraction lengths.

- When you select **Same as product output**, these characteristics match those of the product output.
- When you select **Same as input**, these characteristics match those of the input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the accumulator, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the accumulator. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Output

Choose how to specify the word length and fraction length of the output of the block:

- When you select `Same as input`, these characteristics match those of the input to the block.
- When you select `Binary point scaling`, you can enter the word length and the fraction length of the output, in bits.
- When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the output. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Lock data type settings against change by the fixed-point tools

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## References

- [1] Ward, Joseph and David R. Cok. "Resampling Algorithms for Image Resizing and Rotation", *Proc. SPIE Digital Image Processing Applications*, vol. 1075, pp. 260-269, 1989.
- [2] Wolberg, George. *Digital Image Warping*. Washington: IEEE Computer Society Press, 1990.

## See Also

Rotate	Computer Vision System Toolbox software
Shear	Computer Vision System Toolbox software
Translate	Computer Vision System Toolbox software
<code>imresize</code>	Image Processing Toolbox software

# Resize (To Be Removed)

---

**Purpose** Enlarge or shrink image sizes

**Library** Geometric Transformations  
vipgeotforms

## Description



---

**Note** This Resize block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated Resize block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

See the Resize documentation to view the reference material related to the obsolete block.

---

**Purpose** Rotate image by specified angle

**Library** Geometric Transformations  
visiongeotforms

**Description** Use the Rotate block to rotate an image by an angle specified in radians.

---

**Note** This block supports intensity and color images on its ports.

---

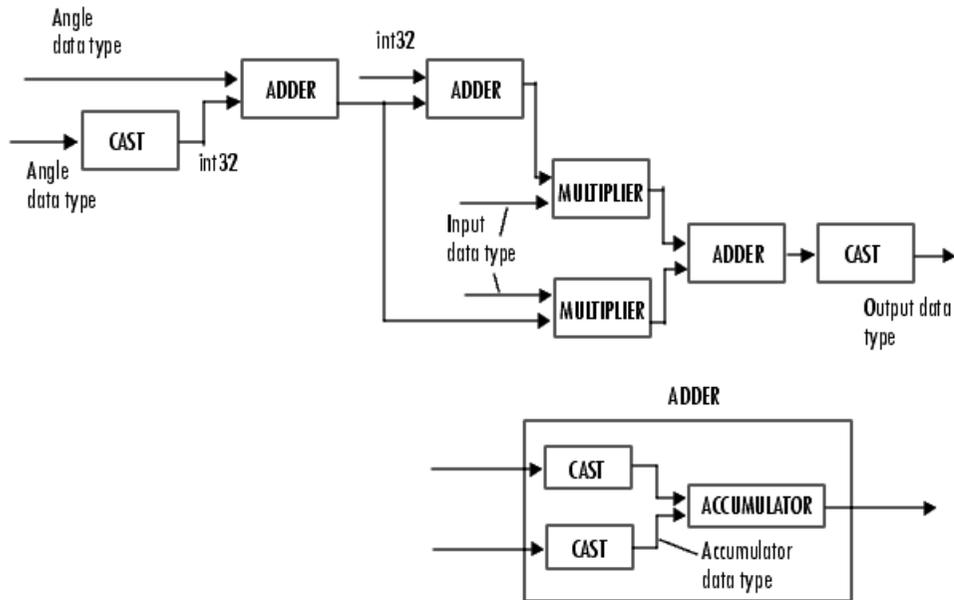
Port	Description
Image	M-by-N matrix of intensity values or an M-by-N-by-P color video signal where P is the number of color planes
Angle	Rotation angle
Output	Rotated matrix

The Rotate block uses the 3-pass shear rotation algorithm to compute its values, which is different than the algorithm used by the `imrotate` function in the Image Processing Toolbox.

### Fixed-Point Data Types

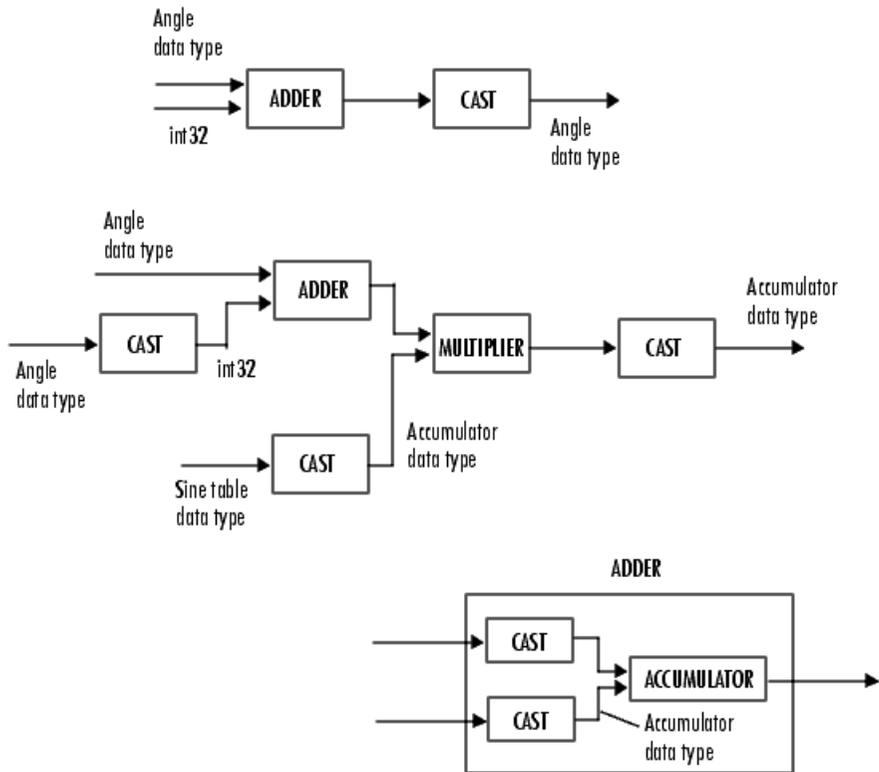
The following diagram shows the data types used in the Rotate block for bilinear interpolation of fixed-point signals.

# Rotate



You can set the angle values, product output, accumulator, and output data types in the block mask.

The Rotate block requires additional data types. The Sine table value has the same word length as the angle data type and a fraction length that is equal to its word length minus one. The following diagram shows how these data types are used inside the block.



---

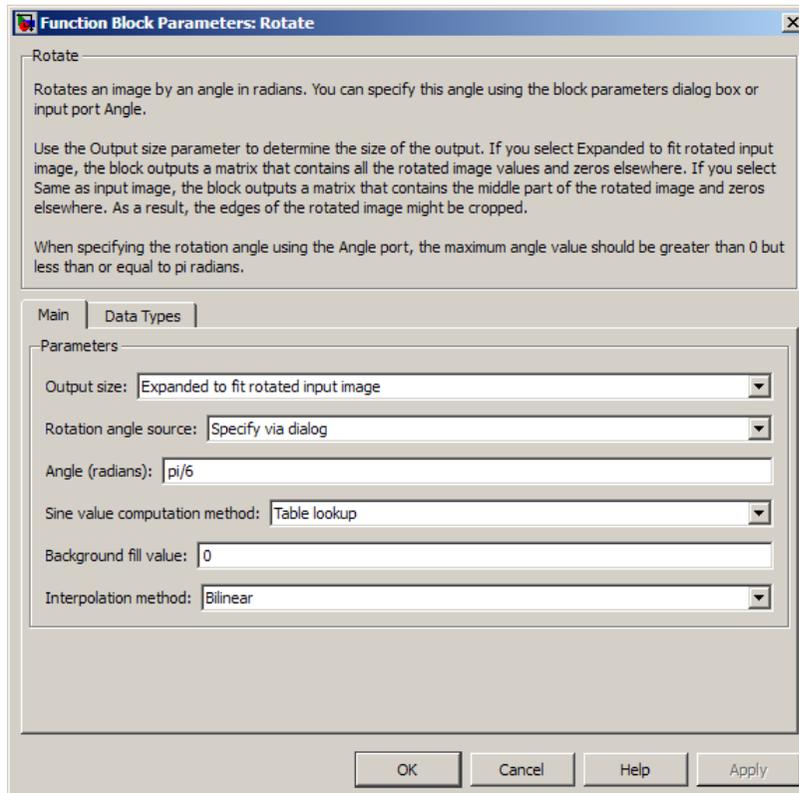
**Note** If overflow occurs, the rotated image might appear distorted.

---

# Rotate

## Dialog Box

The **Main** pane of the Rotate dialog box appears as shown in the following figure.



### Output size

Specify the size of the rotated matrix. If you select **Expanded to fit rotated input image**, the block outputs a matrix that contains all the rotated image values. If you select **Same as input image**, the block outputs a matrix that contains the middle part of the rotated image. As a result, the edges of the rotated image might be cropped. Use the **Background fill value** parameter to specify the pixel values outside the image.

## Rotation angle source

Specify how to enter your rotation angle. If you select **Specify via dialog**, the **Angle (radians)** parameter appears in the dialog box.

If you select **Input port**, the **Angle port** appears on the block. The block uses the input to this port at each time step as your rotation angle. The input to the **Angle port** must be the same data type as the input to the **I** port.

## Angle (radians)

Enter a real, scalar value for your rotation angle. This parameter is visible if, for the **Rotation angle source** parameter, you select **Specify via dialog**.

When the rotation angle is a multiple of  $\pi/2$ , the block uses a more efficient algorithm. If the angle value you enter for the **Angle (radians)** parameter is within 0.00001 radians of a multiple of  $\pi/2$ , the block rounds the angle value to the multiple of  $\pi/2$  before performing the rotation.

## Maximum angle (enter pi radians to accommodate all positive and negative angles)

Enter the maximum angle by which to rotate the input image. Enter a scalar value, between 0 and  $\pi$  radians. The block determines which angle,  $0 \leq angle \leq \max angle$ , requires the largest output matrix and sets the dimensions of the output port accordingly.

This parameter is visible if you set the **Output size** parameter, to **Expanded to fit rotated input image**, and the **Rotation angle source** parameter to **Input port**.

## Display rotated image in

Specify how the image is rotated. If you select **Center**, the image is rotated about its center point. If you select **Top-left corner**, the block rotates the image so that two corners of the rotated

input image are always in contact with the top and left sides of the output image.

This parameter is visible if, for the **Output size** parameter, you select **Expanded to fit rotated input image**, and, for the **Rotation angle source** parameter, you select **Input port**.

### **Sine value computation method**

Specify the value computation method. If you select **Trigonometric function**, the block computes sine and cosine values it needs to calculate the rotation of your image during the simulation. If you select **Table lookup**, the block computes and stores the trigonometric values it needs to calculate the rotation of your image before the simulation starts. In this case, the block requires extra memory.

### **Background fill value**

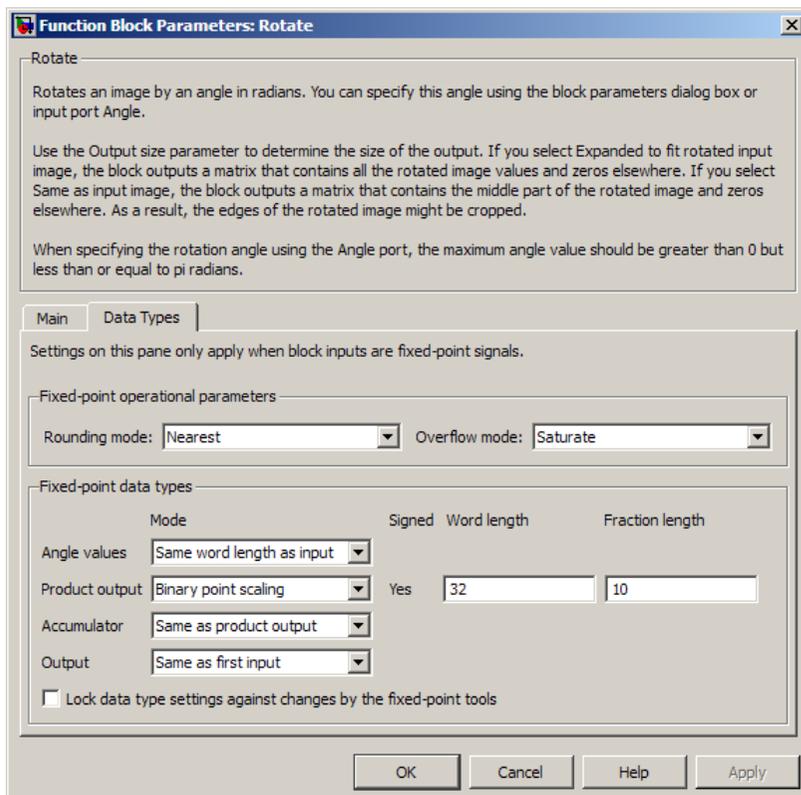
Specify a value for the pixels that are outside the image.

### **Interpolation method**

Specify which interpolation method the block uses to rotate the image. If you select **Nearest neighbor**, the block uses the value of one nearby pixel for the new pixel value. If you select **Bilinear**, the new pixel value is the weighted average of the four nearest pixel values. If you select **Bicubic**, the new pixel value is the weighted average of the sixteen nearest pixel values.

The number of pixels the block considers affects the complexity of the computation. Therefore, the **Nearest-neighbor** interpolation is the most computationally efficient. However, because the accuracy of the method is proportional to the number of pixels considered, the **Bicubic** method is the most accurate. For more information, see “Interpolation Methods” in the *Computer Vision System Toolbox User’s Guide*.

The **Data Types** pane of the Rotate dialog box appears as shown in the following figure.



## Rounding mode

Select the rounding mode for fixed-point operations.

## Overflow mode

Select the overflow mode for fixed-point operations.

## Angle values

Choose how to specify the word length and the fraction length of the angle values.

- When you select Same word length as input, the word length of the angle values match that of the input to the block. In this

# Rotate

---

mode, the fraction length of the angle values is automatically set to the binary-point only scaling that provides you with the best precision possible given the value and word length of the angle values.

- When you select **Specify word length**, you can enter the word length of the angle values, in bits. The block automatically sets the fraction length to give you the best precision.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the angle values, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the angle values. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

This parameter is only visible if, for the **Rotation angle source** parameter, you select **Specify via dialog**.

## Product output

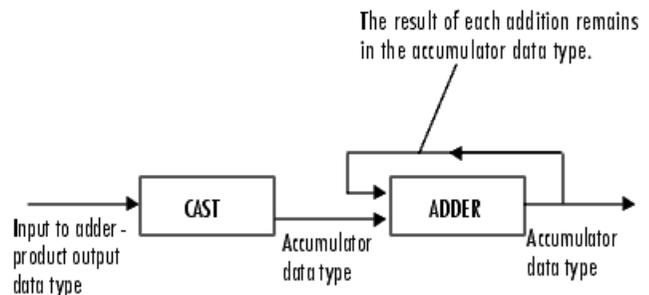


As depicted in the previous figure, the output of the multiplier is placed into the product output data type and scaling. Use this parameter to specify how to designate this product output word and fraction lengths.

- When you select **Same as first input**, these characteristics match those of the input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the product output, in bits.

- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the product output. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Accumulator



As depicted in the previous figure, inputs to the accumulator are cast to the accumulator data type. The output of the adder remains in the accumulator data type as each element of the input is added to it. Use this parameter to specify how to designate this accumulator word and fraction lengths.

- When you select **Same as product output**, these characteristics match those of the product output.
- When you select **Same as first input**, these characteristics match those of the first input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the accumulator, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the accumulator. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Output

Choose how to specify the word length and fraction length of the output of the block:

# Rotate

---

- When you select `Same as first input`, these characteristics match those of the first input to the block.
- When you select `Binary point scaling`, you can enter the word length and the fraction length of the output, in bits.
- When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the output. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## **Lock data type settings against change by the fixed-point tools**

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## **Supported Data Types**

<b>Port</b>	<b>Supported Data Types</b>
Image	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• 8-, 16-, 32-bit signed integer</li><li>• 8-, 16-, 32-bit unsigned integer</li></ul>
Angle	Same as Image port
Output	Same as Image port

If the data type of the input signal is floating point, the output signal is the same data type as the input signal.

## **References**

[1] Wolberg, George. *Digital Image Warping*. Washington: IEEE Computer Society Press, 1990.

## See Also

Resize

Computer Vision System Toolbox software

Translate

Computer Vision System Toolbox software

Shear

Computer Vision System Toolbox software

imrotate

Image Processing Toolbox software

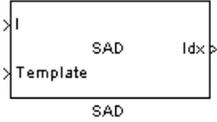
# SAD (To Be Removed)

---

**Purpose** Perform 2-D sum of absolute differences (SAD)

**Library** vipobslib

## Description



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**Note** The SAD block is obsolete. It may be removed in a future version of the Computer Vision System Toolbox software. Use the replacement block Template Matching.

See the SAD documentation to view the reference material related to the obsolete block.

---

**Purpose** Shift rows or columns of image by linearly varying offset

**Library** Geometric Transformations  
visiongeotforms

**Description** The Shear block shifts the rows or columns of an image by a gradually increasing distance left or right or up or down.

---

**Note** This block supports intensity and color images on its ports.

---

Port	Input/Output	Supported Data Types	Complex Values Supported
Image	M-by-N matrix of intensity values or an M-by-N-by-P color video signal where P is the number of color planes	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• 8-, 16-, 32-bit signed integer</li> <li>• 8-, 16-, 32-bit unsigned integer</li> </ul>	No
S	Two-element vector that represents the number of pixels by which you want to shift your first and last rows or columns	Same as I port	No
Output	Shifted image	Same as I port	No

If the data type of the input to the I port is floating point, the input to the S port of this block must be the same data type. Also, the block output is the same data type.

Use the **Shear direction** parameter to specify whether you want to shift the rows or columns. If you select **Horizontal**, the first row

has an offset equal to the first element of the **Row/column shear values [first last]** vector. The following rows have an offset that linearly increases up to the value you enter for the last element of the **Row/column shear values [first last]** vector. If you select **Vertical**, the first column has an offset equal to the first element of the **Row/column shear values [first last]** vector. The following columns have an offset that linearly increases up to the value you enter for the last element of the **Row/column shear values [first last]** vector.

Use the **Output size after shear** parameter to specify the size of the sheared image. If you select **Full**, the block outputs a matrix that contains the entire sheared image. If you select **Same as input image**, the block outputs a matrix that is the same size as the input image and contains the top-left portion of the sheared image. Use the **Background fill value** parameter to specify the pixel values outside the image.

Use the **Shear values source** parameter to specify how to enter your shear parameters. If you select **Specify via dialog**, the **Row/column shear values [first last]** parameter appears in the dialog box. Use this parameter to enter a two-element vector that represents the number of pixels by which you want to shift your first and last rows or columns. For example, if for the **Shear direction** parameter you select **Horizontal** and, for the **Row/column shear values [first last]** parameter, you enter **[50 150]**, the block moves the top-left corner 50 pixels to the right and the bottom left corner of the input image 150 pixels to the right. If you want to move either corner to the left, enter negative values. If for the **Shear direction** parameter you select **Vertical** and, for the **Row/column shear values [first last]** parameter, you enter **[-10 50]**, the block moves the top-left corner 10 pixels up and the top right corner 50 pixels down. If you want to move either corner down, enter positive values.

Use the **Interpolation method** parameter to specify which interpolation method the block uses to shear the image. If you select **Nearest neighbor**, the block uses the value of the nearest pixel for the new pixel value. If you select **Bilinear**, the new pixel value is the weighted average of the two nearest pixel values. If you select **Bicubic**,

the new pixel value is the weighted average of the four nearest pixel values.

The number of pixels the block considers affects the complexity of the computation. Therefore, the nearest-neighbor interpolation is the most computationally efficient. However, because the accuracy of the method is proportional to the number of pixels considered, the bicubic method is the most accurate. For more information, see “Interpolation Methods” in the *Computer Vision System Toolbox User’s Guide*.

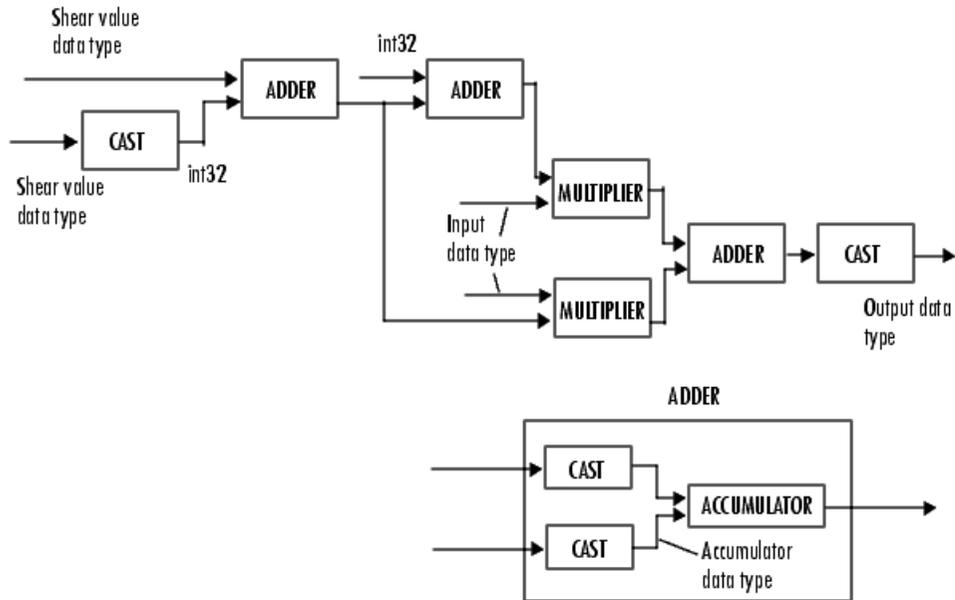
If, for the **Shear values source** parameter, you select `Input port`, the `S` port appears on the block. At each time step, the input to the `S` port must be a two-element vector that represents the number of pixels by which to shift your first and last rows or columns.

If, for the **Output size after shear** parameter, you select `Full`, and for the **Shear values source** parameter, you select `Input port`, the **Maximum shear value** parameter appears in the dialog box. Use this parameter to enter a real, scalar value that represents the maximum number of pixels by which to shear your image. The block uses this parameter to determine the size of the output matrix. If any input to the `S` port is greater than the absolute value of the **Maximum shear value** parameter, the block saturates to the maximum value.

## Fixed-Point Data Types

The following diagram shows the data types used in the Shear block for bilinear interpolation of fixed-point signals.

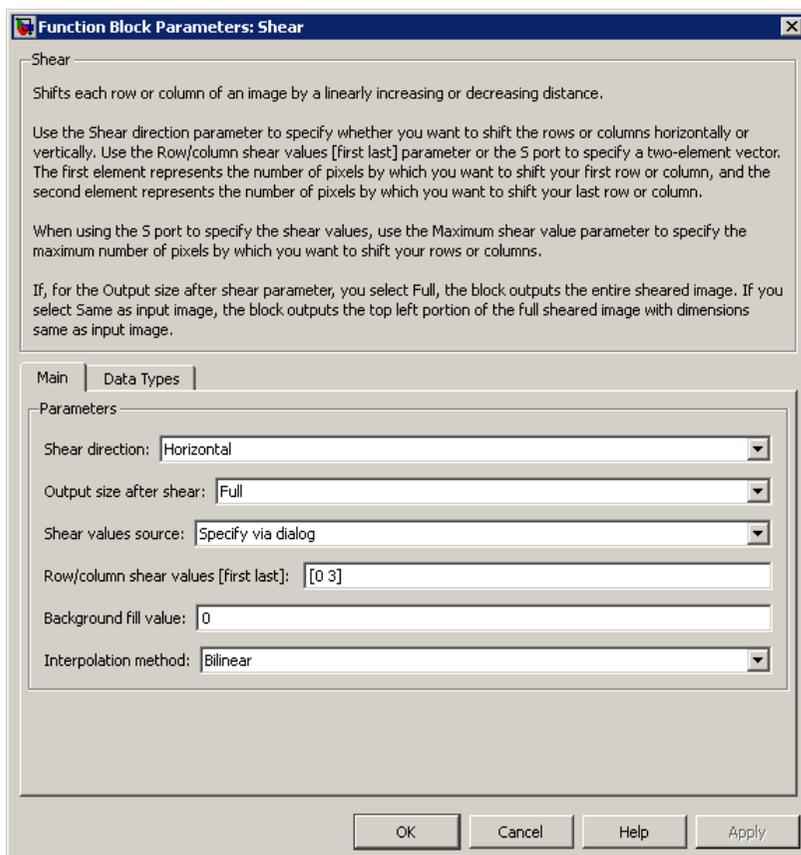
# Shear



You can set the product output, accumulator, and output data types in the block mask.

## Dialog Box

The **Main** pane of the Shear dialog box appears as shown in the following figure.



### Shear direction

Specify whether you want to shift the rows or columns of the input image. Select **Horizontal** to linearly increase the offset of the rows. Select **Vertical** to steadily increase the offset of the columns.

## Output size after shear

Specify the size of the sheared image. If you select **Full**, the block outputs a matrix that contains the sheared image values. If you select **Same as input image**, the block outputs a matrix that is the same size as the input image and contains a portion of the sheared image.

## Shear values source

Specify how to enter your shear parameters. If you select **Specify via dialog**, the **Row/column shear values [first last]** parameter appears in the dialog box. If you select **Input port**, port **S** appears on the block. The block uses the input to this port at each time step as your shear value.

## Row/column shear values [first last]

Enter a two-element vector that represents the number of pixels by which to shift your first and last rows or columns. This parameter is visible if, for the **Shear values source** parameter, you select **Specify via dialog**.

## Maximum shear value

Enter a real, scalar value that represents the maximum number of pixels by which to shear your image. This parameter is visible if, for the **Shear values source** parameter, you select **Input port**.

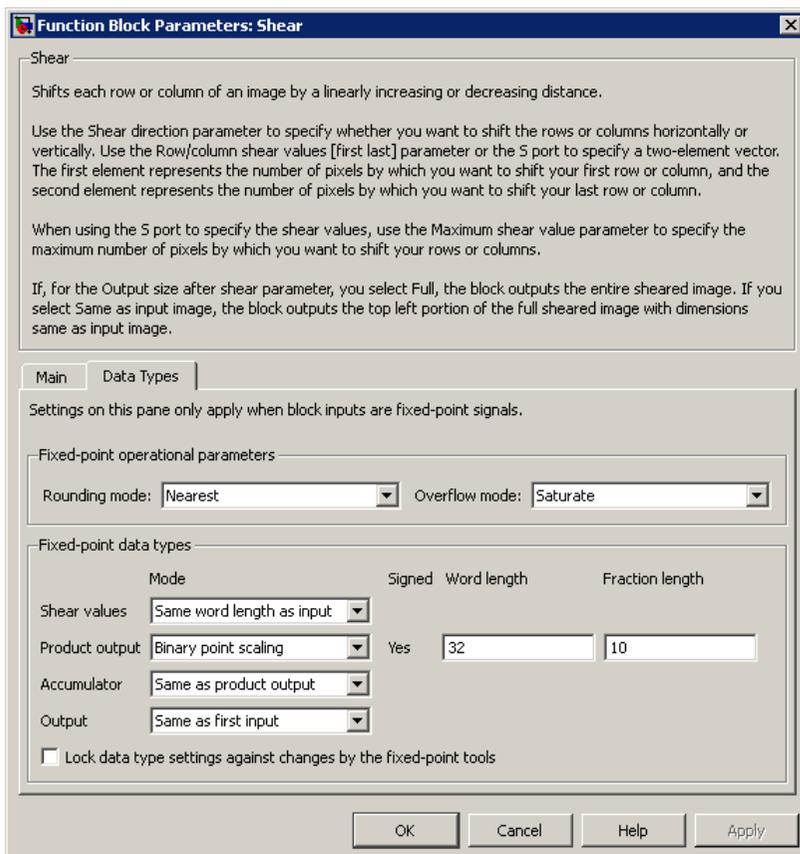
## Background fill value

Specify a value for the pixels that are outside the image. This parameter is tunable.

## Interpolation method

Specify which interpolation method the block uses to shear the image. If you select **Nearest neighbor**, the block uses the value of one nearby pixel for the new pixel value. If you select **Bilinear**, the new pixel value is the weighted average of the two nearest pixel values. If you select **Bicubic**, the new pixel value is the weighted average of the four nearest pixel values.

The **Data Types** pane of the Shear dialog box appears as shown in the following figure.



## Rounding mode

Select the rounding mode for fixed-point operations.

## Overflow mode

Select the overflow mode for fixed-point operations.

## Shear values

Choose how to specify the word length and the fraction length of the shear values.

# Shear

---

- When you select **Same word length as input**, the word length of the shear values match that of the input to the block. In this mode, the fraction length of the shear values is automatically set to the binary-point only scaling that provides you with the best precision possible given the value and word length of the shear values.
- When you select **Specify word length**, you can enter the word length of the shear values, in bits. The block automatically sets the fraction length to give you the best precision.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the shear values, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the shear values. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

This parameter is visible if, for the **Shear values source** parameter, you select **Specify via dialog**.

## Product output

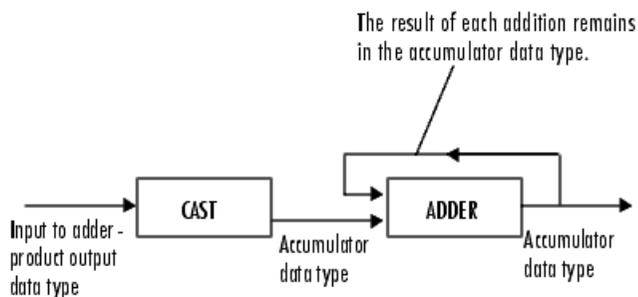


As depicted in the previous figure, the output of the multiplier is placed into the product output data type and scaling. Use this parameter to specify how to designate this product output word and fraction lengths.

- When you select **Same as first input**, these characteristics match those of the first input to the block at the I port.

- When you select **Binary point scaling**, you can enter the word length and the fraction length of the product output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the product output. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

### Accumulator



As depicted in the previous figure, inputs to the accumulator are cast to the accumulator data type. The output of the adder remains in the accumulator data type as each element of the input is added to it. Use this parameter to specify how to designate this accumulator word and fraction lengths.

- When you select **Same as product output**, these characteristics match those of the product output.
- When you select **Same as first input**, these characteristics match those of the first input to the block at the I port.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the accumulator, in bits.

- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the accumulator. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Output

Choose how to specify the word length and fraction length of the output of the block:

- When you select **Same as first input**, these characteristics match those of the first input to the block at the I port.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the output. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Lock data type settings against change by the fixed-point tools

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## References

[1] Wolberg, George. *Digital Image Warping*. Washington: IEEE Computer Society Press, 1990.

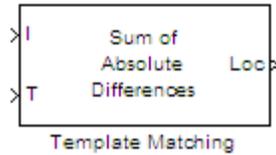
## See Also

Resize	Computer Vision System Toolbox software
Rotate	Computer Vision System Toolbox software
Translate	Computer Vision System Toolbox software

**Purpose** Locate a template in an image

**Library** Analysis & Enhancement  
visionanalysis

## Description



The Template Matching block finds the best match of a template within an input image. The block computes match metric values by shifting a template over a region of interest or the entire image, and then finds the best match location.

## Port Description

Port	Supported Data Types
I (Input Image)	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point (signed, unsigned or both)</li><li>• Boolean</li><li>• 8-, 16-, and 32-bit signed integers</li></ul>

# Template Matching

---

Port	Supported Data Types
	<ul style="list-style-type: none"><li>• 8-, 16-, and 32-bit unsigned integers</li></ul>
T (Template)	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point (signed, unsigned or both)</li><li>• Boolean</li><li>• 8-bit unsigned integers</li></ul>
ROI (Region of Interest, [x y width height])	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point (signed, unsigned or both)</li><li>• Boolean</li><li>• 8-bit unsigned integers</li></ul>

<b>Port</b>	<b>Supported Data Types</b>
<b>Metric</b> (Match Metric Values)	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point (signed, unsigned or both)</li><li>• Boolean</li><li>• 32-bit unsigned integers</li></ul>
<b>Loc</b> (Best match location [x y])	<ul style="list-style-type: none"><li>• 32-bit unsigned integers</li></ul>
<b>NMetric</b> (Metric values in Neighborhood of best match)	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point (signed, unsigned or both)</li><li>• Boolean</li><li>• 8-bit unsigned integers</li></ul>
<b>NValid</b> (Neighborhood valid)	<ul style="list-style-type: none"><li>• Boolean</li></ul>
<b>ROIValid</b> (ROI valid)	<ul style="list-style-type: none"><li>• Boolean</li></ul>

# Template Matching

---

## Using the Template Matching Block

### Choosing an Output Option

The block outputs either a matrix of match metric values or the zero-based location of the best template match. The block outputs the matrix to the **Metric** port or the location to the **Loc** port. Optionally, the block can output an  $N \times N$  matrix of neighborhood match metric values to the **NMetric** port.

### Input and Output Signal Sizes

The Template Matching block does not pad the input data. Therefore, it can only compute values for the match metrics between the input image and the template, where the template is positioned such that it falls entirely on the input image. A set of all such positions of the template is termed as the *valid* region of the input image. The size of the valid region is the difference between the sizes of the input and template images plus one.

$$\text{size}_{\text{valid}} = \text{size}_{\text{input}} - \text{size}_{\text{template}} + 1$$

The output at the **Metric** port for the `Match metric` mode is of the valid image size. The output at the **Loc** port for the `Best match index` mode is a two-element vector of indices relative to the top-left corner of the input image.

The neighborhood metric output at the **NMetric** port is of the size  $N \times N$ , where  $N$  must be an odd number specified in the block mask.

### Defining the Region of Interest (ROI)

To perform template matching on a subregion of the input image, select the **Enable ROI processing** check box. This check box adds the **ROI** input port to the Template Matching block. The ROI processing option is only available for the `Best match index` mode.

The ROI port requires a four-element vector that defines a rectangular area. The first two elements represent [x y] coordinates for the upper-left corner of the region. The second two elements represent the width and height of the ROI. The block outputs the best match location index relative to the top left corner of the input image.

## **Choosing a Match Metric**

The block computes the match metric at each step of the iteration. Choose the match metric that best suits your application. The block calculates the global optimum for the best metric value. It uses the valid subregion of the input image intersected by the ROI, if provided.

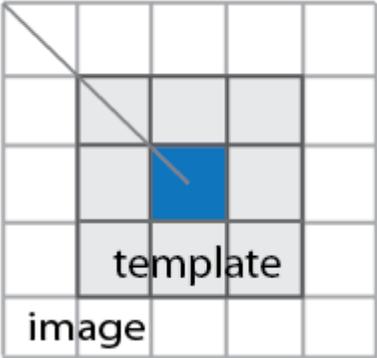
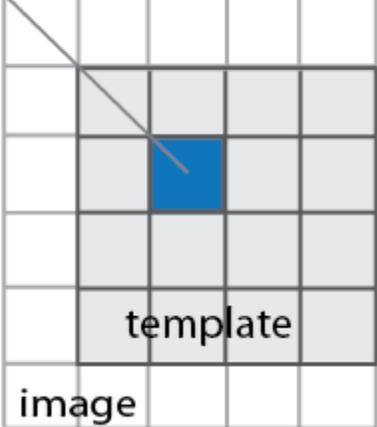
## **Returning the Matrix of Match Metric Values**

The matrix of the match metrics always implements single-step exhaustive window iteration. Therefore, the block computes the metric values at every pixel.

## **Returning the Best Match Location**

When in the ROI processing mode, the block treats the image around the ROI as an extension of the ROI subregion. Therefore, it computes the best match locations true to the actual boundaries of the ROI. The block outputs the best match coordinates, relative to the top-left corner of the image. The one-based [x y] coordinates of the location correspond to the center of the template. The following table shows how the block outputs the center coordinates for odd and even templates:

# Template Matching

Odd number of pixels in template	Even number of pixels in template
<p data-bbox="451 361 525 402">(1,1)</p>  <p data-bbox="560 652 733 694">template</p> <p data-bbox="471 715 599 756">image</p>	<p data-bbox="896 361 970 402">(1,1)</p>  <p data-bbox="1015 715 1187 756">template</p> <p data-bbox="911 788 1029 829">image</p>

## Returning the Neighborhood Match Metric around the Best Match

When you select **Best match location** to return the matrix of metrics in a neighborhood around the best match, an exhaustive loop computes all the metric values for the  $N$ -by- $N$  neighborhood. This output is particularly useful for performing template matching with subpixel accuracy.

## Choosing a Search Method

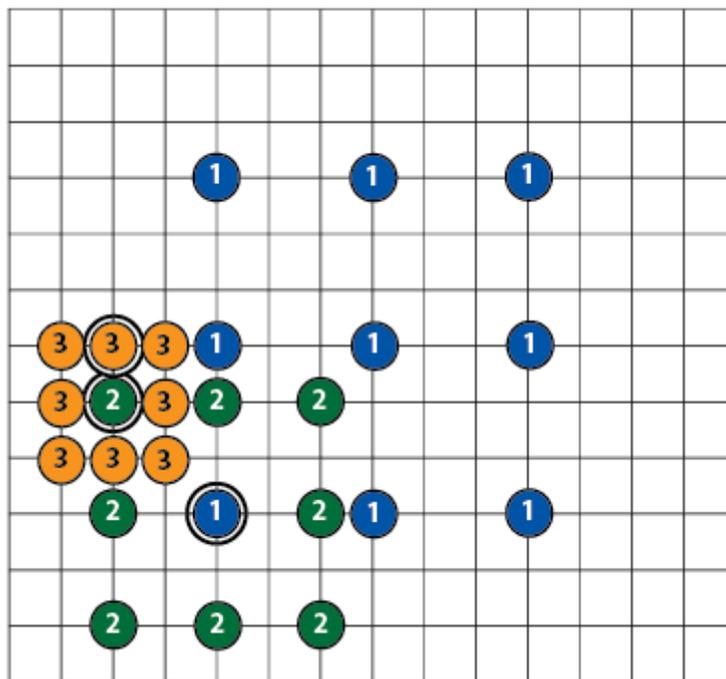
When you select **Best match location** as the output option, you can choose to use either **Exhaustive** or **Three-step** search methods.

The **Exhaustive** search method is computationally intensive because it searches at every pixel location of the image. However, this method provides a more precise result.

The **Three-step** search method is a fast search that uses a neighborhood approach, which does not inspect every pixel. The search starts with a step size equal to or slightly greater than half of the maximum search range and then employs the following steps:

- 1** The block compares nine search points in each step. There is a central point and eight search points located on the search area boundary.
- 2** The block decrements the step size by one, after each step, ending the search with a step size of one pixel.
- 3** At each new step, the block moves the search center to the best matching point resulting from the previous step. The number one blue circles in the figure below represent a search with a starting step size of three. The number two green circles represent the next search, with step size of two, centered around the best match found from the previous search. Finally, the number three orange circles represent the final search, with step size of one, centered around the previous best match.

# Template Matching



## Three-Step Search

### Using the ROIValid and NValid flags for Diagnostics

The **ROIValid** and **NValid** ports represent boolean flags, which track the valid Region of Interest (ROI) and neighborhood. You can use these flags to communicate with the downstream blocks and operations.

### Valid Region of Interest

If you select the **Output flag indicating if ROI is valid** check box, the block adds the **ROIValid** port. If the ROI lies partially outside the valid image, the block only processes the intersection of the ROI and the valid image. The block sets the ROI flag output to this port as follows:

- True, set to 1 indicating the ROI lies completely inside the valid part of the input image.
- False, set to 0 indicating the ROI lies completely or partially outside of the valid part of the input image.

## Valid Neighborhood

The neighborhood matrix of metric values is valid inside of the Region of Interest (ROI). You can use the Boolean flag at the **NValid** port to track the valid neighborhood region. The block sets the neighborhood **NValid** boolean flag output as follows:

- True, set to 1 indicating that the neighborhood containing the best match is completely inside the region of interest.
- False, set to 0 indicating that the neighborhood containing the best match is completely or partially outside of the region of interest.

## Algorithm

The match metrics use a difference equation with general form:

$$d_p(x, y) = \left( \sum_{i=1}^n |x_i - y_i|^p \right)^{1/p}$$

$l_n^p$  denotes the metric space  $(R^n, d_p)$  for  $R^n$   $n > 1$ .

- **Sum of Absolute Differences (SAD)**

This metric is also known as the *Taxicab* or *Manhattan Distance* metric. It sums the absolute values of the differences between pixels in the original image and the corresponding pixels in the template image. This metric is the  $l^1$  norm of the difference image. The lowest SAD score estimates the best position of template within the search image. The general SAD distance metric becomes:

$$d_1(I_j, T) = \sum_{i=1}^n |I_{i,j} - T_i|$$

# Template Matching

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- **Sum of Squared Differences (SSD)**

This metric is also known as the *Euclidean Distance* metric. It sums the square of the absolute differences between pixels in the original image and the corresponding pixels in the template image. This metric is the square of the  $l^2$  norm of the difference image. The general SSD distance metric becomes:

$$d_2(I_j, T) = \sum_{i=1}^n |I_{i,j} - T_i|^2$$

- **Maximum Absolute Difference (MaxAD)**

This metric is also known as the *Uniform Distance* metric. It sums the maximum of absolute values of the differences between pixels in the original image and the corresponding pixels in the template image. This distance metric provides the  $l^\infty$  norm of the difference image. The general MaxAD distance metric becomes:

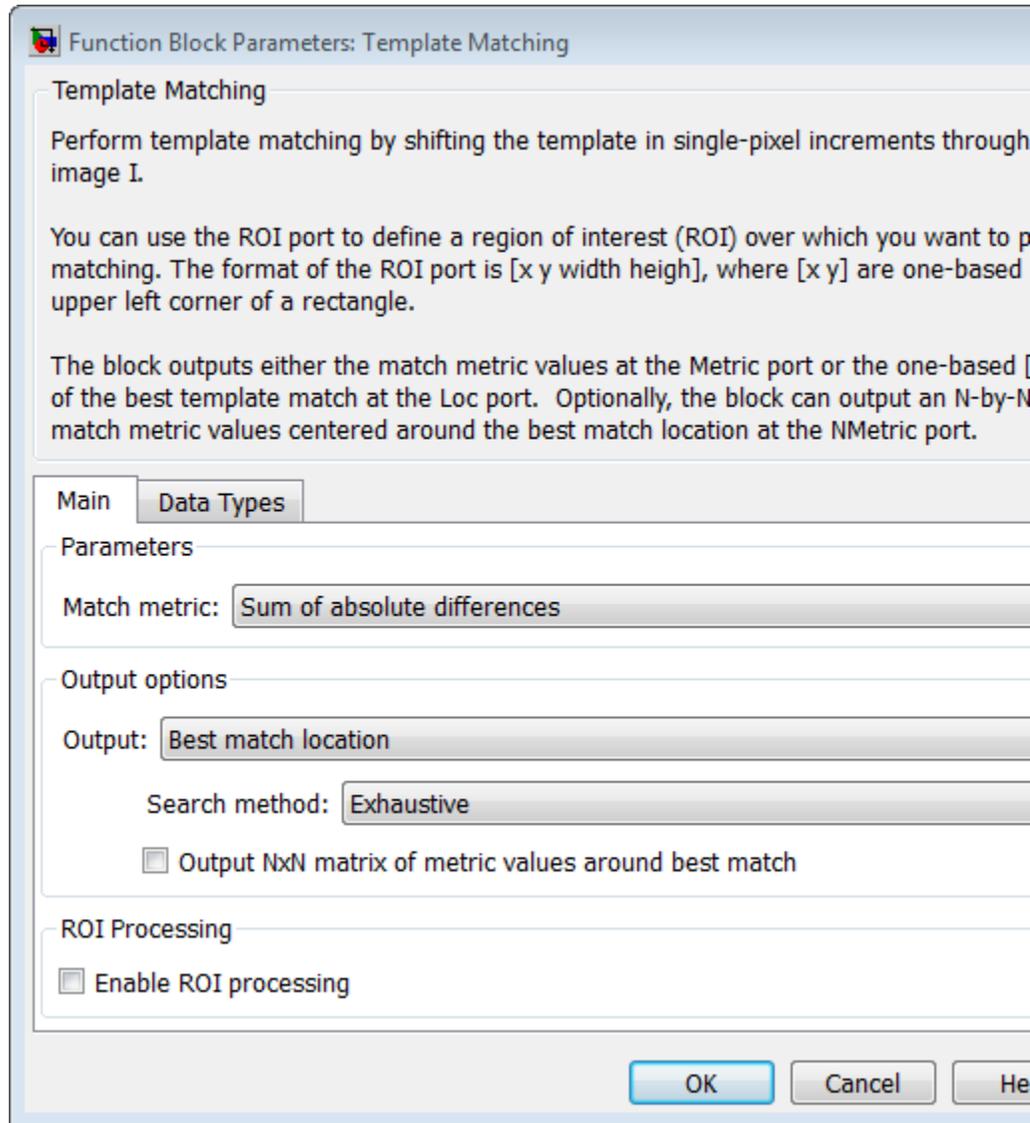
$$d_\infty(I_j, T) = \lim_{x \rightarrow \infty} \sum_{i=1}^n |I_{i,j} - T_i|^x$$

which simplifies to:

$$d_\infty(I_j, T) = \max_i^n |I_{i,j} - T_i|^x$$

## Main Dialog Box

The **Main** pane of the Template Matching block appears as shown in the following figure.



# Template Matching

---

## Match metric

Select one of three types of match metrics:

- Sum of absolute differences (SAD)
- Sum of squared differences (SSD)
- Maximum absolute difference (MaxAD)

## Output

Select one of two output types:

- **Metric matrix**  
Select this option to output the match metric matrix. This option adds the **Metric** output port to the block.
- **Best match location**  
Select this option to output the [x y] coordinates for the location of the best match. This option adds the **Loc** output port to the block. When you select **Best match location**, the **Search method**, **Output NxN matrix of metric values around best match**, and **Enable ROI processing** parameter options appear.

## Search method

This option appears when you select **Best match location** for the **Output** parameter. Select one of two search methods.

- Exhaustive
- Three-step

## Output NxN matrix of metric values around best match

This option appears when you select **Best match location** for the **Output** parameter. Select the check box to output a matrix of metric values centered around the best match. When you do so, the block adds the **NMetric** and **NValid** output ports.

## **N**

This option appears when you select the **Output NxN matrix of metric values around best match** check box. Enter an integer number that determines the size of the  $N$ -by- $N$  output matrix centered around the best match location index.  $N$  must be an odd number.

### **Enable ROI processing**

This option appears when you select **Best match location** for the **Output** parameter. Select the check box for the Template Matching block to perform region of interest processing. When you do so, the block adds the **ROI** input port, and the **Output flag indicating if ROI is valid** check box appears. The **ROI** input must have the format [x y width height], where [x y] are the coordinates of the upper-left corner of the ROI.

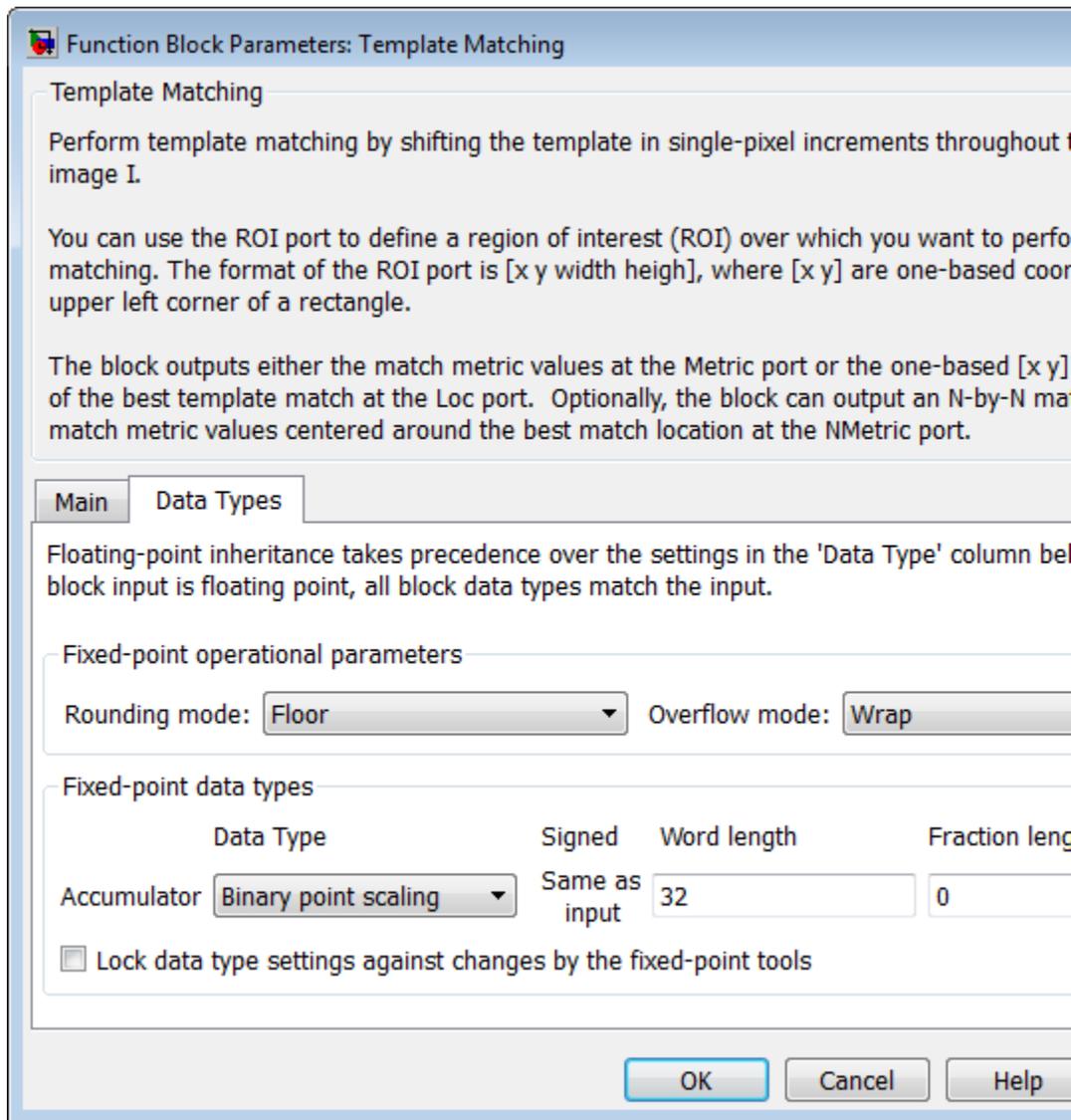
### **Output flag indicating if ROI is valid**

This option appears when you select the **Enable ROI processing** check box. Select the check box for the Template Matching block to indicate whether the ROI is within the valid region of the image boundary. When you do so, the block adds the **ROIValid** output port.

# Template Matching

## Data Types Dialog Box

The **Data Types** pane of the Template Matching block dialog box appears as shown in the following figure.



## Rounding mode

Select the “Rounding Modes” for fixed-point operations.

## Overflow mode

Select the Overflow mode for fixed-point operations.

- Wrap
- Saturate

## Product output

- Use this parameter to specify how to designate the product output word and fraction lengths. Refer to “Multiplication Data Types” for illustrations depicting the use of the product output data type in this block:
  - When you select `Same as input`, these characteristics match those of the input to the block.
  - When you select `Binary point scaling`, you can enter the word length and the fraction length of the product output, in bits.
  - When you select `Slope and bias scaling`, you can enter the word length, in bits, and the slope of the product output. This block requires power-of-two slope and a bias of zero.

## Accumulator

Use this parameter to specify how you would like to designate the accumulator word and fraction lengths.

- When you select `Same as product output` the characteristics match the characteristics of the product output. See “Multiplication Data Types” for illustrations depicting the use of the accumulator data type in this block:

When you select `Binary point scaling`, you can enter the **Word length** and the **Fraction length** of the accumulator, in bits.

# Template Matching

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When you select **Slope** and **bias scaling**, you can enter the **Word length**, in bits, and the **Slope** of the **Accumulator**. All signals in the Computer Vision System Toolbox software have a bias of 0.

The block casts inputs to the **Accumulator** to the accumulator data type. It adds each element of the input to the output of the adder, which remains in the accumulator data type. Use this parameter to specify how to designate this accumulator word and fraction lengths.

## Output

Choose how to specify the **Word length**, **Fraction length** and **Slope** of the **Template Matching** output:

- When you select **Same** as **first input**, these characteristics match the characteristics of the accumulator.
- When you select **Binary point scaling**, you can enter the **Word length** and **Fraction length** of the output, in bits.
- When you select **Slope** and **bias scaling**, you can enter the **Word length**, in bits, and the **Slope** of the output. All signals in the Computer Vision System Toolbox software have a bias of 0.

The **Output** parameter on the Data Types pane appears when you select **Metric matrix** or if you select **Best match location** and the **Output NxN matrix of metric values around best match** check box is selected.

## Lock data type settings against change by the fixed-point tools

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## Reference

- [1] Koga T., et. Al. Motion-compensated interframe coding for video conferencing. In National Telecommunications Conference. Nov. 1981, G5.3.1–5, New Orleans, LA.

[2] Zakai M., "General distance criteria" *IEEE Transaction on Information Theory*, pp. 94–95, January 1964.

[3] Yu, J., J. Amores, N. Sebe, Q. Tian, "A New Study on Distance Metrics as Similarity Measurement" IEEE International Conference on Multimedia and Expo, 2006 .

## See Also

Block Matching

Image Processing Toolbox

Video Stabilization

Computer Vision System Toolbox

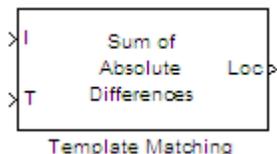
# Template Matching (To Be Removed)

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**Purpose** Locate a template in an image

**Library** Analysis & Enhancement

**Description**



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**Note** This Template Matching block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated Template Matching block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

See the Template Matching documentation to view the reference material related to the obsolete block.

---

**Purpose** Write video frames and audio samples to multimedia file

**Library** Sinks  
visionsinks



**Description** To Multimedia File

The To Multimedia File block writes video frames, audio samples, or both to a multimedia (.avi, .wav, .wma, or .wmv) file.

You can compress the video frames or audio samples by selecting a compression algorithm. You can connect as many of the input ports as you want. Therefore, you can control the type of video and/or audio the multimedia file receives.

---

**Note** This block supports code generation for platforms that have file I/O available. You cannot use this block with Real-Time Windows Target software, because that product does not support file I/O.

This block performs best on platforms with Version 11 or later of Windows Media® Player software. This block supports only uncompressed RGB24 AVI files on Linux and Mac platforms.

Windows 7 UAC (User Account Control), may require administrative privileges to encode WMV and WMA files.

---

The generated code for this block relies on prebuilt library files. You can run this code outside the MATLAB environment, or redeploy it, but be sure to account for these extra library files when doing so. The packNGo function creates a single zip file containing all of the pieces required to run or rebuild this code. See packNGo for more information.

# To Multimedia File

---

To run an executable file that was generated from a model containing this block, you may need to add precompiled shared library files to your system path. See “Simulink Coder”, “Shared Library Dependencies”, and “Accelerating Simulink Models” for details.

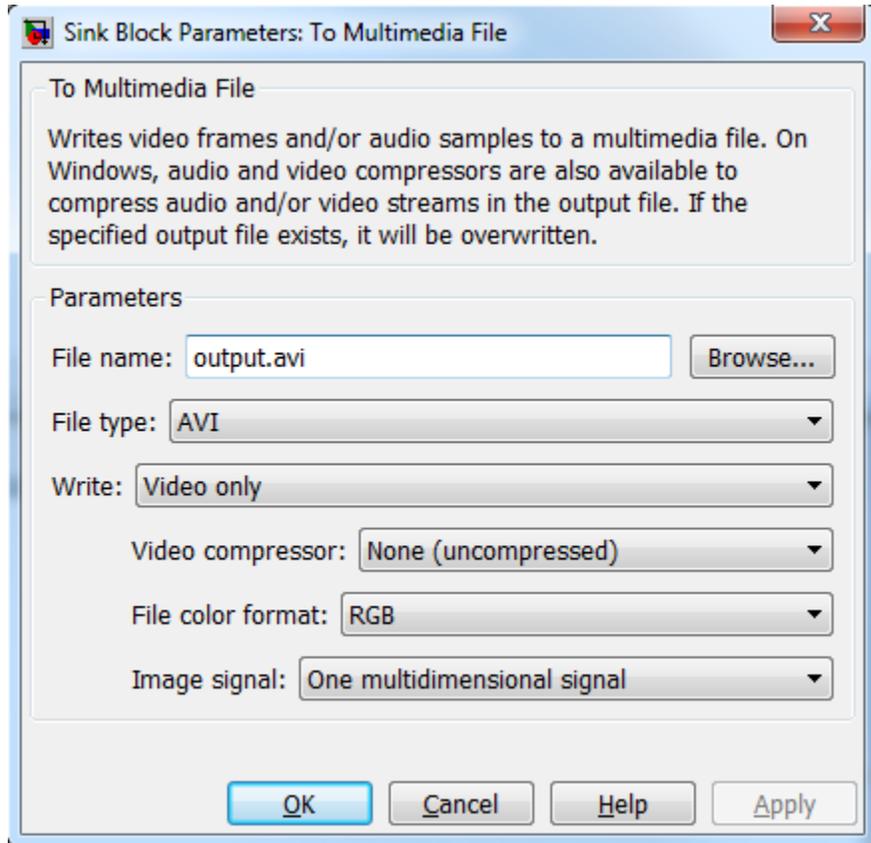
This block allows you to write WMA/WMV streams to disk or across a network connection. Similarly, the From Multimedia File block allows you to read WMA/WMV streams to disk or across a network connection. If you want to play an MP3/MP4 file in Simulink, but you do not have the codecs, you can re-encode the file as WMA/WMV, which are supported by the Computer Vision System Toolbox.

## Ports

Port	Description
Image	$M$ -by- $N$ -by-3 matrix RGB, Intensity, or YCbCr 4:2:2 signal.
R, G, B	Matrix that represents one plane of the RGB video stream. Inputs to the R, G, or B port must have the same dimensions and data type.
Audio	Vector of audio data
Y, Cb, Cr	Matrix that represents one frame of the YCbCr video stream. The Y, Cb, and Cr ports use the following dimensions: $Y: M \times N$ $Cb: M \times \frac{N}{2}$ $Cr: M \times \frac{N}{2}$

## Dialog Box

The **Main** pane of the To Multimedia File block dialog appears as follows.



### File name

Specify the name of the multimedia file. The block saves the file in your current folder. To specify a different file or location, click the **Save As...** button.

# To Multimedia File

---

## **File type**

Specify the file type of the multimedia file. You can select `avi`, `wav`, `wma`, or `wmv`.

## **Write**

Specify whether the block writes video frames, audio samples, or both to the multimedia file. You can select `Video` and `audio`, `Video only`, or `Audio only`.

## **Audio compressor**

Select the type of compression algorithm to use to compress the audio data. This compression reduces the size of the multimedia file. Choose `None` (uncompressed) to save uncompressed audio data to the multimedia file.

---

**Note** The other items available in this parameter list are the audio compression algorithms installed on your system. For information about a specific audio compressor, see the documentation for that compressor.

---

## **Audio data type**

Select the audio data type. You can use the **Audio data type** parameter only for uncompressed wave files.

## **Video compressor**

Select the type of compression algorithm to use to compress the video data. This compression reduces the size of the multimedia file. Choose `None` (uncompressed) to save uncompressed video data to the multimedia file.

---

**Note** The other items available in this parameter list are the video compression algorithms installed on your system. For information about a specific video compressor, see the documentation for that compressor.

---

## File color format

Select the color format of the data stored in the file. You can select either RGB or YCbCr 4:2:2.

## Image signal

Specify how the block accepts a color video signal. If you select **One multidimensional signal**, the block accepts an  $M$ -by- $N$ -by- $P$  color video signal, where  $P$  is the number of color planes, at one port. If you select **Separate color signals**, additional ports appear on the block. Each port accepts one  $M$ -by- $N$  plane of an RGB video stream.

## Supported Data Types

For the block to display video data properly, double- and single-precision floating-point pixel values must be between 0 and 1. Any other data type requires the pixel values between the minimum and maximum values supported by their data type.

Check the specific codecs you are using for supported audio rates.

Port	Supported Data Types	Supports Complex Values?
Image	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Boolean</li> <li>• 8-, 16- 32-bit signed integers</li> <li>• 8-, 16- 32-bit unsigned integers</li> </ul>	No
R, G, B	Same as Image port	No

## To Multimedia File

---

Port	Supported Data Types	Supports Complex Values?
Audio	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• 16-bit signed integers</li><li>• 32-bit signed integers</li><li>• 8-bit unsigned integers</li></ul>	No
Y, Cb, Cr	Same as Image port	No

### See Also

From Multimedia File Computer Vision System Toolbox

**Purpose** Display video data

**Library** Sinks  
visionsinks

## Description



The To Video Display block sends video data to your computer screen. It provides a Windows only, lightweight, high performance, simple display, which accepts RGB and YCbCr formatted images. This block also generates code.

---

**Note** This block supports code generation and is only available on Windows platforms with available file I/O. This excludes Real-Time Windows Target (RTWin). This block performs best on platforms with DirectX Version 9.0 or later and Windows Media Version 9.0 or later.

---

The generated code for this block relies on prebuilt .dll files. You can run this code outside the MATLAB environment, or redeploy it, but be sure to account for these extra .dll files when doing so. The packNGo function creates a single zip file containing all of the pieces required to run or rebuild this code. See packNGo for more information.

To run an executable file that was generated from a model containing this block, you may need to add precompiled shared library files to your system path. See “Simulink Coder”, “Shared Library Dependencies”, and “Accelerating Simulink Models” for details.

# To Video Display

---

For the block to display video data properly, double- and single-precision floating-point pixel values must be from 0 to 1. For any other data type, the pixel values must be between the minimum and maximum values supported by their data type.

You can set the display for full screen, normal or, to maintain one-to-one size. When you save the model, the size and position of the display window is saved. Any changes while working with the model should be saved again in order that these preferences are maintained when you run the model. The minimum display width of the window varies depending on your system's font size settings.

This block runs in real-time, and may limit the speed at which video data displays. It operates and renders video data to the display independent of the Simulink model. This design allows buffering to the display, which increases performance. You may notice, the block lags the model by one or more frames.

## Rapid Accelerator

When you set your model to run in “Accelerator Mode”, and do not select the **Open at Start of Simulation** option, the block will not be included during the run, and therefore the video display will not be visible. For **Rapid Accelerator** mode, menu preferences are saved only when the model is compiled. To change any of the menu options, change the model to run in “Normal Mode”, and re-save it. You can then run in Rapid Accelerator mode with the new preferences.

## Menu Options

The To Video Display block provides menu options to modify viewing preferences for the display. If however, your model is set to run in “Accelerator Mode”, the menu options will not be available.

### View menu

#### Window Size

Select **Full-screen** mode to display your video stream in a full screen window. To exit or return to other applications from full-screen, select the display and use the **Esc** key.

Select **True Size (1:1)** mode to display a one-to-one pixel ratio of input image at simulation start time. The block displays the same information per pixel and does not change size from the input size. You can change the display size after the model starts.

Select **Normal** mode to modify display size at simulation start time.

## Open at Start of Simulation

Select **Open at Start of Simulation** from the **View** menu for the display window to appear while running the model. If not selected, you can double click the block to display the window.

## Settings menu

### Input Color Format

Select the color format of the data stored in the input image.

Select **RGB** for the block to accept a matrix that represents one plane of the RGB video stream. Inputs to the **R**, **G**, or **B** ports must have the same dimension and data type.

Select **YCbCr 4:2:2** for the block to accept a matrix that represents one frame of the YCbCr video stream. The **Y** port accepts an  $M$ -by- $N$  matrix. The **Cb** and **Cr** ports accept an

$M$ -by- $N/2$  matrix.

### Image Signal

Specify how the block accepts a color video signal.

Select **One multidimensional signal**, for the block to accept an  $M$ -by- $N$ -by-3 color video signal at one port.

Select **Separate color signals**, for additional ports to appear on the block. Each port accepts one  $M$ -by- $N$  plane of an RGB video stream.

### Preferences

Set any preferences available for the Computer Vision System Toolbox. You can set your model to use hardware acceleration, by selecting the **Use hardware acceleration** checkbox in the

# To Video Display

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Preferences window. To access the preferences, select **Settings > Preferences** . Then select **Computer Vision** from the preferences list.

## Help menu

### Help

Select **To Video Display** for reference documentation for the block.

Select **Computer Vision System Toolbox** to navigate to the Computer Vision System Toolbox product page.

Select **About Computer Vision System Toolbox** for version information.

## Supported Data Types

Port	Supported Data Types
Image	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Boolean</li><li>• 8-, 16, and 32-bit signed integer</li><li>• 8-, 16, and 32-bit unsigned integer</li></ul>
R, G, B	Same as Image port
YCbCr 4:2:2	Same as Image ports

## See Also

Frame Rate Display	Computer Vision System Toolbox software
From Multimedia File	Computer Vision System Toolbox software
To Multimedia File	Computer Vision System Toolbox software
Video To Workspace	Computer Vision System Toolbox software
Video Viewer	Computer Vision System Toolbox software

# Top-hat

**Purpose** Perform top-hat filtering on intensity or binary images

**Library** Morphological Operations  
visionmorphops

**Description** The Top-hat block performs top-hat filtering on an intensity or binary image using a predefined neighborhood or structuring element. Top-hat filtering is the equivalent of subtracting the result of performing a morphological opening operation on the input image from the input image itself. This block uses flat structuring elements only.



Port	Input/Output	Supported Data Types	Complex Values Supported
I	Vector or matrix of intensity values	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• Boolean</li><li>• 8-, 16-, and 32-bit signed integer</li><li>• 8-, 16-, and 32-bit unsigned integer</li></ul>	No
Nhood	Matrix or vector of 1s and 0s that represents the neighborhood values	Boolean	No
Output	Scalar, vector, or matrix that represents the filtered image	Same as I port	No

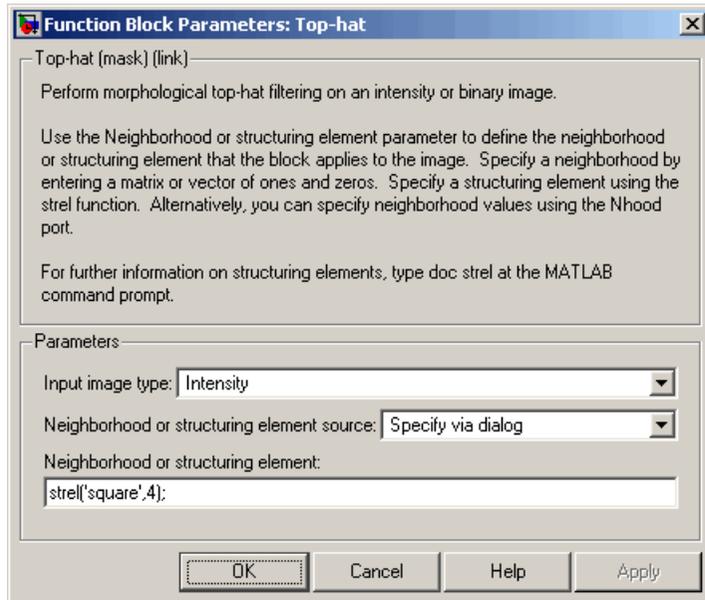
If your input image is a binary image, for the **Input image type** parameter, select **Binary**. If your input image is an intensity image, select **Intensity**.

Use the **Neighborhood or structuring element source** parameter to specify how to enter your neighborhood or structuring element values. If you select **Specify via dialog**, the **Neighborhood or structuring element** parameter appears in the dialog box. If you select **Input port**, the **Nhood** port appears on the block. Use this port to enter your neighborhood values as a matrix or vector of 1s and 0s. Choose your structuring element so that it matches the shapes you want to remove from your image. You can only specify a it using the dialog box.

Use the **Neighborhood or structuring element** parameter to define the region the block moves throughout the image. Specify a neighborhood by entering a matrix or vector of 1s and 0s. Specify a structuring element with the `strel` function from the Image Processing Toolbox. If the structuring element is decomposable into smaller elements, the block executes at higher speeds due to the use of a more efficient algorithm.

## Dialog Box

The Top-hat dialog box appears as shown in the following figure.



### Input image type

If your input image is a binary image, select **Binary**. If your input image is an intensity image, select **Intensity**.

### Neighborhood or structuring element source

Specify how to enter your neighborhood or structuring element values. Select **Specify via dialog** to enter the values in the dialog box. Select **Input port** to use the Nhood port to specify the neighborhood values. You can only specify a structuring element using the dialog box.

### Neighborhood or structuring element

If you are specifying a neighborhood, this parameter must be a matrix or vector of 1s and 0s. If you are specifying a structuring element, use the **strel** function from the Image Processing Toolbox. This parameter is visible if, for the **Neighborhood or**

**structuring element source** parameter, you select Specify via dialog.

## See Also

Bottom-hat	Computer Vision System Toolbox software
Closing	Computer Vision System Toolbox software
Dilation	Computer Vision System Toolbox software
Erosion	Computer Vision System Toolbox software
Label	Computer Vision System Toolbox software
Opening	Computer Vision System Toolbox software
imtophat	Image Processing Toolbox software
strel	Image Processing Toolbox software

# Trace Boundaries (To Be Removed)

---

**Purpose** Trace object boundaries in binary images

**Library** Analysis & Enhancement

**Description**

---

**Note** This Trace Boundaries block will be removed in a future release. It uses the zero-based, [row column] coordinate system. It is recommended that you replace this block with the updated Trace Boundary block that uses the one-based, [x y] coordinate system.

Refer to “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” in the R2011b Release Notes for details related to these changes.

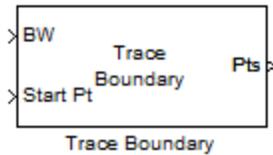
See the Trace Boundaries documentation to view the reference material related to the obsolete block.

---

**Purpose** Trace object boundaries in binary images

**Library** Analysis & Enhancement  
visionanalysis

## Description



The Trace Boundary block traces object boundaries in binary images, where nonzero pixels represent objects and 0 pixels represent the background.

### Port Descriptions

Port	Input/Output	Supported Data Types
BW	Vector or matrix that represents a binary image	Boolean
Start Pt	One-based [x y] coordinates of the boundary starting point.	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• 8-, 16-, and 32-bit signed integer</li> <li>• 8-, 16-, and 32-bit unsigned integer</li> </ul>
Pts	$M$ -by-2 matrix of [x y] coordinates of the boundary points, where $M$ represents the number of traced boundary pixels. $M$ must be less than or equal to the value specified by the <b>Maximum number</b>	Same as Start Pts port

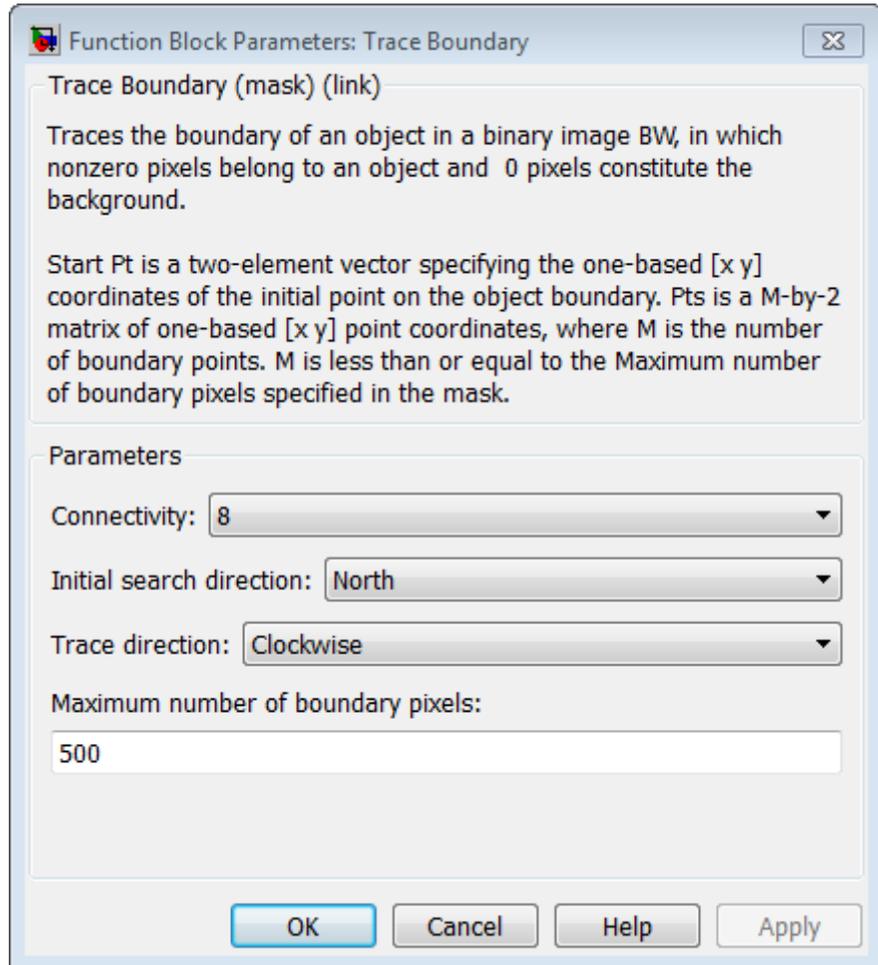
# Trace Boundary

---

Port	Input/Output	Supported Data Types
	<p>of boundary pixels parameter.</p> $\begin{bmatrix} x_1 & y_1 \\ x_2 & y_2 \\ x_3 & y_3 \\ \cdot & \cdot \\ \cdot & \cdot \\ \cdot & \cdot \\ x_m & y_m \end{bmatrix}$	

## Dialog Box

The Trace Boundary dialog box appears as shown in the following figure.



### Connectivity

Specify which pixels are connected to each other. If you want a pixel to be connected to the pixels on the top, bottom, left, and right, select 4. If you want a pixel to be connected to the pixels

# Trace Boundary

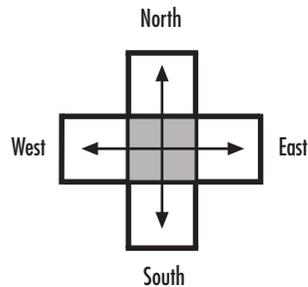
---

on the top, bottom, left, right, and diagonally, select **8**. For more information about this parameter, see the Label block reference page.

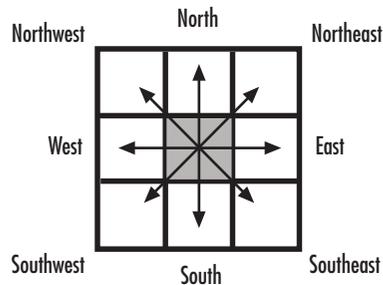
## Initial search direction

Specify the first direction in which to look to find the next boundary pixel that is connected to the starting pixel.

If, for the **Connectivity** parameter, you select **4**, the following figure illustrates the four possible initial search directions:



If, for the **Connectivity** parameter, you select **8**, the following figure illustrates the eight possible initial search directions:



## Trace direction

Specify the direction in which to trace the boundary. Your choices are **Clockwise** or **Counterclockwise**.

## Maximum number of boundary pixels

Specify the maximum number of boundary pixels for each starting point. The block uses this value to preallocate the number of rows of the **Pts** port output matrix so that it can hold all the boundary pixel location values.

Use the **Maximum number of boundary pixels** parameter to specify the maximum number of boundary pixels for the starting point.

## See Also

Edge Detection	Computer Vision System Toolbox software
Label	Computer Vision System Toolbox software
<code>bwboundaries</code>	Image Processing Toolbox software
<code>bwtraceboundary</code>	Image Processing Toolbox software

# Translate

**Purpose** Translate image in 2-D plane using displacement vector

**Library** Geometric Transformations  
visiongeotforms

**Description** Use the Translate block to move an image in a two-dimensional plane using a displacement vector, a two-element vector that represents the number of pixels by which you want to translate your image. The block outputs the image produced as the result of the translation.



---

**Note** This block supports intensity and color images on its ports.

---

Port	Input/Output	Supported Data Types	Complex Values Supported
Image / Input	M-by-N matrix of intensity values or an M-by-N-by-P color video signal where P is the number of color planes	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Fixed point</li><li>• 8-, 16-, 32-bit signed integer</li><li>• 8-, 16-, 32-bit unsigned integer</li></ul>	No
Offset	Vector of values that represent the number of pixels by which to translate the image	Same as I port	No
Output	Translated image	Same as I port	No

The input to the Offset port must be the same data type as the input to the Image port. The output is the same data type as the input to the Image port.

Use the **Output size after translation** parameter to specify the size of the translated image. If you select **Full**, the block outputs a matrix that contains the entire translated image. If you select **Same as input image**, the block outputs a matrix that is the same size as the input image and contains a portion of the translated image. Use the **Background fill value** parameter to specify the pixel values outside the image.

Use the **Translation values source** parameter to specify how to enter your displacement vector. If you select **Specify via dialog**, the **Offset** parameter appears in the dialog box. Use it to enter your displacement vector, a two-element vector,  $[r \ c]$ , of real, integer values that represent the number of pixels by which you want to translate your image. The  $r$  value represents how many pixels up or down to shift your image. The  $c$  value represents how many pixels left or right to shift your image. The axis origin is the top-left corner of your image. For example, if you enter  $[2.5 \ 3.2]$ , the block moves the image 2.5 pixels downward and 3.2 pixels to the right of its original location. When the displacement vector contains fractional values, the block uses interpolation to compute the output.

Use the **Interpolation method** parameter to specify which interpolation method the block uses to translate the image. If you translate your image in either the horizontal or vertical direction and you select **Nearest neighbor**, the block uses the value of the nearest pixel for the new pixel value. If you translate your image in either the horizontal or vertical direction and you select **Bilinear**, the new pixel value is the weighted average of the four nearest pixel values. If you translate your image in either the horizontal or vertical direction and you select **Bicubic**, the new pixel value is the weighted average of the sixteen nearest pixel values.

The number of pixels the block considers affects the complexity of the computation. Therefore, the nearest-neighbor interpolation is the most computationally efficient. However, because the accuracy of the method is roughly proportional to the number of pixels considered, the bicubic method is the most accurate. For more information, see “Interpolation Methods” in the *Computer Vision System Toolbox User’s Guide*.

# Translate

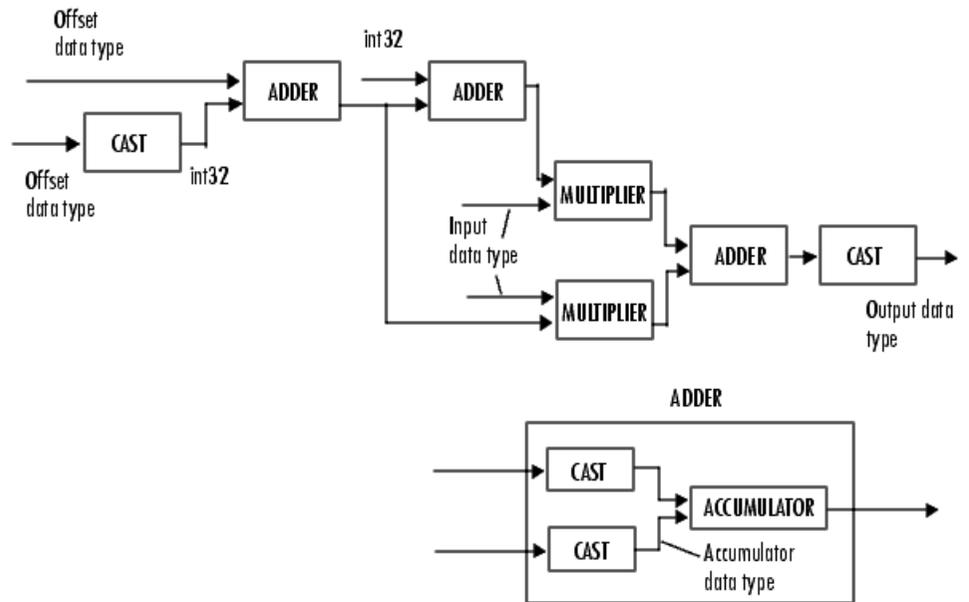
---

If, for the **Output size after translation** parameter, you select Full, and for the **Translation values source** parameter, you select Input port, the **Maximum offset** parameter appears in the dialog box. Use the **Maximum offset** parameter to enter a two-element vector of real, scalar values that represent the maximum number of pixels by which you want to translate your image. The block uses this parameter to determine the size of the output matrix. If the input to the Offset port is greater than the **Maximum offset** parameter values, the block saturates to the maximum values.

If, for the **Translation values source** parameter, you select Input port, the Offset port appears on the block. At each time step, the input to the Offset port must be a vector of real, scalar values that represent the number of pixels by which to translate your image.

## **Fixed-Point Data Types**

The following diagram shows the data types used in the Translate block for bilinear interpolation of fixed-point signals.

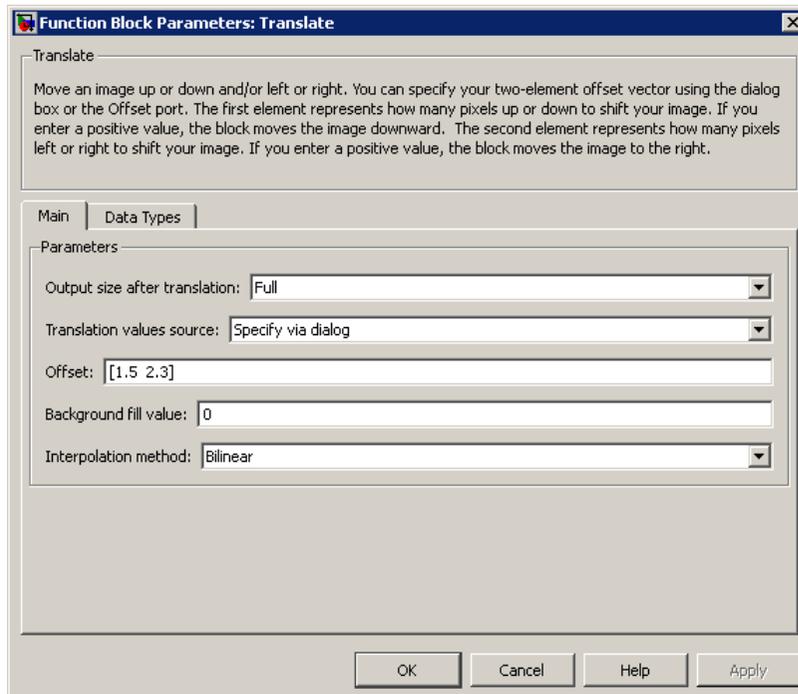


You can set the product output, accumulator, and output data types in the block mask as discussed in the next section.

# Translate

## Dialog Box

The **Main** pane of the Translate dialog box appears as shown in the following figure.



### Output size after translation

If you select **Full**, the block outputs a matrix that contains the translated image values. If you select **Same as input image**, the block outputs a matrix that is the same size as the input image and contains a portion of the translated image.

### Translation values source

Specify how to enter your translation parameters. If you select **Specify via dialog**, the **Offset** parameter appears in the dialog box. If you select **Input port**, port **O** appears on the block. The block uses the input to this port at each time step as your translation values.

## **Offset**

Enter a vector of real, scalar values that represent the number of pixels by which to translate your image.

## **Background fill value**

Specify a value for the pixels that are outside the image.

## **Interpolation method**

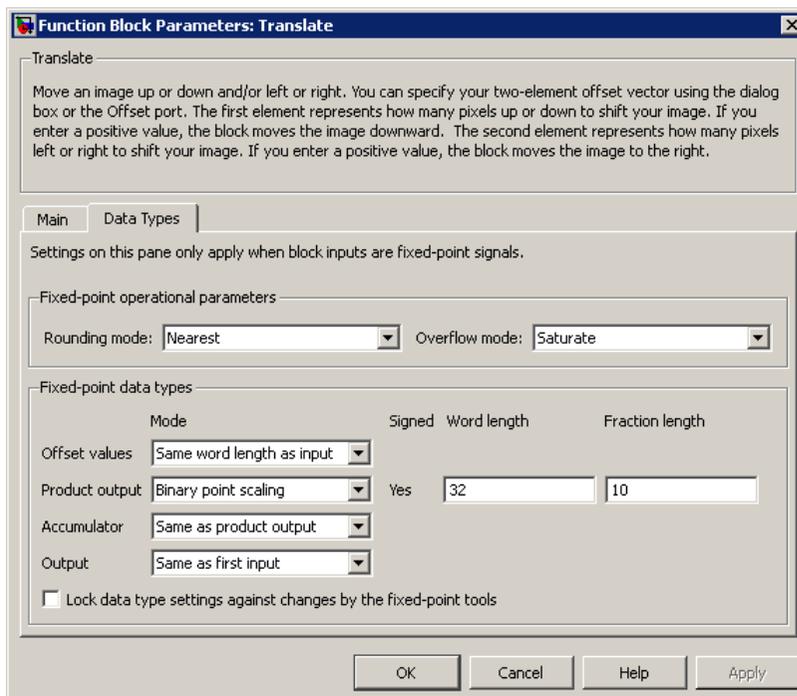
Specify which interpolation method the block uses to translate the image. If you select **Nearest neighbor**, the block uses the value of one nearby pixel for the new pixel value. If you select **Bilinear**, the new pixel value is the weighted average of the four nearest pixel values. If you select **Bicubic**, the new pixel value is the weighted average of the sixteen nearest pixel values.

## **Maximum offset**

Enter a vector of real, scalar values that represent the maximum number of pixels by which you want to translate your image. This parameter must have the same data type as the input to the **Offset** port. This parameter is visible if, for the **Output size after translation** parameter, you select **Full** and, for the **Translation values source** parameter, you select **Input port**.

The **Data Types** pane of the Translate dialog box appears as shown in the following figure.

# Translate



## Rounding mode

Select the rounding mode for fixed-point operations.

## Overflow mode

Select the overflow mode for fixed-point operations.

## Offset values

Choose how to specify the word length and the fraction length of the offset values.

- When you select **Same word length as input**, the word length of the offset values match that of the input to the block. In this mode, the fraction length of the offset values is automatically set to the binary-point only scaling that provides you with the best precision possible given the value and word length of the offset values.

- When you select **Specify word length**, you can enter the word length of the offset values, in bits. The block automatically sets the fraction length to give you the best precision.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the offset values, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the offset values. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

This parameter is visible if, for the **Translation values source** parameter, you select **Specify via dialog**.

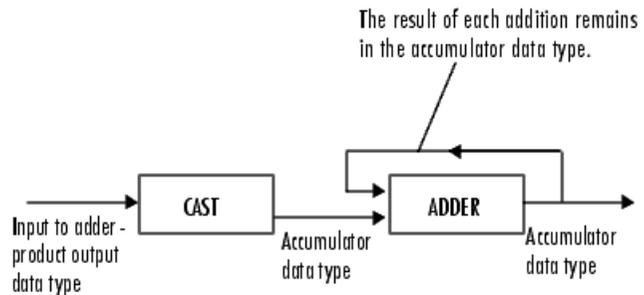
## Product output



As depicted in the previous figure, the output of the multiplier is placed into the product output data type and scaling. Use this parameter to specify how to designate this product output word and fraction lengths.

- When you select **Same as first input**, these characteristics match those of the first input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the product output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the product output. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Accumulator



As depicted in the previous figure, inputs to the accumulator are cast to the accumulator data type. The output of the adder remains in the accumulator data type as each element of the input is added to it. Use this parameter to specify how to designate this accumulator word and fraction lengths.

- When you select **Same as product output**, these characteristics match those of the product output.
- When you select **Same as first input**, these characteristics match those of the first input to the block.
- When you select **Binary point scaling**, you can enter the word length and the fraction length of the accumulator, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the accumulator. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

## Output

Choose how to specify the word length and fraction length of the output of the block:

- When you select **Same as first input**, these characteristics match those of the first input to the block.

- When you select **Binary point scaling**, you can enter the word length and the fraction length of the output, in bits.
- When you select **Slope and bias scaling**, you can enter the word length, in bits, and the slope of the output. The bias of all signals in the Computer Vision System Toolbox blocks is 0.

### **Lock data type settings against change by the fixed-point tools**

Select this parameter to prevent the fixed-point tools from overriding the data types you specify on the block mask. For more information, see `fxptdlg`, a reference page on the Fixed-Point Tool in the Simulink documentation.

## **References**

[1] Wolberg, George. *Digital Image Warping*. Washington: IEEE Computer Society Press, 1990.

## **See Also**

Resize	Computer Vision System Toolbox software
Rotate	Computer Vision System Toolbox software
Shear	Computer Vision System Toolbox software

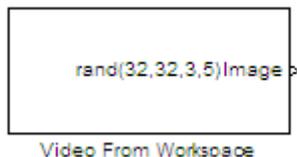
# Video From Workspace

---

**Purpose** Import video signal from MATLAB workspace

**Library** Sources  
visionsources

## Description



The Video From Workspace block imports a video signal from the MATLAB workspace. If the video signal is a M-by-N-by-T workspace array, the block outputs an intensity video signal, where M and N are the number of rows and columns in a single video frame, and T is the number of frames in the video signal. If the video signal is a M-by-N-by-C-by-T workspace array, the block outputs a color video signal, where M and N are the number of rows and columns in a single video frame, C is the number of color channels, and T is the number of frames in the video stream. In addition to the video signals previously described, this block supports fi objects and variables that are in the structure format returned by the MATLAB VideoReader function.

---

**Note** If you generate code from a model that contains this block, Simulink Coder takes a long time to compile the code because it puts all of the video data into the .c file. Before you generate code, you should convert your video data to a format supported by the From Multimedia File block or the Read Binary File block.

---

Port	Output	Supported Data Types	Complex Values Supported
Image	M-by-N matrix of intensity values or an M-by-N-by-P color video signal where P is the number of color planes	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• Boolean</li> <li>• 8-, 16-, 32-bit signed integer</li> <li>• 8-, 16-, 32-bit unsigned integer</li> </ul>	No
R, G, B	Scalar, vector, or matrix that represents one plane of the RGB video stream. Outputs from the R, G, or B ports have the same dimensions.	Same as I port	No

For the Computer Vision System Toolbox blocks to display video data properly, double- and single-precision floating-point pixel values must be from 0 to 1. This block does not scale pixel values.

Use the **Signal** parameter to specify the MATLAB workspace variable from which to read. For example, to read an AVI file, use the following syntax:

```
mov = VideoReader('filename.avi')
```

The `VideoReader` function reads the AVI file into the MATLAB movie structure `mov`. The MATLAB movie structure might be obsoleted in the future.

If `filename.avi` has a colormap associated with it, the AVI file must satisfy the following conditions or the block produces an error:

- The colormap must be empty or have 256 values.

## Video From Workspace

---

- The data must represent an intensity image.
- The data type of the image values must be `uint8`.

Use the **Sample time** parameter to set the sample period of the output signal.

When the block has output all of the available signal samples, it can start again at the beginning of the signal, repeat the final value, or generate 0s until the end of the simulation. The **Form output after final value by** parameter controls this behavior:

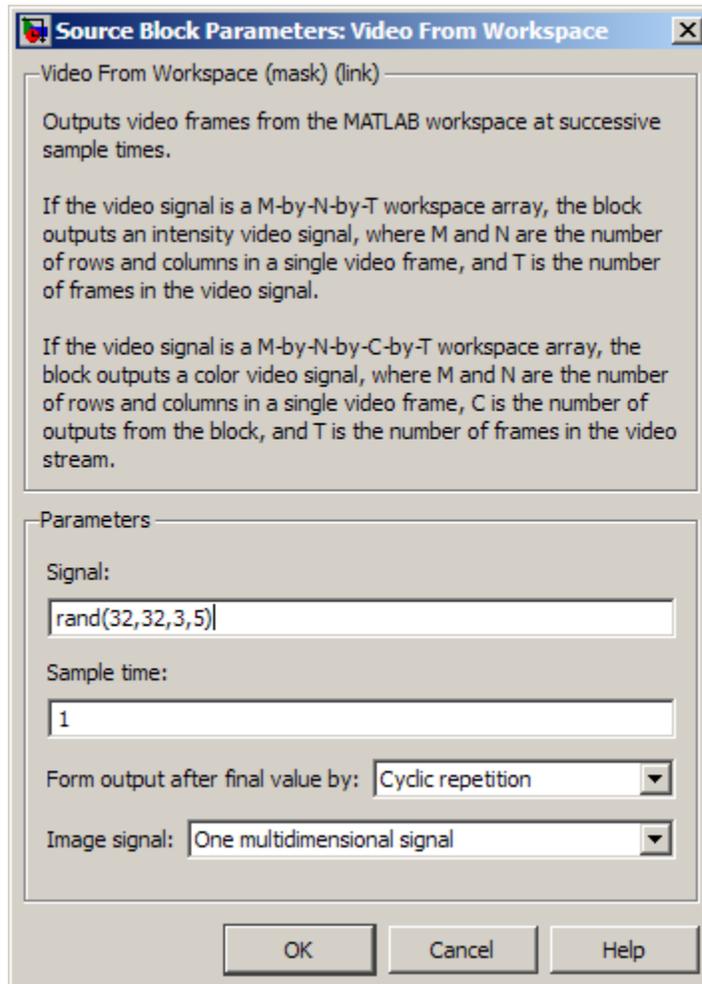
- When you specify `Setting To Zero`, the block generates zero-valued outputs for the duration of the simulation after generating the last frame of the signal.
- When you specify `Holding Final Value`, the block repeats the final frame for the duration of the simulation after generating the last frame of the signal.
- When you specify `Cyclic Repetition`, the block repeats the signal from the beginning after it reaches the last frame in the signal.

Use the **Image signal** parameter to specify how the block outputs a color video signal. If you select `One multidimensional signal`, the block outputs an M-by-N-by-P color video signal, where P is the number of color planes, at one port. If you select `Separate color signals`, additional ports appear on the block. Each port outputs one M-by-N plane of an RGB video stream.

Use the **Output port labels** parameter to label your output ports. Use the spacer character, `|`, as the delimiter. This parameter is available when the **Image signal** parameter is set to `Separate color signals`.

## Dialog Box

The Video From Workspace dialog box appears as shown in the following figure.



# Video From Workspace

---

## Signal

Specify the MATLAB workspace variable that contains the video signal, or use the `VideoReader` function to specify an AVI filename.

## Sample time

Enter the sample period of the output.

## Form output after final value by

Specify the output of the block after all of the specified signal samples have been generated. The block can output zeros for the duration of the simulation (`Setting to zero`), repeat the final value (`Holding Final Value`) or repeat the entire signal from the beginning (`Cyclic Repetition`).

## Image signal

Specify how the block outputs a color video signal. If you select `One multidimensional signal`, the block outputs an M-by-N-by-P color video signal, where P is the number of color planes, at one port. If you select `Separate color signals`, additional ports appear on the block. Each port outputs one M-by-N plane of an RGB video stream.

## Output port labels

Enter the labels for your output ports using the spacer character, `|`, as the delimiter. This parameter is available when the **Image signal** parameter is set to `Separate color signals`.

## See Also

From Multimedia File	Computer Vision System Toolbox software
Image From Workspace	Computer Vision System Toolbox software
Read Binary File	Computer Vision System Toolbox software
To Video Display	Computer Vision System Toolbox software
Video Viewer	Computer Vision System Toolbox software

**Purpose** Export video signal to MATLAB workspace

**Library** Sinks  
visionsinks

**Description**



The Video To Workspace block exports a video signal to the MATLAB workspace. If the video signal is represented by intensity values, it appears in the workspace as a three-dimensional  $M$ -by- $N$ -by- $T$  array, where  $M$  and  $N$  are the number of rows and columns in a single video frame, and  $T$  is the number of frames in the video signal. If it is a color video signal, it appears in the workspace as a four-dimensional  $M$ -by- $N$ -by- $C$ -by- $T$  array, where  $M$  and  $N$  are the number of rows and columns in a single video frame,  $C$  is the number of inputs to the block, and  $T$  is the number of frames in the video stream. During code generation, Simulink Coder does not generate code for this block.

---

**Note** This block supports intensity and color images on its ports.

---

Port	Input	Supported Data Types	Complex Values Supported
Image	M-by-N matrix of intensity values or an M-by-N-by-P color video signal where P is the number of color planes	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> <li>• Boolean</li> <li>• 8-, 16-, 32-bit signed integer</li> </ul>	No

## Video To Workspace

Port	Input	Supported Data Types	Complex Values Supported
		<ul style="list-style-type: none"> <li>8-, 16-, 32-bit unsigned integer</li> </ul>	
R, G, B	Scalar, vector, or matrix that represents one plane of the RGB video stream. Outputs from the R, G, or B ports have the same dimensions.	Same as I port	No

Use the **Variable name** parameter to specify the MATLAB workspace variable to which to write the video signal.

Use the **Number of inputs** parameter to determine the number of inputs to the block. If the video signal is represented by intensity values, enter 1. If it is a color (R, G, B) video signal, enter 3.

Use the **Limit data points to last** parameter to determine the number of video frames, T, you want to export to the MATLAB workspace.

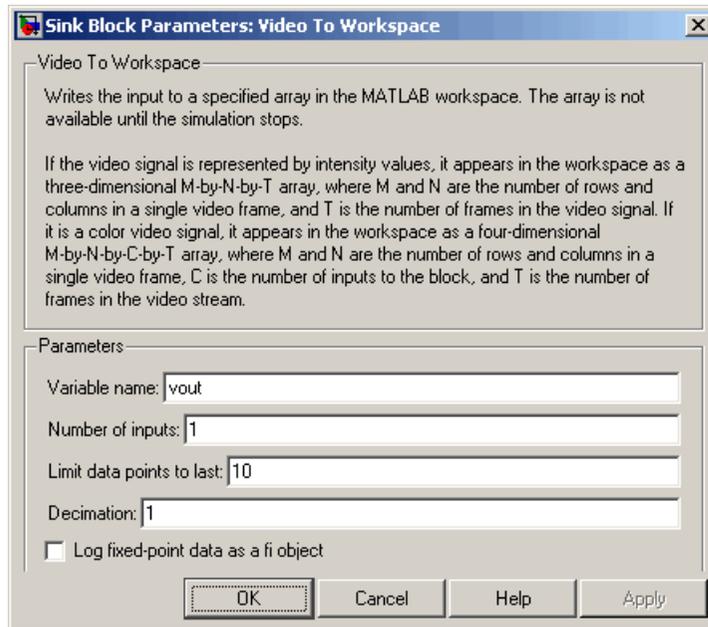
If you want to downsample your video signal, use the **Decimation** parameter to enter your decimation factor.

If your video signal is fixed point and you select the **Log fixed-point data as a fi object** check box, the block creates a fi object in the MATLAB workspace.

Use the **Input port labels** parameter to label your input ports. Use the spacer character, |, as the delimiter. This parameter is available if the **Number of inputs** parameter is greater than 1.

## Dialog Box

The Video To Workspace dialog box appears as shown in the following figure.



### Variable name

Specify the MATLAB workspace variable to which to write the video signal.

### Number of inputs

Enter the number of inputs to the block. If the video signal is black and white, enter 1. If it is a color (R, G, B) video signal, enter 3.

### Limit data points to last

Enter the number of video frames to export to the MATLAB workspace.

### Decimation

Enter your decimation factor.

# Video To Workspace

---

## Log fixed-point data as a fi object

If your video signal is fixed point and you select this check box, the block creates a fi object in the MATLAB workspace. For more information of fi objects, see the Fixed-Point Toolbox documentation.

## Input port labels

Enter the labels for your input ports using the spacer character, |, as the delimiter. This parameter is available if the **Number of inputs** parameter is greater than 1.

## See Also

To Multimedia File	Computer Vision System Toolbox software
To Video Display	Computer Vision System Toolbox software
Video Viewer	Computer Vision System Toolbox software

## Purpose

Display binary, intensity, or RGB images or video streams

## Library

Sinks

visionsinks

## Description



The Video Viewer block enables you to view a binary, intensity, or RGB image or a video stream. The block provides simulation controls for play, pause, and step while running the model. The block also provides pixel region analysis tools. During code generation, Simulink Coder software does not generate code for this block.

---

**Note** The To Video Display block supports code generation.

---

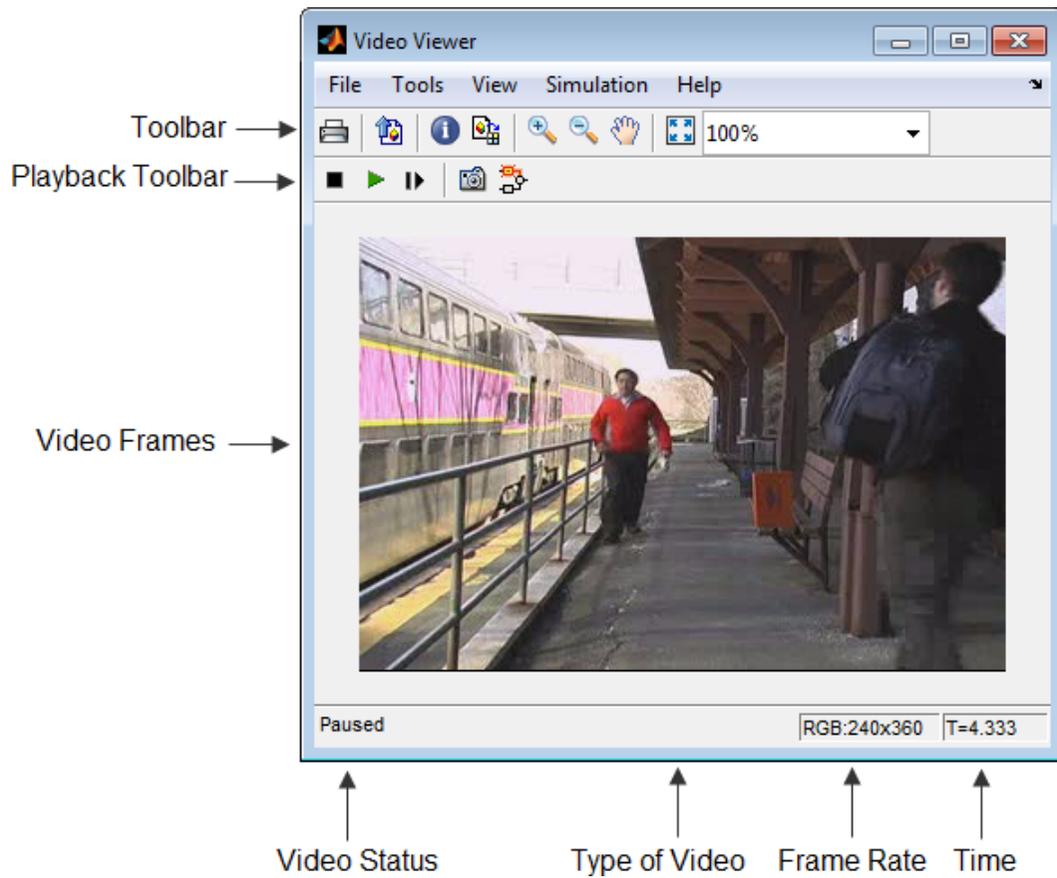
See the following table for descriptions of both input types.

Input	Description
Image	M-by-N matrix of intensity values or an M-by-N-by-P color video signal where P is the number of color planes.
R/G/B	Scalar, vector, or matrix that represents one plane of the RGB video stream. Inputs to the R, G, or B ports must have the same dimensions and data type.

Select **File > Image Signal** to set the input to either **Image** or **RGB**.

# Video Viewer

## Dialogs



## Toolbar

### Toolbar

GUI	Menu Equivalent	Shortcut Keys and Accelerators	Description
	<b>File &gt; Print</b>	<b>Ctrl+P</b>	<p>Print the current display window. Printing is only available when the display is not changing. You can enable printing by placing the display in snapshot mode, or by pausing or stopping model simulation, or simulating the model in step-forward mode.</p> <p>To print the current window to a figure rather than sending it to your printer, select <b>File &gt; Print to figure</b>.</p>
	<b>File &gt; Export to Image Tool</b>	<b>Ctrl+E</b>	<p>Send the current video frame to the Image Tool. For more information, see “Using the Image Tool to Explore Images” in the Image Processing Toolbox documentation.</p>

---

**Note** The Image Tool can only know that the frame is an intensity image if the colormap of the frame is grayscale (`gray(256)`). Otherwise, the Image Tool assumes the frame is an indexed image and disables the **Adjust Contrast** button.

---

# Video Viewer

## Toolbar (Continued)

GUI	Menu Equivalent	Shortcut Keys and Accelerators	Description
	Tools > Video Information	V	View information about the video data source.
	Tools > Pixel Region	N/A	Open the Pixel Region tool. For more information about this tool, see the Image Processing Toolbox documentation.
	Tools > Zoom In	N/A	Zoom in on the video display.
	Tools > Zoom Out	N/A	Zoom out of the video display.
	Tools > Pan	N/A	Move the image displayed in the GUI.
	Tools > Maintain Fit to Window	N/A	Scale video to fit GUI size automatically. Toggle the button on or off.
	N/A	N/A	Enlarge or shrink the video frame. This option becomes available if you do not select the <b>Maintain Fit to Window</b> .

## Playback Toolbar

### Playback Toolbar

GUI	Menu Equivalent	Shortcut Keys and Accelerators	Description
	Simulation > Stop	S	Stop the video.
	Simulation > Play	P, Space bar	Play the video.
	Simulation > Pause	P, Space bar	Pause the video. This button appears only when the video is playing.
	Simulation > Step Forward	Right arrow, Page Down	Step forward one frame.
	Simulation > Simulink Snapshot	N/A	Click this button to freeze the display in the viewer window.
File menu only	Simulation > Drop Frames to Improve Performance	Ctrl+R	Enable the viewer to drop video frames to improve performance.
	View > Highlight Simulink Signal	Ctrl+L	In the model window, highlight the Simulink signal the viewer is displaying.

# Video Viewer

---

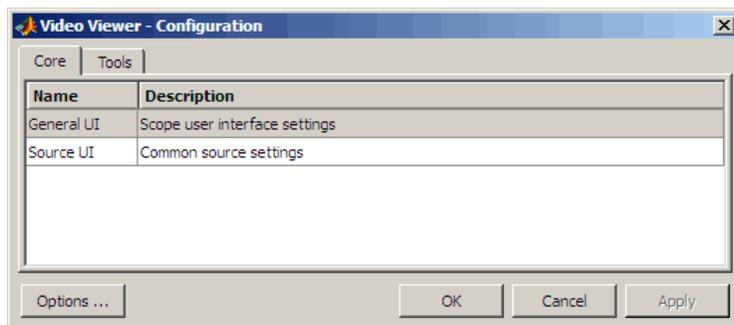
## Setting Viewer Configuration

The Video Viewer Configuration preferences enables you to change the behavior and appearance of the graphic user interface (GUI) as well as the behavior of the playback shortcut keys.

- To open the Configuration dialog box, select **File > Configuration Set > Edit**.
- To save the configuration settings for future use, select **File > Configuration Set > Save as**.

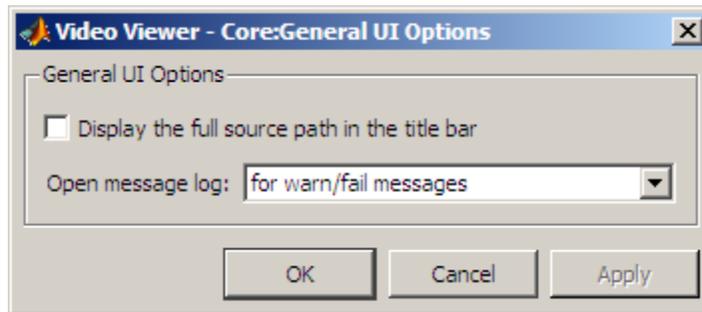
## Core Pane

The Core pane in the Viewer Configuration dialog box controls the GUI's general settings.



## General UI

Click **General UI**, and click the **Options** button to open the General UI Options dialog box.

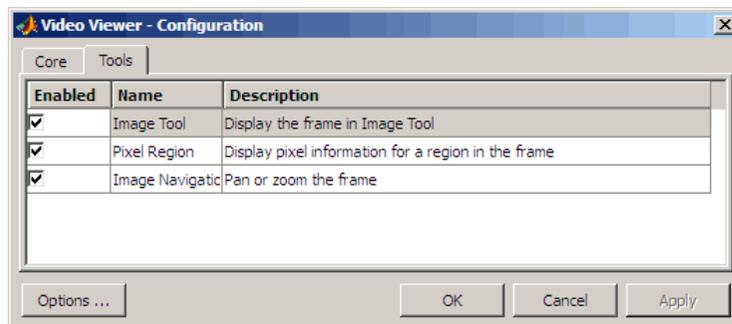


If you select the **Display the full source path in the title bar** check box, the GUI displays the model name and full Simulink path to the video data source in the title bar. Otherwise, it displays a shortened name.

Use the **Open message log:** parameter to control when the Message log window opens. You can use this window to debug issues with video playback. Your choices are for any new messages, for warn/fail messages, only for fail messages, or manually.

## Tools Pane

The Tools pane in the Viewer Configuration dialog box contains the tools that appear on the Video Viewer GUI. Select the **Enabled** check box next to the tool name to specify which tools to include on the GUI.

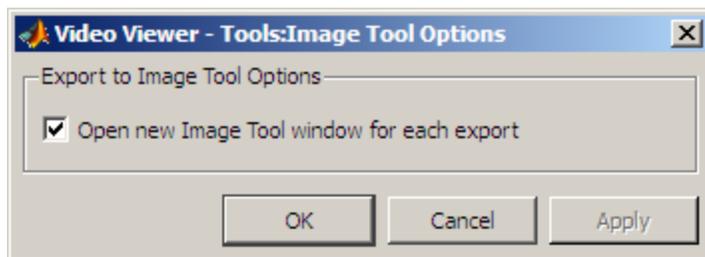


## Image Tool

# Video Viewer

---

Click **Image Tool**, and then click the **Options** button to open the Image Tool Options dialog box.



Select the **Open new Image Tool window for export** check box if you want to open a new Image Tool for each exported frame.

## Pixel Region

Select the **Pixel Region** check box to display and enable the pixel region GUI button. For more information on working with pixel regions see Getting Information about the Pixels in an Image.

## Image Navigation Tools

Select the **Image Navigation Tools** check box to enable the pan-and-zoom GUI button.

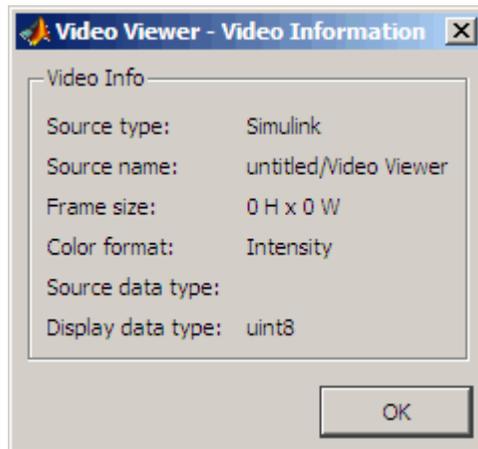
## Instrumentation Set

Select the **Instrumentation Set** check box to enable the option to load and save viewer settings. The option appears in the **File** menu.

## Video Information

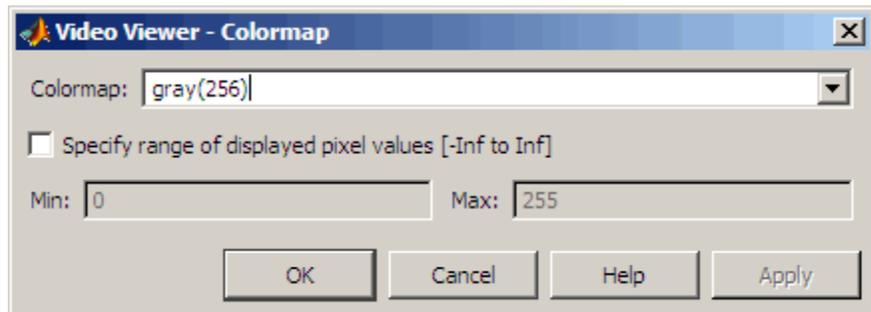
The Video Information dialog box lets you view basic information about the video. To open this dialog box, you can select **Tools > Video**

**Information** , click the information button  , or press the **V** key.



## Colormap for Intensity Video

The Colormap dialog box lets you change the colormap of an intensity video. You cannot access the parameters on this dialog box when the GUI displays an RGB video signal. To open this dialog box for an intensity signal, select **Tools > Colormap** or press **C**.



Use the **Colormap** parameter to specify the colormap to apply to the intensity video.

If you know that the pixel values do not use the entire data type range, you can select the **Specify range of displayed pixel values** check

# Video Viewer

---

box and enter the range for your data. The dialog box automatically displays the range based on the data type of the pixel values.

## Status Bar

A status bar appear along the bottom of the Video Viewer. It displays information pertaining to the video status (running, paused or ready), type of video (Intensity or RGB) and video time.

## Message Log

The Message Log dialog provides a system level record of configurations and extensions used. You can filter what messages to display by **Type** and **Category**, view the records, and display record details.

The **Type** parameter allows you to select either All, Info, Warn, or Fail message logs. The **Category** parameter allows you to select either Configuration or Extension message summaries. The Configuration messages indicate when a new configuration file is loaded. The Extension messages indicate a component is registered. For example, you might see a Simulink message, which indicates the component is registered and available for configuration.

## Saving the Settings of Multiple Video Viewer GUIs

The Video Viewer GUI enables you to save and load the settings of multiple GUI instances. Thus, you only need to configure the Video Viewer GUIs that are associated with your model once. To save the GUI settings, select **File > Instrumentation Sets > Save Set**. To open the preconfigured GUIs, select **File > Instrumentation Sets > Load Set**.

## Supported Data Types

Port	Supported Data Types
Image	<ul style="list-style-type: none"><li>• Double-precision floating point</li><li>• Single-precision floating point</li><li>• Boolean</li><li>• 8-, 16-, and 32-bit signed integer</li><li>• 8-, 16-, and 32-bit unsigned integer</li></ul>
R/G/B	Same as Image port

## See Also

From Multimedia File	Computer Vision System Toolbox software
<code>mplay</code>	Computer Vision System Toolbox software
To Multimedia File	Computer Vision System Toolbox software
To Video Display	Computer Vision System Toolbox software
Video To Workspace	Computer Vision System Toolbox software
<code>implay</code>	Image Processing Toolbox

# Write AVI File (To Be Removed)

---

**Purpose** Write video frames to uncompressed AVI file

**Library** Sinks

## Description



Write AVI File

---

**Note** The Write AVI File block is obsolete. It may be removed in a future version of the Computer Vision System Toolbox blocks. Use the replacement block To Multimedia File.

See the Write AVI File documentation to view the reference material related to the obsolete block.

---

**Purpose** Write binary video data to files

**Library** Sinks  
visionsinks

**Description** The Write Binary File block takes video data from a Simulink model and exports it to a binary file.

This block produces a raw binary file with no header information. It has no encoded information providing the data type, frame rate or dimensionality. The video data for this block appears in row major format.

---

**Note** This block supports code generation only for platforms that have file I/O available. You cannot use this block to do code generation with Real-Time Windows Target (RTWin).

---

Port	Input	Supported Data Types	Complex Values Supported
Input	Matrix that represents the luma (Y') and chroma (Cb and Cr) components of a video stream	<ul style="list-style-type: none"><li>• 8-, 16- 32-bit signed integer</li><li>• 8-, 16- 32-bit unsigned integer</li></ul>	No

### Four Character Code Video Formats

Four Character Codes (FOURCC) identify video formats. For more information about these codes, see <http://www.fourcc.org>.

Use the **Four character code** parameter to identify the video format.

### Custom Video Formats

You can use the Write Binary File block to create a binary file that contains video data in a custom format.

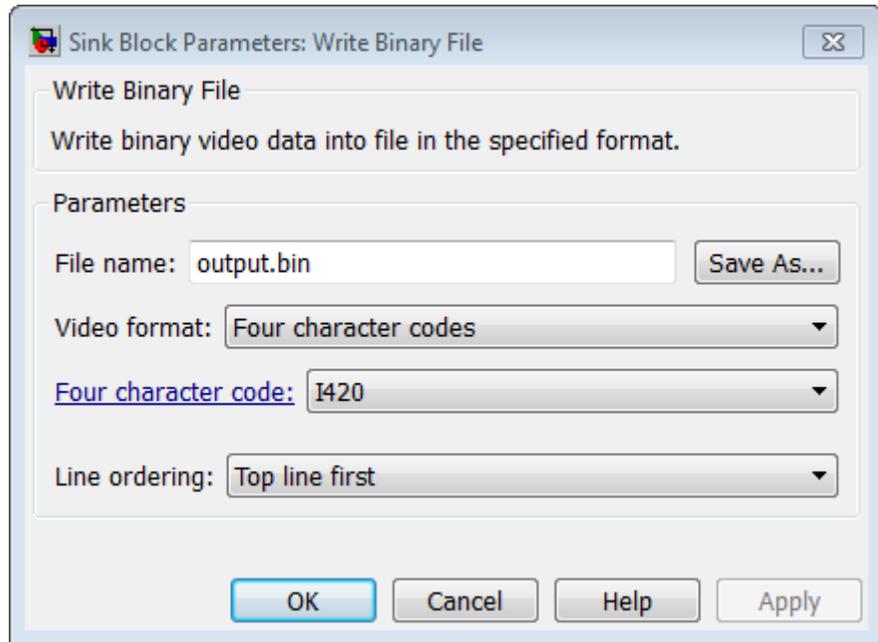
# Write Binary File

---

- Use the **Bit stream format** parameter to specify whether you want your data in planar or packed format.
- Use the **Number of input components** parameter to specify the number of components in the video stream. This number corresponds to the number of block input ports.
- Select the **Inherit size of components from input data type** check box if you want each component to have the same number of bits as the input data type. If you clear this check box, you must specify the number of bits for each component.
- Use the **Component** parameters to specify the component names.
- Use the **Component order in binary file** parameter to specify how to arrange the components in the binary file.
- Select the **Interlaced video** check box if the video stream represents interlaced video data.
- Select the **Write signed data to output file** check box if your input data is signed.
- Use the **Byte order in binary file** parameter to specify whether the byte ordering in the output binary file is little endian or big endian.

## Dialog Box

The Write Binary File dialog box appears as shown in the following figure.



### File name

Specify the name of the binary file. To specify a different file or location, click the **Save As...** button.

### Video format

Specify the format of the binary video data as either **Four character codes** or **Custom**. See “Four Character Code Video Formats” on page 2-643 or “Custom Video Formats” on page 2-643 for more details.

### Four character code

From the list, select the binary file format.

# Write Binary File

---

## **Line ordering**

Specify how the block fills the binary file. If you select **Top line first**, the block first fills the binary file with the first row of the video frame. It then fills the file with the other rows in increasing order. If you select **Bottom line first**, the block first fills the binary file with the last row of the video frame. It then fills the file with the other rows in decreasing order.

## **Bit stream format**

Specify whether you want your data in planar or packed format.

## **Number of input components**

Specify the number of components in the video stream. This number corresponds to the number of block input ports.

## **Inherit size of components from input data type**

Select this check box if you want each component to have the same number of bits as the input data type. If you clear this check box, you must specify the number of bits for each component.

## **Component**

Specify the component names.

## **Component order in binary file**

Specify how to arrange the components in the binary file.

## **Interlaced video**

Select this check box if the video stream represents interlaced video data.

## **Write signed data to output file**

Select this check box if your input data is signed.

## **Byte order in binary file**

Use this parameter to specify whether the byte ordering in the output binary file is little endian or big endian.

## **See Also**

Read Binary File      Computer Vision System Toolbox  
To Multimedia File    Computer Vision System Toolbox

# System objectReference

---

Video Display (p. 3-3)	Play video or display image
Video File I/O (p. 3-4)	Read and write binary video and video frames
Feature Detection, Extraction, and Matching (p. 3-5)	Detect, extract, match, and characterize image data
Object Detection (p. 3-6)	Detect objects and features using Viola-Jones algorithm
Motion Analysis and Tracking (p. 3-7)	Motion estimation, background estimation, template matching, tracking
Analysis & Enhancement (p. 3-8)	Analyze or enhance images or video
Conversions (p. 3-9)	Perform conversion operations such as color space conversion
Filtering (p. 3-10)	Filter images or video
Geometric Transformations (p. 3-11)	Manipulate size, shape, and orientation of images or video
Morphological Operations (p. 3-12)	Perform morphological operations such as erosion and dilation
Statistics (p. 3-13)	Perform statistical operations on images or video
Text & Graphics (p. 3-14)	Annotate images or video
Transforms (p. 3-15)	Perform transform operations such as 2-D FFT and 2-D DCT

Define New System Objects (p. 3-16)	Define new kinds of System objects
Utilities (p. 3-17)	Perform processing operations

## Video Display

vision.DeployableVideoPlayer

Display video

vision.VideoPlayer

Play video or display image

## **Video File I/O**

vision.BinaryFileReader

Read video data from binary files

vision.BinaryFileWriter

Write binary video data to files

vision.VideoFileReader

Read video frames and audio samples from video file

vision.VideoFileWriter

Write video frames and audio samples to video file

## Feature Detection, Extraction, and Matching

MSERRegions	Object for storing MSER regions
SURFPoints	Object for storing SURF interest points
vision.BoundaryTracer	Trace object boundary
vision.CornerDetector	Detect corner features
vision.EdgeDetector	Find object edge

## **Object Detection**

vision.CascadeObjectDetector

Detect objects using the Viola-Jones algorithm

## Motion Analysis and Tracking

<code>vision.BlockMatcher</code>	Estimate motion between images or video frames
<code>vision.ForegroundDetector</code>	Detects foreground using Gaussian mixture models
<code>vision.HistogramBasedTracker</code>	Histogram-based object tracking
<code>vision.KalmanFilter</code>	Kalman filter for object tracking
<code>vision.OpticalFlow</code>	Estimate object velocities
<code>vision.PeopleDetector</code>	Detect upright people using HOG features
<code>vision.PointTracker</code>	Track points in video using Kanade-Lucas-Tomasi (KLT) algorithm
<code>vision.TemplateMatcher</code>	Locate template in image

## **Analysis & Enhancement**

## Conversions

<code>vision.Autothresher</code>	Convert intensity image to binary image
<code>vision.ChromaResampler</code>	Downsample or upsample chrominance components of images
<code>vision.ColorSpaceConverter</code>	Convert color information between color spaces
<code>vision.DemosaicInterpolator</code>	Bayer-pattern image conversion to true color
<code>vision.GammaCorrector</code>	Apply or remove gamma correction from images or video streams
<code>vision.ImageComplementer</code>	Complement of pixel values in binary or intensity image
<code>vision.ImageDataTypeConverter</code>	Convert and scale input image to specified output data type

## Filtering

`integralKernel`

Integral image filter

`vision.Convolver`

Compute 2-D discrete convolution of two input matrices

`vision.ImageFilter`

Perform 2-D FIR filtering of input matrix

`vision.KalmanFilter`

Kalman filter for object tracking

`vision.MedianFilter`

2D median filtering

## Geometric Transformations

<code>vision.GeometricRotator</code>	Rotate image by specified angle
<code>vision.GeometricScaler</code>	Enlarge or shrink image size
<code>vision.GeometricShearer</code>	Shift rows or columns of image by linearly varying offset
<code>vision.GeometricTransformer</code>	Apply projective or affine transformation to image
<code>vision.GeometricTransformEstimator</code>	Estimate geometric transformation from matching point pairs
<code>vision.GeometricTranslator</code>	Translate image in two-dimensional plane using displacement vector

## Morphological Operations

<code>vision.ConnectedComponentLabeler</code>	Label and count the connected regions in a binary image
<code>vision.MorphologicalBottomHat</code>	Bottom-hat filtering on image
<code>vision.MorphologicalClose</code>	Perform morphological closing on image
<code>vision.MorphologicalDilate</code>	Perform morphological dilation on an image
<code>vision.MorphologicalErode</code>	Perform morphological erosion on an image
<code>vision.MorphologicalOpen</code>	Perform morphological opening on an image
<code>vision.MorphologicalTopHat</code>	Top-hat filtering on image

## Statistics

vision.Autocorrelator	Compute 2-D autocorrelation of input matrix
vision.BlobAnalysis	Properties of connected regions
vision.Crosscorrelator	2-D cross-correlation of two input matrices
vision.Histogram	Generate histogram of each input matrix
vision.LocalMaximaFinder	Find local maxima in matrices
vision.Maximum	Find maximum values in input or sequence of inputs
vision.Mean	Find mean value of input or sequence of inputs
vision.Median	Find median values in an input
vision.Minimum	Find minimum values in input or sequence of inputs
vision.PSNR	Compute peak signal-to-noise ratio (PSNR) between images
vision.StandardDeviation	Find standard deviation of input or sequence of inputs
vision.Variance	Find variance values in an input or sequence of inputs

## **Text & Graphics**

## Transforms

vision.DCT	Compute 2-D discrete cosine transform
vision.FFT	Two-dimensional discrete Fourier transform
vision.HoughLines	Find Cartesian coordinates of lines that are described by rho and theta pairs
vision.HoughTransform	Find lines in images via Hough transform
vision.IDCT	Compute 2-D inverse discrete cosine transform
vision.IFFT	Two-dimensional inverse discrete Fourier transform
vision.Pyramid	Perform Gaussian pyramid decomposition

## Define New System Objects

<code>getDiscreteStateImpl</code>	Discrete state property values
<code>getNumInputsImpl</code>	Number of input arguments passed to step and setup methods
<code>getNumOutputsImpl</code>	Number of outputs returned by method
<code>isDoneImpl</code>	End-of-data flag
<code>isInactivePropertyImpl</code>	Active or inactive flag for properties
<code>loadObjectImpl</code>	Load saved System object from MAT file
<code>matlab.System</code>	Base class for System objects
<code>matlab.system.mixin.FiniteSource</code>	Finite source mixin class
<code>matlab.system.StringSet</code>	Set of valid string values
<code>processTunedPropertiesImpl</code>	Action when tunable properties change
<code>releaseImpl</code>	Release resources
<code>resetImpl</code>	Reset System object™ states
<code>saveObjectImpl</code>	Save System object in MAT file
<code>setProperties</code>	Set property values from name-value pair inputs
<code>setupImpl</code>	Initialize System object
<code>stepImpl</code>	System output and state update equations
<code>validateInputsImpl</code>	Validate inputs to step method
<code>validatePropertiesImpl</code>	Validate property values

# Utilities

`vision.ImagePadder`

Pad or crop input image along its rows, columns, or both



# Alphabetical List

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# MSERRegions

---

**Purpose** Object for storing MSER regions

**Description** This object describes MSER regions and corresponding ellipses that have the same second moments as the regions. It passes data between the `detectMSERFeatures` and `extractFeatures` functions. The object can also be used to manipulate and plot the data returned by these functions.

**Tips** Although `MSERRegions` may hold many regions, it is a scalar object. Therefore, `NUMEL(MSERRegions)` always returns 1. This value may differ from `LENGTH(MSERRegions)`, which returns the true number of regions held by the object.

**Construction** `REGIONS = MSERRegions(PIXELLIST)` constructs an MSER regions object, `REGIONS`, from an  $M$ -by-1 cell array of regions, `PIXELLIST`. Each cell contains a  $P$ -by-2 array of [x y] coordinates for the detected MSER regions, where  $P$  varies based on the number of pixels in a region.

## Input Arguments

### PIXELLIST

$M$ -by-2 cell array of [x y] coordinates of the detected MSER regions.

**Properties** The following properties are read-only and are calculated once the input pixel list is specified.

### Count

Number of stored regions

**Default:** 0

### Centroid

An  $M$ -by-2 array of [x y] centroid coordinates of ellipses that have the same second moments as the MSER regions.

## Axes

A two-element vector, [majorAxis minorAxis]. This vector specifies the major and minor axis of the ellipse that have the same second moments as the MSER regions.

## Orientation

A value in the range from  $-\pi/2$  to  $+\pi/2$  radians. This value represents the orientation of the ellipse as measured from the X-axis to the major axis of the ellipse. You can use this property for visualization purposes.

## Methods

isempty	Returns true for empty object
length	Number of stored points
plot	Plot MSER regions
size	Size of the MSERRegions object

## Examples

### Detect MSER Features in an Image

Detect MSER features. Display centroids and axes of detected regions.

Load an image.

```
I = imread('cameraman.tif');
```

Store regions.

```
regions = detectMSERFeatures(I);
```

Display the centroids and axes of detected regions.

```
imshow(I); hold on;  
plot(regions);
```

## Display MSER Feature Regions from the MSERRegions Object

Detect and display the first 10 regions contained in the MSERRegions object

Detect MSER features.

```
I = imread('cameraman.tif');  
regions = detectMSERFeatures(I);
```

Display the first 10 regions in the MSERRegions object.

```
imshow(I); hold on;  
plot(regions(1:10), 'showPixelList', true);
```

## Combine MSER Region Detector with SURF Descriptors

Extract and display SURF descriptors at locations identified by MSER detector.

Read image.

```
I = imread('cameraman.tif');
```

Detect MSER features.

```
regionsObj = detectMSERFeatures(I);
```

Extract and display SURF descriptors.

```
[features, validPtsObj] = extractFeatures(I, regionsObj);  
imshow(I); hold on;  
plot(validPtsObj, 'showOrientation', true);
```

## References

[1] Nister, D., and H. Stewenius, "Linear Time Maximally Stable Extremal Regions", *Lecture Notes in Computer Science*. 10th European Conference on Computer Vision, Marseille, France: 2008, no. 5303, pp. 183–196.

[2] Matas, J., O. Chum, M. Urba, and T. Pajdla. "Robust wide baseline stereo from maximally stable extremal regions." *Proceedings of British Machine Vision Conference*, pages 384-396, 2002.

## See Also

`detectMSERFeatures` | `detectSURFFeaturesSURFPoints` | `vision.EdgeDetector` | `extractFeatures` | `matchFeatures`

## Related Examples

- "Detect MSER Interest Points" on page 6-22
- "Detect SURF Interest Points in a Grayscale Image" on page 6-27

# MSERRegions.isEmpty

---

**Purpose** Returns true for empty object

**Syntax** isEmpty(MSERRegionsObj)

**Description** isEmpty(MSERRegionsObj) returns a true value, if the MSERRegionsObj object is empty.

**Purpose** Number of stored points

**Syntax** `length(MSERRegionsObj)`

**Description** `length(MSERRegionsObj)` returns the number of stored points in the MSERRegionsObj object.

# MSERRegions.plot

---

**Purpose** Plot MSER regions

**Syntax** MSERRegions.plot  
MSERRegions.plot(Axes\_HANDLE,...)  
MSERRegions.plot(Axes\_HANDLE,Name,Value)

**Description** MSERRegions.plot plots MSER points in the current axis.  
MSERRegions.plot(Axes\_HANDLE,...) plots using axes with the handle Axes\_HANDLE.  
MSERRegions.plot(Axes\_HANDLE,Name,Value) Additional control for the plot method requires specification of parameters and corresponding values. An additional option is specified by one or more Name,Value pair arguments.

**Input Arguments** **AXES\_HANDLE**  
Handle for plot method to use for display. You can set the handle using gca.

## **Name-Value Pair Arguments**

### **showEllipses**

Display ellipses around feature. Set this value to true or false. When you set this value to true, the object draws an ellipse with the same 2nd order moments as the region.

When you set this value to false, only the ellipses centers are plotted.

**Default:** true

### **showOrientation**

Display a line corresponding to the region's orientation. Set this value to true or false. When you set this value to true, the object draws a line corresponding to the region's orientation. The

object draws the line from the ellipse's centroid to the edge of the ellipse, which indicates the region's major axis.

**Default:** false

## **showPixellist**

Display the MSER regions. Set this value to true or false. When you set this value to true, the object plots the MSER regions using the JET colormap.

## **Examples**

### **Plot MSER Regions**

Extract MSER features and plot the regions

**1**

Read image and extract MSER features

```
I = imread('cameraman.tif');  
regions = detectMSEFeatures(I);  
imshow(I);hold on;  
plot(regions);
```

**2**

Plot MSER Regions

```
figure; imshow(I);hold on;  
plot(regions,'showPixellist',true, 'showEllipses',false);  
hold off;
```

# MSERRegions.size

---

**Purpose**            Size of the MSERRegions object

**Syntax**            `size(MSERRegionsObj)`

**Description**        `size(MSERRegionsObj)` returns the size of the MSERRegionsObj object.

<b>Purpose</b>	Object for storing SURF interest points
<b>Description</b>	This object provides the ability to pass data between the <code>detectSURFFeatures</code> and <code>extractFeatures</code> functions. It can also be used to manipulate and plot the data returned by these functions. You can use the object to fill the points interactively. You can use this approach in situations where you might want to mix a non-SURF interest point detector with a SURF descriptor.
<b>Tips</b>	Although SURFPoints may hold many points, it is a scalar object. Therefore, <code>NUMEL(surfPoints)</code> always returns 1. This value may differ from <code>LENGTH(surfPoints)</code> , which returns the true number of points held by the object.
<b>Construction</b>	<p><code>POINTS = SURFPoints(LOCATION)</code> constructs a SURFPoints object from an <math>M</math>-by-2 array of [x y] point coordinates, <code>LOCATIONS</code>.</p> <p><code>POINTS = SURFPoints(LOCATION,Name,Value)</code> constructs a SURFPoints object with optional input properties specified by one or more <code>Name,Value</code> pair arguments. Each additional property can be specified as a scalar or a vector whose length matches the number of coordinates in <code>LOCATION</code>.</p>
	<b>Input Arguments</b>
	<b>LOCATION</b>
	$M$ -by-2 array of [x y] point coordinates.
<b>Properties</b>	<b>Count</b>
	Number of points held by the object.
	<b>Default:</b> 0
	<b>Scale</b>
	Specifies scale at which the interest points were detected. This value must be greater than or equal to 1.6.

**Default:** 1.6

## **Metric**

Value describing strength of detected feature. The SURF algorithm uses a determinant of an approximated Hessian.

**Default:** 0.0

## **SignOfLaplacian**

Sign of the Laplacian determined during the detection process. This value must be an integer, -1, 0, or 1. You can use this parameter to accelerate the feature matching process.

Blobs with identical metric values but different signs of Laplacian can differ by their intensity values. For example, a white blob on a black background versus a black blob on a white background. You can use this parameter to quickly eliminate blobs that do not match.

For non-SURF detectors, this property is not relevant. For example, for corner features, you can simply use the default value of 0.

**Default:** 0

## **Orientation**

Describes the orientation of the detected feature. This value must be specified as an angle, in radians. The angle is measured from the X-axis with the origin at the point given by the `Location` property. Typically, this value gets set during the descriptor extraction process. The `extractFeatures` function modifies the default value of 0. Do not set this property manually. Rely instead on the call to `extractFeatures` to fill in this value. The `Orientation` is mainly useful for visualization purposes.

**Default:** 0.0

## Methods

append	Append additional SURF points
isempty	Returns true for empty object
length	Number of stored points
plot	Plot SURF points
selectStrongest	Return points with strongest metrics
size	Size of the SURFPoints object

## Examples

### Detect SURF Features in an Image

Detect, store, and display the last 5 SURF points of an image

```
I = imread('cameraman.tif');  
  
points = detectSURFFeatures(I);
```

Display the last 5 points  
`imshow(I); hold on;`  
`plot(points(end-4:end));`

### Mix FAST Corner Detector with SURF Descriptors

Using corner detection, create a SURF points object and then extract SURF descriptors.

**1**

Load an image.

```
I = imread('cameraman.tif');
```

**2**

Construct corner detector System object.

```
hcornerdet = vision.CornerDetector('Method', 'Local intensity comparis
```

# SURFPoints

---

**3**

Invoke the object on image, I.

```
ptsArray = step(hcornerdet, I);
```

**4**

Transform the array of [x y] coordinates into a SURFPoints object.

```
ptsObj = SURFPoints; % start with an empty object  
ptsObj = ptsObj.append(ptsArray, 'Scale', 2);
```

**5**

Extract SURF descriptors and visualize the first 5 descriptors.

```
[features, validPtsObj] = extractFeatures(I, ptsObj);  
imshow(I); hold on;  
plot(validPtsObj(1:5), 'showOrientation', true);
```

## References

[1] Bradski, G. and A. Kaehler, *Learning OpenCV: Computer Vision with the OpenCV Library*, O'Reilly, Sebastopol, CA, 2008.

[2] Matas, J., O. Chum, M. Urba, and T. Pajdla. "Robust wide baseline stereo from maximally stable extremal regions." Proc. of British Machine Vision Conference, pages 384-396, 2002.

## See Also

[detectMSERFeatures](#) | [extractFeatures](#) | [matchFeatures](#) | [detectSURFFeaturesMSERRegions](#) |

## Related Examples

- "Detect SURF Interest Points in a Grayscale Image" on page 6-27
- "Display MSER Feature Regions from the MSERRegions Object" on page 4-4
- "Detect MSER Interest Points" on page 6-22
- "Detect MSER Features in an Image" on page 4-3

## Purpose

Append additional SURF points

## Syntax

```
surfPoints = surfPoints.append(LOCATION)
surfPoints = surfPoints.append(LOCATION,Name,Value)
```

## Description

`surfPoints = surfPoints.append(LOCATION)` appends additional point locations. The input, `LOCATION`, is an  $M$ -by-2 matrix of  $[X,Y]$  point coordinates.

`surfPoints = surfPoints.append(LOCATION,Name,Value)` Additional control for the `append` method requires specification of parameters and corresponding values. An additional option is specified by one or more `Name,Value` pair arguments.

## Input Arguments

### LOCATION

An  $M$ -by-2 matrix of  $[X,Y]$  point coordinates.

### Name-Value Pair Arguments

Specify optional comma-separated pairs of `Name,Value` arguments, where `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes ( ' '). You can specify several name and value pair arguments in any order as `Name1,Value1,...,NameN,ValueN`.

### Scale

Specifies scale at which the interest points were detected. This value must be greater than or equal to 1.6.

**Default:** 1.6

### Metric

Value describing strength of detected feature. The SURF algorithm uses a determinant of an approximated Hessian.

**Default:** 0.0

## SignOfLaplacian

Sign of the Laplacian determined during the detection process. This value must be an integer, -1, 0, or 1. This parameter can be used to accelerate the feature matching process.

The `SignOfLaplacian` property applies only to the SURF detector.

Intensity values differ for blobs with identical metric values but different signs of Laplacian. For example, a white blob on a black background versus a black blob on a white background. This value can be used to quickly eliminate blobs that don't match in this sense.

For non-SURF detectors, this property, though not relevant, should be set, so as to not affect the matching process. For example, for corner features, you can simply use the default value of 0.

**Default:** 0

## Orientation

Describes the orientation of the detected feature. This value must be specified as an angle, in radians, as measured from the X-axis with the origin at the point given by the `Location` property. Typically, this value gets set during the descriptor extraction process. The `extractFeatures` function modifies the default value of 0. This property should not be set manually. You should rely on the call to `extractFeatures` for filling this value. The `Orientation` is mainly useful for visualization purposes.

**Default:** 0.0

## Examples

```
% Mix FAST corner detector with SURF descriptors
I = imread('cameraman.tif');
% Construct corner detector System object
hcornerdet = vision.CornerDetector('Method', 'Local intensity compariso
```

```
% Invoke the object on image I
ptsArray = step(hcornerdet, I);

% Transform the array of [x y] coordinates into SURFPoints object
ptsObj = SURFPoints(ptsArray);

% Extract SURF descriptors and visualize the first 5 descriptors
% including their scale and orientation which was computed during
% the extraction process
[features, validPtsObj] = extractFeatures(I, ptsObj);
imshow(I); hold on;
plot(validPtsObj(1:5), 'showOrientation', true);
```

# SURFPoints.isEmpty

---

**Purpose** Returns true for empty object

**Syntax** isEmpty(SURFPointsObj)

**Description** isEmpty(SURFPointsObj) returns a true value, if the SURFPointsObj object is empty.

**Purpose**            Number of stored points

**Syntax**            `length(SURFPointsObj)`

**Description**        `length(SURFPointsObj)` returns the number of stored points in the SURFPointsObj object.

# SURFPoints.plot

---

**Purpose** Plot SURF points

**Syntax**  
`surfPoints.plot`  
`surfPoints.plot(AXES_HANDLE,...)`  
`surfPoints.plot(AXES_HANDLE,Name,Value)`

**Description** `surfPoints.plot` plots SURF points in the current axis.  
`surfPoints.plot(AXES_HANDLE,...)` plots using axes with the handle `AXES_HANDLE`.  
`surfPoints.plot(AXES_HANDLE,Name,Value)` Additional control for the plot method requires specification of parameters and corresponding values. An additional option is specified by one or more `Name,Value` pair arguments.

**Input Arguments** **AXES\_HANDLE**  
Handle for plot method to use for display. You can set the handle using `gca`.

## **Name-Value Pair Arguments**

Specify optional comma-separated pairs of `Name,Value` arguments, where `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes ( ' '). You can specify several name and value pair arguments in any order as `Name1,Value1,...,NameN,ValueN`.

## **showScale**

Display proportional circle around feature. Set this value to `true` or `false`. When you set this value to `true`, the object draws a circle proportional to the scale of the detected feature, with the feature point located at it's center. When you set this value to `false`, the object turns the display of the circle off.

The algorithm represents the scale of the feature with a circle of  $6 * \text{Scale}$  radius. The SURF algorithm uses this equivalent size of circular area to compute the orientation of the feature.

**Default:** true

## **showOrientation**

Display a line corresponding to feature point orientation. Set this value to true or false. When you set this value to true, the object draws a line corresponding to the point's orientation. The object draws the line from the feature point location to the edge of the circle, indicating the scale.

**Default:** false

## **Examples**

```
% Extract SURF features
I = imread('cameraman.tif');
points = detectSURFFeatures(I);
[features, valid_points] = extractFeatures(I, points);

% Visualize 10 strongest SURF features, including their
% scales and orientation which were determined during the
% descriptor extraction process.
imshow(I); hold on;
strongestPoints = valid_points.selectStrongest(10);
strongestPoints.plot('showOrientation',true);
```

# SURFPoints.selectStrongest

---

**Purpose** Return points with strongest metrics

**Syntax** `surfPoints = surfPoints.selectStrongest(N)`

**Description** `surfPoints = surfPoints.selectStrongest(N)` returns N number of points with strongest metrics.

**Examples**

```
% Create object holding 50 points
points = SURFPoints(ones(50,2), 'Metric', 1:50);

% Keep 2 strongest features
points = points.selectStrongest(2)
```

<b>Purpose</b>	Size of the SURFPoints object
<b>Syntax</b>	<code>size(SURFPointsObj)</code>
<b>Description</b>	<code>size(SURFPointsObj)</code> returns the size of the SURFPointsObj object.

# vision.AlphaBlender

---

**Purpose** Combine images, overlay images, or highlight selected pixels

**Description** The AlphaBlender object combines two images, overlays one image over another, or highlights selected pixels.

Use the step syntax below with input images, I1 and I2, the alpha blender object, H, and any optional properties.

$Y = \text{step}(H, I1, I2)$  performs the alpha blending operation on images I1 and I2.

$Y = \text{step}(H, I1, I2, OPACITY)$  uses *OPACITY* input to combine pixel values of I1 and I2 when you set the *Operation* property to *Blend* and the *OpacitySource* property to *Input port*.

$Y = \text{step}(H, I1, I2, MASK)$  uses *MASK* input to overlay I2 over I1 when you set the *Operation* property to *Binary mask* and the *MaskSource* property to *Input port*.

$Y = \text{step}(H, I1, MASK)$  uses *MASK* input to determine which pixels in I1 are set to the maximum value supported by their data type when you set the *Operation* property to *Highlight selected pixels* and the *MaskSource* property to *Input port*.

$Y = \text{step}(H, I1, I2, \dots, LOCATION)$  uses *LOCATION* input to specify the upper-left corner position of I2 when you set the *LocationSource* property to *Input port*.

**Construction**  $H = \text{vision.AlphaBlender}$  returns an alpha blending System object, H, that combines the pixel values of two images, using an opacity factor of 0.75.

$H = \text{vision.AlphaBlender}(Name, Value)$  returns an alpha blending object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as  $(Name1, Value1, \dots, NameN, ValueN)$ .

**Properties** **Operation**

Operation to perform

Specify the operation that the object performs as `Blend`, `Binary mask`, or `Highlight selected pixels`. If you set this property to `Blend`, the object linearly combines the pixels of one image with another image. If you set this property to `Binary mask`, the object overwrites the pixel values of one image with the pixel values of another image. If you set this property to `Highlight selected pixel`, the object uses the binary image input, `MASK`, to determine which pixels are set to the maximum value supported by their data type.

## **OpacitySource**

Source of opacity factor

Specify how to determine any opacity factor as `Property` or `Input port`. This property applies when you set the `Operation` property to `Blend`. The default is `Property`.

## **Opacity**

Amount by which the object scales each pixel value before combining them

Specify the amount by which the object scales each pixel value before combining them. Determine this value before combining pixels as a scalar value used for all pixels, or a matrix of values that defines the factor for each pixel. This property applies when you set the `OpacitySource` property to `Property`. This property is tunable. The default is `0.75`.

## **MaskSource**

Source of binary mask

Specify how to determine any masking factors as `Property` or `Input port`. This property applies when you set the `Operation` property to `Binary mask`. The default is `Property`.

## **Mask**

Which pixels are overwritten

Specify which pixels are overwritten as a binary scalar 0 or 1 used for all pixels, or a matrix of 0s and 1s that defines the factor for each pixel. This property applies when you set the `MaskSource` property to `Property`. This property is tunable. The default is 1.

## **LocationSource**

Source of location of the upper-left corner of second input image

Specify how to enter location of the upper-left corner of second input image as `Property` or `Input port`. The default is `Property`.

## **Location**

Location [x y] of upper-left corner of second input image relative to first input image

Specify the row and column position of upper-left corner of the second input image relative to upper-left corner of first input image as a two-element vector. This property applies when you set the `LocationSource` property to `Property`. The default is [1 1]. This property is tunable.

See “Coordinate Systems” for a discussion on pixel coordinates and spatial coordinates, which are the two main coordinate systems used in the Computer Vision System Toolbox.

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Floor`.

### **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as `Wrap` or `Saturate`. The default is `Wrap`.

## **OpacityDataType**

Opacity word and fraction lengths

Specify the opacity factor fixed-point data type as Same word length as input or Custom. The default is Same word length as input.

## **CustomOpacityDataType**

Opacity word and fraction lengths

Specify the opacity factor fixed-point type as an unscaled numerictype object with a Signedness of Auto. This property applies when you set the OpacityDataType property to Custom. The default is numerictype([],16).

## **ProductDataType**

Product word and fraction lengths

Specify the product fixed-point data type as Same as first input or Custom. The default is Custom.

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled numerictype object with a Signedness of Auto. This property applies when you set the ProductDataType property to Custom. The default is numerictype([],32,10).

## **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as Same as product, Same as first input, or Custom. The default is Same as product.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `AccumulatorDataType` property to `Custom`. The default is `numericType([],32,10)`.

## **OutputDataType**

Output word and fraction lengths

Specify the output fixed-point data type as `Same as first input` or `Custom`. The default is `Same as first input`.

## **CustomOutputDataType**

Output word and fraction lengths

Specify the output fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `OutputDataType` property to `Custom`. The default is `numericType([],32,10)`.

## **Methods**

<code>clone</code>	Create alpha blender object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Blend images, overlay images, or highlight selected pixels

## Examples

Blend two images:

```
I1 = im2single(imread('blobs.png'));  
I2 = im2single(imread('circles.png'));  
halphablend = vision.AlphaBlender;  
J = step(halphablend,I1,I2);  
imshow(J)
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Compositing block reference page. The object properties correspond to the block parameters.

## See Also

[vision.TextInserter](#) | [vision.ShapeInserter](#) |  
[vision.MarkerInserter](#)

# vision.AlphaBlender.clone

---

**Purpose** Create alpha blender object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates an AlphaBlender System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.AlphaBlender.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the AlphaBlender System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.AlphaBlender.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

## Purpose

Blend images, overlay images, or highlight selected pixels

## Syntax

```
Y = step(H,I1,I2)
Y = step(H,I1,I2,OPACITY)
Y = step(H,I1,I2,MASK)
Y = step(H,I1,MASK)
Y = step(H,I1,I2,...,LOCATION)
```

## Description

`Y = step(H,I1,I2)` performs the alpha blending operation on images *I1* and *I2*.

`Y = step(H,I1,I2,OPACITY)` uses *OPACITY* input to combine pixel values of *I1* and *I2* when you set the `Operation` property to `Blend` and the `OpacitySource` property to `Input port`.

`Y = step(H,I1,I2,MASK)` uses *MASK* input to overlay *I2* over *I1* when you set the `Operation` property to `Binary mask` and the `MaskSource` property to `Input port`.

`Y = step(H,I1,MASK)` uses *MASK* input to determine which pixels in *I1* are set to the maximum value supported by their data type when you set the `Operation` property to `Highlight selected pixels` and the `MaskSource` property to `Input port`.

`Y = step(H,I1,I2,...,LOCATION)` uses *LOCATION* input to specify the upper-left corner position of *I2* when you set the `LocationSource` property to `Input port`.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the `System` object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.Autocorrelator

---

<b>Purpose</b>	Compute 2-D autocorrelation of input matrix
<b>Description</b>	The Autocorrelator object computes 2-D autocorrelation of input matrix.
<b>Construction</b>	<p>H = vision.Autocorrelator returns a System object, H, that performs two-dimensional auto-correlation of an input matrix.</p> <p>H = vision.Autocorrelator(<i>Name</i>, <i>Value</i>) returns a 2-D autocorrelation System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as (<i>Name1</i>, <i>Value1</i>, ..., <i>NameN</i>, <i>ValueN</i>).</p>
<b>Properties</b>	<b>Fixed-Point Properties</b>  <b>AccumulatorDataType</b>  Accumulator word and fraction lengths  Specify the accumulator fixed-point data type as <code>Same</code> as product, <code>Same</code> as input, or <code>Custom</code> . The default is <code>Same</code> as product.  <b>CustomAccumulatorDataType</b>  Accumulator word and fraction lengths  Specify the accumulator fixed-point type as a scaled <code>numericType</code> object with a <code>Signedness</code> of <code>Auto</code> . This property applies when you set the <code>AccumulatorDataType</code> property to <code>Custom</code> . The default is <code>numericType([], 32, 30)</code> .  <b>CustomOutputDataType</b>  Output word and fraction lengths  Specify the output fixed-point type as a scaled <code>numericType</code> object with a <code>Signedness</code> of <code>Auto</code> . This property applies when you set the <code>OutputDataType</code> property to <code>Custom</code> . The default is <code>numericType([], 16, 15)</code> .

## CustomProductDataType

Product word and fraction lengths

Specify the product fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `ProductDataType` property to `Custom`. The default is `numericType([],32,30)`.

## OutputDataType

Output word and fraction lengths

Specify the output fixed-point data type as `Same as input` or `Custom`. The default is `Same as input`.

## OverflowAction

Overflow action for fixed-point operations

Specify the overflow action as `Wrap` or `Saturate`. The default is `Wrap`.

## ProductDataType

Product word and fraction lengths

Specify the product fixed-point data type as `Same as input`, `Custom`. The default is `Same as input`.

## RoundingMethod

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Floor`.

## Methods

<code>clone</code>	Create 2-D autocorrelator object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method

# vision.Autocorrelator

---

getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and nontunable properties
release	Allow property value and input characteristics changes
step	Compute cross-correlation of two input matrices

## Examples

Compute the 2D autocorrelation of a matrix.

```
hac2d = vision.Autocorrelator;  
x = [1 2;2 1];  
Y = step(hac2d, x)
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the 2-D Autocorrelation block reference page. The object properties correspond to the block parameters.

## See Also

`vision.Crosscorrelator`

**Purpose** Create 2-D autocorrelator object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates an `Autocorrelator System` object `C`, with the same property values as `H`. The `clone` method creates a new unlocked object.

# vision.Autocorrelator.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.Autocorrelator.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.Autocorrelator.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the Autocorrelator System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

## vision.Autocorrelator.step

---

**Purpose** Compute cross-correlation of two input matrices

**Syntax**  $Y = \text{step}(H, X)$

**Description**  $Y = \text{step}(H, X)$  returns the 2-D autocorrelation,  $Y$ , of input matrix  $X$ .  
Calling `step` on an unlocked System object will lock that object.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

<b>Purpose</b>	Convert intensity image to binary image
<b>Description</b>	Convert intensity images to binary images. Autothresholding uses Otsu's method, which determines the threshold by splitting the histogram of the input image to minimize the variance for each of the pixel groups.
<b>Construction</b>	<p>H = vision.Autothresher returns a System object, H, that automatically converts an intensity image to a binary image.</p> <p>H = vision.Autothresher(<i>Name</i>, <i>Value</i>) returns an autothreshold object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as (<i>Name1</i>, <i>Value1</i>, ..., <i>NameN</i>, <i>ValueN</i>).</p>
<b>Properties</b>	<p><b>Operator</b></p> <p>Threshold operator on input matrix values</p> <p>Specify the condition the object places on the input matrix values as one of &gt;   &lt;= . The default is &gt;.</p> <p>If you set this property to &gt;, and the step method inputs a value greater than the threshold value, the object outputs 1. If the step method inputs a value less than the threshold value, the object outputs 0.</p> <p>If you set this property to &lt;=, and the step method inputs a value less than or equal to the threshold value, the object outputs 1. If the step method inputs a value greater than the threshold value, the object outputs 0.</p> <p><b>ThresholdOutputPort</b></p> <p>Enable threshold output</p> <p>Set this property to true to enable the output of the calculated threshold values.</p> <p>The default is false.</p>

## **EffectivenessOutputPort**

Enable threshold effectiveness output

Set this property to true to enable the output of the effectiveness of the thresholding. The default is `false`. This effectiveness metric ranges from 0 to 1. If every pixel has the same value, the object sets effectiveness metric to 0. If the image has two pixel values, or the histogram of the image pixels is symmetric, the object sets the effectiveness metric to 1.

## **InputRangeSource**

Source of input data range

Specify the input data range as one of `Auto` | `Property`. The default is `Auto`. If you set this property to `Auto`, the object assumes an input range between 0 and 1, inclusive, for floating point data types. For all other data types, the object sets the input range to the full range of the data type. To specify a different input data range, set this property to `Property`.

## **InputRange**

Input data range

Specify the input data range as a two-element numeric row vector. First element of the input data range vector represents the minimum input value while the second element represents the maximum value. This property applies when you set the `InputRangeSource` property to `Property`.

## **InputRangeViolationAction**

Behavior when input values are out of range

Specify the object's behavior when the input values are outside the expected data range as one of `Ignore` | `Saturate`. The default is `Saturate`. This property applies when you set the `InputRangeSource` property to `Property`.

## **ThresholdScaleFactor**

Threshold scale factor

Specify the threshold scale factor as a numeric scalar greater than 0. The default is 1. The object multiplies this scalar value with the threshold value computed by Otsu's method. The result becomes the new threshold value. The object does not do threshold scaling. This property is tunable.

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Floor`.

### **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as `Wrap` or `Saturate`. The default is `Wrap`.

### **Product1DataType**

Product-1 word and fraction lengths

This is a constant property with value `Custom`.

### **CustomProduct1DataType**

Product-1 word and fraction lengths

Specify the product-1 fixed-point type as a signed `numericType` object with a `Signedness` of `Auto`. The default is `numericType([], 32)`.

### **Accumulator1DataType**

Accumulator-1 word and fraction lengths

Specify the accumulator-1 fixed-point data type as `Same` as product 1, `Custom`. The default is `Same` as product 1.

## **CustomAccumulator1DataType**

Accumulator-1 word and fraction lengths

Specify the accumulator-1 fixed-point type as a signed `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `Accumulator1DataType` property to `Custom`. The default is `numericType([],32)`.

## **Product2DataType**

Product-2 word and fraction lengths

This is a constant property with value `Custom`.

## **CustomProduct2DataType**

Product-2 word and fraction lengths

Specify the product-2 fixed-point type as a signed `numericType` object with a `Signedness` of `Auto`. The default is `numericType([],32)`.

## **Accumulator2DataType**

Accumulator-2 word and fraction lengths

Specify the accumulator-2 fixed-point data type as `Same as product 2`, `Custom`. The default is `Same as product 2`.

## **CustomAccumulator2DataType**

Accumulator-2 word and fraction lengths

Specify the accumulator-2 fixed-point type as a signed `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `Accumulator2DataType` property to `Custom`. The default is `numericType([],32)`.

## **Product3DataType**

Product-3 word and fraction lengths

This is a constant property with value `Custom`.

## **CustomProduct3DataType**

Product-3 word and fraction lengths

Specify the product-3 fixed-point type as a signed `numericType` object with a `Signedness` of `Auto`. The default is `numericType([],32)`.

### **Accumulator3DataType**

Accumulator-3 word and fraction lengths

Specify the accumulator-3 fixed-point data type as `Same` as product 3, `Custom`. This property applies when you set the `EffectivenessOutputPort` property to `true`. The default is `Same` as product 3.

### **CustomAccumulator3DataType**

Accumulator-3 word and fraction lengths

Specify the accumulator-3 fixed-point type as a signed `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `EffectivenessOutputPort` property to `true`, and when you set the `Accumulator3DataType` property to `Custom`. The default is `numericType([],32)`.

### **Product4DataType**

Product-4 word and fraction lengths

Specify the product-4 fixed-point data type as `Same` as `input`, or `Custom`. The default is `Custom`.

### **CustomProduct4DataType**

Product-4 word and fraction lengths

Specify the product-4 fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `Product4DataType` property to `Custom`. The default value is `numericType([],32,15)`.

### **Accumulator4DataType**

Accumulator-4 word and fraction lengths

Specify the accumulator-4 fixed-point data type as `Same as product 4` | `Custom`. The default is `Same as product 4`.

## **CustomAccumulator4DataType**

Accumulator-4 word and fraction lengths

Specify the accumulator-4 fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `Accumulator4DataType` property to `Custom`. The default is `numericType([],16,4)`.

## **QuotientDataType**

Quotient word and fraction lengths

Specify the quotient fixed-point data type as `Custom`.

## **CustomQuotientDataType**

Quotient word and fraction lengths

Specify the quotient fixed-point type as a signed `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `QuotientDataType` property to `Custom`. The default is `numericType([],32)`.

## **EffectivenessDataType**

Effectiveness metric word and fraction lengths

This is a constant property with value `Custom`. This property applies when you set the `EffectivenessOutputPort` property to `true`.

## **CustomEffectivenessDataType**

Effectiveness metric word and fraction lengths

Specify the effectiveness metric fixed-point type as a signed `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `EffectivenessOutputPort` property to `true`. The default is `numericType([],16)`.

## Methods

clone	Create autothresher object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and nontunable properties
release	Allow property value and input characteristics changes
step	Convert input intensity image to binary image

## Examples

Convert an image of peppers to binary image.

```
img = im2single(rgb2gray(imread('peppers.png')));  
imshow(img);  
hautoth = vision.Autothresher;  
bin = step(hautoth,img);  
pause(2);  
figure;imshow(bin);
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Autothresh block reference page. The object properties correspond to the block parameters, except:

You can only specify a value of `Ignore` or `Saturate` for the `InputRangeViolationAction` property of the System object. The object does not support the `Error` and `Warn` and `Saturate` options that the corresponding **When data range is exceeded** block parameter offers.

## See Also

`vision.ColorSpaceConverter`

# vision.Autothresher.clone

---

**Purpose** Create autothresher object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a `Autothresher System` object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.Autothresher.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the Autothresher System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.Autothresholder.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose**

Convert input intensity image to binary image

**Syntax**

```
BW = step(H,I)
[BW,TH] = step(H,I)
[... ,EMETRIC] = step(H,I)
```

**Description**

`BW = step(H,I)` converts input intensity image, `I`, to a binary image, `BW`.

`[BW,TH] = step(H,I)` also returns the threshold, `TH`, when the you set the `ThresholdOutputPort` property to true.

`[... ,EMETRIC] = step(H,I)` also returns `EMETRIC`, a metric indicating the effectiveness of thresholding the input image when you set the `EffectivenessOutputPort` property to true. When the `step` method inputs an image having a single gray level, the object can attain the lower bound of the metric (zero). When the `step` method inputs a two-valued image, the object can attain the upper bound (one).

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.BinaryFileReader

---

**Purpose** Read video data from binary files

**Description** The BinaryFileReader object reads video data from binary files.

**Construction** `H = vision.BinaryFileReader` returns a System object, H, that reads binary video data from the specified file in I420 Four Character Code (FOURCC) video format.

`H = vision.BinaryFileReader(Name, Value)` returns a binary file reader System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as `(Name1, Value1, ..., NameN, ValueN)`.

`H = vision.BinaryFileReader(FILE, Name, Value)` returns a binary file reader System object, H, with the `Filename` property set to FILE and other specified properties set to the specified values.

## Properties

### Filename

Name of binary file to read from

Specify the name of the binary file as a string. The full path for the file needs to be specified only if the file is not on the MATLAB path. The default is `vipmen.bin`.

### VideoFormat

Format of binary video data

Specify the format of the binary video data as `Four character codes`, or `Custom`. The default is `Four character codes`.

### FourCharCode

Four Character Code video format

Specify the binary file format from the available list of Four Character Code video formats. For more information on Four Character Codes, see <http://www.fourcc.org>. This property applies when you set the `VideoFormat` property to `Four character codes`.

## **BitstreamFormat**

Format of data as planar or packed

Specify the data format as Planar or Packed. This property applies when you set the VideoFormat property to Custom. The default is Planar.

## **OutputSize**

Size of output matrix

Specify the size of the output matrix. This property applies when you set the BitstreamFormat property to Packed.

## **VideoComponentCount**

Number of video components in video stream

Specify the number of video components in the video stream as 1, 2, 3 or 4. This number corresponds to the number of video component outputs. This property applies when you set the VideoFormat property to Custom. The default is 3.

## **VideoComponentBits**

Bit size of video components

Specify the bit sizes of video components as an integer valued vector of length  $N$ , where  $N$  is the value of the VideoComponentCount property. This property applies when you set the VideoFormat property to Custom. The default is [8 8 8].

## **VideoComponentSizes**

Size of output matrix

Specify the size of the output matrix. This property must be set to an  $N$ -by-2 array, where  $N$  is the value of the VideoComponentCount property. Each row of the matrix corresponds to the size of that video component, with the first element denoting the number of rows and the second element denoting the number of columns. This property applies when you

set the `VideoFormat` property to `Custom` and the `BitstreamFormat` property to `Planar`. The default is [120 160; 60 80; 60 80].

## **VideoComponentOrder**

Specify how to arrange the components in the binary file. This property must be set to a vector of length  $N$ , where  $N$  is set according to how you set the `BitstreamFormat` property. When you set the `BitstreamFormat` property to `Planar`, you must set  $N$  equal to the value of the `VideoComponentCount` property. Otherwise, you can set  $N$  equal to or greater than the value of the `VideoComponentCount` property.

This property applies when you set the `VideoFormat` property to `Custom`. The default is [1 2 3].

## **InterlacedVideo**

Whether data stream represents interlaced video

Set this property to `true` if the video stream represents interlaced video data. This property applies when you set the `VideoFormat` property to `Custom`. The default is `false`.

## **LineOrder**

How to fill binary file

Specify how to fill the binary file as `Top line first`, or `Bottom line first`. If this property is set to `Top line first`, the `System` object first fills the binary file with the first row of the video frame. If it is set to `Bottom line first`, the `System` object first fills the binary file with the last row of the video frame. The default is `Top line first`.

## **SignedData**

Whether input data is signed

Set this property to `true` if the input data is signed. This property applies when you set the `VideoFormat` property to `Custom`. The default is `false`.

## ByteOrder

Byte ordering as little endian or big endian

Specify the byte ordering in the output binary file as `Little endian`, `Big endian`. This property applies when you set the `VideoFormat` property to `Custom`. The default is `Little endian`.

## PlayCount

Number of times to play the file

Specify the number of times to play the file as a positive integer or `inf`. The default is 1.

## Methods

<code>clone</code>	Create binary file reader object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isDone</code>	End-of-file status (logical)
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>reset</code>	Reset to beginning of file
<code>step</code>	Read video components from a binary file

## Examples

Read in a binary video file and play it back on the screen

```
hbfr = vision.BinaryFileReader('ecolicells.bin');  
hbfr.VideoFormat = 'Custom';  
hbfr.VideoComponentCount = 1;
```

# vision.BinaryFileReader

---

```
hbfr.VideoComponentBits = 16;
hbfr.VideoComponentSizes = [442 538];
hbfr.VideoComponentOrder = 1;

hvp = vision.VideoPlayer;
while ~isDone(hbfr)
    y = step(hbfr);
    step(hvp,y);
end

release(hbfr); % close the input file
release(hvp); % close the video display
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Read Binary File block reference page. The object properties correspond to the block parameters.

## See Also

[vision.VideoFileReader](#) | [vision.BinaryFileWriter](#)

<b>Purpose</b>	Create binary file reader object with same property values
<b>Syntax</b>	<code>C = clone(H)</code>
<b>Description</b>	<code>C = clone(H)</code> creates a <code>BinaryFileReader System</code> object <code>C</code> , with the same property values as <code>H</code> . The <code>clone</code> method creates a new unlocked object with uninitialized states.

# vision.BinaryFileReader.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.BinaryFileReader.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.BinaryFileReader.isDone

---

**Purpose** End-of-file status (logical)

**Syntax** TF = isDone(H)

**Description** TF = isDone(H) returns true if the BinaryFileReader System object, H , has reached the end of the binary file. If PlayCount property is set to a value greater than 1 , this method will return true every time the end is reached.

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the BinaryFileReader System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.BinaryFileReader.reset

---

<b>Purpose</b>	Reset to beginning of file
<b>Syntax</b>	<code>reset(H)</code>
<b>Description</b>	<code>reset(H)</code> System object <i>H</i> to the beginning of the specified file.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.BinaryFileReader.step

---

**Purpose** Read video components from a binary file

**Syntax**

```
[Y,Cb,Cr] = step(H)
Y = step(H)
[Y,Cb] = step(H)
[Y,Cb,Cr] = step(H)
[Y,Cb,Cr,Alpha] = step(H)
[... , EOF] = step(H)
```

**Description**

[Y,Cb,Cr] = step(H) reads the luma, *Y* and chroma, *Cb* and *Cr* components of a video stream from the specified binary file when you set the `VideoFormat` property to 'Four character codes'.

*Y* = step(H) reads the video component *Y* from the binary file when you set the `VideoFormat` property to `Custom` and the `VideoComponentCount` property to 1.

[Y,Cb] = step(H) reads video the components *Y* and *Cb* from the binary file when you set the `VideoFormat` property to `Custom` and the `VideoComponentCount` property to 2.

[Y,Cb,Cr] = step(H) reads the video components *Y*, *Cb* and *Cr* when you set the `VideoFormat` property to `Custom`, and the `VideoComponentCount` property to 3.

[Y,Cb,Cr,Alpha] = step(H) reads the video components *Y*, *Cb*, *Cr* and *Alpha* when you set the `VideoFormat` property to `Custom` and the `VideoComponentCount` property to 4.

[... , EOF] = step(H) also returns the end-of-file indicator, *EOF*. *EOF* is set to true each time the output contains the last video frame in the file.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.BinaryFileWriter

---

**Purpose** Write binary video data to files

**Description** The BinaryFileWriter object writes binary video data to files.

**Construction** `H = vision.BinaryFileWriter` returns a System object, H, that writes binary video data to an output file, `output.bin` in the I420 Four Character Code format.

`H = vision.BinaryFileWriter(Name, Value)` returns a binary file writer System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as `(Name1, Value1, ..., NameN, ValueN)`.

`H = vision.BinaryFileWriter(FILE, Name, Value)` returns a binary file writer System object, H, with the `Filename` property set to FILE and other specified properties set to the specified values.

## Properties

### Filename

Name of binary file to write to

Specify the name of the binary file as a string. The default is the file `output.bin`.

### VideoFormat

Format of binary video data

Specify the format of the binary video data as Four character codes, or Custom. The default is Four character codes.

### FourCharCode

Four Character Code video format

Specify the binary file format from the available list of Four Character Code video formats. For more information on Four Character Codes, see <http://www.fourcc.org>. This property applies when you set the VideoFormat property to Four character codes.

### BitstreamFormat

Format of data as planar or packed

Specify the data format as Planar or Packed. This property applies when you set the VideoFormat property to Custom. The default is Planar.

## **VideoComponentCount**

Number of video components in video stream

Specify the number of video components in the video stream as 1, 2, 3 or 4. This number corresponds to the number of video component outputs. This property applies when you set the VideoFormat property to Custom. The default is 3.

## **VideoComponentBitsSource**

How to specify the size of video components

Indicate how to specify the size of video components as Auto or Property. If this property is set to Auto, each component will have the same number of bits as the input data type. Otherwise, the number of bits for each video component is specified using the VideoComponentBits property. This property applies when you set the VideoFormat property to Custom. The default is Auto.

## **VideoComponentBits**

Bit size of video components

Specify the bit size of video components using a vector of length  $N$ , where  $N$  is the value of the VideoComponentCount property. This property applies when you set the VideoComponentBitsSource property to Property. The default is [8 8 8].

## **VideoComponentOrder**

Arrange video components in binary file

Specify how to arrange the components in the binary file. This property must be set to a vector of length  $N$ , where  $N$  is set according to how you set the BitstreamFormat property. When you set the BitStreamFormat property to Planar, you must set

$N$  equal to the value of the `VideoComponentCount` property. Otherwise, you can set  $N$  equal to or greater than the value of the `VideoComponentCount` property.

This property applies when you set the `VideoFormat` property to `Custom`. The default is [1 2 3].

## **InterlacedVideo**

Whether data stream represents interlaced video

Set this property to true if the video stream represents interlaced video data. This property applies when you set the `VideoFormat` property to `Custom`. The default is false.

## **LineOrder**

How to fill binary file

Specify how to fill the binary file as `Top line first`, or `Bottom line first`. If this property is set to `Top line first`, the object first fills the binary file with the first row of the video frame. Otherwise, the object first fills the binary file with the last row of the video frame. The default is `Top line first`.

## **SignedData**

Whether input data is signed

Set this property to true if the input data is signed. This property applies when you set the `VideoFormat` property to `Custom`. The default is false.

## **ByteOrder**

Byte ordering as little endian or big endian

Specify the byte ordering in the output binary file as `Little endian`, or `Big endian`. This property applies when you set the `VideoFormat` property to `Custom`. The default is `Little endian`.

## Methods

clone	Create binary file writer object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and nontunable properties
release	Allow property value and input characteristics changes
step	Write video frame to output file

## Examples

Write video to a binary video file

```
filename = fullfile(tempdir,'output.bin');
hbfr = vision.BinaryFileReader;
hbfw = vision.BinaryFileWriter(filename);

while ~isDone(hbfr)
    [y,cb,cr] = step(hbfr);
    step(hbfw,y,cb,cr);
end

release(hbfr); % close the input file
release(hbfw); % close the output file
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Write Binary File block reference page. The object properties correspond to the block parameters.

## See Also

[vision.VideoFileWriter](#) | [vision.BinaryFileReader](#)

# vision.BinaryFileWriter.clone

---

**Purpose** Create binary file writer object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a `BinaryFileWriter System` object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.BinaryFileWriter.getNumInputs

---

**Purpose**                      Number of expected inputs to step method

**Syntax**                      `N = getNumInputs(H)`

**Description**                `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.BinaryFileWriter.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**      `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the BinaryFileWriter System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.BinaryFileWriter.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose** Write video frame to output file

**Syntax**

```
step(H,Y,Cb,Cr)
step(H,Y)
step(H,Y,Cb)
step(H,Y,Cb,Cr)
step(H,Y,Cb,Cr,Alpha)
```

**Description** `step(H,Y,Cb,Cr)` writes one frame of video to the specified output file. Y , Cb, Cr represent the luma (Y) and chroma (Cb and Cr) components of a video stream. This option applies when you set the `VideoFormat` property to Four character codes.

`step(H,Y)` writes video component Y to the output file when the `VideoFormat` property is set to `Custom` and the `VideoComponentCount` property is set to 1.

`step(H,Y,Cb)` writes video components Y and Cb to the output file when the `VideoFormat` property is `Custom` and the `VideoComponentCount` property is set to 2.

`step(H,Y,Cb,Cr)` writes video components Y , Cb and Cr to the output file when the `VideoFormat` property is set to `Custom` and the `VideoComponentCount` property is set to 3.

`step(H,Y,Cb,Cr,Alpha)` writes video components Y , Cb, Cr and Alpha to the output file when the `VideoFormat` property is set to `Custom`, and the `VideoComponentCount` property is set to 4.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

**Purpose** Properties of connected regions

**Description** The BlobAnalysis object computes statistics for connected regions in a binary image.

Use the `step` syntax below with input binary image, `BW`, blob analysis object, `H`, and any optional properties. The `step` method computes and returns statistics of the input binary image depending on the property values specified. The order of the returned values when there are multiple outputs are in the order they are described below:

`AREA= step(H,BW)` computes the AREA of the blobs found in input binary image `BW` when the `AreaOutputPort` property is set to `true`.

`[...,CENTROID]` = `step(H,BW)` computes the CENTROID of the blobs found in input binary image `BW` when the `CentroidOutputPort` property is set to `true`.

`[...,BBOX]` = `step(H,BW)` computes the bounding box `BBOX` of the blobs found in input binary image `BW` when the `BoundingBoxOutputPort` property is set to `true`.

`[...,MAJORAXIS]` = `step(H,BW)` computes the major axis length `MAJORAXIS` of the blobs found in input binary image `BW` when the `MajorAxisLengthOutputPort` property is set to `true`.

`[...,MINORAXIS]` = `step(H,BW)` computes the minor axis length `MINORAXIS` of the blobs found in input binary image `BW` when the `MinorAxisLengthOutputPort` property is set to `true`.

`[...,ORIENTATION]` = `step(H,BW)` computes the `ORIENTATION` of the blobs found in input binary image `BW` when the `OrientationOutputPort` property is set to `true`.

`[...,ECCENTRICITY]` = `step(H,BW)` computes the `ECCENTRICITY` of the blobs found in input binary image `BW` when the `EccentricityOutputPort` property is set to `true`.

`[...,EQDIASQ]` = `step(H,BW)` computes the equivalent diameter squared `EQDIASQ` of the blobs found in input binary image `BW` when the `EquivalentDiameterSquaredOutputPort` property is set to `true`.

[ ...,EXTENT] = step(H,BW) computes the EXTENT of the blobs found in input binary image BW when the ExtentOutputPort property is set to true.

[ ...,PERIMETER] = step(H,BW) computes the PERIMETER of the blobs found in input binary image BW when the PerimeterOutputPort property is set to true.

[ ...,LABEL] = step(H,BW) returns a label matrix LABEL of the blobs found in input binary image BW when the LabelMatrixOutputPort property is set to true.

[ AREA,CENTROID,BBOX] = step(H,BW) returns the area, centroid and the bounding box of the blobs, when the AreaOutputPort, CentroidOutputPort and BoundingBoxOutputPort properties are set to true. You can use this to calculate multiple statistics.

Input/Output	Format	Supported Data Types
BW	Vector or matrix that represents a binary image	Boolean
AREA	Vector that represents the number of pixels in labeled regions	32-bit signed integer
CENTROID	$M$ -by-2 matrix of centroid coordinates, where $M$ represents the number of blobs	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> <li>• Fixed point</li> </ul>

Input/Output	Format	Supported Data Types
BBOX	$M$ -by-4 matrix of [x y width height] bounding box coordinates, where $M$ represents the number of blobs and [x y] represents the upper left corner of the bounding box.	32-bit signed integer
MAJORAXIS	Vector that represents the lengths of major axes of ellipses	<ul style="list-style-type: none"> <li>• Double-precision floating point</li> <li>• Single-precision floating point</li> </ul>
MINORAXIS	Vector that represents the lengths of minor axes of ellipses	Same as MajorAxis port
ORIENTATION	Vector that represents the angles between the major axes of the ellipses and the $x$ -axis.	Same as MajorAxis port
ECCENTRICITY	Vector that represents the eccentricities of the ellipses	Same as MajorAxis port
EQDIASQ	Vector that represents the equivalent diameters squared	Same as Centroid port

Input/Output	Format	Supported Data Types
EXTENT	Vector that represents the results of dividing the areas	Same as Centroid port
PERIMETER	Vector containing an estimate of the perimeter length, in pixels, for each blob	Same as Centroid port
LABEL	Label matrix	8-, 16-, or 32-bit unsigned integer

## Construction

`H = vision.BlobAnalysis` returns a blob analysis System object, `H`, used to compute statistics for connected regions in a binary image.

`H = vision.BlobAnalysis(Name, Value)` returns a blob analysis object, `H`, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as *(Name1, Value1, ..., NameN, ValueN)*.

## Properties

### AreaOutputPort

Return blob area

Setting this property to `true` outputs the area of the blobs. The default is `true`.

### CentroidOutputPort

Return coordinates of blob centroids

Set this property to `true` to output the coordinates of the centroid of the blobs. The default is `true`.

### BoundingBoxOutputPort

Return coordinates of bounding boxes

Set this property to `true` to output the coordinates of the bounding boxes. The default is `true`.

## **MajorAxisLengthOutputPort**

Return vector whose values represent lengths of ellipses' major axes

Set this property to `true` to output a vector whose values represent the lengths of the major axes of the ellipses that have the same normalized second central moments as the labeled regions. This property applies when you set the `OutputDataType` property to `double` or `single`. The default is `false`.

## **MinorAxisLengthOutputPort**

Return vector whose values represent lengths of ellipses' minor axes

Set this property to `true` to output a vector whose values represent the lengths of the minor axes of the ellipses that have the same normalized second central moments as the labeled regions. This property is available when the `OutputDataType` property is `double` or `single`. The default is `false`.

## **OrientationOutputPort**

Return vector whose values represent angles between ellipses' major axes and x-axis

Set this property to `true` to output a vector whose values represent the angles between the major axes of the ellipses and the x-axis. This property applies when you set the `OutputDataType` property to `double` or `single`. The default is `false`.

## **EccentricityOutputPort**

Return vector whose values represent ellipses' eccentricities

Set this property to `true` to output a vector whose values represent the eccentricities of the ellipses that have the same

second moments as the region. This property applies when you set the `OutputDataType` property to `double` or `single`. The default is `false`.

## **EquivalentDiameterSquaredOutputPort**

Return vector whose values represent equivalent diameters squared

Set this property to `true` to output a vector whose values represent the equivalent diameters squared. The default is `false`.

## **ExtentOutputPort**

Return vector whose values represent results of dividing blob areas by bounding box areas

Set this property to `true` to output a vector whose values represent the results of dividing the areas of the blobs by the area of their bounding boxes. The default is `false`.

## **PerimeterOutputPort**

Return vector whose values represent estimates of blob perimeter lengths

Set this property to `true` to output a vector whose values represent estimates of the perimeter lengths, in pixels, of each blob. The default is `false`.

## **OutputDataType**

Output data type of statistics

Specify the data type of the output statistics as `double`, `single`, or `Fixed point`. Area and bounding box outputs are always an `int32` data type. Major axis length, Minor axis length, Orientation and Eccentricity do not apply when you set this property to `Fixed point`. The default is `double`.

## **Connectivity**

Which pixels are connected to each other

Specify connectivity of pixels as 4 or 8. The default is 8.

## **LabelMatrixOutputPort**

Return label matrix

Set this property to `true` to output the label matrix. The default is `false`.

## **MaximumCount**

Maximum number of labeled regions in each input image

Specify the maximum number of blobs in the input image as a positive scalar integer. The maximum number of blobs the object outputs depends on both the value of this property, and on the size of the input image. The number of blobs the object outputs may be limited by the input image size. The default is 50.

## **MinimumBlobArea**

Minimum blob area in pixels

Specify the minimum blob area in pixels. The default is 0. This property is tunable.

## **MaximumBlobArea**

Maximum blob area in pixels

Specify the maximum blob area in pixels. The default is `intmax('uint32')`. This property is tunable.

## **ExcludeBorderBlobs**

Exclude blobs that contain at least one border pixel

Set this property to `true` if you do not want to label blobs that contain at least one border pixel. The default is `false`.

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Floor`. This property applies when you set the `OutputDataType` property to `Fixed point`.

## **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as `Wrap` or `Saturate`. This property applies when you set the `OutputDataType` property to `Fixed point`.

## **ProductDataType**

Product word and fraction lengths

This property is constant and is set to `Custom`. This property applies when you set the `OutputDataType` property to `Fixed point` and the `EquivalentDiameterSquaredOutputPort` property to `true`.

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `OutputDataType` property to `Fixed point` and the `EquivalentDiameterSquaredOutputPort` property to `true`. The default is `numericType([],32,16)`.

## **AccumulatorDataType**

Accumulator word and fraction lengths

This property is constant and is set to `Custom`. This property applies when you set the `OutputDataType` property to `Fixed point`.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `OutputDataType` property to `Fixed point`. The default is `numericType([],32,0)`.

## **CentroidDataType**

Centroid word and fraction lengths

Specify the centroid output's fixed-point data type as `Same as accumulator`, `Custom`. This property applies when you set the `OutputDataType` property to `Fixed point` and the `CentroidOutputPort` property to `true`. The default is `Custom`.

## **CustomCentroidDataType**

Centroid word and fraction lengths

Specify the centroid output's fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `OutputDataType` property to `Fixed point` and the `CentroidDataType` property to `Custom` and when the `CentroidOutputPort` property to `true`. The default is `numericType([],32,16)`.

## **EquivalentDiameterSquaredDataType**

Equivalent diameter squared word and fraction lengths

Specify the equivalent diameters squared output's fixed-point data type as `Same as accumulator`, `Same as product`, `Custom`. This property applies when you set the `OutputDataType` property to `Fixed point` and the `EquivalentDiameterSquaredOutputPort` property to `true`. The default is `Same as product`.

## **CustomEquivalentDiameterSquaredDataType**

Equivalent diameter squared word and fraction lengths

Specify the equivalent diameters squared output's fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `OutputDataType` property to `Fixed point` and the

EquivalentDiameterSquaredDataType property to Custom and when the EquivalentDiameterSquaredOutputPort property to true. The default is `numerictype([],32,16)`.

## **ExtentDataType**

Extent word and fraction lengths

Specify the extent output's fixed-point data type as Same as accumulator or Custom. This property applies when you set the OutputDataType property to Fixed point and the ExtentOutputPort property to true.

## **CustomExtentDataType**

Extent word and fraction lengths

Specify the extent output's fixed-point type as a scaled `numerictype` object with a Signedness of Auto. This property applies when you set the OutputDataType property to Fixed point, the ExtentDataType property to Custom and the ExtentOutputPort property to true. The default is `numerictype([],16,14)`.

## **PerimeterDataType**

Perimeter word and fraction lengths

Specify the perimeter output's fixed-point data type as Same as accumulator or Custom. This property applies when you set the OutputDataType property to Fixed point and the PerimeterOutputPort property to true. The default is Custom.

## **CustomPerimeterDataType**

Perimeter word and fraction lengths

Specify the perimeter output's fixed-point type as a scaled `numerictype` object with a Signedness of Auto. This property applies when you set the OutputDataType property to Fixed point, the PerimeterDataType property to Custom and the PerimeterOutputPort property to true. The default is `numerictype([],32,16)`.

# vision.BlobAnalysis

---

## Methods

clone	Create blob analysis object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and nontunable properties
release	Allow property value and input characteristics changes
step	Compute and returns statistics of input binary image

## Examples

Find the centroid of a blob.

```
hblob = vision.BlobAnalysis;
hblob.AreaOutputPort = false;
hblob.BoundingBoxOutputPort = false;
img = logical([0 0 0 0 0 0; ...
              0 1 1 1 1 0; ...
              0 1 1 1 1 0; ...
              0 1 1 1 1 0; ...
              0 0 0 0 0 0]);
centroid = step(hblob, img); % [x y] coordinates of the centroid
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Blob Analysis block reference page. The object properties correspond to the block parameters, except:

- The **Warn if maximum number of blobs is exceeded** block parameter does not have a corresponding object property. The object does not issue a warning.

- The **Output blob statistics as a variable-size signal** block parameter does not have a corresponding object property.

### See Also

[vision.Autothresher](#) | [vision.ConnectedComponentLabeler](#)

# vision.BlobAnalysis.clone

---

**Purpose** Create blob analysis object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a `BlobAnalysis System` object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.BlobAnalysis.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the BlobAnalysis System objects.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.BlobAnalysis.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a System object in code generated from MATLAB, but once you release its resources, you cannot use that System object again.

---

**Purpose** Compute and returns statistics of input binary image

**Syntax**

```
AREA = step(H,BW)
[ ...,CENTROID] = step(H,BW)
[ ...,BBOX] = step(H,BW)
[ ...,MAJORAXIS] = step(H,BW)
[ ...,MINORAXIS] = step(H,BW)
[ ...,ORIENTATION] = step(H,BW)
[ ...,ECCENTRICITY] = step(H,BW)
[ ...,EQDIASQ] = step(H,BW)
[ ...,EXTENT] = step(H,BW)
[ ...,PERIMETER] = step(H,BW)
[ ...,LABEL] = step(H,BW)
[ ...,NUMBLOBS] = step(H,BW)
[ AREA,CENTROID,BBOX] = step(H,BW)
```

**Description**

`AREA = step(H,BW)` computes the AREA of the blobs found in input binary image BW when the AreaOutputPort property is set to true.

`[ ...,CENTROID] = step(H,BW)` computes the CENTROID of the blobs found in input binary image BW when the CentroidOutputPort property is set to true.

`[ ...,BBOX] = step(H,BW)` computes the bounding box BBOX of the blobs found in input binary image BW when the BoundingBoxOutputPort property is set to true.

`[ ...,MAJORAXIS] = step(H,BW)` computes the major axis length MAJORAXIS of the blobs found in input binary image BW when the MajorAxisLengthOutputPort property is set to true.

`[ ...,MINORAXIS] = step(H,BW)` computes the minor axis length MINORAXIS of the blobs found in input binary image BW when the MinorAxisLengthOutputPort property is set to true.

`[ ...,ORIENTATION] = step(H,BW)` computes the ORIENTATION of the blobs found in input binary image BW when the OrientationOutputPort property is set to true.

[...,ECCENTRICITY] = step(H,BW) computes the ECCENTRICITY of the blobs found in input binary image BW when the EccentricityOutputPort property is set to true.

[...,EQDIASQ] = step(H,BW) computes the equivalent diameter squared EQDIASQ of the blobs found in input binary image BW when the EquivalentDiameterSquaredOutputPort property is set to true.

[...,EXTENT] = step(H,BW) computes the EXTENT of the blobs found in input binary image BW when the ExtentOutputPort property is set to true.

[...,PERIMETER] = step(H,BW) computes the PERIMETER of the blobs found in input binary image BW when the PerimeterOutputPort property is set to true.

[...,LABEL] = step(H,BW) returns a label matrix LABEL of the blobs found in input binary image BW when the LabelMatrixOutputPort property is set to true.

[...,NUMBLOBS] = step(H,BW) returns the number of blobs found in the input binary image BW when the NumBlobsOutputPort property is set to true.

[AREA,CENTROID,BBOX] = step(H,BW) returns the area, centroid and the bounding box of the blobs, when the AreaOutputPort, CentroidOutputPort and BoundingBoxOutputPort properties are set to true. You can use this to calculate multiple statistics.

The step method computes and returns statistics of the input binary image depending on the property values specified. The different options can be used simultaneously. The order of the returned values when there are multiple outputs are in the order they are described.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.BlockMatcher

---

**Purpose** Estimate motion between images or video frames

**Description** The BlockMatcher object estimates motion between images or video frames.

**Construction** `H = vision.BlockMatcher` returns a System object, H, that estimates motion between two images or two video frames. The object performs this estimation using a block matching method by moving a block of pixels over a search region.

`H = vision.BlockMatcher(Name, Value)` returns a block matcher System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as `(Name1, Value1, ..., NameN, ValueN)`.

## Properties

### ReferenceFrameSource

Reference frame source

Specify the source of the reference frame as one of `Input port | Property`. When you set the `ReferenceFrameSource` property to `Input port` a reference frame input must be specified to the `step` method of the block matcher object. The default is `Property`.

### ReferenceFrameDelay

Number of frames between reference and current frames

Specify the number of frames between the reference frame and the current frame as a scalar integer value greater than or equal to zero. This property applies when you set the `ReferenceFrameSource` property to `Property`.

The default is 1.

### SearchMethod

Best match search method

Specify how to locate the block of pixels in frame  $k+1$  that best matches the block of pixels in frame  $k$ . You can specify the search

method as `Exhaustive` or `Three-step`. If you set this property to `Exhaustive`, the block matcher object selects the location of the block of pixels in frame  $k+1$ . The block matcher does so by moving the block over the search region one pixel at a time, which is computationally expensive.

If you set this property to `Three-step`, the block matcher object searches for the block of pixels in frame  $k+1$  that best matches the block of pixels in frame  $k$  using a steadily decreasing step size. The object begins with a step size approximately equal to half the maximum search range. In each step, the object compares the central point of the search region to eight search points located on the boundaries of the region and moves the central point to the search point whose values is the closest to that of the central point. The object then reduces the step size by half, and begins the process again. This option is less computationally expensive, though sometimes it does not find the optimal solution.

The default is `Exhaustive`.

## **BlockSize**

Block size

Specify the size of the block in pixels.

The default is `[ 17 17 ]`.

## **Overlap**

Input image subdivision overlap

Specify the overlap (in pixels) of two subdivisions of the input image.

The default is `[ 0 0 ]`.

## **MaximumDisplacement**

Maximum displacement search

Specify the maximum number of pixels that any center pixel in a block of pixels can move, from image to image or from frame to

frame. The block matcher object uses this property to determine the size of the search region.

The default is [7 7].

## **MatchCriteria**

Match criteria between blocks

Specify how the System object measures the similarity of the block of pixels between two frames or images. Specify as one of Mean square error (MSE) | Mean absolute difference (MAD). The default is Mean square error (MSE).

## **OutputValue**

Motion output form

Specify the desired form of motion output as one of Magnitude-squared | Horizontal and vertical components in complex form. The default is Magnitude-squared.

## **Fixed-Point Properties**

### **ProductDataType**

Product word and fraction lengths

Specify the product fixed-point data type as one of Same as input | Custom. The default is Custom. This property applies when you set the MatchCriteria property to Mean square error (MSE).

### **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled numeric type object with a Signedness of Auto. This property applies when you set the MatchCriteria property to Mean square error (MSE) and the ProductDataType property to Custom.

The default is numeric type ([ ], 32, 0).

### **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as `Custom`.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`.

The default is `numericType([],32,0)`.

## **OutputDataType**

Output word and fraction lengths

Specify the output fixed-point data type as `Custom`.

## **CustomOutputDataType**

Output word and fraction lengths

Specify the output fixed-point type as an unscaled `numericType` object with a `Signedness` of `Auto`. The `numericType` object should be unsigned if the `OutputValue` property is `Magnitude-squared` and, signed if it is `Horizontal` and `vertical` components in complex form.

The default is `numericType([],8)`.

## **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Floor`.

## **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as one of `Wrap` | `Saturate`. The default is `Saturate`

# vision.BlockMatcher

---

## Methods

clone	Create block matcher object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and nontunable properties
release	Allow property value and input characteristics changes
step	Compute motion of input image

## Examples

### Estimate Motion

Estimate and draw lines of motion for two images.

**1**

Read in an image, convert it to grayscale, and translate it to create second image.

```
img1 = im2double(rgb2gray(imread('onion.png')));  
htran = vision.GeometricTranslator('Offset', [5 5], ...  
    'OutputSize', 'Same as input image');  
hbm = vision.BlockMatcher( ...  
    'ReferenceFrameSource', 'Input port', 'BlockSize', [35 35]);  
hbm.OutputValue = ...  
    'Horizontal and vertical components in complex form';  
halphablend = vision.AlphaBlender;
```

**2**

Offset the first image by [5 5] pixels to create second image.

```
img2 = step(htran, img1);
```

**3**

Compute motion of the two images.

```
motion = step(hbm, img1, img2);
```

**4**

Blend two images.

```
img12 = step(halphablend, img2, img1);
```

**5**

Show the directions.

```
[X Y] = meshgrid(1:35:size(img1, 2), 1:35:size(img1, 1));  
imshow(img12); hold on;  
quiver(X(:), Y(:), real(motion(:)), imag(motion(:)), 0); hold off;
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Block Matching block reference page. The object properties correspond to the block parameters.

## See Also

`vision.OpticalFlow`

## vision.BlockMatcher.clone

---

**Purpose** Create block matcher object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a BlockMatcher System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.BlockMatcher.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the BlockMatcher System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.BlockMatcher.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose** Compute motion of input image

**Syntax**

```
V = step(H,I)
C = step(H,I)
Y = step(H,I,IREF)
```

**Description**

$V = \text{step}(H, I)$  computes the motion of input image  $I$  from one video frame to another, and returns  $V$  as a matrix of velocity magnitudes.

$C = \text{step}(H, I)$  computes the motion of input image  $I$  from one video frame to another, and returns  $C$  as a complex matrix of horizontal and vertical components, when you set the `OutputValue` property to `Horizontal` and `vertical` components in complex form.

$Y = \text{step}(H, I, IREF)$  computes the motion between input image  $I$  and reference image  $IREF$  when you set the `ReferenceFrameSource` property to `Input` port.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.BoundaryTracer

---

**Purpose** Trace object boundary

**Description** The boundary tracer object traces object boundaries in binary images. Use the step syntax below with input image `BW`, starting point `STARTPT`, boundary tracer object, `H`, and any optional properties.

`PTS = step(H,BW,STARTPT)` traces the boundary of an object in a binary image, `BW`. The input matrix, `STARTPT`, specifies the starting point for tracing the boundary. `STARTPT` is a two-element vector of `[x y]` coordinates of the initial point on the object boundary. The `step` method outputs `PTS`, an  $M$ -by-2 matrix of `[x y]` coordinates of the boundary points. In this matrix,  $M$  is the number of traced boundary pixels.  $M$  is less than or equal to the value specified by the `MaximumPixelCount` property.

**Construction** `H = vision.BoundaryTracer` returns a System object, `H`, that traces the boundaries of objects in a binary image. In this image nonzero pixels belong to an object and zero-valued pixels constitute the background.

`H = vision.BoundaryTracer(Name, Value)` returns an object, `H`, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as `(Name1, Value1, ..., NameN, ValueN)`.

**Properties** **Connectivity**

How to connect pixels to each other

Specify which pixels are connected to each other as one of `4 | 8`. The default is `8`. Set this property to `4` to connect a pixel to the pixels on the top, bottom, left, and right. Set this property to `8` to connect a pixel to the pixels on the top, bottom, left, right, and diagonally.

**InitialSearchDirection**

First search direction to find next boundary pixel

Specify the first direction in which to look to find the next boundary pixel that is connected to the starting pixel.

When you set the `Connectivity` property to 8, this property accepts a value of North, Northeast, East, Southeast, South, Southwest, West, or Northwest.

When you set the `Connectivity` property to 4, this property accepts a value of North, East, South, or West

## **TraceDirection**

Direction in which to trace the boundary

Specify the direction in which to trace the boundary as one of `Clockwise` | `Counterclockwise`. The default is `Clockwise`.

## **MaximumPixelCount**

Maximum number of boundary pixels

Specify the maximum number of boundary pixels as a scalar integer greater than 1. The object uses this value to preallocate the number of rows of the output matrix, `Y`. This preallocation enables the matrix to hold all the boundary pixel location values.

The default is 500.

## **NoBoundaryAction**

How to fill empty spaces in output matrix

Specify how to fill the empty spaces in the output matrix, `Y` as one of `None` | `Fill with last point found` | `Fill with user-defined values`. The default is `None`. If you set this property to `None`, the object takes no action. Thus, any element that does not contain a boundary pixel location has no meaningful value. If you set this property to `Fill with last point found`, the object fills the remaining elements with the position of the last boundary pixel. If you set this property to `Fill with user-defined values`, you must specify the values in the `FillValues` property.

# vision.BoundaryTracer

---

## FillValues

Value to fill in remaining empty elements in output matrix

Set this property to a scalar value or two-element vector to fill in the remaining empty elements in the output matrix  $Y$ . This property applies when you set the `NoBoundaryAction` property to `Fill` with user-defined values.

The default is `[0 0]`.

## Methods

<code>clone</code>	Create boundary tracer object with same property values
<code>getNumInputs</code>	Number of expected inputs to <code>step</code> method
<code>getNumOutputs</code>	Number of outputs from <code>step</code> method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Trace object boundary in binary image

## Examples

Trace the boundary around an image of a coin:

```
I = imread('coins.png'); % read the image
hautoth = vision.Autothresher;
BW = step(hautoth, I); % threshold the image
[y, x]= find(BW,1); % select a starting point for the trace

% Determine the boundaries
hboundtrace = vision.BoundaryTracer;
PTS = step(hboundtrace, BW, [x y]);
```

```
% Display the results
figure, imshow(BW);
hold on; plot(PTS(:,1), PTS(:,2), 'r', 'Linewidth',2);
hold on; plot(x,y,'gx','Linewidth',2); % show the starting point
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Trace Boundary block reference page. The object properties correspond to the block parameters.

## See Also

[vision.EdgeDetector](#) | [vision.ConnectedComponentLabeler](#) | [vision.Autothresher](#)

# vision.BoundaryTracer.clone

---

**Purpose** Create boundary tracer object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a `BoundaryTracer System` object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.BoundaryTracer.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose**

Locked status for input attributes and nontunable properties

**Syntax**

TF = isLocked(H)

**Description**

TF = isLocked(H) returns the locked status, TF of the BoundaryTracer System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.BoundaryTracer.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose** Trace object boundary in binary image

**Syntax** `PTS = step(H,BW,STARTPT)`

**Description** `PTS = step(H,BW,STARTPT)` traces the boundary of an object in a binary image `BW`. The second input matrix, `STARTPT`, specifies the starting point for tracing the boundary. `STARTPT` is a two-element vector of `[x y]` coordinates of the initial point on the object boundary. The `step` method outputs `PTS`, an  $M$ -by-2 matrix of `[x y]` coordinates of the boundary points, where  $M$  is the number of traced boundary pixels.  $M$  is less than or equal to the value specified by the `MaximumPixelCount` property.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.CascadeObjectDetector

---

**Purpose** Detect objects using the Viola-Jones algorithm

**Description** The cascade object detector uses the Viola-Jones algorithm to detect people's faces, noses, eyes, mouth, or upper body.

**Construction** `detector = vision.CascadeObjectDetector` creates a System object, `detector`, that detects objects using the Viola-Jones algorithm. The `ClassificationModel` property controls the type of object to detect. By default, the detector is configured to detect faces.

`detector = vision.CascadeObjectDetector(MODEL)` creates a System object, `detector`, configured to detect objects defined by the input string, `MODEL`. The `MODEL` input describes the type of object to detect. There are several valid `MODEL` strings, such as 'FrontalFaceCART', 'UpperBody', and 'ProfileFace'. See the `ClassificationModel` property description for a full list of available models.

`detector = vision.CascadeObjectDetector(XMLFILE)` creates a System object, `detector`, and configures it to use the custom classification model specified in `XMLFILE`. The format of the `XMLFILE` input must comply with the classification model format used in OpenCV (Open Source Computer Vision). You must specify a full or relative path to the `XMLFILE` file, if it is not on the MATLAB path.

`detector = vision.CascadeObjectDetector(Name, Value)` configures the cascade object detector object properties. You specify these properties as one or more name-value pair arguments. Unspecified properties have default values.

## To detect a feature:

- 1 Define and set up your cascade object detector using the constructor.
- 2 Call the `step` method with the input image, `I`, the cascade object detector object, `detector`, points `PTS`, and any optional properties. See the syntax below for using the `step` method.

Use the step syntax with input image, *I*, the selected Cascade object detector object, and any optional properties to perform detection.

`BBOX = step(detector, I)` returns `BBOX`, an *M*-by-4 matrix defining *M* bounding boxes containing the detected objects. This method performs multiscale object detection on the input image, *I*. Each row of the output matrix, `BBOX`, contains a four-element vector, `[x y width height]`, that specifies in pixels, the upper-left corner and size of a bounding box. The input image *I*, must be a grayscale or truecolor (RGB) image.

## Properties

### ClassificationModel

Trained cascade classification model

Specify the name of the model as a string. This value sets the classification model for the detector. You may set this string to an XML file containing a custom classification model, or to one of the valid model strings listed below.

### Frontal Face (CART)

ClassificationModel String	Image Size Used to Train	Model Description
FrontalFaceCART (Default)	[20 20]	Detects faces that are upright and forward facing. This model is composed of weak classifiers, based on the classification and regression tree analysis (CART). These classifiers use Haar features to encode facial features. CART-based classifiers provide the ability to model higher-order dependencies between facial features. [1]

## Frontal Face (LBP)

ClassificationModel String	Image Size Used to Train	Model Description
FrontalFaceLBP	[24 24]	Detects faces that are upright and forward facing. This model is composed of weak classifiers, based on a decision stump. These classifiers use local binary patterns (LBP) to encode facial features. LBP features can provide robustness against variation in illumination.[2]

## Upper Body

ClassificationModel String	Image Size Used to Train	Model Description
UpperBody	[18 22]	Detects the upper-body region, which is defined as the head and shoulders area. This model uses Haar features to encode the details of the head and shoulder region. Because it uses more features around the head, this model is more robust against pose changes, e.g. head rotations/tilts. [3]

## Eye Pair

Classification Model String	Image Size Used to Train	Model Description
EyePairBig EyePairSmall	[11 45] [5 22]	Detects a pair of eyes. The EyePairSmall model is trained using a smaller image. This enables the model to detect smaller eyes than the EyePairBig model can detect.[4]

## Single Eye

Classification Model String	Image Size Used to Train	Model Description
LeftEye RightEye	[12 18]	Detects the left and right eye separately. These models are composed of weak classifiers, based on a decision stump. These classifiers use Haar features to encode details.[4]

## Single Eye (CART)

ClassificationModel String	Image Size Used to Train	Model Description
LeftEyeCART RightEyeCART	[20 20]	Detects the left and right eye separately. The weak classifiers that make up these models are CART-trees. Compared to decision stumps, CART-tree-based classifiers are better able to model higher-order dependencies. [5]

## Profile Face

ClassificationModel String	Image Size Used to Train	Model Description
ProfileFace	[20 20]	Detects upright face profiles. This model is composed of weak classifiers, based on a decision stump. These classifiers use

## Mouth

ClassificationModel String	Image Size Used to Train	Model Description
Mouth	[15 25]	Detects the mouth. This model is composed of weak classifiers, based on a decision stump, which use Haar features to encode mouth details.[4]

## Nose

ClassificationModel String	Image Size Used to Train	Model Description
Nose	[15 18]	This model is composed of weak classifiers, based on a decision stump, which use Haar features to encode nose details.[4]

Default: FrontalFaceCART

## MinSize

Size of smallest detectable object

Specify the size of the smallest object to detect. This value must be given in pixels, as a two-element vector, [height width]. It must be greater than or equal to the image size used to train the model. Use this property to reduce computation time when you know the minimum object size prior to processing the image. When you do not specify a value for this property, the detector sets it to the size of the image used to train the classification model. This property is tunable.

For details explaining the relationship between setting the size of the detectable object and the `ScaleFactor` property, see “Algorithms” on page 4-132 section.

Default: []

## MaxSize

Size of largest detectable object

Specify the size of the largest object to detect. This value must be given in pixels, as a two-element vector, [height width]. Use this property to reduce computation time when you know the maximum object size prior to processing the image. When you do

not specify a value for this property, the detector sets it to `size(I)`. This property is tunable.

For details explaining the relationship between setting the size of the detectable object and the `ScaleFactor` property, see the “Algorithms” on page 4-132 section.

Default: []

## **ScaleFactor**

Scaling for multiscale object detection

Specify the factor used to incrementally scale the search region. The detector scales the search region at increments between `MinSize` and `MaxSize` using the following relationship:

$$\text{search region} = \text{round}((\text{Training Size}) * (\text{ScaleFactor}^N))$$

$N$  is the current increment, an integer greater than zero, and *Training Size* is the image size used to train the classification model. This property is tunable.

Default: 1.1

## **MergeThreshold**

Detection threshold

Specify a threshold value as a scalar integer. This value defines the criteria needed to declare a final detection in an area where there are multiple detections around an object. Groups of colocated detections that meet the threshold are merged to produce one bounding box around the target object. Increasing this threshold may help suppress false detections by requiring that the target object be detected multiple times during the multiscale detection phase. When you set this property to 0, all detections are returned without performing thresholding or merging operation. This property is tunable.

Default: 4

## Methods

clone	Create cascade object detector object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and non-tunable properties
release	Allow property value and input characteristics changes
step	Detect objects using the Viola-Jones algorithm

## Examples

### Face Detection

Detect faces in an image using the frontal face classification model.

Create a detector object.

```
faceDetector = vision.CascadeObjectDetector;
```

Read input image.

```
I = imread('visionteam.jpg');
```

Detect faces.

```
bboxes = step(faceDetector, I);
```

Annotate detected faces.

```
IFaces = insertObjectAnnotation(I, 'rectangle', bboxes, 'Face');  
figure, imshow(IFaces), title('Detected faces');
```

## Upper Body Detection

Detect upper body in an image using the upper body classification model.

Create a detector object

```
bodyDetector = vision.CascadeObjectDetector('UpperBody');  
bodyDetector.MinSize = [60 60];  
bodyDetector.ScaleFactor = 1.05;
```

Read input image and detect upper body.

```
I2 = imread('visionteam.jpg');  
bboxBody = step(bodyDetector, I2);
```

Annotate detected upper bodies.

```
IBody = insertObjectAnnotation(I2, 'rectangle',bboxBody,'Upper Body');  
figure, imshow(IBody), title('Detected upper bodies');
```

## Algorithms

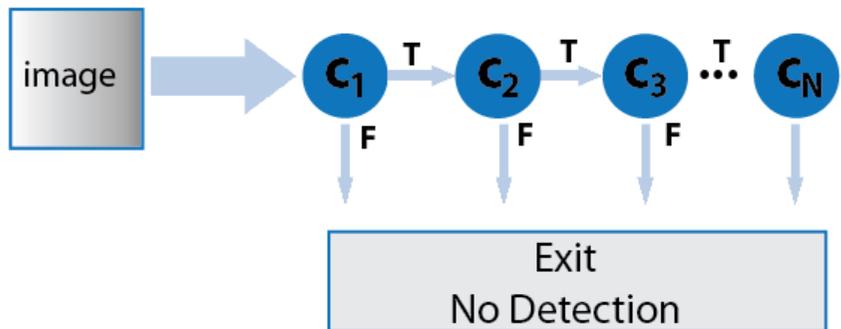
### Classification Model Training

Each model is trained to detect a specific type of object. The classification models are trained by extracting features from a set of known images. These extracted features are then fed into a learning algorithm to train the classification model. Computer Vision System Toolbox software uses the Viola-Jones cascade object detector. This detector includes Haar-like [6] features and cascade of classifiers trained using boosting.

The image size used to train the classifiers defines the smallest region containing the object. Training image sizes vary according to the application, type of target object, and available positive images. You must set the `MinSize` property to a value greater than or equal to the image size used to train the model.

## Cascade of Classifiers

This object uses a cascade of classifiers to efficiently process image regions for the presence of a target object. Each stage in the cascade applies increasingly more complex binary classifiers, which allows the algorithm to rapidly reject regions that do not contain the target. If the desired object is not found at any stage in the cascade, the detector immediately rejects the region and processing is terminated. By terminating, the object avoids invoking computation-intensive classifiers further down the cascade.



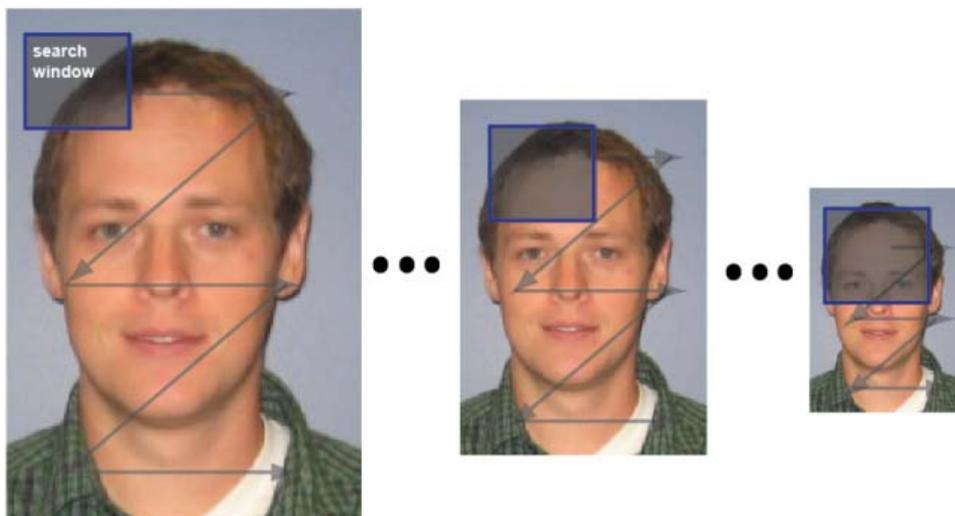
## Multiscale Object Detection

The detector incrementally scales the input image to locate target objects. At each scale increment, a sliding window, whose size is the same as the training image size, scans the scaled image to locate objects. The `ScaleFactor` property determines the amount of scaling between successive increments.

The search region size is related to the `ScaleFactor` in the following way:

$$\text{search region} = \text{round}((\text{Training Size}) * (\text{ScaleFactor}^N))$$

$N$  is the current increment, an integer greater than zero, and *Training Size* is the image size used to train the classification model.



The search window traverses the image for each scaled increment.

## Relationship Between MinSize, MaxSize, and ScaleFactor

Understanding the relationship between the size of the object to detect and the scale factor will help you set the properties accordingly. The `MinSize` and `MaxSize` properties limit the size range of the object to detect. Ideally, these properties are modified to reduce computation time when you know the approximate object size prior to processing the image. They are not designed to provide precise filtering of results, based on object size. The behavior of these properties is affected by the `ScaleFactor`. The scale factor determines the quantization of the search window sizes.

$$\text{search region} = \text{round}((\text{Training Size}) * (\text{ScaleFactor}^N))$$

The actual range of returned object sizes may not be exactly what you select for the `MinSize` and `MaxSize` properties. For example, a `ScaleFactor` value of 1.1 with a 24x24 training size, and an `N` value from 1 to 5, the search region calculation would be:

For a `ScaleFactor` value of 1.1 with a 24x24 training size, for 5 increments, the search region calculation would be:

```
>> search region = round(24*1.1.^(1:5))
```

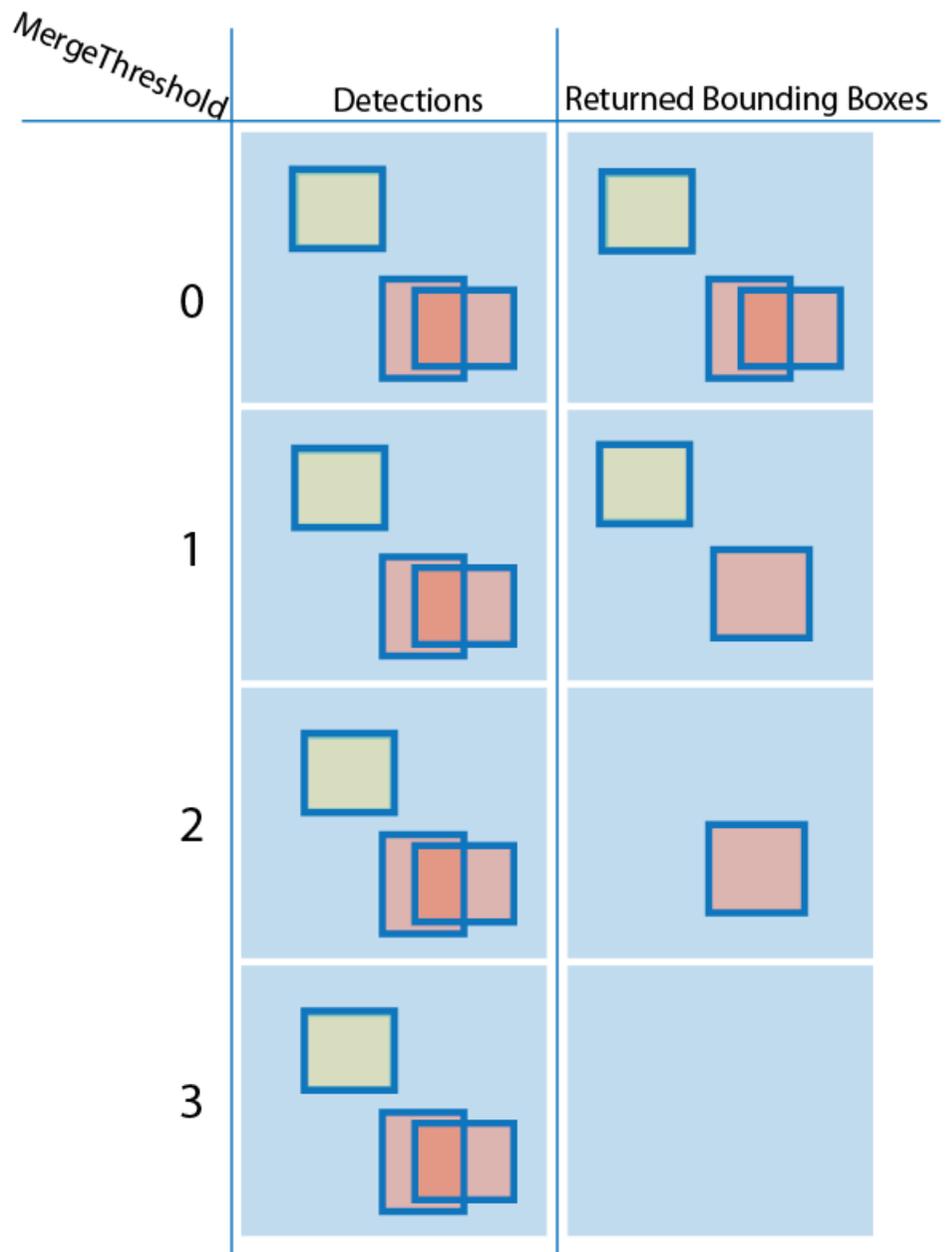
```
>> 26 29 32 35 39
```

If you were to set `MaxSize` to 34, due to the search region quantization, the actual maximum object size used by the algorithm would be 32.

## **Merge Detection Threshold**

For each increment in scale, the search window traverses over the image producing multiple detections around the target object. The multiple detections are merged into one bounding box per target object. You can use the `MergeThreshold` property to control the number of detections required before combining or rejecting the detections. The size of the final bounding box is an average of the sizes of the bounding boxes for the individual detections and lies between `MinSize` and `MaxSize`.

# vision.CascadeObjectDetector



## References

- [1] Lienhart R., Kuranov A., and V. Pisarevsky “Empirical Analysis of Detection Cascades of Boosted Classifiers for Rapid Object Detection.”, *Proceedings of the 25th DAGM Symposium on Pattern Recognition*. Magdeburg, Germany, 2003.
- [2] Ojala Timo, Pietikäinen Matti, and Mäenpää Topi, “Multiresolution Gray-Scale and Rotation Invariant Texture Classification with Local Binary Patterns” . In *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 2002. Volume 24, Issue 7, pp. 971-987.
- [3] Kruppa H., Castrillon-Santana M., and B. Schiele. “Fast and Robust Face Finding via Local Context”. *Proceedings of the Joint IEEE International Workshop on Visual Surveillance and Performance Evaluation of Tracking and Surveillance*, 2003, pp. 157–164.
- [4] Castrillón Marco, Déniz Oscar, Guerra Cayetano, and Hernández Mario, “ENCARA2: Real-time detection of multiple faces at different resolutions in video streams”. In *Journal of Visual Communication and Image Representation*, 2007 (18) 2: pp. 130-140.
- [5] Yu Shiqi “Eye Detection.” Shiqi Yu’s Homepage.<http://yushiqi.cn/research/eyedetection>
- [6] Viola, Paul and Michael J. Jones, “Rapid Object Detection using a Boosted Cascade of Simple Features”, *Proceedings of the 2001 IEEE Computer Society Conference on Computer Vision and Pattern Recognition*, 2001. Volume: 1, pp.511–518.
- [7] OpenCV (Open Source Computer Vision Library), OpenCV.

## See Also

[vision.ShapeInserter](#) | [integralImage](#)

# vision.CascadeObjectDetector.clone

---

**Purpose** Create cascade object detector object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates an CascadeObjectDetector System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object with uninitialized states.

# vision.CascadeObjectDetector.getNumInputs

---

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.CascadeObjectDetector.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.CascadeObjectDetector.isLocked

---

**Purpose**

Locked status for input attributes and non-tunable properties

**Syntax**

TF = isLocked(H)

**Description**

TF = isLocked(H) returns the locked status, TF of the MedianFilter System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.CascadeObjectDetector.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You cannot use the `release` method on System objects in Embedded MATLAB.

---

**Purpose**

Detect objects using the Viola-Jones algorithm

**Syntax**

BBOX = step(DETECTOR, I)

**Description**

BBOX = step(DETECTOR, I) returns BBOX, an  $M$ -by-4 matrix defining  $M$  bounding boxes containing the detected objects. This method performs multi-scale object detection on the input image, I.

Each row of the output matrix, BBOX, contains a four-element vector, [x y width height], that specifies in pixels, the upper left corner and size of a bounding box. The input image I, must be a grayscale or truecolor (RGB) image.

---

**Note** The object performs an initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the release method to unlock the object.

---

# vision.ChromaResampler

---

- Purpose** Downsample or upsample chrominance components of images
- Description** The ChromaResampler object downsamples or upsamples chrominance components of images.
- Construction** `H = vision.ChromaResampler` returns a chroma resampling System object, H, that downsamples or upsamples chroma components of a YCbCr signal to reduce the bandwidth and storage requirements.
- `H = vision.ChromaResampler(Name, Value)` returns a chroma resampling System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as `(Name1, Value1, ..., NameN, ValueN)`.

## Properties Resampling

Resampling format

To downsample the chrominance components of images, set this property to one of the following:

```
[4:4:4 to 4:2:2]
[4:4:4 to 4:2:0 (MPEG1)]
[4:4:4 to 4:2:0 (MPEG2)]
[4:4:4 to 4:1:1]
[4:2:2 to 4:2:0 (MPEG1)]
[4:2:2 to 4:2:0 (MPEG2)]
```

To upsample the chrominance components of images, set this property to one of the following:

```
[4:2:2 to 4:4:4]
[4:2:0 (MPEG1) to 4:4:4]
[4:2:0 (MPEG2) to 4:4:4]
[4:1:1 to 4:4:4]
[4:2:0 (MPEG1) to 4:2:2]
[4:2:0 (MPEG2) to 4:2:2]
```

The default is [4:4:4 to 4:2:2]

## **InterpolationFilter**

Method used to approximate missing values

Specify the interpolation method used to approximate the missing chrominance values as one of `Pixel replication` | `Linear`. The default is `Linear`. When you set this property to `Linear`, the object uses linear interpolation to calculate the missing values. When you set this property to `Pixel replication`, the object replicates the chrominance values of the neighboring pixels to create the upsampled image. This property applies when you upsample the chrominance values.

## **AntialiasingFilterSource**

Lowpass filter used to prevent aliasing

Specify the lowpass filter used to prevent aliasing as one of `Auto` | `Property` | `None`. The default is `Auto`. When you set this property to `Auto`, the object uses a built-in lowpass filter. When you set this property to `Property`, the coefficients of the filters are specified by the `HorizontalFilterCoefficients` and `VerticalFilterCoefficients` properties. When you set this property to `None`, the object does not filter the input signal. This property applies when you downsample the chrominance values.

## **HorizontalFilterCoefficients**

Horizontal filter coefficients

Specify the filter coefficients to apply to the input signal. This property applies when you set the `Resampling` property to one of [4:4:4 to 4:2:2] | [4:4:4 to 4:2:0 (MPEG1)] | [4:4:4 to 4:2:0 (MPEG2)] | [4:4:4 to 4:1:1] and the `AntialiasingFilterSource` property to `Property`. The default is [0.2 0.6 0.2].

## **VerticalFilterCoefficients**

Vertical filter coefficients

# vision.ChromaResampler

---

Specify the filter coefficients to apply to the input signal. This property applies when you set the Resampling property to one of [4:4:4 to 4:2:0 (MPEG1)] | [4:4:4 to 4:2:0 (MPEG2)] | [4:2:2 to 4:2:0 (MPEG1)] | [4:2:2 to 4:2:0 (MPEG2)] and the AntialiasingFilterSource property to Property. The default is [0.5 0.5].

## TransposedInput

Input is row-major format

Set this property to true when the input contains data elements from the first row first, then data elements from the second row second, and so on through the last row. Otherwise, the object assumes that the input data is stored in column-major format. The default is false.

## Methods

clone	Create chroma resampling object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and nontunable properties
release	Allow property value and input characteristics changes
step	Resample input chrominance components

## Examples

Resample the chrominance components of an image.

```
H = vision.ChromaResampler;  
hcsc = vision.ColorSpaceConverter;  
x = imread('peppers.png');
```

```
x1 = step(hcsc, x);  
[Cb, Cr] = step(H, x1(:, :, 2), x1(:, :, 3));
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Chroma Resampling block reference page. The object properties correspond to the block parameters.

## See Also

[vision.ColorSpaceConverter](#)

# vision.ChromaResampler.clone

---

<b>Purpose</b>	Create chroma resampling object with same property values
<b>Syntax</b>	<code>C = clone(H)</code>
<b>Description</b>	<code>C = clone(H)</code> creates a ChromaResampler System object <i>C</i> , with the same property values as <i>H</i> . The <code>clone</code> method creates a new unlocked object.

# vision.ChromaResampler.getNumInputs

---

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.ChromaResampler.getNumOutputs

---

**Purpose**            Number of outputs from `step` method

**Syntax**            `N = getNumOutputs(H)`

**Description**      `N = getNumOutputs(H)` returns the number of outputs, *N* from the `step` method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the ChromaResampler System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.ChromaResampler.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose** Resample input chrominance components

**Syntax** [Cb1,Cr1] = step(H,Cb,Cr)

**Description** [Cb1,Cr1] = step(H,Cb,Cr) resamples the input chrominance components Cb and Cr and returns Cb1 and Cr1 as the resampled outputs.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.ColorSpaceConverter

---

**Purpose** Convert color information between color spaces

**Description** The ColorSpaceConverter object converts color information between color spaces.

**Construction** `H = vision.ColorSpaceConverter` returns a System object, H, that converts color information from RGB to YCbCr using the conversion standard Rec. 601 (SDTV).

`H = vision.ColorSpaceConverter(Name, Value)` returns a color space conversion object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as *(Name1, Value1, ..., NameN, ValueN)*.

**Properties** **Conversion**

Color space input and output conversion

Specify the conversion color spaces as one of the following:

- [RGB to YCbCr]
- [YCbCr to RGB]
- [RGB to intensity]
- [RGB to HSV]
- [HSV to RGB]
- [sRGB to XYZ]
- [XYZ to sRGB]
- [sRGB to L\*a\*b\*]
- [L\*a\*b\* to sRGB]

Note that the R, G, B and Y (luma) signal components in the preceding color space conversions are gamma corrected. The default is [RGB to YCbCr].

**WhitePoint**

Reference white point

Specify the reference white point as one of D50 | D55 | D65. The default is D65. These values are reference white standards

known as *tristimulus* values that serve to define the color "white" to correctly map color space conversions. This property applies when you set the Conversion property to [sRGB to L\*a\*b\*] or [L\*a\*b\* to sRGB].

## ConversionStandard

Standard for RGB to YCbCr conversion

Specify the standard used to convert the values between the RGB and YCbCr color spaces as one of Rec. 601 (SDTV) | Rec. 709 (HDTV). The default is Rec. 601 (SDTV). This property applies when you set the Conversion property to [RGB to YCbCr] or [YCbCr to RGB].

## ScanningStandard

Scanning standard for RGB-to-YCbCr conversion

Specify the scanning standard used to convert the values between the RGB and YCbCr color spaces as one of [1125/60/2:1] | [1250/50/2:1]. The default is [1125/60/2:1]. This property applies when you set the ConversionStandard property to Rec. 709 (HDTV).

## Methods

clone	Create color space converter object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and nontunable properties

# vision.ColorSpaceConverter

---

release	Allow property value and input characteristics changes
step	Convert color space of input image

## Examples

Convert an image from an RGB to an intensity color space.

```
i1 = imread('pears.png');  
imshow(i1);  
  
hcsc = vision.ColorSpaceConverter;  
hcsc.Conversion = 'RGB to intensity';  
i2 = step(hcsc, i1);  
  
pause(2);  
imshow(i2);
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Color Space Conversion block reference page. The object properties correspond to the block parameters, except:

The **Image signal** block parameter allows you to specify whether the block accepts the color video signal as **One multidimensional signal** or **Separate color signals**. The object does not have a property that corresponds to the **Image signal** block parameter. You must always provide the input image to the **step** method of the object as a single multidimensional signal.

## See Also

`vision.Autothresher`

**Purpose** Create color space converter object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a `ColorSpaceConverter System` object `C`, with the same property values as `H`. The `clone` method creates a new unlocked object.

# vision.ColorSpaceConverter.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.ColorSpaceConverter.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.ColorSpaceConverter.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the ColorSpaceConverter System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.ColorSpaceConverter.step

---

**Purpose** Convert color space of input image

**Syntax**  $C2 = \text{step}(H, C1)$

**Description**  $C2 = \text{step}(H, C1)$  converts a multidimensional input image  $C1$  to a multidimensional output image  $C2$ .  $C1$  and  $C2$  are images in different color spaces.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

<b>Purpose</b>	Label and count the connected regions in a binary image
<b>Description</b>	The <code>ConnectedComponentLabeler</code> object labels and counts the connected regions in a binary image. The <code>System</code> object can output a label matrix, where pixels equal to 0 represent the background, pixels equal to 1 represent the first object, pixels equal to 2 represent the second object, and so on. The object can also output a scalar that represents the number of labeled objects.
<b>Construction</b>	<p><code>H = vision.ConnectedComponentLabeler</code> returns a <code>System</code> object, <code>H</code>, that labels and counts connected regions in a binary image.</p> <p><code>H = vision.ConnectedComponentLabeler(Name, Value)</code> returns a label <code>System</code> object, <code>H</code>, with each property set to the specified value. You can specify additional name-value pair arguments in any order as <code>(Name1, Value1, ..., NameN, ValueN)</code>.</p>
<b>Properties</b>	<p><b>Connectivity</b></p> <p>Which pixels are connected to each other</p> <p>Specify which pixels are connected to each other as either 4 or 8. If a pixel should be connected to the pixels on the top, bottom, left, and right, set this property to 4. If a pixel should be connected to the pixels on the top, bottom, left, right, and diagonally, set this property to 8. The default is 8.</p> <p><b>LabelMatrixOutputPort</b></p> <p>Enable output of label matrix</p> <p>Set to true to output the label matrix. Both the <code>LabelMatrixOutputPort</code> and <code>LabelCountOutputPort</code> properties cannot be set to false at the same time. The default is true.</p> <p><b>LabelCountOutputPort</b></p> <p>Enable output of number of labels</p>

# vision.ConnectedComponentLabeler

---

Set to true to output the number of labels. Both the `LabelMatrixOutputPort` and `LabelCountOutputPort` properties cannot be set to false at the same time. The default is true.

## OutputDataType

Output data type

Set the data type of the output to one of `Automatic`, `uint32`, `uint16`, `uint8`. If this property is set to `Automatic`, the System object determines the appropriate data type for the output. If it is set to `uint32`, `uint16`, or `uint8`, the data type of the output is 32-, 16-, or 8-bit unsigned integers, respectively. The default is `Automatic`.

## OverflowAction

Behavior if number of found objects exceeds data type size of output

Specify the System object's behavior if the number of found objects exceeds the maximum number that can be represented by the output data type as `Use maximum value of the output data type`, or `Use zero`. If this property is set to `Use maximum value of the output data type`, the remaining regions are labeled with the maximum value of the output data type. If this property is set to `Use zero`, the remaining regions are labeled with zeroes. This property applies when you set the `OutputDataType` property to `uint16` or `uint8`. The default is `Use maximum value of the output data type`.

## Methods

<code>clone</code>	Create connected component labeler object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method

getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and nontunable properties
release	Allow property value and input characteristics changes
step	Label and count connected regions in input

## Examples

Label connected regions in an image.

```
img = logical([0 0 0 0 0 0 0 0 0 0 0 0 0; ...
              0 1 1 1 1 0 0 0 0 0 0 1 0; ...
              0 1 1 1 1 0 0 0 0 1 1 0; ...
              0 1 1 1 1 0 0 0 1 1 1 0; ...
              0 1 1 1 0 0 0 1 1 1 1 0; ...
              0 0 0 0 0 0 0 1 1 1 1 0; ...
              0 0 0 0 0 0 0 0 0 0 0 0])
hlabel = vision.ConnectedComponentLabeler;
hlabel.LabelMatrixOutputPort = true;
hlabel.LabelCountOutputPort = false;
labeled = step(hlabel, img)
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Label block reference page. The object properties correspond to the block parameters, except:

- The LabelCountOutputPort and LabelMatrixOutputPort object properties correspond to the **Output** block parameter.

## See Also

[vision.AutoThresholder](#) | [vision.BlobAnalysis](#)

# vision.ConnectedComponentLabeler.clone

---

**Purpose** Create connected component labeler object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a `ConnectedComponentLabeler` System object `C`, with the same property values as `H`. The `clone` method creates a new unlocked object.

# vision.ConnectedComponentLabeler.getNumInputs

---

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.ConnectedComponentLabeler.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**      `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.ConnectedComponentLabeler.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the ConnectedComponentLabeler System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.ConnectedComponentLabeler.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose**

Label and count connected regions in input

**Syntax**

```
L = step(H,BW)
COUNT = step(H,BW)
[L,COUNT] = step(H,BW)
```

**Description**

`L = step(H,BW)` outputs the matrix, `L` for input binary image `BW` when the `LabelMatrixOutputPort` property is true.

`COUNT = step(H,BW)` outputs the number of distinct, connected regions found in input binary image `BW` when you set the `LabelMatrixOutputPort` property to false and `LabelCountOutputPort` property to true.

`[L,COUNT] = step(H,BW)` outputs both the `L` matrix and number of distinct, connected regions, `COUNT` when you set both the `LabelMatrixOutputPort` property and `LabelCountOutputPort` to true.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.ContrastAdjuster

---

**Purpose** Adjust image contrast by linear scaling

**Description** The `ContrastAdjuster` object adjusts image contrast by linearly scaling pixel values between upper and lower limits. Pixel values that are above or below this range are saturated to the upper or lower limit values.

**Construction** `H = vision.ContrastAdjuster` returns a contrast adjustment object, `H`. This object adjusts the contrast of an image by linearly scaling the pixel values between the maximum and minimum values of the input data.

`H = vision.ContrastAdjuster(Name, Value)` returns a contrast adjustment object, `H`, with each property set to the specified value. You can specify additional name-value pair arguments in any order as `(Name1, Value1, ..., NameN, ValueN)`.

## Properties

### InputRange

How to specify lower and upper input limits

Specify how to determine the lower and upper input limits as one of `Full` input data range [min max] | `Custom` | `Range` determined by saturating outlier pixels. The default is `Full` input data range [min max].

### CustomInputRange

Lower and upper input limits

Specify the lower and upper input limits as a two-element vector of real numbers. The first element corresponds to the lower input limit, and the second element corresponds to the upper input limit. This property applies only when you set the `InputRange` property to `Custom`. This property is tunable.

### PixelSaturationPercentage

Percentage of pixels to consider outliers

Specify the percentage of pixels to consider outliers, as a two-element vector. This property only applies when you set

the `InputRange` property to `Range` determined by saturating outlier pixels.

The contrast adjustment object calculates the lower input limit. This calculation ensures that the maximum percentage of pixels with values smaller than the lower limit can only equal the value of the first element.

Similarly, the object calculates the upper input limit. This calculation ensures that the maximum percentage of pixels with values greater than the upper limit is can only equal the value of the second element.

The default is `[1 1]`.

## **HistogramNumBins**

Number of histogram bins

Specify the number of histogram bins used to calculate the scaled input values.

The default is 256.

## **OutputRangeSource**

How to specify lower and upper output limits

Specify how to determine the lower and upper output limits as one of `Auto` | `Property`. The default is `Auto`. If you set the value of this property to `Auto`, the object uses the minimum value of the input data type as the lower output limit. The maximum value of the input data type indicates the upper output limit.

## **OutputRange**

Lower and upper output limits

Specify the lower and upper output limits as a two-element vector of real numbers. The first element corresponds to the lower output limit, and the second element corresponds to the upper output limit. This property only applies when you set

the `OutputRangeSource` property to `Property`. This property is tunable.

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Floor`.

### **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as one of `Wrap` | `Saturate`. The default is `Wrap`

### **ProductInputDataType**

Product input word and fraction lengths

Specify the product input fixed-point data type as `Custom`.

### **CustomProductInputDataType**

Product input word and fraction lengths

Specify the product input fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`.

The default is `numericType([], 32, 16)`.

### **ProductHistogramDataType**

Product histogram word and fraction lengths

Specify the product histogram fixed-point data type as `Custom`. This property only applies when you set the `InputRange` property to `Range` determined by saturating outlier pixels.

### **CustomProductHistogramDataType**

Product histogram word and fraction lengths

Specify the product histogram fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property only applies when you set the `InputRange` property to `Range` determined by saturating outlier pixels.

The default is `numericType([],32,16)`.

## Methods

<code>clone</code>	Create contrast adjuster with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Adjust contrast in input image

## Examples

Use contrast adjuster to enhance image quality:

```
hcontadj = vision.ContrastAdjuster;  
x = imread('pout.tif');  
y = step(hcontadj, x);  
  
imshow(x); title('Original Image');  
figure, imshow(y);  
title('Enhanced image after contrast adjustment');
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Contrast Adjustment block reference page. The object properties correspond to the block parameters.

# vision.ContrastAdjuster

---

## See Also

`vision.HistogramEqualizer`

**Purpose** Create contrast adjuster with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a `ContrastAdjuster System` object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.ContrastAdjuster.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**      `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.ContrastAdjuster.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.ContrastAdjuster.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the ContrastAdjuster System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

## vision.ContrastAdjuster.step

---

**Purpose** Adjust contrast in input image

**Syntax**  $Y = \text{step}(H, X)$

**Description**  $Y = \text{step}(H, X)$  performs contrast adjustment of input  $X$  and returns the adjusted image  $Y$ .

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

<b>Purpose</b>	Compute 2-D discrete convolution of two input matrices
<b>Description</b>	The Convolver object computes 2-D discrete convolution of two input matrices.
<b>Construction</b>	<p><code>H = vision.Convolver</code> returns a System object, H, that performs two-dimensional convolution on two inputs.</p> <p><code>H = vision.Convolver(Name, Value)</code> returns a 2-D convolution System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as <code>(Name1, Value1, ..., NameN, ValueN)</code>.</p>
<b>Properties</b>	<p><b>OutputSize</b></p> <p>Specify dimensions of output</p> <p>This property controls the size of the output scalar, vector, or matrix produced as a result of the convolution between the two inputs. You can set this property to one of <code>Full</code>   <code>Same as first input</code>   <code>Valid</code>. The default is <code>Full</code>. When you set this property to <code>Full</code>, the object outputs the full two-dimensional convolution with dimension, <math>(Ma+Mb-1, Na+Nb-1)</math>. When you set this property to <code>Same as first input</code>, the object outputs the central part of the convolution with the same dimensions as the first input. When you set this property to <code>Valid</code>, the object outputs only those parts of the convolution that are computed without the zero-padded edges of any input. For this case, the object outputs dimension, <math>(Ma-Mb+1, Na-Nb+1)</math>. <math>(Ma, Na)</math> is the size of the first input matrix and <math>(Mb, Nb)</math> is the size of the second input matrix.</p> <p><b>Normalize</b></p> <p>Whether to normalize the output</p> <p>Set to <code>true</code> to normalize the output. The default is <code>false</code>.</p>

## Fixed-Point Properties

### RoundingMethod

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Floor`.

### OverflowAction

Overflow action for fixed-point operations

Specify the overflow action as one of `Wrap` | `Saturate`. The default is `Wrap`.

### ProductDataType

Product word and fraction lengths

Specify the product fixed-point data type as one of `Same as first input` | `Custom`. The default is `Custom`.

### CustomProductDataType

Product word and fraction lengths

Specify the product fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `ProductDataType` property to `Custom`. The default is `numericType([],32,10)`.

### AccumulatorDataType

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as one of `Same as product` | `Same as first input` | `Custom`. The default is `Same as product`.

### CustomAccumulatorDataType

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `AccumulatorDataType` property to `Custom`. The default is `numericType([],32,10)`.

## OutputDataType

Output word and fraction lengths

Specify the output fixed-point data type as one of `Same as first input` | `Custom`. The default is `Custom`.

## CustomOutputDataType

Output word and fraction lengths

Specify the output fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `OutputDataType` property to `Custom`. The default is `numericType([],32,12)`.

## Methods

<code>clone</code>	Create 2-D convolver object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Compute 2-D convolution of input matrices

# vision.Convolver

---

## Examples

Compute the 2D convolution of two matrices.

```
hconv2d = vision.Convolver;  
x1 = [1 2;2 1];  
x2 = [1 -1;-1 1];  
y = step(hconv2d, x1, x2)
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the 2-D Convolution block reference page. The object properties correspond to the block parameters.

## See Also

[vision.Crosscorrelator](#) | [vision.AutoCorrelator](#)

**Purpose**

Create 2-D convolver object with same property values

**Syntax**

`C = clone(H)`

**Description**

`C = clone(H)` creates a Convolver System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.Convolver.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.Convolver.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the Convolver System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.Convolver.step

---

**Purpose** Compute 2-D convolution of input matrices

**Syntax** `Y = step(HCONV2D,X1,X2)`

**Description** `Y = step(HCONV2D,X1,X2)` computes 2-D convolution of input matrices *X1* and *X2*.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

## Purpose

Detect corner features

## Description

The corner detector object finds corners in a grayscale image. It returns corner locations as a matrix of [x y] coordinates. The object finds corners in an image using the Harris corner detection (by Harris & Stephens), minimum eigenvalue (by Shi & Tomasi), or local intensity comparison (Features from Accelerated Segment Test, FAST by Rosten & Drummond) method.

## Construction

`cornerDetector = vision.CornerDetector` returns a corner detector object, `cornerDetector`, that finds corners in an image using a Harris corner detector.

`cornerDetector = vision.CornerDetector(Name, Value)` configures the corner detector object properties. You specify these properties as one or more name-value pair arguments. Unspecified properties have default values.

### To detect corners:

- 1 Define and set up your corner detector using the constructor.
- 2 Call the `step` method with the input image, `I`, the corner detector object, `cornerDetector`, and any optional properties. See the syntax below for using the `step` method.

`LOC = step(cornerDetector, I)` returns corners in the grayscale input image `I`. The `step` method outputs the location of detected corners, specified as an  $M$ -by-2 matrix of [x y] coordinates, where  $M$  is the number of detected corners.  $M$  can be less than or equal to the value specified by the `MaximumCornerCount` property.

`METRIC = step(cornerDetector, I)` returns a matrix, `METRIC`, with corner metric values. This applies when you set the `MetricMatrixOutputPort` property to `true`. The output, `METRIC`, represents corner strength. The size of the `METRIC` matrix is the same as that of the input image.

# vision.CornerDetector

---

[LOC,METRIC] = step(cornerDetector,I) returns the locations of the corners in the  $M$ -by-2 matrix, LOC, and the corner metric matrix in METRIC. This applies when you set both the CornerLocationOutputPort and MetricMatrixOutputPort properties to true.

## Properties

### Method

Method to find corner values

Specify the method to find the corner values. Specify as one of Harris corner detection (Harris & Stephens) | Minimum eigenvalue (Shi & Tomasi) | Local intensity comparison (Rosten & Drummond).

Default: Harris corner detection (Harris & Stephens)

### Sensitivity

Harris corner sensitivity factor

Specify the sensitivity factor,  $k$ , used in the Harris corner detection algorithm as a scalar numeric value such that  $0 < k < 0.25$ . The smaller the value of  $k$ , the more likely the algorithm will detect sharp corners. This property only applies when you set the Method property to Harris corner detection (Harris & Stephens). This property is tunable.

Default: 0.04

### SmoothingFilterCoefficients

Smoothing filter coefficients

Specify the filter coefficients for the separable smoothing filter as a real-valued numeric vector. The vector must have an odd number of elements and a length of at least 3. For more information, see fspecial. This property applies only when you set the Method property to either Harris corner detection (Harris & Stephens) or Minimum eigenvalue (Shi & Tomasi).

Default: Output of fspecial('gaussian',[1 5],1.5)

### IntensityThreshold

Intensity comparison threshold

Specify a positive scalar value. The object uses the intensity threshold to find valid bright or dark surrounding pixels. This property applies only when you set the Method property to Local intensity comparison (Rosten & Drummond). This property is tunable.

Default: 0.1

## **MaximumAngleThreshold**

Maximum angle in degrees for valid corner

Specify the maximum angle in degrees to indicate a corner as one of 22.5 | 45.0 | 67.5 | 90.0 | 112.5 | 135.0 | 157.5. This property only applies when you set the Method property to Local intensity comparison (Rosten & Drummond). This property is tunable.

Default: 157.5

## **CornerLocationOutputPort**

Enable output of corner location

Set this property to true to output the corner location after corner detection. This property and the MetricMatrixOutputPort property cannot both be set to false.

Default: true

## **MetricMatrixOutputPort**

Enable output of corner metric matrix

Set this property to true to output the metric matrix after corner detection. This property and the CornerLocationOutputPort property cannot both be set to false.

Default: false

## **MaximumCornerCount**

Maximum number of corners to detect

Specify the maximum number of corners to detect as a positive scalar integer value. This property only applies when you set the `CornerLocationOutputPort` property to `true`.

Default: 200

## **CornerThreshold**

Minimum metric value to indicate a corner

Specify a positive scalar number for the minimum metric value that indicates a corner. This property applies only when you set the `CornerLocationOutputPort` property to `true`. This property is tunable.

Default: 0.0005

## **NeighborhoodSize**

Size of suppressed region around detected corner

Specify the size of the neighborhood around the corner metric value over which the object zeros out the values. The neighborhood size is a two element vector of positive odd integers,  $[r\ c]$ . Here,  $r$  indicates the number of rows in the neighborhood, and  $c$  indicates the number of columns. This property only applies when you set the `CornerLocationOutputPort` property to `true`.

Default: [11 11]

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`.

Default: `Floor`

### **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as one of Wrap | Saturate.

Default: Wrap

## **CoefficientsDataType**

Coefficients word and fraction lengths

Specify the coefficients fixed-point data type as one of Same word length as input | Custom. This property applies only when you do not set the Method property to Local intensity comparison (Rosten & Drummond).

Default: Custom

## **CustomCoefficientsDataType**

Coefficients word and fraction lengths

Specify the coefficients fixed-point type as a signed numeric type object with a Signedness of Auto. This property applies only when you do not set the Method property to Local intensity comparison (Rosten & Drummond) and you set the CoefficientsDataType property to Custom.

Default: numeric type([], 16)

## **ProductDataType**

Product word and fraction lengths

Specify the product fixed-point data type as one of Same as input | Custom. This property applies when you do not set the Method property to Local intensity comparison (Rosten & Drummond).

Default: Custom

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled numeric type object with a Signedness of Auto. This property applies when you do not set the Method property to Local intensity comparison

(Rosten & Drummond) and you set the `ProductDataType` property to `Custom`.

Default: `numerictype([],32,0)`

## **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as one of `Same as input` | `Custom`.

Default: `Custom`

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numerictype` object. This property applies when you set the `AccumulatorDataType` property to `Custom`.

Default: `numerictype([],32,0)`

## **MemoryDataType**

Memory word and fraction lengths

Specify the memory fixed-point data type as one of `Same as input` | `Custom`. This property applies when you do not set the `Method` property to `Local intensity comparison` (Rosten & Drummond).

Default: `Custom`

## **CustomMemoryDataType**

Memory word and fraction lengths

Specify the memory fixed-point type as a scaled `numerictype` object with a `Signedness` of `Auto`. This property applies only you do not set the `Method` property to `Local intensity comparison` (Rosten & Drummond) and you set the `MemoryDataType` property to `Custom`.

Default: `numerictype([],32,0)`

## **MetricOutputDataType**

Metric output word and fraction lengths

Specify the metric output fixed-point data type as one of `Same as accumulator` | `Same as input` | `Custom`.

Default: `Same as accumulator`

## **CustomMetricOutputDataType**

Metric output word and fraction lengths

Specify the metric output fixed-point type as a signed, scaled `numerictype` object with a `Signedness` of `Auto`. This property applies when you set the `MetricOutputDataType` property to `Custom`.

Default: `numerictype([],32,0)`

## **Methods**

<code>clone</code>	Create corner detector with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Detect corners in input image

## **Examples**

### **Detect Corners in an Input Image**

Detect corners in an input image using the FAST algorithm.

# vision.CornerDetector

---

Read the input image.

```
I = im2single(imread('circuit.tif'));
```

Select FAST algorithm by Rosten & Drummond.

```
cornerDetector = vision.CornerDetector('Method','Local intensity comparis
```

Find corners

```
pts = step(cornerDetector, I);
```

Create the markers. The color data range must match the data range of the input image. The color format for the marker is [red, green, blue].

```
color = [1 0 0];  
drawMarkers = vision.MarkerInserter('Shape', 'Circle', 'BorderColor', 'Cu
```

Convert the grayscale input image I to an RGB image J before inserting color markers.

```
J = repmat(I,[1 1 3]);
```

Display the image with markers

```
J = step(drawMarkers, J, pts);  
imshow(J); title ('Corners detected in a grayscale image');
```

## See Also

```
vision.LocalMaximaFinder | vision.EdgeDetector  
| vision.MarkerInserter | detectSURFFeatures |  
detectMSERFeatures | extractFeatures | matchFeatures
```

**Purpose**

Create corner detector with same property values

**Syntax**

`C = clone(H)`

**Description**

`C = clone(H)` creates a CornerDetector System object, *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.CornerDetector.getNumInputs

---

**Purpose**                      Number of expected inputs to step method

**Syntax**                      `getNumInputs(H)`

**Description**                `getNumInputs(H)` returns the number of expected inputs to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.CornerDetector.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `getNumOutputs(H)`

**Description** `getNumOutputs(H)` returns the number of outputs from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.CornerDetector.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** `isLocked(H)`

**Description** `isLocked(H)` returns the locked state of the corner detector.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.CornerDetector.step

---

**Purpose** Detect corners in input image

**Syntax**  
LOC = step(cornerDetector,I)  
METRIC = step(cornerDetector,I)  
[LOC,METRIC] = step(cornerDetector,I)

**Description** LOC = step(cornerDetector,I) returns corners in the grayscale input image I. The step method outputs the location of detected corners, specified as an  $M$ -by-2 matrix of [x y] coordinates, where  $M$  is the number of detected corners.  $M$  can be less than or equal to the value specified by the MaximumCornerCount property.

METRIC = step(cornerDetector,I) returns a matrix, METRIC, with corner metric values. This applies when you set the MetricMatrixOutputPort property to true. The output, METRIC, represents corner strength. The size of the METRIC matrix is the same as that of the input image.

[LOC,METRIC] = step(cornerDetector,I) returns the locations of the corners in the  $M$ -by-2 matrix, LOC, and the corner metric matrix in METRIC. This applies when you set both the CornerLocationOutputPort and MetricMatrixOutputPort properties to true.

---

**Note** The object performs an initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the release method to unlock the object.

---

<b>Purpose</b>	2-D cross-correlation of two input matrices
<b>Description</b>	The Crosscorrelator object computes 2-D cross-correlation of two input matrices.
<b>Construction</b>	<p>H = vision.Crosscorrelator returns a System object, H, that performs two-dimensional cross-correlation between two inputs.</p> <p>H = vision.Crosscorrelator(<i>Name</i>, <i>Value</i>) returns a 2-D cross correlation System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as (<i>Name1</i>, <i>Value1</i>, ..., <i>NameN</i>, <i>ValueN</i>).</p>
<b>Properties</b>	<p><b>OutputSize</b></p> <p>Specify dimensions of output</p> <p>This property controls the size of the output scalar, vector, or matrix produced as a result of the cross-correlation between the two inputs. This property can be set to one of <code>Full</code>, <code>Same as first input</code>, <code>Valid</code>. If this property is set to <code>Full</code>, the output is the full two-dimensional cross-correlation with dimensions <math>(Ma+Mb-1, Na+Nb-1)</math>. if this property is set to <code>same as first input</code>, the output is the central part of the cross-correlation with the same dimensions as the first input. if this property is set to <code>valid</code>, the output is only those parts of the cross-correlation that are computed without the zero-padded edges of any input. this output has dimensions <math>(Ma-Mb+1, Na-Nb+1)</math>. <math>(Ma, Na)</math> is the size of the first input matrix and <math>(Mb, Nb)</math> is the size of the second input matrix. The default is <code>Full</code>.</p> <p><b>Normalize</b></p> <p>Normalize output</p> <p>Set this property to <code>true</code> to normalize the output. If you set this property to <code>true</code>, the object divides the output by</p> $\sqrt{\sum(I_{1p} \cdot I_{1p}) \times \sum(I_2 \cdot I_2)},$ <p>where <math>I_{1p}</math> is the portion of the input</p>

matrix,  $I_1$  that aligns with the input matrix,  $I_2$ . This property must be set to `false` for fixed-point inputs. The default is `false`.

## Fixed-Point Properties

### RoundingMethod

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Floor`.

### OverflowAction

Overflow action for fixed-point operations

Specify the overflow action as `Wrap` or `Saturate`. The default is `Wrap`.

### ProductDataType

Product word and fraction lengths

Specify the product fixed-point data type as `Same as first input`, `Custom`. The default is `Same as first input`.

### CustomProductDataType

Product word and fraction lengths

Specify the product fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `ProductDataType` property to `Custom`. The default is `numericType([],32,30)`.

### AccumulatorDataType

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as `Same as product`, `Same as first input`, `Custom`. The default is `Same as product`.

## CustomAccumulatorDataType

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `AccumulatorDataType` property to `Custom`. The default is `numericType([],32,30)`.

## OutputDataType

Output word and fraction lengths

Specify the output fixed-point data type as `Same as first input`, `Custom`. The default is `Same as first input`.

## CustomOutputDataType

Output word and fraction lengths

Specify the output fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `OutputDataType` property to `Custom`. The default is `numericType([],16,15)`.

## Methods

<code>clone</code>	Create 2-D cross correlator object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Compute 2-D correlation of input matrices

# vision.Crosscorrelator

---

## Examples

Compute the 2-D correlation of two matrices.

```
hcorr2d = vision.Crosscorrelator;  
x1 = [1 2;2 1];  
x2 = [1 -1;-1 1];  
y = step(hcorr2d,x1,x2);
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the 2-D Correlation block reference page. The object properties correspond to the block parameters.

## See Also

`vision.Autocorrelator`

<b>Purpose</b>	Create 2-D cross correlator object with same property values
<b>Syntax</b>	<code>C = clone(H)</code>
<b>Description</b>	<code>C = clone(H)</code> creates a Crosscorrelator System object <i>C</i> , with the same property values as <i>H</i> . The <code>clone</code> method creates a new unlocked object.

# vision.Crosscorrelator.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.Crosscorrelator.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the Crosscorrelator System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.Crosscorrelator.step

---

**Purpose** Compute 2-D correlation of input matrices

**Syntax**  $Y = \text{step}(H, X1, X2)$

**Description**  $Y = \text{step}(H, X1, X2)$  computes the 2-D correlation of input matrices  $X1$  and  $X2$ .

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

---

<b>Purpose</b>	Compute 2-D discrete cosine transform
<b>Description</b>	The DCT object computes a 2-D discrete cosine transform. The number of rows and columns of the input matrix must be a power of 2.
<b>Construction</b>	<p>H = vision.DCT returns a discrete cosine transform System object, H, used to compute the two-dimensional discrete cosine transform (2-D DCT) of a real input signal.</p> <p>H = vision.DCT(<i>Name</i>, <i>Value</i>) returns a discrete cosine transform System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as (<i>Name1</i>, <i>Value1</i>, ..., <i>NameN</i>, <i>ValueN</i>).</p>
<b>Properties</b>	<p><b>SineComputation</b></p> <p>Specify how the System object computes sines and cosines as Trigonometric function, or Table lookup. This property must be set to Table lookup for fixed-point inputs.</p> <p><b>Fixed-Point Properties</b></p> <p><b>RoundingMethod</b></p> <p>Rounding method for fixed-point operations</p> <p>Specify the rounding method as one of Ceiling   Convergent   Floor   Nearest   Round   Simplest   Zero. The default is Floor. This property applies when you set the SineComputation to Table lookup.</p> <p><b>OverflowAction</b></p> <p>Overflow action for fixed-point operations</p> <p>Specify the overflow action as Wrap or Saturate. This property applies when you set the SineComputation to Table lookup. The default is Wrap.</p> <p><b>SineTableDataType</b></p>

Sine table word-length designation

Specify the sine table fixed-point data type as `Same word length as input`, or `Custom`. This property applies when you set the `SineComputation` to `Table lookup`. The default is `Same word length as input`.

## **CustomSineTableDataType**

Sine table word length

Specify the sine table fixed-point type as a signed, unscaled `numericType` object. This property applies when you set the `SineComputation` to `Table lookup` and you set the `SineTableDataType` property to `Custom`. The default is `numericType(true,16)`.

## **ProductDataType**

Product word and fraction lengths

Specify the product fixed-point data type as `Full precision`, `Same as first input`, or `Custom`. This property applies when you set the `SineComputation` to `Table lookup`. The default is `Custom`.

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a signed, scaled `numericType` object. This property applies when you set the `SineComputation` to `Table lookup`, and the `ProductDataType` property to `Custom`. The default is `numericType(true,32,30)`.

## **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as `Full precision`, `Same as input`, `Same as product`, `Same as first input`, or `Custom`. This property applies when you set the `SineComputation` property to `Table lookup`. The default is `Full precision`.

**CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a signed, scaled `numericType` object. This property applies when you set the `SineComputation` to `Table lookup`, and `AccumulatorDataType` property to `Custom`. The default is `numericType(true,32,30)`.

**OutputDataType**

Output word and fraction lengths

Specify the output fixed-point data type as `Full precision`, `Same as first input`, or `Custom`. This property applies when you set the `SineComputation` to `Table lookup`. The default is `Custom`.

**CustomOutputDataType**

Output word and fraction lengths

Specify the output fixed-point type as a signed, scaled `numericType` object. This property applies when you set the `SineComputation` to `Table lookup`, and the `OutputDataType` property to `Custom`. The default is `numericType(true,16,15)`.

**Methods**

<code>clone</code>	Create 2-D discrete cosine transform object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties

release	Allow property value and input characteristics changes
step	Compute 2-D discrete cosine transform on input

## Examples

Use 2-D discrete cosine transform to analyze the energy content in an image. Set the DCT coefficients lower than a threshold of 0, and then reconstruct the image using the 2-D inverse discrete cosine transform object.

```
hdct2d = vision.DCT;  
I = double(imread('cameraman.tif'));  
J = step(hdct2d, I);  
imshow(log(abs(J)),[], colormap(jet(64)), colorbar  
  
hidct2d = vision.IDCT;  
J(abs(J) < 10) = 0;  
It = step(hidct2d, J);  
figure, imshow(I, [0 255]), title('Original image')  
figure, imshow(It,[0 255]), title('Reconstructed image')
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the 2-D DCT block reference page. The object properties correspond to the block parameters.

## See Also

`vision.IDCT`

**Purpose** Create 2-D discrete cosine transform object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a DCT System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.DCT.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.DCT.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the DCT System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

## vision.DCT.step

---

**Purpose** Compute 2-D discrete cosine transform on input

**Syntax**  $Y = \text{step}(H, X)$

**Description**  $Y = \text{step}(H, X)$  returns the 2-D discrete cosine transform  $Y$  of input  $X$ .

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

<b>Purpose</b>	Remove motion artifacts by deinterlacing input video signal
<b>Description</b>	The <code>Deinterlacer</code> object removes motion artifacts by deinterlacing input video signal.
<b>Construction</b>	<p><code>H = vision.Deinterlacer</code> returns a deinterlacing System object, <code>H</code>, that removes motion artifacts from images composed of weaved top and bottom fields of an interlaced signal.</p> <p><code>H = vision.Deinterlacer(Name, Value)</code> returns a deinterlacing System object, <code>H</code>, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as <code>(Name1, Value1, ..., NameN, ValueN)</code>.</p>
<b>Properties</b>	<b>Method</b> Method used to deinterlace input video  Specify how the object deinterlaces the input video as one of <code>Line repetition</code>   <code>Linear interpolation</code>   <code>Vertical temporal median filtering</code> . The default is <code>Line repetition</code> .  <b>TransposedInput</b> Indicate if input data is in row-major order  Set this property to <code>true</code> if the input buffer contains data elements from the first row first, then the second row second, and so on.  The default is <code>false</code> .  <b>Fixed-Point Properties</b> <b>RoundingMethod</b> Rounding method for fixed-point operations  Specify the rounding method as one of <code>Ceiling</code>   <code>Convergent</code>   <code>Floor</code>   <code>Nearest</code>   <code>Round</code>   <code>Simplest</code>   <code>Zero</code> . The default is <code>Floor</code> . This property applies when you set the <code>Method</code> property to <code>Linear Interpolation</code> .

## **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as one of `Wrap` | `Saturate`. The default is `Wrap`. This property applies when you set the `Method` property to `Linear Interpolation`.

## **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as one of `Same as input` | `Custom`. The default is `Custom`. This property applies when you set the `Method` property to `Linear Interpolation`.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property is applicable when the `AccumulatorDataType` property is `Custom`. This property applies when you set the `Method` property to `Linear Interpolation`.

The default is `numericType([],12,3)`.

## **OutputDataType**

Output word and fraction lengths

Specify the output fixed-point data type as one of `Same as input` | `Custom`. This property applies when you set the `Method` property to `Linear Interpolation`. The default is `Same as input`.

## **CustomOutputDataType**

Output word and fraction lengths

Specify the output fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property is applicable when the `OutputDataType` property is `Custom`. This property applies when you set the `Method` property to `Linear Interpolation`.

The default is `numericType([],8,0)`.

## Methods

<code>clone</code>	Create deinterlacer object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Deinterlace input video signal

## Examples

Use deinterlacing to remove motion artifacts from an input image:

```
hdint = vision.Deinterlacer;  
x = imread('vipinterlace.png');  
y = step(hdint, x);  
imshow(x); title('Original Image');  
figure, imshow(y); title('Image after deinterlacing');
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Deinterlacing block reference page. The object properties correspond to the block parameters.

## See Also

`vision.CornerDetector`

# vision.Deinterlacer.clone

---

**Purpose** Create deinterlacer object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a Deinterlacer System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.Deinterlacer.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**      `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the Deinterlacer System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.Deinterlacer.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose** Deinterlace input video signal

**Syntax**  $Y = \text{step}(H, X)$

**Description**  $Y = \text{step}(H, X)$  deinterlaces input  $X$  according to the algorithm set in the Method property.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.DemosaicInterpolator

---

**Purpose** Bayer-pattern image conversion to true color

**Description** The DemosaicInterpolator object demosaics Bayer's format images. The object identifies the alignment as the sequence of R, G, and B pixels in the top-left four pixels of the image, in row-wise order.

**Construction** `H = vision.DemosaicInterpolator` returns a System object, H, that performs demosaic interpolation on an input image in Bayer format with the specified alignment.

`H = vision.DemosaicInterpolator(Name, Value)` returns a System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as *(Name1, Value1, ..., NameN, ValueN)*.

## Properties

### Method

Interpolation algorithm

Specify the algorithm the object uses to calculate the missing color information as one of `Bilinear` | `Gradient-corrected linear`. The default is `Gradient-corrected linear`.

### SensorAlignment

Alignment of the input image

Specify the sequence of R, G and B pixels that correspond to the 2-by-2 block of pixels in the top-left corner, of the image. It can be set to one of `RGGB` | `GRBG` | `GBRG` | `BGGR`. The default is `RGGB`. Specify the sequence in left-to-right, top-to-bottom order.

### Fixed-Point Properties

#### RoundingMethod

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Floor`.

## **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as one of `Wrap` | `Saturate`. The default is `Saturate`.

## **ProductDataType**

Product output word and fraction lengths

Specify the product output fixed-point data type as one of `Same as input` | `Custom`. The default is `Custom`.

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `ProductDataType` property to `Custom`. The default is `numericType([],32,10)`.

## **AccumulatorDataType**

Data type of the accumulator

Specify the accumulator fixed-point data type as one of `Same as product` | `Same as input` | `Custom`. The default is `Same as product`.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `AccumulatorDataType` property to `Custom`. The default is `numericType([],32,10)`.

# vision.DemosaicInterpolator

---

## Methods

clone	Create demosaic interpolator object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and nontunable properties
release	Allow property value and input characteristics changes
step	Perform demosaic operation on input

## Examples

Demosaic a Bayer pattern encoded-image photographed by a camera with a sensor alignment of BGGR.

```
x = imread('mandi.tif');
hdemosaic = ...
    vision.DemosaicInterpolator('SensorAlignment', 'BGGR');
y = step(hdemosaic, x);

imshow(x,'InitialMagnification',20);
title('Original Image');
figure, imshow(y,'InitialMagnification',20);
title('RGB image after demosaic');
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Demosaic block reference page. The object properties correspond to the block parameters, except:

The **Output image signal** block parameter allows you to specify whether the block outputs the image as **One multidimensional signal** or **Separate color signals**. The object does not have a property that corresponds to the **Output image signal** block

parameter. The object always outputs the image as an  $M$ -by- $N$ -by- $P$  color video signal.

## See Also

`vision.GammaCorrector`

# vision.DemosaicInterpolator.clone

---

**Purpose** Create demosaic interpolator object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a DemosaicInterpolator System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.DemosaicInterpolator.getNumInputs

---

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.DemosaicInterpolator.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.DemosaicInterpolator.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the DemosaicInterpolator System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.DemosaicInterpolator.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose** Perform demosaic operation on input

**Syntax**  $Y = \text{step}(H, X)$

**Description**  $Y = \text{step}(H, X)$  performs the demosaic operation on the input  $X$ . The step method outputs an  $M$ -by- $N$ -by- $P$  color video signal, where  $P$  is the number of color planes.

---

**Note** The object performs an initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the release method to unlock the object.

---

# vision.DeployableVideoPlayer

---

**Purpose** Display video

**Description** The DeployableVideoPlayer object displays video frames. This video player object supports C code generation on Windows.

**Construction** `depVideoPlayer = vision.DeployableVideoPlayer` returns a video player System object, `depVideoPlayer`, for displaying video frames. Each call to the `step` method, displays the next video frame. This object only works on Windows platforms. Unlike the `vision.VideoPlayer` object, it can also generate C code.

`depVideoPlayer = vision.DeployableVideoPlayer(FRAMERATE)` returns a deployable video player System object, `depVideoPlayer`, with the display frame rate set to `FRAMERATE`. When you invoke the `step` method at a rate higher than `FRAMERATE`, the object slows down execution in order to maintain the requested display rate. This can happen when other computations in the processing loop execute at a rate faster than the display rate.

`depVideoPlayer = vision.DeployableVideoPlayer(...,Name,Value)` configures the video player properties, specified as one or more `Name,Value` pair arguments. Unspecified properties have default values.

## To display video:

- 1 Define and set up your deployable video player object using the constructor.
- 2 Call the `step` method with the deployable video player object, `depVideoPlayer`, and any optional properties. See the syntax below for using the `step` method.

`step(depVideoPlayer,I)` displays one grayscale or truecolor RGB video frame, `I`, in the video player.

`step(depVideoPlayer,Y,Cb,Cr)` displays one frame of YCbCr 4:2:2 video in the color components `Y`, `Cb`, and `Cr` when you set the `InputColorFormat` property to `YCbCr 4:2:2`. The number of columns

in the Cb and Cr components must be half the number of columns in the Y component.

## Properties

### Location

Location of bottom left corner of video window

Specify the location for the bottom left corner of the video player window as a two-element vector. The first and second elements are specified in pixels and represent the horizontal and vertical coordinates respectively. The coordinates [0 0] represent the bottom left corner of the screen.

Default: Dependent on the screen resolution, and will result in a window positioned in the center of the screen.

### Name

Video window title bar caption

Specify the caption to display on the video player window title bar as any string.

Default: 'Deployable Video Player'

### Size

Size of video display window

Specify the video player window size as `Full-screen`, `True size (1:1)` or `Custom`. When this property is set to `Full-screen`, use the Esc key to exit out of full-screen mode.

Default: `True size (1:1)`

### CustomSize

Custom size for video player window

Specify the custom size of the video player window as a two-element vector. The first and second elements are specified in pixels and represent the horizontal and vertical components respectively. The video data will be resized to fit the window. This property applies when you set the `Size` property to `Custom`.

# vision.DeployableVideoPlayer

---

Default: [300 410]

## FrameRate

Frame rate of video data

Specify the rate of video data in frames per second as a positive integer-valued scalar.

Default: 30

## InputColorFormat

Color format of input signal

Specify the color format of the input data as one of RGB or YCbCr 4:2:2. The number of columns in the Cb and Cr components must be half the number of columns in Y.

Default: RGB

## Methods

clone	Create deployable video player object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and nontunable properties
release	Allow property value and input characteristics changes
step	Send multidimensional video to computer screen

## Examples

### Play a Video from a File

```
videoFReader = vision.VideoFileReader;
```

```
depVideoPlayer = vision.DeployableVideoPlayer;

while ~isDone(videoFReader)
    frame = step(videoFReader);
    step(depVideoPlayer, frame);
end
release(videoFReader);
release(depVideoPlayer);
```

## See Also

[vision.VideoFileWriter](#) | [vision.VideoFileReader](#) |  
[vision.VideoPlayer](#)

# vision.DeployableVideoPlayer.clone

---

**Purpose** Create deployable video player object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a `DeployableVideoPlayer` System object `C`, with the same property values as `H`. The `clone` method creates a new unlocked object.

# vision.DeployableVideoPlayer.getNumInputs

---

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.DeployableVideoPlayer.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.DeployableVideoPlayer.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the DeployableVideoPlayer System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.DeployableVideoPlayer.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose**

Send multidimensional video to computer screen

**Syntax**

```
step(depVideoPlayer,I)
step(depVideoPlayer,Y,Cb,Cr)
```

**Description**

`step(depVideoPlayer,I)` displays one grayscale or truecolor RGB video frame, I, in the video player.

`step(depVideoPlayer,Y,Cb,Cr)` displays one frame of YCbCr 4:2:2 video in the color components Y, Cb, and Cr when you set the `InputColorFormat` property to YCbCr 4:2:2. The number of columns in the Cb and Cr components must be half the number of columns in the Y component.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.EdgeDetector

---

**Purpose** Find object edge

**Description** The `EdgeDetector` object finds edges of objects in images. For Sobel, Prewitt and Roberts algorithms, the object finds edges in an input image by approximating the gradient magnitude of the image. The object obtains the gradient as a result of convolving the image with the Sobel, Prewitt or Roberts kernel. For Canny algorithm, the object finds edges by looking for the local maxima of the gradient of the input image. The calculation derives the gradient using a Gaussian filter. This algorithm is more robust to noise and more likely to detect true weak edges.

**Construction** `H = vision.EdgeDetector` returns an edge detection System object, H, that finds edges in an input image using Sobel, Prewitt, Roberts, or Canny algorithm.

`H = vision.EdgeDetector(Name, Value)` returns an edge detection object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as *(Name1, Value1, ..., NameN, ValueN)*.

## Properties

### Method

Edge detection algorithm

Specify the edge detection algorithm as one of `Sobel` | `Prewitt` | `Roberts` | `Canny`. The default is `Sobel`.

### BinaryImageOutputPort

Output the binary image

Set this property to `true` to output the binary image after edge detection. When you set this property to `true`, the object will output a logical matrix. The nonzero elements of this matrix correspond to the edge pixels and the zero elements correspond to the background pixels. This property applies when you set the Method property to `Sobel`, `Prewitt` or `Roberts`.

The default is `true`.

## **GradientComponentOutputPorts**

Output the gradient components

Set this property to true to output the gradient components after edge detection. When you set this property to true, and the Method property to Sobel or Prewitt, this System object outputs the gradient components that correspond to the horizontal and vertical edge responses. When you set the Method property to Roberts, the System object outputs the gradient components that correspond to the 45 and 135 degree edge responses. Both BinaryImageOutputPort and GradientComponentOutputPorts properties cannot be false at the same time.

The default is false.

## **ThresholdSource**

Source of threshold value

Specify how to determine threshold as one of Auto | Property | Input port. The default is Auto. This property applies when you set the Method property to Canny. This property also applies when you set the Method property to Sobel, Prewitt or Roberts and the BinaryImageOutputPort property to true.

## **Threshold**

Threshold value

Specify the threshold value as a scalar of a MATLAB built-in numeric data type. When you set the you set the Method property to Sobel, Prewitt or Roberts, you must a value within the range of the input data. When you set the Method property to Canny, specify the threshold as a two-element vector of low and high values that define the weak and strong edges. This property is accessible when the ThresholdSource property is Property. This property is tunable.

The default is[0.25 0.6] when you set the Method property to Canny. Otherwise, The default is20.

## **ThresholdScaleFactor**

Multiplier to adjust value of automatic threshold

Specify multiplier that is used to adjust calculation of automatic threshold as a scalar MATLAB built-in numeric data type. This property applies when you set the Method property to Sobel, Prewitt or Roberts and the ThresholdSource property to Auto. This property is tunable.

The default is 4.

## **EdgeThinning**

Enable performing edge thinning

Indicate whether to perform edge thinning. Choosing to perform edge thinning requires additional processing time and resources. This property applies when you set the Method property to Sobel, Prewitt or Roberts and the BinaryImageOutputPort property to true.

The default is false.

## **NonEdgePixelsPercentage**

Approximate percentage of weak and nonedge pixels

Specify the approximate percentage of weak edge and nonedge image pixels as a scalar between 0 and 100. This property applies when you set the Method property to Canny and the ThresholdSource to Auto. This property is tunable.

The default is 70.

## **GaussianFilterStandardDeviation**

Standard deviation of Gaussian

filter Specify the standard deviation of the Gaussian filter whose derivative is convolved with the input image. You can set this property to any positive scalar. This property applies when you set the Method property to Canny.

The default is 1.

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Custom`. This property applies when you do not set the `Method` property to `Canny`.

### **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as `Wrap` or `Saturate`. This property applies when you do not set the `Method` property to `Canny`.

The default is `Wrap`.

### **ProductDataType**

Product word and fraction lengths

Specify the product fixed-point data type as one of `Same as first input` | `Custom`. The default is `Custom`. This property applies when you do not set the `Method` property to `Canny`.

### **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you do not set the `Method` property to `Canny`. This property applies when you set the `ProductDataType` property to `Custom`.

The default is `numericType([],32,8)`.

### **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as one of `Same as first input` | `Same as product` | `Custom`. The default is `Same as product`. This property applies when you do not set the `Method` property to `Canny`.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you do not set the `Method` property to `Canny`. This property applies when you set the `AccumulatorDataType` property to `Custom`.

The default is `numericType([],32,8)`.

## **GradientDataType**

Gradient word and fraction lengths

Specify the gradient components fixed-point data type as one of `Same as accumulator` | `Same as first input` | `Same as product` | `Custom`. The default is `Same as first input`. This property applies when you do not set the `Method` property to `Canny` and you set the `GradientComponentPorts` property to `true`.

## **CustomGradientDataType**

Gradient word and fraction lengths

Specify the gradient components fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property is accessible when the `Method` property is not `Canny`. This property is applicable when the `GradientDataType` property is `Custom`.

The default is `numericType([],16,4)`.

## Methods

<code>clone</code>	Create edge detector object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Find edges in input image

## Examples

Find the edges in an image:

```
hedge = vision.EdgeDetector;
hcsc = vision.ColorSpaceConverter(...
    'Conversion', 'RGB to intensity');
hidtypeconv = ...
    vision.ImageDataTypeConverter('OutputDataType','single');
img = step(hcsc, imread('peppers.png'));
img1 = step(hidtypeconv, img);
edges = step(hedge, img1);
imshow(edges);
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Edge Detection block reference page. The object properties correspond to the block parameters.

## See Also

`vision.TemplateMatcher`

# vision.EdgeDetector.clone

---

**Purpose** Create edge detector object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a `EdgeDetector System` object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.EdgeDetector.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the EdgeDetector System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.EdgeDetector.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose** Find edges in input image

**Syntax**

```
EDGES = step(H,IMG)
[GV,GH] = step(H,IMG)
[EDGES,GV,GH] = step(H,IMG)
```

**Description** EDGES = step(H,IMG) finds the edges, EDGES , in input IMG using the specified algorithm when the BinaryImageOutputPort property is true. EDGES is a boolean matrix with non-zero elements representing edge pixels and zero elements representing background pixels.

[GV,GH] = step(H,IMG) finds the two gradient components, GV and GH , of the input IMG, when you set the Method property to Sobel, Prewitt or Roberts, and you set the GradientComponentOutputPorts property to true and the BinaryImageOutputPort property to false. If you set the Method property to Sobel or Prewitt, then GV is a matrix of gradient values in the vertical direction and GH is a matrix of gradient values in the horizontal direction. If you set the Method property to Roberts, then GV represents the gradient component at 45 degree edge response, and GH represents the gradient component at 135 degree edge response.

[EDGES,GV,GH] = step(H,IMG) finds the edges, EDGES , and the two gradient components, GV and GH , of the input IMG when you set the Method property to Sobel, Prewitt or Roberts and both the BinaryImageOutputPort and GradientComponentOutputPorts properties are true.

---

**Note** The object performs an initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the release method to unlock the object.

---

# vision.FFT

---

**Purpose** Two-dimensional discrete Fourier transform

**Description** The `vision.FFT` object computes the 2D discrete Fourier transform (DFT) of a two-dimensional input matrix.

**Construction** `fftObj = vision.FFT` returns a 2D FFT object, `fftObj`, that computes the fast Fourier transform of a two-dimensional input.

`fftObj = vision.FFT(Name, Value)` configures the System object properties, specified as one or more name-value pair arguments. Unspecified properties have default values.

## To compute FFT:

- 1 Define and set up your FFT object using the constructor.
- 2 Call the `step` method with the input image, `I` and the FFT object, `fftObj`. See the syntax below for using the `step` method.

`J = step(fftObj, I)` computes the 2-D FFT, `J`, of an  $M$ -by- $N$  input matrix `I`, where  $M$  and  $N$  specify the dimensions of the input. The dimensions  $M$  and  $N$  must be positive integer powers of two when any of the following are true:

- The input is a fixed-point data type
- You set the `BitReversedOutput` property to `true`.
- You set the `FFTImplementation` property to `Radix-2`.

## Properties

### FFTImplementation

FFT implementation

Specify the implementation used for the FFT as one of `Auto` | `Radix-2` | `FFTW`. When you set this property to `Radix-2`, the FFT length must be a power of two.

Default: `Auto`

### BitReversedOutput

Output in bit-reversed order relative to input

Designates the order of output channel elements relative to the order of input elements. Set this property to true to output the frequency indices in bit-reversed order.

Default: false

### **Normalize**

Divide butterfly outputs by two

Set this property to true if the output of the FFT should be divided by the FFT length. This option is useful when you want the output of the FFT to stay in the same amplitude range as its input. This is particularly useful when working with fixed-point data types.

Default: false with no scaling

### **Fixed-Point Properties**

#### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of Ceiling | Convergent | Floor | Nearest | Round | Simplest | Zero.

Default: Floor

#### **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as Wrap or Saturate.

Default: Wrap

#### **SineTableDataType**

Sine table word and fraction lengths

Specify the sine table data type as Same word length as input, or Custom.

Default: Same word length as input

## **CustomSineTableDataType**

Sine table word and fraction lengths

Specify the sine table fixed-point type as an unscaled `numericType` object with a `Signedness` of `Auto`. This property applies only when you set the `SineTableDataType` property to `Custom`.

Default: `numericType([],16)`

## **ProductDataType**

Product word and fraction lengths

Specify the product data type as `Full` precision, `Same` as input, or `Custom`.

Default: `Full` precision

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies only when you set the `ProductDataType` property to `Custom`.

Default: `numericType([],32,30)`

## **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator data type as `Full` precision, `Same` as input, `Same` as product, or `Custom`.

Default: `Full` precision

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies only when you set the `AccumulatorDataType` property to `Custom`.

Default: `numericType([],32,30)`

### **OutputDataType**

Output word and fraction lengths

Specify the output data type as `Full` precision, `Same as input`, or `Custom`.

Default: `Full` precision

### **CustomOutputDataType**

Output word and fraction lengths

Specify the output fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `OutputDataType` property to `Custom`.

Default: `numericType([],16,15)`

## **Methods**

<code>clone</code>	Create FFT object with same property values
<code>getNumInputs</code>	Number of expected inputs to <code>step</code> method
<code>getNumOutputs</code>	Number of outputs from <code>step</code> method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Compute 2D discrete Fourier transform of input

## Examples

### Use 2-D FFT to View the Frequency Components of an Image

Create the FFT object.

```
fftObj = vision.FFT;
```

Read the image.

```
I = im2single(imread('pout.tif'));
```

Compute the FFT.

```
J = step(fftObj, I);
```

Shift zero-frequency components to the center of spectrum.

```
J_shifted = fftshift(J);
```

Display original image and visualize its FFT magnitude response.

```
figure; imshow(I); title('Input image, I');  
figure; imshow(log(max(abs(J_shifted), 1e-6)),[]), colormap(jet(64));  
title('Magnitude of the FFT of I');
```

## References

[1] FFTW (<http://www.fftw.org>)

[2] Frigo, M. and S. G. Johnson, "FFTW: An Adaptive Software Architecture for the FFT," *Proceedings of the International Conference on Acoustics, Speech, and Signal Processing*, Vol. 3, 1998, pp. 1381-1384.

## See Also

[vision.IFFT](#) | [vision.DCT](#) | [vision.IDCT](#) | [fft2](#)

**Purpose** Create FFT object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates an FFT System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.FFT.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**      `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.FFT.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the FFT System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

## vision.FFT.step

---

**Purpose** Compute 2D discrete Fourier transform of input

**Syntax**  $Y = \text{step}(H, X)$

**Description**  $Y = \text{step}(H, X)$  computes the 2D discrete Fourier transform (DFT),  $Y$ , of an  $M$ -by- $N$  input matrix  $X$ , where the values of  $M$  and  $N$  are integer powers of two.

<b>Purpose</b>	Detects foreground using Gaussian mixture models
<b>Description</b>	The ForegroundDetector object compares a color or grayscale video frame to a background model to determine whether individual pixels are part of the background or the foreground. It then computes a foreground mask.
<b>Construction</b>	<p>H = video.ForegroundDetector returns a foreground detector System object, H, that computes a foreground mask. Given a series of either grayscale or color video frames, the object computes the foreground mask using Gaussian mixture models (GMM).</p> <p>H = video.ForegroundDetector(Name, Value) returns a foreground detector System object, H, with each specified property name set to the specified value. Name can also be a property name and Value is the corresponding value. Name must appear inside single quotes ( ' '). You can specify several name-value pair arguments in any order as Name1, Value1, , NameN, ValueN.</p>
<b>Properties</b>	<p><b>AdaptLearningRate</b></p> <p>Adapt learning rate</p> <p>Enables the object to adapt the learning rate during the period specified by the NumTrainingFrames property. When you set this property to true, the object sets the LearningRate property to 1/(current frame number). When you set this property to false, the LearningRate property must be set at each time step.</p> <p>Default: true</p> <p><b>NumTrainingFrames</b></p> <p>Number of initial video frames for training background model</p> <p>Set this property to the number of training frames at the start of the video sequence.</p> <p>When you set the AdaptLearningRate to false, this property will not be available.</p>

Default: 150

## **LearningRate**

Learning rate for parameter updates

Specify the learning rate to adapt model parameters. This property controls how quickly the model adapts to changing conditions. Set this property appropriately to ensure algorithm stability.

When you set `AdaptLearningRate` to `true`, the `LearningRate` property takes effect only after the training period specified by `NumTrainingFrames` is over.

When you set the `AdaptLearningRate` to `false`, this property will not be available. This property is tunable.

Default: 0.005

## **MinimumBackgroundRatio**

Threshold to determine background model

Set this property to represent the minimum of the apriori probabilities for pixels to be considered background values. Multimodal backgrounds can not be handled, if this value is too small.

Default: 0.7

## **NumGaussians**

Number of Gaussian modes in the mixture model

Specify the number of Gaussian modes in the mixture model. Set this property to a positive integer. Typically this value is 3, 4 or 5. Set this value to 3 or greater to be able to model multiple background modes.

Default: 5

## **InitialVariance**

Variance when initializing a new Gaussian mode

Initial variance to initialize all distributions that compose the foreground-background mixture model. For a uint8 input a typical value is  $30^2$ . For a floating point input this typical value is scaled to  $\left(\frac{30}{255}\right)^2$ . This property applies to all color channels for color inputs.

Default:  $(30/255)^2$ ;

## Methods

<code>clone</code>	Create foreground detector with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>reset</code>	Reset the GMM model to its initial state
<code>step</code>	Detect foreground using Gaussian mixture models

## Examples

Track Cars:

```
hsrc = vision.VideoFileReader('viptraffic.avi','ImageColorSpace','Int8');
hfg = vision.ForegroundDetector(...
    'NumTrainingFrames', 5, ... % 5 because of short video
    'InitialVariance', 30*30); % initial standard deviation of 30
hblob = vision.BlobAnalysis(...
    'CentroidOutputPort', false, 'AreaOutputPort', false, ...
```

# vision.ForegroundDetector

---

```
        'BoundingBoxOutputPort', true, ...
        'MinimumBlobAreaSource', 'Property', 'MinimumBlobArea', 250);
hsi = vision.ShapeInserter('BorderColor','White');

hsnk = vision.VideoPlayer();
while ~isDone(hsrc)
    frame = step(hsrc);
    fgMask = step(hfg, frame);
    bbox = step(hblob, fgMask);
    out = step(hsi, frame, bbox); % draw bounding boxes around cars
    step(hsnk, out); % view results in the video player
end
release(hsnk);
release(hsrc);
```

## References

- [1] P. Kaewtrakulpong, R. Bowden, *An Improved Adaptive Background Mixture Model for Realtime Tracking with Shadow Detection*, In Proc. *2nd European Workshop on Advanced Video Based Surveillance Systems*, AVBS01, VIDEO BASED SURVEILLANCE SYSTEMS: Computer Vision and Distributed Processing (September 2001)
- [2] Stauffer, C. and Grimson, W.E.L., *Adaptive Background Mixture Models for Real-Time Tracking*, Computer Vision and Pattern Recognition, IEEE Computer Society Conference on, Vol. 2 (06 August 1999), pp. 2246-252 Vol. 2.

**Purpose** Create foreground detector with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a `ForegroundDetector` System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.ForegroundDetector.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**      `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.ForegroundDetector.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.ForegroundDetector.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the ForegroundDetector System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You cannot use the release method on System objects in code generated from MATLAB.

---

# vision.ForegroundDetector.reset

---

**Purpose**            Reset the GMM model to its initial state

**Syntax**            reset(H)

**Description**        reset(H) resets the GMM model to its initial state for the ForegroundDetector object H.

**Purpose** Detect foreground using Gaussian mixture models

**Syntax**  
`foregroundMask = step(H,I)`  
`foregroundMask = step(H,I,learningRate)`

**Description** `foregroundMask = step(H,I)` computes the foreground mask for input image I, and returns a logical mask. When the object returns `foregroundMask` set to 1, it represents foreground pixels. Image I can be grayscale or color. When you set the `AdaptLearningRate` property to `true` (default), the object permits this form of the `step` function call.

`foregroundMask = step(H,I,learningRate)` computes the foreground mask for input image I using the `LearningRate` you provide. When you set the `AdaptLearningRate` property to `false`, the object permits this form of the `step` function call.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.GammaCorrector

---

**Purpose** Apply or remove gamma correction from images or video streams

**Description** The GammaCorrector object applies gamma correction to input images or video streams.

**Construction** `H = vision.GammaCorrector` returns a System object, HGAMMACORR. This object applies or removes gamma correction from images or video streams.

`H = vision.GammaCorrector(Name, Value)` returns a gamma corrector object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as *(Name1, Value1, ..., NameN, ValueN)*.

`H = vision.GammaCorrector(GAMMA, Name, Value)` returns a gamma corrector object, H, with the Gamma property set to GAMMA and other specified properties set to the specified values.

## Properties

### Correction

Specify gamma correction or linearization

Specify the object's operation as one of Gamma | De-gamma. The default is Gamma.

### Gamma

Gamma value of output or input

When you set the Correction property to Gamma, this property gives the desired gamma value of the output video stream. When you set the Correction property to De-gamma, this property indicates the gamma value of the input video stream. You must set this property to a numeric scalar value greater than or equal to 1.

The default is 2.2.

### LinearSegment

Enable gamma curve to have linear portion near origin

Set this property to `true` to make the gamma curve have a linear portion near the origin.

The default is `true`.

## BreakPoint

I-axis value of the end of gamma correction linear segment

Specify the I-axis value of the end of the gamma correction linear segment as a scalar numeric value between 0 and 1. This property applies when you set the `LinearSegment` property to `true`.

The default is `0.018`.

## Methods

<code>clone</code>	Create gamma corrector object with same property values
<code>getNumInputs</code>	Number of expected inputs to <code>step</code> method
<code>getNumOutputs</code>	Number of outputs from <code>step</code> method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Apply or remove gamma correction from input

## Examples

Improve image contrast.

```
hgamma = ...
    vision.GammaCorrector(2.0, 'Correction', 'De-gamma');
x = imread('pears.png');
y = step(hgamma, x);

imshow(x); title('Original Image');
```

# vision.GammaCorrector

---

```
figure, imshow(y);  
title('Enhanced Image after De-gamma Correction');
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Gamma Correction block reference page. The object properties correspond to the block parameters.

## See Also

[vision.HistogramEqualizer](#) | [vision.ContrastAdjuster](#)

**Purpose**

Create gamma corrector object with same property values

**Syntax**

`C = clone(H)`

**Description**

`C = clone(H)` creates a `GammaCorrector System` object `C`, with the same property values as `H`. The `clone` method creates a new unlocked object.

# vision.GammaCorrector.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.GammaCorrector.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.GammaCorrector.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the GammaCorrector System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.GammaCorrector.step

---

**Purpose** Apply or remove gamma correction from input

**Syntax**  $Y = \text{step}(H, X)$

**Description**  $Y = \text{step}(H, X)$  applies or removes gamma correction from input  $X$  and returns the gamma corrected or linearized output  $Y$ .

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

<b>Purpose</b>	Rotate image by specified angle
<b>Description</b>	The <code>GeometricRotator</code> object rotates an image by a specified angle.
<b>Construction</b>	<p><code>H = vision.GeometricRotator</code> returns a geometric rotator System object, <code>H</code>, that rotates an image by <math>\frac{\pi}{6}</math> radians.</p> <p><code>H = vision.GeometricRotator(Name, Value)</code> returns a geometric rotator object, <code>H</code>, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as <code>(Name1, Value1, ..., NameN, ValueN)</code>.</p>
<b>Properties</b>	<p><b>OutputSize</b></p> <p>Output size as full or same as input image size</p> <p>Specify the size of output image as one of <code>Expanded to fit rotated input image</code>   <code>Same as input image</code>. The default is <code>Expanded to fit rotated input image</code>. When you set this property to <code>Expanded to fit rotated input image</code>, the object outputs a matrix that contains all the rotated image values. When you set this property to <code>Same as input image</code>, the object outputs a matrix that contains the middle part of the rotated image.</p> <p><b>AngleSource</b></p> <p>Source of angle</p> <p>Specify how to specify the rotation angle as one of <code>Property</code>   <code>Input port</code>. The default is <code>Property</code>.</p> <p><b>Angle</b></p> <p>Rotation angle value (radians)</p> <p>Set this property to a real, scalar value for the rotation angle (radians). The default is <code>pi/6</code>. This property applies when you set the <code>AngleSource</code> property to <code>Property</code>.</p> <p><b>MaximumAngle</b></p>

Maximum angle by which to rotate image

Specify the maximum angle by which to rotate the input image as a numeric scalar value greater than 0. The default is  $\pi$ . This property applies when you set the `AngleSource` property to `Input` port.

## **RotatedImageLocation**

How the image is rotated

Specify how the image is rotated as one of `Top-left corner` | `Center`. The default is `Center`. When you set this property to `Center`, the object rotates the image about its center point. When you set this property to `Top-left corner`, the object rotates the image so that two corners of the input image are always in contact with the top and left side of the output image. This property applies when you set the `OutputSize` property to `Expanded` to fit rotated input image, and, the `AngleSource` property to `Input` port.

## **SineComputation**

How to calculate the rotation

Specify how to calculate the rotation as one of `Trigonometric function` | `Table lookup`. The default is `Table lookup`. When you set this property to `Trigonometric function`, the object computes the sine and cosine values it needs to calculate the rotation of the input image. When you set this property to `Table lookup`, the object computes the trigonometric values it needs to calculate the rotation of the input image, and stores them in a table. The object uses the table, each time it calls the `step` method. In this case, the object requires extra memory.

## **BackgroundFillValue**

Value of pixels outside image

Specify the value of pixels that are outside the image as a numeric scalar value or a numeric vector of same length as the third

dimension of input image. The default is 0. This property is tunable.

## **InterpolationMethod**

Interpolation method used to rotate image

Specify the interpolation method used to rotate the image as one of `Nearest neighbor` | `Bilinear` | `Bicubic`. The default is `Bilinear`. When you set this property to `Nearest neighbor`, the object uses the value of one nearby pixel for the new pixel value. When you set this property to `Bilinear`, the object sets the new pixel value as the weighted average of the four nearest pixel values. When you set this property to `Bicubic`, the object sets the new pixel value as the weighted average of the sixteen nearest pixel values.

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Nearest`. This property applies when you set the `SineComputation` property to `Table lookup`. T

### **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as one of `Wrap` | `Saturate`. The default is `Saturate`. This property applies when you set the `SineComputation` property to `Table lookup`.

### **AngleDataType**

Angle word and fraction lengths

Specify the angle fixed-point data type as one of `Same word length as input` | `Custom`. The default is `Same word length as`

input. This property applies when you set the `SineComputation` property to `Table lookup`, and the `AngleSource` property to `Property`.

## **CustomAngleDataType**

Angle word and fraction lengths

Specify the angle fixed-point type as a signed `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `SineComputation` property to `Table lookup`, the `AngleSource` property is `Property` and the `AngleDataType` property to `Custom`. The default is `numericType([],32,10)`.

## **ProductDataType**

Product word and fraction lengths

Specify the product fixed-point data type as one of `Same as first input` | `Custom`. The default is `Custom`. This property applies when you set the `SineComputation` property to `Table lookup`.

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `SineComputation` property to `Table lookup`, and the `ProductDataType` property to `Custom`. The default is `numericType([],32,10)`.

## **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as one of `Same as product` | `Same as first input` | `Custom`. The default is `Same as product`. This property applies when you set the `SineComputation` property to `Table lookup`.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `SineComputation` property to `Table lookup`, and the `AccumulatorDataType` property to `Custom`. The default is `numericType([],32,10)`.

## **OutputDataType**

Output word and fraction lengths

Specify the output fixed-point data type as one of `Same as first input` | `Custom`. The default is `Same as first input`. This property applies when you set the `SineComputation` property to `Table lookup`.

## **CustomOutputDataType**

Output word and fraction lengths

Specify the output fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `SineComputation` property to `Table lookup`, and the `OutputDataType` property to `Custom`. The default is `numericType([],32,10)`.

## **Methods**

<code>clone</code>	Create geometric rotator object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Return rotated image

# vision.GeometricRotator

---

## Examples

Rotate an image 30 degrees ( $\pi/6$  radians)

```
img = im2double(imread('peppers.png'));
hrotate = vision.GeometricRotator;
hrotate.Angle = pi / 6;

% Rotate img by pi/6
rotimg = step(hrotate,img);
imshow(rotimg);
```

Rotate an image by multiple angles, specifying each rotation angle as an input. The angle can be changed during simulation.

```
hrotate = vision.GeometricRotator;
hrotate.AngleSource = 'Input port';
img = im2double(imread('onion.png'));
figure;
% Rotate img by multiple angles
for i = 1: 4
    rotimg = step(hrotate,img,i*pi/16);
    subplot(1,4,i);
    imshow(rotimg);
end
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Rotate block reference page. The object properties correspond to the block parameters.

## See Also

[vision.GeometricTranslator](#) | [vision.GeometricScaler](#)

**Purpose**

Create geometric rotator object with same property values

**Syntax**

```
C = clone(H)
```

**Description**

`C = clone(H)` creates a `GeometricRotator System` object `C`, with the same property values as `H`. The `clone` method creates a new unlocked object.

# vision.GeometricRotator.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.GeometricRotator.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.GeometricRotator.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the GeometricRotator System object.

The isLocked method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the isLocked method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.GeometricRotator.step

---

**Purpose** Return rotated image

**Syntax** `Y = step(H,IMG)`  
`Y = step(H,IMG,ANGLE)`

**Description** `Y = step(H,IMG)` returns a rotated image *Y* , with the rotation angle specified by the `Angle` property.  
`Y = step(H,IMG,ANGLE)` uses input *ANGLE* as the angle to rotate the input *IMG* when you set the `AngleSource` property to `Input` port.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

<b>Purpose</b>	Enlarge or shrink image size
<b>Description</b>	<p>The GeometricScaler object enlarges or shrinks image sizes.</p> <p><code>J = step(H,I)</code> returns a resized image, J, of input image I.</p> <p><code>J = step(H,I,ROI)</code> resizes a particular region of the image I defined by the <i>ROI</i> specified as [x y width height], where [x y] represents the upper left corner of the ROI. This option applies when you set the <code>SizeMethod</code> property to <code>Number of output rows and columns</code>, the <code>Antialiasing</code> property to <code>false</code>, the <code>InterpolationMethod</code> property to <code>Bilinear</code>, <code>Bicubic</code> or <code>Nearest neighbor</code>, and the <code>ROIProcessing</code> property to <code>true</code>.</p> <p><code>[J,FLAG] = step(H,I,ROI)</code> also returns <i>FLAG</i> which indicates whether the given region of interest is within the image bounds. This applies when you set the <code>SizeMethod</code> property to <code>Number of output rows and columns</code>, the <code>Antialiasing</code> property to <code>false</code>, the <code>InterpolationMethod</code> property to <code>Bilinear</code>, <code>Bicubic</code> or <code>Nearest neighbor</code> and, the <code>ROIProcessing</code> and the <code>ROIValidityOutputPort</code> properties to <code>true</code>.</p>
<b>Construction</b>	<p><code>H = vision.GeometricScaler</code> returns a System object, H, that changes the size of an image or a region of interest within an image.</p> <p><code>H = vision.GeometricScaler(Name, Value)</code> returns a geometric scaler object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as <code>(Name1, Value1,...,NameN, ValueN)</code>.</p>
<b>Properties</b>	<p><b>SizeMethod</b></p> <p>Aspects of image to resize</p> <p>Specify which aspects of the input image to resize as one of <code>Output size as a percentage of input size</code>   <code>Number of output columns and preserve aspect ratio</code>   <code>Number of output rows and preserve aspect ratio</code>   <code>Number of output rows</code></p>

and columns. The default is Output size as a percentage of input size.

## **ResizeFactor**

Percentage by which to resize rows and columns

Set this property to a scalar percentage or a two-element vector. The default is [200 150]. When you set this property to a scalar percentage, the object applies this value to both rows and columns. When you set this property to a two-element vector, the object uses the first element as the percentage to resize the rows, and the second element as the percentage to resize the columns. This property applies when you set the `SizeMethod` property to Output size as a percentage of input size.

## **NumOutputColumns**

Number of columns in output image

Specify the number of columns of the output image as a positive, integer scalar value. The default is 25. This property applies when you set the `SizeMethod` property to Number of output columns and preserve aspect ratio.

## **NumOutputRows**

Number of rows in output image

Specify the number of rows of the output image as a positive integer scalar value. The default is 25. This property applies when you set the `SizeMethod` property to Number of output rows and preserve aspect ratio.

## **Size**

Dimensions of output image

Set this property to a two-element vector. The default is [25 35]. The object uses the first element for the number of rows in the output image, and the second element for the number of columns. This property applies when you set the `SizeMethod` property to Number of output rows and columns.

## **InterpolationMethod**

Interpolation method used to resize the image

Specify the interpolation method to resize the image as one of `Nearest neighbor` | `Bilinear` | `Bicubic` | `Lanczos2` | `Lanczos3`. The default is `Bilinear`. When you set this property to `Nearest neighbor`, the object uses one nearby pixel to interpolate the pixel value. When you set this property to `Bilinear`, the object uses four nearby pixels to interpolate the pixel value. When you set this property to `Bicubic` or `Lanczos2`, the object uses sixteen nearby pixels to interpolate the pixel value. When you set this property to `Lanczos3`, the object uses thirty six surrounding pixels to interpolate the pixel value.

## **Antialiasing**

Enable low-pass filtering when shrinking image

Set this property to `true` to perform low-pass filtering on the input image before shrinking it. This prevents aliasing when the `ResizeFactor` property value is between 0 and 100 percent.

## **ROIProcessing**

Enable region-of-interest processing

Indicate whether to resize a particular region of each input image. The default is `false`. This property applies when you set the `SizeMethod` property to `Number of output rows and columns`, the `InterpolationMethod` parameter to `Nearest neighbor`, `Bilinear`, or `Bicubic`, and the `Antialiasing` property to `false`.

## **ROIValidityOutputPort**

Enable indication that ROI is outside input image

Indicate whether to return the validity of the specified ROI being completely inside image. The default is `false`. This property applies when you set the `ROIProcessing` property to `true`.

## Fixed-Point Properties

### RoundingMethod

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Nearest`.

### OverflowAction

Overflow action for fixed-point operations

Specify the overflow action as one of `Wrap` | `Saturate`. The default is `Saturate`.

### InterpolationWeightsDataType

Interpolation weights word and fraction lengths

Specify the interpolation weights fixed-point data type as one of `Same word length as input` | `Custom`. The default is `Same word length as input`. This property applies when you set:

- The `InterpolationMethod` property to `Bicubic`, `Lanczos2`, or `Lanczos3`.
- The `SizeMethod` property to any value other than `Output size as a percentage of input size`.
- When you set the combination of:

The `SizeMethod` property to `Output size as a percentage of input size`.

The `InterpolationMethod` property to `Bilinear` or `Nearest neighbor`.

Any of the elements of the `ResizeFactor` less than 100, implying shrinking of the input image.

The `Antialiasing` property to `true`.

### CustomInterpolationWeightsDataType

Interpolation weights word and

fraction lengths Specify the interpolation weights fixed-point type as an unscaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `InterpolationWeightsDataType` property to `Custom`. The default is `numericType([],32)`.

## **ProductDataType**

Product word and fraction lengths

Specify the product fixed-point data type as one of `Same as input` | `Custom`. The default is `Custom`.

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `ProductDataType` property to `Custom`. The default is `numericType([],32,10)`.

## **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as one of `Same as product` | `Same as input` | `Custom`. The default is `Same as product`.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `AccumulatorDataType` property to `Custom`. The default is `numericType([],32,10)`.

## **OutputDataType**

Output word and fraction lengths

# vision.GeometricScaler

---

Specify the output fixed-point data type as one of Same as input | Custom. The default is Same as input.

## CustomOutputDataType

Output word and fraction lengths

Specify the output fixed-point type as a scaled numeric type object with a Signedness of Auto. This property applies when you set the OutputDataType property to Custom. The default is numeric type ([ ], 32, 10).

## Methods

clone	Create geometric scaler object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and nontunable properties
release	Allow property value and input characteristics changes
step	Resize image

## Examples

Enlarge an image. Display the original and the enlarged images.

```
I=imread('cameraman.tif');
hgs=vision.GeometricScaler;
hgs.SizeMethod = ...
    'Output size as a percentage of input size';
hgs.InterpolationMethod='Bilinear';

J = step(hgs,I);
imshow(I); title('Original Image');
figure,imshow(J);title('Resized Image');
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the [Resize](#) block reference page. The object properties correspond to the block parameters.

## See Also

[vision.Pyramid](#) | [vision.GeometricRotator](#) |  
[vision.GeometricTranslator](#)

# vision.GeometricScaler.clone

---

**Purpose** Create geometric scaler object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a `GeometricScaler System` object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.GeometricScaler.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**      `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the GeometricScaler System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.GeometricScaler.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a System object in code generated from MATLAB, but once you release its resources, you cannot use that System object again.

---

**Purpose**

Resize image

**Syntax**

```
J = step(H,I)
J = step(H,X,ROI)
[J,FLAG] = step(H,I,ROI)
```

**Description**

`J = step(H,I)` returns a resized image, *J*, of input image *I*.

`J = step(H,X,ROI)` resizes a particular region of the image *I* defined by the *ROI* input. This applies when you set the `SizeMethod` property to `Number of output rows and columns`, the `Antialiasing` property to `false`, the `InterpolationMethod` property to `Bilinear`, `Bicubic` or `Nearest neighbor`, and the `ROIProcessing` property to `true`.

`[J,FLAG] = step(H,I,ROI)` also returns *FLAG* which indicates whether the given region of interest is within the image bounds. This applies when you set the `SizeMethod` property to `Number of output rows and columns`, the `Antialiasing` property to `false`, the `InterpolationMethod` property to `Bilinear`, `Bicubic` or `Nearest neighbor` and, the `ROIProcessing` and the `ROIValidityOutputPort` properties to `true`.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.GeometricShearer

---

<b>Purpose</b>	Shift rows or columns of image by linearly varying offset
<b>Description</b>	The GeometricShearer System object shifts the rows or columns of an image by a gradually increasing distance left or right or up or down.
<b>Construction</b>	<p>H = vision.GeometricShearer creates a System object, H, that shifts the rows or columns of an image by gradually increasing distance left or right or up or down.</p> <p>H = vision.GeometricShearer(Name, Value, ... 'NameN', ValueN) creates a geometric shear object, H, with each specified property set to the specified value.</p>
<b>Properties</b>	<p><b>Direction</b></p> <p>Direction to apply offset</p> <p>Specify the direction of linearly increasing the offset as one of Horizontal   Vertical. The default is Horizontal. Set this property to Horizontal to linearly increase the offset of the rows, or Vertical to linearly increase the offset of the columns.</p> <p><b>OutputSize</b></p> <p>Output size</p> <p>Specify the size of the output image as one of Full   Same as input image. The default is Full. If you set this property to Full, the object outputs a matrix that contains the sheared image values. If you set this property to Same as input image, the object outputs a matrix that is the same size as the input image and contains a portion of the sheared image.</p> <p><b>ValuesSource</b></p> <p>Source of shear values</p> <p>Specify the source of shear values as one of Property   Input port. The default is Property.</p> <p><b>Values</b></p>

Shear values in pixels

Specify the shear values as a two-element vector that represents the number of pixels by which to shift the first and last rows or columns of the input. The default is [0 3]. This property applies when you set the `ValuesSource` property to `Property`.

## **MaximumValue**

Maximum number of pixels by which to shear image

Specify the maximum number of pixels by which to shear the image as a real, numeric scalar. The default is 20. This property applies when you set the `ValuesSource` property to `Input port`.

## **BackgroundFillValue**

Value of pixels outside image

Specify the value of pixels that are outside the image as a numeric scalar or a numeric vector that has the same length as the third dimension of the input image. The default is 0. This property is tunable.

## **InterpolationMethod**

Interpolation method used to shear image

Specify the interpolation method used to shear the image as one of `Nearest neighbor` | `Bilinear` | `Bicubic`. The default is `Bilinear`. When you set this property to `Nearest neighbor`, the object uses the value of one nearby pixel for the new pixel value. When you set this property to `Bilinear`, the object sets the new pixel value as the weighted average of the two nearest pixel values. When you set this property to `Bicubic`, the object sets the new pixel value as the weighted average of the four nearest pixel values.

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Nearest`.

## **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as one of `Wrap` | `Saturate`. The default is `Saturate`.

## **ValuesDataType**

Shear values word and fraction lengths

Specify the shear values fixed-point data type as one of `Same word length as input` | `Custom`. The default is `Same word length as input`. This property applies when you set the `ValuesSource` property to `Property`.

## **CustomValuesDataType**

Shear values word and fraction lengths

Specify the shear values fixed-point type as an auto-signed `numericType` object. This property applies when you set the `ValuesSource` property to `Property` and the `ValuesDataType` property to `Custom`. The default is `numericType([], 32, 10)`.

## **ProductDataType**

Product word and fraction lengths

Specify the product fixed-point data type as one of `Same as first input` | `Custom`. The default is `Custom`. This property applies when you set the `InterpolationMethod` property to either `Bilinear` or `Bicubic`.

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as an auto-signed scaled `numericType` object. This property applies when you set the `InterpolationMethod` property to either `Bilinear` or `Bicubic`, and the `ProductDataType` property to `Custom`. The default is `numericType([],32,10)`.

## **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as one of `Same as product` | `Same as first input` | `Custom`. The default is `Same as product`.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as an auto-signed scaled `numericType` object. This property applies when you set the `AccumulatorDataType` property to `Custom`. The default is `numericType([],32,10)`.

## **OutputDataType**

Output word and fraction lengths

Specify the output fixed-point data type as `Same as first input` or `Custom`. The default is `Same as first input`.

## **CustomOutputDataType**

Output word and fraction lengths

Specify the output fixed-point type as an auto-signed scaled `numericType` object. This property applies when you set the `OutputDataType` property to `Custom`. The default is `numericType([],32,10)`.

# vision.GeometricShearer

---

## Methods

clone	Create a geometric shear object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and non-tunable properties
release	Allow property value and input characteristics changes
step	Shift rows or columns of image by linearly varying offset

## Examples

Apply a horizontal shear to an image.

```
hshear = vision.GeometricShearer('Values',[0 20]);  
img = im2single(checkerboard);  
outimg = step(hshear,img);  
subplot(2,1,1), imshow(img);  
title('Original image');  
subplot(2,1,2), imshow(outimg);  
title('Output image');
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Shear block reference page. The object properties correspond to the block parameters.

## See Also

[vision.GeometricTransformer](#) | [vision.GeometricScaler](#)

<b>Purpose</b>	Create a geometric shear object with same property values
<b>Syntax</b>	<code>C = clone(H)</code>
<b>Description</b>	<code>C = clone(H)</code> creates a <code>GeometricShearer</code> object <code>C</code> , with the same property values as <code>H</code> . The <code>clone</code> method creates a new unlocked object with uninitialized states.

# vision.GeometricShearer.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N*, to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.GeometricShearer.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N*, from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.GeometricShearer.isLocked

---

**Purpose** Locked status for input attributes and non-tunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, *TF* of the GeometricShearer System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

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# vision.GeometricShearer.step

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**Purpose** Shift rows or columns of image by linearly varying offset

**Syntax**  $Y = \text{step}(H, \text{IMG})$   
 $Y = \text{step}(H, \text{IMG}, S)$

**Description**  $Y = \text{step}(H, \text{IMG})$  shifts the input, *IMG*, and returns the shifted image, *Y*, with the shear values specified by the *Values* property.

$Y = \text{step}(H, \text{IMG}, S)$  uses the two-element vector, *S*, as the number of pixels by which to shift the first and last rows or columns of *IMG*. This applies when you set the *ValuesSource* property to *Input port*.

---

**Note** The object performs an initialization the first time the *step* method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the *release* method to unlock the object.

---

<b>Purpose</b>	Apply projective or affine transformation to image
<b>Description</b>	The GeometricTransformer object applies a projective or affine transformation to an image.
<b>Construction</b>	<p>H = vision.GeometricTransformer returns a geometric transformation System object, H. This object applies a projective or affine transformation to an image.</p> <p>H = vision.GeometricTransformer(<i>Name, Value</i>) returns a geometric transformation object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as (<i>Name1, Value1, ..., NameN, ValueN</i>).</p>
<b>Properties</b>	<p><b>TransformMatrixSource</b></p> <p>Method to specify transformation matrix</p> <p>Specify as one of Property   Input port.</p> <p>Default: Input port.</p> <p><b>TransformMatrix</b></p> <p>Transformation matrix</p> <p>Specify the applied transformation matrix as a 3-by-2 or <i>Q</i>-by-6 affine transformation matrix, or a 3-by-3 or a <i>Q</i>-by-9 projective transformation matrix. <i>Q</i> is the number of transformations. This property applies when you set the TransformMatrixSource property to Property.</p> <p>Default: [1 0 0; 0 1 0; 0 0 1]</p> <p><b>InterpolationMethod</b></p> <p>Interpolation method</p> <p>Specify as one of Nearest neighbor   Bilinear   Bicubic for calculating the output pixel value.</p> <p>Default: Bilinear</p>

## **BackgroundFillValue**

Background fill value

Specify the value of the pixels that are outside of the input image. The value can be either scalar or a  $P$ -element vector, where  $P$  is the number of color planes.

Default: 0

## **OutputImagePositionSource**

Method to specify output image location and size

Specify the value of this property as one of `Auto` | `Property`. If this property is set to `Auto`, the output image location and size are the same values as the input image.

Default: `Auto`

## **OutputImagePosition**

Output image position vector

Specify the location and size of output image, as a four-element double vector in pixels, of the form, `[x y width height]`. This property applies when you set the `OutputImagePositionSource` property to `Property`.

Default: `[1 1 512 512]`

## **ROIInputPort**

Enable the region of interest input port

Set this property to `true` to enable the input of the region of interest. When set to `false`, the whole input image is processed.

Default: `false`

## **ROIShape**

Region of interest shape

Specify `ROIShape` as one of `Rectangle ROI` | `Polygon ROI`. This property applies when you set the `ROIInputPort` property to `true`.

Default:Rectangle ROI

## **ROIValidityOutputPort**

Enable output of ROI flag

Set this property to `true` to enable the output of an ROI flag indicating when any part of the ROI is outside the input image. This property applies when you set the `ROIInputPort` property to `true`.

Default:`false`

## **ProjectiveTransformMethod**

Projective transformation method

Method to compute the projective transformation. Specify as one of `Compute exact values` | `Use quadratic approximation`.

Default: `Compute exact values`

## **ErrorTolerance**

Error tolerance (in pixels)

Specify the maximum error tolerance in pixels for the projective transformation. This property applies when you set the `ProjectiveTransformMethod` property to `Use quadratic approximation`.

Default: `1`

## **ClippingStatusOutputPort**

Enable clipping status flag output

Set this property to `true` to enable the output of a flag indicating if any part of the output image is outside the input image.

Default: `false`

# vision.GeometricTransformer

---

## Methods

clone	Create geometric transformer object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and nontunable properties
release	Allow property value and input characteristics changes
step	Apply geometric transform to input image

## Examples

Apply a horizontal shear to an intensity image.

```
htrans1 = vision.GeometricTransformer(...  
    'TransformMatrixSource', 'Property', ...  
    'TransformMatrix',[1 0 0; .5 1 0; 0 0 1],...  
    'OutputImagePositionSource', 'Property',...  
    'OutputImagePosition', [0 0 400 750]);  
img1 = im2single(rgb2gray(imread('peppers.png')));  
transimg1 = step(htrans1,img1);  
imshow(transimg1);
```

---

Apply a transform with multiple polygon ROI's.

```
htrans2 = vision.GeometricTransformer;  
img2 = checker_board(20,10);  
  
tformMat = [  
    1      0      30      0      1     -30; ...  
    1.0204 -0.4082      70      0  0.4082      30; ...  
    0.4082      0  89.1836 -0.4082      1  10.8164];
```

```
polyROI = [ 1 101 99 101 99 199 1 199; ...  
           1 1 99 1 99 99 1 99; ...  
           101 101 199 101 199 199 101 199];
```

```
htrans2.BackgroundFillValue = [0.5 0.5 0.75];  
htrans2.ROIInputPort = true;  
htrans2.ROIShape = 'Polygon ROI';  
transimg2 = step(htrans2,img2,tformMat,polyROI);  
figure; imshow(img2);  
figure; imshow(transimg2);
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Apply Geometric Transformation block reference page. The object properties correspond to the block parameters.

## See Also

`vision.GeometricTransformEstimator`

# vision.GeometricTransformer.clone

---

<b>Purpose</b>	Create geometric transformer object with same property values
<b>Syntax</b>	<code>C = clone(H)</code>
<b>Description</b>	<code>C = clone(H)</code> creates a <code>GeometricTransformer System</code> object <code>C</code> , with the same property values as <code>H</code> . The <code>clone</code> method creates a new unlocked object.

# vision.GeometricTransformer.getNumInputs

---

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.GeometricTransformer.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the GeometricTransformer System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.GeometricTransformer.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

## Purpose

Apply geometric transform to input image

## Syntax

```
Y = step(H,X,TFORM)
Y = step(H,X)
Y = step(H,X,ROI)
[Y, ROIFLAG]=(H,X,...)
[Y,CLIPFLAG]=(H,X,...)
[Y,ROIFLAG,CLIPFLAG] = step(H,X,TFORM,ROI)
```

## Description

`Y = step(H,X,TFORM)` outputs the transformed image, *Y*, of the input image, *X*. *X* is either an *M*-by-*N* or an *M*-by-*N*-by-*P* matrix, where *M* is the number of rows, *N* is the number of columns, and *P* is the number of color planes in the image. *TFORM* is the applied transformation matrix. *TFORM* can be a 2-by-3 or 6-by-*Q* affine transformation matrix, or a 3-by-3 or 9-by-*Q* projective transformation matrix, where *Q* is the number of transformations.

`Y = step(H,X)` outputs the transformed image, *Y*, of the input image, *X*. This applies when you set the `TransformMatrixSource` property to `Property`.

`Y = step(H,X,ROI)` outputs the transformed image of the input image within the region of interest, *ROI*. When specifying a rectangular region of interest, *ROI* must be a 4-element vector or a 4-by-*R* matrix. When specifying a polygonal region of interest, *ROI* must be a 2*L*-element vector or a 2*L*-by-*R* matrix. *R* is the number of regions of interest, and *L* is the number of vertices in a polygon region of interest.

`[Y, ROIFLAG]=(H,X,...)` returns a boolean flag, *ROIFLAG*, indicating if any part of the region of interest is outside the input image. This applies when you set the `ROIValidityOutputPort` property to `true`.

`[Y,CLIPFLAG]=(H,X,...)` returns a boolean flag, *CLIPFLAG*, indicating if any transformed pixels were clipped. This applies when you set the `ClippingStatusOutputPort` property to `true`.

`[Y,ROIFLAG,CLIPFLAG] = step(H,X,TFORM,ROI)` outputs the transformed image, *Y*, of the input image, *X*, within the region of interest, *ROI*, using the transformation matrix, *TFORM*. *ROIFLAG*,

## vision.GeometricTransformer.step

---

indicates if any part of the region of interest is outside the input image, and *CLIPFLAG*, indicates if any transformed pixels were clipped. This provides all operations simultaneously with all possible inputs. Properties must be set appropriately.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

## Purpose

Estimate geometric transformation from matching point pairs

## Description

The `GeometricTransformEstimator` object estimates geometric transformation from matching point pairs and returns the transform in a matrix. Use this object to compute projective, affine, or nonreflective similarity transformations with robust statistical methods, such as, RANSAC and Least Median of Squares.

Use the step syntax below with input points, `MATCHED_POINTS1` and `MATCHED_POINTS2`, the object, `H`, and any optional properties.

`TFORM = step(H, MATCHED_POINTS1, MATCHED_POINTS2)` calculates the transformation matrix, `TFORM`. The input arrays, `MATCHED_POINTS1` and `MATCHED_POINTS2` specify the locations of matching points in two images. The points in the arrays are stored as a set of  $[x_1 y_1; x_2 y_2; \dots; x_N y_N]$  coordinates, where  $N$  is the number of points. When you set the `Transform` property to `Projective`, the `step` method outputs `TFORM` as a 3-by-3 matrix. Otherwise, the `step` method outputs `TFORM` as a 3-by-2 matrix.

`[TFORM, INLIER_INDEX] = step(H, ...)` additionally outputs the logical vector, `INLIER_INDEX`, indicating which points are the inliers.

## Construction

`H = vision.GeometricTransformEstimator` returns a geometric transform estimation System object, `H`. This object finds the transformation matrix that maps the largest number of points between two images.

`H = vision.GeometricTransformEstimator(Name, Value)` returns a geometric transform estimation object, `H`, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as `(Name1, Value1, ..., NameN, ValueN)`.

## Properties

### Transform

Transformation type

Specify transformation type as one of `Nonreflective` | `similarity` | `Affine` | `Projective`.

Default: Affine

## **ExcludeOutliers**

Whether to exclude outliers from input points

Set this property to `true` to find and exclude outliers from the input points and use only the inlier points to calculate the transformation matrix. When you set this property to `false`, all input points are used to calculate the transformation matrix.

Default: `true`

## **Method**

Method to find outliers

Specify the method to find outliers as one of `Random Sample Consensus (RANSAC)` | `Least Median of Squares`.

Default: `Random Sample Consensus (RANSAC)`.

## **AlgebraicDistanceThreshold**

Algebraic distance threshold for determining inliers

Specify a scalar threshold value for determining inliers as a positive, scalar value. The threshold controls the upper limit used to find the algebraic distance for the `RANSAC` method. This property applies when you set the `Transform` property to `Projective` and the `Method` property to `Random Sample Consensus (RANSAC)`. This property is tunable.

Default: `2.5`.

## **PixelDistanceThreshold**

Distance threshold for determining inliers in pixels

Specify the upper limit of the algebraic distance that a point can differ from the projection location of its associating point. Set this property as a positive, scalar value. This property applies when you set the `Transform` property to `Nonreflective similarity` or

to `Affine`, and the `Method` property to `Random Sample Consensus (RANSAC)`. This property is tunable.

Default: 2.5.

## **NumRandomSamplingsMethod**

How to specify number of random samplings

Indicate how to specify number of random samplings as one of `Specified value | Desired confidence`. Set this property to `Desired confidence` to specify the number of random samplings as a percentage and a maximum number. This property applies when you set the `ExcludeOutliers` property to `true` and the `Method` property to `Random Sample Consensus (RANSAC)`.

Default: `Specified value`.

## **NumRandomSamplings**

Number of random samplings

Specify the number of random samplings as a positive, integer value. This property applies when you set the `NumRandomSamplingsMethod` property to `Specified value`. This property is tunable.

Default: 500.

## **DesiredConfidence**

Probability to find largest group of points

Specify as a percentage, the probability to find the largest group of points that can be mapped by a transformation matrix. This property applies when you set the `NumRandomSamplingsMethod` property to `Desired confidence`. This property is tunable.

Default: 99.

## **MaximumRandomSamples**

Maximum number of random samplings

# vision.GeometricTransformEstimator

---

Specify the maximum number of random samplings as a positive, integer value. This property applies when you set the NumRandomSamplingsMethod property to Desired confidence. This property is tunable.

Default: 1000.

## **InlierPercentageSource**

Source of inlier percentage

Indicate how to specify the threshold to stop random sampling when a percentage of input point pairs have been found as inliers. You can set this property to one of Auto | Property. If set to Auto then inlier threshold is disabled. This property applies when you set the Method property to Random Sample Consensus (RANSAC).

Default: Auto.

## **InlierPercentage**

Percentage of point pairs to be found to stop random sampling

Specify the percentage of point pairs that needs to be determined as inliers, to stop random sampling. This property applies when you set the InlierPercentageSource property to Property. This property is tunable.

Default: 75.

## **RefineTransformMatrix**

Whether to refine transformation matrix

Set this property to true to perform additional iterative refinement on the transformation matrix. This property applies when you set the ExcludeOutliers property to true.

Default: false.

## **TransformMatrixDataType**

Data type of the transformation matrix

Specify transformation matrix data type as one of `single` | `double` when the input points are built-in integers. This property is not used when the data type of points is `single` or `double`.

Default: `single`.

## Methods

<code>clone</code>	Create geometric transform estimator object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Calculate transformation matrix mapping largest number of valid points from input arrays

## Examples

### Recover Transformed Image Using SURF Feature Points

Detect, extract, and match SURF features from two images.

**1**

Read and transform input images

```
Iin = imread('cameraman.tif'); imshow(Iin); title('Base image');  
Iout = imresize(Iin, 0.7); Iout = imrotate(Iout, 31);  
figure; imshow(Iout); title('Transformed image');
```

**2**

# vision.GeometricTransformEstimator

---

Detect and extract features from both images.

```
ptsIn = detectSURFFeatures(Iin);
ptsOut = detectSURFFeatures(Iout);
[featuresIn validPtsIn] = extractFeatures(Iin, ptsIn);
[featuresOut validPtsOut] = extractFeatures(Iout, ptsOut);
```

### 3

Match feature vectors.

```
index_pairs = matchFeatures(featuresIn, featuresOut);
```

### 4

Get matching points.

```
matchedPtsIn = validPtsIn(index_pairs(:,1));
matchedPtsOut = validPtsOut(index_pairs(:,2));
figure; showMatchedFeatures(Iin,Iout,matchedPtsIn,matchedPtsOut);
title('Matched SURF points, including outliers');
```

### 5

Compute the transformation matrix using RANSAC.

```
gte = vision.GeometricTransformEstimator;
gte.Transform = 'Nonreflective similarity';
[tform inlierIdx] = step(gte, matchedPtsOut.Location, matchedPtsIn.Location);
figure; showMatchedFeatures(Iin,Iout,matchedPtsIn(inlierIdx),matchedPtsOut(inlierIdx));
title('Matching inliers'); legend('inliersIn', 'inliersOut');
```

### 6

Recover the original image.

```
agt = vision.GeometricTransformer;
Ir = step(agt, im2single(Iout), tform);
figure; imshow(Ir); title('Recovered image');
```

## Transform an Image According to Specified Points

Create and transform a checkerboard image to specified points.

**1**

Create a checkerboard input image.

```
input = checkerboard;
[h, w] = size(input);
inImageCorners = [1 1; w 1; w h; 1 h];
outImageCorners = [4 21; 21 121; 79 51; 26 6];
hgte1 = vision.GeometricTransformEstimator('ExcludeOutliers', false);
tform = step(hgte1, inImageCorners, outImageCorners);
```

**2**

Use tform to transform the image.

```
hgt = vision.GeometricTransformer;
output = step(hgt, input, tform);
figure; imshow(input); title('Original image');
figure; imshow(output); title('Transformed image');
```

**Troubleshooting** The success of estimating the correct geometric transformation depends heavily on the quality of the input point pairs. If you chose the RANSAC or LMS algorithm, the block will randomly select point pairs to compute the transformation matrix and will use the transformation that best fits the input points. There is a chance that all of the randomly selected point pairs may contain outliers despite repeated samplings. In this case, the output transformation matrix, TForm, is invalid, indicated by a matrix of zeros.

To improve your results, try the following:

- Increase the percentage of inliers in the input points.
- Increase the number for random samplings.
- For the RANSAC method, increase the desired confidence.

# vision.GeometricTransformationEstimator

---

For the LMS method, make sure the input points have 50% or more inliers.

Use features appropriate for the image contents

Be aware that repeated patterns, for example, windows in office building, will cause false matches when you match the features. This increases the number of outliers.

Do not use this function if the images have significant parallax. You can use the `estimateFundamentalMatrix` function instead.

Choose the minimum transformation for your problem.

If a projective transformation produces the error message, “A portion of the input image was transformed to the location at infinity. Only transformation matrices that do not transform any part of the image to infinity are supported.”, it is usually caused by a transformation matrix and an image that would result in an output distortion that does not fit physical reality. If the matrix was an output of the `GeometricTransformationEstimator` object, then most likely it could not find enough inliers.

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Estimate Geometric Transformation block reference page. The object properties correspond to the block parameters.

## See Also

`vision.GeometricTransformer` | `detectSURFFeatures`  
| `vision.CornerDetector` | `extractFeatures` |  
`estimateFundamentalMatrix`

# vision.GeometricTransformEstimator.clone

---

<b>Purpose</b>	Create geometric transform estimator object with same property values
<b>Syntax</b>	<code>C = clone(H)</code>
<b>Description</b>	<code>C = clone(H)</code> creates a <code>GeometricTransformEstimator</code> System object <code>C</code> , with the same property values as <code>H</code> . The <code>clone</code> method creates a new unlocked object.

# vision.GeometricTransformEstimator.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**      `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.GeometricTransformEstimator.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.GeometricTransformEstimator.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the GeometricTransformEstimator System object.

The isLocked method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the isLocked method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a System object in code generated from MATLAB, but once you release its resources, you cannot use that System object again.

---

# vision.GeometricTransformEstimator.step

---

**Purpose** Calculate transformation matrix mapping largest number of valid points from input arrays

**Syntax** `TFORM = step(H, MATCHED_POINTS1, MATCHED_POINTS2)`  
`[TFORM, INLIER_INDEX] = step(H, ...)`

**Description** `TFORM = step(H, MATCHED_POINTS1, MATCHED_POINTS2)` calculates the transformation matrix, `TFORM`. The input arrays, `MATCHED_POINTS1` and `MATCHED_POINTS2` specify the locations of matching points in two images. The points in the arrays are stored as a set of  $[x_1 y_1; x_2 y_2; \dots; x_N y_N]$  coordinates, where  $N$  is the number of points. When you set the `Transform` property to `Projective`, the `step` method outputs `TFORM` as a 3-by-3 matrix. Otherwise, the `step` method outputs `TFORM` as a 3-by-2 matrix.

`[TFORM, INLIER_INDEX] = step(H, ...)` additionally outputs the logical vector, `INLIER_INDEX`, indicating which points are the inliers.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

<b>Purpose</b>	Translate image in two-dimensional plane using displacement vector
<b>Description</b>	The GeometricTranslator object translates images in two-dimensional plane using displacement vector.
<b>Construction</b>	<p>H = vision.GeometricTranslator returns a System object, H. This object moves an image up or down, and left or right.</p> <p>H = vision.GeometricTranslator(<i>Name</i>, <i>Value</i>) returns a geometric translator System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as (<i>Name1</i>, <i>Value1</i>, ..., <i>NameN</i>, <i>ValueN</i>).</p>
<b>Properties</b>	<p><b>OutputSize</b></p> <p>Output size as full or same as input image size</p> <p>Specify the size of output image after translation as one of Full   Same as input image. The default is Full. When you set this property to Full, the object outputs a matrix that contains the translated image values. When you set this property to Same as input image, the object outputs a matrix that is the same size as the input image and contains a portion of the translated image.</p> <p><b>OffsetSource</b></p> <p>Source of specifying offset values</p> <p>Specify how the translation parameters are provided as one of Input port   Property. The default is Property. When you set the OffsetSource property to Input port, a two-element offset vector must be provided to the object's step method.</p> <p><b>Offset</b></p> <p>Translation values</p> <p>Specify the number of pixels to translate the image as a two-element offset vector. The default is [1.5 2.3]. The first element of the vector represents a shift in the vertical direction and a positive value moves the image downward. The second</p>

element of the vector represents a shift in the horizontal direction and a positive value moves the image to the right. This property applies when you set the `OffsetSource` property to `Property`.

## **MaximumOffset**

Maximum number of pixels by which to translate image

Specify the maximum number of pixels by which to translate the input image as a two-element real vector with elements greater than 0. The default is [8 10]. This property must have the same data type as the `Offset` input. This property applies when you set the `OutputSize` property to `Full` and `OffsetSource` property to `Input port`. The system object uses this property to determine the size of the output matrix. If the `Offset` input is greater than this property value, the object saturates to the maximum value.

## **BackgroundFillValue**

Value of pixels outside image

Specify the value of pixels that are outside the image as a numeric scalar value or a numeric vector of same length as the third dimension of input image. The default is 0.

## **InterpolationMethod**

Interpolation method used to translate image

Specify the interpolation method used to translate the image as one of `Nearest neighbor` | `Bilinear` | `Bicubic`. The default is `Bilinear`. When you set this property to `Nearest neighbor`, the object uses the value of the nearest pixel for the new pixel value. When you set this property to `Bilinear`, the object sets the new pixel value as the weighted average of the four nearest pixel values. When you set this property to `Bicubic`, the object sets the new pixel value as the weighted average of the sixteen nearest pixel values.

## Fixed-Point Properties

### RoundingMethod

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Nearest`.

### OverflowAction

Overflow action for fixed-point operations

Specify the overflow action as one of `Wrap` | `Saturate`. The default is `Saturate`.

### OffsetValuesDataType

Offset word and fraction lengths

Specify the offset fixed-point data type as one of `Same word length as input` | `Custom`. The default is `Same word length as input`.

### CustomOffsetValuesDataType

Offset word and fraction lengths

Specify the offset fixed-point type as a signed `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `OffsetValuesDataType` property to `Custom`. The default is `numericType([],16,6)`.

### ProductDataType

Product word and fraction lengths

Specify the product fixed-point data type as one of `Same as first input` | `Custom`. The default is `Custom`. This property is applies when you set the `InterpolationMethod` property to `Bilinear` or `Bicubic`.

### CustomProductDataType

Product word and fraction lengths

Specify the product fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `ProductDataType` property to `Custom`. This property is applies when you set the `InterpolationMethod` property to `Bilinear` or `Bicubic`, and the `ProductDataType` property to `Custom`. The default is `numericType([],32,10)`.

## **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as one of `Same as product` | `Same as first input` | `Custom`. The default is `Same as product`. This property is applies when you set the `InterpolationMethod` property to `Bilinear` or `Bicubic`.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `AccumulatorDataType` property to `Custom`. The default is `numericType([],32,10)`. This property is applies when you set the `InterpolationMethod` property to `Bilinear` or `Bicubic`, and the `AccumulatorDataType` property to `Custom`

## **OutputDataType**

Output word and fraction lengths

Specify the output fixed-point data type as one of `Same as first input` | `Custom`. The default is `Same as first input`.

## **CustomOutputDataType**

Output word and fraction lengths

Specify the output fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when

you set the `OutputDataType` property to `Custom`. The default is `numerictype([],32,10)`.

## Methods

<code>clone</code>	Create geometric translator object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Return a translated image

## Examples

Translate an image

```
htranslate=vision.GeometricTranslator;  
htranslate.OutputSize='Same as input image';  
htranslate.Offset=[30 30];  
  
I=im2single(imread('cameraman.tif'));  
Y = step(htranslate,I);  
imshow(Y);
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the [Translate block reference page](#). The object properties correspond to the block parameters.

## See Also

`vision.GeometricRotator`

# vision.GeometricTranslator.clone

---

**Purpose** Create geometric translator object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates an `GeometricTranslator System` object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.GeometricTranslator.getNumInputs

---

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.GeometricTranslator.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**      `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the GeometricTranslator System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.GeometricTranslator.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose**

Return a translated image

**Syntax**

$Y = \text{step}(H, I)$   
 $Y = \text{step}(H, I, \text{OFFSET})$

**Description**

$Y = \text{step}(H, I)$  translates the input image  $I$ , and returns a translated image  $Y$ , with the offset specified by the `Offset` property.

$Y = \text{step}(H, I, \text{OFFSET})$  uses input `OFFSET` as the offset to translate the image  $I$ . This applies when you set the `OffsetSource` property to `Input port`. `OFFSET` is a two-element offset vector that represents the number of pixels to translate the image. The first element of the vector represents a shift in the vertical direction and a positive value moves the image downward. The second element of the vector represents a shift in the horizontal direction and a positive value moves the image to the right.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.Histogram

---

**Purpose** Generate histogram of each input matrix

**Description** The Histogram object generates histogram of each input matrix.

**Construction** `H = vision.Histogram` returns a histogram System object, H, that computes the frequency distribution of the elements in each input matrix.

`H = vision.Histogram(Name, Value, )` returns a histogram object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as *(Name1, Value1, ..., NameN, ValueN)*.

`H = vision.Histogram(MIN, MAX, NUMBINS, Name, Value, ...)` returns a histogram System object, H, with the LowerLimit property set to MIN, UpperLimit property set to MAX, NumBins property set to NUMBINS and other specified properties set to the specified values.

## Properties

### LowerLimit

Lower boundary

Specify the lower boundary of the lowest-valued bin as a real-valued scalar value. NaN and Inf are not valid values for this property. The default is 0. This property is tunable.

### UpperLimit

Upper boundary

Specify the upper boundary of the highest-valued bin as a real-valued scalar value. NaN and Inf are not valid values for this property. The default is 1. This property is tunable.

### NumBins

Number of bins in the histogram

Specify the number of bins in the histogram. The default is 256.

### Normalize

Enable output vector normalization

Specify whether the output vector,  $v$ , is normalized such that  $\text{sum}(v) = 1$ . Use of this property is not supported for fixed-point signals. The default is `false`.

## **RunningHistogram**

Enable calculation over successive calls to `step` method

Set this property to `true` to enable computing the histogram of the input elements over successive calls to the `step` method. Set this property to `false` to enable basic histogram operation. The default is `false`.

## **ResetInputPort**

Enable resetting in running histogram mode

Set this property to `true` to enable resetting the running histogram. When the property is set to `true`, a reset input must be specified to the `step` method to reset the running histogram. This property applies when you set the `RunningHistogram` property to `true`. When you set this property to `false`, the object does not reset. The default is `false`.

## **ResetCondition**

Condition for running histogram mode

Specify event to reset the running histogram as `Rising edge`, `Falling edge`, `Either edge`, or `Non-zero`. This property applies when you set the `ResetInputPort` property to `true`. The default is `Non-zero`.

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Floor`.

## **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as `Wrap` or `Saturate`. The default is `Wrap`.

## **ProductDataType**

Data type of product

Specify the product data type as `Full precision`, `Same as input`, or `Custom`. The default is `Full precision`.

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a signed, scaled `numericType` object. This property applies only when you set the `ProductDataType` property to `Custom`. The default is `numericType(true,32,30)`.

## **AccumulatorDataType**

Data type of the accumulator

Specify the accumulator data type as `Same as input`, `Same as product`, or `Custom`. The default is `Same as input`.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a signed, scaled `numericType` object. This property applies only when you set the `AccumulatorDataType` property to `Custom`. The default is `numericType(true,32,30)`.

## Methods

clone	Create 2-D histogram object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and nontunable properties
release	Allow property value and input characteristics changes
reset	Reset histogram bin values to zero
step	Return histogram for input data

## Examples

Compute histogram of a grayscale image.

```
img = im2single(rgb2gray(imread('peppers.png')));
hhist2d = vision.Histogram;
y = step(hhist2d, img);
bar((0:255)/256, y);
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the 2D-Histogram block reference page. The object properties correspond to the block parameters, except:

- **Reset port** block parameter corresponds to both the `ResetCondition` and the `ResetInputPort` object properties.
- The **Find Dimensions Over** block parameter with `Entire` input or `Each` column options, does not have a corresponding property. The object finds dimensions over the entire input.

## See Also

`dsp.Histogram`

# vision.Histogram.clone

---

**Purpose** Create 2-D histogram object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates an Histogram System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object with uninitialized states.

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.Histogram.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the Histogram System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.Histogram.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose** Reset histogram bin values to zero

**Syntax** reset(H)

**Description** reset(H) sets the Histogram object bin values to zero when the RunningHistogram property is true.

# vision.Histogram.step

---

**Purpose** Return histogram for input data

**Syntax**  
`Y = step(H,X)`  
`Y = step(H,X,R)`

**Description** `Y = step(H,X)` returns a histogram `y` for the input data `X`. When you set the `RunningHistogram` property to `true`, `Y` corresponds to the histogram of the input elements over successive calls to the `step` method.

`Y = step(H,X,R)` computes the histogram of the input `X` elements over successive calls to the `step` method, and optionally resets the object's state based on the value of `R` and the object's `ResetCondition` property. This applies when you set the `RunningHistogram` and `ResetInputPort` properties to `true`.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

## Purpose

Histogram-based object tracking

## Description

The histogram-based tracker incorporates the continuously adaptive mean shift (CAMShift) algorithm for object tracking. It uses the histogram of pixel values to identify the tracked object.

Use the `step` method with input image, `I`, the histogram-based tracker object `H`, and any optional properties to identify the bounding box of the tracked object.

`BBOX = step(H,I)` returns the bounding box, `BBOX`, of the tracked object. The bounding box output is in the format `[x y width height]`. Before calling the `step` method, you must identify the object to track and set the initial search window. Use the `initializeObject` method to do this.

`[BBOX,ORIENTATION] = step(H,I)` additionally returns the angle between the x-axis and the major axis of the ellipse that has the same second-order moments as the object. The range of the returned angle can be from  $-\pi/2$  to  $\pi/2$ .

`[BBOX,ORIENTATION, SCORE] = step(H,I)` additionally returns the confidence score indicating whether the returned bounding box, `BBOX`, contains the tracked object. `SCORE` is between 0 and 1, with the greatest confidence equal to 1.

Use the `initializeObject` method before calling the `step` method in order to set the object to track and to set the initial search window.

`initializeObject(H,I,R)` sets the object to track by extracting it from the `[x y width height]` region `R` located in the 2-D input image, `I`. The input image, `I`, can be any 2-D feature map that distinguishes the object from the background. For example, the image can be a hue channel of the HSV color space. Typically, `I` will be the first frame in which the object appears. The region, `R`, is also used for the initial search window, in the next call to the `step` method. For best results, the object must occupy the majority of the region, `R`.

`initializeObject(H,I,R,N)` additionally, lets you specify `N`, the number of histogram bins. By default, `N` is set to 16. Increasing `N`

# vision.HistogramBasedTracker

---

enhances the ability of the tracker to discriminate the object. However, this approach also narrows the range of changes to the object's visual characteristics that the tracker can accommodate. Consequently, this narrow range increases the likelihood of losing track.

---

**Tip** You can improve the computational speed of the HistogramBasedTracker object by setting the class of the input image to uint8.

---

## Construction

`H = vision.HistogramBasedTracker` returns a System object, H, that tracks an object by using the CAMShift algorithm. It uses the histogram of pixel values to identify the tracked object. To initialize the tracking process, you must use the `initializeObject` method to specify an exemplar image of the object. After you specify the image of the object, use the `step` method to track the object in consecutive video frames.

`BBOX = vision.HistogramBasedTracker(Name, Value)` returns a tracker System object with one or more name-value pair arguments. Unspecified properties have default values.

## Properties

### ObjectHistogram

Normalized pixel value histogram

An *N*-element vector. This vector specifies the normalized histogram of the object's pixel values. Histogram values must be normalized to a value between 0 and 1. You can use the `initializeObject` method to set the property. This property is tunable.

Default: []

## Methods

<code>clone</code>	Create histogram-based tracker object with same property values
<code>initializeObject</code>	Set object to track

<code>initializeSearchWindow</code>	Initialize search window
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Histogram-based object tracking

## Examples

### Track a Face

Track and display a face in each frame of an input video.

**1**

Create System objects for reading and displaying video and for drawing a bounding box of the object.

```
videoFileReader = vision.VideoFileReader('vipcolorsegmentation.avi');  
videoPlayer = vision.VideoPlayer();  
shapeInserter = vision.ShapeInserter('BorderColor','Custom','CustomBo
```

**2**

Read the first video frame, which contains the object. Convert the image to HSV color space. Then define and display the object region.

```
objectFrame = step(videoFileReader);  
objectHSV = rgb2hsv(objectFrame);  
objectRegion = [40, 45, 25, 25];  
objectImage = step(shapeInserter, objectFrame, objectRegion);  
figure; imshow(objectImage); title('Red box shows object region');
```

Optionally, you can select the object region using your mouse. The object must occupy the majority of the region. Use the following command.

```
figure; imshow(objectFrame);  
objectRegion=round(getPosition(imrect))
```

**3**

# vision.HistogramBasedTracker

---

Set the object, based on the hue channel of the first video frame.

```
tracker = vision.HistogramBasedTracker;  
initializeObject(tracker, objectHSV(:,:,1) , objectRegion);
```

## 4

Track and display the object in each video frame. The while loop reads each image frame, converts the image to HSV color space, then tracks the object in the hue channel where it is distinct from the background. Finally, the example draws a box around the object and displays the results.

```
while ~isDone(videoFileReader)  
    frame = step(videoFileReader);  
    hsv = rgb2hsv(frame);  
    bbox = step(tracker, hsv(:,:,1));  
  
    out = step(shapeInserter, frame, bbox);  
    step(videoPlayer, out);  
end
```

## 5

Release the video reader and player.

```
release(videoPlayer);  
release(videoFileReader);
```

## References

Bradski, G. and A. Kaehler, *Learning OpenCV: Computer Vision with the OpenCV Library*, O'Reilly Media Inc.: Sebastopol, CA, 2008.

## See Also

size | imrect | rgb2hsv | vision.ShapeInserter |

<b>Purpose</b>	Create histogram-based tracker object with same property values
<b>Syntax</b>	<code>C = clone(H)</code>
<b>Description</b>	<code>C = clone(H)</code> creates a HistogramBasedTracker System object <i>C</i> , with the same property values as <i>H</i> . The <code>clone</code> method creates a new unlocked object.

# vision.HistogramBasedTracker.initializeObject

---

**Purpose** Set object to track

**Syntax**

**Description** Use the `initializeObject` method to set the object to track, and to set the initial search window. Use this method before calling the `step` method.

`initializeObject(H,I,R)` sets the object to track by extracting it from the [x y width height] region `R` located in the 2-D input image, `I`. The input image, `I`, can be any 2-D feature map that distinguishes the object from the background. For example, the image can be a hue channel of the HSV color space. Typically, `I` will be the first frame in which the object appears. The region, `R`, is also used for the initial search window, in the next call to the `step` method. For best results, the object must occupy the majority of the region, `R`.

`initializeObject(H,I,R,N)` additionally, lets you specify `N`, the number of histogram bins. By default, `N` is set to 16. Increasing `N` enhances the ability of the tracker to discriminate the object. However, this approach also narrows the range of changes to the object's visual characteristics that the tracker can accommodate. Consequently, this narrow range increases the likelihood of losing track.

# vision.HistogramBasedTracker.initializeSearchWindow

---

**Purpose** Initialize search window

**Syntax** `initializeSearchWindow(H,R)`

**Description** `initializeSearchWindow(H,R)` sets the initial search window, `R`, specified in the format, `[x y width height]`. The next call to the `step` method will use `R` as the initial window to search for the object. Use this method when you lose track of the object. You can also use it to re-initialize the object's initial location and size.

# vision.HistogramBasedTracker.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** `isLocked(H)`

**Description** `isLocked(H)` returns the locked state of the histogram-based detector. The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose**

Allow property value and input characteristics changes

**Syntax**

release(H)

**Description**

release(H) releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You cannot use the release method on System objects in Embedded MATLAB.

---

# vision.HistogramBasedTracker.step

---

**Purpose** Histogram-based object tracking

**Syntax**  
BBOX = step(H,I)  
[BBOX,ORIENTATION] = step(H,I)  
[BBOX,ORIENTATION, SCORE] = step(H,I)

**Description** BBOX = step(H,I) returns the bounding box, BBOX, of the tracked object. The bounding box output is in the format [x y width height]. Before calling the step method, you must identify the object to track, and set the initial search window. Use the initializeObject method to do this.

[BBOX,ORIENTATION] = step(H,I) additionally returns the angle between the x-axis and the major axis of the ellipse that has the same second-order moments as the object. The returned angle is between  $-\pi/2$  and  $\pi/2$ .

[BBOX,ORIENTATION, SCORE] = step(H,I) additionally returns the confidence score for the returned bounding box, BBOX, that contains the tracked object. SCORE is between 0 and 1, with the greatest confidence equal to 1.

Before calling the step method, you must identify the object to track, and set the initial search window. Use the initializeObject method to do this.

---

**Note** The object performs an initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the release method to unlock the object.

---

<b>Purpose</b>	Enhance contrast of images using histogram equalization
<b>Description</b>	The HistogramEqualizer object enhances contrast of images using histogram equalization.
<b>Construction</b>	<p><code>H = vision.HistogramEqualizer</code> returns a System object, H. This object enhances the contrast of input image using histogram equalization.</p> <p><code>H = vision.HistogramEqualizer(Name, Value)</code> returns a histogram equalization object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as <i>(Name1, Value1, ..., NameN, ValueN)</i>.</p>
<b>Properties</b>	<p><b>Histogram</b></p> <p>How to specify histogram</p> <p>Specify the desired histogram of the output image as one of Uniform   Input port   Custom. The default is Uniform.</p> <p><b>CustomHistogram</b></p> <p>Desired histogram of output image</p> <p>Specify the desired histogram of output image as a numeric vector. This property applies when you set the Histogram property to Custom.</p> <p>The default is <code>ones(1,64)</code>.</p> <p><b>BinCount</b></p> <p>Number of bins for uniform histogram</p> <p>Specify the number of equally spaced bins the uniform histogram has as an integer scalar value greater than 1. This property applies when you set the Histogram property to Uniform. The default is 64.</p>

# vision.HistogramEqualizer

---

## Methods

clone	Create histogram equalizer object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and nontunable properties
release	Allow property value and input characteristics changes
step	Perform histogram equalization on input image

## Examples

Enhance quality of an image:

```
hhisteq = vision.HistogramEqualizer;  
x = imread('tire.tif');  
y = step(hhisteq, x);  
imshow(x); title('Original Image');  
figure, imshow(y);  
title('Enhanced Image after histogram equalization');
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Histogram Equalization block reference page. The object properties correspond to the block parameters, except:

The `Histogram` property for the object, corresponds to both the **Target Histogram** and the **Histogram Source** parameters for the block.

## See Also

`vision.Histogram`

**Purpose** Create histogram equalizer object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates an HistogramEqualizer System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.HistogramEqualizer.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**      `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.HistogramEqualizer.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.HistogramEqualizer.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the HistogramEqualizer System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.HistogramEqualizer.step

---

**Purpose** Perform histogram equalization on input image

**Syntax**  
 $Y = \text{step}(H, X)$   
 $Y = \text{step}(H, X, HIST)$

**Description**  $Y = \text{step}(H, X)$  performs histogram equalization on input image,  $X$ , and returns the enhanced image,  $Y$ .  
 $Y = \text{step}(H, X, HIST)$  performs histogram equalization on input image,  $X$  using input histogram,  $HIST$ , and returns the enhanced image,  $Y$  when you set the Histogram property to Input port.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

**Purpose** Find Cartesian coordinates of lines that are described by rho and theta pairs

**Description** The HoughLines object finds Cartesian coordinates of lines that are described by rho and theta pairs. The object inputs are the theta and rho values of lines and a reference image. The object outputs the zero-based row and column positions of the intersections between the lines and two of the reference image boundary lines. The boundary lines are the left and right vertical boundaries and the top and bottom horizontal boundaries of the reference image.

**Construction** `H = vision.HoughLines` returns a Hough lines System object, `H`, that finds Cartesian coordinates of lines that are described by rho and theta pairs.

`H = vision.HoughLines(Name, Value)` returns a Hough lines object, `H`, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as `(Name1, Value1, ..., NameN, ValueN)`.

## Properties

### SineComputation

Method to calculate sine values used to find intersections of lines  
Specify how to calculate sine values which are used to find intersection of lines as `Trigonometric function`, or `Table lookup`. If this property is set to `Trigonometric function`, the object computes sine and cosine values it needs to calculate the intersections of the lines. If it is set to `Table lookup`, the object computes and stores the trigonometric values it needs to calculate the intersections of the lines in a table and uses the table for each step call. In this case, the object requires extra memory. For floating-point inputs, this property must be set to `Trigonometric function`. For fixed-point inputs, the property must be set to `Table lookup`. The default is `Table lookup`.

### ThetaResolution

Spacing of the theta-axis

Specify the spacing of the theta-axis. This property applies when you set the `SineComputation` property to `Table lookup`.

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Floor`. This property applies when you set the `SineComputation` property to `Table lookup`.

### **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as `Wrap` or `Saturate`. This property applies when you set the `SineComputation` property to `Table lookup`. The default is `Wrap`.

### **SineTableDataType**

Sine table word and fraction lengths

Specify the sine table fixed-point data type as a constant property always set to `Custom`. This property applies when you set the `SineComputation` property to `Table lookup`.

### **CustomSineTableDataType**

Sine table word and fraction lengths

Specify the sine table fixed-point type as an `unscaled numeric type` object with a `Signedness` of `Auto`. This property applies when you set the `SineComputation` property to `Table lookup`, and the `SineTableDataType` property to `Custom`. The default is `numeric type([], 16)`.

### **ProductDataType**

Product word and fraction lengths

Specify the product fixed-point data type as `Same` as first input, `Custom`. This property applies when you set the `SineComputation` property to `Table` lookup. The default is `Custom`.

## CustomProductDataType

Product word and fraction lengths

Specify the product fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `SineComputation` property to `Table` lookup, and the `ProductDataType` property to `Custom`. The default is `numericType([],32,16)`.

## AccumulatorDataType

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as `Same` as product, `Custom`. This property applies when you set the `SineComputation` property to `Table` lookup. The default is `Same` as product.

## CustomAccumulatorDataType

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `SineComputation` property to `Table` lookup, and the `AccumulatorDataType` property to `Custom`. The default is `numericType([],32,16)`.

## Methods

<code>clone</code>	Create hough lines object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method

getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and nontunable properties
release	Allow property value and input characteristics changes
step	Output intersection coordinates of a line described by a theta and rho pair and reference image boundary lines

## Examples

Use Hough lines to detect the longest line in an image. Use the edge detection object to find edges in the intensity image. The `step` method outputs a binary image required by the `HoughTransform` object and improves the efficiency of the `HoughLines` object.

```
I = imread('circuit.tif');
hedge = vision.EdgeDetector;
hhoughtrans = vision.HoughTransform(pi/360,'ThetaRhoOutputPort', true);
hfindmax = vision.LocalMaximaFinder(1, 'HoughMatrixInput', true);
hhoughlines = vision.HoughLines('SineComputation','Trigonometric function');

% Find the edges in the intensity image
BW = step(hedge, I);

% Run the edge output through the transform
[ht, theta, rho] = step(hhoughtrans, BW);

% Find the location of the max value in the Hough matrix.
idx = step(hfindmax, ht);

% Find the longest line.
linepts = step(hhoughlines, theta(idx(1)-1), rho(idx(2)-1), I);

% View the image superimposed with the longest line.
```

```
imshow(I); hold on;  
line(linepts([1 3])-1, linepts([2 4])-1, 'color', [1 1 0]);
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Hough Lines block reference page. The object properties correspond to the block parameters.

## See Also

[vision.HoughTransform](#) | [vision.LocalMaximaFinder](#) |  
[vision.EdgeDetector](#)

# vision.HoughLines.clone

---

**Purpose** Create hough lines object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a HoughLines System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.HoughLines.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the HoughLines System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.HoughLines.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose**

Output intersection coordinates of a line described by a theta and rho pair and reference image boundary lines

**Syntax**

PTS = step(H, THETA, RHO, REFIMG)

**Description**

PTS = step(H, THETA, RHO, REFIMG) outputs PTS as the zero-based row and column positions of the intersections between the lines described by THETA and RHO and two of the reference image boundary lines.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.HoughTransform

---

**Purpose** Find lines in images via Hough transform

**Description** The HoughTransform object finds lines in images via Hough transform. The Hough transform maps points in the Cartesian image space to curves in the Hough parameter space using the following equation:

$$\rho = x * \cos(\theta) + y * \sin(\theta)$$

Here,  $\rho$  denotes the distance from the origin to the line along a vector perpendicular to the line, and  $\theta$  denotes the angle between the  $x$ -axis and this vector. This object computes the parameter space matrix, whose rows and columns correspond to the  $\rho$  and  $\theta$  values respectively. Peak values in this matrix represent potential straight lines in the input image.

**Construction** `H = vision.HoughTransform` returns a Hough transform System object, `H`, that implements the Hough transform to detect lines in images.

`H = vision.HoughTransform(Name, Value)` returns a Hough transform object, `H`, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as `(Name1, Value1, ..., NameN, ValueN)`.

`H = vision.HoughTransform(THETARES, RHORES, 'Name', Value, ...)` returns a Hough transform object, `H`, with the `ThetaResolution` property set to `THETARES`, the `RhoResolution` property set to `RHORES`, and other specified properties set to the specified values.

**Properties** **ThetaResolution**

Theta resolution in radians

Specify the spacing of the Hough transform bins along the theta-axis in radians, as a scalar numeric value between 0 and  $\pi/2$ . The default is  $\pi/180$ .

**RhoResolution**

Rho resolution

Specify the spacing of the Hough transform bins along the rho-axis as a scalar numeric value greater than 0. The default is 1.

## **ThetaRhoOutputPort**

Enable theta and rho outputs

Set this property to true for the object to output theta and rho values. The default is false.

## **OutputDataType**

Data type of output

Specify the data type of the output signal as double, single, or Fixed point. The default is double.

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of Ceiling | Convergent | Floor | Nearest | Round | Simplest | Zero. The default is Floor. This property applies when you set the OutputDataType property to Fixed point.

### **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as Wrap or Saturate. This property applies when you set the OutputDataType property to Fixed point. The default is Saturate.

### **SineTableDataType**

Sine table word and fraction lengths

# vision.HoughTransform

---

This property is constant and is set to `Custom`. This property applies when you set the `OutputDataType` property to `Fixed point`.

## **CustomSineTableDataType**

Sine table word and fraction lengths

Specify the sine table fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `OutputDataType` property to `Fixed point`. The default is `numericType([],16,14)`.

## **RhoDataType**

Rho word and fraction lengths

This property is constant and is set to `Custom`. This property applies when you set the `OutputDataType` property to `Fixed point`.

## **CustomRhoDataType**

Rho word and fraction lengths

Specify the rho fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `OutputDataType` property to `Fixed point`. The default is `numericType([],32,16)`.

## **ProductDataType**

Product word and fraction lengths

This property is constant and is set to `Custom`. This property applies when you set the `OutputDataType` property to `Fixed point`.

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you

set the `OutputDataType` property to `Fixed` point. The default is `numericType([],32,20)`.

## **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as `Same` as product, `Custom`. This property applies when you set the `OutputDataType` property to `Fixed` point. The default is `Custom`.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `OutputDataType` property to `Fixed` point. The default is `numericType([],32,20)`.

## **HoughOutputDataType**

Hough output word and fraction lengths

This property is constant and is set to `Custom`. This property applies when you set the `OutputDataType` property to `Fixed` point.

## **CustomHoughOutputDataType**

Hough output word and fraction lengths

Specify the hough output fixed-point data type as an unscaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `OutputDataType` property to `Fixed` point. The default is `numericType(false,16)`.

## **ThetaOutputDataType**

Theta output word and fraction lengths

This property is constant and is set to `Custom`. This property applies when you set the `OutputDataType` property to `Fixed` point.

# vision.HoughTransform

---

## CustomThetaOutputDataType

Theta output word and fraction lengths

Specify the theta output fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `OutputDataType` property to `Fixed point`. The default is `numericType([],32,16)`.

## Methods

<code>clone</code>	Create Hough transform object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Output parameter space matrix for binary input image matrix

## Examples

Compute the hough transform of an image. Use the hough transform to detect the longest line in the image.

```
I = imread('circuit.tif');

% Use the EdgeDetection System object to find edges in the
% intensity image. This step outputs a binary image
% required by the HoughTransform System object and
% improves the efficiency of the HoughLines System object.
hedge = vision.EdgeDetector;
hhoughtrans = vision.HoughTransform(pi/360,'ThetaRhoOutputPort', true);
hfindmax = vision.LocalMaximaFinder(1,'HoughMatrixInput', true);
```

```
    hhoughlines = vision.HoughLines('SineComputation','Trigonometric fu

% Find the edges in the intensity image
    BW = step(hedge, I);

% Run the edge output through the transform
    [ht, theta, rho] = step(hhoughtrans, BW);

% Find the location of the max value in the Hough matrix.
    idx = step(hfindmax, ht);

% Find the longest line.
    linepts = step(hhoughlines, theta(idx(1)), rho(idx(2)), I);

% View the image superimposed with the longest line.
    imshow(I); hold on;
    line(linepts([1 3]), linepts([2 4]));
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Hough Transform block reference page. The object properties correspond to the block parameters.

## See Also

[vision.DCT](#) | [vision.HoughLines](#) | [vision.LocalMaximaFinder](#) | [vision.EdgeDetector](#)

# vision.HoughTransform.clone

---

**Purpose** Create Hough transform object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a HoughTransform System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.HoughTransform.getNumInputs

---

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.HoughTransform.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**      `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose**

Locked status for input attributes and nontunable properties

**Syntax**

TF = isLocked(H)

**Description**

TF = isLocked(H) returns the locked status, TF of the HoughTransform System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.HoughTransform.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose**

Output parameter space matrix for binary input image matrix

**Syntax**

```
HT = step(H,BW)  
[HT,THETA,RHO] = step(H,BW)
```

**Description**

HT = step(H,BW) outputs the parameter space matrix, HT , for the binary input image matrix BW.

[HT,THETA,RHO] = step(H,BW) also returns the theta and rho values, in vectors THETA and RHO respectively, when you set the ThetaRhoOutputPort property to true. RHO denotes the distance from the origin to the line along a vector perpendicular to the line, and THETA denotes the angle between the x-axis and this vector. This object computes the parameter space matrix, whose rows and columns correspond to the rho and theta values respectively. Peak values in this matrix represent potential straight lines in the input image.

---

**Note** The object performs an initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the release method to unlock the object.

---

# vision.IDCT

---

<b>Purpose</b>	Compute 2-D inverse discrete cosine transform
<b>Description</b>	The IDCT object computes 2-D inverse discrete cosine transform of the input signal. The number of rows and columns of the input matrix must be a power of 2.
<b>Construction</b>	<p>H = vision.IDCT returns a System object, H, used to compute the two-dimensional inverse discrete cosine transform (2-D IDCT) of a real input signal.</p> <p>H = vision.IDCT(<i>Name</i>, <i>Value</i>) returns a 2-D inverse discrete cosine transform System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as (<i>Name1</i>, <i>Value1</i>, ..., <i>NameN</i>, <i>ValueN</i>).</p>
<b>Properties</b>	<p><b>SineComputation</b></p> <p>Specify how the System object computes sines and cosines as Trigonometric function, or Table lookup. This property must be set to Table lookup for fixed-point inputs.</p> <p><b>Fixed-Point Properties</b></p> <p><b>RoundingMethod</b></p> <p>Rounding method for fixed-point operations</p> <p>Specify the rounding method as one of Ceiling   Convergent   Floor   Nearest   Round   Simplest   Zero. The default is Floor. This property applies when you set the SineComputation to Table lookup.</p> <p><b>OverflowAction</b></p> <p>Overflow action for fixed-point operations</p> <p>Specify the overflow action as Wrap or Saturate. This property applies when you set the SineComputation to Table lookup. The default is Wrap.</p>

**SineTableDataType**

Sine table word-length designation

Specify the sine table fixed-point data type as `Same word length as input`, or `Custom`. This property applies when you set the `SineComputation` to `Table lookup`. The default is `Same word length as input`.

**CustomSineTableDataType**

Sine table word length

Specify the sine table fixed-point type as a signed, unscaled `numericType` object. This property applies when you set the `SineComputation` to `Table lookup` and you set the `SineTableDataType` property to `Custom`. The default is `numericType(true,16)`.

**ProductDataType**

Product word and fraction lengths

Specify the product fixed-point data type as `Full precision`, `Same as first input`, or `Custom`. This property applies when you set the `SineComputation` to `Table lookup`. The default is `Custom`.

**CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a signed, scaled `numericType` object. This property applies when you set the `SineComputation` to `Table lookup`, and the `ProductDataType` property to `Custom`. The default is `numericType(true,32,30)`.

**AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as `Full precision`, `Same as input`, `Same as product`, `Same as first input`,

Custom. This property applies when you set the `SineComputation` property to `Table lookup`. The default is `Full precision`.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a signed, scaled `numericType` object. This property applies when you set the `SineComputation` to `Table lookup`, and `AccumulatorDataType` property to `Custom`. The default is `numericType(true,32,30)`.

## **OutputDataType**

Output word and fraction lengths

Specify the output fixed-point data type as `Full precision`, `Same as first input`, or `Custom`. This property applies when you set the `SineComputation` to `Table lookup`. The default is `Custom`.

## **CustomOutputDataType**

Output word and fraction lengths

Specify the output fixed-point type as a signed, scaled `numericType` object. This property applies when you set the `SineComputation` to `Table lookup`, and the `OutputDataType` property to `Custom`. The default is `numericType(true,16,15)`.

## **Methods**

<code>clone</code>	Create 2-D inverse discrete cosine transform object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties

release	Allow property value and input characteristics changes
step	Compute 2-D inverse discrete cosine transform of the input

## Examples

Use 2-D discrete cosine transform (DCT) to analyze the energy content in an image. Set the DCT coefficients lower than a threshold of 0. Reconstruct the image using 2-D inverse discrete cosine transform (IDCT).

```
hdct2d = vision.DCT;
I = double(imread('cameraman.tif'));
J = step(hdct2d, I);
imshow(log(abs(J)),[]), colormap(jet(64)), colorbar

hidct2d = vision.IDCT;
J(abs(J) < 10) = 0;
It = step(hidct2d, J);
figure, imshow(I, [0 255]), title('Original image')
figure, imshow(It,[0 255]), title('Reconstructed image')
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the 2-D IDCT block reference page. The object properties correspond to the block parameters.

## See Also

vision.DCT

## vision.IDCT.clone

---

**Purpose** Create 2-D inverse discrete cosine transform object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a IDCT System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.IDCT.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the IDCT System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.IDCT.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose** Compute 2-D inverse discrete cosine transform of the input

**Syntax**  $Y = \text{step}(H, X)$

**Description**  $Y = \text{step}(H, X)$  computes the 2-D inverse discrete cosine transform,  $Y$ , of input  $X$ .

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.IFFT

---

**Purpose** Two-dimensional inverse discrete Fourier transform

**Description** The `vision.IFFT` object computes the inverse 2D discrete Fourier transform (IDFT) of a two-dimensional input matrix. The object uses one or more of the following fast Fourier transform (FFT) algorithms depending on the complexity of the input and whether the output is in linear or bit-reversed order:

- Double-signal algorithm
- Half-length algorithm
- Radix-2 decimation-in-time (DIT) algorithm
- Radix-2 decimation-in-frequency (DIF) algorithm
- An algorithm chosen by FFTW [1], [2]

**Construction** `H = vision.IFFT` returns a 2D IFFT object, `H`, with the default property and value pair settings.

`H = vision.IFFT(Name, Value)` returns a 2D IFFT object, `H`, with each property set to the specified value. You can specify additional name-value pair arguments in any order as `(Name1, Value1, ..., NameN, ValueN)`.

## Properties

### FFTImplementation

FFT implementation

Specify the implementation used for the FFT as one of `Auto` | `Radix-2` | `FFTW`. When you set this property to `Radix-2`, the FFT length must be a power of two.

### BitReversedInput

Indicates whether input is in bit-reversed order

Set this property to `true` if the order of 2D FFT transformed input elements are in bit-reversed order. The default is `false`, which denotes linear ordering.

### **ConjugateSymmetricInput**

Indicates whether input is conjugate symmetric

Set this property to `true` if the input is conjugate symmetric. The 2D DFT of a real valued signal is conjugate symmetric and setting this property to `true` optimizes the 2D IFFT computation method. Setting this property to `false` for conjugate symmetric inputs results in complex output values with nonzero imaginary parts. Setting this property to `true` for non conjugate symmetric inputs results in invalid outputs. This property must be `false` for fixed-point inputs. The default is `true`.

### **Normalize**

Divide output by FFT length

Specify if the 2D IFFT output should be divided by the FFT length. The value of this property defaults to `true` and divides each element of the output by the product of the row and column dimensions of the input matrix.

### **Fixed-Point Properties**

#### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as `Ceiling`, `Convergent`, `Floor`, `Nearest`, `Round`, `Simplest`, or `Zero`. This property applies when you set the `ConjugateSymmetricInput` property to `false`. The default is `Floor`.

#### **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as `Wrap` or `Saturate`. This property applies when you set the `ConjugateSymmetricInput` property to `false`. The default is `Wrap`.

#### **SineTableDataType**

Sine table word and fraction lengths

Specify the sine table data type as Same word length as input, Custom. This property applies when you set the ConjugateSymmetricInput property to false. The default is Same word length as input.

### **CustomSineTableDataType**

Sine table word and fraction lengths

Specify the sine table fixed-point type as an unscaled numeric type object with a Signedness of Auto. This property applies only when the ConjugateSymmetricInput property to false and the SineTableDataType property is Custom. The default is numeric type([],16).

### **ProductDataType**

Product word and fraction lengths

Specify the product data type as Full precision, Same as input, or Custom. This property applies when you set the ConjugateSymmetricInput property to false. The default is Full precision.

### **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled numeric type object with a Signedness of Auto. This property applies when you set the ConjugateSymmetricInput property to false and the ProductDataType property to Custom. The default is numeric type([],32,30).

### **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator data type as Full precision, Same as input, Same as product, or Custom. This property applies when

you set the `ConjugateSymmetricInput` property to `false`. The default is `Full precision`.

### **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `ConjugateSymmetricInput` property to `false` and the `AccumulatorDataType` property to `Custom`. The default is `numericType([],32,30)`.

### **OutputDataType**

Output word and fraction lengths

Specify the output data type as `Full precision`, `Same as input`, or `Custom`. This property applies when you set the `ConjugateSymmetricInput` property to `false`. The default is `Full precision`.

### **CustomOutputDataType**

Output word and fraction lengths

Specify the output fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `ConjugateSymmetricInput` property to `false` and the `OutputDataType` property is `Custom`. The default is `numericType([],16,15)`.

## **Methods**

<code>clone</code>	Create IFFT object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method

isLocked	Locked status for input attributes and nontunable properties
release	Allow property value and input characteristics changes
step	Compute 2D inverse discrete Fourier transform

## Examples

Use the 2D IFFT object to convert an intensity image.

```
hfft2d = vision.FFT;
hifft2d = vision.IFFT;

% Read in the image
xorig = single(imread('cameraman.tif'));

% Convert the image from the spatial
% to frequency domain and back
Y = step(hfft2d, xorig);
xtran = step(hifft2d, Y);

% Display the newly generated intensity image
imshow(abs(xtran), []);
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the 2-D IFFT block reference page. The object properties correspond to the Simulink block parameters.

## References

- [1] FFTW (<http://www.fftw.org>)
- [2] Frigo, M. and S. G. Johnson, "FFTW: An Adaptive Software Architecture for the FFT," *Proceedings of the International Conference on Acoustics, Speech, and Signal Processing*, Vol. 3, 1998, pp. 1381-1384.

## See Also

vision.FFT | vision.DCT | vision.IDCT

<b>Purpose</b>	Create IFFT object with same property values
<b>Syntax</b>	<code>C = clone(H)</code>
<b>Description</b>	<code>C = clone(H)</code> creates an IFFT System object <i>C</i> , with the same property values as <i>H</i> . The <code>clone</code> method creates a new unlocked object.

## vision.IFFT.getNumInputs

---

**Purpose** Number of expected inputs to step method

**Syntax** `getNumInputs(H)`

**Description** `getNumInputs(H)` returns the number of expected inputs to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

**Purpose** Number of outputs from step method

**Syntax** `getNumOutputs(H)`

**Description** `getNumOutputs(H)` returns the number of output arguments from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.IFFT.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** `isLocked(H)`

**Description** `isLocked(H)` returns the locked state of the IFFT object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

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## vision.IFFT.step

---

**Purpose** Compute 2D inverse discrete Fourier transform

**Syntax**  $Y = \text{step}(H, X)$

**Description**  $Y = \text{step}(H, X)$  computes the 2D inverse discrete Fourier transform (IDFT),  $Y$ , of an  $M$ -by- $N$  input matrix  $X$ , where the values of  $M$  and  $N$  are integer powers of two.

<b>Purpose</b>	Complement of pixel values in binary or intensity image												
<b>Description</b>	The ImageComplementer object computes the complement of pixel values in binary or intensity image. For binary images, the object replaces pixel values equal to 0 with 1, and pixel values equal to 1 with 0. For an intensity image, the object subtracts each pixel value from the maximum value the data input type can represent and then outputs the difference.												
<b>Construction</b>	H = vision.ImageComplementer returns an image complement System object, H. The object computes the complement of a binary, intensity, or RGB image.												
<b>Methods</b>	<table><tr><td>clone</td><td>Create image complementer object with same property values</td></tr><tr><td>getNumInputs</td><td>Number of expected inputs to step method</td></tr><tr><td>getNumOutputs</td><td>Number of outputs from step method</td></tr><tr><td>isLocked</td><td>Locked status for input attributes and nontunable properties</td></tr><tr><td>release</td><td>Allow property value and input characteristics changes</td></tr><tr><td>step</td><td>Compute complement of input image</td></tr></table>	clone	Create image complementer object with same property values	getNumInputs	Number of expected inputs to step method	getNumOutputs	Number of outputs from step method	isLocked	Locked status for input attributes and nontunable properties	release	Allow property value and input characteristics changes	step	Compute complement of input image
clone	Create image complementer object with same property values												
getNumInputs	Number of expected inputs to step method												
getNumOutputs	Number of outputs from step method												
isLocked	Locked status for input attributes and nontunable properties												
release	Allow property value and input characteristics changes												
step	Compute complement of input image												
<b>Examples</b>	Compute the complement of an input image. <pre>himgcomp = vision.ImageComplementer; hautoth = vision.Autothresholder;  % Read in image I = imread('coins.png');</pre>												

# vision.ImageComplementer

---

```
% Convert the image to binary
bw = step(hautoth, I);

% Take the image complement
Ic = step(himgcomp, bw);

% Display the results
figure;
subplot(2,1,1), imshow(bw), title('Original Binary image')
subplot(2,1,2), imshow(Ic), title('Complemented image')
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Image Complement block reference page. The object properties correspond to the block parameters.

## See Also

`vision.Autothresher`

<b>Purpose</b>	Create image complementer object with same property values
<b>Syntax</b>	<code>C = clone(H)</code>
<b>Description</b>	<code>C = clone(H)</code> creates an ImageComplementer System object <i>C</i> , with the same property values as <i>H</i> . The <code>clone</code> method creates a new unlocked object.

# vision.ImageComplementer.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.ImageComplementer.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.ImageComplementer.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the ImageComplementer System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

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## vision.ImageComplementer.step

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**Purpose** Compute complement of input image

**Syntax**  $Y = \text{step}(H, X)$

**Description**  $Y = \text{step}(H, X)$  computes the complement of an input image  $X$ .

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

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<b>Purpose</b>	Convert and scale input image to specified output data type
<b>Description</b>	The ImageDataTypeConverter object converts and scales an input image to a specified output data type. When converting between floating-point data types, the object casts the input into the output data type and clips values outside the range, to 0 or 1. When converting between all other data types, the object casts the input into the output data type. The object then scales the data type values into the dynamic range of the output data type. For double- and single-precision floating-point data types, the object sets the dynamic range between 0 and 1. For fixed-point data types, the object sets the dynamic range between the minimum and maximum values that the data type can represent.
<b>Construction</b>	<p>H = vision.ImageDataTypeConverter returns a System object, H, that converts the input image to a single precision data type.</p> <p>H = vision.ImageDataTypeConverter(<i>Name</i>, <i>Value</i>) returns an image data type conversion object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as (<i>Name1</i>, <i>Value1</i>, ..., <i>NameN</i>, <i>ValueN</i>).</p>
<b>Properties</b>	<p><b>OutputDataType</b></p> <p>Data type of output</p> <p>Specify the data type of the output signal as one of double   single   int8   uint8   int16   uint16   boolean   Custom. The default is single.</p> <p><b>Fixed-Point Properties</b></p> <p><b>CustomOutputDataType</b></p> <p>Output word and fraction lengths</p> <p>Specify the output fixed-point type as a signed or unsigned, scaled numeric type object. This property applies when you</p>

# vision.ImageDataTypeConverter

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set the `OutputDataType` property to `Custom`. The default is `numericType([],16,0)`.

## Methods

<code>clone</code>	Create image data type converter object with same property values
<code>getNumInputs</code>	Number of expected inputs to <code>step</code> method
<code>getNumOutputs</code>	Number of outputs from <code>step</code> method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Convert data type of input image

## Examples

Convert the image datatype from `uint8` to `single`.

```
x = imread('pout.tif');
hidtypeconv = vision.ImageDataTypeConverter;
y = step(hidtypeconv, x);
imshow(y);
whos y % Image has been converted from uint8 to single.
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Image Data Type Conversion block reference page. The object properties correspond to the block parameters.

## See Also

`vision.ColorSpaceConverter`

**Purpose** Create image data type converter object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a `ImageDataTypeConverter System` object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.ImageDataTypeConverter.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.ImageDataTypeConverter.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.ImageDataTypeConverter.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the ImageDataTypeConverter System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.ImageDataTypeConverter.step

---

**Purpose** Convert data type of input image

**Syntax**  $Y = \text{step}(H, X)$

**Description**  $Y = \text{step}(H, X)$  converts the data type of the input image  $X$ . You can set the data type of the converted output image  $Y$  with the `OutputDataType` property.

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**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

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<b>Purpose</b>	Perform 2-D FIR filtering of input matrix
<b>Description</b>	The ImageFilter object performs 2-D FIR filtering of input matrix.
<b>Construction</b>	<p><code>H = vision.ImageFilter</code> returns a System object, H. This object performs two-dimensional FIR filtering of an input matrix using the specified filter coefficient matrix.</p> <p><code>H = vision.ImageFilter(Name, Value)</code> returns an image filter System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as <i>(Name1, Value1, ..., NameN, ValueN)</i>.</p>
<b>Properties</b>	<p><b>SeparableCoefficients</b></p> <p>Set to true if filter coefficients are separable</p> <p>Using separable filter coefficients reduces the amount of calculations the object must perform to compute the output. The function <code>isfilterseparable</code> can be used to check filter separability. The default is <code>false</code>.</p> <p><b>CoefficientsSource</b></p> <p>Source of filter coefficients</p> <p>Indicate how to specify the filter coefficients as one of Property   Input port. The default is Property.</p> <p><b>Coefficients</b></p> <p>Filter coefficients</p> <p>Specify the filter coefficients as a real or complex-valued matrix. This property applies when you set the <code>SeparableCoefficients</code> property to <code>false</code> and the <code>CoefficientsSource</code> property to Property. The default is <code>[1 0; 0 -1]</code>.</p> <p><b>VerticalCoefficients</b></p> <p>Vertical filter coefficients for the separable filter</p>

Specify the vertical filter coefficients for the separable filter as a vector. This property applies when you set the `SeparableCoefficients` property to `true` and the `CoefficientsSource` property to `Property`. The default is `[4 0]`.

## **HorizontalCoefficients**

Horizontal filter coefficients for the separable filter

Specify the horizontal filter coefficients for the separable filter as a vector. This property applies when you set the `SeparableCoefficients` property to `true` and the `CoefficientsSource` property to `Property`. The default is `[4 0]`.

## **OutputSize**

Output size as full, valid or same as input image size

Specify how to control the size of the output as one of `Full` | `Same as first input` | `Valid`. The default is `Full`. When you set this property to `Full`, the object outputs the image dimensions in the following way:

$$\begin{aligned}\text{output rows} &= \text{input rows} + \text{filter coefficient rows} + 1 \\ \text{output columns} &= \text{input columns} + \text{filter coefficient columns} + 1\end{aligned}$$

When you set this property to `Same as first input`, the object outputs the same dimensions as the input image.

When you set this property to `Valid`, the object filters the input image only where the coefficient matrix fits entirely within it, and no padding is required. In this case, the dimensions of the output image are as follows:

$$\begin{aligned}\text{output rows} &= \text{input rows} - \text{filter coefficient rows} + 1 \\ \text{output columns} &= \text{input columns} - \text{filter coefficient columns} + 1\end{aligned}$$

## **PaddingMethod**

How to pad boundary of input matrix

Specify how to pad the boundary of input matrix as one of `Constant` | `Replicate` | `Symmetric`, | `Circular`. The default is `Constant`. Set this property to one of the following:

- `Constant` to pad the input matrix with a constant value
- `Replicate` to pad the input matrix by repeating its border values
- `Symmetric` to pad the input matrix with its mirror image
- `Circular` to pad the input matrix using a circular repetition of its elements

This property applies when you set the `OutputSize` property to `Full` or to `Same as first input`.

## **PaddingValueSource**

Source of padding value

Specify how to define the constant boundary value as one of `Property` | `Input port`. This property applies when you set the `PaddingMethod` property to `Constant`. The default is `Property`.

## **PaddingValue**

Constant value with which to pad matrix

Specify a constant value with which to pad the input matrix. This property applies when you set the `PaddingMethod` property to `Constant` and the `PaddingValueSource` property to `Property`. The default is 0. This property is tunable.

## **Method**

Method for filtering input matrix

Specify the method by which the object filters the input matrix as one of `Convolution` | `Correlation`. The default is `Convolution`.

## Fixed-Point Properties

### RoundingMethod

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Floor`.

### OverflowAction

Overflow action for fixed-point operations

Specify the overflow action as one of `Wrap` | `Saturate`. The default is `Wrap`.

### CoefficientsDataType

Coefficients word and fraction lengths

Specify the coefficients fixed-point data type as one of `Same word length as input` | `Custom`. This property applies when you set the `CoefficientsSource` property to `Property`. The default is `Custom`.

### CustomCoefficientsDataType

Coefficients word and fraction lengths

Specify the coefficients fixed-point type as a signed or unsigned `numericType` object. This property applies when you set the `CoefficientsSource` property to `Property` and the `CoefficientsDataType` property to `Custom`. The default is `numericType([],16)`.

### ProductDataType

Product word and fraction lengths

Specify the product fixed-point data type as one of `Same as input` | `Custom`. The default is `Custom`

### CustomProductDataType

Product word and fraction lengths

Specify the product fixed-point type as an auto-signed, scaled `numerictype` object. This property applies when you set the `ProductDataType` property to `Custom`. The default is `numerictype([],32,10)`.

## **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as one of `Same as product` | `Same as input` | `Custom`. The default is `Same as product`.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as an auto-signed, scaled `numerictype` object. This property applies when you set the `AccumulatorDataType` property to `Custom`. The default is `numerictype([],32,10)`.

## **OutputDataType**

Output word and fraction lengths

Specify the output fixed-point data type as one of `Same as input` | `Custom`. The default is `Same as input`.

## **CustomOutputDataType**

Output word and fraction lengths

Specify the output fixed-point type as a scaled `numerictype`. This property applies when you set the `OutputDataType` property to `Custom`. The default is `numerictype([],32,12)`.

## **Methods**

<code>clone</code>	Create image filter object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method

# vision.ImageFilter

---

getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and nontunable properties
release	Allow property value and input characteristics changes
step	Filter input image

## Examples

Filter an image to enhance the edges of 45 degree

```
img = im2single(rgb2gray(imread('peppers.png')));  
hfir2d = vision.ImageFilter;  
hfir2d.Coefficients = [1 0; 0 -.5];  
fImg = step(hfir2d, img);  
subplot(2,1,1);imshow(img);title('Original image')  
subplot(2,1,2);imshow(fImg);title('Filtered image')
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the 2-D FIR Filter block reference page. The object properties correspond to the block parameters.

## See Also

`vision.MedianFilter`

<b>Purpose</b>	Create image filter object with same property values
<b>Syntax</b>	<code>C = clone(H)</code>
<b>Description</b>	<code>C = clone(H)</code> creates an ImageFilter System object <i>C</i> , with the same property values as <i>H</i> . The <code>clone</code> method creates a new unlocked object with uninitialized states.

# vision.ImageFilter.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.ImageFilter.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.ImageFilter.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the ImageFilter System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.ImageFilter.step

---

**Purpose** Filter input image

**Syntax**  
`Y = step(H,I)`  
`Y = step(H,I,COEFFS)`  
`Y = step(H,I,HV,HH)`  
`Y = step(H,...,PVAL)`

**Description** `Y = step(H,I)` filters the input image *I* and returns the filtered image *Y*.

`Y = step(H,I,COEFFS)` uses filter coefficients, *COEFFS*, to filter the input image. This applies when you set the `CoefficientsSource` property to `Input port` and the `SeparableCoefficients` property to `false`.

`Y = step(H,I,HV,HH)` uses vertical filter coefficients, *HV*, and horizontal coefficients, *HH*, to filter the input image. This applies when you set the `CoefficientsSource` property to `Input port` and the `SeparableCoefficients` property to `true`.

`Y = step(H,...,PVAL)` uses the input pad value *PVAL* to filter the input image *I*. This applies when you set the `OutputSize` property to either `Full` or `Same as first input`, the `PaddingMethod` property to `Constant`, and the `PaddingValueSource` property to `Input port`.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the `System` object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

**Purpose** Integral image filter

**Description** This object describes box filters to use with integral images.

**Construction**  $H = \text{integralKernel}(\text{BBOX}, \text{WEIGHTS})$  defines a box filter,  $H$ , from an  $M$ -by-4 matrix of bounding boxes,  $\text{BBOX}$ , and an  $M$ -length vector,  $\text{WEIGHTS}$ , of corresponding weights. Each row of  $\text{BBOX}$  corresponds to a different region, which you can use to sum the pixels. The bounding boxes can overlap. The format of each row,  $[x \ y \ \text{width} \ \text{height}]$ , contains the coordinates of the upper-left corner and size of each region. See “Define a Vertical Derivative Filter” on page 4-474 for an example of how to specify a box filter.

## Input Arguments

### BBOX

$M$ -by-4 matrix of bounding boxes. Each of the  $M$  number of 4-element row vectors  $[x \ y \ \text{width} \ \text{height}]$  define a bounding box. The first two elements represent the coordinates of the upper-left corner of the bounding box. The second two elements represent the width and height of the bounding box.

### WEIGHTS

$M$  length vector of weights corresponding to the bounding boxes.

## Properties

The following properties are read-only

### BoundingBoxes

Bounding boxes which define the filter. The format is  $[x \ y \ \text{width} \ \text{height}]$ .

### Weights

Vector containing a weight for each bounding box.

### Coefficients

Conventional filter coefficients.

# integralKernel

---

## Center

Center coordinates of the filter.

## Size

Filter size.

## Methods

transpose

Transpose filter

## Examples

### Define a Vertical Derivative Filter

Specify a conventional filter with coefficients.

Specify a conventional filter with the following coefficients.

$$\begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ -1 & -1 & -1 & -1 \\ -1 & -1 & -1 & -1 \end{bmatrix}$$

Use the format [x y width height] for the two bounding boxes.

First x = 1, y = 1, width = 4, height = 2, weight = 1  
region

Second x = 1, y = 3, width = 4, height = 2, weight = -1  
region

Enter the specification as follows.

```
boxH = integralKernel([1 1 4 2; 1 3 4 2], [1, -1]);
```

### Define an Average Filter

Define an 11-by-11 average filter.

```
avgH = integralKernel([1 1 11 11], 1/11^2);
```

## Define a Filter Approximating a Second-Order Partial Derivative

Define filter which approximates second order partial derivative in XY direction. This filter can be used by the SURF feature detector.

```
% The filter is zero-padded, using weight of zero, so that it is centered
xydH = integralKernel([1,1,9,9; 2,2,3,3; 6,2,3,3; 2 6 3 3; 6 6 3 3], 1/11^2);
```

```
% Visualize the filter
imshow(xydH.Coefficients, [], 'InitialMagnification', 'fit');
```

```
% Mark the filter center
hold on; plot(xydH.Center(1), xydH.Center(2), 'o');
impixelregion;
```

## Define a Filter to Approximate a Gaussian Second-order Partial Derivative

Define a filter to approximate a Gaussian second order partial derivative in Y direction.

```
ydH = integralKernel([1,1,5,9;1,4,5,3], [1, -3]);
```

```
% Note that this same filter could have been defined as:
%   integralKernel([1,1,5,3;1,4,5,3;1,7,5,3], [1, -2, 1]);
% but it would be less efficient since it requires 3 bounding boxes.
```

```
ydH.Coefficients % visualize the filter
```

## References

Viola, Paul and Michael J. Jones, "Rapid Object Detection using a Boosted Cascade of Simple Features", *Proceedings of the 2001 IEEE Computer Society Conference on Computer Vision and Pattern Recognition*, 2001. Volume: 1, pp. 511–518.

# integralKernel

---

## More About

### Computing an Integral Image and Using it for Filtering with Box Filters

The `integralImage` function together with the `integralKernel` object and `integralFilter` function complete the workflow for box filtering based on integral images. You can use this workflow for filtering with box filters.

- Use the `integralImage` function to compute the integral images
- Use the `integralFilter` function for filtering
- Use the `integralKernel` object to define box filters

The `integralKernel` object allows you to transpose the filter. You can use this to aim a directional filter. For example, you can turn a horizontal edge detector into vertical edge detector.

## See Also

`detectMSERFeatures` | `integralImage` | `integralFilter` | `detectSURFFeaturesSURFPoints` |

## Related Examples

- “Compute an Integral Image” on page 6-59
- “Blur an Image Using a Filter” on page 6-57
- “Find Vertical and Horizontal Edges in an Image” on page 6-57

**Purpose** Transpose filter

**Syntax** `intKernel = intKernel.transpose`

**Description** `intKernel = intKernel.transpose` transposes the integral kernel. You can use this operation to change the direction of an oriented filter.

**Example** **Construct Harr-like Wavelet Filters**

Construct Harr-like wavelet filters using the dot and transpose notation.

```
horiH = integralKernel([1 1 4 3; 1 4 4 3], [-1, 1]); % horizontal filter  
vertH = horiH.'; % vertical filter; note use of the dot before '
```

# vision.ImagePadder

---

<b>Purpose</b>	Pad or crop input image along its rows, columns, or both
<b>Description</b>	The ImagePadder object pads or crop input image along its rows, columns, or both.
<b>Construction</b>	<p>HIMPAD = vision.ImagePadder returns an image padder System object, HIMPAD, that performs two-dimensional padding and/or cropping of an input image.</p> <p>HIMPAD = vision.ImagePadder(<i>Name</i>, <i>Value</i>) returns an image padder object, HIMPAD, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as (<i>Name1</i>, <i>Value1</i>, ..., <i>NameN</i>, <i>ValueN</i>).</p>
<b>Properties</b>	<b>Method</b> How to pad input image Specify how to pad the input image as Constant   Replicate   Symmetric   Circular. The default is Constant.
	<b>PaddingValueSource</b> How to specify pad value Indicate how to specify the pad value as either Property   Input port. This property applies when you set the Method property to Constant. The default is Property.
	<b>PaddingValue</b> Pad value Specify the constant scalar value with which to pad the image. This property applies when you set the Method property to Constant and the PaddingValueSource property to Property. The default is 0. This property is tunable.
	<b>SizeMode</b> How to specify output image size

Indicate how to pad the input image to obtain the output image by specifying `Pad size` | `Output size`. When this property is `Pad size`, the size of the padding in the vertical and horizontal directions are specified. When this property is `Output size`, the total number of output rows and output columns are specified. The default is `Pad size`.

## **RowPaddingLocation**

Location at which to add rows

Specify the direction in which to add rows to as `Top` | `Bottom` | `Both top and bottom` | `None`. Set this property to `Top` to add additional rows to the top of the image, `Bottom` to add additional rows to the bottom of the image, `Both top and bottom` to add additional rows to the top and bottom of the image, and `None` to maintain the row size of the input image. The default is `Both top and bottom`.

## **NumPaddingRows**

Number of rows to add

Specify the number of rows to be added to the top, bottom, or both sides of the input image as a scalar value. When the `RowPaddingLocation` property is `Both top and bottom`, this property can also be set to a two element vector, where the first element controls the number of rows the System object adds to the top of the image and the second element controls the number of rows the System object adds to the bottom of the image. This property applies when you set the `SizeMethod` property to `Pad size` and the `RowPaddingLocation` property is not set to `None`. The default is `[2 3]`.

## **NumOutputRowsSource**

How to specify number of output rows

Indicate how to specify the number of output rows as `Property` | `Next power of two`. If this property is `Next power of two`, the System object adds rows to the input image until the number

of rows is equal to a power of two. This property applies when you set the `SizeMethod` property to `Output size`. The default is `Property`.

## **NumOutputRows**

Total number of rows in output

Specify the total number of rows in the output as a scalar integer. If the specified number is smaller than the number of rows of the input image, then image is cropped. This property applies when you set the `SizeMethod` property to `Output size` and the `NumOutputRowsSource` property to `Property`. The default is 12.

## **ColumnPaddingLocation**

Location at which to add columns

Specify the direction in which to add columns one of `Left | Right | Both left and right | None`. Set this property to `Left` to add additional columns on the left side of the image, `Right` to add additional columns on the right side of the image, `Both left and right` to add additional columns on the left and right side of the image, and `None` to maintain the column length of the input image. The default is `Both left and right`.

## **NumPaddingColumns**

Number of columns to add

Specify the number of columns to be added to the left, right, or both sides of the input image as a scalar value. When the `ColumnPaddingLocation` property is `Both left and right`, this property can also be set to a two element vector, where the first element controls the number of columns the `System` object adds to the left side of the image and the second element controls the number of columns the `System` object adds to the right side of the image. This property applies when you set the `SizeMethod` property to `Pad size` and the `NumPaddingColumns` property is not set to `None`. The default is 2.

## **NumOutputColumnsSource**

How to specify number of output columns

Indicate how to specify the number of output columns as `Property | Next power of two`. If you set this property to `Next power of two`, the `System` object adds columns to the input until the number of columns is equal to a power of two. This property applies when you set the `SizeMethod` property to `Output size`. The default is `Property`.

## **NumOutputColumns**

Total number of columns in output

Specify the total number of columns in the output as a scalar integer. If the specified number is smaller than the number of columns of the input image, then image is cropped. This property applies when you set the `SizeMethod` property to `Output size` and the `NumOutputColumnsSource` property to `Property`. The default is 10.

## **Methods**

<code>clone</code>	Create image padder object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Perform two-dimensional padding or cropping of input

## **Examples**

Pad two rows to the bottom, and three columns to the right of an image. Use the value of the last array element as the padding value.

# vision.ImagePadder

---

```
himpad = vision.ImagePadder('Method', 'Replicate', ...  
    'RowPaddingLocation', 'Bottom', ...  
    'NumPaddingRows', 2, ...  
    'ColumnPaddingLocation', 'Right', ...  
    'NumPaddingColumns', 3);  
x = [1 2;3 4];  
y = step(himpad,x);
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Image Pad block reference page. The object properties correspond to the block parameters.

## See Also

`vision.GeometricScaler`

**Purpose** Create image padder object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a ImagePadder System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.ImagePadder.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**      `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.ImagePadder.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.ImagePadder.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the ImagePadder System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.ImagePadder.step

---

**Purpose** Perform two-dimensional padding or cropping of input

**Syntax**  $Y = \text{step}(H, X)$   
 $Y = \text{step}(H, X, PAD)$

**Description**  $Y = \text{step}(H, X)$  performs two-dimensional padding or cropping of input,  $X$ .  
 $Y = \text{step}(H, X, PAD)$  performs two-dimensional padding and/or cropping of input,  $X$ , using the input pad value  $PAD$ . This applies when you set the `Method` property to `Constant` and the `PaddingValueSource` property to `Input port`.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

**Purpose** Kalman filter for object tracking

**Description** The Kalman filter object is designed for tracking. You can use it to predict a physical object’s future location, to reduce noise in the detected location, or to help associate multiple physical objects with their corresponding tracks. A Kalman filter object can be configured for each physical object for multiple object tracking. To use the Kalman filter, the object must be moving at constant velocity or constant acceleration.

The Kalman filter algorithm involves two steps, prediction and correction (also known as the update step). The first step uses previous states to predict the current state. The second step uses the current measurement, such as object location, to correct the state. The Kalman filter implements a discrete time, linear State-Space System.

**Note** To make configuring a Kalman filter easier, you can use the `configureKalmanFilter` object to configure a Kalman filter. It sets up the filter for tracking a physical object in a Cartesian coordinate system, moving with constant velocity or constant acceleration. The statistics are the same along all dimensions. If you need to configure a Kalman filter with different assumptions, do not use the function, use this object directly.

**Construction** `obj = vision.KalmanFilter` returns a Kalman filter object for a discrete time, constant velocity system. In this “State-Space System” on page 4-491, the state transition model,  $A$ , and the measurement model,  $H$ , are set as follows:

Variable	Value
$A$	[1 0 1 0; 0 1 0 1; 0 0 1 0; 0 0 0 1]
$H$	[1 0 0 0; 0 1 0 0]

`obj = vision.KalmanFilter(StateTransitionModel,MeasurementModel)`

# vision.KalmanFilter

---

configures the state transition model,  $A$ , and the measurement model,  $H$ .

```
obj =  
vision.KalmanFilter(StateTransitionModel,MeasurementModel,ControlModel)  
additionally configures the control model,  $B$ .
```

```
obj =  
vision.KalmanFilter(StateTransitionModel,MeasurementModel,ControlModel,Name,Value,  
) configures the Kalman filter object properties, specified as one or  
more Name,Value pair arguments. Unspecified properties  
have default values.
```

## To Track Objects:

Use the `predict` and `correct` methods based on detection results.

- When the tracked object is detected, use the `predict` and `correct` methods with the Kalman filter object and the detection measurement. Call the methods in the following order:

```
[...] = predict(obj);  
[...] = correct(obj,measurement);
```

- When the tracked object is not detected, call the `predict` method, but not the `correct` method. When the tracked object is missing or occluded, no measurement is available. Set the methods up with the following logic:

```
[...] = predict(obj);  
If measurement exists  
    [...] = correct(obj,measurement);  
end
```

- If the tracked object becomes available after missing for  $t-1$  consecutive time steps, you can call the `predict` method with the time input syntax. This syntax is particularly useful when processing asynchronous video. For example,

```
[...] = predict(obj,t);
```

```
[...] = correct(obj, measurement);
If t=1, predict(obj,t) is the same as predict(obj).
```

Use the `distance` method to find the best matches. The computed distance values describe how a set of measurements matches the Kalman filter. You can thus select a measurement that best fits the filter. This strategy can be used for matching object detections against object tracks in a multiobject tracking problem. This distance computation takes into account the covariance of the predicted state and the process noise. The `distance` method can only be called after the `predict` method.

### Distance Equation

$$d(z) = (z - Hx)^T \Sigma^{-1} (z - Hx) + \ln |\Sigma|$$

Where  $\Sigma = HPH^T + R$  and  $|\Sigma|$  is the determinant of  $\Sigma$ . You can then find the best matches by examining the returned distance values.

`d = distance(obj, z_matrix)` computes a distance between the location of a detected object and the predicted location by the Kalman filter object. Each row of the  $N$ -column `z_matrix` input matrix contains a measurement vector. The `distance` method returns a row vector where each distance element corresponds to the measurement input.

## State-Space System

This object implements a discrete time, linear state-space system, described by the following equations.

State equation:	$x(k) = Ax(k-1) + Bu(k-1) + w(k-1)$
Measurement equation:	$z(k) = Hx(k) + v(k)$

## Variable Definition

Variable	Description	Dimension
$k$	Time.	Scalar
$x$	State. Gaussian vector with covariance $P$ . [ $x \sim N(\bar{x}, P)$ ]	$M$ -element vector
$P$	State estimation error covariance.	$M$ -by- $M$ matrix
$A$	State transition model.	$M$ -by- $M$ matrix
$B$	Control model.	$M$ -by- $L$ matrix
$u$	Control input.	$L$ -element vector
$w$	Process noise; Gaussian vector with zero mean and covariance $Q$ . [ $w \sim N(0, Q)$ ]	$M$ -element vector
$Q$	Process noise covariance.	$M$ -by- $M$ matrix
$z$	Measurement. For example, location of detected object.	$N$ -element vector
$H$	Measurement model.	$N$ -by- $M$ matrix
$v$	Measurement noise; Gaussian vector with zero mean and covariance $R$ . [ $v \sim N(0, R)$ ]	$N$ -element vector
$R$	Measurement noise covariance.	$N$ -by- $N$ matrix

## Properties

### StateTransitionModel

Model describing state transition between time steps ( $A$ )

Specify the transition of state between times as an  $M$ -by- $M$  matrix. After the object is constructed, this property cannot be changed. This property relates to the  $A$  variable in the “State-Space System” on page 4-491.

**Default:** [1 0 1 0; 0 1 0 1; 0 0 1 0; 0 0 0 1]

## MeasurementModel

Model describing state to measurement transformation ( $H$ )

Specify the transition from state to measurement as an  $N$ -by- $M$  matrix. After the object is constructed, this property cannot be changed. This property relates to the  $H$  variable in the “State-Space System” on page 4-491.

**Default:** [1 0 0 0; 0 1 0 0]

## ControlModel

Model describing control input to state transformation ( $B$ )

Specify the transition from control input to state as an  $M$ -by- $L$  matrix. After the object is constructed, this property cannot be changed. This property relates to the  $B$  variable in the “State-Space System” on page 4-491.

**Default:** []

## State

State ( $x$ )

Specify the state as a scalar or an  $M$ -element vector. If you specify it as a scalar it will be extended to an  $M$ -element vector. This property relates to the  $x$  variable in the “State-Space System” on page 4-491.

**Default:** [0]

## StateCovariance

State estimation error covariance ( $P$ )

Specify the covariance of the state estimation error as a scalar or an  $M$ -by- $M$  matrix. If you specify it as a scalar it will be extended

to an  $M$ -by- $M$  diagonal matrix. This property relates to the  $P$  variable in the “State-Space System” on page 4-491.

**Default:** [1]

## ProcessNoise

Process noise covariance ( $Q$ )

Specify the covariance of process noise as a scalar or an  $M$ -by- $M$  matrix. If you specify it as a scalar it will be extended to an  $M$ -by- $M$  diagonal matrix. This property relates to the  $Q$  variable in the “State-Space System” on page 4-491.

**Default:** [1]

## MeasurementNoise

Measurement noise covariance ( $R$ )

Specify the covariance of measurement noise as a scalar or an  $N$ -by- $N$  matrix. If you specify it as a scalar it will be extended to an  $N$ -by- $N$  diagonal matrix. This property relates to the  $R$  variable in the “State-Space System” on page 4-491.

**Default:** [1]

## Methods

clone	Create Kalman filter object with same property values
correct	Correction of measurement, state, and state estimation error covariance
distance	Confidence value of measurement
predict	Prediction of measurement

## Examples

### Track Location of an Object

Track the location of a physical object moving in one direction.

Generate synthetic data which mimics the 1-D location of a physical object moving at a constant speed.

```
detectedLocations = num2cell(2*randn(1,40) + (1:40));
```

Simulate missing detections by setting some elements to empty.

```
detectedLocations{1} = [];  
for idx = 16: 25  
    detectedLocations{idx} = [];  
end
```

Create a figure to show the location of detections and the results of using the Kalman filter for tracking.

```
figure; hold on;  
ylabel('Location');  
ylim([0,50]);  
xlabel('Time');  
xlim([0,length(detectedLocations)]);
```

Create a 1-D, constant speed Kalman filter when the physical object is first detected. Predict the location of the object based on previous states. If the object is detected at the current time step, use its location to correct the states.

```
kalman = [];  
for idx = 1: length(detectedLocations)  
    location = detectedLocations{idx};  
    if isempty(kalman)  
        if ~isempty(location)  
  
            stateModel = [1 1; 0 1];  
            measurementModel = [1 0];  
            kalman = vision.KalmanFilter(stateModel, measurementModel, ...
```

```
        'ProcessNoise', 1e-4, 'MeasurementNoise', 4);
    kalman.State = [location, 0];
end
else
    trackedLocation = predict(kalman);
    if ~isempty(location)
        plot(idx, location, 'k+');
        d = distance(kalman, location);
        title(sprintf('Distance: %f', d));
        trackedLocation = correct(kalman, location);
    else
        title('Missing detection');
    end
    pause(0.2);
    plot(idx, trackedLocation, 'ro');
end
end
legend('Detected locations', 'Predicted/corrected locations');
```

## Remove Noise From a Signal

Use Kalman filter to remove noise from a random signal corrupted by a zero-mean Gaussian noise.

**1**

Synthesize a random signal that has value of 1 and is corrupted by a zero-mean Gaussian noise with standard deviation of 0.1.

```
x = 1;
len = 100;
z = x + 0.1 * randn(1, len);
```

**2**

Remove noise from the signal by using a Kalman filter. The state is expected to be constant, and the measurement is the same as state.

```
stateTransitionModel = 1;
measurementModel = 1;
obj = vision.KalmanFilter(stateTransitionModel,measurementModel,'StateTransitionModel',stateTransitionModel,'MeasurementModel',measurementModel);

z_corr = zeros(1, len);
for idx = 1: len
    predict(obj);
    z_corr(idx) = correct(obj, z(idx));
end
```

### 3

Plot results

```
figure, plot(x * ones(1, len), 'g-'); hold on;
plot(1:len, z, 'b+', 1:len, z_corr, 'r-');
legend('Original signal', 'Noisy signal', 'Filtered signal');
```

## References

Welch, Greg, and Gary Bishop, *An Introduction to the Kalman Filter*, TR 95–041. University of North Carolina at Chapel Hill, Department of Computer Science.

## See Also

[configureKalmanFilter](#) | [assignDetectionsToTrack](#)

# vision.KalmanFilter.clone

---

**Purpose** Create Kalman filter object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a `KalmanFilter` object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

**Purpose** Confidence value of measurement

**Syntax** `d = distance(obj, z_matrix)`

**Description** `d = distance(obj, z_matrix)` computes a distance between the location of a detected object and the predicted location by the Kalman filter object. Each row of the  $N$ -column `z_matrix` input matrix contains a measurement vector. The distance method returns a row vector where each distance element corresponds to the measurement input.

This distance computation takes into account the covariance of the predicted state and the process noise. The distance method can only be called after the predict method.

## vision.KalmanFilter.correct

---

**Purpose** Correction of measurement, state, and state estimation error covariance

**Syntax** `[z_corr,x_corr,P_corr] = correct(obj,z)`

**Description** `[z_corr,x_corr,P_corr] = correct(obj,z)` returns the correction of measurement, state, and state estimation error covariance. The correction is based on the current measurement  $z$ , an  $N$ -element vector. The object overwrites the internal state and covariance of the Kalman filter with corrected values.

**Purpose**

Prediction of measurement

**Syntax**

```
[z_pred, x_pred, P_pred] = predict(obj)
[z_pred, x_pred, P_pred] = predict(obj,t)
[z_pred, x_pred, P_pred] = predict(obj,t,u)
```

**Description**

`[z_pred, x_pred, P_pred] = predict(obj)` returns the prediction of measurement, state, and state estimation error covariance at the next time step (e.g., the next video frame). The object overwrites the internal state and covariance of the Kalman filter with the prediction results.

`[z_pred, x_pred, P_pred] = predict(obj,t)` additionally, lets you specify the time  $t$ , a positive integer. The returned values are the measurement, state, and state estimation error covariance predicted for  $t$  time steps (e.g.,  $t$  video frames) later.

`[z_pred, x_pred, P_pred] = predict(obj,t,u)` additionally lets you specify the control input,  $u$ , an  $L$ -element vector. This syntax applies when you set the control model,  $B$ .

# vision.LocalMaximaFinder

---

**Purpose** Find local maxima in matrices

**Description** The LocalMaximaFinder object finds local maxima in matrices.

After constructing the object and optionally setting properties, use the `step` method to find the coordinates of the local maxima in the input image. Use the `step` syntax below with input matrix, `I`, LocalMaximaFinder object, `H`, and any optional properties.

`IDX = step(H, I)` returns `[x y]` coordinates of the local maxima in an  $M$ -by- $2$  matrix, `IDX`.  $M$  represents the number of local maximas found. The maximum value of  $M$  may not exceed the value set in the `MaximumNumLocalMaxima` property.

`[...] = step(H, I, THRESH)` finds the local maxima in input image `I`, using the threshold value `THRESH`, when you set the `ThresholdSource` property to `Input port`.

**Construction** `H = vision.LocalMaximaFinder` returns a local maxima finder System object, `H`, that finds local maxima in input matrices.

`H = vision.LocalMaximaFinder(Name, Value)` returns a local maxima finder object, `H`, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as `(Name1, Value1, ..., NameN, ValueN)`.

`H = vision.LocalMaximaFinder(MAXNUM, NEIGHBORSIZE, Name, Value)` returns a local maxima finder object, `H`, with the `MaximumNumLocalMaxima` property set to `MAXNUM`, `NeighborhoodSize` property set to `NEIGHBORSIZE`, and other specified properties set to the specified values.

**Properties** **MaximumNumLocalMaxima**

Maximum number of maxima to find

Specify the maximum number of maxima to find as a positive scalar integer value. The default is 2.

## NeighborhoodSize

Neighborhood size for zero-ing out values

Specify the size of the neighborhood around the maxima, over which the System object zeros out values, as a 2-element vector of positive odd integers. The default is [5 7].

## ThresholdSource

Source of threshold

Specify how to enter the threshold value as Property, or Input port. The default is Property.

## Threshold

Value that all maxima should match or exceed

Specify the threshold value as a scalar of MATLAB built-in numeric data type. This property applies when you set the ThresholdSource property to Property. The default is 10. This property is tunable.

## HoughMatrixInput

Indicator of Hough Transform matrix input

Set this property to true if the input is antisymmetric about the

rho axis and the theta value ranges from  $-\frac{\pi}{2}$  to  $\frac{\pi}{2}$  radians, which correspond to a Hough matrix.

When you set this property to true, the object assumes a Hough matrix input. The block applies additional processing, specific to Hough transform on the right and left boundaries of the input matrix.

The default is false.

## IndexDataType

Data type of index values

# vision.LocalMaximaFinder

---

Specify the data type of index values as `double`, `single`, `uint8`, `uint16`, or `uint32`. The default is `uint32`.

## Methods

<code>clone</code>	Create local maxima finder object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Find local maxima in input image

## Examples

Find a local maxima in an input.

```
I = [0 0 0 0 0 0 0 0 0 0 0 0; ...
     0 0 0 1 1 2 3 2 1 1 0 0; ...
     0 0 0 1 2 3 4 3 2 1 0 0; ...
     0 0 0 1 3 5 7 5 3 1 0 0; ... % local max at x=7, y=4
     0 0 0 1 2 3 4 3 2 1 0 0; ...
     0 0 0 1 1 2 3 2 1 1 0 0; ...
     0 0 0 0 0 0 0 0 0 0 0 0];

hLocalMax = vision.LocalMaximaFinder;
hLocalMax.MaximumNumLocalMaxima = 1;
hLocalMax.NeighborhoodSize = [3 3];
hLocalMax.Threshold = 1;

location = step(hLocalMax, I)
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Find Local Maxima block reference page. The object properties correspond to the block parameters.

## See Also

`vision.HoughTransform` | `vision.HoughLines` | `vision.Maximum`

# vision.LocalMaximaFinder.clone

---

**Purpose** Create local maxima finder object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates an `LocalMaximaFinder System` object `C`, with the same property values as `H`. The `clone` method creates a new unlocked object.

# vision.LocalMaximaFinder.getNumInputs

---

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.LocalMaximaFinder.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the LocalMaximaFinder System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.LocalMaximaFinder.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose** Find local maxima in input image

**Syntax**  
IDX = step(H,I)  
[...] = step(H,I,THRESH)

**Description** IDX = step(H,I) returns [x y] coordinates of the local maxima in an  $M$ -by-2 matrix, IDX, where  $M$  represents the number of local maximas found. The maximum value of  $M$  may not exceed the value set in the MaximumNumLocalMaxima property.

[...] = step(H,I,THRESH) finds the local maxima in input image I, using the threshold value THRESH, when you set the ThresholdSource property to Input port.

---

**Note** The object performs an initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the release method to unlock the object.

---

# vision.MarkerInserter

---

**Purpose** Draw markers on output image

**Description** The MarkerInserter object can draw circle, x-mark, plus sign, star, or rectangle markers in a 2-D grayscale or truecolor RGB image. The output image can then be displayed or saved to a file.

**Construction** `markerInserter = vision.MarkerInserter` returns a marker inserter System object, `markerInserter`, that draws a circle in an image.

`markerInserter = vision.MarkerInserter(Name, Value)` returns a marker inserter object, `H`, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as `(Name1, Value1, ..., NameN, ValueN)`.

## To insert a marker:

- 1 Define and set up your marker inserter using the constructor.
- 2 Call the `step` method with the input image, `I`, the marker inserter object, `markerInserter`, points `PTS`, and any optional properties. See the syntax below for using the `step` method.

`J = step(markerInserter, I, PTS)` draws the marker specified by the `Shape` property on input image `I`. The input `PTS` specify the coordinates for the location of the marker. You can specify the `PTS` input as an  $M$ -by-2 `[x y]` matrix of  $M$  number of markers. Each `[x y]` pair defines the center location of the marker. The markers are embedded on the output image `J`.

`J = step(markerInserter, I, PTS, ROI)` draws the specified marker in a rectangular area defined by the `ROI` input. This applies when you set the `ROIInputPort` property to `true`. The `ROI` input defines a rectangular area as `[x y width height]`, where `[x y]` determine the upper-left corner location of the rectangle, and `width` and `height` specify the size.

`J = step(markerInserter, I, PTS, ..., CLR)` draws the marker with the border or fill color specified by the `CLR` input. This applies when you set the `BorderColorSource` property or the `FillColorSource` property to 'Input port'.

## Properties

### Shape

Shape of marker

Specify the type of marker to draw as `Circle` | `X-mark` | `Plus`, `Star` | `Square`.

Default: `Circle`

### Size

Size of marker

Specify the size of the marker, in pixels, as a scalar value greater than or equal to 1. This property is tunable.

Default: `3`

### Fill

Enable marker fill

Set this property to true to fill the marker with an intensity value or a color. This property applies when you set the `Shape` property to `Circle` or `Square`.

Default: `false`

### BorderColorSource

Border color source

Specify how the marker's border color is provided as `Input port`, `Property`. This property applies either when you set the `Shape` property to `X-mark`, `Plus`, or `Star`, or when you set the `Shape` property to `Circle` or `Square`, and the `Fill` property to `false`. When you set `BorderColorSource` to `Input port`, a border color vector must be provided as an input to the `System` object's `step` method.

Default: `Property`

### BorderColor

Border color of marker

Specify the border color of the marker as `Black` | `White` | `Custom`. If this property is set to `Custom`, the `CustomBorderColor` property is used to specify the value. This property applies when the `BorderColorSource` property is enabled and set to `Property`.

Default: `Black`

## **CustomBorderColor**

Intensity or color value for marker's border

Specify an intensity or color value for the marker's border. If the input is an intensity image, this property can be set to a scalar intensity value for one marker or  $R$ -element vector where  $R$  is the number of markers. If the input is a color image, this property can be set to a  $P$ -element vector where  $P$  is the number of color planes or a  $P$ -by- $R$  matrix where  $P$  is the number of color planes and  $R$  is the number of markers. This property applies when you set the `BorderColor` property to `Custom`. This property is tunable when the `Antialiasing` property is `false`.

Default: `[200 120 50]`

## **FillColorSource**

Source of fill color

Specify how the marker's fill color is provided as `Input port` | `Property`. This property applies when you set the `Shape` property to `Circle` or `Square`, and the `Fill` property to `true`. When this property is set to `Input port`, a fill color vector must be provided as an input to the `System` object's `step` method.

Default: `Property`

## **FillColor**

Fill color of marker

Specify the color to fill the marker as `Black` | `White` | `Custom`. If this property is set to `Custom`, the `CustomFillColor` property is used to specify the value. This property applies when the `FillColorSource` property is enabled and set to `Property`.

Default: Black

## **CustomFillColor**

Intensity or color value for marker's interior

Specify an intensity or color value to fill the marker. If the input is an intensity image, this property can be set to a scalar intensity value for one marker or  $R$ -element vector where  $R$  is the number of markers. If the input is a color image, this property can be set to a  $P$ -element vector where  $P$  is the number of color planes or a  $P$ -by- $R$  matrix where  $P$  is the number of color planes and  $R$  is the number of markers. This property applies when you set the `FillColor` property to `Custom`. This property is tunable when the `Antialiasing` property is `false`.

Default: [200 120 50]

## **Opacity**

Opacity of shading inside marker

Specify the opacity of the shading inside the marker by a scalar value between 0 and 1, where 0 is transparent and 1 is opaque. This property applies when you set the `Fill` property to `true`. This property is tunable.

Default: 0.6

## **ROIInputPort**

Enable defining a region of interest to draw marker

Set this property to `true` to specify a region of interest (ROI) on the input image through an input to the `step` method. If the property is set to `false`, the object uses the entire image.

Default: `false`

## **Antialiasing**

Enable performing smoothing algorithm on marker

Set this property to `true` to perform a smoothing algorithm on the marker. This property applies when you do not set the `Shape` property to `Square` or `Plus`.

Default: `false`

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. This property applies when you set the `Fill` property to `true` and/or the `Antialiasing` property to `true`.

Default: `Floor`

### **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as `Wrap` | `Saturate`. This property applies when you set the `Fill` property to `true` and/or the `Antialiasing` property to `true`.

Default: `Wrap`

### **OpacityDataType**

Opacity word length

Specify the opacity fixed-point data type as `Same word length as input` or `Custom`. This property applies when you set the `Fill` property to `true`.

Default: `Custom`

### **CustomOpacityDataType**

Opacity word length

Specify the opacity fixed-point type as an unscaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `Fill` property to `true` and the `OpacityDataType` property to `Custom`.

Default: `numericType([],16)`

## **ProductDataType**

Product word and fraction lengths

Specify the product fixed-point data type as `Same as first input` or `Custom`. This property applies when you set the `Fill` property to `true` and/or the `Antialiasing` property to `true`.

Default: `Custom`

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `Fill` property to `true` and/or the `Antialiasing` property to `true`, and the `ProductDataType` property to `Custom`.

Default: `numericType([],32,14)`

## **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as `Same as product` | `Same as first input` | `Custom`. This property applies when you set the `Fill` property to `true` and/or the `Antialiasing` property to `true`.

Default: `Same as product`

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you

# vision.MarkerInserter

---

set the Fill property to true and/or the Antialiasing property to true, and the AccumulatorDataType property to Custom.

Default: numerictype([],32,14)

## Methods

clone	Create marker inserter object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and nontunable properties
release	Allow property value and input characteristics changes
step	Draw specified marker on input image

## Examples

### Draw White Plus Signs in a Grayscale Image

```
markerInserter = vision.MarkerInserter('Shape','Plus','BorderColor','white');
I = imread('cameraman.tif');
Pts = int32([10 10; 20 20; 30 30]);
J = step(markerInserter, I, Pts);
imshow(J);
```

### Draw Red Circles in a Grayscale Image

```
red = uint8([255 0 0]); % [R G B]; class of red must match class of I
markerInserter = vision.MarkerInserter('Shape','Circle','BorderColor','white');
I = imread('cameraman.tif');
RGB = repmat(I,[1 1 3]); % convert the image to RGB
Pts = int32([60 60; 80 80; 100 100]);
J = step(markerInserter, RGB, Pts);
```

```
imshow(J);
```

## **Draw Blue X-marks in a Color Image**

```
markerInserter = vision.MarkerInserter('Shape','X-mark','BorderColor',  
RGB = imread('autumn.tif');  
Pts = int32([20 20; 40 40; 60 60]);  
J = step(markerInserter, RGB, Pts);  
imshow(J);
```

## **See Also**

[vision.ShapeInserter](#) | [vision.TextInserter](#)

# vision.MarkerInserter.clone

---

**Purpose** Create marker inserter object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates an `MarkerInserter System` object `C`, with the same property values as `H`. The `clone` method creates a new unlocked object.

# vision.MarkerInserter.getNumInputs

---

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.MarkerInserter.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose**

Locked status for input attributes and nontunable properties

**Syntax**

TF = isLocked(H)

**Description**

TF = isLocked(H) returns the locked status, TF of the MarkerInserter System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.MarkerInserter.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose** Draw specified marker on input image

**Syntax**

```
J = step(markerInserter, I, PTS)
J = step(markerInserter, I, PTS, ROI)
J = step(markerInserter, I, PTS, ..., CLR)
```

**Description**

`J = step(markerInserter, I, PTS)` draws the marker specified by the `Shape` property on input image *I*. The input `PTS` specify the coordinates for the location of the marker. You can specify the `PTS` input as an *M*-by-2 [*x y*] matrix of *M* number of markers. Each [*x y*] pair defines the center location of the marker. The markers are embedded on the output image *J*.

`J = step(markerInserter, I, PTS, ROI)` draws the specified marker in a rectangular area defined by the `ROI` input. This applies when you set the `ROIInputPort` property to `true`. The `ROI` input defines a rectangular area as [*x y width height*], where [*x y*] determine the upper-left corner location of the rectangle, and *width* and *height* specify the size.

`J = step(markerInserter, I, PTS, ..., CLR)` draws the marker with the border or fill color specified by the `CLR` input. This applies when you set the `BorderColorSource` property or the `FillColorSource` property to 'Input port'.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

## Input Arguments

### H

Shape inserter object with shape and properties specified.

# vision.MarkerInserter.step

---

## I

Input image.

## PTS

Input  $M$ -by-2 matrix of  $M$  number of [x y] coordinates describing the location for markers. This property must be an integer value. If you enter non-integer value, the object rounds it to the nearest integer.

$$\begin{bmatrix} x_1 & y_1 \\ x_2 & y_2 \\ \vdots & \vdots \\ x_M & y_M \end{bmatrix}$$

Each [x y] pair defines the center of a marker.

The table below shows the data types required for the inputs, I and PTS.

Input image I	Input matrix PTS
built-in integer	built-in or fixed-point integer
fixed-point integer	built-in or fixed-point integer
double	double, single, or build-in integer
single	double, single, or build-in integer

## RGB

Scalar, vector, or matrix describing one plane of the RGB input video stream.

## ROI

Input 4-element vector of integers [x y width height], that define a rectangular area in which to draw the shapes. The first two elements represent the one-based coordinates of the upper-left

corner of the area. The second two elements represent the width and height of the area.

- Double-precision floating point
- Single-precision floating point
- 8-, 16-, and 32-bit signed integer
- 8-, 16-, and 32-bit unsigned integer

## **CLR**

This port can be used to dynamically specify shape color.

$P$ -element vector or an  $M$ -by- $P$  matrix, where  $M$  is the number of shapes, and  $P$ , the number of color planes. You can specify a color (RGB), for each shape, or specify one color for all shapes. The data type for the CLR input must be the same as the input image.

## **Output Arguments**

### **J**

Output image. The markers are embedded on the output image.

# vision.Maximum

---

<b>Purpose</b>	Find maximum values in input or sequence of inputs
<b>Description</b>	The Maximum object finds maximum values in an input or sequence of inputs.
<b>Construction</b>	<p>H = vision.Maximum returns an object, H, that computes the value and index of the maximum elements in an input or a sequence of inputs.</p> <p>H = vision.Maximum(<i>Name</i>, <i>Value</i>) returns a maximum-finding object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as (<i>Name1</i>, <i>Value1</i>, ..., <i>NameN</i>, <i>ValueN</i>).</p>
<b>Properties</b>	<p><b>ValueOutputPort</b></p> <p>Output maximum value</p> <p>Set this property to true to output the maximum value of the input. This property applies when you set the RunningMaximum property to false.</p> <p>Default: true.</p> <p><b>RunningMaximum</b></p> <p>Calculate over single input or multiple inputs</p> <p>When you set this property to true, the object computes the maximum value over a sequence of inputs. When you set this property to false, the object computes the maximum value over the current input.</p> <p>Default: false.</p> <p><b>IndexOutputPort</b></p> <p>Output the index of the maximum value</p> <p>Set this property to true to output the index of the maximum value of the input. This property applies only when you set the RunningMaximum property to false.</p>

Default: true.

## **ResetInputPort**

Additional input to enable resetting of running maximum

Set this property to true to enable resetting of the running maximum. When you set this property to true, a reset input must be specified to the `step` method to reset the running maximum. This property applies only when you set the `RunningMaximum` property to true.

Default: false.

## **ResetCondition**

Condition that triggers resetting of running maximum

Specify the event that resets the running maximum as `Rising edge`, `Falling edge`, `Either edge`, or `Non-zero`. This property applies only when you set the `ResetInputPort` property to true.

Default: `Non-zero`.

## **IndexBase**

Numbering base for index of maximum value

Specify the numbering used when computing the index of the maximum value as starting from either `One` or `Zero`. This property applies only when you set the `IndexOutputPort` property to true.

Default: `One`.

## **Dimension**

Dimension to operate along

Specify how the maximum calculation is performed over the data as `All`, `Row`, `Column`, or `Custom`. This property applies only when you set the `RunningMaximum` property to false.

Default: `Column`.

## **CustomDimension**

Numerical dimension to calculate over

Specify the integer dimension of the input signal over which the object finds the maximum. The value of this property cannot exceed the number of dimensions in the input signal. This property only applies when you set the Dimension property to Custom.

Default: 1.

## **ROIProcessing**

Enable region-of-interest processing

Set this property to true to enable calculation of the maximum value within a particular region of an image. This property applies when you set the Dimension property to All and the RunningMaximum property to false.

Default:false.

## **ROIForm**

Type of region of interest

Specify the type of region of interest as Rectangles, Lines, Label matrix, or Binary mask. This property applies only when you set the ROIProcessing property to true.

Default: Rectangles.

## **ROIPortion**

Calculate over entire ROI or just perimeter

Specify whether to calculate the maximum over the Entire ROI or the ROI perimeter. This property applies only when you set the ROIForm property to Rectangles.

Default: Entire ROI.

## **ROIStatistics**

Calculate statistics for each ROI or one for all ROIs

Specify whether to calculate Individual statistics for each ROI or a Single statistic for all ROIs. This property applies only when you set the ROIForm property to Rectangles, Lines, or Label matrix.

## **ValidityOutputPort**

Output flag indicating if any part of ROI is outside input image

Set this property to true to return the validity of the specified ROI as completely or partially inside of the image. This applies when you set the ROIForm property to Lines or Rectangles.

Set this property to true to return the validity of the specified label numbers. This applies when you set the ROIForm property to Label matrix.

Default: false.

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of Ceiling | Convergent | Floor | Nearest | Round | Simplest | Zero.

Default: Floor.

### **OverflowAction**

Action to take when integer input is out-of-range

Specify the overflow action as Wrap or Saturate.

Default: Wrap.

### **ProductDataType**

Data type of product

Specify the product fixed-point data type as Same as input or Custom.

Default: Same as input.

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled `numericType` object. This property applies only when you set the `AccumulatorDataType` property to `Custom`.

Default: `numericType(true,32,30)`.

## **AccumulatorDataType**

Data type of accumulator

Specify the accumulator fixed-point data type as `Same as product`, `Same as input`, or `Custom`.

Default: `Same as product`.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object. This property applies only when you set the `AccumulatorDataType` property to `Custom`.

Default: `numericType(true,32,30)`.

## **Methods**

<code>clone</code>	Create maximum object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties

release	Allow property value and input characteristics changes
reset	Reset computation of running maximum
step	Compute maximum value

## Examples

Determine the maximum value and its index in a grayscale image.

```
img = im2single(rgb2gray(imread('peppers.png')));  
hmax = vision.Maximum;  
[m, ind] = step(hmax, img);
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the 2-D Maximum block reference page.

## See Also

[vision.Mean](#) | [vision.Minimum](#)

# vision.Maximum.clone

---

**Purpose** Create maximum object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a Maximum object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object with uninitialized states.

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.Maximum.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

<b>Purpose</b>	Locked status for input attributes and nontunable properties
<b>Syntax</b>	TF = isLocked(H)
<b>Description</b>	<p>TF = isLocked(H) returns the locked status, TF of the Maximum System object.</p> <p>The isLocked method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the isLocked method returns a true value.</p>

## vision.Maximum.reset

---

**Purpose**            Reset computation of running maximum

**Syntax**            reset(H)

**Description**        reset(H) resets the computation of the running maximum for the Maximum object H.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose** Compute maximum value

**Syntax**

```
[VAL,IND] = step(H,X)
VAL = step(H,X)
IND = step(H,X)
VAL = step(H,X,R)
[...] = step(H,I,ROI)
[...] = step(H,I,LABEL,LABELNUMBERS)
[... ,FLAG] = step(H,I,ROI)
[... ,FLAG] = step(H,I,LABEL,LABELNUMBERS)
```

**Description** [VAL,IND] = step(H,X) returns the maximum value, VAL, and the index or position of the maximum value, IND, along a dimension of X specified by the value of the Dimension property.

VAL = step(H,X) returns the maximum value, VAL, of the input X. When the RunningMaximum property is true, VAL corresponds to the maximum value over a sequence of inputs.

IND = step(H,X) returns the zero- or one-based index IND of the maximum value. To enable this type of processing, set the IndexOutputPort property to true and the ValueOutputPort and RunningMaximum properties to false.

VAL = step(H,X,R) computes the maximum value, VAL, over a sequence of inputs, and resets the state of H based on the value of reset signal, R, and the ResetCondition property. To enable this type of processing, set the RunningMaximum property to true and the ResetInputPort property to true.

[...] = step(H,I,ROI) computes the maximum of an input image, I, within the given region of interest, ROI. To enable this type of processing, set the ROIProcessing property to true and the ROIForm property to Lines, Rectangles or Binary mask.

[...] = step(H,I,LABEL,LABELNUMBERS) computes the maximum of an input image, I, for a region whose labels are specified in the vector LABELNUMBERS. To enable this type of processing, set the ROIProcessing property to true and the ROIForm property to Label matrix.

[ ..., FLAG] = step(H,I,ROI) also returns FLAG, indicating whether the given region of interest is within the image bounds. To enable this type of processing, set the ROIProcessing and ValidityOutputPort properties to true and the ROIForm property to Lines, Rectangles or Binary mask.

[ ..., FLAG] = step(H,I,LABEL,LABELNUMBERS) also returns FLAG, indicating whether the input label numbers are valid. To enable this type of processing, set the ROIProcessing and ValidityOutputPort properties to true and the ROIForm property to Label matrix.

---

**Note** The object performs an initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the release method to unlock the object.

---

# vision.Mean

---

**Purpose** Find mean value of input or sequence of inputs

**Description** The Mean object finds the mean of an input or sequence of inputs.

**Construction** `H = vision.Mean` returns an object, H, that computes the mean of an input or a sequence of inputs.

`H = vision.Mean(Name, Value)` returns a mean-finding object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as *(Name1, Value1, ..., NameN, ValueN)*.

## Properties

### RunningMean

Calculate over single input or multiple inputs

When you set this property to `true`, the object calculates the mean over a sequence of inputs. When you set this property to `false`, the object computes the mean over the current input. The default is `false`.

### ResetInputPort

Additional input to enable resetting of running mean

Set this property to `true` to enable resetting of the running mean. When you set this property to `true`, a reset input must be specified to the `step` method to reset the running mean. This property applies only when you set the `RunningMean` property to `true`. The default is `false`.

### ResetCondition

Condition that triggers resetting of running mean

Specify the event that resets the running mean as `Rising edge`, `Falling edge`, `Either edge`, or `Non-zero`. This property applies only when you set the `ResetInputPort` property to `true`. The default is `Non-zero`.

### Dimension

Dimension to operate along

Specify how the mean calculation is performed over the data as `All`, `Row`, `Column`, or `Custom`. This property applies only when you set the `RunningMean` property to `false`. The default is `All`.

### **CustomDimension**

Numerical dimension to calculate over

Specify the integer dimension, indexed from one, of the input signal over which the object calculates the mean. The value of this property cannot exceed the number of dimensions in the input signal. This property only applies when you set the `Dimension` property to `Custom`. The default is 1.

### **ROIProcessing**

Enable region-of-interest processing

Set this property to `true` to enable calculation of the mean within a particular region of an image. This property applies when you set the `Dimension` property to `All` and the `RunningMean` property to `false`. The default is `false`.

### **ROIForm**

Type of region of interest

Specify the type of region of interest as `Rectangles`, `Lines`, `Label matrix`, or `Binary mask`. This property applies only when you set the `ROIProcessing` property to `true`. The default is `Rectangles`.

### **ROIPortion**

Calculate over entire ROI or just perimeter

Specify whether to calculate the mean over the `Entire ROI` or the `ROI perimeter`. This property applies only when you set the `ROIForm` property to `Rectangles`. The default is `Entire ROI`.

### **ROIStatistics**

Calculate statistics for each ROI or one for all ROIs

Specify whether to calculate Individual statistics for each ROI or a Single statistic for all ROIs. This property applies only when you set the ROIForm property to Rectangles, Lines, or Label matrix. The default is Individual statistics for each ROI.

## **ValidityOutputPort**

Output flag indicating if any part of ROI is outside input image

Set this property to true to return the validity of the specified ROI as completely or partially inside of the image. This applies when you set the ROIForm property to Lines or Rectangles.

Set this property to true to return the validity of the specified label numbers. This applies when you set the ROIForm property to Label matrix.

The default is false.

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of Ceiling | Convergent | Floor | Nearest | Round | Simplest | Zero. The default is Floor.

### **OverflowAction**

Action to take when integer input is out-of-range

Specify the overflow action as Wrap or Saturate. The default is Wrap.

### **AccumulatorDataType**

Data type of accumulator

Specify the accumulator fixed-point data type as Same as input, or Custom. The default is Same as input.

**CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object. This property applies only when you set the `AccumulatorDataType` property to `Custom`. The default is `numericType(true,32,30)`.

**OutputDataType**

Data type of output

Specify the output fixed-point data type as `Same as accumulator`, `Same as input`, or `Custom`. The default is `Same as accumulator`.

**CustomOutputDataType**

Output word and fraction lengths

Specify the output fixed-point type as a scaled `numericType` object. This property applies only when you set the `OutputDataType` property to `Custom`. The default is `numericType(true,32,30)`.

**Methods**

<code>clone</code>	Create mean object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>reset</code>	Reset computation of running mean
<code>step</code>	Compute mean of input

# vision.Mean

---

## Examples

Determine the mean of a grayscale image.

```
img = im2single(rgb2gray(imread('peppers.png')));  
hmean = vision.Mean;  
m = step(hmean, img);
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the 2-D Mean block reference page.

## See Also

[vision.Maximum](#) | [vision.Minimum](#)

**Purpose**

Create mean object with same property values

**Syntax**

`C = clone(H)`

**Description**

`C = clone(H)` creates a Mean object *C*, with the same property values as *H*. The clone method creates a new unlocked object with uninitialized states.

# vision.Mean.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**      `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.Mean.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the Mean System object..

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Reset computation of running mean

**Syntax** `reset(H)`

**Description** `reset(H)` resets the computation of the running mean for the Mean object H.

# vision.Means.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose**

Compute mean of input

**Syntax**

```
Y = step(H,X)
Y = step(H,X,R)
Y = step(H,X,ROI)
Y = step(H,X,LABEL,LABELNUMBERS)
[Y,FLAG] = step(H,X,ROI)
[Y,FLAG] = step(H,X,LABEL,LABELNUMBERS)
```

**Description**

`Y = step(H,X)` computes the mean of input image elements *X*. When you set the `RunningMean` property to `true`, the output *Y* corresponds to the mean of the input elements over successive calls to the `step` method.

`Y = step(H,X,R)` computes the mean value of the input image elements *X* over successive calls to the `step` method, and optionally resets the computation of the running mean based on the value of reset signal, *R* and the value of the `ResetCondition` property. To enable this type of processing, set the `RunningMean` property to `true` and the `ResetInputPort` property to `true`.

`Y = step(H,X,ROI)` computes the mean of input image elements *X* within the given region of interest specified by the input *ROI*. To enable this type of processing, set the `ROIProcessing` property to `true` and the `ROIForm` property to `Lines`, `Rectangles` or `Binary mask`.

`Y = step(H,X,LABEL,LABELNUMBERS)` computes the mean of the input image elements, *X*, for the region whose labels are specified in the vector *LABELNUMBERS*. The regions are defined and labeled in the matrix *LABEL*. To enable this type of processing, set the `ROIProcessing` property to `true` and the `ROIForm` property to `Label matrix`.

`[Y,FLAG] = step(H,X,ROI)` also returns the output *FLAG*, indicating whether the given region of interest *ROI*, is within the image bounds. To enable this type of processing, set the the `ROIProcessing` and `ValidityOutputPort` properties to `true` and the `ROIForm` property to `Lines`, `Rectangles` or `Binary mask`.

`[Y,FLAG] = step(H,X,LABEL,LABELNUMBERS)` also returns the output *FLAG* which indicates whether the input label numbers are

valid. To enable this type of processing, set the `ROIProcessing` and `ValidityOutputPort` properties to true and the `ROIForm` property to `Label matrix`.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

<b>Purpose</b>	Find median values in an input
<b>Description</b>	The Median object finds median values in an input.
<b>Construction</b>	<p>H = vision.Median returns a System object, H, that computes the median of the input or a sequence of inputs.</p> <p>H = vision.Median(<i>Name</i>, <i>Value</i>) returns a median System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as (<i>Name1</i>, <i>Value1</i>, ..., <i>NameN</i>, <i>ValueN</i>).</p>
<b>Properties</b>	<p><b>SortMethod</b></p> <p>Sort method</p> <p>Specify the sort method used for calculating the median as Quick sort or Insertion sort.</p> <p><b>Dimension</b></p> <p>Dimension with which to operate along</p> <p>Specify how the calculation is performed over the data as All, Row, Column, or Custom. The default is All</p> <p><b>CustomDimension</b></p> <p>Numerical dimension over which to calculate</p> <p>Specify the integer dimension of the input signal over which the object calculates the mean. The value of this property cannot exceed the number of dimensions in the input signal. This property only applies when you set the Dimension property to Custom. The default is 1.</p> <p><b>Fixed-Point Properties</b></p> <p><b>RoundingMethod</b></p> <p>Rounding method for fixed-point operations</p>

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Floor`.

## **OverflowAction**

Action to take when integer input is out-of-range

Specify the overflow action as `Wrap` or `Saturate`. The default is `Wrap`.

## **ProductDataType**

Product output word and fraction lengths

Specify the product output fixed-point data type as `Same as input` or `Custom`. The default is `Same as input`.

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled `numericType` object. This property applies when you set the `ProductDataType` property to `Custom`. The default is `numericType(true,32,30)`.

## **AccumulatorDataType**

Data type of accumulator

Specify the accumulator fixed-point data type as `Same as input`, or `Custom`. The default is `Same as input`.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object. This property applies only when you set the `AccumulatorDataType` property to `Custom`. The default is `numericType(true,32,30)`.

## **OutputDataType**

Data type of output

Specify the output fixed-point data type as `Same as accumulator`, `Same as input`, or `Custom`. The default is `Same as accumulator`.

### CustomOutputDataType

Output word and fraction lengths

Specify the output fixed-point type as a scaled `numericType` object. This property applies only when you set the `OutputDataType` property to `Custom`. The default is `numericType(true,32,30)`.

## Methods

<code>clone</code>	Create median object with same property values
<code>getNumInputs</code>	Number of expected inputs to <code>step</code> method
<code>getNumOutputs</code>	Number of outputs from <code>step</code> method
<code>isLocked</code>	Locked status for input attributes and non-tunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Compute median of input

## Examples

Determine the median in a grayscale image.

```
img = im2single(rgb2gray(imread('peppers.png')));
hmdn = vision.Median;
med = step(hmdn,img);
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the 2-D Median block reference page. The object properties correspond to the block parameters.

# vision.Median.clone

---

**Purpose** Create median object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates an Median System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.Median.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**      `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose**

Locked status for input attributes and non-tunable properties

**Syntax**

TF = isLocked(H)

**Description**

TF = isLocked(H) returns the locked status, TF of the Median System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.Median.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose** Compute median of input

**Syntax**  $Y = \text{step}(H, X)$

**Description**  $Y = \text{step}(H, X)$  computes median of input  $X$ .

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.MedianFilter

---

**Purpose** 2D median filtering

**Description** The `MedianFilter` object performs 2D median filtering.

**Construction** `H = vision.MedianFilter` returns a 2D median filtering object, `H`. This object performs two-dimensional median filtering of an input matrix.

`H = vision.MedianFilter(Name, Value)` returns a median filter object, `H`, with each property set to the specified value. You can specify additional name-value pair arguments in any order as *(Name1, Value1, ..., NameN, ValueN)*.

`H = vision.MedianFilter(SIZE, Name, Value)` returns a median filter object, `H`, with the `NeighborhoodSize` property set to *SIZE* and other properties set to the specified values.

## Properties

### NeighborhoodSize

Size of neighborhood to compute the median

Specify the size of the neighborhood over which the median filter computes the median. When you set this property to a positive integer, the integer represents the number of rows and columns in a square matrix. When you set this property to a two-element vector, the vector represents the number of rows and columns in a rectangular matrix. The median filter does not support fixed-point properties when both neighborhood dimensions are odd. The default is `[3 3]`.

### OutputSize

Output matrix size

Specify the output size as one of `Same as input size` | `Valid`. The default is `Same as input size`. When you set this property to `Valid`, the 2D median filter only computes the median where the neighborhood fits entirely within the input image and requires no padding. In this case, the dimensions of the output image are:

$$\text{output rows} = \text{input rows} - \text{neighborhood rows} + 1$$

$\text{output columns} = \text{input columns} - \text{neighborhood columns} + 1$

Otherwise, the object outputs the same dimensions as the input image.

## **PaddingMethod**

Input matrix boundary padding method

Specifies how to pad the boundary of the input matrix as one of `Constant` | `Replicate` | `Symmetric` | `Circular`. When you set this property to `Constant`, the object pads the matrix with a constant value. When you set this property to `Replicate`, the object pads the input matrix by repeating its border values. When you set this property to `Symmetric`, the object pads the input matrix with its mirror image. When you set this property to `Circular` the object pads the input matrix using a circular repetition of its elements. This property applies only when you set the `OutputSize` property to `Same as input size`. The default is `Constant`.

## **PaddingValueSource**

Source of constant boundary value

Specifies how to define the constant boundary value as one of `Property` | `Input port`. This property applies only when you set the `PaddingMethod` property to `Constant`. The default is `Property`.

## **PaddingValue**

Constant padding value for input matrix

Specifies a constant value to pad the input matrix. The default is 0. This property applies only when you set the `PaddingMethod` property to `Constant` and the `PaddingValueSource` property to `Property`. This property is tunable.

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Floor`. This property applies only when the `NeighborhoodSize` property corresponds to even neighborhood options.

## **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as one of `Wrap` | `Saturate`. The default is `Wrap`. This property is applies only when the `NeighborhoodSize` property corresponds to even neighborhood options.

## **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as one of `Same as input` | `Custom`. The default is `Same as input`. This property applies only when the `NeighborhoodSize` property corresponds to even neighborhood options.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies only when the `AccumulatorDataType` property is `Custom` and the `NeighborhoodSize` property corresponds to even neighborhood options. The default is `numericType([], 32, 30)`.

## **OutputDataType**

Output word and fraction lengths

Specify the output fixed-point data type as `Same as input` or `Custom`. This property applies only when the `NeighborhoodSize` property corresponds to even neighborhood options. The default is `Same as input`.

## **CustomOutputDataType**

Output word and fraction lengths

Specify the output fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies only when the `OutputDataType` property is `Custom` and the `NeighborhoodSize` property corresponds to even neighborhood options. The default is `numericType([], 16, 15)`.

## Methods

<code>clone</code>	Create 2D median filter with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and non-tunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Perform median filtering on input image

## Examples

### Perform Median Filtering on an Image with Additive Salt and Pepper Noise

Read the image and add noise.

```
I = imread('pout.tif');  
I = imnoise(I, 'salt & pepper')
```

Create a median filter object.

```
medianFilter = vision.MedianFilter([5 5]);
```

Filter the image.

# vision.MedianFilter

---

```
I_filtered = step(medianFilter, I);
```

Display the results with a title.

```
figure; imshowpair(I, I_filtered, 'montage');  
title('Noisy image on the left and filtered image on the right');
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Median Filter block reference page. The object properties correspond to the block parameters.

## See Also

`vision.ImageFilter`

**Purpose** Create 2D median filter with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a `MedianFilter System` object `C`, with the same property values as `H`. The `clone` method creates a new unlocked object.

# vision.MedianFilter.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**      `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.MedianFilter.isLocked

---

**Purpose** Locked status for input attributes and non-tunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the MedianFilter System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.MedianFilter.step

---

**Purpose** Perform median filtering on input image

**Syntax**  
I2 = step(H,I1)  
I2 = step(H,I1,PVAL)

**Description** I2 = step(H,I1) performs median filtering on the input image I1 and returns the filtered image I2.  
I2 = step(H,I1,PVAL) performs median filtering on input image I1, using PVAL for the padding value. This option applies when you set the OutputSize property to Same as input size, the PaddingChoice property to Constant, and the PaddingValueSource property to Input port.

---

**Note** The object performs an initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the release method to unlock the object.

---

<b>Purpose</b>	Find minimum values in input or sequence of inputs
<b>Description</b>	The Minimum object finds minimum values in an input or sequence of inputs.
<b>Construction</b>	<p>H = vision.Minimum returns an object, H, that computes the value and index of the minimum elements in an input or a sequence of inputs.</p> <p>H = vision.Minimum(<i>Name</i>, <i>Value</i>) returns a minimum-finding object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as (<i>Name</i>1, <i>Value</i>1,...,<i>Name</i>N,<i>Value</i>N).</p>
<b>Properties</b>	<p><b>ValueOutputPort</b></p> <p>Output minimum value</p> <p>Set this property to <code>true</code> to output the minimum value of the input. This property applies when you set the <code>RunningMinimum</code> property to <code>false</code>.</p> <p>Default: <code>true</code></p> <p><b>RunningMinimum</b></p> <p>Calculate over single input or multiple inputs</p> <p>When you set this property to <code>true</code>, the object computes the minimum value over a sequence of inputs. When you set this property to <code>false</code>, the object computes the minimum value over the current input.</p> <p>Default: <code>false</code></p> <p><b>IndexOutputPort</b></p> <p>Output the index of the minimum value</p> <p>Set this property to <code>true</code> to output the index of the minimum value of the input. This property applies only when you set the <code>RunningMinimum</code> property to <code>false</code>.</p>

Default: true

## **ResetInputPort**

Additional input to enable resetting of running minimum

Set this property to true to enable resetting of the running minimum. When you set this property to true, a reset input must be specified to the `step` method to reset the running minimum. This property applies only when you set the `RunningMinimum` property to true.

Default: false

## **ResetCondition**

Condition that triggers resetting of running minimum

Specify the event that resets the running minimum as `Rising edge`, `Falling edge`, `Either edge`, or `Non-zero`. This property applies only when you set the `ResetInputPort` property to true.

Default: Non-zero

## **Dimension**

Dimension to operate along

Specify how the minimum calculation is performed over the data as `All`, `Row`, `Column`, or `Custom`. This property applies only when you set the `RunningMinimum` property to false.

Default:Column.

## **CustomDimension**

Numerical dimension to calculate over

Specify the integer dimension of the input signal over which the object finds the minimum. The value of this property cannot exceed the number of dimensions in the input signal. This property only applies when you set the `Dimension` property to `Custom`.

Default:1.

## **ROIProcessing**

Enable region-of-interest processing

Set this property to `true` to enable calculation of the minimum value within a particular region of an image. This property applies when you set the `Dimension` property to `All` and the `RunningMinimum` property to `false`.

Default: `false`.

## **ROIForm**

Type of region of interest

Specify the type of region of interest as `Rectangles`, `Lines`, `Label matrix`, or `Binary mask`. This property applies only when you set the `ROIProcessing` property to `true`.

Default: `Rectangles`.

## **ROIPortion**

Calculate over entire ROI or just perimeter

Specify whether to calculate the minimum over the `Entire ROI` or the `ROI perimeter`. This property applies only when you set the `ROIForm` property to `Rectangles`.

Default: `Entire ROI`.

## **ROIStatistics**

Calculate statistics for each ROI or one for all ROIs

Specify whether to calculate `Individual statistics` for each ROI or a `Single statistic` for all ROIs. This property applies only when you set the `ROIForm` property to `Rectangles`, `Lines`, or `Label matrix`.

## **ValidityOutputPort**

Output flag indicating if any part of ROI is outside input image

Set this property to `true` to return the validity of the specified ROI as completely or partially inside of the image. This applies when you set the `ROIForm` property to `Lines` or `Rectangles`.

Set this property to `true` to return the validity of the specified label numbers. This applies when you set the `ROIForm` property to `Label matrix`.

Default: `false`.

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`.

Default: `Floor`.

### **OverflowAction**

Action to take when integer input is out-of-range

Specify the overflow action as `Wrap` or `Saturate`.

Default: `Wrap`.

### **ProductDataType**

Data type of product

Specify the product fixed-point data type as `Same as input` or `Custom`.

Default: `Same as input`.

### **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled `numericType` object. This property applies only when you set the `AccumulatorDataType` property to `Custom`.

Default:numericity(true,32,30).

**AccumulatorDataType**

Data type of accumulator

Specify the accumulator fixed-point data type as Same as product, Same as input, or Custom.

Default: Same as product.

**CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled numericity object. This property applies only when you set the AccumulatorDataType property to Custom.

Default:numericity(true,32,30).

**Methods**

clone	Create minimum object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and non-tunable properties
release	Allow property value and input characteristics changes
reset	Reset computation of running minimum
step	Compute minimum value

# vision.Minimum

---

## Examples

Determine the minimum value and its index in a grayscale image.

```
img = im2single(rgb2gray(imread('peppers.png')));  
hmax = vision.Minimum;  
[m, ind] = step(hmax, img);
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the 2-D Minimum block reference page.

## See Also

[vision.Maximum](#) | [vision.Mean](#)

**Purpose** Create minimum object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a Minimum System object *C*, with the same property values as *H*. The clone method creates a new unlocked object with uninitialized states.

# vision.Minimum.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.Minimum.isLocked

---

<b>Purpose</b>	Locked status for input attributes and non-tunable properties
<b>Syntax</b>	TF = isLocked(H)
<b>Description</b>	<p>TF = isLocked(H) returns the locked status, TF of the Minimum System object.</p> <p>The isLocked method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the isLocked method returns a true value.</p>

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a System object in code generated from MATLAB, but once you release its resources, you cannot use that System object again.

---

## vision.Minimum.reset

---

<b>Purpose</b>	Reset computation of running minimum
<b>Syntax</b>	<code>reset(H)</code>
<b>Description</b>	<code>reset(H)</code> resets computation of the running minimum for the <code>Minimum</code> object <code>H</code> .

**Purpose**

Compute minimum value

**Syntax**

```
[VAL,IND] = step(H,X)
VAL = step(H,X)
IND = step(H,X)
VAL = step(H,X,R)
[...] = step(H,I,ROI)
[...] = step(H,I,LABEL,LABELNUMBERS)
[... ,FLAG] = step(H,I,ROI)
[... ,FLAG] = step(H,I,LABEL,LABELNUMBERS)
```

**Description**

`[VAL,IND] = step(H,X)` returns the minimum value, `VAL`, and the index or position of the minimum value, `IND`, along a dimension of `X` specified by the value of the `Dimension` property.

`VAL = step(H,X)` returns the minimum value, `VAL`, of the input `X`. When the `RunningMinimum` property is true, `VAL` corresponds to the minimum value over a sequence of inputs.

`IND = step(H,X)` returns the zero- or one-based index `IND` of the minimum value. To enable this type of processing, set the `IndexOutputPort` property to true and the `ValueOutputPort` and `RunningMinimum` properties to false.

`VAL = step(H,X,R)` computes the minimum value, `VAL`, over a sequence of inputs, and resets the state of `H` based on the value of reset signal, `R`, and the `ResetCondition` property. To enable this type of processing, set the `RunningMinimum` property to true and the `ResetInputPort` property to true.

`[...] = step(H,I,ROI)` computes the minimum of an input image, `I`, within the given region of interest, `ROI`. To enable this type of processing, set the `ROIProcessing` property to true and the `ROIForm` property to `Lines`, `Rectangles` or `Binary mask`.

`[...] = step(H,I,LABEL,LABELNUMBERS)` computes the minimum of an input image, `I`, for a region whose labels are specified in the vector `LABELNUMBERS`. To enable this type of processing, set the `ROIProcessing` property to true and the `ROIForm` property to `Label matrix`.

## vision.Minimum.step

---

[ ..., FLAG] = step(H,I,ROI) also returns FLAG, indicating whether the given region of interest is within the image bounds. To enable this type of processing, set the ROIProcessing and ValidityOutputPort properties to true and the ROIForm property to Lines, Rectangles or Binary mask.

[ ..., FLAG] = step(H,I,LABEL,LABELNUMBERS) also returns FLAG, indicating whether the input label numbers are valid. To enable this type of processing, set the ROIProcessing and ValidityOutputPort properties to true and the ROIForm property to Label matrix.

---

**Note** The object performs an initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the release method to unlock the object.

---

<b>Purpose</b>	Bottom-hat filtering on image
<b>Description</b>	The MorphologicalBottomHat object performs bottom-hat filtering on an intensity or binary image. Bottom-hat filtering is the equivalent of subtracting the input image from the result of performing a morphological closing operation on the input image. The bottom-hat filtering object uses flat structuring elements only.
<b>Construction</b>	<p>H = vision.MorphologicalBottomHat returns a bottom-hat filtering object, H, that performs bottom-hat filtering on an intensity or binary image using a predefined neighborhood or structuring element.</p> <p>H = vision.MorphologicalBottomHat(<i>Name, Value</i>) returns a bottom-hat filtering object, H, with each property set to the specified value. You can specify additional name-value pair arguments in any order as (<i>Name1, Value1, ..., NameN, ValueN</i>).</p>
<b>Properties</b>	<p><b>ImageType</b></p> <p>Specify type of input image or video stream</p> <p>Specify the type of the input image as Intensity or Binary. The default is Intensity.</p> <p><b>NeighborhoodSource</b></p> <p>Source of neighborhood values</p> <p>Specify how to enter neighborhood or structuring element values as one of Property or Input port. If set to Property, use the Neighborhood property to specify the neighborhood or structuring element values. Otherwise, specify the neighborhood using an input to the step method. Note that you can specify structuring elements only by using the Neighborhood property. You can not specify structuring elements as inputs to the step method. The default is Property.</p> <p><b>Neighborhood</b></p> <p>Neighborhood or structuring element values</p>

# vision.MorphologicalBottomHat

---

This property applies only when you set the `NeighborhoodSource` property to `Property`. If specifying a neighborhood, this property must be a matrix or vector of 1s and 0s. If specifying a structuring element, use the `strel` function. The default is `strel('octagon',15)`.

## Methods

<code>clone</code>	Create morphological bottom hat filter with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and non-tunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Perform bottom-hat filtering on input image

## Examples

Perform bottom-hat filtering on an image.

```
I = im2single(imread('blobs.png'));  
hbot = vision.MorphologicalBottomHat('Neighborhood',strel('disk', 5));  
J = step(hbot,I);  
figure;  
subplot(1,2,1),imshow(I); title('Original image');  
subplot(1,2,2),imshow(J);  
title('Bottom-hat filtered image');
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Bottom-hat block reference page. The object properties correspond to the block parameters.

## See Also

[strel](#) | [vision.MorphologicalTopHat](#) | [vision.MorphologicalClose](#)

# vision.MorphologicalBottomHat.clone

---

**Purpose** Create morphological bottom hat filter with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a `MorphologicalBottomHat` System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.MorphologicalBottomHat.getNumInputs

---

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.MorphologicalBottomHat.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.MorphologicalBottomHat.isLocked

---

**Purpose** Locked status for input attributes and non-tunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the MorphologicalBottomHat System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.MorphologicalBottomHat.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose**

Perform bottom-hat filtering on input image

**Syntax**

`Y = step(H,I)`

`Y = step(H,I,NHOOD)`

**Description**

`Y = step(H,I)` performs bottom-hat filtering on the input image, *I*, and returns the filtered image *Y*.

`Y = step(H,I,NHOOD)` performs bottom-hat filtering on the input image, *I* using *NHOOD* as the neighborhood when you set the `NeighborhoodSource` property to `Input` port. The object returns the filtered image in the output *Y*.

# vision.MorphologicalClose

---

**Purpose** Perform morphological closing on image

**Description** The MorphologicalClose object performs morphological closing on an intensity or binary image. The MorphologicalClose System object performs a dilation operation followed by an erosion operation using a predefined neighborhood or structuring element. This System object uses flat structuring elements only.

**Construction** `H = vision.MorphologicalClose` returns a System object, H, that performs morphological closing on an intensity or binary image.

`H = vision.MorphologicalClose(Name, Value)` returns a morphological closing System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as *(Name1, Value1, ..., NameN, ValueN)*.

## Properties

### NeighborhoodSource

Source of neighborhood values

Specify how to enter neighborhood or structuring element values as `Property` or `Input port`. If set to `Property`, use the `Neighborhood` property to specify the neighborhood or structuring element values. Otherwise, specify the neighborhood using an input to the `step` method. Note that structuring elements can only be specified using `Neighborhood` property and they cannot be used as input to the `step` method. The default is `Property`.

### Neighborhood

Neighborhood or structuring element values

This property is applicable when the `NeighborhoodSource` property is set to `Property`. If you are specifying a neighborhood, this property must be a matrix or vector of 1s and 0s. If you are specifying a structuring element, use the `strel` function. The default is `strel('line',5,45)`.

## Methods

clone	Create morphological close object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and non-tunable properties
release	Allow property value and input characteristics changes
step	Perform morphological closing on input image

## Examples

Perform morphological closing on an image.

```
img = im2single(imread('blobs.png'));  
hclosing = vision.MorphologicalClose;  
hclosing.Neighborhood = strel('disk', 10);  
closed = step(hclosing, img);  
figure;  
  
subplot(1,2,1),imshow(img); title('Original image');  
subplot(1,2,2),imshow(closed); title('Closed image');
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Closing block reference page. The object properties correspond to the block parameters.

## See Also

[vision.MorphologicalOpen](#) | [vision.ConnectedComponentLabeler](#) | [vision.Autothresher](#) | [strel](#)

# vision.MorphologicalClose.clone

---

**Purpose** Create morphological close object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates an `MorphologicalClose System` object `C`, with the same property values as `H`. The `clone` method creates a new unlocked object.

# vision.MorphologicalClose.getNumInputs

---

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.MorphologicalClose.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and non-tunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the MorphologicalClose System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.MorphologicalClose.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a System object in code generated from MATLAB, but once you release its resources, you cannot use that System object again.

---

**Purpose**

Perform morphological closing on input image

**Syntax**

IC = step(H,I)  
IC = step(H,I,NHOOD)

**Description**

IC = step(H,I) performs morphological closing on input image *I*.  
IC = step(H,I,NHOOD) performs morphological closing on input image *I* using the input *NHOOD* as the neighborhood when you set the NeighborhoodSource property to Input port.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.MorphologicalDilate

---

**Purpose** Perform morphological dilation on an image

**Description** The MorphologicalDilate object performs morphological dilation on an image.

**Construction** `H = vision.MorphologicalDilate` returns a System object, H, that performs morphological dilation on an intensity or binary image.

`H = vision.MorphologicalDilate(Name, Value)` returns a morphological dilation System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as *(Name1, Value1, ..., NameN, ValueN)*.

## Properties

### NeighborhoodSource

Source of neighborhood values

Specify how to enter neighborhood or structuring element values as `Property` or `Input port`. If set to `Property`, use the `Neighborhood` property to specify the neighborhood or structuring element values. Otherwise, specify the neighborhood using an input to the `step` method. Note that structuring elements can only be specified using `Neighborhood` property and they cannot be used as input to the `step` method. The default is `Property`.

### Neighborhood

Neighborhood or structuring element values

This property is applicable when the `NeighborhoodSource` property is set to `Property`. If you are specifying a neighborhood, this property must be a matrix or vector of 1s and 0s. If you are specifying a structuring element, use the `strel` function. The default is `[1 1; 1 1]`.

## Methods

clone	Create morphological dilate object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and non-tunable properties
release	Allow property value and input characteristics changes
step	Perform morphological dilate on input

## Examples

Fuse fine discontinuities on images.

```
x = imread('peppers.png');
hcsc = vision.ColorSpaceConverter;
hcsc.Conversion = 'RGB to intensity';
hautothresh = vision.Autothresher;
hdilate = vision.MorphologicalDilate('Neighborhood', ones(5,5));
x1 = step(hcsc, x);
x2 = step(hautothresh, x1);
y = step(hdilate, x2);
figure;

subplot(3,1,1),imshow(x); title('Original image');
subplot(3,1,2),imshow(x2); title('Thresholded Image');
subplot(3,1,3),imshow(y); title('Dilated Image');
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Dilation block reference page. The object properties correspond to the block parameters.

# vision.MorphologicalDilate

---

## See Also

`vision.MorphologicalErode` | `vision.MorphologicalOpen` |  
`vision.MorphologicalClose` | `strel`

**Purpose** Create morphological dilate object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a MorphologicalDilate System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.MorphologicalDilate.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.MorphologicalDilate.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.MorphologicalDilate.isLocked

---

**Purpose** Locked status for input attributes and non-tunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the MorphologicalDilate System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a System object in code generated from MATLAB, but once you release its resources, you cannot use that System object again.

---

# vision.MorphologicalDilate.step

---

**Purpose** Perform morphological dilate on input

**Syntax** ID = step(H,I)  
ID = step(H,I,NHOOD)

**Description** ID = step(H,I) performs morphological dilation on input image I and returns the dilated image IE.  
ID = step(H,I,NHOOD) uses input NHOOD as the neighborhood when the NeighborhoodSource property is set to Input port.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

**Purpose**

Perform morphological erosion on an image

**Description**

The `MorphologicalErode` object performs morphological erosion on an image using a neighborhood specified by a square structuring element of width 4.

**Construction**

`H = vision.MorphologicalErode` returns a System object, `H`, that performs morphological erosion on an intensity or binary image.

`H = vision.MorphologicalErode(Name, Value)` returns a morphological erosion System object, `H`, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as `(Name1, Value1, ..., NameN, ValueN)`.

**Properties****NeighborhoodSource**

Source of neighborhood values

Specify how to enter neighborhood or structuring element values as `Property` or `Input port`. If set to `Property`, use the `Neighborhood` property to specify the neighborhood or structuring element values. Otherwise, specify the neighborhood using an input to the `step` method. Note that structuring elements can only be specified using `Neighborhood` property and they cannot be used as input to the `step` method. The default is `Property`.

**Neighborhood**

Neighborhood or structuring element values

This property is applicable when the `NeighborhoodSource` property is set to `Property`. If you are specifying a neighborhood, this property must be a matrix or vector of 1s and 0s. If you are specifying a structuring element, use the `strel` function. The default is `strel('square',4)`.

# vision.MorphologicalErode

---

## Methods

clone	Create morphological erode object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and non-tunable properties
release	Allow property value and input characteristics changes
step	Perform morphological erosion on input

## Examples

Erode an input image.

```
x = imread('peppers.png');
hcsc = vision.ColorSpaceConverter;
hcsc.Conversion = 'RGB to intensity';
hautothresh = vision.Autothresher;
herode = vision.MorphologicalErode('Neighborhood', ones(5,5));
x1 = step(hcsc, x); % convert input to intensity
x2 = step(hautothresh, x1); % convert input to binary
y = step(herode, x2); % Perform erosion on input
figure;

subplot(3,1,1),imshow(x); title('Original image');
subplot(3,1,2),imshow(x2); title('Thresholded Image');
subplot(3,1,3),imshow(y); title('Eroded Image');
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Erosion block reference page. The object properties correspond to the block parameters.

## See Also

`vision.MorphologicalDilate` | `vision.MorphologicalOpen` |  
`vision.MorphologicalClose` | `strel`

# vision.MorphologicalErode.clone

---

**Purpose** Create morphological erode object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates an `MorphologicalErode System` object `C`, with the same property values as `H`. The `clone` method creates a new unlocked object.

# vision.MorphologicalErode.getNumInputs

---

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.MorphologicalErode.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and non-tunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the MorphologicalErode System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.MorphologicalErode.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a System object in code generated from MATLAB, but once you release its resources, you cannot use that System object again.

---

**Purpose** Perform morphological erosion on input

**Syntax**  
IE = step(H,I)  
IE = step(H,I,NHOOD)

**Description** IE = step(H,I) performs morphological erosion on input image I and returns the eroded image IE.  
IE = step(H,I,NHOOD) uses input NHOOD as the neighborhood when the NeighborhoodSource property is set to Input port.

---

**Note** The object performs an initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the release method to unlock the object.

---

# vision.MorphologicalOpen

---

**Purpose** Perform morphological opening on an image

**Description** The MorphologicalOpen object performs morphological opening on an image. The MorphologicalOpen System object performs an erosion operation followed by a dilation operation using a predefined neighborhood or structuring element. This System object uses flat structuring elements only. For more information about structuring elements, see the `strel` function reference page in the Image Processing Toolbox documentation.

**Construction** `H = vision.MorphologicalOpen` returns a System object, H, that performs morphological opening on an intensity or binary image.

`H = vision.MorphologicalOpen(Name, Value)` returns a morphological opening System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as *(Name1, Value1, ..., NameN, ValueN)*.

## Properties

### NeighborhoodSource

Source of neighborhood values

Specify how to enter neighborhood or structuring element values as `Property` or `Input port`. If set to `Property`, use the `Neighborhood` property to specify the neighborhood or structuring element values. Otherwise, specify the neighborhood using an input to the `step` method. Note that structuring elements can only be specified using `Neighborhood` property and they cannot be used as input to the `step` method. The default is `Property`.

### Neighborhood

Neighborhood or structuring element values

This property applies when you set the `NeighborhoodSource` property to `Property`. If you are specifying a neighborhood, this property must be a matrix or vector of 1s and 0s. If you are specifying a structuring element, use the `strel` function. The default is `strel('disk',5)`.

## Methods

clone	Create morphological open object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and non-tunable properties
release	Allow property value and input characteristics changes
step	Perform morphological opening on input image

## Examples

Perform opening on an image

```
img = im2single(imread('blobs.png'));
hopening = vision.MorphologicalOpen;
hopening.Neighborhood = strel('disk', 5);
opened = step(hopening, img);
figure;

subplot(1,2,1),imshow(img); title('Original image');
subplot(1,2,2),imshow(opened); title('Opened image');
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Opening block reference page. The object properties correspond to the block parameters.

## See Also

[vision.MorphologicalClose](#) | [vision.ConnectedComponentLabeler](#) | [vision.Autothresher](#) | [strel](#)

# vision.MorphologicalOpen.clone

---

**Purpose** Create morphological open object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates an `MorphologicalOpen System` object `C`, with the same property values as `H`. The `clone` method creates a new unlocked object.

# vision.MorphologicalOpen.getNumInputs

---

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.MorphologicalOpen.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and non-tunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the MorphologicalOpen System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.MorphologicalOpen.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose**

Perform morphological opening on input image

**Syntax**

`IO = step(H,I)`  
`IO = step(H,I,NHOOD)`

**Description**

`IO = step(H,I)` performs morphological opening on binary or intensity input image I.

`IO = step(H,I,NHOOD)` uses input NHOOD as the neighborhood when the NeighborhoodSource property is set to Input port.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.MorphologicalTopHat

---

**Purpose** Top-hat filtering on image

**Description** The MorphologicalTopHat object performs top-hat filtering on an intensity or binary image. Top-hat filtering is the equivalent of subtracting the result of performing a morphological opening operation on the input image from the input image itself. This top-hat filtering object uses flat structuring elements only.

**Construction** `H = vision.MorphologicalTopHat` returns a top-hat filtering object, H, that performs top-hat filtering on an intensity or binary image using a predefined neighborhood or structuring element.

`H = vision.MorphologicalTopHat(Name, Value)` returns a top-hat filtering object, H, with each property set to the specified value. You can specify additional name-value pair arguments in any order as *(Name1, Value1, ..., NameN, ValueN)*.

## Properties

### ImageType

Specify type of input image or video stream

Specify the type of input image or video stream as *Intensity* or *Binary*. The default is *Intensity*.

### NeighborhoodSource

Source of neighborhood values

Specify how to enter neighborhood or structuring element values as *Property* or *Input port*. If set to *Property*, use the *Neighborhood* property to specify the neighborhood or structuring element values. Otherwise, specify the neighborhood using an input to the *step* method. Note that structuring elements can only be specified using the *Neighborhood* property. You cannot use the structuring elements as an input to the *step* method. The default is *Property*.

### Neighborhood

Neighborhood or structuring element values

This property applies only when you set the `NeighborhoodSource` property to `Property`. If specifying a neighborhood, this property must be a matrix or vector of 1s and 0s. If specifying a structuring element, use the `strel` function. The default is `strel('square',4)`.

## Methods

<code>clone</code>	Create morphological top hat filter with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and non-tunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Perform top-hat filtering on input image

## Examples

Perform top-hat filtering to correct uneven illumination.

```
I = im2single(imread('rice.png'));
htop = vision.MorphologicalTopHat('Neighborhood',strel('disk', 12));

% Improve contrast of output image
hc = vision.ContrastAdjuster; J = step(htop,I);
J = step(hc,J);
figure;

subplot(1,2,1),imshow(I); title('Original image');
subplot(1,2,2),imshow(J);
title('Top-hat filtered image');
```

# vision.MorphologicalTopHat

---

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Top-hat block reference page. The object properties correspond to the block parameters.

## See Also

`strel` | `vision.MorphologicalBottomHat` |  
`vision.MorphologicalOpen`

**Purpose** Create morphological top hat filter with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a MorphologicalTopHat System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.MorphologicalTopHat.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.MorphologicalTopHat.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.MorphologicalTopHat.isLocked

---

**Purpose** Locked status for input attributes and non-tunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the MorphologicalTopHat System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.MorphologicalTopHat.step

---

**Purpose** Perform top-hat filtering on input image

**Syntax**  
`Y = step(H,I)`  
`Y = step(H,I,NHOOD)`

**Description** `Y = step(H,I)` top-hat filters the input image, *I*, and returns the filtered image *Y*.  
`Y = step(H,I,NHOOD)` filters the input image, *I* using the input *NHOOD* as the neighborhood when you set the `NeighborhoodSource` property to `Input` port. The object returns the filtered image in the output *Y*.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

## Purpose

Read video frames and audio samples from video file

## Description

The VideoFileReader object reads video frames, images, and audio samples from a video file. The object can also read image files.

## Supported Platforms and File Types

The supported file formats available to you depend on the codecs installed on your system.

Platform	Supported File Name Extensions
All Platforms	AVI (.avi)
Windows	<b>Image:</b> .jpg, .bmp
	<b>Video:</b> MPEG (.mpeg) MPEG-2 (.mp2) MPEG-1 .mpg  MPEG-4, including H.264 encoded video (.mp4, .m4v) Windows Media Video (.wmv, .asf, .asx, .asx) and any format supported by Microsoft DirectShow® 9.0 or higher.
	<b>Audio:</b> WAVE (.wav) Windows Media Audio File (.wma) Audio Interchange File Format (.aif, .aiff) Compressed Audio Interchange File Format(.aifc), MP3 (.mp3) Sun Audio (.au) Apple (.snd)

# vision.VideoFileReader

Platform	Supported File Name Extensions
Macintosh	<b>Video:</b> .avi Motion JPEG 2000 (.mj2) MPEG-4, including H.264 encoded video (.mp4, .m4v) Apple QuickTime Movie (.mov) and any format supported by QuickTime as listed on <a href="http://support.apple.com/kb/HT3775">http://support.apple.com/kb/HT3775</a> .
	<b>Audio:</b> Uncompressed .avi
Linux	Any format supported by your installed plug-ins for GStreamer 0.10 or above, as listed on <a href="http://gstreamer.freedesktop.org/documentation/plugins.html">http://gstreamer.freedesktop.org/documentation/plugins.html</a> , including Ogg Theora (.ogg).

Windows XP x64 platform ships with a limited set of 64-bit video and audio codecs. If a compressed multimedia file fails to play, try one of the two alternatives:

- Run the 32-bit version of MATLAB on your Windows XP x64 platform. Windows XP x64 ships with many 32-bit codecs.
- Save the multimedia file to a supported file format listed in the table above.

If you use Windows, use Windows Media player Version 11 or later.

## Construction

`videoFReader = vision.VideoFileReader(FILENAME)` returns a video file reader System object, `videoFReader`. The object can sequentially read video frames and/or audio samples from the input video file, `FILENAME`. Every call to the `step` method returns the next video frame.

`videoFReader = vision.VideoFileReader(FileName, Name, Value)` configures the video file reader properties, specified as one or more name-value pair arguments. Unspecified properties have default values.

## To read a file:

- 1 Define and set up your video file reader object using the constructor.
- 2 Call the `step` method with the input filename, `FILENAME`, the video file reader object, `videoFReader`, and any optional properties. See the syntax below for using the `step` method.

`I = step(videoFReader)` outputs next video frame.

`[Y,Cb,Cr] = step(videoFReader)` outputs the next frame of YCbCr 4:2:2 format video in the color components Y, Cb, and Cr. This syntax requires that you set the `ImageColorSpace` property to `'YCbCr 4:2:2'`.

`[I,AUDIO] = step(videoFReader)` outputs the next video frame, I, and one frame of audio samples, AUDIO. This syntax requires that you set the `AudioOutputPort` property to `true`.

`[Y,Cb,Cr,AUDIO] = step(videoFReader)` outputs next frame of YCbCr 4:2:2 video in the color components Y, Cb, and Cr, and one frame of audio samples in AUDIO. This syntax requires that you set the `AudioOutputPort` property to `true`, and the `ImageColorSpace` property to `'YCbCr 4:2:2'`.

`[..., EOF] = step(videoFReader)` returns the end-of-file indicator, EOF. The object sets EOF to `true` each time the output contains the last audio sample and/or video frame.

## Properties

### Filename

Name of video file

Specify the name of the video file as a string. The full path for the file needs to be specified only if the file is not on the MATLAB path.

Default: `vipmen.avi`

### PlayCount

Number of times to play file

# vision.VideoFileReader

---

Specify a positive integer or `inf` to represent the number of times to play the file.

Default: `inf`

## **AudioOutputPort**

Output audio data

Use this property to control the audio output from the video file reader. This property applies only when the file contains both audio and video streams.

Default: `false`

## **ImageColorSpace**

RGB, YCbCr, or intensity video

Specify whether you want the video file reader object to output RGB, YCbCr 4:2:2 or intensity video frames. This property applies only when the file contains video. This property can be set to RGB, Intensity, or YCbCr 4:2:2.

Default: `RGB`

## **VideoOutputDataType**

Output video data type

Set the data type of the video data output from the video file reader object. This property applies if the file contains video. This property can be set to `double`, `single`, `int8`, `uint8`, `int16`, `uint16`, `int32`, or `Inherit`.

Default: `single`

## **AudioOutputDataType**

Output audio samples data type

Set the data type of the audio data output from the video file reader object. This property applies only if the file contains audio. This property can be set to `double`, `single`, `int16`, or `uint8`.

Default: int16

## Methods

clone	Create multimedia file reader object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
info	Information about specified video file
isDone	End-of-file status (logical)
isLocked	Locked status for input attributes and non-tunable properties
release	Allow property value and input characteristics changes
reset	Reset internal states of multimedia file reader to read from beginning of file
step	Output video frame

## Examples

### Read and Play a Video File

```
videoFReader = vision.VideoFileReader('viplanedeparture.avi');
videoPlayer = vision.VideoPlayer;
while ~isDone(videoFReader)
    videoFrame = step(videoFReader);
    step(videoPlayer, videoFrame);
end
release(videoPlayer);
release(videoFReader);
```

## See Also

[vision.VideoFileWriter](#) | [vision.VideoPlayer](#) | [implay](#)

# vision.VideoFileReader.clone

---

<b>Purpose</b>	Create multimedia file reader object with same property values
<b>Syntax</b>	<code>C = clone(H)</code>
<b>Description</b>	<code>C = clone(H)</code> creates a <code>VideoFileReader System</code> object <i>C</i> , with the same property values as <i>H</i> . The <code>clone</code> method creates a new unlocked object with uninitialized states.

# vision.VideoFileReader.getNumInputs

---

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.VideoFileReader.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose**

Information about specified video file

**Syntax**

`S = info(H)`

**Description**

`S = info(H)` returns a MATLAB structure, `S`, with information about the video file specified in the `Filename` property. The fields and possible values for the structure `S` are described below:

<code>Audio</code>	Logical value indicating if the file has audio content.
<code>Video</code>	Logical value indicating if the file has video content.
<code>VideoFrameRate</code>	Frame rate of the video stream in frames per second. The value may vary from the actual frame rate of the recorded video, and takes into consideration any synchronization issues between audio and video streams when the file contains both audio and video content. This implies that video frames may be dropped if the audio stream leads the video stream by more than $1/(\text{actual video frames per second})$ .
<code>VideoSize</code>	Video size as a two-element numeric vector of the form:  <code>[VideoWidthInPixels, VideoHeightInPixels]</code>
<code>VideoFormat</code>	Video signal format.

# vision.VideoFileReader.isDone

---

**Purpose** End-of-file status (logical)

**Syntax** TF = isDone(H)

**Description** TF = isDone(H) returns a logical value, STATUS , indicating if the VideoFileReader System object, H , has reached the end of the multimedia file. STATUS remains true when you set the PlayCount property to a value greater than 1.

**Purpose** Locked status for input attributes and non-tunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the VideoFileReader System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.VideoFileReader.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a System object in code generated from MATLAB, but once you release its resources, you cannot use that System object again.

---

**Purpose**

Reset internal states of multimedia file reader to read from beginning of file

**Syntax**

`reset(H)`

**Description**

`reset(H)` resets the `VideoFileReader` object to read from the beginning of the file.

# vision.VideoFileReader.step

---

**Purpose** Output video frame

**Syntax**

```
I = step(H)
[Y,Cb,Cr] = step(H)
[I,AUDIO] = step(H)
[Y,Cb,Cr,AUDIO] = step(H)
[... , EOF] = step(H)
```

**Description** Use the `step` method with the video file reader object and any optional properties to output the next video frame.

`I = step(H)` outputs next video frame.

`[Y,Cb,Cr] = step(H)` outputs next frame of YCbCr 4:2:2 video in the color components Y, Cb, and Cr. This syntax requires that you set the `ImageColorSpace` property to `'YCbCr 4:2:2'`.

`[I,AUDIO] = step(H)` outputs next video frame, I, and one frame of audio samples, AUDIO. This syntax requires that you set the `AudioOutputPort` property to `true`.

`[Y,Cb,Cr,AUDIO] = step(H)` outputs next frame of YCbCr 4:2:2 video in the color components Y, Cb, and Cr, and one frame of audio samples in AUDIO. This syntax requires that you set the `AudioOutputPort` property to `true`, and the `ImageColorSpace` property to `'YCbCr 4:2:2'`.

`[... , EOF] = step(H)` returns the end-of-file indicator, EOF. The object sets EOF to `true` each time the output contains the last audio sample and/or video frame.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

**Purpose**

Write video frames and audio samples to video file

**Description**

The `VideoFileWriter` object writes video frames and audio samples to a video file. It can write video and/or audio to an AVI or WMV file. WMV files can be written only on Windows. The video and audio can be compressed. The available compression types depend on the encoders installed on the platform.

---

**Note** This block supports code generation for platforms that have file I/O available. You cannot use this block with Real-Time Windows Target software, because that product does not support file I/O.

This object performs best on platforms with Version 11 or later of Windows Media Player software. This object supports only uncompressed RGB24 AVI files on Linux and Mac platforms.

Windows 7 UAC (User Account Control), may require administrative privileges to encode WMV and WMA files.

---

The generated code for this object relies on prebuilt library files. You can run this code outside the MATLAB environment, or redeploy it, but be sure to account for these extra library files when doing so. The `packNGo` function creates a single zip file containing all of the pieces required to run or rebuild this code. See `packNGo` for more information.

To run an executable file that was generated from an object, you may need to add precompiled shared library files to your system path. See “MATLAB Coder” and “Shared Library Dependencies” for details.

This object allows you to write WMA/WMV streams to disk or across a network connection. Similarly, the `vision.VideoFileReader` object allows you to read WMA/WMV streams to disk or across a network connection. If you want to play an MP3/MP4 file, but you do not have the codecs, you can re-encode the file as WMA/WMV, which is supported by the Computer Vision System Toolbox.

## Construction

`videoFWriter = vision.VideoFileWriter` returns a video file writer System object, `videoFWriter`. It writes video frames to an uncompressed 'output.avi' video file. Every call to the `step` method writes a video frame.

`videoFWriter = vision.VideoFileWriter(FILENAME)` returns a video file writer object, `videoFWriter` that writes video to a file, `FILENAME`. The file type can be AVI or WMV, specified by the `FileFormat` property.

`videoFWriter = vision.VideoFileWriter(..., 'Name', Value)` configures the video file writer properties, specified as one or more name-value pair arguments. Unspecified properties have default values.

## To write to a file:

- 1 Define and set up your video file writer object using the constructor.
- 2 Call the `step` method with the optional output filename, `FILENAME`, the video file writer object, `videoFWriter`, and any optional properties. See the syntax below for using the `step` method.

`step(videoFWriter, I)` writes one frame of video, `I`, to the output file. The input video can be an  $M$ -by- $N$ -by-3 truecolor RGB video frame, or an  $M$ -by- $N$  grayscale video frame.

`step(videoFWriter, Y, Cb, Cr)` writes one frame of YCbCr 4:2:2 video. The width of Cb and Cr color components must be half of the width of Y. You must set the value of the `FileColorSpace` property to 'YCbCr 4:2:2'.

`step(videoFWriter, I, AUDIO)` writes one frame of the input video, `I`, and one frame of audio samples, `AUDIO`, to the output file. This applies when you set the `AudioInputPort` property to `true`.

`step(videoFWriter, Y, Cb, Cr, AUDIO)` writes one frame of YCbCr 4:2:2 video, and one frame of audio samples, `AUDIO`, to the output file. This applies when you set the `AudioInputPort` to `true` and the `FileColorSpace` property to 'YCbCr 4:2:2'. The width of Cb and Cr color components must be half of the width of Y.

## Properties

### Filename

Video output file name

Specify the name of the video file as a string.

Default: `output.avi`

### FileFormat

Output file format

Specify the format of the file that is created. On Windows platforms, this may be AVI or WMV. On other platforms, this value is restricted to AVI. These abbreviations correspond to the following file formats:

WMV: Windows Media Video

AVI: Audio-Video Interleave

Default: AVI

### AudioInputPort

Write audio data

Use this property to control whether the object writes audio samples to the video file. Set this value to `true` to write audio data.

Default: `false`

### FrameRate

Video frame rate

Specify the frame rate of the video data in frames per second as a positive numeric scalar.

For videos which also contain audio data, the rate of the audio data will be determined as the rate of the video multiplied by the number of audio samples passed in each invocation of the `step` method. For example, if you use a frame rate of 30, and pass

1470 audio samples to the `step` method, the object sets the audio sample to 44100, ( $1470 \times 30 = 44100$ ).

Default: 30

## **AudioCompressor**

Audio compression encoder

Specify the type of compression algorithm to implement for audio data. This compression reduces the size of the video file. Choose `None` (uncompressed) to save uncompressed audio data to the video file. The other options reflect the available audio compression algorithms installed on your system. This property applies only when writing AVI files on Windows platforms.

## **VideoCompressor**

Video compression encoder

Specify the type of compression algorithm to use to compress the video data. This compression reduces the size of the video file. Choose `None` (uncompressed) to save uncompressed video data to the video file. The `VideoCompressor` property can also be set to one of the compressors available on your system. To obtain a list of available video compressors, you can use tab completion. Follow these steps:

- 1** Instantiate the object:

```
y = vision.VideoFileWriter
```

- 2** To launch the tab completion functionality, type the following up to the open quote.

```
y.VideoCompressor='
```

A list of compressors available on your system will appear after you press the `Tab` key. For example:

```
>>  
>>  
>>  
>>  
>>  
>> y.VideoCompressor='
```

DV Video Encoder
MJPEG Compressor
None (uncompressed)

This property applies only when writing AVI files on Windows platforms.

### AudioDataType

Uncompressed audio data type

Specify the compressed output audio data type. This property only applies when you write uncompressed WAV files.

### FileColorSpace

Color space for output file

Specify the color space of AVI files as RGB or YCbCr 4:2:2. This property applies when you set the FileFormat property to AVI and only on Windows platforms.

Default: RGB

## Methods

### Examples

#### Write a Video to an AVI file

Set up the reader and writer objects

```
videoFReader = vision.VideoFileReader('viplanedeparture.avi');  
videoFWriter = vision.VideoFileWriter('myFile.avi', 'FrameRate', videoF
```

Write the first 50 frames of the viplanedeparture.avi file into a newly created file, myFile.avi.

# vision.VideoFileWriter

---

```
for i=1:50
    videoFrame = step(videoFReader);
    step(videoFWriter, videoFrame);
end
```

Close the input and output files.

```
release(videoFReader);
release(videoFWriter);
```

## See Also

[vision.VideoFileReader](#) | [vision.VideoPlayer](#) | [mplay](#)

**Purpose**

Create video file writer object with same property values

**Syntax**

`C = clone(H)`

**Description**

`C = clone(H)` creates an `VideoFileWriter System` object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.VideoFileWriter.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.VideoFileWriter.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.VideoFileWriter.isLocked

---

**Purpose** Locked status for input attributes and non-tunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the VideoFileWriter System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.VideoFileWriter.step

---

**Purpose** Write input video data to file

**Syntax**

```
step(videoFWriter,I)
step(videoFWriter,Y,Cb,Cr)
step(videoFWriter,I,AUDIO)
step(videoFWriter,Y,Cb,Cr,AUDIO)
```

**Description** `step(videoFWriter,I)` writes one frame of the input video, `I`, to the output file. The input video can be an  $M$ -by- $N$ -by-3 truecolor RGB video frame, or an  $M$ -by- $N$  grayscale video frame where  $M$ -by- $N$  represents the size of the image.

`step(videoFWriter,Y,Cb,Cr)` writes one frame of YCbCr 4:2:2 video. The width of Cb and Cr color components must be half of the width of Y. You must set the value of the `FileColorSpace` property to 'YCbCr 4:2:2'.

`step(videoFWriter,I,AUDIO)` writes one frame of the input video, `I`, and one frame of audio samples, `AUDIO`, to the output file. This applies when you set the `AudioInputPort` property to `true`.

`step(videoFWriter,Y,Cb,Cr,AUDIO)` writes one frame of YCbCr 4:2:2 video, and one frame of audio samples, `AUDIO`, to the output file. This applies when you set the `AudioInputPort` to `true` and the `FileColorSpace` property to 'YCbCr 4:2:2'. The width of Cb and Cr color components must be half of the width of Y.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

**Purpose** Estimate object velocities

**Description** The OpticalFlow System object estimates object velocities from one image or video frame to another. It uses either the Horn-Schunck or the Lucas-Kanade method.

**Construction** `opticalFlow = vision.OpticalFlow` returns an optical flow System object, `opticalFlow`. This object estimates the direction and speed of object motion from one image to another or from one video frame to another.

`opticalFlow = vision.OpticalFlow(Name, Value)` returns an optical flow System object, `H`, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as `(Name1, Value1, ..., NameN, ValueN)`.

### To estimate velocity:

- 1 Define and set up your text inserter using the constructor.
- 2 Call the `step` method with the input image, `I`, the optical flow object, `opticalFlow`, and any optional properties. See the syntax below for using the `step` method.

`VSQ = step(opticalFlow, I)` computes the optical flow of input image, `I`, from one video frame to another, and returns `VSQ`, specified as a matrix of velocity magnitudes.

`V = step(opticalFlow, I)` computes the optical flow of input image, `I`, from one video frame to another, and returns `V`, specified as a complex matrix of horizontal and vertical components. This applies when you set the `OutputValue` property to 'Horizontal and vertical components in complex form'.

`[...] = step(opticalFlow, I1, I2)` computes the optical flow of the input image `I1`, using `I2` as a reference frame. This applies when you set the `ReferenceFrameSource` property to 'Input port'.

[ ..., IMV ] = step(opticalFlow,I) outputs the delayed input image, IMV. The delay is equal to the latency introduced by the computation of the motion vectors. This property applies when you set the Method property to 'Lucas-Kanade', the TemporalGradientFilter property to 'Derivative of Gaussian', and the MotionVectorImageOutputport property to true.

## Properties

### Method

Optical flow computation algorithm

Specify the algorithm to compute the optical flow as one of Horn-Schunck | Lucas-Kanade.

Default: Horn-Schunck

### ReferenceFrameSource

Source of reference frame for optical flow calculation

Specify computing optical flow as one of Property | Input port. When you set this property to Property, you can use the ReferenceFrameDelay property to determine a previous frame with which to compare. When you set this property to Input port, supply an input image for comparison.

This property applies when you set the Method property to Horn-Schunck. This property also applies when you set the Method property to Lucas-Kanade and the TemporalGradientFilter property to Difference filter [-1 1].

Default: Property

### ReferenceFrameDelay

Number of frames between reference frame and current frame

Specify the number of frames between the reference and current frame as a positive scalar integer. This property applies when you set the ReferenceFrameSource property to Current frame and N-th frame back.

Default: 1

## **Smoothness**

Expected smoothness of optical flow

Specify the smoothness factor as a positive scalar number. If the relative motion between the two images or video frames is large, specify a large positive scalar value. If the relative motion is small, specify a small positive scalar value. This property applies when you set the `Method` property to `Horn-Schunck`. This property is tunable.

Default: 1

## **IterationTerminationCondition**

Condition to stop iterative solution computation

Specify when the optical flow iterative solution stops. Specify as one of `Maximum iteration count` | `Velocity difference threshold` | `Either` . This property applies when you set the `Method` property to `Horn-Schunck`.

Default: `Maximum iteration count`

## **MaximumIterationCount**

Maximum number of iterations to perform

Specify the maximum number of iterations to perform in the optical flow iterative solution computation as a positive scalar integer. This property applies when you set the `Method` property to `Horn-Schunck` and the `IterationTerminationCondition` property to either `Maximum iteration count` or `Either`. This property is tunable.

Default: 10

## **VelocityDifferenceThreshold**

Velocity difference threshold

Specify the velocity difference threshold to stop the optical flow iterative solution computation as a positive scalar number. This property applies when you set the `Method` property to

Horn-Schunck and the IterationTerminationCondition property to either Maximum iteration count or Either. This property is tunable.

Default: eps

## **OutputValue**

Form of velocity output

Specify the velocity output as one of Magnitude-squared | Horizontal and vertical components in complex form.

Default: Magnitude-squared

## **TemporalGradientFilter**

Temporal gradient filter used by Lucas-Kanade algorithm

Specify the temporal gradient filter used by the Lucas-Kanade algorithm as one of Difference filter [-1 1] | Derivative of Gaussian. This property applies when you set the Method property to Lucas-Kanade.

Default: Difference filter [-1 1]

## **BufferedFramesCount**

Number of frames to buffer for temporal smoothing

Specify the number of frames to buffer for temporal smoothing as an odd integer from 3 to 31, both inclusive. This property determines characteristics such as the standard deviation and the number of filter coefficients of the Gaussian filter used to perform temporal filtering. This property applies when you set the Method property to Lucas-Kanade and the TemporalGradientFilter property to Derivative of Gaussian.

Default: 3

## **ImageSmoothingFilterStandardDeviation**

Standard deviation for image smoothing filter

Specify the standard deviation for the Gaussian filter used to smooth the image using spatial filtering. Use a positive scalar number. This property applies when you set the Method property to Lucas-Kanade and the TemporalGradientFilter property to Derivative of Gaussian.

Default: 1.5

### **GradientSmoothingFilterStandardDeviation**

Standard deviation for gradient smoothing filter

Specify the standard deviation for the filter used to smooth the spatiotemporal image gradient components. Use a positive scalar number. This property applies when you set the Method property to Lucas-Kanade and the TemporalGradientFilter property to Derivative of Gaussian.

Default: 1

### **DiscardIllConditionedEstimates**

Discard normal flow estimates when constraint equation is ill-conditioned

When the optical flow constraint equation is ill conditioned, set this property to true so that the motion vector is set to 0. This property applies when you set the Method property to Lucas-Kanade and the TemporalGradientFilter property to Derivative of Gaussian. This property is tunable.

Default: false

### **MotionVectorImageOutputport**

Return image corresponding to motion vectors

Set this property to true to output the image that corresponds to the motion vector being output by the System object. This property applies when you set the Method property to Lucas-Kanade and the TemporalGradientFilter property to Derivative of Gaussian.

Default: false

## **NoiseReductionThreshold**

Threshold for noise reduction

Specify the motion threshold between each image or video frame as a positive scalar number. The higher the number, the less small movements impact the optical flow calculation. This property applies when you set the Method property to Lucas-Kanade. This property is tunable.

Default: 0.0039

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding mode for fixed-point operations

Specify the rounding method as one of Ceiling | Convergent | Floor | Nearest | Round | Simplest | Zero. This property applies when you set the Method property to Lucas-Kanade and the TemporalGradientFilter property to Difference filter [-1 1].

Default: Nearest

### **OverflowAction**

Overflow mode for fixed-point operations

Specify the overflow action as Wrap or Saturate. This property applies when you set the Method property to Lucas-Kanade and the TemporalGradientFilter property to Difference filter [-1 1].

Default: Saturate

### **ProductDataType**

Product word and fraction lengths

Specify the product fixed-point data type as `Custom`. This property applies when you set the `Method` property to `Lucas-Kanade` and the `TemporalGradientFilter` property to `Difference filter [-1 1]`.

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a signed, scaled `numericType` object. You can apply this property when you set the `Method` property to `Lucas-Kanade` and the `TemporalGradientFilter` property to `Difference filter [-1 1]`. This property applies when you set the `ProductDataType` property to `Custom`.

Default: `numericType(true,32,20)`

## **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as one of `Same as product` | `Custom`. This property applies when you set the `Method` property to `Lucas-Kanade` and the `TemporalGradientFilter` property to `Difference filter [-1 1]`.

Default: `Same as product`

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a signed, scaled `numericType` object. You can apply this property when you set the `Method` property to `Lucas-Kanade` and the `TemporalGradientFilter` property to `Difference filter [-1 1]`. This property applies when you set the `AccumulatorDataType` property to `Custom`.

Default: `numericType(true,32,20)`

## **GradientDataType**

Gradients word and fraction lengths

Specify the gradient components fixed-point data type as one of Same as accumulator | Same as accumulator | Same as product | Custom. This property applies when you set the Method property to Lucas-Kanade and the TemporalGradientFilter property to Difference filter [-1 1].

Default: Same as accumulator

## **CustomGradientDataType**

Gradients word and fraction lengths

Specify the gradient components fixed-point type as a signed, scaled numerictype System object. You can apply this property when you set the Method property to Lucas-Kanade and the TemporalGradientFilter property to Difference filter [-1 1]. This property applies when you set the GradientDataType property to Custom.

The default is numerictype(true,32,20).

Default: 1

## **ThresholdDataType**

Threshold word and fraction lengths

Specify the threshold fixed-point data type as one of Same word length as first input | Custom. This property applies when you set the Method property to Lucas-Kanade and the TemporalGradientFilter property to Difference filter [-1 1].

Default: Same word length as first input

## **CustomThresholdDataType**

Threshold word and fraction lengths

Specify the threshold fixed-point type as a signed numerictype object with a Signedness of Auto. You can apply this property when you set the Method property to Lucas-Kanade and the

TemporalGradientFilter property to Difference filter [-1 1]. This property applies when you set the ThresholdMode property to Custom.

Default: `numericType([],16,12)`

## **OutputDataType**

Output word and fraction lengths

Specify the output fixed-point data type as Custom. This property applies when you set the Method property to Lucas-Kanade and the TemporalGradientFilter property to Difference filter [-1 1].

## **CustomOutputDataType**

Output word and fraction lengths

Specify the product fixed-point type as a scaled numericType object with a Signedness of Auto. The numericType object should be unsigned if you set the OutputValue property to Magnitude-squared. It should be signed if set to Horizontal and vertical components in complex form. You can apply this property when you set the Method property to Lucas-Kanade and the TemporalGradientFilter property to Difference filter [-1 1]. This property applies when you set the OutputDataType property to Custom.

Default: `numericType(false,32,20)`

## **Methods**

<code>clone</code>	Create optical flow object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method

isLocked	Locked status for input attributes and non-tunable properties
release	Allow property value and input characteristics changes
step	Estimate direction and speed of object motion between video frames

## Examples **Track Cars Using Optical Flow**

Set up objects.

```
videoReader = vision.VideoFileReader('viptraffic.avi','ImageColorSpace', 'RGB');
converter = vision.ImageDataTypeConverter;
opticalFlow = vision.OpticalFlow('ReferenceFrameDelay', 1);
opticalFlow.OutputValue = 'Horizontal and vertical components in complex plane';
shapeInserter = vision.ShapeInserter('Shape','Lines','BorderColor','Custom');
videoPlayer = vision.VideoPlayer('Name','Motion Vector');
```

Convert the image to single precision, then compute optical flow for the video. Generate coordinate points and draw lines to indicate flow. Display results.

```
while ~isDone(videoReader)
    frame = step(videoReader);
    im = step(converter, frame);
    of = step(opticalFlow, im);
    lines = videooptflowlines(of, 20);
    if ~isempty(lines)
        out = step(shapeInserter, im, lines);
        step(videoPlayer, out);
    end
end
```

Close the video reader and player

```
release(videoPlayer);
release(videoReader);
```

## Algorithms

To compute the optical flow between two images, you must solve the following optical flow constraint equation:

$$I_x u + I_y v + I_t = 0$$

In this equation, the following values are represented:

- $I_x$ ,  $I_y$  and  $I_t$  are the spatiotemporal image brightness derivatives
- $u$  is the horizontal optical flow
- $v$  is the vertical optical flow

Because this equation is underconstrained, there are several methods to solve for  $u$  and  $v$ :

- Horn-Schunck Method
- Lucas-Kanade Method

See the following two sections for descriptions of these methods

### Horn-Schunck Method

By assuming that the optical flow is smooth over the entire image, the Horn-Schunck method computes an estimate of the velocity field,

$[u \ v]^T$ , that minimizes this equation:

$$E = \iint (I_x u + I_y v + I_t)^2 dx dy + \alpha \iint \left\{ \left( \frac{\partial u}{\partial x} \right)^2 + \left( \frac{\partial u}{\partial y} \right)^2 + \left( \frac{\partial v}{\partial x} \right)^2 + \left( \frac{\partial v}{\partial y} \right)^2 \right\} dx dy$$

In this equation,  $\frac{\partial u}{\partial x}$  and  $\frac{\partial u}{\partial y}$  are the spatial derivatives of the optical velocity component  $u$ , and  $\alpha$  scales the global smoothness term. The

Horn-Schunck method minimizes the previous equation to obtain the velocity field,  $[u \ v]$ , for each pixel in the image, which is given by the following equations:

$$u_{x,y}^{k+1} = \bar{u}_{x,y}^{-k} - \frac{I_x [I_x \bar{u}_{x,y}^{-k} + I_y \bar{v}_{x,y}^{-k} + I_t]}{\alpha^2 + I_x^2 + I_y^2}$$
$$v_{x,y}^{k+1} = \bar{v}_{x,y}^{-k} - \frac{I_y [I_x \bar{u}_{x,y}^{-k} + I_y \bar{v}_{x,y}^{-k} + I_t]}{\alpha^2 + I_x^2 + I_y^2}$$

In this equation,  $\begin{bmatrix} u_{x,y}^k & v_{x,y}^k \end{bmatrix}$  is the velocity estimate for the pixel at  $(x,y)$ , and  $\begin{bmatrix} \bar{u}_{x,y}^{-k} & \bar{v}_{x,y}^{-k} \end{bmatrix}$  is the neighborhood average of  $\begin{bmatrix} u_{x,y}^k & v_{x,y}^k \end{bmatrix}$ . For  $k=0$ , the initial velocity is 0.

When you choose the Horn-Schunck method,  $u$  and  $v$  are solved as follows:

- 1 Compute  $I_x$  and  $I_y$  using the Sobel convolution kernel:  
 $\begin{bmatrix} -1 & -2 & -1; & 0 & 0 & 0; & 1 & 2 & 1 \end{bmatrix}$ , and its transposed form for each pixel in the first image.
- 2 Compute  $I_t$  between images 1 and 2 using the  $\begin{bmatrix} -1 & 1 \end{bmatrix}$  kernel.
- 3 Assume the previous velocity to be 0, and compute the average velocity for each pixel using  $\begin{bmatrix} 0 & 1 & 0; & 1 & 0 & 1; & 0 & 1 & 0 \end{bmatrix}$  as a convolution kernel.
- 4 Iteratively solve for  $u$  and  $v$ .

## Lucas-Kanade Method

To solve the optical flow constraint equation for  $u$  and  $v$ , the Lucas-Kanade method divides the original image into smaller sections

and assumes a constant velocity in each section. Then, it performs a weighted least-square fit of the optical flow constraint equation to

a constant model for  $[u \ v]^T$  in each section,  $\Omega$ , by minimizing the following equation:

$$\sum_{x \in \Omega} W^2 [I_x u + I_y v + I_t]^2$$

Here,  $W$  is a window function that emphasizes the constraints at the center of each section. The solution to the minimization problem is given by the following equation:

$$\begin{bmatrix} \sum W^2 I_x^2 & \sum W^2 I_x I_y \\ \sum W^2 I_y I_x & \sum W^2 I_y^2 \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} = - \begin{bmatrix} \sum W^2 I_x I_t \\ \sum W^2 I_y I_t \end{bmatrix}$$

When you choose the Lucas-Kanade method,  $I_t$  is computed using a difference filter or a derivative of a Gaussian filter.

The two following sections explain how  $I_x$ ,  $I_y$ ,  $I_t$ , and then  $u$  and  $v$  are computed.

### Difference Filter

When you set the **Temporal gradient filter** to Difference filter  $[-1 \ 1]$ ,  $u$  and  $v$  are solved as follows:

- 1 Compute  $I_x$  and  $I_y$  using the kernel  $[-1 \ 8 \ 0 \ -8 \ 1]/12$  and its transposed form.

If you are working with fixed-point data types, the kernel values are signed fixed-point values with word length equal to 16 and fraction length equal to 15.

- 2 Compute  $I_t$  between images 1 and 2 using the  $[-1 \ 1]$  kernel.

- 3 Smooth the gradient components,  $I_x$ ,  $I_y$ , and  $I_t$ , using a separable and isotropic 5-by-5 element kernel whose effective 1-D coefficients are  $[1 \ 4 \ 6 \ 4 \ 1]/16$ . If you are working with fixed-point data types, the kernel values are unsigned fixed-point values with word length equal to 8 and fraction length equal to 7.
- 4 Solve the 2-by-2 linear equations for each pixel using the following method:

- If  $A = \begin{bmatrix} a & b \\ b & c \end{bmatrix} = \begin{bmatrix} \sum W^2 I_x^2 & \sum W^2 I_x I_y \\ \sum W^2 I_y I_x & \sum W^2 I_y^2 \end{bmatrix}$

Then the eigenvalues of A are  $\lambda_i = \frac{a+c}{2} \pm \frac{\sqrt{4b^2 + (a-c)^2}}{2}; i = 1, 2$

In the fixed-point diagrams,  $P = \frac{a+c}{2}, Q = \frac{\sqrt{4b^2 + (a-c)^2}}{2}$

- The eigenvalues are compared to the threshold,  $\tau$ , that corresponds to the value you enter for the threshold for noise reduction. The results fall into one of the following cases:

Case 1:  $\lambda_1 \geq \tau$  and  $\lambda_2 \geq \tau$

A is nonsingular, the system of equations are solved using Cramer's rule.

Case 2:  $\lambda_1 \geq \tau$  and  $\lambda_2 < \tau$

A is singular (noninvertible), the gradient flow is normalized to calculate  $u$  and  $v$ .

Case 3:  $\lambda_1 < \tau$  and  $\lambda_2 < \tau$

The optical flow,  $u$  and  $v$ , is 0.

### Derivative of Gaussian

If you set the temporal gradient filter to Derivative of Gaussian,  $u$  and  $v$  are solved using the following steps. You can see the flow chart for this process at the end of this section:

- 1** Compute  $I_x$  and  $I_y$  using the following steps:
  - a** Use a Gaussian filter to perform temporal filtering. Specify the temporal filter characteristics such as the standard deviation and number of filter coefficients using the `BufferedFramesCount` property.
  - b** Use a Gaussian filter and the derivative of a Gaussian filter to smooth the image using spatial filtering. Specify the standard deviation and length of the image smoothing filter using the `ImageSmoothingFilterStandardDeviation` property.
- 2** Compute  $I_t$  between images 1 and 2 using the following steps:
  - a** Use the derivative of a Gaussian filter to perform temporal filtering. Specify the temporal filter characteristics such as the standard deviation and number of filter coefficients using the `BufferedFramesCount` parameter.
  - b** Use the filter described in step 1b to perform spatial filtering on the output of the temporal filter.
- 3** Smooth the gradient components,  $I_x$ ,  $I_y$ , and  $I_t$ , using a gradient smoothing filter. Use the `GradientSmoothingFilterStandardDeviation` property to specify the standard deviation and the number of filter coefficients for the gradient smoothing filter.
- 4** Solve the 2-by-2 linear equations for each pixel using the following method:

- If  $A = \begin{bmatrix} a & b \\ b & c \end{bmatrix} = \begin{bmatrix} \sum W^2 I_x^2 & \sum W^2 I_x I_y \\ \sum W^2 I_y I_x & \sum W^2 I_y^2 \end{bmatrix}$

Then the eigenvalues of A are  $\lambda_i = \frac{a+c}{2} \pm \frac{\sqrt{4b^2 + (a-c)^2}}{2}; i = 1, 2$

- When the object finds the eigenvalues, it compares them to the threshold,  $\tau$ , that corresponds to the value you enter for the `NoiseReductionThreshold` parameter. The results fall into one of the following cases:

Case 1:  $\lambda_1 \geq \tau$  and  $\lambda_2 \geq \tau$

A is nonsingular, so the object solves the system of equations using Cramer's rule.

Case 2:  $\lambda_1 \geq \tau$  and  $\lambda_2 < \tau$

A is singular (noninvertible), so the object normalizes the gradient flow to calculate  $u$  and  $v$ .

Case 3:  $\lambda_1 < \tau$  and  $\lambda_2 < \tau$

The optical flow,  $u$  and  $v$ , is 0.

## See Also

`vision.Pyramid`

**Purpose** Create optical flow object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates an `OpticalFlow System` object `C`, with the same property values as `H`. The `clone` method creates a new unlocked object.

# vision.OpticalFlow.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

For many System objects, this method is a no-op. Objects that have internal states will describe in their help what the reset method does for that object.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.OpticalFlow.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.OpticalFlow.isLocked

---

<b>Purpose</b>	Locked status for input attributes and non-tunable properties
<b>Syntax</b>	<code>isLocked(h)</code>
<b>Description</b>	<p><code>isLocked(h)</code> returns the locked status, TF of the <code>OpticalFlow System</code> object.</p> <p>The <code>isLocked</code> method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the <code>step</code> method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the <code>isLocked</code> method returns a true value.</p>

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.OpticalFlow.step

---

**Purpose** Estimate direction and speed of object motion between video frames

**Syntax**

```
VSQ = step(opticalFlow,I)
V = step(opticalFlow,I)
[...] = step(opticalFlow,I1,I2)
[... , IMV] = step(opticalFlow,I)
```

**Description** VSQ = step(opticalFlow,I) computes the optical flow of input image, I, from one video frame to another, and returns VSQ, specified as a matrix of velocity magnitudes.

V = step(opticalFlow,I) computes the optical flow of input image. I, from one video frame to another, and returns V, specified as a complex matrix of horizontal and vertical components. This applies when you set the OutputValue property to 'Horizontal and vertical components in complex form'.

[...] = step(opticalFlow,I1,I2) computes the optical flow of the input image I1, using I2 as a reference frame. This applies when you set the ReferenceFrameSource property to 'Input port'.

[... , IMV] = step(opticalFlow,I) outputs the delayed input image, IMV. The delay is equal to the latency introduced by the computation of the motion vectors. This property applies when you set the Method property to 'Lucas-Kanade', the TemporalGradientFilter property to 'Derivative of Gaussian', and the MotionVectorImageOutputport property to true.

---

**Note** The object performs an initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the release method to unlock the object.

---

<b>Purpose</b>	Detect upright people using HOG features
<b>Description</b>	The people detector object detects people in an input image using the Histogram of Oriented Gradient (HOG) features and a trained Support Vector Machine (SVM) classifier. The object detects unoccluded people in an upright position.
<b>Construction</b>	<p><code>peopleDetector = vision.PeopleDetector</code> returns a System object, <code>peopleDetector</code>, that tracks a set of points in a video.</p> <p><code>peopleDetector = vision.PeopleDetector(MODEL)</code> creates a <code>peopleDetector</code> System object and sets the <code>ClassificationModel</code> property to <code>MODEL</code>. The input <code>MODEL</code> can be either <code>'UprightPeople_128x64'</code> or <code>'UprightPeople_96x48'</code>.</p> <p><code>peopleDetector = vision.PeopleDetector(Name, Value)</code> configures the tracker object properties, specified as one or more name-value pair arguments. Unspecified properties have default values.</p> <p><b>To detect people:</b></p> <ol style="list-style-type: none"><li>1 Define and set up your people detector object using the constructor.</li><li>2 Call the <code>step</code> method with the input image, <code>I</code>, and the people detector object, <code>peopleDetector</code>. See the syntax below for using the <code>step</code> method.</li></ol> <p><code>BBOXES = step(peopleDetector, I)</code> performs multiscale object detection on the input image, <code>I</code>. The method returns an <math>M</math>-by-4 matrix defining <math>M</math> bounding boxes, where <math>M</math> represents the number of detected people. Each row of the output matrix, <code>BBOXES</code>, contains a four-element vector, <code>[x y width height]</code>. This vector specifies, in pixels, the upper-left corner and size, of a bounding box. When no people are detected, the <code>step</code> method returns an empty vector. The input image, <code>I</code>, must be a grayscale or truecolor (RGB) image.</p> <p><code>[BBOXES, SCORES] = step(peopleDetector, I)</code> returns a confidence value for the detections. The <math>M</math>-by-1 vector, <code>SCORES</code>, contain positive</p>

values for each bounding box in BBOXES. Larger score values indicate a higher confidence in the detection.

## Properties

### ClassificationModel

Name of classification model

Specify the model as either 'UprightPeople\_128x64' or 'UprightPeople\_96x48'. The pixel dimensions indicate the image size used for training.

The images used to train the models include background pixels around the person. Therefore, the actual size of a detected person is smaller than the training image size.

**Default:** 'UprightPeople\_128x64'

### ClassificationThreshold

People classification threshold

Specify a nonnegative scalar threshold value. Use this threshold to control the classification of individual image subregions during multiscale detection. The threshold controls whether a subregion gets classified as a person. You can increase this value when there are many false detections. The higher the threshold value, the more stringent the requirements are for the classification. Vary the threshold over a range of values to find the optimum value for your data set. Typical values range from 0 to 4. This property is tunable.

**Default:** 1

### MinSize

Smallest region containing a person

Specify a two-element vector, [height width], in pixels for the smallest region containing a person. When you know the minimum person size to detect, you can reduce computation time.

To do so, set this property to a value larger than the image size used to train the classification model. When you do not specify this property, the object sets it to the image size used to train the classification model. This property is tunable.

**Default:** []

## **MaxSize**

Largest region containing a person

Specify a two-element vector, [height width], in pixels for the largest region containing a person. When you know the maximum person size to detect, you can reduce computation time. To do so, set this property to a value smaller than the size of the input image. When you do not specify this property, the object sets it to the input image size. This property is tunable.

**Default:** []

## **ScaleFactor**

Multiscale object detection scaling

Specify a factor to incrementally scale the detection resolution between `MinSize` and `MaxSize`. The object calculates the detection resolution at each increment.

$$\text{round}(\text{TrainingSize} * (\text{ScaleFactor}^N))$$

In this case, the *TrainingSize* is [128 64] for the 'UprightPeople\_128x64' model and [96 48] for the 'UprightPeople\_96x48' model. *N* is the increment. Decreasing the scale factor can increase the detection accuracy. However, doing so increases the computation time. This property is tunable.

**Default:** 1.05

## **WindowStride**

## Detection window stride

Specify a scalar or a two-element vector  $[x\ y]$  in pixels for the detection window stride. The object uses the window stride to slide the detection window across the image. When you specify this value as a vector, the first and second elements are the stride size in the  $x$  and  $y$  directions. When you specify this value as a scalar, the stride is the same for both  $x$  and  $y$ . Decreasing the window stride can increase the detection accuracy. However, doing so increases computation time. Increasing the window stride beyond  $[8\ 8]$  can lead to a greater number of missed detections. This property is tunable.

**Default:**  $[8\ 8]$

## MergeDetections

Merge detection control

Specify a logical scalar to control whether similar detections are merged. Set this property to `true` to merge bounding boxes using a mean-shift based algorithm. Set this property to `false` to output the unmerged bounding boxes.

**Default:** `true`

## Methods

<code>clone</code>	Create alpha blender object with same property values
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Detect upright people using HOG features

## Examples

### Detect People

1

Create a people detector, and load the input image.

```
peopleDetector = vision.PeopleDetector;  
I = imread('visionteam1.jpg');
```

2

Detect people using the people detector object.

```
[bboxes, scores] = step(peopleDetector, I);
```

3

Create a shape inserter and a score inserter.

```
shapeInserter = vision.ShapeInserter('BorderColor','Custom','CustomBorderThickness',1);  
scoreInserter = vision.TextInserter('Text',' %f','Color',[0 80 255],
```

4

Draw detected bounding boxes, and insert scores using the inserter objects.

```
I = step(shapeInserter, I, int32(bboxes));  
I = step(scoreInserter, I, scores, int32(bboxes(:,1:2)));  
  
figure, imshow(I)  
title('Detected people and detection scores');
```

## References

Dalal, N. and B. Triggs. "Histograms of Oriented Gradients for Human Detection," *Proceedings of IEEE Conference on Computer Vision and Pattern Recognition*, June 2005, pp. 886-893.

## See Also

[vision.ShapeInserter](#) | [vision.TextInserter](#) | [vision.CascadeObjectDetector](#) | [round](#) | [size](#)

# vision.PeopleDetector.clone

---

**Purpose** Create alpha blender object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates an `PeopleDetector System` object `C`, with the same property values as `H`. The `clone` method creates a new unlocked object.

**Purpose**

Locked status for input attributes and nontunable properties

**Syntax**

TF = isLocked(H)

**Description**

TF = isLocked(H) returns the locked status, TF of the PeopleDetector System object.

The isLocked method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the isLocked method returns a true value.

# vision.PeopleDetector.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You cannot use the `release` method on System objects in Embedded MATLAB.

---

**Purpose**

Detect upright people using HOG features

**Syntax**

```
BBOXES = step(peopleDetector,I)
[BBOXES, SCORES] = step(peopleDetector,I)
```

**Description**

`BBOXES = step(peopleDetector,I)` performs multi-scale object detection on the input image, `I`. The method returns an  $M$ -by-4 matrix defining  $M$  bounding boxes, where  $M$  represents the number of detected people. Each row of the output matrix, `BBOXES`, contains a four-element vector, `[x y width height]`, that specifies in pixels, the upper-left corner and size of a bounding box. When no people are detected, the `step` method returns an empty vector. The input image `I`, must be a grayscale or truecolor (RGB) image.

`[BBOXES, SCORES] = step(peopleDetector,I)` additionally returns a confidence value for the detections. The  $M$ -by-1 vector, `SCORES`, contain positive values for each bounding box in `BBOXES`. Larger score values indicate a higher confidence in the detection.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.PointTracker

---

**Purpose** Track points in video using Kanade-Lucas-Tomasi (KLT) algorithm

**Description** The point tracker object tracks a set of points using the Kanade-Lucas-Tomasi (KLT), feature-tracking algorithm. You can use the point tracker for video stabilization, camera motion estimation, and object tracking. It works particularly well for tracking objects that do not change shape and for those that exhibit visual texture. The point tracker is often used for short-term tracking as part of a larger tracking framework.

As the point tracker algorithm progresses over time, points can be lost due to lighting variation, out of plane rotation, or articulated motion. To track an object over a long period of time, you may need to reacquire points periodically.

**Construction** `pointTracker = vision.PointTracker` returns a System object, `pointTracker`, that tracks a set of points in a video.

`pointTracker = vision.PointTracker(Name,Value)` configures the tracker object properties, specified as one or more name-value pair arguments. Unspecified properties have default values.

## Initialize Tracking Process

To initialize the tracking process, you must use the `initialize` method to specify the initial locations of the points and the initial video frame.

`initialize(pointTracker,POINTS,I)` initializes points to track and sets the initial video frame. The initial locations `POINTS`, must be an  $M$ -by-2 array of  $[x\ y]$  coordinates. The initial video frame, `I`, must be a 2-D grayscale or RGB image and must be the same size and data type as the video frames passed to the `step` method.

The `vision.CornerDetector` System object and the `detectSURFFeatures` function are two of many ways to obtain the initial points for tracking.

## To track a set of points:

- 1 Define and set up your point tracker object using the constructor.

- 2 Call the `step` method with the input image, `I`, and the point tracker object, `pointTracker`. See the following syntax for using the `step` method.

After initializing the tracking process, use the `step` method to track the points in subsequent video frames. You can also reset the points at any time by using the `setPoints` method.

`[POINTS, POINT_VALIDITY] = step(pointTracker, I)` tracks the points in the input frame, `I` using the point tracker object, `pointTracker`. The output `POINTS` contain an  $M$ -by-2 array of  $[x\ y]$  coordinates that correspond to the new locations of the points in the input frame, `I`. The output, `POINT_VALIDITY` provides an  $M$ -by-1 logical array, indicating whether or not each point has been reliably tracked.

A point can be invalid for several reasons. The point can become invalid if it falls outside of the image. Also, it can become invalid if the spatial gradient matrix computed in its neighborhood is singular. If the bidirectional error is greater than the `MaxBidirectionalError` threshold, this condition can also make the point invalid.

`[POINTS, POINT_VALIDITY, SCORES] = step(pointTracker, I)` additionally returns the confidence score for each point. The  $M$ -by-1 output array, `SCORE`, contains values between 0 and 1. These values correspond to the degree of similarity between the neighborhood around the previous location and new location of each point. These values are computed as a function of the sum of squared differences between the previous and new neighborhoods. The greatest tracking confidence corresponds to a perfect match score of 1.

`setPoints(pointTracker, POINTS)` sets the points for tracking. The method sets the  $M$ -by-2 `POINTS` array of  $[x\ y]$  coordinates with the points to track. You can use this method if the points need to be redetected because too many of them have been lost during tracking.

`setPoints(pointTracker, POINTS, POINT_VALIDITY)` additionally lets you mark points as either valid or invalid. The input logical vector `POINT_VALIDITY` of length  $M$ , contains the true or false value

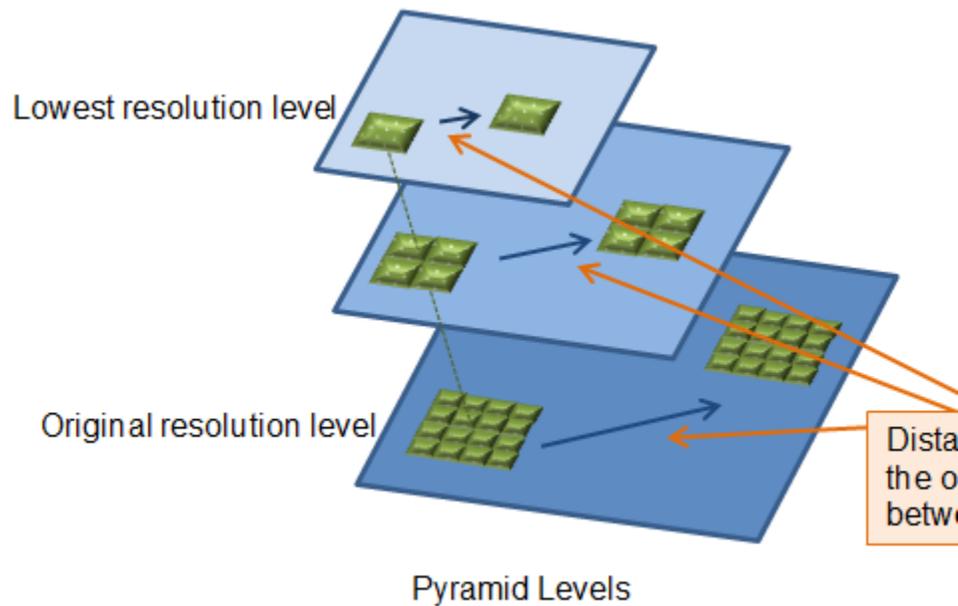
corresponding to the validity of the point to be tracked. The length  $M$  corresponds to the number of points. A false value indicates an invalid point that should not be tracked. For example, you can use this method with the `vision.GeometricTransformEstimator` object to determine the transformation between the point locations in the previous and current frames. You can mark the outliers as invalid.

## Properties

### NumPyramidLevels

Number of pyramid levels

Specify an integer scalar number of pyramid levels. The point tracker implementation of the KLT algorithm uses image pyramids. The object generates an image pyramid, where each level is reduced in resolution by a factor of two compared to the previous level. Selecting a pyramid level greater than 1, enables the algorithm to track the points at multiple levels of resolution, starting at the lowest level. Increasing the number of pyramid levels allows the algorithm to handle larger displacements of points between frames. However, computation cost also increases. Recommended values are between 1 and 4.



Each pyramid level is formed by down-sampling the previous level by a factor of two in width and height. The point tracker begins tracking each point in the lowest resolution level, and continues tracking until convergence. The object propagates the result of that level to the next level as the initial guess of the point locations. In this way, the tracking is refined with each level, up to the original image. Using the pyramid levels allows the point tracker to handle large pixel motions, which can comprise distances greater than the neighborhood size.

**Default:** 3

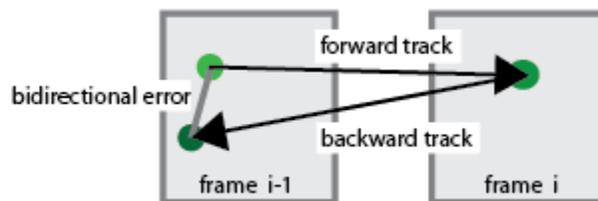
### **MaxBidirectionalError**

Forward-backward error threshold

Specify a numeric scalar for the maximum bidirectional error. If the value is less than `inf`, the object tracks each point from the

previous to the current frame. It then tracks the same points back to the previous frame. The object calculates the bidirectional error. This value is the distance in pixels from the original location of the points to the final location after the backward tracking. The corresponding points are considered invalid when the error is greater than the value set for this property. Recommended values are between 0 and 3 pixels.

Using the bidirectional error is an effective way to eliminate points that could not be reliably tracked. However, the bidirectional error requires additional computation. When you set the `MaxBidirectionalError` property to `inf`, the object does not compute the bidirectional error.



**Default:** `inf`

## **BlockSize**

Size of neighborhood

Specify a two-element vector, `[height, width]` to represent the neighborhood around each point being tracked. The height and width must be odd integers. This neighborhood defines the area for the spatial gradient matrix computation. The minimum value for `BlockSize` is `[5 5]`. Increasing the size of the neighborhood, increases the computation time.

**Default:** `[31 31]`

## **MaxIterations**

Maximum number of search iterations

Specify a positive integer scalar for the maximum number of search iterations for each point. The KLT algorithm performs an iterative search for the new location of each point until convergence. Typically, the algorithm converges within 10 iterations. This property sets the limit on the number of search iterations. Recommended values are between 10 and 50.

**Default:** 30

## Methods

initialize	Initialize video frame and points to track
setPoints	Set points to track
step	Track points in video using Kanade-Lucas-Tomasi (KLT) algorithm

## Examples

### Track a Face

**1**

Create System objects for reading and displaying video and for drawing a bounding box of the object.

```
videoFileReader = vision.VideoFileReader('visionface.avi');  
videoPlayer = vision.VideoPlayer('Position', [100, 100, 680, 520]);  
shapeInserter = vision.ShapeInserter('BorderColor', 'Custom', 'CustomBo
```

**2**

Read the first video frame, which contains the object, and then show the object region.

```
objectFrame = step(videoFileReader);  
objectRegion = [264, 122, 93, 93];
```

As an alternative, you can use the following commands to select the object region using a mouse. The object must occupy the majority of the region.

```
figure; imshow(objectFrame);  
objectRegion=round(getPosition(imrect))
```

### 3

Show initial frame with a yellow bounding box.

```
objectImage = step(shapeInserter, objectFrame, objectRegion);  
figure; imshow(objectImage); title('Yellow box shows object region');
```

### 4

Detect interest points in the object region

```
cornerDetector = vision.CornerDetector('Method','Minimum eigenvalue (Shi  
points = step(cornerDetector, rgb2gray(imcrop(objectFrame, objectRegion))  
points = double(points);
```

### 5

Translate the coordinates of the detected points so they are relative to the full video frame, not the objectRegion.

```
points(:, 1) = points(:, 1) + objectRegion(1);  
points(:, 2) = points(:, 2) + objectRegion(2);
```

### 6

Set up a marker inserter to display points in the video.

```
markerInserter = vision.MarkerInserter('Shape','Plus','BorderColor','White');
```

### 7

Create a tracker object.

```
pointTracker = vision.PointTracker('MaxBidirectionalError', 1);
```

**8**

Initialize the tracker.

```
initialize(pointTracker, points, objectFrame);
```

**9**

Track and display the points in each video frame

```
while ~isDone(videoFileReader)
    frame = step(videoFileReader);
    [points, validity] = step(pointTracker, frame);
    out = step(markerInserter, frame, points(validity, :));
    step(videoPlayer, out);
end
```

**10**

Release the video reader and player.

```
release(videoPlayer);
release(videoFileReader);
```

## References

Lucas, Bruce D. and Takeo Kanade. “An Iterative Image Registration Technique with an Application to Stereo Vision,” *Proceedings of the 7th International Joint Conference on Artificial Intelligence*, April, 1981, pp. 674–679.

Tomasi, Carlo and Takeo Kanade. *Detection and Tracking of Point Features*, Computer Science Department, Carnegie Mellon University, April, 1991.

Shi, Jianbo and Carlo Tomasi. “Good Features to Track,” *IEEE Conference on Computer Vision and Pattern Recognition*, 1994, pp. 593–600.

Kalal, Zdenek, Krystian Mikolajczyk, and Jiri Matas. “Forward-Backward Error: Automatic Detection of Tracking Failures,” *Proceedings of the 20th International Conference on Pattern Recognition*, 2010, pages 2756–2759, 2010.

# vision.PointTracker

---

## See Also

[vision.MarkerInserter](#) | [vision.CornerDetector](#) |  
[vision.HistogramBasedTracker](#) | [detectSURFFeatures](#) | [imcrop](#) |  
[imrect](#)

**Purpose** Initialize video frame and points to track

**Syntax** `initialize(H,POINTS,I)`

**Description** `initialize(H,POINTS,I)` initializes points to track and sets the initial video frame. The method sets the  $M$ -by-2 `POINTS` array of `[x y]` coordinates with the points to track, and sets the initial video frame, `I`. The input, `POINTS`, must be an  $M$ -by-2 array of `[x y]` coordinates. The input, `I`, must be a 2-D grayscale or RGB image, and must be the same size as the images passed to the `step` method.

# vision.PointTracker.setPoints

---

**Purpose** Set points to track

**Syntax** `setPoints(H,POINTS)`  
`setPoints(H,POINTS,POINT_VALIDITY)`

**Description** `setPoints(H,POINTS)` sets the points for tracking. The method sets the  $M$ -by-2 `POINTS` array of [x y] coordinates with the points to track. This method can be used if the points need to be re-detected because too many of them have been lost during tracking.

`setPoints(H,POINTS,POINT_VALIDITY)` additionally lets you mark points as either valid or invalid. The input logical vector `POINT_VALIDITY` of length  $M$ , contains the true or false value corresponding to the validity of the point to be tracked. The length  $M$  corresponds to the number of points. A false value indicates an invalid point, and it should not be tracked. You can use this method with the `vision.GeometricTransformEstimator` object to determine the transformation between the point locations in the previous and current frames, and then mark the outliers as invalid.

**Purpose** Track points in video using Kanade-Lucas-Tomasi (KLT) algorithm

**Syntax** [POINTS,POINT\_VALIDITY] = step(H,I)  
[POINTS,POINT\_VALIDITY,SCORES] = step(H,I)

**Description** [POINTS,POINT\_VALIDITY] = step(H,I) tracks the points in the input frame, I. The input POINTS contain an *M*-by-2 array of [x y] coordinates that correspond to the new locations of the points in the input frame, I. The input, POINT\_VALIDITY provides an *M*-by-1 logical array, indicating whether or not each point has been reliably tracked. The input frame, I must be the same size as the image passed to the initialize method.

[POINTS,POINT\_VALIDITY,SCORES] = step(H,I) additionally returns the confidence score for each point. The *M*-by-1 output array, SCORE, contains values between 0 and 1. These values are computed as a function of the sum of squared differences between the *BlockSize*-by-*BlockSize* neighborhood around the point in the previous frame, and the corresponding neighborhood in the current frame. The greatest tracking confidence corresponds to a perfect match score of 1.

---

**Note** The object performs an initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the release method to unlock the object.

---

# vision.PSNR

---

<b>Purpose</b>	Compute peak signal-to-noise ratio (PSNR) between images	
<b>Description</b>	The PSNR object computes the peak signal-to-noise ratio (PSNR) between images. This ratio is often used as a quality measurement between an original and a compressed image.	
<b>Construction</b>	H = vision.PSNR returns a System object, H, that computes the peak signal-to-noise ratio (PSNR) in decibels between two images.	
<b>Methods</b>	clone	Create peak signal to noise ratio object with same property values
	getNumInputs	Number of expected inputs to step method
	getNumOutputs	Number of outputs from step method
	isLocked	Locked status for input attributes and non-tunable properties
	release	Allow property value and input characteristics changes
	step	Compute peak signal-to-noise ratio

**Examples** Compute the PSNR between an original image and its reconstructed image.

```
hdct2d = vision.DCT;  
hidct2d = vision.IDCT;  
hpsnr = vision.PSNR;  
I = double(imread('cameraman.tif'));  
J = step(hdct2d, I);  
J(abs(J) < 10) = 0;  
It = step(hidct2d, J);  
psnr = step(hpsnr, I, It)
```

```
imshow(I, [0 255]), title('Original image');  
figure, imshow(It,[0 255]), title('Reconstructed image');
```

**Algorithms**

This object implements the algorithm, inputs, and outputs described on the PSNR block reference page. The object properties correspond to the block parameters.

**See Also**

[vision.DCT](#) | [vision.IDCT](#)

# vision.PSNR.clone

---

**Purpose** Create peak signal to noise ratio object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a PSNR System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the `step` method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

## vision.PSNR.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**      `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and non-tunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the PSNR System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

## vision.PSNR.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose** Compute peak signal-to-noise ratio

**Syntax**  $Y = \text{step}(H, X1, X2)$

**Description**  $Y = \text{step}(H, X1, X2)$  computes the peak signal-to-noise ratio,  $Y$ , between images  $X1$  and  $X2$ . The two images  $X1$  and  $X2$  must have the same size.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.Pyramid

---

**Purpose** Perform Gaussian pyramid decomposition

**Description** The Pyramid object computes Gaussian pyramid reduction or expansion. The image reduction step involves lowpass filtering and downsampling the image pixels. The image expansion step involves upsampling the image pixels and lowpass filtering.

**Construction** `gaussPyramid = vision.Pyramid` returns a System object, `gaussPyramid`, that computes a Gaussian pyramid reduction or expansion of an image.

`gaussPyramid = vision.Pyramid(Name, Value)` configures the System object properties, specified as one or more name-value pair arguments. Unspecified properties have default values.

## To compute a Gaussian pyramid:

- 1 Define and set up your pyramid object using the constructor.
- 2 Call the `step` method with the input image, `I` and the pyramid object, `gaussPyramid`. See the syntax below for using the `step` method.

`J = step(gaussPyramid, I)` computes `J`, the Gaussian pyramid decomposition of input `I`.

## Properties

### Operation

Reduce or expand the input image

Specify whether to reduce or expand the input image as `Reduce` or `Expand`. If this property is set to `Reduce`, the object applies a lowpass filter and then downsamples the input image. If this property is set to `Expand`, the object upsamples and then applies a lowpass filter to the input image.

Default: `Reduce`

### PyramidLevel

Level of decomposition

Specify the number of times the object upsamples or downsamples each dimension of the image by a factor of 2.

Default: 1

### **SeparableFilter**

How to specify the coefficients of low pass filter

Indicate how to specify the coefficients of the lowpass filter as Default or Custom.

Default: Default

### **CoefficientA**

Coefficient 'a' of default separable filter

Specify the coefficients in the default separable filter  $1/4 - a/2$   $1/4$   $a$   $1/4$   $1/4 - a/2$  as a scalar value. This property applies when you set the SeparableFilter property to Default.

Default: 0.375

### **CustomSeparableFilter**

Separable filter coefficients

Specify separable filter coefficients as a vector. This property applies when you set the SeparableFilter property to Custom.

Default: [0.0625 0.25 0.375 0.25 0.0625]

### **Fixed-Point Properties**

#### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of Ceiling | Convergent | Floor | Nearest | Round | Simplest | Zero.

Default: Floor

#### **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as Wrap or Saturate.

Default: Wrap

## **SeparableFilterDataType**

CustomSeparableFilter word and fraction lengths

Specify the coefficients fixed-point data type as Same word length as input, Custom.

Default: Custom

## **CustomSeparableFilterDataType**

CustomSeparableFilter word and fraction lengths

Specify the coefficients fixed-point type as a signed numeric type object with a Signedness of Auto. This property applies when you set the SeparableFilterDataType property to Custom.

Default: numeric type([], 16, 14)

## **ProductDataType**

Product word and fraction lengths

Specify the product fixed-point data type as Same as input, or Custom.

Default: Custom

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled numeric type object with a Signedness of Auto. This property applies when you set the ProductDataType property to Custom.

Default: numeric type([], 32, 10)

## **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as Same as product, Same as input, or Custom.

Default: Same as product

**CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a signed, scaled numerictype object with a Signedness of Auto. This property applies when you set the AccumulatorDataType property to Custom.

Default: numerictype([],32,0)

**OutputDataType**

Output word and fraction lengths

Specify the output fixed-point data type as Same as input , or Custom.

Default: Custom

**CustomOutputDataType**

Output word and fraction lengths

Specify the output fixed-point type as a signed, scaled numerictype object with a Signedness of Auto. This property applies when you set the OutputDataType property to Custom.

Default: numerictype([],32,10)

**Methods**

clone	Create pyramid object with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method

<code>isLocked</code>	Locked status for input attributes and non-tunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Compute Gaussian pyramid decomposition of input

## Examples

### Resize Image Using Gaussian Pyramid Decomposition

Set the level of decomposition

```
gaussPyramid = vision.Pyramid('PyramidLevel', 2);
```

Cast to single, otherwise the returned output J, will be a fixed point object.

```
I = im2single(imread('cameraman.tif'));  
J = step(gaussPyramid, I);
```

Display results.

```
figure, imshow(I); title('Original Image');  
figure, imshow(J); title('Reduced Image');
```

## See Also

[vision.GeometricScaler](#) | [impyramid](#)

**Purpose**

Create pyramid object with same property values

**Syntax**

`C = clone(H)`

**Description**

`C = clone(H)` creates a Pyramid System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.Pyramid.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**      `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.Pyramid.isLocked

---

**Purpose** Locked status for input attributes and non-tunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the Pyramid System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

## vision.Pyramid.step

---

**Purpose** Compute Gaussian pyramid decomposition of input

**Syntax** `J = step(gaussPyramid,I)`

**Description** `J = step(gaussPyramid,I)` computes J, the Gaussian pyramid decomposition of input I.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

## Purpose

Draw rectangles, lines, polygons, or circles on an image

## Description

The ShapeInserter object can draw multiple rectangles, lines, polygons, or circles in a 2-D grayscale or truecolor RGB image. The output image can then be displayed or saved to a file.

## Construction

`shapeInserter = vision.ShapeInserter` returns a System object, `shapeInserter`, that draws multiple rectangles, lines, polygons, or circles on images by overwriting pixel values.

`shapeInserter = vision.ShapeInserter(Name, Value)` returns a shape inserter System object, `shapeInserter`, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as *(Name1, Value1, ..., NameN, ValueN)*.

### To insert a shape:

- 1 Define and set up your shape inserter using the constructor.
- 2 Call the `step` method with the input image, `I`, the shape inserter object, `shapeInserter`, points `PTS`, and any optional properties. See the syntax below for using the `step` method.

`J = step(shapeInserter, I, PTS)` draws the shape specified by the `Shape` property on input image `I`. The input `PTS` specify the coordinates for the location of the shape. The shapes are embedded on the output image `J`.

`J = step(shapeInserter, I, PTS, ROI)` draws a shape inside an area defined by the `ROI` input. This applies only when you set the `ROIInputPort` property to `true`. The `ROI` input defines a rectangular area as *[x y width height]*, where *[x y]* determine the upper-left corner location of the rectangle, and *width* and *height* specify the size.

`J = step(shapeInserter, I, PTS, ..., CLR)` draws the shape with the border or fill color specified by the input `CLR`. This applies when you set the `BorderColorSource` property or the `FillColorSource` property to 'Input port'.

## Properties

### Shape

Shape to draw

You can specify the type of shape as `Rectangles`, `Lines`, `Polygons`, or `Circles`. When you specify the type of shape to draw, you must also specify the location. The `PTS` input specifies the location of the points. The table shows the format for the points input for the different shapes. For a more detailed explanation on how to specify shapes and lines, see “Draw Shapes and Lines”.

Shape property	PTS input
'Rectangles'	$M$ -by-4 matrix, where $M$ specifies the number of rectangles. Each row specifies a rectangle in the format $[x\ y\ width\ height]$ , where $[x\ y]$ determine the upper-left corner location of the rectangle, and $width$ and $height$ specify the size.
'Lines'	$M$ -by- $2L$ matrix, where $M$ specifies the number of polylines. Each row specifies a polyline as a series of consecutive point locations, $[x_1, y_1, x_2, y_2, \dots, x_L, y_L]$ .

Shape property	PTS input
'Polygons'	$M$ -by- $2L$ matrix, where $M$ specifies the number of polygons. Each row specifies a polygon as an array of consecutive point locations, $[x_1, y_1, x_2, y_2, \dots, x_L, y_L]$ . The point define the vertices of a polygon.
'Circles'	$M$ -by-3 matrix, where $M$ specifies the number of circles. Each row specifies a circle in the format $[x \ y \ radius]$ , where $[x \ y]$ define the coordinates of the center of the circle.

Default: Rectangles

## Fill

Enable filling shape

Set this property to `true` to fill the shape with an intensity value or a color. This property applies when you set the Shape property to Lines.

Default: `false`

## BorderColorSource

Source of border color

Specify how the shape's border color is provided as `Input port` or `Property`. This property applies when you set the Shape property to Lines or, when you do not set the Shape property to Lines and you set the Fill property to `false`. When you set the `BorderColorSource` property to `Input port`, a border color vector must be provided as an input to the System object's `step` method.

Default: Property

## **BorderColor**

Border color of shape

Specify the appearance of the shape's border as **Black**, **White**, or **Custom**. When you set this property to **Custom**, you can use the **CustomBorderColor** property to specify the value. This property applies when you set the **BorderColorSource** property to **Property**.

Default: Black

## **CustomBorderColor**

Intensity or color value for shape's border

Specify an intensity or color value for the shape's border. For an intensity image input, this property can be set to either a scalar intensity value for one shape, or an  $R$ -element vector where  $R$  specifies the number of shapes. For a color input image, you can set this property to:

A  $P$ -element vector where  $P$  is the number of color planes.

A  $P$ -by- $R$  matrix where  $P$  is the number of color planes and  $R$  is the number of shapes.

This property applies when you set the **BorderColor** property to **Custom**. This property is tunable when you set the **Antialiasing** property to **false**.

Default: [200 255 100]

## **FillColorSource**

Source of fill color

Specify how to provide the shape's fill color as **Input port** or **Property**. This property applies when you set the **Fill** property to **true**, and you do not set the **Shape** property to **Lines**. When you set the **FillColorSource** to **Input port**, you must provide a fill color vector as an input to the **System** object's **step** method.

Default: Property

## **FillColor**

Fill color of shape

Specify the intensity of the shading inside the shape as **Black**, **White**, or **Custom**. When you set this property to **Custom**, you can use the **CustomFillColor** property to specify the value. This property applies when set the **FillColorSource** property to **Property**.

Default: Black

## **CustomFillColor**

Intensity or color value for shape's interior

Specify an intensity or color value for the shape's interior. For an intensity input image, you can set this property to a scalar intensity value for one shape, or an  $R$ -element vector where  $R$  specifies the number of shapes. For a color input image, you can set this property to:

A  $P$ -element vector where  $P$  is the number of color planes.

A  $P$ -by- $R$  matrix where  $P$  is the number of color planes and  $R$  is the number of shapes.

This property applies when you set the **FillColor** property to **Custom**. This property is tunable when you set the **Antialiasing** property to **false**.

Default: [200 255 100]

## **Opacity**

Opacity of the shading inside shapes

Specify the opacity of the shading inside the shape by a scalar value between 0 and 1, where 0 is transparent and 1 is opaque. This property applies when you set the **Fill** property to **true**.

Default: 0.6

## **ROIInputPort**

Enable definition of area for drawing shapes via input

Set this property to `true` to define the area in which to draw the shapes via an input to the `step` method. Specify the area as a four-element vector, `[r c height width]`, where *r* and *c* are the row and column coordinates of the upper-left corner of the area, and *height* and *width* represent the height (in rows) and width (in columns) of the area. When you set the property to `false`, the entire image will be used as the area in which to draw.

Default: `false`

## **Antialiasing**

Enable performing smoothing algorithm on shapes

Set this property to `true` to perform a smoothing algorithm on the line, polygon, or circle. This property applies when you set the Shape property to Lines, Polygons, or Circles.

Default: `false`

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as `Ceiling`, `Convergent`, `Floor`, `Nearest`, `Round`, `Simplest`, or `Zero`. This property applies when you set the `Fill` property to `true` and/or the `Antialiasing` property to `true`.

Default: `Floor`

### **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as `Wrap`, or `Saturate`. This property applies when you set the `Fill` property to `true` and/or the `Antialiasing` property to `true`.

Default: Wrap

## **OpacityDataType**

Opacity word length

Specify the opacity fixed-point data type as `Same word length as input`, or `Custom`. This property applies when you set the `Fill` property to `true`.

Default: Custom

## **CustomOpacityDataType**

Opacity word length

Specify the opacity fixed-point type as a scaled `numerictype` object with a `Signedness` of `Auto`. This property applies when you set the `Fill` property to `true` and the `OpacityDataType` property to `Custom`.

Default: `numerictype([],16)`

## **ProductDataType**

Product word and fraction lengths

Specify the product fixed-point data type as `Same as first input`, or `Custom`. This property applies when you set the `Fill` property to `true` and/or the `Antialiasing` property to `true`.

Default: Custom

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled `numerictype` object with a `Signedness` of `Auto`. This property applies when you set the `Fill` property to `true` and/or the `Antialiasing` property to `true`, and the `ProductDataType` property to `Custom`.

Default: `numerictype(true,32,14)`

## **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as `Same` as product, `Same as first input`, or `Custom`. This property applies when you set the `Fill` property to `true` and/or the `Antialiasing` property to `true`.

Default: `Same as product`

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `Fill` property to `true` and/or the `Antialiasing` property to `true`, and the `AccumulatorDataType` property to `Custom`.

Default: `numericType([],32,14)`

## **Methods**

<code>clone</code>	Create shape inserter object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and non-tunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Draw specified shape on image

## **Examples**

### **Draw a Black Rectangle in a Grayscale Input Image**

Create the shape inserter object.

```
shapeInserter = vision.ShapeInserter;
```

Read the input image.

```
I = imread('cameraman.tif');
```

Define the rectangle dimensions as [x y width height].

```
rectangle = int32([10 10 30 30]);
```

Draw the rectangle and display the result.

```
J = step(shapeInserter, I, rectangle);  
imshow(J);
```

## **Draw Two Yellow Circles in a Grayscale Input I-image.**

Class of yellow must match class of the input, I.

```
yellow = uint8([255 255 0]); % [R G B]; class of yellow must match class of I
```

Create the shape inserter object.

```
shapeInserter = vision.ShapeInserter('Shape','Circles','BorderColor', 'yellow');
```

Read the input image.

```
I = imread('cameraman.tif');
```

Define the circle dimensions

```
circles = int32([30 30 20; 80 80 25]); % [x1 y1 radius1;x2 y2 radius2]
```

Convert I to an RGB image.

```
RGB = repmat(I,[1,1,3]); % convert I to an RGB image
```

Draw the circles and display the result.

```
J = step(shapeInserter, RGB, circles);
```

# vision.ShapeInserter

---

```
imshow(J);
```

## Draw a Red Triangle in a Color Image

Create a shape inserter object and read the image file.

```
shapeInserter = vision.ShapeInserter('Shape', 'Polygons', 'BorderColor', 'C');  
I = imread('autumn.tif');
```

Define vertices which will form a triangle: [x1 y1 x2 y2 x3 y3].

```
polygon = int32([50 60 100 60 75 30]);
```

Draw the triangles and display the result.

```
J = step(shapeInserter, I, polygon);  
imshow(J);
```

## See Also

[vision.MarkerInserter](#) | [vision.TextInserter](#)

**Purpose**

Create shape inserter object with same property values

**Syntax**

`C = clone(H)`

**Description**

`C = clone(H)` creates a ShapeInserter System object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.ShapeInserter.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.ShapeInserter.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.ShapeInserter.isLocked

---

**Purpose** Locked status for input attributes and non-tunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the ShapeInserter System object.

The isLocked method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the isLocked method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.ShapeInserter.step

---

**Purpose** Draw specified shape on image

**Syntax**  
J = step(shapeInserter, I, PTS)  
J = step(shapeInserter, I, PTS, ROI)  
J = step(shapeInserter, I, PTS, ..., CLR)

**Description** J = step(shapeInserter, I, PTS) draws the shape specified by the Shape property on input image I. The input PTS specify the coordinates for the location of the shape. The shapes are embedded on the output image J.

J = step(shapeInserter, I, PTS, ROI) draws a shape inside an area defined by the ROI input. This applies only when you set the ROIInputPort property to true. The ROI input defines a rectangular area as [x y width height], where [x y] determine the upper-left corner location of the rectangle, and width and height specify the size.

J = step(shapeInserter, I, PTS, ..., CLR) draws the shape with the border or fill color specified by the input CLR. This applies when you set the BorderColorSource property or the FillColorSource property to 'Input port'.

---

**Note** The object performs an initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the release method to unlock the object.

---

## Input Arguments

### shapeInserter

Shape inserter object with shape and properties specified.

I

Input  $M$ -by- $N$  matrix of  $M$  intensity values or an  $M$ -by- $N$ -by- $P$  matrix of  $M$  color values where  $P$  is the number of color planes.

- Double-precision floating point
- Single-precision floating point
- Fixed point
- Boolean
- 8-, 16-, and 32-bit signed integer
- 8-, 16-, and 32-bit unsigned integer

## **PTS**

Input matrix coordinates describing location and dimension of shape. This property must be an integer value. If you enter non-integer value, the object rounds it to the nearest integer.

You can specify the type of shape as **Rectangles**, **Lines**, **Polygons**, or **Circles**. When you specify the type of shape to draw, you must also specify the location. The **PTS** input specifies the location of the points. The table shows the format for the points input for the different shapes. For a more detailed explanation on how to specify shapes and lines, see “Draw Shapes and Lines”.

Depending on the shape you choose by setting the **Shape** property, the input matrix **PTS** must be in one of the following formats:

# vision.ShapeInserter.step

Shape	Format of PTS
Lines	<p><math>M</math>-by-4 matrix of <math>M</math> number of lines.</p> $\begin{bmatrix} x_{11} & y_{11} & x_{12} & y_{12} \\ x_{21} & y_{21} & x_{22} & y_{22} \\ \vdots & \vdots & \vdots & \vdots \\ x_{M1} & y_{M1} & x_{M2} & y_{M2} \end{bmatrix}$ <p>Each row of the matrix corresponds to a different line, and of the same form as the</p>
Rectangles	<p><math>M</math>-by-4 matrix of <math>M</math> number of rectangles.</p> $\begin{bmatrix} x_1 & y_1 & width_1 & height_1 \\ \vdots & \vdots & \vdots & \vdots \\ x_M & y_M & width_M & height_M \end{bmatrix}$
Polygons	<p><math>M</math>-by-<math>2L</math> matrix</p> $\begin{bmatrix} x_{11} & y_{11} & x_{12} & y_{12} & \dots & x_{1L} & y_{1L} \\ x_{21} & y_{21} & x_{22} & y_{22} & \dots & x_{2L} & y_{2L} \\ \vdots & \vdots & \vdots & \vdots & \ddots & \vdots & \vdots \\ x_{M1} & y_{M1} & x_{M2} & y_{M2} & \dots & x_{ML} & y_{ML} \end{bmatrix}$ <p>Each row of the matrix corresponds to a different</p>
Circles	<p><math>M</math>-by-3 matrix</p> $\begin{bmatrix} x_1 & y_1 & radius_1 \\ x_2 & y_2 & radius_2 \\ \vdots & \vdots & \vdots \\ x_M & y_M & radius_M \end{bmatrix}$ <p>Each row of the matrix corresponds to a different</p>
circle and of the same form as the vector for a single circle.	

The table below shows the data types required for the inputs,  $I$  and  $PTS$ .

Input image $I$	Input matrix $PTS$
built-in integer	built-in or fixed-point integer
fixed-point integer	built-in or fixed-point integer
double	double, single, or build-in integer
single	double, single, or build-in integer

## RGB

Scalar, vector, or matrix describing one plane of the RGB input video stream.

## ROI

Input 4-element vector of integers [x y width height], that define a rectangular area in which to draw the shapes. The first two elements represent the one-based coordinates of the upper-left corner of the area. The second two elements represent the width and height of the area.

- Double-precision floating point
- Single-precision floating point
- 8-, 16-, and 32-bit signed integer
- 8-, 16-, and 32-bit unsigned integer

## CLR

This port can be used to dynamically specify shape color.

$P$ -element vector or an  $M$ -by- $P$  matrix, where  $M$  is the number of shapes, and  $P$ , the number of color planes. You can specify a color (RGB), for each shape, or specify one color for all shapes. The data type for the CLR input must be the same as the input image.

## vision.ShapeInserter.step

---

### **Output Arguments**

J

Output image. The shapes are embedded on the output image.

<b>Purpose</b>	Find standard deviation of input or sequence of inputs
<b>Description</b>	The StandardDeviation object finds standard deviation of input or sequence of inputs.
<b>Construction</b>	<p>H = vision.StandardDeviation returns a System object, H, that computes the standard deviation of the entire input.</p> <p>H = vision.StandardDeviation(<i>Name</i>, <i>Value</i>) returns a standard deviation System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as (<i>Name1</i>, <i>Value1</i>, ..., <i>NameN</i>, <i>ValueN</i>).</p>
<b>Properties</b>	<p><b>RunningStandardDeviation</b></p> <p>Enable calculation over successive calls to step method</p> <p>Set this property to true to enable the calculation of standard deviation over successive calls to the step method. The default is false.</p> <p><b>ResetInputPort</b></p> <p>Reset in running standard deviation mode</p> <p>Set this property to true to enable resetting the running standard deviation. When the property is set to true, a reset input must be specified to the step method to reset the running standard deviation. This property applies when you set the RunningStandardDeviation property to true. The default is false.</p> <p><b>ResetCondition</b></p> <p>Reset condition for running standard deviation mode</p> <p>Specify the event to reset the running standard deviation to Rising edge, Falling edge, Either edge, or Non-zero. This property applies when you set the ResetInputPort property to true. The default is Non-zero.</p>

## **Dimension**

Numerical dimension to operate along

Specify how the standard deviation calculation is performed over the data as All, Row, Column, or Custom. The default is All.

## **CustomDimension**

Numerical dimension to operate along

Specify the dimension (one-based value) of the input signal, over which the standard deviation is computed. The value of this property cannot exceed the number of dimensions in the input signal. This property applies when you set the Dimension property to Custom. The default is 1.

## **ROIProcessing**

Enable region of interest processing

Set this property to true to enable calculating the standard deviation within a particular region of each image. This property applies when you set the Dimension property to All and the RunningStandardDeviation property to false. The default is false.

## **ROIForm**

Type of region of interest

Specify the type of region of interest to Rectangles, Lines, Label matrix, or Binary mask. This property applies when you set the ROIProcessing property to true. The default is Rectangles.

## **ROIPortion**

Calculate over entire ROI or just perimeter

Specify the region over which to calculate the standard deviation to Entire ROI, or ROI perimeter. This property applies when you set the ROIForm property to Rectangles. The default is Entire ROI.

## ROIStatistics

Statistics for each ROI, or one for all ROIs

Specify what statistics to calculate as `Individual statistics` for each ROI, or `Single statistic` for all ROIs. This property does not apply when you set the `ROIForm` property to `Binary mask`. The default is `Individual statistics` for each ROI

## ValidityOutputPort

Output flag indicating if any part of ROI is outside input image

Set this property to `true` to return the validity of the specified ROI as completely or partially inside of the image. This applies when you set the `ROIForm` property to `Lines` or `Rectangles`.

Set this property to `true` to return the validity of the specified label numbers. This applies when you set the `ROIForm` property to `Label matrix`.

The default is `false`.

## Methods

<code>clone</code>	Create standard deviation object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and non-tunable properties
<code>release</code>	Allow property value and input characteristics changes

# vision.StandardDeviation

---

reset	Reset running standard deviation state
step	Compute standard deviation of input

## Examples

Determine the standard deviation in a grayscale image.

```
img = im2single(rgb2gray(imread('peppers.png')));  
hstd2d = vision.StandardDeviation;  
std = step(hstd2d,img);
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Standard Deviation block reference page. The object properties correspond to the block parameters.

**Purpose**

Create standard deviation object with same property values

**Syntax**

```
C = clone(H)
```

**Description**

`C = clone(H)` creates a `StandardDeviation System` object *C*, with the same property values as *H*. The clone method creates a new unlocked object with uninitialized states.

# vision.StandardDeviation.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.StandardDeviation.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.StandardDeviation.isLocked

---

**Purpose** Locked status for input attributes and non-tunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the StandardDeviation System object.

The isLocked method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the isLocked method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.StandardDeviation.reset

---

<b>Purpose</b>	Reset running standard deviation state
<b>Syntax</b>	<code>reset(H)</code>
<b>Description</b>	<code>reset(H)</code> resets the internal states of System object <i>H</i> , used for computing running standard deviation when the <code>RunningStandardDeviation</code> property is true.

## Purpose

Compute standard deviation of input

## Syntax

```
Y = step(H,X)
Y = step(H,X,R)
Y = step(H,X,ROI)
Y = step(H,X,LABEL,LABELNUMBERS)
[Y, FLAG] = step(H,X,ROI)
[Y, FLAG] = step(H,X,LABEL,LABELNUMBERS)
```

## Description

`Y = step(H,X)` computes the standard deviation of input elements *X*. When you set the `RunningStandardDeviation` property to `true`, the output *Y* corresponds to the standard deviation of the input elements over successive calls to the `step` method.

`Y = step(H,X,R)` computes the standard deviation of the input elements over successive calls to the `step` method, and optionally resets its state based on the value of reset signal *R*, the `ResetInputPort` property and the `ResetCondition` property. This option applies when you set the `RunningStandardDeviation` property to `true` and the `ResetInputPort` property to `true`.

`Y = step(H,X,ROI)` uses additional input *ROI* as the region of interest when you set the `ROIProcessing` property to `true` and the `ROIForm` property to `Lines`, `Rectangles` or `Binary mask`.

`Y = step(H,X,LABEL,LABELNUMBERS)` computes the standard deviation of input image *X* for region labels contained in vector *LABELNUMBERS*, with matrix *LABEL* marking pixels of different regions. This option applies when you set the `ROIProcessing` property to `true` and the `ROIForm` property to `Label matrix`.

`[Y, FLAG] = step(H,X,ROI)` also returns output *FLAG*, which indicates whether the given region of interest is within the image bounds. This applies when you set the `ValidityOutputPort` property to `true`.

`[Y, FLAG] = step(H,X,LABEL,LABELNUMBERS)` also returns the output *FLAG* which indicates whether the input label numbers are valid when you set the `ValidityOutputPort` property to `true`.

## vision.StandardDeviation.step

---

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

## Purpose

Locate template in image

## Description

The template matcher object locates a template in an image. Use the step syntax below with input image I, template T, template matcher object, H, and any optional properties.

`LOC = step(H, I, T)` computes the [x y] location coordinates, LOC, of the best template match between the image matrix, I, and the template matrix, T. The step method outputs the coordinates relative to the top left corner of the image. The LOC [x y] coordinates correspond to the center of the template. The object centers the location slightly different for templates with an odd or even number of pixels, (see the table below for details). The object computes the location by shifting the template in single-pixel increments throughout the interior of the image.

`METRIC = step(H, I, T)` computes the match metric values for input image, I, with T as the template. This applies when you set the `OutputValue` property to `Metric matrix`.

`LOC = step(H, I, T, ROI)` computes the location of the best template match, LOC, in the specified region of interest, ROI. This applies when you set the `OutputValue` property to `Best match location` and the `ROIInputPort` property to `true`. The input ROI must be a four element vector, [x y width height], where the first two elements represent the [x y] coordinates of the upper-left corner of the rectangular ROI.

`[LOC, ROIINVALID] = step(H, I, T, ROI)` computes the location of the best template match, LOC, in the specified region of interest, ROI. The step method also returns a logical flag ROIINVALID indicating if the specified ROI is outside the bounds of the input image I. This applies when you set the `OutputValue` property to `Best match location`, and both the `ROIInputPort` and `ROIValidityOutputPort` properties to `true`.

`[LOC, NVALS, NVALID] = step(H, I, T)` returns the location of the best template match LOC, the metric values around the best match NVALS, and a logical flag NVALID. A false value for NVALID indicates that the neighborhood around the best match extended outside the borders of the metric value matrix NVALS. This applies when you

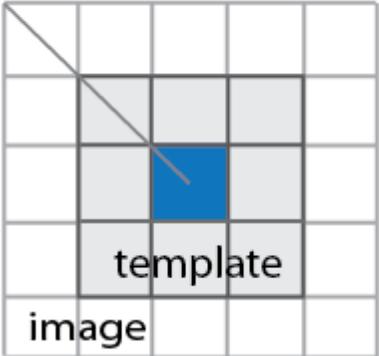
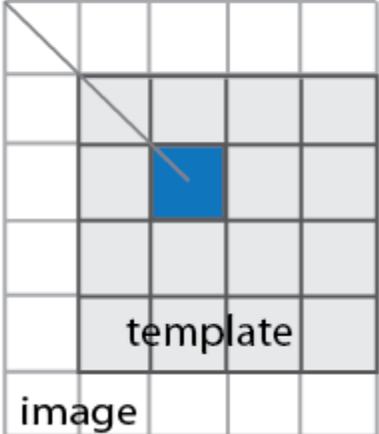
# vision.TemplateMatcher

---

set the `OutputValue` property to `Best match location` and the `BestMatchNeighborhoodOutputPort` property to `true`.

`[LOC,NVALS,NVALID,ROIVALID] = step(H,I,T,ROI)` returns the location of the best template match `LOC`, the metric values around the best match `NVALS`, and two logical flags, `NVALID` and `ROIVALID`. A false value for `NVALID` indicates that the neighborhood around the best match extended outside the borders of the metric value matrix `NVALS`. A false value for `ROIVALID` indicates that the specified `ROI` is outside the bounds of the input image `I`. This applies when you set the `OutputValue` property to `Best match location`, and the `BestMatchNeighborhoodOutputPort`, `ROIInputPort`, and `ROIValidityOutputPort` properties to `true`.

The object outputs the best match coordinates, relative to the top-left corner of the image. The `[x y]` coordinates of the location correspond to the center of the template. When you use a template with an odd number of pixels, the object uses the center of the template. When you use a template with an even number of pixels, the object uses the centered upper-left pixel for the location. The following table shows how the block outputs the location (`LOC`), of odd and even templates:

Odd number of pixels in template	Even number of pixels in template
<p>(1,1)</p>  <p>template</p> <p>image</p>	<p>(1,1)</p>  <p>template</p> <p>image</p>

## Construction

`H = vision.TemplateMatcher` returns a template matcher System object, H. This object performs template matching by shifting a template in single-pixel increments throughout the interior of an image.

`H = vision.TemplateMatcher(Name, Value)` returns a template matcher object, H, with each specified property set to the specified value.

## Properties

### Metric

Metric used for template matching

Specify the metric to use for template matching as one of Sum of absolute differences | Sum of squared differences | Maximum absolute difference. The default is Sum of absolute differences.

### OutputValue

Type of output

Specify the output you want the object to return as one of `Metric matrix` | `Best match location`. The default is `Best match location`.

## **SearchMethod**

Specify search criteria to find minimum difference between two inputs

Specify how the object searches for the minimum difference between the two input matrices as `Exhaustive` or `Three-step`. If you set this property to `Exhaustive`, the object searches for the minimum difference pixel by pixel. If you set this property to `Three-step`, the object searches for the minimum difference using a steadily decreasing step size. The `Three-step` method is computationally less expensive than the `Exhaustive` method, but sometimes does not find the optimal solution. This property applies when you set the `OutputValue` property to `Best match location`.

The default is `Exhaustive`.

## **BestMatchNeighborhoodOutputPort**

Enable metric values output

Set this property to `true` to return two outputs, `NMETRIC` and `NVALID`. The output `NMETRIC` denotes an  $N$ -by- $N$  matrix of metric values around the best match, where  $N$  is the value of the `NeighborhoodSize` property. The output `NVALID` is a logical indicating whether the object went beyond the metric matrix to construct output `NMETRIC`. This property applies when you set the `OutputValue` property to `Best match location`.

The default is `false`.

## **NeighborhoodSize**

Size of the metric values

Specify the size,  $N$ , of the  $N$ -by- $N$  matrix of metric values as an odd number. For example, if the matrix size is 3-by-3 set this property to 3. This property applies when you set the `OutputValue` property to `Best match location` and the `BestMatchNeighborhoodOutputPort` property to `true`.

The default is 3.

## **ROIInputPort**

Enable ROI specification through input

Set this property to `true` to define the Region of Interest (ROI) over which to perform the template matching. If you set this property to `true`, the ROI is specified using an input to the `step` method. Otherwise the entire input image is used.

The default is `false`.

## **ROIValidityOutputPort**

Enable output of a flag indicating if any part of ROI is outside input image

When you set this property to `true`, the object returns an ROI flag. The flag, when set to `false`, indicates a part of the ROI is outside of the input image. This property applies when you set the `ROIInputPort` property to `true`.

The default is `false`.

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Floor`.

### **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as one of Wrap | Saturate. The default is Wrap.

## **ProductDataType**

Product word and fraction lengths

Specify the product fixed-point data type as Same as first input, Custom. This property applies when you set the Metric property to Sum of squared differences.

The default is Custom.

## **CustomProductDataType**

Product word and fraction lengths

Specify the product fixed-point type as a scaled numeric type object with a Signedness of Auto. This property applies when you set the Metric property to Sum of squared differences, and the ProductDataType property to Custom.

The default is numeric type ([], 32, 30).

## **AccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point data type as one of Same as first input | Custom. The default is Custom.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

Specify the accumulator fixed-point type as a scaled numeric type object with a Signedness of Auto. This property applies when you set the AccumulatorDataType property to Custom.

The default is numeric type ([], 32, 0).

## **OutputDataType**

Output word and fraction lengths

Specify the output fixed-point data type as one of `Same as first input` | `Custom`. The default is `Same as first input`. This property applies when you set the `OutputValue` property to `Metric matrix`. This property applies when you set the `OutputValue` property to `Best match location`, and the `BestMatchNeighborhoodOutputPort` property to `true`.

## CustomOutputDataType

Output word and fraction lengths

Specify the output fixed-point type as a scaled `numericType` object with a `Signedness` of `Auto`. This property applies when you set the `OutputDataType` property to `Custom`.

The default is `numericType([],32,0)`.

## Methods

<code>clone</code>	Create template matcher object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and nontunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>step</code>	Finds the best template match within image

## Examples

Find the location of a particular chip on an image of an electronic board:

```
htm=vision.TemplateMatcher;  
hmi = vision.MarkerInserter('Size', 10, ...  
    'Fill', true, 'FillColor', 'White', 'Opacity', 0.75); I = imread(
```

# vision.TemplateMatcher

---

```
% Input image
I = I(1:200,1:200,:);

% Use grayscale data for the search
Igray = rgb2gray(I);

% Use a second similar chip as the template
T = Igray(20:75,90:135)

% Find the [x y] coordinates of the chip's center
Loc=step(htm,Igray,T);

% Mark the location on the image using white disc
J = step(hmi, I, Loc);

imshow(T); title('Template');
figure; imshow(J); title('Marked target');
```

## Algorithms

This object implements the algorithm, inputs, and outputs described on the Template Matching block reference page. The object properties correspond to the block parameters.

## See Also

[vision.OpticalFlow](#) | [vision.MarkerInserter](#)

**Purpose**

Create template matcher object with same property values

**Syntax**

```
C = clone(H)
```

**Description**

`C = clone(H)` creates a `TemplateMatcher System` object *C*, with the same property values as *H*. The `clone` method creates a new unlocked object.

# vision.TemplateMatcher.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.TemplateMatcher.getNumOutputs

---

**Purpose**

Number of outputs from step method

**Syntax**

`N = getNumOutputs(H)`

**Description**

`N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.TemplateMatcher.isLocked

---

**Purpose** Locked status for input attributes and nontunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the TemplateMatcher System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.TemplateMatcher.step

---

**Purpose** Finds the best template match within image

**Syntax**

```
LOC = step(H,I,T)
METRIC = step(H,I,T)
LOC = step(H,I,T,ROI)
[LOC,ROIINVALID] = step(H,I,T,ROI)
[LOC,NVALS,NVALID] = step(H,I,T)
[LOC,NVALS,NVALID,ROIINVALID] = step(H,I,T,ROI)
```

**Description** `LOC = step(H,I,T)` computes the [x y] location coordinates, `LOC`, of the best template match between the image matrix, `I`, and the template matrix, `T`. The `step` method outputs the coordinates relative to the top left corner of the image. The object computes the location by shifting the template in single-pixel increments throughout the interior of the image.

`METRIC = step(H,I,T)` computes the match metric values for input image, `I`, with `T` as the template. This applies when you set the `OutputValue` property to `Metric matrix`.

`LOC = step(H,I,T,ROI)` computes the location of the best template match, `LOC`, in the specified region of interest, `ROI`. This applies when you set the `OutputValue` property to `Best match location` and the `ROIInputPort` property to `true`. The input `ROI` must be a four element vector, [x y width height], where the first two elements represent the [x y] coordinates of the upper-left corner of the rectangular `ROI`.

`[LOC,ROIINVALID] = step(H,I,T,ROI)` computes the location of the best template match, `LOC`, in the specified region of interest, `ROI`. The `step` method also returns a logical flag `ROIINVALID` indicating if the specified `ROI` is outside the bounds of the input image `I`. This applies when you set the `OutputValue` property to `Best match location`, and both the `ROIInputPort` and `ROIValidityOutputPort` properties to `true`.

`[LOC,NVALS,NVALID] = step(H,I,T)` returns the location of the best template match `LOC`, the metric values around the best match `NVALS`, and a logical flag `NVALID`. A `false` value for `NVALID` indicates that the neighborhood around the best match extended outside the borders of the metric value matrix `NVALS`. This applies when you

set the `OutputValue` property to `Best match location` and the `BestMatchNeighborhoodOutputPort` property to `true`.

`[LOC,NVALS,NVALID,ROIVALID] = step(H,I,T,ROI)` returns the location of the best template match `LOC`, the metric values around the best match `NVALS`, and two logical flags, `NVALID` and `ROIVALID`. A false value for `NVALID` indicates that the neighborhood around the best match extended outside the borders of the metric value matrix `NVALS`. A false value for `ROIVALID` indicates that the specified `ROI` is outside the bounds of the input image `I`. This applies when you set the `OutputValue` property to `Best match location`, and the `BestMatchNeighborhoodOutputPort`, `ROIInputPort`, and `ROIValidityOutputPort` properties to `true`.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.TextInserter

---

**Purpose** Draw text on image or video stream

**Description** The text inserter System object draws text in an image. The output image can then be displayed or saved to a file. It can draw one or more arbitrary ASCII strings at multiple locations in an image. The object uses the FreeType 2.3.5 library, an open-source font engine, to produce stylized text bitmaps. To learn more about the FreeType Project, visit <http://www.freetype.org/>. The text inserter object does not support character sets other than ASCII.

**Construction** `txtInserter = vision.TextInserter('string')` returns a text inserter object, `txtInserter` with the input text provided in quotes added to the image. You can specify the location for the text, font style, and other text characteristics with the properties described below.

`txtInserter = vision.TextInserter(...,Name,Value)` returns a text inserter object, `txtInserter`, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as *(Name1, Value1,...,NameN, ValueN)*.

## To insert text:

- 1 Define and set up your text inserter using the constructor.
- 2 Call the `step` method with the input image, `I`, the text inserter object, `txtInserter`, and any optional properties. See the syntax below for using the `step` method.

`J = step(txtInserter, I)` draws the text specified by the `Text` property onto input image `I` and returns the modified image `J`. The input image `I`, can be a 2-D grayscale image or a truecolor RGB image.

`J = step(txtInserter, I, LOC)` places the text at the `[x y]` coordinates specified by the `LOC` input. This applies when you set the `LocationSource` property to 'Input port'.

`J = step(txtInserter, I, VARS)` uses the data in the input `VARS` for variable substitution. This applies when the `Text` property contains ANSI C printf-style format specifications (`%d`, `%.2f`, etc.). The input

VARS can be a scalar or a vector having length equal to the number of format specifiers in each element in the specified text string.

`J = step(txtInserter, I, CELLIDX)` draws the text string selected by the index `CELLIDX` input. This applies when you set the `Text` property to a cell array of strings. For example, if you set the `Text` property to `{'str1','str2'}`, and the `CELLIDX` property to 1, the object inserts the string `'str1'` in the image. Values of `CELLIDX` outside of a valid range result in no text drawn on the image.

`J = step(txtInserter, I, COLOR)` sets the text intensity or color, specified by the `Color` property. The `Color` property can be a scalar or 3-element vector. This property applies when you set the `ColorSource` property to `Input port`.

`J = step(txtInserter, I, OPAC)` sets the text opacity, specified by the `Opacity` property. This property applies when you set the `OpacitySource` property to `'Input port'`.

`J = step(txtInserter, I, CELLIDX, VARS, COLOR, LOC, OPAC)` draws the text specified by the `Text` property onto input image `I`, using the index `CELLIDX`. It also uses the text variable substitution data `VARS`, and color value `COLOR`. The object draws the text at location specified by `LOC` with opacity `OPAC`. You can use any combination or all possible inputs. Properties must be set appropriately.

## Properties

### Text

Text string to draw on image or video stream

Specify the text string to be drawn on image or video stream as a single text string or a cell array of strings. The string(s) can include ANSI C printf-style format specifications, such as `%d`, `%f`, or `%s`.

### ColorSource

Source of intensity or color of text

Specify the intensity or color value of the text as `Property` or `Input port`. The default is `Property`.

## **Color**

Text color or intensity

Specify the intensity or color of the text as a scalar integer value or a 3-element vector respectively. Alternatively, if the `Text` property is a cell array of  $N$  number of strings, specify a  $M$ -by-1 vector of intensity values or  $M$ -by-3 matrix of color values that correspond to each string. The default is `[0 0 0]`. This property applies when you set the `ColorSource` property to `Property`. This property is tunable.

## **LocationSource**

Source of text location

Specify the location of the text as `Property` or `Input port`. The default is `Property`.

## **Location**

Top-left corner of text bounding box

Specify the top-left corner of the text bounding box as a 2-element vector of integers, `[x y]`. The default is `[1 1]`. This property applies when you set the `LocationSource` property to `Property`. This property is tunable.

## **OpacitySource**

Source of opacity of text

Specify the opacity of the text as `Property` or `Input port`. The default is `Property`.

## **Opacity**

Opacity of text

Specify the opacity of the text as numeric scalar between 0 and 1. This property applies when you set the `OpacitySource` property to `Property`. The default is 1. This property is tunable.

## **TransposedInput**

Specifies if input image data order is row major

Set this property to `true` to indicate that the input image data order is row major.

The default is `false`.

## **Font**

Font face of text

Specify the font of the text as the available fonts installed on the system.

## **FontSize**

Font size in points

Specify the font size as any positive integer value. The default is 12.

## **Antialiasing**

Perform smoothing algorithm on text edges

Set this property to `true` to smooth the edges of the text. The default is `true`.

## **Methods**

<code>clone</code>	Create text inserter object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and non-tunable properties

release	Allow property value and input characteristics changes
step	Draws the specified text onto input image

## Examples

### Display a Text String in an Image

**1**

Set up text [red, green, blue] formatted color and [x y] location.

```
textColor    = [255, 255, 255];  
textLocation = [100 315];
```

**2**

Insert the text using the text inserter object.

```
textInserter = vision.TextInserter('Peppers are good for you!', 'Color', t
```

**3**

Display the original image and the image with text.

```
I = imread('peppers.png');  
J = step(textInserter, I);  
imshow(J);
```

### Display Four Numeric Values at Different Locations

**1**

Set up the text using the text inserter object.

```
textInserter = vision.TextInserter('%d', 'LocationSource', 'Input port', 'Co
```

**2**

Read the image.

```
I = imread('peppers.png');
```

**3**

Insert the text.

```
J = step(textInserter, I, int32([1 2 3 4]),int32([1 1; 500 1; 1 350; 5
```

**4**

Display the image with the numeric values.

```
imshow(J);
```

### **Display Two Strings Inserted at Different Locations on an Image**

**1**

Set up the text inserter.

```
textInserter = vision.TextInserter('%s','LocationSource','Input port');
```

**2**

Read the image.

```
I = imread('peppers.png');
```

**3**

Create null separated strings.

```
strings = uint8(['left' 0 'right']);
```

**4**

Insert the text.

```
J = step(textInserter, I, strings, int32([10 1; 450 1]));
```

**5**

## vision.TextInserter

---

Display the image with the numeric values.

```
imshow(J);
```

### See Also

[vision.AlphaBlender](#) | [vision.MarkerInserter](#) |  
[vision.ShapeInserter](#)

**Purpose** Create text inserter object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a `TextInserter System` object `C`, with the same property values as `H`. The `clone` method creates a new unlocked object.

# vision.TextInserter.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.TextInserter.getNumOutputs

---

**Purpose** Number of outputs from step method

**Syntax** `N = getNumOutputs(H)`

**Description** `N = getNumOutputs(H)` returns the number of outputs, *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.TextInserter.isLocked

---

**Purpose** Locked status for input attributes and non-tunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the TextInserter System object.

The isLocked method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the step method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the isLocked method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.TextInserter.step

---

**Purpose** Draws the specified text onto input image

**Syntax**

```
TEXTIMG = step(H, IMG)
TEXTIMG = step(H, IMG)
TEXTIMG = step(H, IMG, CELLIDX)
TEXTIMG = step(H, IMG, VARS)
TEXTIMG = step(H, IMG, COLOR)
TEXTIMG = step(H, IMG, LOC)
TEXTIMG = step(H, IMG, OPAC)
TEXTIMG = step(H, IMG, CELLIDX, VARS, COLOR, LOC, OPAC)
```

**Description** `TEXTIMG = step(H, IMG)` draws the specified text onto input image *IMG* and returns the modified image *Y*. The image *IMG* can either be an *M*-by-*N* matrix of intensity values or an *M*-by-*N*-by-*P* array color video signal where *P* is the number of color planes.

`TEXTIMG = step(H, IMG)` draws the specified text onto input image *IMG* and returns the modified image *TEXTIMG*. The image *IMG* can either be an *M*-by-*N* matrix of intensity values or an *M*-by-*N*-by-*P* array color video signal where *P* is the number of color planes.

`TEXTIMG = step(H, IMG, CELLIDX)` draws the text string selected by index, *CELLIDX*, when you set the *Text* property to a cell array of strings. For example, if you set the *Text* property to `{'str1','str2'}`, and the *CELLIDX* property to 1, the `step` method inserts the string `'str1'` in the image. Values of *CELLIDX* outside of valid range result in no text drawn on the image.

`TEXTIMG = step(H, IMG, VARS)` uses the data in *VARS* for variable substitution, when the *Text* property contains ANSI C printf-style format specifications (`%d`, `%.2f`, etc.). *VARS* is a scalar or a vector having length equal to the number of format specifiers in each element in the specified text string.

`TEXTIMG = step(H, IMG, COLOR)` uses the given scalar or 3-element vector *COLOR* for the text intensity or color respectively, when you set the *ColorSource* property to `Input port`.

`TXTIMG = step(H,IMG,LOC)` places the text at the [x y] coordinates specified by `LOC`. This applies when you set the `LocationSource` property to `Input port`.

`TXTIMG = step(H,IMG,OPAC)` uses `OPAC` for the text opacity when you set the `OpacitySource` property to set to `Input port`.

`TXTIMG = step(H,IMG,CELLIDX,VAR, COLOR,LOC,OPAC)` draws the specified text onto image `IMG` using text string selection index `CELLIDX` , text variable substitution data `VAR` , intensity or color value `COLOR` at location `LOC` with opacity `OPAC`. You can use any combination or all possible inputs. Properties must be set appropriately.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.Variance

---

<b>Purpose</b>	Find variance values in an input or sequence of inputs
<b>Description</b>	The Variance object finds variance values in an input or sequence of inputs.
<b>Construction</b>	<p>H = vision.Variance returns a System object, H, that computes the variance of an input or a sequence of inputs.</p> <p>H = vision.Variance(<i>Name</i>, <i>Value</i>) returns a variance System object, H, with each specified property set to the specified value. You can specify additional name-value pair arguments in any order as (<i>Name1</i>, <i>Value1</i>, ..., <i>NameN</i>, <i>ValueN</i>).</p>
<b>Properties</b>	<p><b>RunningVariance</b></p> <p>Enable calculation over successive calls to step method</p> <p>Set this property to true to enable the calculation of the variance over successive calls to the step method. The default is false.</p> <p><b>ResetInputPort</b></p> <p>Enable resetting via an input in running variance mode</p> <p>Set this property to true to enable resetting the running variance. When the property is set to true, a reset input must be specified to the step method to reset the running variance. This property applies when you set the RunningVariance property to true. The default is false.</p> <p><b>ResetCondition</b></p> <p>Reset condition for running variance mode</p> <p>Specify the event to reset the running variance as Rising edge, Falling edge, Either edge, or Non-zero. This property applies when you set the ResetInputPort property to true. The default is Non-zero.</p> <p><b>CustomDimension</b></p> <p>Numerical dimension to operate along</p>

Specify the dimension (one-based value) of the input signal, over which the variance is computed. The value of this property cannot exceed the number of dimensions in the input signal. This property applies when you set the `Dimension` property to `Custom`. The default is 1.

## **Dimension**

Numerical dimension to operate along

Specify how the variance calculation is performed over the data as `All`, `Row`, `Column`, or `Custom`. This property applies only when you set the `RunningVariance` property to `false`. The default is `All`.

## **ROIForm**

Type of region of interest

Specify the type of region of interest as `Rectangles`, `Lines`, `Label matrix`, or `Binary mask`. This property applies when you set the `ROIProcessing` property to `true`. Full ROI processing support requires a Computer Vision System Toolbox license. If you only have the DSP System Toolbox license, the `ROIForm` property value options are limited to `Rectangles`. The default is `Rectangles`.

## **ROIPortion**

Calculate over entire ROI or just perimeter

Specify the region over which to calculate the variance as `Entire ROI`, or `ROI perimeter`. This property applies when you set the `ROIForm` property to `Rectangles`. The default is `Entire ROI`.

## **ROIProcessing**

Enable region of interest processing

Set this property to `true` to enable calculating the variance within a particular region of each image. This property applies when you set the `Dimension` property to `All` and the `RunningVariance` property to `false`. Full ROI processing support requires a Computer Vision System Toolbox license. If you only have the

DSP System Toolbox license, the `ROIForm` property value options are limited to `Rectangles`. The default is `false`.

## **ROIStatistics**

Statistics for each ROI, or one for all ROIs

Specify what statistics to calculate as `Individual statistics` for each ROI, or `Single statistic` for all ROIs. This property does not apply when you set the `ROIForm` property to `Binary mask`. The default is `Individual statistics` for each ROI.

## **ValidityOutputPort**

Output flag indicating if any part of ROI is outside input image

Set this property to `true` to return the validity of the specified ROI as completely or partially inside of the image. This applies when you set the `ROIForm` property to `Lines` or `Rectangles`.

Set this property to `true` to return the validity of the specified label numbers. This applies when you set the `ROIForm` property to `Label matrix`.

The default is `false`.

## **Fixed-Point Properties**

### **RoundingMethod**

Rounding method for fixed-point operations

Specify the rounding method as one of `Ceiling` | `Convergent` | `Floor` | `Nearest` | `Round` | `Simplest` | `Zero`. The default is `Floor`.

### **OverflowAction**

Overflow action for fixed-point operations

Specify the overflow action as `Wrap` or `Saturate`. The default is `Wrap`.

## **InputSquaredProductDataType**

Input squared product and fraction lengths

Specify the input-squared product fixed-point data type as `Same as input` or `Custom`. The default is `Same as input`.

## **CustomInputSquaredProductDataType**

Input squared product word and fraction lengths

Specify the input-squared product fixed-point type as a scaled `numericType` object. This property applies when you set the `InputSquaredProductDataType` property to `Custom`. The default is `numericType(true,32,15)`.

## **InputSumSquaredProductDataType**

Input-sum-squared product and fraction lengths

Specify the input-sum-squared product fixed-point data type as `Same as input-squared product` or `Custom`. The default is `Same as input-squared product`.

## **CustomInputSumSquaredProductDataType**

Input sum-squared product and fraction lengths

Specify the input-sum-squared product fixed-point type as a scaled `numericType` object. This property applies when you set the `InputSumSquaredProductDataType` property to `Custom`. The default is `numericType(true,32,23)`.

## **AccumulatorDataType**

Data type of the accumulator

Specify the accumulator fixed-point data type as `Same as input`, or `Custom`. The default is `Same as input`.

## **CustomAccumulatorDataType**

Accumulator word and fraction lengths

# vision.Variance

---

Specify the accumulator fixed-point type as a scaled `numericType` object. This property applies when you set the `AccumulatorDataType` property to `Custom`. The default is `numericType(true,32,30)`.

## **OutputDataType**

Data type of output

Specify the output fixed-point data type as `Same as accumulator`, `Same as input`, or `Custom`. The default is `Same as accumulator`.

## **CustomOutputDataType**

Output word and fraction lengths

Specify the output fixed-point type as a scaled `numericType` object.

This property applies when you set the `OutputDataType` property to `Custom`. The default is `numericType(true,32,30)`.

## **Methods**

<code>clone</code>	Create variance object with same property values
<code>getNumInputs</code>	Number of expected inputs to step method
<code>getNumOutputs</code>	Number of outputs from step method
<code>isLocked</code>	Locked status for input attributes and non-tunable properties
<code>release</code>	Allow property value and input characteristics changes
<code>reset</code>	Reset the internal states of the variance object
<code>step</code>	Compute variance of input

## Examples

Determine the variance in a grayscale image.

```
img = im2single(rgb2gray(imread('peppers.png')));  
hvar2d = vision.Variance;  
var2d = step(hvar2d,img);
```

# vision.Variance.clone

---

**Purpose** Create variance object with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a *Variance System* object *C*, with the same property values as *H*. The clone method creates a new unlocked object with uninitialized states.

**Purpose** Number of expected inputs to step method

**Syntax** `N = getNumInputs(H)`

**Description** `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method.

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.Variance.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of outputs *N* for the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

**Purpose** Locked status for input attributes and non-tunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the Variance System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

# vision.Variance.release

---

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

**Purpose** Reset the internal states of the variance object

**Syntax** reset(H)

**Description** reset(H) resets the internal states of System object H to their initial values.

# vision.Variance.step

---

**Purpose** Compute variance of input

**Syntax**

```
Y = step(H,X)
Y = step(H,X,R)
Y = step(H,X,ROI)
Y = step(H,X,LABEL,LABELNUMBERS)
[Y,FLAG] = step(H,X,ROI)
[Y,FLAG] = step(H,X,LABEL,LABELNUMBERS)
```

**Description**

`Y = step(H,X)` computes the variance of input *X*. When you set the `RunningVariance` property to `true`, the output *Y* corresponds to the standard deviation of the input elements over successive calls to the `step` method.

`Y = step(H,X,R)` computes the variance of the input elements *X* over successive calls to the `step` method, and optionally resets its state based on the value of the reset signal *R*, the `ResetInputPort` property and the `ResetCondition` property. This option applies when you set the `RunningVariance` property to `true` and the `ResetInputPort` to `true`.

`Y = step(H,X,ROI)` computes the variance of input image *X* within the given region of interest *ROI* when you set the `ROIProcessing` property to `true` and the `ROIForm` property to `Lines`, `Rectangles` or `Binary mask`.

`Y = step(H,X,LABEL,LABELNUMBERS)` computes the variance of input image *X* for region labels contained in vector *LABELNUMBERS*, with matrix *LABEL* marking pixels of different regions. This option applies when you set the `ROIProcessing` property to `true` and the `ROIForm` property to `Label matrix`.

`[Y,FLAG] = step(H,X,ROI)` also returns the output *FLAG*, which indicates whether the given region of interest is within the image bounds. This applies when you set both the `ROIProcessing` and the `ValidityOutputPort` properties to `true` and the `ROIForm` property to `Lines`, `Rectangles` or `Binary mask`.

`[Y,FLAG] = step(H,X,LABEL,LABELNUMBERS)` also returns the *FLAG*, which indicates whether the input label numbers are valid. This applies

when you set both the `ROIProcessing` and `ValidityOutputPort` properties to `true` and the `ROIForm` property to `Label matrix`.

---

**Note** The object performs an initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. If you change a nontunable property or an input specification, the System object issues an error. To change nontunable properties or inputs, you must first call the `release` method to unlock the object.

---

# vision.VideoPlayer

---

**Purpose** Play video or display image

**Description** The `VideoPlayer` object can play a video or display image sequences.

**Construction** `videoPlayer = vision.VideoPlayer` returns a video player object, `videoPlayer`, for displaying video frames. Each call to the `step` method displays the next video frame.

`videoPlayer = vision.VideoPlayer(Name, Value)` configures the video player properties, specified as one or more name-value pair arguments. Unspecified properties have default values.

## To display video frames:

- 1 Define and set up your video player object using the constructor.
- 2 Call the `step` method with the shape inserter object, `textInserter`, and any optional properties. See the syntax below for using the `step` method.

`step(videoPlayer, I)` displays one grayscale or truecolor RGB video frame, `I`, in the video player.

## Properties

### Name

Caption display on video player window

Specify the caption to display on the video player window as a string.

Default: Video

### Position

Size and position of the video player window in pixels

Specify the size and position of the video player window in pixels as a four-element vector of the form: `[left bottom width height]`. This property is tunable.

Default: Dependent on the screen resolution. Window positioned in the center of the screen with size of 410 pixels in width by 300 pixels in height.

## Methods

clone	Create video player with same property values
getNumInputs	Number of expected inputs to step method
getNumOutputs	Number of outputs from step method
isLocked	Locked status for input attributes and non-tunable properties
release	Allow property value and input characteristics changes
reset	Reset displayed frame number to zero
step	Play video or image sequence

## Examples

### Play a Video File

Read video from a file and set up player object.

```
videoFReader = vision.VideoFileReader('viplanedeparture.avi');  
videoPlayer = vision.VideoPlayer;
```

Play video. Every call to the step method reads another frame.

```
while ~isDone(videoFReader)  
    frame = step(videoFReader);  
    step(videoPlayer,frame);  
end
```

Close the file reader and video player.

# vision.VideoPlayer

---

```
release(videoFReader);  
release(videoPlayer);
```

## See Also

```
vision.DeployableVideoPlayer | vision.VideoFileReader |  
vision.VideoFileWriter | imshow | implay
```

**Purpose** Create video player with same property values

**Syntax** `C = clone(H)`

**Description** `C = clone(H)` creates a `VideoPlayer` System object *C*, with the same property values as *H*. The clone method creates a new unlocked object with uninitialized states.

# vision.VideoPlayer.getNumInputs

---

**Purpose**            Number of expected inputs to step method

**Syntax**            `N = getNumInputs(H)`

**Description**        `N = getNumInputs(H)` returns the number of expected inputs, *N* to the step method

The `getNumInputs` method returns a positive integer that is the number of expected inputs (not counting the object itself) to the `step` method. This value will change if you alter any properties that turn inputs on or off. You must call the `step` method with the number of input arguments equal to the result of `getNumInputs(H)`.

# vision.VideoPlayer.getNumOutputs

---

**Purpose**            Number of outputs from step method

**Syntax**            `N = getNumOutputs(H)`

**Description**        `N = getNumOutputs(H)` returns the number of arguments *N* from the step method.

The `getNumOutputs` method returns a positive integer that is the number of outputs from the `step` method. This value will change if you alter any properties that turn outputs on or off.

# vision.VideoPlayer.isLocked

---

**Purpose** Locked status for input attributes and non-tunable properties

**Syntax** TF = isLocked(H)

**Description** TF = isLocked(H) returns the locked status, TF of the VideoPlayer System object.

The `isLocked` method returns a logical value that indicates whether input attributes and nontunable properties for the object are locked. The object performs an internal initialization the first time the `step` method is executed. This initialization locks nontunable properties and input specifications, such as dimensions, complexity, and data type of the input data. After locking, the `isLocked` method returns a true value.

**Purpose** Allow property value and input characteristics changes

**Syntax** `release(H)`

**Description** `release(H)` releases system resources (such as memory, file handles or hardware connections) and allows all properties and input characteristics to be changed.

---

**Note** You can use the `release` method on a `System` object in code generated from MATLAB, but once you release its resources, you cannot use that `System` object again.

---

# vision.VideoPlayer.reset

---

<b>Purpose</b>	Reset displayed frame number to zero
<b>Syntax</b>	<code>reset(H)</code>
<b>Description</b>	<code>reset(H)</code> resets the displayed frame number of the video player to zero.

**Purpose** Play video or image sequence

**Syntax** `step(videoPlayer,I)`

**Description** `step(videoPlayer,I)` displays one grayscale or truecolor RGB video frame,I, in the video player.

# matlab.System

---

**Purpose** Base class for System objects

**Description** `matlab.System` is the base class for System objects. In your class definition file, you must subclass your object from this base class (or from another class that derives from this base class). Subclassing allows you to use the implementation and service methods provided by this base class to build your object. You use this syntax as the first line of your class definition file to directly inherit from the `matlab.System` base class, where `ObjectName` is the name of your object:

```
classdef ObjectName < matlab.System
```

---

**Note** You must set `Access=protected` for each `matlab.System` method you use in your code.

---

## Methods

<code>getDiscreteStateImpl</code>	Discrete state property values
<code>getNumInputsImpl</code>	Number of input arguments passed to step and setup methods
<code>getNumOutputsImpl</code>	Number of outputs returned by method
<code>isInactivePropertyImpl</code>	Active or inactive flag for properties
<code>loadObjectImpl</code>	Load saved System object from MAT file
<code>processTunedPropertiesImpl</code>	Action when tunable properties change
<code>releaseImpl</code>	Release resources
<code>resetImpl</code>	Reset System object states
<code>saveObjectImpl</code>	Save System object in MAT file

<code>setProperty</code>	Set property values from name-value pair inputs
<code>setupImpl</code>	Initialize System object
<code>stepImpl</code>	System output and state update equations
<code>validateInputsImpl</code>	Validate inputs to step method
<code>validatePropertiesImpl</code>	Validate property values

## Attributes

In addition to the attributes available for MATLAB objects, you can apply the following attributes to any property of a custom System object.

<code>Nontunable</code>	After an object is locked (after <code>step</code> or <code>setup</code> has been called), use <code>Nontunable</code> to prevent a user from changing that property value. By default, all properties are tunable. The <code>Nontunable</code> attribute is useful to lock a property that has side effects when changed. This attribute is also useful for locking a property value assumed to be constant during processing. You should always specify properties that affect the number of input or output ports as <code>Nontunable</code> .
<code>Logical</code>	Use <code>Logical</code> to limit the property value to a logical, scalar value. Any scalar value that can be converted to a logical is also valid, such as 0 or 1.
<code>PositiveInteger</code>	Use <code>PositiveInteger</code> to limit the property value to a positive integer value.
<code>DiscreteState</code>	Use <code>DiscreteState</code> to mark a property so it will display its state value when you use the <code>getDiscreteState</code> method.

To learn more about attributes, see “Property Attributes” in the MATLAB Object-Oriented Programming documentation.

## Examples

Create a simple System object, `AddOne`, which subclasses from `matlab.System`. You place this code into a MATLAB file, `AddOne.m`.

```
classdef AddOne < matlab.System
%ADDONE Compute an output value that increments the input by one

    methods (Access=protected)
        % stepImpl method is called by the step method.
        function y = stepImpl(~,x)
            y = x + 1;
        end
    end
end
```

To use this object, create an instance of `AddOne`, provide an input, and use the `step` method:

```
hAdder = AddOne;
x = 1;
y = step(hAdder,x)
```

---

Assign the `Nontunable` attribute to the `InitialValue` property, which you define in your class definition file.

```
properties (Nontunable)
    InitialValue
end
```

```
| matlab.system.StringSet | | | |
matlab.system.mixin.FiniteSource |
```

## How To

- “Object-Oriented Programming”

- Class Attributes
- Property Attributes
- “Method Attributes”
- 
- 
- “Define Basic System Objects”
- 
- 
- 
- “Define Property Attributes”
-

# matlab.System.getDiscreteStateImpl

---

**Purpose** Discrete state property values

**Syntax** `s = getDiscreteStateImpl(obj)`

**Description** `s = getDiscreteStateImpl(obj)` returns a struct `s` of state values. The field names of the struct are the object's `DiscreteState` property names. To restrict or change the values returned by `getDiscreteState` method, you can override this `getDiscreteStateImpl` method. End users cannot specify scaled double fi objects as inputs to discrete state properties.

`getDiscreteStatesImpl` is called by the `getDiscreteState` method, which is called by the `setup` method.

---

**Note** You must set `Access=protected` for this method.

---

**Input Arguments** **obj**  
System object handle

**Output Arguments** **s**  
Struct of state values.

**Examples**

```
methods (Access=protected)
    function s = getDiscreteState(obj)
    end
end
```

| `setupImpl` |

- 
- “Define Property Attributes”
-

<b>Purpose</b>	Number of input arguments passed to step and setup methods
<b>Syntax</b>	<code>num = getNumInputsImpl(obj)</code>
<b>Description</b>	<p><code>num = getNumInputsImpl(obj)</code> returns the number of inputs <code>num</code> (excluding the System object handle) expected by the <code>step</code> method. The default implementation returns 1, which requires one input from the user, in addition to the System object handle. To specify a value other than 1, you must use include the <code>getNumInputsImpl</code> method in your class definition file.</p> <p><code>getNumInputsImpl</code> is called by the <code>getNumInputs</code> method and by the <code>setup</code> method if the number of inputs has not been determined already.</p>

---

**Note** You must set `Access=protected` for this method.

---

<b>Input Arguments</b>	<p><b>obj</b></p> <p>System object handle</p>
<b>Output Arguments</b>	<p><b>num</b></p> <p>Number of inputs expected by the <code>step</code> method for the specified object.</p>

**Default:** 1

**Examples** Specify the number of inputs (2, in this case) expected by the `step` method.

```
methods (Access=protected)
    function num = getNumInputsImpl(obj)
        num = 2;
    end
end
```

# matlab.System.getNumInputsImpl

---

Specify that the `step` method will not accept any inputs.

```
methods (Access=protected)
    function num = getNumInputsImpl(~)
        num = 0;
    end
end
```

| `setupImpl` | | | | `stepImpl` | | | | `getNumOutputsImpl` |

•

• “Change Number of Step Inputs or Outputs”

•

**Purpose** Number of outputs returned by step method

**Syntax** num = getNumOutputsImpl (obj)

**Description** num = getNumOutputsImpl (obj) returns the number of outputs from the step method. The default implementation returns 1 output. To specify a value other than 1, you must use include the getNumOutputsImpl method in your class definition file.

getNumOutputsImpl is called by the getNumOutputs method, if the number of outputs has not been determined already.

---

**Note** You must set Access=protected for this method.

---

**Input Arguments**

**obj**  
System object handle

**Output Arguments**

**num**  
Number of outputs to be returned by the step method for the specified object.

**Examples** Specify the number of outputs (2, in this case) returned from the step method.

```
methods (Access=protected)
    function num = getNumOutputsImpl(obj)
        num = 2;
    end
end
```

---

Specify that the step method does not return any outputs.

```
methods (Access=protected)
```

# matlab.System.getNumOutputsImpl

---

```
function num = getNumOutputsImpl(-)
    num = 0;
end
```

| stepImpl | | | getNumInputsImpl | | | setupImpl |

- 
- “Change Number of Step Inputs or Outputs”
-

**Purpose**

Active or inactive flag for properties

**Syntax**

```
flag = isInactivePropertyImpl(obj,prop)
```

**Description**

`flag = isInactivePropertyImpl(obj,prop)` specifies whether a property is inactive for the current object configuration. An *inactive property* is a property that is not relevant to the object, given the values of other properties. Inactive properties are not shown if you use the `disp` method to display object properties. If you attempt to use public access to directly access or use `get` or `set` on an inactive property, a warning occurs.

`isInactiveProperty` is called by the `disp` method and by the `get` and `set` methods.

---

**Note** You must set `Access=protected` for this method.

---

**Input Arguments****obj**

System object handle

**prop**

Property name

**Output Arguments****flag**

Logical scalar value indicating whether the input property `prop` is inactive for the current object configuration.

**Examples**

Display the `InitialValue` property only when the `UseRandomInitialValue` property value is `false`.

```
methods (Access=protected)
function flag = isInactivePropertyImpl(obj,propertyName)
    if strcmp(propertyName,'InitialValue')
        flag = obj.UseRandomInitialValue;
```

# matlab.System.isInactivePropertyImpl

---

```
        else
            flag = false;
        end
    end
end

| setProperties |
•
• “Hide Inactive Properties”
•
```

**Purpose** Action when tunable properties change

**Syntax** `processTunedPropertiesImpl(obj)`

**Description** `processTunedPropertiesImpl(obj)` specifies the actions to perform when one or more tunable property values change. This method is called as part of the next call to the `step` method after a tunable property value changes. A property is tunable only if its `Nontunable` attribute is `false`, which is the default.

`processTunedPropertiesImpl` is called by the `step` method.

---

**Note** You must set `Access=protected` for this method.

---

**Tips** Use this method when a tunable property affects a different property value. For example, two property values determine when to calculate a lookup table. You want to perform that calculation when either property changes. You also want the calculation to be done only once if both properties change before the next call to the `step` method.

**Input Arguments** **obj**  
System object handle

**Examples** Use `processTunedPropertiesImpl` to recalculate the lookup table if the value of either the `NumNotes` or `MiddleC` property changes.

```
methods (Access=protected)
    function processTunedPropertiesImpl(obj)
        % Generate a lookup table of note frequencies
        obj.pLookupTable = obj.MiddleC * (1+log(1:obj.NumNotes)/log(12))
    end
end
```

```
| validatePropertiesImpl | | | setProperties |
```

- 
- “Validate Property and Input Values”
- 
- 
- “Define Property Attributes”
-

<b>Purpose</b>	Load saved System object from MAT file
<b>Syntax</b>	<code>loadObjectImpl(obj)</code>
<b>Description</b>	<code>loadObjectImpl(obj)</code> loads a saved System object, <code>obj</code> , from a MAT file. Your <code>loadObjectImpl</code> method should correspond to your <code>saveObjectImpl</code> method to ensure that all saved properties and data are loaded.
<b>Input Arguments</b>	<b>obj</b> System object handle
<b>Examples</b>	<p>Load a saved System object. In this case, the object contains a child object, protected and private properties, and a discrete state.</p> <pre>methods(Access=protected) function loadObjectImpl(obj, s, wasLocked)     % Load child System objects     obj.child = matlab.System.loadObject(s.child);      % Save protected &amp; private properties     obj.protected = s.protected;     obj.pdependentprop = s.pdependentprop;      % Save state only if locked when saved     if wasLocked         obj.state = s.state;     end      % Call base class method     loadObjectImpl@matlab.System(obj,s,wasLocked); end end</pre>
<b>How To</b>	<ul style="list-style-type: none"><li>• “Load System Object”</li></ul>

# matlab.System.loadObjectImpl

---

- “Save System Object”

<b>Purpose</b>	Save System object in MAT file
<b>Syntax</b>	<code>saveObjectImpl(obj)</code>
<b>Description</b>	<p><code>saveObjectImpl(obj)</code> defines what System object <code>obj</code> property and state values are saved in a MAT file when a user calls <code>save</code> on that object. <code>save</code> calls <code>saveObject</code>, which then calls <code>saveObjectImpl</code>. If you do not define a <code>saveObjectImpl</code> method for your System object class, only public properties are saved. To save any private or protected properties or state information, you must define a <code>saveObjectImpl</code> in your class definition file.</p> <p>You should save the state of an object only if the object is locked. When the user loads that saved object, it loads in that locked state.</p> <p>To save child object information, you use the associated <code>saveObject</code> method within the <code>saveObjectImpl</code> method.</p> <p>End users can use <code>load</code>, which calls <code>loadObjectImpl</code> to load a System object into their workspace.</p>
<b>Input Arguments</b>	<p><b>obj</b></p> <p>System object handle</p>
<b>Examples</b>	<p>Define what is saved for the System object. Call the base class version of <code>saveObjectImpl</code> to save public properties. Then, save any child System objects and any protected and private properties. Finally, save the state, if the object is locked.</p> <pre>methods(Access=protected) function s = saveObjectImpl(obj)     s = saveObjectImpl@matlab.System(obj);     s.child = matlab.System.saveObject(obj.child);     s.protected = obj.protected;     s.pdependentprop = obj.pdependentprop;     if isLocked(obj)         s.state = obj.state;</pre>

# matlab.System.saveObjectImpl

---

```
        end  
    end  
end
```

## How To

- “Save System Object”
- “Load System Object”

**Purpose** Release resources

**Syntax** `releaseImpl(obj)`

**Description** `releaseImpl(obj)` releases any resources used by the System object, such as file handles. This method also performs any necessary cleanup tasks. To release resources for a System object, you must use `releaseImpl` instead of a destructor.

`releaseImpl` is called by the `release` method. `releaseImpl` is also called when the object is deleted or cleared from memory, or when all references to the object have gone out of scope.

---

**Note** You must set `Access=protected` for this method.

---

**Input Arguments**

**obj**  
System object handle

**Examples** Use the `releaseImpl` method to close a file.

```
methods (Access=protected)
    function releaseImpl(obj)
        fclose(obj.pFileID);
    end
end
```

| `resetImpl` |

- 
- “Release System Object Resources”
-

# matlab.System.resetImpl

---

**Purpose** Reset System object states

**Syntax** resetImpl(obj)

**Description** resetImpl(obj) defines the state reset equations for the System object. Typically you reset the states to a set of initial values.

resetImpl is called by the reset method. It is also called by the setup method, after the setupImpl method.

---

**Note** You must set Access=protected for this method.

---

**Input Arguments**

**obj**  
System object handle

**Examples** Use the reset method to reset the counter pCount property to zero.

```
methods (Access=protected)
    function resetImpl(obj)
        obj.pCount = 0;
    end
end
```

| releaseImpl |

•

• “Reset Algorithm State”

•

## Purpose

Set property values from name-value pair inputs

## Syntax

```
setProperty(obj,numargs,name1,value1,name2,value2,...)
setProperty(obj,numargs,arg1,...,argm,name1,value1,name2,
    value2,...)
```

## Description

`setProperty(obj,numargs,name1,value1,name2,value2,...)` provides the name-value pair inputs to the System object constructor. Use this syntax if every input must specify both name and value.

---

**Note** To allow standard name-value pair handling at construction, define `setProperty` for your System object.

---

`setProperty(obj,numargs,arg1,...,argm,name1,value1,name2,value2,...)` provides the value-only inputs, followed by the name-value pair inputs to the System object during object construction. Use this syntax if you want to allow users to specify one or more inputs by their values only.

## Input Arguments

### **obj**

System object handle

### **numargs**

Number of inputs passed in by the object constructor

### **name\***

Name of property

### **value\***

Value of the property

### **arg\***

Value of property (for value-only input to the object constructor)

# matlab.System.setProperty

---

## Examples

Set up the object so users can specify property values via name-value pairs when constructing the object.

```
methods
    function obj = MyFile(varargin)
        setProperties(obj,nargin,varargin{:});
    end
end
```

- 
- “Set Property Values at Construction Time”
-

**Purpose**

Initialize System object

**Syntax**

```
setupImpl(obj,input1, input2,...)
```

**Description**

`setupImpl(obj,input1, input2,...)` sets up a System object. To acquire resources for a System object, you must use `setupImpl` instead of a constructor. `setupImpl` executes the first time the `step` method is called on an object after that object has been created. It also executes the next time `step` is called after an object has been released. . The number of inputs must match the number of inputs defined in the `getNumInputsImpl` method. You pass the inputs into `setupImpl` to use the input sizes, datatypes, etc. in the one-time calculations.

`setupImpl` is called by the `setup` method, which is done automatically as the first subtask of the `step` method on an unlocked System object.

---

**Note** You must set `Access=protected` for this method.

---

**Tips**

To validate properties or inputs use the `validatePropertiesImpl`, `validateInputsImpl`, or `setProperties` methods. Do not include validation in `setupImpl`.

**Input Arguments****obj**

System object handle

**input\***

Inputs to the `setup` method

**Examples**

Open a file for writing using the `setupImpl` method.

```
methods (Access=protected)
function setupImpl(obj,data)
    obj.pFileID = fopen(obj.Filename, 'wb');
    if obj.pFileID < 0
```

# matlab.System.setupImpl

---

```
        error('Opening the file failed');
    end
end
end

| validatePropertiesImpl | | | validateInputsImpl | | |
setProperties |
.
• “Initialize Properties and Setup One-Time Calculations”
.
.
.
• “Set Property Values at Construction Time”
.
```

<b>Purpose</b>	System output and state update equations
<b>Syntax</b>	<code>[output1,output2,...] = stepImpl(obj,input1,input2,...)</code>
<b>Description</b>	<code>[output1,output2,...] = stepImpl(obj,input1,input2,...)</code> defines the algorithm to execute when you call the <code>step</code> method on the specified object <code>obj</code> . The <code>step</code> method calculates the outputs and updates the object's state values using the inputs, properties, and state update equations.  <code>stepImpl</code> is called by the <code>step</code> method.

---

**Note** You must set `Access=protected` for this method.

---

<b>Tips</b>	The number of input arguments and output arguments must match the values returned by the <code>getNumInputsImpl</code> and <code>getNumOutputsImpl</code> methods, respectively
-------------	---

<b>Input Arguments</b>	<b>obj</b> System object handle
	<b>input*</b> Inputs to the <code>step</code> method

<b>Output Arguments</b>	<b>output</b> Output returned from the <code>step</code> method.
-------------------------	---

**Examples** Use the `stepImpl` method to increment two numbers.

```
methods (Access=protected)
function [y1,y2] = stepImpl(obj,x1,x2)
    y1 = x1 + 1;
    y2 = x2 + 1;
end
```

# matlab.System.stepImpl

---

```
| getNumInputsImpl | | | | getNumOutputsImpl | | | |  
validateInputsImpl |
```

- 
- “Define Basic System Objects”
- 
- 
- 
- “Change Number of Step Inputs or Outputs”
-

**Purpose** Validate inputs to step method

**Syntax** `validateInputsImpl(obj,input1,input2,...)`

**Description** `validateInputsImpl(obj,input1,input2,...)` validates inputs to the `step` method at the beginning of initialization. Validation includes checking data types, complexity, cross-input validation, and validity of inputs controlled by a property value.

`validateInputsImpl` is called by the `setup` method before `setupImpl`. `validateInputsImpl` executes only once.

---

**Note** You must set `Access=protected` for this method.

---

**Input Arguments**

**obj**  
System object handle

**input\***  
Inputs to the `setup` method

**Examples** Validate that the input is numeric.

```
methods (Access=protected)
    function validateInputsImpl(~,x)
        if ~isnumeric(x)
            error('Input must be numeric');
        end
    end
end
```

| `validatePropertiesImpl` | | | | `setupImpl` |

•

• “Validate Property and Input Values”

# matlab.System.validateInputsImpl

---

.

**Purpose** Validate property values

**Syntax** `validatePropertiesImpl(obj)`

**Description** `validatePropertiesImpl(obj)` validates interdependent or interrelated property values at the beginning of object initialization, such as checking that the dependent or related inputs are the same size. `validatePropertiesImpl` is the first method called by the `setup` method. `validatePropertiesImpl` also is called before the `processTunablePropertiesImpl` method.

---

**Note** You must set `Access=protected` for this method.

---

**Input Arguments**

**obj**  
System object handle

**Examples** Validate that the `useIncrement` property is true and that the value of the `increment` property is greater than zero.

```
methods (Access=protected)
    function validatePropertiesImpl(obj)
        if obj.useIncrement && obj.increment < 0
            error('The increment value must be positive');
        end
    end
end
```

```
| processTunedPropertiesImpl | | | | setupImpl | | | |
validateInputsImpl |
```

- 
- “Validate Property and Input Values”
-

# matlab.system.mixin.FiniteSource

---

**Purpose** Finite source mixin class

**Description** `matlab.system.mixin.FiniteSource` is a class that defines the `isDone` method, which reports the state of a finite data source, such as an audio file.

To use this method, you must subclass from this class in addition to the `matlab.System` base class. You use the following syntax as the first line of your class definition file, where `ObjectName` is the name of your object:

```
classdef ObjectName < matlab.System &...  
    matlab.system.mixin.FiniteSource
```

**Methods** `isDoneImpl` End-of-data flag

| `matlab.System` |

- 
- “Define Finite Source Objects”
- 

**How To**

- “Object-Oriented Programming”
- Class Attributes
- Property Attributes

<b>Purpose</b>	End-of-data flag
<b>Syntax</b>	<code>status = isDoneImpl(obj)</code>
<b>Description</b>	<p><code>status = isDoneImpl(obj)</code> indicates if an end-of-data condition has occurred. The <code>isDone</code> method should return <code>false</code> when data from a finite source has been exhausted, typically by having read and output all data from the source. You should also define the result of future reads from an exhausted source in the <code>isDoneImpl</code> method.</p> <p><code>isDoneImpl</code> is called by the <code>isDone</code> method.</p>
<b>Input Arguments</b>	<p><b>obj</b></p> <p>System object handle</p>
<b>Output Arguments</b>	<p><b>status</b></p> <p>Logical value, <code>true</code> or <code>false</code>, that indicates if an end-of-data condition has occurred or not, respectively.</p>
<b>Examples</b>	<p>Set up <code>isDoneImpl</code> so the <code>isDone</code> method checks whether the object has completed eight iterations.</p> <pre>methods (Access=private)     function bdone = isDoneImpl(obj)         bdone = obj.NumIters==8;     end end</pre> <p>  matlab.system.mixin.FiniteSource  </p> <ul style="list-style-type: none"><li>•</li><li>• “Define Finite Source Objects”</li><li>•</li></ul>

# matlab.system.StringSet

---

**Purpose** Set of valid string values

**Description** `matlab.system.StringSet` defines a list of valid string values for a property. This class validates the string in the property and enables tab completion for the property value. A *StringSet* allows only predefined or customized strings as values for the property.

A `StringSet` uses two linked properties, which you must define in the same class. One is a public property that contains the current string value. This public property is displayed to the user. The other property is a hidden property that contains the list of all possible string values. This hidden property should also have the transient attribute so its value is not saved to disk when you save the System object.

The following considerations apply when using `StringSets`:

- The string property that holds the current string can have any name.
- The property that holds the `StringSet` must use the same name as the string property with the suffix “Set” appended to it. The string set property is an instance of the `matlab.system.StringSet` class.
- Valid strings, defined in the `StringSet`, must be declared using a cell array. The cell array cannot be empty nor can it have any empty strings. Valid strings must be unique and are case-insensitive.
- The string property must be set to a valid `StringSet` value.

**Examples** Set the string property, `Flavor`, and the `StringSet` property, `FlavorSet`, in this example.

```
properties
    Flavor='Chocolate';
end

properties (Hidden,Transient)
    FlavorSet = ...
        matlab.system.StringSet({'Vanilla','Chocolate'});
end
```

| matlab.System |

## How To

- “Object-Oriented Programming”
- Class Attributes
- Property Attributes
- 
- 
- “Limit Property Values to Finite String Set”
-

# matlab.system.StringSet

---

# Function Reference

---

Video Display (p. 5-2)

Feature Detection, Extraction, and Matching (p. 5-3)

Object Detection, Motion Estimation, and Tracking (p. 5-4)

Stereo Vision (p. 5-5)

Filtering (p. 5-6)

Simulink functionality (p. 5-7)

Detect, extract, match, and characterize image data

Detect, extract, match, and characterize image data

Extract 3D information from 2D images

Filter video or images

Simulink library

## Video Display

<code>assignDetectionsToTrack</code>	Assign detections to tracks for multiobject tracking
<code>insertObjectAnnotation</code>	Annotate true-color or grayscale image or video stream
<code>mplay</code>	View video from MATLAB workspace, multimedia file, or Simulink model

## Feature Detection, Extraction, and Matching

<code>detectMSERFeatures</code>	Detect MSER features
<code>detectSURFFeatures</code>	Detect SURF features
<code>extractFeatures</code>	Extract interest point descriptors
<code>matchFeatures</code>	Find matching features
<code>showMatchedFeatures</code>	Display corresponding feature points

## **Object Detection, Motion Estimation, and Tracking**

<code>assignDetectionsToTrack</code>	Assign detections to tracks for multiobject tracking
<code>configureKalmanFilter</code>	Create Kalman filter for object tracking

## Stereo Vision

<code>disparity</code>	Disparity map between stereo images
<code>epipolarLine</code>	Compute epipolar lines for stereo images
<code>estimateFundamentalMatrix</code>	Estimate fundamental matrix from corresponding points in stereo images
<code>estimateUncalibratedRectification</code>	Uncalibrated stereo rectification
<code>isEpipoleInImage</code>	Determine whether image contains epipole
<code>lineToBorderPoints</code>	Intersection points of lines in image and image border

## Filtering

`integralFilter`

Integral image filter

`integralImage`

Compute integral image

`isfilterseparable`

Determine whether filter coefficients are separable

## **Simulink functionality**

visionlib

Open top-level Computer Vision  
System Toolbox Simulink library



# Functions Alphabetical

---

assignDetectionsToTrack  
configureKalmanFilter  
detectMSERFeatures  
detectSURFFeatures  
disparity  
epipolarLine  
estimateFundamentalMatrix  
estimateUncalibratedRectification  
extractFeatures  
integralFilter  
integralImage  
insertObjectAnnotation  
isEpipoleInImage  
isfilterseparable  
lineToBorderPoints  
matchFeatures  
mplay  
showMatchedFeatures  
vision.getCoordinateSystem  
vision.setCoordinateSystem  
visionlib

# assignDetectionsToTrack

---

## Purpose

Assign detections to tracks for multiobject tracking

## Syntax

```
[assignments,unassignedTracks,  
unassignedDetections] = assignDetectionsToTracks( costMatrix,  
costOfNonAssignment)
```

```
[assignments,unassignedTracks,  
unassignedDetections] = assignDetectionsToTracks(costMatrix  
, unassignedTrackCost,unassignedDetectionCost)
```

## Description

[assignments,unassignedTracks,unassignedDetections] = assignDetectionsToTracks( costMatrix,costOfNonAssignment) assigns detections to tracks in the context of multiple object tracking using the James Munkres's variant of the Hungarian assignment algorithm. It also determines which tracks are missing and which detections should begin new tracks. It returns the indices of assigned and unassigned tracks, and unassigned detections. The `costMatrix` must be an  $M$ -by- $N$  matrix. In this matrix,  $M$  represents the number of tracks, and  $N$  is the number of detections. Each value represents the cost of assigning the  $N^{\text{th}}$  detection to the  $M^{\text{th}}$  track. The lower the cost, the more likely that a detection gets assigned to a track. The `costOfNonAssignment` scalar input represents the cost of a track or a detection remaining unassigned.

[assignments,unassignedTracks,unassignedDetections] = assignDetectionsToTracks(costMatrix, unassignedTrackCost,unassignedDetectionCost) specifies the cost of unassigned tracks and detections separately. The `unassignedTrackCost` must be a scalar value, or an  $M$ -element vector, where  $M$  represents the number of tracks. For the  $M$ -element vector, each element represents the cost of not assigning any detection to that track. The `unassignedDetectionCost` must be a scalar value or an  $N$ -element vector, where  $N$  represents the number of detections.

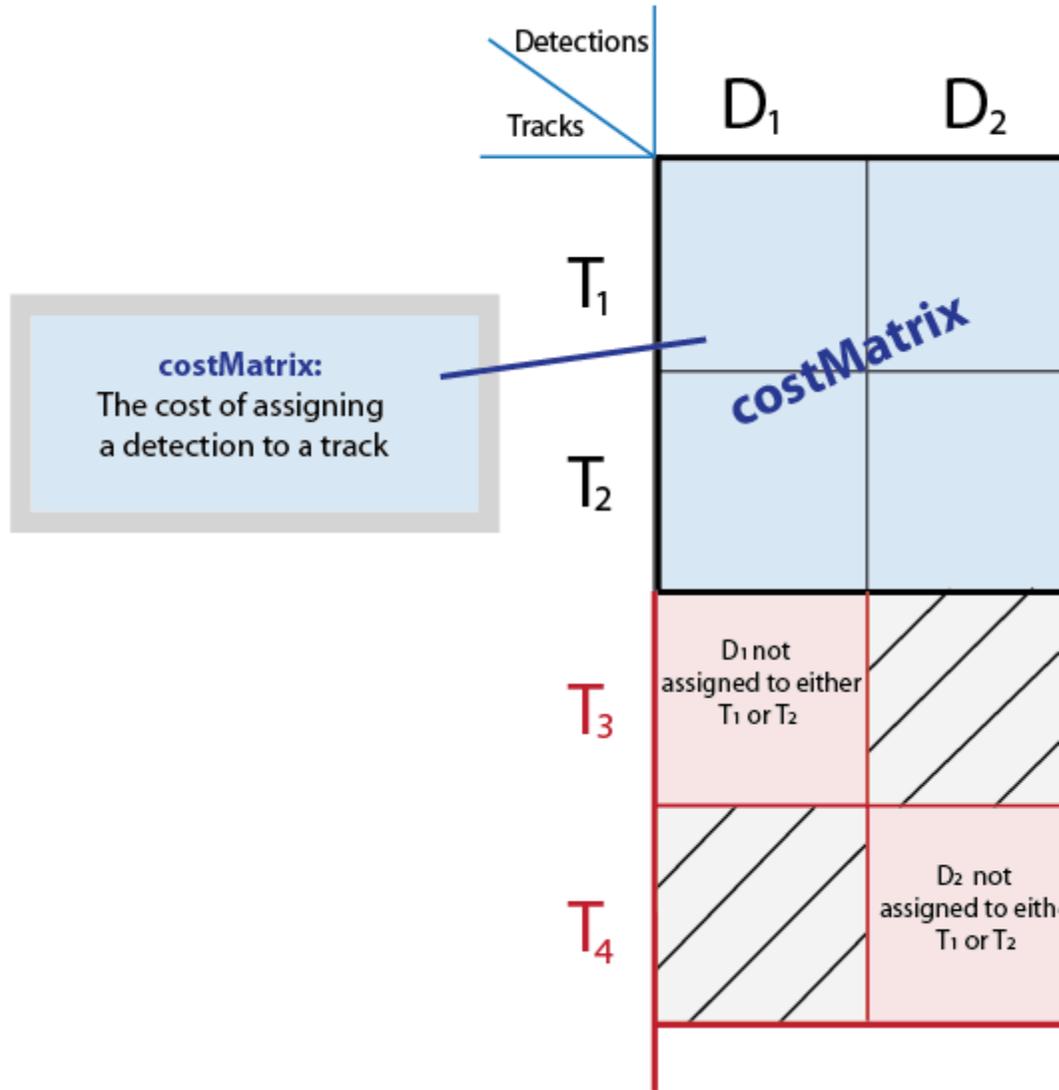
## Input Arguments

### **costMatrix** - Cost of assigning detection to track

*M*-by-*N* matrix

Cost of assigning a detection to a track, specified as an *M*-by-*N* matrix, where *M* represents the number of tracks, and *N* is the number of detections. The cost matrix value must be real and nonsparse. The lower the cost, the more likely that a detection gets assigned to a track. Each value represents the cost of assigning the *N*<sup>th</sup> detection to the *M*<sup>th</sup> track. If there is no likelihood of an assignment between a detection and a track, the **costMatrix** input is set to **Inf**. Internally, this function pads the cost matrix with dummy rows and columns to account for the possibility of unassigned tracks and detections. The padded rows represent detections not assigned to any tracks. The padded columns represent tracks not associated with any detections. The function applies the Hungarian assignment algorithm to the padded matrix.

# assignDetectionsToTrack



## Data Types

int8 | uint8 | int16 | uint16 | int32 | uint32 | single | double

## **costOfNonAssignment - Cost of not assigning detection to any track or track to any detection**

scalar | finite

Cost of not assigning detection to any track or track to detection. You can specify this value as a scalar value representing the cost of a track or a detection remaining unassigned. An unassigned detection may become the start of a new track. If a track is unassigned, the object does not appear. The higher the `costOfNonAssignment` value, the higher the likelihood that every track will be assigned a detection.

Internally, this function pads the cost matrix with dummy rows and columns to account for the possibility of unassigned tracks and detections. The padded rows represent detections not assigned to any tracks. The padded columns represent tracks not associated with any detections. To apply the same value to all elements in both the rows and columns, use the syntax with the `costOfNonAssignment` input. To vary the values for different detections or tracks, use the syntax with the `unassignedTrackCost` and `unassignedDetectionCost` inputs.

# assignDetectionsToTrack

Detections Tracks		D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>
		T <sub>1</sub>	costMatrix		T <sub>1</sub> not assigned to either D <sub>1</sub> or D <sub>2</sub>
T <sub>2</sub>		T <sub>2</sub> not assigned to either D <sub>1</sub> or D <sub>2</sub>			
T <sub>3</sub>	D <sub>1</sub> not assigned to either T <sub>1</sub> or T <sub>2</sub>		0	0	
T <sub>4</sub>		D <sub>2</sub> not assigned to either T <sub>1</sub> or T <sub>2</sub>	0	0	

## Data Types

int8 | uint8 | int16 | uint16 | int32 | uint32 | single | double

## **unassignedTrackCost** - Cost or likelihood of an unassigned track

*M*-element vector | scalar | finite

Cost or likelihood of an unassigned track. You can specify this value as a scalar value, or an *M*-element vector, where *M* represents the number of tracks. For the *M*-element vector, each element represents the cost of not assigning any detection to that track. A scalar input represents the same cost of being unassigned for all tracks. The cost may vary depending on what you know about each track and the scene. For example, if an object is about to leave the field of view, the cost of the corresponding track being unassigned should be low.

Internally, this function pads the cost matrix with dummy rows and columns to account for the possibility of unassigned tracks and detections. The padded rows represent detections not assigned to any tracks. The padded columns represent tracks not associated with any detections. To vary the values for different detections or tracks, use the syntax with the `unassignedTrackCost` and `unassignedDetectionCost` inputs. To apply the same value to all elements in both the rows and columns, use the syntax with the `costOfNonAssignment` input.

# assignDetectionsToTrack

Detections Tracks		D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>
		T <sub>1</sub>	costMatrix		
T <sub>2</sub>					T <sub>2</sub> not assigned to either D <sub>1</sub> or D <sub>2</sub>
T <sub>3</sub>	D <sub>1</sub> not assigned to either T <sub>1</sub> or T <sub>2</sub>			0	0
T <sub>4</sub>			D <sub>2</sub> not assigned to either T <sub>1</sub> or T <sub>2</sub>	0	0

## Data Types

int8 | uint8 | int16 | uint16 | int32 | uint32 | single | double

## **unassignedDetectionCost - Cost of unassigned detection**

*N*-element vector | scalar | finite

Cost of unassigned detection, specified as a scalar value or an *N*-element vector, where *N* represents the number of detections. For the *N*-element vector, each element represents the cost of starting a new track for that detection. A scalar input represents the same cost of being unassigned for all tracks. The cost may vary depending on what you know about each detection and the scene. For example, if a detection appears close to the edge of the image, it is more likely to be a new object.

Internally, this function pads the cost matrix with dummy rows and columns to account for the possibility of unassigned tracks and detections. The padded rows represent detections not assigned to any tracks. The padded columns represent tracks not associated with any detections. To vary the values for different detections or tracks, use the syntax with the `unassignedTrackCost` and `unassignedDetectionCost` inputs. To apply the same value to all elements in both the rows and columns, use the syntax with the `costOfNonAssignment` input.

# assignDetectionsToTrack

Detections Tracks		D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>
		T <sub>1</sub>	costMatrix		T <sub>1</sub> not assigned to either D <sub>1</sub> or D <sub>2</sub>
T <sub>2</sub>					T <sub>2</sub> not assigned to either D <sub>1</sub> or D <sub>2</sub>
T <sub>3</sub>	D <sub>1</sub> not assigned to either T <sub>1</sub> or T <sub>2</sub>		0	0	
T <sub>4</sub>		D <sub>2</sub> not assigned to either T <sub>1</sub> or T <sub>2</sub>	0	0	

**unassignedDetectionCost:**  
values vary for each  
unassigned detection to track

## Output Arguments

### **assignments - Index pairs of tracks and corresponding detections**

*L*-by-2 matrix

Index pairs of tracks and corresponding detections. This value is returned as an *L*-by-2 matrix of index pairs, with *L* number of pairs. The first column represents the track index and the second column represents the detection index.

#### **Data Types**

uint32

### **unassignedTracks - Unassigned tracks**

*P*-element vector

Unassigned tracks, returned as a *P*-element vector. *P* represents the number of unassigned tracks. Each element represents a track to which no detections are assigned.

#### **Data Types**

uint32

### **unassignedDetections - Unassigned detections**

*Q*-element vector

Unassigned detections, returned as a *Q*-element vector, where *Q* represents the number of unassigned detections. Each element represents a detection that was not assigned to any tracks. These detections can begin new tracks.

#### **Data Types**

uint32

## Examples

### **Assign Detections to Tracks in a Single Video Frame**

This example shows you how the `assignDetectionsToTracks` function works for a single video frame.

Set the predicted locations of objects in the current frame. Obtain predictions using the `vision.KalmanFilter` System object.

```
predictions = [1,1; 2,2];
```

# assignDetectionsToTrack

---

Set the locations of the objects detected in the current frame. For this example, there are 2 tracks and 3 new detections. Thus, at least one of the detections is unmatched, which can indicate a new track.

```
detections = [1.1, 1.1; 2.1, 2.1; 1.5, 3];
```

Preallocate a cost matrix.

```
cost = zeros(size(predictions,1),size(detections,1));
```

Compute the cost of each prediction matching a detection. The cost here, is defined as the Euclidean distance between the prediction and the detection.

```
for i = 1:size(predictions, 1)
    diff = detections - repmat(predictions(i, :), [size(detections, 1),
    cost(i, :) = sqrt(sum(diff.^2, 2));
end
```

Associate detections with predictions. Detection 1 should match to track 1, and detection 2 should match to track 2. Detection 3 should be unmatched.

```
[assignment, unassignedTracks, unassignedDetections] = assignDetectionsTo
figure;
plot(predictions(:, 1), predictions(:, 2), '*');
hold on;
legend('predictions', 'detections');
for i = 1:size(assignment, 1)
    text(predictions(assignment(i, 1), 1)+0.1, predictions(assignment(i, 1), 2),
    text(detections(assignment(i, 2), 1)+0.1, detections(assignment(i, 2), 2),
end
for i = 1:length(unassignedDetections)
    text(detections(unassignedDetections(i), 1)+0.1, detections(unassignedDetections(i), 2),
end
end
xlim([0, 4]);
ylim([0, 4]);
```

## See Also

`vision.KalmanFilter` | `configureKalmanFilter`

# configureKalmanFilter

---

## Purpose

Create Kalman filter for object tracking

## Syntax

```
kalmanFilter = configureKalmanFilter(MotionModel,  
    InitialLocation,InitialEstimateError, MotionNoise,  
    MeasurementNoise)
```

## Description

`kalmanFilter = configureKalmanFilter(MotionModel,InitialLocation,InitialEstimateError, MotionNoise,MeasurementNoise)` returns a `vision.KalmanFilter` object configured to track a physical object. This object moves with constant velocity or constant acceleration in an  $M$ -dimensional Cartesian space. The function determines the number of dimensions,  $M$ , from the length of the `InitialLocation` vector.

This function provides a simple approach for configuring the `vision.KalmanFilter` object for tracking a physical object in a Cartesian coordinate system. The tracked object may move with either constant velocity or constant acceleration. The statistics are the same along all dimensions. If you need to configure a Kalman filter with different assumptions, use the `vision.KalmanFilter` object directly.

## Input Arguments

### **MotionModel - Motion model**

'ConstantVelocity' | 'ConstantAcceleration'

Motion model, specified as the string 'ConstantVelocity' or 'ConstantAcceleration'. The motion model you select applies to all dimensions. For example, for the 2-D Cartesian coordinate system. This mode applies to both  $X$  and  $Y$  directions.

### **Data Types**

char

### **InitialLocation - Initial location of object**

vector

Initial location of object, specified as a numeric vector. This argument also determines the number of dimensions for the coordinate system.

For example, if you specify the initial location as a two-element vector,  $[x_0, y_0]$ , then a 2-D coordinate system is assumed.

## Data Types

double | single | int8 | int16 | int32 | int64 | uint8 | uint16 | uint32  
| uint64

## InitialEstimateError - Initial estimate uncertainty variance

2-element vector | 3-element vector

Initial estimate uncertainty variance, specified as a two- or three-element vector. The initial estimate error specifies the variance of the initial estimates of location, velocity, and acceleration of the tracked object. The function assumes a zero initial velocity and acceleration for the object, at the location you set with the `InitialLocation` property. You can set the `InitialEstimateError` to an approximated value:

$$(assumed\ values - actual\ values)^2 + the\ variance\ of\ the\ values$$

The value of this property affects the Kalman filter for the first few detections. Later, the estimate error is determined by the noise and input data. A larger value for the initial estimate error helps the Kalman filter to adapt to the detection results faster. However, a larger value also prevents the Kalman filter from removing noise from the first few detections.

Specify the initial estimate error as a two-element vector for constant velocity or a three-element vector for constant acceleration:

MotionModel	InitialEstimateError
ConstantVelocity	$[LocationVariance, VelocityVariance]$
ConstantAcceleration	$[LocationVariance, VelocityVariance, AccelerationVariance]$

## Data Types

double | single

# configureKalmanFilter

---

## **MotionNoise - Deviation of selected and actual model**

2-element vector | 3-element vector

Deviation of selected and actual model, specified as a two- or three-element vector. The motion noise specifies the tolerance of the Kalman filter for the deviation from the chosen model. This tolerance compensates for the difference between the object's actual motion and that of the model you choose. Increasing this value may cause the Kalman filter to change its state to fit the detections. Such an increase may prevent the Kalman filter from removing enough noise from the detections. The values of this property stay constant and therefore may affect the long-term performance of the Kalman filter.

<b>MotionModel</b>	<b>InitialEstimateError</b>
ConstantVelocity	[ <i>LocationVariance</i> , <i>VelocityVariance</i> ]
ConstantAcceleration	[ <i>LocationVariance</i> , <i>VelocityVariance</i> , <i>AccelerationVariance</i> ]

### **Data Types**

double | single

## **MeasurementNoise - Variance inaccuracy of detected location**

scalar

Variance inaccuracy of detected location, specified as a scalar. It is directly related to the technique used to detect the physical objects. Increasing the `MeasurementNoise` value enables the Kalman filter to remove more noise from the detections. However, it may also cause the Kalman filter to adhere too closely to the motion model you chose, putting less emphasis on the detections. The values of this property stay constant, and therefore may affect the long-term performance of the Kalman filter.

### **Data Types**

double | single

## Output Arguments

### kalmanFilter - Configured Kalman filter tracking

object

Configured Kalman filter, returned as a `vision.KalmanFilter` object for tracking.

## Algorithms

This function provides a simple approach for configuring the `vision.KalmanFilter` object for tracking. The Kalman filter implements a discrete time, linear State-Space System. The `configureKalmanFilter` function sets the `vision.KalmanFilter` object properties.

The `InitialLocation` property corresponds to the measurement vector used in the Kalman filter state-space model. This table relates the measurement vector,  $M$ , to the state-space model for the Kalman filter.

### State transition model, $A$ , and Measurement model, $H$

The state transition model,  $A$ , and the measurement model,  $H$  of the state-space model, are set to block diagonal matrices made from  $M$  identical submatrices  $A_s$  and  $H_s$ , respectively:

$$A = \text{blkdiag}(A_s \_1, A_s \_2, \dots, A_s \_M)$$

$$H = \text{blkdiag}(H_s \_1, H_s \_2, \dots, H_s \_M)$$

The submatrices  $A_s$  and  $H_s$  are described below:

MotionModel	$A_s$	$H_s$
'ConstantVelocity'	[1 1; 0 1]	[1 0]
'ConstantAcceleration'	[1 1 0; 0 1 1; 0 0 1]	[1 0 0]

### The Initial State, $x$ :

MotionModel	Initial state, $x$
'ConstantVelocity'	[InitialLocation(1), 0, ..., InitialLocation( $M$ ), 0]

# configureKalmanFilter

---

ConstantAcceleration	[InitialLocation(1), 0, 0, ..., InitialLocation(M), 0, 0]
<b>The initial state estimation error covariance matrix, <math>P</math>:</b>	
$P = \text{diag}(\text{repmat}(\text{InitialError}, [1, M]))$	
<b>The process noise covariance, <math>Q</math>:</b>	
$Q = \text{diag}(\text{repmat}(\text{MotionNoise}, [1, M]))$	
<b>The measurement noise covariance, <math>R</math>:</b>	
$R = \text{diag}(\text{repmat}(\text{MeasurementNoise}, [1, M]))$ .	

## Examples

### Track an Occluded Object

Detect and track a ball using Kalman filtering, foreground detection, and blob analysis.

Create System objects to read the video frames, detect foreground physical objects, and display results.

```
videoReader = vision.VideoFileReader('singleball.avi');  
videoPlayer = vision.VideoPlayer('Position', [100, 100, 500, 400]);  
foregroundDetector = vision.ForegroundDetector('NumTrainingFrames', 10, '  
blobAnalyzer = vision.BlobAnalysis('AreaOutputPort', false, 'MinimumBlobA
```

Process each video frame to detect and track the ball. After reading the current video frame, the example searches for the ball by using background subtraction and blob analysis. When the ball is first detected, the example creates a Kalman filter. The Kalman filter determines the ball's location, whether it is detected or not. If the ball is detected, the Kalman filter first predicts its state at the current video frame. The filter then uses the newly detected location to correct the state, producing a filtered location. If the ball is missing, the Kalman

filter solely relies on its previous state to predict the ball's current location.

```
kalmanFilter = []; isTrackInitialized = false;
while ~isDone(videoReader)
    colorImage = step(videoReader);

    foregroundMask = step(foregroundDetector, rgb2gray(colorImage));
    detectedLocation = step(blobAnalyzer, foregroundMask);
    isObjectDetected = size(detectedLocation, 1) > 0;

    if ~isTrackInitialized
        if isObjectDetected
            kalmanFilter = configureKalmanFilter('ConstantAcceleration', ...);
            isTrackInitialized = true;
        end
        label = ''; circle = [];
    else
        if isObjectDetected
            % Reduce the measurement noise by calling predict, then correct
            predict(kalmanFilter);
            trackedLocation = correct(kalmanFilter, detectedLocation(1,:));
            label = 'Corrected';
        else % Object is missing
            trackedLocation = predict(kalmanFilter);
            label = 'Predicted';
        end
        circle = [trackedLocation, 5];
    end

    colorImage = insertObjectAnnotation(colorImage, 'circle', ...
        circle, label, 'Color', 'red');
    step(videoPlayer, colorImage);
end % while
```

Release resources

```
release(videoPlayer);
```

# configureKalmanFilter

---

```
release(videoReader);
```

## See Also

[vision.BlobAnalysis](#) | [vision.ForegroundDetector](#) |  
[vision.KalmanFilter](#) |

## Purpose

Detect MSER features

## Syntax

```
REGIONS = detectMSERFeatures(I)
REGIONS = detectMSERFeatures(I,Name,Value)
```

## Description

`REGIONS = detectMSERFeatures(I)` returns an MSER regions object, `REGIONS`, containing information about MSER features detected in the 2-D grayscale input image, `I`. This object uses Maximally Stable Extremal Regions (MSER) algorithm to find regions.

`REGIONS = detectMSERFeatures(I,Name,Value)` sets additional options specified by one or more `Name,Value` pair arguments.

## Input Arguments

**I**

Input grayscale image. The input image can be `uint8`, `int16`, `uint16`, `single` or `double`. It must be real and nonparse.

### Name-Value Pair Arguments

#### ThresholdDelta

Scalar value set within the range:

$$0 < \text{ThresholdDelta} \leq 100$$

This value is expressed as a percentage of the input data type range. The percentage specifies the step size between intensity threshold levels used in selecting extremal regions while testing for their stability. Decrease this value to return more regions. Typical values range from 0.8 to 4.

**Default:** 2

#### RegionAreaRange

Two-element vector, `[minArea maxArea]`, which specifies the size of the regions in pixels. This value allows the selection of regions containing pixels to be between `minArea` and `maxArea`, inclusive.

# detectMSERFeatures

---

**Default:** [30 14000]

## **MaxAreaVariation**

Positive scalar, which specifies the maximum allowed area variation between extremal regions at varying intensity thresholds. Increasing this value returns a greater number of regions, but they may be less stable. Stable regions are very similar in size over varying intensity thresholds. Typical values range from 0.1 to 1.0.

**Default:** 0.25

## **Output Arguments**

### **REGIONS**

An MSER regions object containing information about MSER features detected in the grayscale input image.

## **Examples**

### **Detect MSER Interest Points**

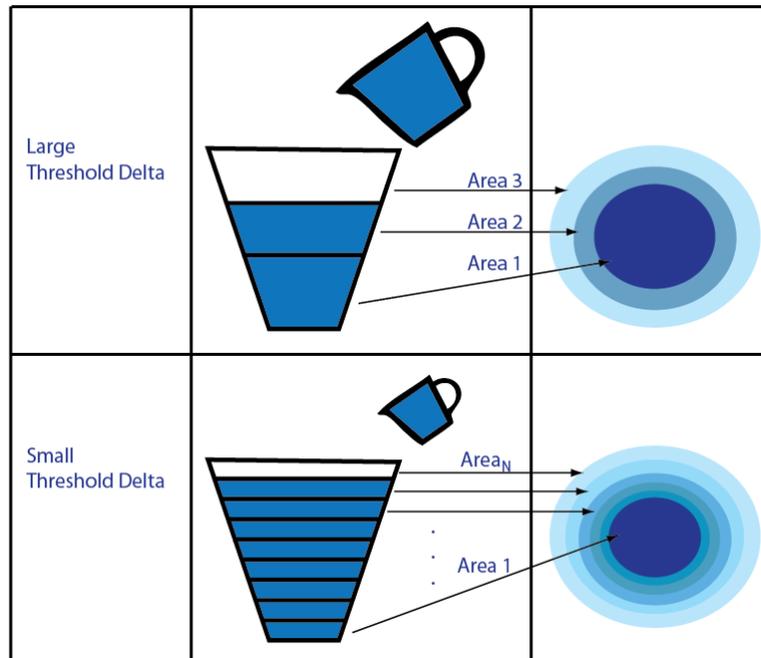
Detect interest points, and mark their locations.

```
I = imread('cameraman.tif');  
regions = detectMSERFeatures(I);  
imshow(I); hold on;  
plot(regions);
```

## **Algorithms**

### **Intensity Threshold Levels**

The MSER detector incrementally steps through the intensity range of the input image to detect stable regions. The `ThresholdDelta` parameter determines the number of increments the detector tests for stability. You can think of the threshold delta value as the size of a cup to fill a bucket with water. The smaller the cup, the more number of increments it takes to fill up the bucket. The bucket can be thought of as the intensity profile of the region.



The MSER object checks the variation of the region area size between different intensity thresholds. The variation must be less than the value of the `MaxAreaVariation` parameter to be considered stable.

At a high level, MSER can be explained, by thinking of the intensity profile of an image representing a series of buckets. Imagine the tops of the buckets flush with the ground, and a hose turned on at one of the buckets. As the water fills into the bucket, it overflows and the next bucket starts filling up. Smaller regions of water join and become bigger bodies of water, and finally the whole area gets filled. As water is filling up into a bucket, it is checked against the MSER stability criterion. Regions appear, grow and merge at different intensity thresholds.

## References

- [1] Nister, D., and H. Stewenius, "Linear Time Maximally Stable Extremal Regions", *Lecture Notes in Computer Science*. 10th European

Conference on Computer Vision, Marseille, France: 2008, no. 5303, pp. 183–196.

[2] Matas, J., O. Chum, M. Urba, and T. Pajdla. "Robust wide baseline stereo from maximally stable extremal regions." *Proceedings of British Machine Vision Conference*, pages 384-396, 2002.

[3] Obdrzalek D., S. Basovnik, L. Mach, and A. Mikulik. "Detecting Scene Elements Using Maximally Stable Colour Regions," *Communications in Computer and Information Science*, La Ferte-Bernard, France; 2009, vol. 82 CCIS (2010 12 01), pp 107–115.

[4] Mikolajczyk, K., T. Tuytelaars, C. Schmid, A. Zisserman, T. Kadir, and L. Van Gool, "A Comparison of Affine Region Detectors"; *International Journal of Computer Vision*, Volume 65, Numbers 1–2 / November, 2005, pp 43–72 .

## See Also

`MSERRegions` | `detectSURFFeaturesSURFPoints` | `extractFeatures`  
| `matchFeaturesvision.CornerDetector` |

## Related Examples

- “Detect SURF Interest Points in a Grayscale Image” on page 6-27
- “Detect MSER Features in an Image” on page 4-3
- “Display MSER Feature Regions from the MSERRegions Object” on page 4-4
- “Detect SURF Features in an Image” on page 4-13
- “Mix FAST Corner Detector with SURF Descriptors” on page 4-13
- “Combine MSER Region Detector with SURF Descriptors” on page 4-4

<b>Purpose</b>	Detect SURF features
<b>Syntax</b>	<code>POINTS = detectSURFFeatures(I)</code> <code>POINTS = detectSURFFeatures(I,Name,Value)</code>
<b>Description</b>	<p><code>POINTS = detectSURFFeatures(I)</code> returns a <code>SURFPoints</code> object, <code>POINTS</code>, containing information about SURF features detected in the 2-D grayscale input image <code>I</code>. The <code>detectSURFFeatures</code> function implements the Speeded-Up Robust Features (SURF) algorithm to find blob features.</p> <p><code>POINTS = detectSURFFeatures(I,Name,Value)</code> Additional control for the algorithm requires specification of parameters and corresponding values. An additional option is specified by one or more <code>Name,Value</code> pair arguments.</p>
<b>Input Arguments</b>	<p><b>I</b></p> <p>Grayscale input image. The input image can be <code>logical</code>, <code>uint8</code>, <code>int16</code>, <code>uint16</code>, <code>single</code>, or <code>double</code>, and it must be real and nonsparse.</p> <p><b>Name-Value Pair Arguments</b></p> <p>Specify optional comma-separated pairs of <code>Name,Value</code> arguments, where <code>Name</code> is the argument name and <code>Value</code> is the corresponding value. <code>Name</code> must appear inside single quotes ( ' '). You can specify several name and value pair arguments in any order as <code>Name1,Value1,...,NameN,ValueN</code>.</p> <p><b>MetricThreshold</b></p> <p>A non-negative scalar which specifies a threshold for selecting the strongest features. To return more blobs, decrease the value of this threshold.</p> <p style="text-align: center;"><b>Default:</b> 1000.0</p> <p><b>NumOctaves</b></p>

# detectSURFFeatures

---

Number of octaves to use. This parameter must be an integer scalar greater than or equal to 1. Increase this value to detect larger blobs. Recommended values are between 1 and 4.

Each octave spans a number of scales that are analyzed using varying size filters:

Octave	Filter sizes
1	9-by-9, 15-by-15, 21-by-21, 27-by-27, ...
2	15-by-15, 27-by-27, 39-by-39, 51-by-51, ...
3	27-by-27, 51-by-51, 75-by-75, 99-by-99, ...
4	....

Higher octaves use larger filters and subsample the image data. Larger number of octaves will result in finding larger size blobs. Set the `NumOctaves` parameter appropriately for the image size. For example, a 50-by-50 image should not require you to set the `NumOctaves` parameter, greater than 2. The `NumScaleLevels` parameter controls the number of filters used per octave. At least three levels are required to analyze the data in a single octave.

**Default: 3**

## **NumScaleLevels**

Number of scale levels to compute per octave. This parameter must be an integer scalar, greater than or equal to 3. Increase this number to detect more blobs at finer scale increments. Recommended values are between 3 and 6.

**Default: 4**

## **Output Arguments**

### **POINTS**

`SURFPoints` object containing information about SURF features detected in a grayscale image.

## Examples

### Detect SURF Interest Points in a Grayscale Image

Detect interest points in a grayscale, image and mark their locations.

```
I = imread('cameraman.tif');
points = detectSURFFeatures(I);
imshow(I); hold on;
plot(points.selectStrongest(10));
```

## References

[1] Bradski, G. and A. Kaehler, *Learning OpenCV: Computer Vision with the OpenCV Library*. O'Reilly: Sebastopol, CA, 2008.

[2] Bay, Herbert, Andreas Ess, Tinne Tuytelaars, Luc Van Gool, SURF: “Speeded Up Robust Features”, *Computer Vision and Image Understanding (CVIU)*, Vol. 110, No. 3, pp. 346--359, 2008

## See Also

[detectMSERFeatures](#) | [extractFeatures](#) | [matchFeatures](#) | [detectSURFFeaturesSURFPoints](#) | [MSERRegions](#) |

## Related Examples

- “Display MSER Feature Regions from the MSERRegions Object” on page 4-4
- “Detect MSER Features in an Image” on page 4-3
- “Combine MSER Region Detector with SURF Descriptors” on page 4-4
- “Detect SURF Features in an Image” on page 4-13
- “Mix FAST Corner Detector with SURF Descriptors” on page 4-13

# disparity

---

**Purpose** Disparity map between stereo images

**Syntax**  
D = disparity(I1,I2)  
D = disparity(I1,I2,ROI1,ROI2)  
D = disparity(I1,I2,Name,Value)

**Description** D = disparity(I1,I2) returns the disparity map for a pair of stereo images, I1 and I2. The two input images, I1 and I2 must have the same size and must be rectified, such that the corresponding points are located on the same rows. The function returns the disparity map, D, with the same size as I1 and I2. Each element of the output D, specifies the disparity for the corresponding pixel in image I1.

D = disparity(I1,I2,ROI1,ROI2) returns the disparity map for specified regions-of-interest, ROI1 and ROI2. Both inputs ROI1 and ROI2 must have the format of [x y width height]. They also must be fully contained in the input images I1 and I2. ROI1 and ROI2 must have the same size.

D = disparity(I1,I2,Name,Value) Additional control for the disparity algorithm requires specification of parameters and corresponding values. An additional option is specified by one or more Name, Value pair arguments.

**Tips** You can improve the speed of the function by setting the class of the input images to uint8 and the number of columns for them, divisible by 4.

**Input Arguments**  
**I1**  
Input image referenced as I1, the left image. The input images must be rectified such that the corresponding points are located on the same rows.

Input images I1 and I2 must be real, finite, and nonsparse. They must be the same class and must be uint8, uint16, int16, single, or double.

**I2**

Input image referenced as I2, the right image. The input images must be rectified such that the corresponding points are located on the same rows.

Input images I1 and I2 must be real, finite, and nonsparse. They must be the same class and must be `uint8`, `uint16`, `int16`, `single`, or `double`.

### **ROI1**

Regions-of-interest within image I1 for computing the disparity map. ROI1 must have the format of [X Y WIDTH HEIGHT] and must be fully contained in image I1. ROI1 and ROI2 must have the same size.

### **ROI2**

Regions-of-interest within image I2 for computing the disparity map. ROI2 must have the format of [X Y WIDTH HEIGHT] and must be fully contained in image I2. ROI1 and ROI2 must have the same size.

### **Name-Value Pair Arguments**

Specify optional comma-separated pairs of `Name`, `Value` arguments, where `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes ( ' '). You can specify several name and value pair arguments in any order as `Name1,Value1,...,NameN,ValueN`.

### **ContrastThreshold**

A scalar value greater than 0 and less than or equal to 1. The contrast threshold defines a range of contrast values. When you set this parameter to 1, the function saturates the least number of pixels. You can reduce this value to saturate more pixels.

`ContrastThreshold` must be real, finite, and nonsparse.

**Default:** 0.5

### **BlockSize**

An odd integer between 0 and 255. The function sets the block to a square, of size `BlockSize`-by-`BlockSize` pixels.

`BlockSize` must be real, finite, and nonsparse.

**Default:** 15

## **DisparityRange**

A two-element vector defining the range of disparity. The two-element vector must be in the format  $[MinDisparity\ MaxDisparity]$ , where *MinDisparity* must be an integer. The difference between *MaxDisparity* and *MinDisparity* must be divisible by 16.

`DisparityRange` must be real, finite, and nonsparse.

**Default:** [0 64]

## **TextureThreshold**

A scalar value greater than or equal to 0, and less than or equal to 1. The texture threshold defines the minimum texture value for a pixel to be considered reliable. The lower the texture value, the less reliable the computed disparity is for the pixel. When you increase this parameter, more pixels with low texture value are marked as unreliable. You can set this parameter to 0 to disable it.

The texture of a pixel is defined as the sum of the saturated contrast computed over the `BlockSize`-by-`BlockSize` window around the pixel. The function considers the disparity computed for the pixel unreliable and marks it, when the texture falls below the value defined by:

$$Texture < X * TextureThreshold * BlockSize^2$$

*X* represents the maximum value supported by the class of the input images, `I1` and `I2`.

`TextureThreshold` must be real, finite, and nonsparse.

**Default:** 0.0002

### UniquenessThreshold

A non-negative integer defining the minimum value of uniqueness. When the function sets a pixel to a low uniqueness value, the disparity computed for it is less reliable. Increasing this parameter will result in marking more pixels unreliable because of the higher threshold. When you set this parameter to 0, the function disables the uniqueness thresholding.

The function defines uniqueness as a ratio of the optimal disparity estimation and the less optimal disparity estimation. For example:

Let  $K$  be the best estimated disparity, and let  $V$  be the corresponding SAD (Sum of Absolute Difference) value. Consider  $V$  as the smallest SAD value over the whole disparity range, and  $v$ , the smallest SAD value over the whole disparity range excluding  $K$ ,  $K-1$ , and  $K+1$ . If  $v < V * (1+0.01*UniquenessThreshold)$ , then the function considers the disparity for the pixel unreliable and marks it.

UniquenessThreshold must be real, finite, and nonsparse.

**Default:** 15

### DistanceThreshold

A non-negative integer defining the maximum distance for left-to-right image checking between two points.

When you decrease the value of the distance threshold, you increase the reliability of the disparity map.

When you set this parameter to an empty matrix `[]`, the function disables the parameter.

Example: Let  $p_1$  be a point in image  $I_1$ .

Step 1: The function searches for point  $p_1$ 's best match in image  $I_2$  (left-to-right check) and finds point  $p_2$ .

Step 2: The function then searches for  $p_2$ 's best match in image  $I_1$  (right-to-left check) and finds point  $p_3$ .

If the search returns a distance between  $p_1$  and  $p_3$  greater than `DistanceThreshold`, the disparity for point  $p_1$ , function marks the pixel as unreliable.

`DistanceThreshold` must be real, finite, and nonsparse.

**Default:** `[]` (disabled)

## Output Arguments

### D

The disparity map for a pair of stereo images. The function returns the disparity map with the same size as the input images. Each element of the output specifies the disparity for the corresponding pixel in the image references as `I1`.

The function computes the disparity map in three steps:

- 1 Compute a measure of contrast of the image by using the Sobel filter.
- 2 Compute the disparity for each of the pixels by using block matching and sum of absolute differences (SAD).
- 3 Optionally, mark the pixels which contain unreliable disparity values. The function sets the pixel to the value returned by `-realmax('single')`.

## Examples

### Find the Disparity Map for a Pair of Stereo Images

Compute and visualize disparity map for a pair of stereo images.

1

Load the images and convert them to grayscale.

```
I1 = rgb2gray(imread('scene_left.png'));  
I2 = rgb2gray(imread('scene_right.png'));
```

2

Show the stereo images.

```
figure; imshowpair(I1,I2,'ColorChannels','red-cyan');  
title('Red-cyan composite view of the stereo images');
```

### 3

Compute the disparity map.

```
d = disparity(I1, I2, 'BlockSize', 35,'DisparityRange', [-6 10], 'Unit');
```

### 4

For the purpose of visualizing the disparity, replace the `-realmax('single')` marker with the minimum disparity value.

```
marker_idx = (d == -realmax('single'));  
d(marker_idx) = min(d(~marker_idx));
```

### 5

Show the disparity map. Brighter pixels indicate objects which are closer to the camera.

```
figure; imshow(mat2gray(d));
```

## References

[1] K. Konolige, *Small Vision Systems: Hardware and Implementation*, Proceedings of the 8th International Symposium in Robotic Research, pages 203-212, 1997.

[2] G. Bradski and A. Kaehler, *Learning OpenCV: Computer Vision with the OpenCV Library*, O'Reilly, Sebastopol, CA, 2008.

## See Also

`vision.ShapeInserter` | `size` | `line` | `lineToBorderPoints` |  
`estimateFundamentalMatrix` | `epipolarLine`

# epipolarLine

---

**Purpose** Compute epipolar lines for stereo images

**Syntax**  
`LINES = epipolarLine(F,PTS)`  
`LINES = epipolarLine(F',PTS)`

**Description** `LINES = epipolarLine(F,PTS)` returns an  $M$ -by-3 matrix, `LINES`. The matrix represents the computed epipolar lines in the second image corresponding to the points, `PTS`, in the first image. The input `F` represents the fundamental matrix that maps points in the first image to the epipolar lines in the second image.

`LINES = epipolarLine(F',PTS)` returns an  $M$ -by-3 matrix `LINES`. The matrix represents the computed epipolar lines of the first image corresponding to the points, `PTS`, in the second image.

## Input Arguments

### **F**

A 3-by-3 fundamental matrix. If  $P_1$  represents a point in the first image  $I_1$  that corresponds to  $P_2$ , a point in the second image  $I_2$ , then:

$$[P_2,1] * F * [P_1,1]' = 0$$

`F` must be double or single.

### **PTS**

An  $M$ -by-2 matrix, where each row contains the x and y coordinates of a point in the image.  $M$  represents the number of points.

`PTS` must be a double, single, or integer value.

## Output Arguments

### **LINES**

An  $M$ -by-3 matrix, where each row must be in the format,  $[A,B,C]$ . This corresponds to the definition of the line:

$$A * x + B * y + C = 0.$$

$M$  represents the number of lines.

## Examples

Use the Least Median of Squares method to find inliers and to compute the fundamental matrix. The points, `matched_points1` and `matched_points2`, have been putatively matched:

```
load stereoPointPairs
[fLMedS, inliers] = estimateFundamentalMatrix(matched_points1,matched_points2);

% Show the inliers in the first image.
I1 = imread('viprectification_deskLeft.png');
figure;
subplot(121); imshow(I1); title('Inliers and Epipolar Lines in First Image');
plot(matched_points1(inliers,1), matched_points1(inliers,2), 'go');

% Compute the epipolar lines in the first image.
epiLines = epipolarLine(fLMedS', matched_points2(inliers, :));

% Compute the intersection points of the lines and the image border.
pts = lineToBorderPoints(epiLines, size(I1));

% Show the epipolar lines in the first image
line(pts(:, [1,3])', pts(:, [2,4])');

% Show the inliers in the second image.
I2 = imread('viprectification_deskRight.png');
subplot(122); imshow(I2); title('Inliers and Epipole Lines in Second Image');
plot(matched_points2(inliers,1), matched_points2(inliers,2), 'go');

% Compute and show the epipolar lines in the second image.
epiLines = epipolarLine(fLMedS, matched_points1(inliers, :));
pts = lineToBorderPoints(epiLines, size(I2));
line(pts(:, [1,3])', pts(:, [2,4])');

truesize;
```

## See Also

`vision.ShapeInserter` | `size` | `line` | `lineToBorderPoints` | `estimateFundamentalMatrix`

# estimateFundamentalMatrix

---

## Purpose

Estimate fundamental matrix from corresponding points in stereo images

## Syntax

```
F = estimateFundamentalMatrix(MATCHED_POINTS1,  
    MATCHED_POINTS2)  
[F,  
    INLIERS_INDEX] = estimateFundamentalMatrix(MATCHED_POINTS1  
    ,MATCHED_POINTS2)  
[F,INLIERS_INDEX,  
    STATUS] = estimateFundamentalMatrix(MATCHED_POINTS1,  
    MATCHED_POINTS2)  
[F,INLIERS_INDEX,  
    STATUS] = estimateFundamentalMatrix(MATCHED_POINTS1,  
    MATCHED_POINTS2,Name,Value)
```

## Description

F = estimateFundamentalMatrix(MATCHED\_POINTS1,MATCHED\_POINTS2) returns the 3-by-3 fundamental matrix, F, using the least median of squares (LMedS) method. The format of corresponding points, MATCHED\_POINTS1 and MATCHED\_POINTS2 is  $[x_1,y_1; x_2,y_2; \dots; x_M,y_M]$ , where  $M$  represents the number of points. MATCHED\_POINTS1 and MATCHED\_POINTS2 must contain points which are putatively matched by using a function such as matchFeatures.

[F,INLIERS\_INDEX] = estimateFundamentalMatrix(MATCHED\_POINTS1,MATCHED\_POINTS2) returns logical indices, INLIERS\_INDEX, for the inliers used to compute the fundamental matrix. The INLIERS\_INDEX output is an  $M$ -by-1 vector. The function sets the elements of the vector to true when the corresponding point was used to compute the fundamental matrix. The elements are set to false if they are not used.

[F,INLIERS\_INDEX,STATUS] = estimateFundamentalMatrix(MATCHED\_POINTS1,MATCHED\_POINTS2) returns a status code.

[F,INLIERS\_INDEX,STATUS] = estimateFundamentalMatrix(MATCHED\_POINTS1,MATCHED\_POINTS2,Name,Value)

sets parameters for finding outliers and computing the fundamental matrix  $F$ , with each specified parameter set to the specified value with one or more comma-separated parameters, specified as name-value pairs.

The `estimateFundamentalMatrix` function computes the fundamental matrix from corresponding feature points in stereo images. You can configure the function to use all corresponding points to compute the fundamental matrix. You can also exclude outliers by using a robust estimation technique such as random-sample consensus (RANSAC).

## Input Arguments

### **MATCHED\_POINTS1**

An  $M$ -by-2 matrix representing the points in the first stereo image. This argument must be numeric, real two-dimensional, and nonsparse. The format for the `MATCHED_POINTS1` matrix is  $[x_1, y_1; x_2, y_2, \dots, x_M, y_M]$ , where  $x$  and  $y$  are the column and row coordinates, respectively, and  $M$  represents the number of points. This argument must have the same size as `MATCHED_POINTS2`.

### **MATCHED\_POINTS2**

A  $M$ -by-2 matrix representing the points in the first stereo image. This argument must be numeric, real two-dimensional, and nonsparse. The format for the `MATCHED_POINTS2` matrix is  $[x_1, y_1; x_2, y_2, \dots, x_M, y_M]$ , where  $x$  and  $y$  are the column and row coordinates, respectively, and  $M$  represents the number of points. This argument must have the same size as `MATCHED_POINTS1`.

## **Name-Value Pair Arguments**

### **Method**

Method used to compute the fundamental matrix

Specify the method used to compute the fundamental matrix. To produce reliable results using the `Norm8Point` algorithm, the inputs, `MATCHED_POINTS1` and `MATCHED_POINTS2`, must match precisely. The other methods can tolerate outliers and therefore only require

# estimateFundamentalMatrix

---

putatively matched input points. You can obtain putatively matched points by using the `matchFeatures` function.

You can set this parameter to one of the following methods:

- Norm8Point:** Normalized eight-point algorithm. To produce reliable results, the inputs, `MATCHED_POINTS1` and `MATCHED_POINTS2` must match precisely.
- LMedS:** Least Median of Squares. Select this method if you know that at least 50% of the points in `PTS1` and `PTS2` are inliers.
- RANSAC:** RANdom SAmples Consensus. Select this method if you would like to set the distance threshold for the inliers.
- MSAC:** M-estimator SAmples Consensus. Select the M-estimator SAmples Consensus method if you would like to set the distance threshold for the inliers. Generally, the MSAC method converges more quickly than the RANSAC method.
- LTS:** Least Trimmed Squares. Select the Least Trimmed Squares method if you know a minimum percentage of inliers in `PTS1` and `PTS2`. Generally, the LTS method converges more quickly than the LMedS method.

**Default:** LMedS

## OutputClass

Fundamental matrix class

Specifies the class for the fundamental matrix and the function's internal computations. You can set this parameter to `double` or `single`.

**Default:** `double`

## **NumTrials**

Number of random trials for finding the outliers

Specifies the number of random trials for finding the outliers. This parameter applies when you set the `Method` parameter to `LMedS`, `RANSAC`, `MSAC`, or `LTS`.

When you set the `Method` parameter to either `LMedS` or `LTS`, the function uses the actual number of trials as the parameter value.

When you set the `Method` parameter to either `RANSAC` or `MSAC`, the function uses the maximum number of trials as the parameter value. The actual number of trials depends on `PTS1`, `PTS2`, and the value of the `Confidence` parameter.

Select the number of random trials to optimize speed and accuracy.

**Default:** 500

## **DistanceType**

Algebraic or Sampson distance type

Specifies the distance type to determine whether a pair of points is an inlier or outlier. You can set the distance type to `Algebraic` or `Sampson`. This parameter applies when you set the `Method` parameter to `LMedS`, `RANSAC`, `MSAC`, or `LTS`.

For faster computations, set this parameter to `Algebraic`.

For a geometric distance, set this parameter to `Sampson`.

**Default:** `Sampson`

## **DistanceThreshold**

Distance threshold for finding outliers

A positive value that specifies the distance threshold for finding outliers. This parameter applies when you set the `Method` parameter to `RANSAC` or `MSAC`.

# estimateFundamentalMatrix

---

**Default:** 0.01

## **Confidence**

Desired confidence for finding maximum number of inliers

Specifies the desired confidence (in percentage) for finding the maximum number of inliers. Set this parameter to a scalar value greater than 0 and less than 100. This parameter applies when you set the Method parameter to RANSAC or MSAC.

**Default:** 99

## **InlierPercentage**

Minimum percentage of inliers in input points

Specifies the minimum percentage of inliers in MATCHED\_POINTS1 and MATCHED\_POINTS2. Set this parameter to a scalar value greater than 0 and less than 100. This parameter applies when you set the Method parameter to LTS.

**Default:** 50

## **ReportRuntimeError**

Report runtime errors

Set this parameter to true to report run-time errors when the function cannot compute the fundamental matrix from MATCHED\_POINTS1 and MATCHED\_POINTS2. When you set this parameter to false, you can check the STATUS output to verify validity of the fundamental matrix.

**Default:** true

## **Output Arguments**

**F**

A 3-by-3 fundamental matrix that is computed from the points in the inputs MATCHED\_POINTS1 and MATCHED\_POINTS2.

## INLIERS\_INDEX

The INLIERS\_INDEX output is a  $M$ -by-1 logical index vector. Elements of INLIERS\_INDEX that correspond to points MATCHED\_POINTS1 and MATCHED\_POINTS2 used to compute the fundamental matrix are set to true. Elements of the vector which are not used for the computation are set to false.

## STATUS

An int32 status code with the following possible values:

STATUS	Value
0:	No error.
1:	Either MATCHED_POINTS1 or MATCHED_POINTS2 or both, are not $M$ -by-2 matrices.
2:	MATCHED_POINTS1 and MATCHED_POINTS2 do not have the same number of points.
3:	MATCHED_POINTS1 and MATCHED_POINTS2 do not contain enough points. Norm8Point, RANSAC, and MSAC require at least 8 points, LMedS 16 points, and LTS requires $\text{ceil}(800/\text{InlierPercentage})$ .
4:	Not enough inliers found.

## Examples

### Compute Fundamental Matrix

Use the RANSAC method to compute the fundamental matrix.

The RANSAC method requires that the input points are already putatively matched. We can, for example, use the matchFeatures function for this. Using the RANSAC algorithm eliminates any outliers which may still be contained within putatively matched points.

1

```
load stereoPointPairs
```

# estimateFundamentalMatrix

---

```
fRANSAC = estimateFundamentalMatrix(matched_points1,matched_points2,'Meth
```

## Use the Least Median of Squares Method to Find Inliers

Find inliers and compute the fundamental matrix.

**1**

Begin by loading the putatively matched points.

```
load stereoPointPairs
[fLMedS, inliers] = estimateFundamentalMatrix(matched_points1,matched_poi
```

**2**

Load the stereo images.

```
I1 = imread('viprectification_deskLeft.png');
I2 = imread('viprectification_deskRight.png');
```

**3**

Show the putatively matched points.

```
figure;
showMatchedFeatures(I1, I2, matched_points1, matched_points2,'montage','P
title('Putative point matches');
```

**4**

Show the inlier points.

```
figure;
showMatchedFeatures(I1, I2, matched_points1(inliers,:),matched_points2(in
title('Point matches after outliers were removed');
```

## Use the Normalized Eight-Point Algorithm to Compute the Fundamental Matrix

Compute the fundamental matrix for input points which do not contain any outliers.

1

```
load stereoPointPairs
inlierPts1 = matched_points1(knownInliers, :);
inlierPts2 = matched_points2(knownInliers, :);
fNorm8Point = estimateFundamentalMatrix(inlierPts1, inlierPts2, 'Method');
```

## Algorithms

### Computing the Fundamental Matrix

This function computes the fundamental matrix using the normalized eight-point algorithm [1]

When you choose the Norm8Point method, the function uses all points in MATCHED\_POINTS1 and MATCHED\_POINTS2 to compute the fundamental matrix.

When you choose any other method, the function uses the following algorithm to exclude outliers and compute the fundamental matrix from inliers:

- 1 Initialize the fundamental matrix,  $F$ , to a 3-by-3 matrix of zeros.
- 2 Set the loop counter  $n$ , to zero, and the number of loops  $N$ , to the number of random trials specified.
- 3 Loop through the following steps while  $n < N$ :
  - a Randomly select 8 pairs of points from MATCHED\_POINTS1 and MATCHED\_POINTS2.
  - b Use the selected 8 points to compute a fundamental matrix,  $f$ , by using the normalized 8-point algorithm.
  - c Compute the fitness of  $f$  for all points in MATCHED\_POINTS1 and MATCHED\_POINTS2.
  - d If the fitness of  $f$  is better than  $F$ , replace  $F$  with  $f$ .  
  
For RANSAC and MSAC, update  $N$ .
  - e  $n = n + 1$

# estimateFundamentalMatrix

## Number of Random Samplings for RANSAC and MSAC Methods

The RANSAC and MSAC methods update the number of random trials  $N$ , for every iteration in the algorithm loop. The function resets  $N$ , according to the following:

$$N = \min(N, \frac{\log(1-p)}{\log(1-r)}).$$

Where,  $p$  represents the confidence parameter you specified, and  $r$  is calculated as follows:

$$\sum_i^N \text{sgn}(du_i, v_i, t) / N, \text{ where } \text{sgn}(a, b) = 1 \text{ if } a \leq b \text{ and } 0 \text{ otherwise.}$$

## Distance Types

The function provides two distance types, algebraic distance and Sampson distance, to measure the distance of a pair of points according to a fundamental matrix. The following equations are used for each type, with  $u$  representing MATCHED\_POINTS1 and  $v$  representing MATCHED\_POINTS2.

Algebraic distance: 
$$d(u_i, v_i) = (v_i F u_i^T)^2$$

Sampson distance: 
$$d(u_i, v_i) = (v_i F u_i^T)^2 \left[ \frac{1}{(F u_i^T)_1^2 + (F u_i^T)_2^2} + \frac{1}{(v_i F)_1^2 + (v_i F)_2^2} \right]$$

where  $i$  represents the index of the corresponding points, and  $(F u_i^T)_j^2$ , the square of the  $j$ -th entry of the vector  $F u_i^T$ .

## Fitness of Fundamental Matrix for Corresponding Points

The following table summarizes how each method determines the fitness of the computed fundamental matrix:

Method	Measure of Fitness
LMedS	$\text{median}(d(u_i, v_i); i = 1 : N)$ , the number of input points. The smaller the value, the better the fitness.
RANSAC	$\sum^N \text{sgn}(d(u_i, v_i), t) / N$ , where $\text{sgn}(a, b) = 1$ if $a \leq b$ and 0 otherwise, $t$ represents the specified threshold. The greater the value, the better the fitness.
MSAC	$\sum^N \min(d(u_i, v_i), t)$ . The smaller the value, the better the fitness.
LTS	$\sum d(u_i, v_i)$ , where $\Omega$ is the first lowest value of an $(N \times q)$ pair of points. Where $q$ represents the inlier percentage you specified. The smaller the value, the better the fitness.

## References

- [1] Hartley, R., A. Zisserman, *Multiple View Geometry in Computer Vision*, Cambridge University Press, 2003.
- [2] Rousseeuw, P., A. Leroy, *Robust Regression and Outlier Detection*, John Wiley & Sons, 1987.
- [3] Torr, P. H. S., and A. Zisserman, *MLE-SAC: A New Robust Estimator with Application to Estimating Image Geometry*, Computer Vision and Image Understanding, 2000.

## See Also

matchFeatures | vision.GeometricTransformEstimator | Estimate Geometric Transformation |

## Tutorials

- Image Rectification

# estimateUncalibratedRectification

---

**Purpose**                   Uncalibrated stereo rectification

**Syntax**                    [T1,T2] = estimateUncalibratedRectification(F,  
                                  MATCHED\_POINTS1,MATCHED\_POINTS2,IMAGESIZE)

**Description**            [T1,T2] =  
estimateUncalibratedRectification(F,MATCHED\_POINTS1,MATCHED\_POINTS2,IMAGESIZE)  
returns projective transformations for rectifying stereo images. This  
function does not require either intrinsic or extrinsic  
camera parameters.

**Tips**

- An epipole may be located in the first image or the second image. Applying the output uncalibrated rectification of T1 (or T2) to image 1 (or image 2) may result in an undesired distortion. You can check for an epipole within an image by applying the isEpipoleInImage function.

**Input Arguments**

**F**  
A 3-by-3 fundamental matrix for the stereo images. The fundamental matrix satisfies the following criteria:

If  $P_1$ , a point in image 1, corresponds to  $P_2$ , a point in image 2, then:  
 $[P_2,1] * F * [P_1,1]' = 0$

F must be double or single.

**MATCHED\_POINTS1**

An  $M$ -by-2 matrix containing coordinates corresponding to points in the stereo input image 1, where  $M$  represents the number of points. Each row of MATCHED\_POINTS1 must have the format of [x y], representing the image location of a point.

MATCHED\_POINTS1 must be double, single, or integer.

**MATCHED\_POINTS2**

An  $M$ -by-2 matrix containing coordinates corresponding to points in the stereo input image 2, where  $M$  represents the number of points. Each row of `MATCHED_POINTS2` must have the format of `[x y]`, representing the image location of a point.

`MATCHED_POINTS2` must be double, single, or integer.

## **IMAGESIZE**

Size of input image 2 corresponding to `MATCHED_POINTS2`, and in the format returned by the `size` function.

`IMAGESIZE` must be double, single, or integer.

## **Output Arguments**

### **T1**

A 3-by-3 matrix describing the projective transformations for input image T1.

### **T2**

A 3-by-3 matrix describing the projective transformations for input image T2.

## **Examples**

### **Rectify Stereo Images**

Rectify stereo images using the projective transformation.

**1**

Load the stereo images and feature points which are already matched.

```
I1 = im2double(imread('yellowstone_left.png'));  
I2 = im2double(imread('yellowstone_right.png'));  
load yellowstone_matched_points;
```

**2**

Display point correspondences. Notice that the matching points are in different rows, indicating that the stereo pair is not rectified.

# estimateUncalibratedRectification

---

```
showMatchedFeatures(I1, I2, matched_points1, matched_points2, 'montage');  
title('Original images and matching feature points');
```

**3**

Compute the fundamental matrix from the corresponding points.

```
f = estimateFundamentalMatrix(matched_points1, matched_points2, 'Method', 'SIFT');
```

**4**

Compute the rectification transformations.

```
[t1, t2] = estimateUncalibratedRectification(f, matched_points1, matched_points2);
```

**5**

Rectify the stereo images using projective transformations t1 and t2.  
Shift the coordinate system origin by an offset.

```
geoTransf = vision.GeometricTransformer('TransformMatrixSource', 'InputPositions', 'OutputPositions');
```

**6**

Shift the coordinate system origin by an offset.

```
offset = [120 30];
```

**7**

Output image position is in the format [x y width height].

```
geoTransf.OutputImagePosition = [-offset size(I1,2)+130 size(I1,1)+150];  
I1Rect = step(geoTransf, I1, t1);  
I2Rect = step(geoTransf, I2, t2);
```

**8**

Transform the points to visualize them together with the rectified images.

```
pts1Rect = tformfwd(matched_points1, maketform('projective', t1));
```

```
pts2Rect = tformfwd(matched_points2, maketform('projective', t2));
```

## 9

Compensate for the shift in the coordinate system origin.

```
pts1Rect = bsxfun(@plus, pts1Rect, offset);  
pts2Rect = bsxfun(@plus, pts2Rect, offset);
```

## 10

Notice that the matching points now reside on the same rows. This also means that the epipolar lines are parallel to the x-axis.

```
figure; showMatchedFeatures(I1Rect, I2Rect, pts1Rect, pts2Rect, 'monta  
title('Rectified images and the corresponding feature points');
```

## See Also

[vision.CornerDetector](#) | [vision.GeometricTransformer](#) |  
[estimateFundamentalMatrix](#) | [extractFeatures](#) | [isEpipoleInImage](#)  
| [matchFeatures](#) | [size](#)

## Tutorials

- [Image Rectification](#)

# extractFeatures

---

**Purpose** Extract interest point descriptors

**Syntax** [FEATURES, VALID\_POINTS] = extractFeatures(I, POINTS)  
[FEATURES, VALID\_POINTS] = extractFeatures(I, POINTS, Name, Value)

**Description** The extractFeatures function extracts feature vectors, also known as descriptors, from a binary or intensity image. The function derives the descriptors from pixels surrounding an interest point. These pixels describe and match features specified by a single-point location. The function extracts feature vectors from an input intensity or binary image.

[FEATURES, VALID\_POINTS] = extractFeatures(I, POINTS) returns FEATURES, an  $M$ -by- $N$  matrix of  $M$  feature vectors, also known as descriptors. Each descriptor is of length  $N$ . The function also returns  $M$  number of VALID\_POINTS corresponding to each descriptor. The method used for descriptor extraction depends on the class of the input POINTS. The table below shows the descriptor extraction method for each class of points.

Class of Points	Descriptor extraction method
SURFPoints object	Speeded-Up Robust Features (SURF)
MSERRegions object	Speeded-Up Robust Features (SURF)
$M$ -by-2 matrix of [x y] coordinates	Simple square neighborhood around [x y] point locations

[FEATURES, VALID\_POINTS] = extractFeatures(I, POINTS, Name, Value) Additional control over the matching algorithm requires specification of parameters and corresponding values. An additional option is specified by one or more Name, Value pair arguments.

**Input Arguments**

**I**

The input image can be logical, uint8, int16, uint16, single, or double. This value must be real and nonparse.

**POINTS**

Each interest point specifies the center location of a square neighborhood. The function then extracts descriptors from the square neighborhoods that are fully contained within the image boundary. Any square neighborhood not fully contained in the image is not used to determine the output valid points.

The input POINTS can be int16, uint16, int32, uint32, single or double. This value must be real and nonparse.

**Name-Value Pair Arguments**

**Method**

Specify the method to use for descriptor extraction. You can specify Block, SURF, or Auto. The table below describes how the function implements these methods.

<b>Method</b>	<b>Feature vector (descriptor)</b>
Block	Simple square neighborhood. The Block method extracts only the neighborhoods fully contained within the image boundary. Therefore, the output, VALID_POINTS may contain fewer points than the input POINTS.
SURF	Speeded-Up Robust Features (SURF). When SURF is used to extract descriptors, the Orientation property of returned VALID_POINTS of the SURFPoints object to the orientation of extracted features, in

# extractFeatures

---

Method	Feature vector (descriptor)
	radians. This is useful for visualizing the SURF descriptor orientation.
Auto	<p>The function selects the method based on the class of the input points. For a SURFPoints or MSERRegions input, the function implements the SURF method. For an <math>M</math>-by-2 matrix of [x y] coordinates, the function implements the Block method.</p> <p>When you use the MSERRegions object with the SURF method, the Centroid property of the object is used to extract SURF descriptors. The Axes property of the object is used to select the scale of the SURF descriptors such that the circle representing the feature has an area proportional to the MSER ellipse area. The scale is calculated as <math>1/4*\sqrt{(\text{majorAxes}/2).*(\text{minorAxes}/2)}</math> and saturated to 1.6 as required by the SURFPoints object. The Orientation of the object is not used.</p>

**Default:** Auto

## **BlockSize**

Specify the block size. This value must be set to an odd integer scalar. This value defines the local square neighborhood

**BlockSize**-by-**BlockSize**, centered at each interest point. This option only applies when the function implements the Block method.

**Default:** 11

## **SURFSize**

Specify the length of the SURF feature vector (descriptor). This value must be an integer scalar set to 64 or 128. This option only applies when the function implements the SURF method. The higher **SURFSize** of 128 provides greater accuracy, but effects the feature matching speed.

**Default:** 64

## Output Arguments

### FEATURES

An  $M$ -by- $N$  matrix of  $M$  feature vectors, also known as descriptors. Each descriptor is of length  $N$ . The function also returns  $M$  number of **VALID\_POINTS** corresponding to each descriptor.

### VALID\_POINTS

$M$ -by-2 matrix of [x y] coordinates of valid points associated with each descriptor in the **FEATURES** output matrix. The function extracts  $M$  number of descriptors from the valid interest points fully contained within the image.

## Examples

### Extract Corner Features From an Image

Extract corner features, and plot interest points with overlay of valid interest points.

```
I = imread('pout.tif');

hcornerdet = vision.CornerDetector;
points = step(hcornerdet, I);

[features, valid_points] = extractFeatures(I, points);

figure; imshow(I); hold on

% Plot interest points
plot(points(:,1), points(:,2), 'b.')

% Overlay valid interest points
```

## extractFeatures

---

```
plot(valid_points(:,1), valid_points(:,2), 'y.')
```

### Extract SURF features

Extract SURF features and visualize the ten strongest SURF features. Include scale, and orientation which was determined during the descriptor extraction process.

```
I = imread('cameraman.tif');
points = detectSURFFeatures(I);

[features, valid_points] = extractFeatures(I, points);

% Plot the ten strongest SURF features
figure; imshow(I); hold on;
plot(valid_points.selectStrongest(10), 'showOrientation', true);
```

### Extract MSER features

Extract MSER features and visualize SURF features corresponding to the MSER ellipse centers along with scale and orientation.

```
I = imread('cameraman.tif');
regions = detectMSERFeatures(I);

% Use MSER with SURF feature descriptor
[features, valid_points] = extractFeatures(I, regions);

% Plot SURF features
figure; imshow(I); hold on;
plot(valid_points, 'showOrientation', true);
```

## References

[1] G. Bradski and A. Kaehler, *Learning OpenCV: Computer Vision with the OpenCV Library*, O'Reilly, Sebastopol, CA, 2008.

[2] Herbert Bay, Andreas Ess, Tinne Tuytelaars, Luc Van Gool, *SURF: Speeded Up Robust Features*", *Computer Vision and Image Understanding (CVIU)*, Vol. 110, No. 3, pp. 346--359, 2008

### See Also

[vision.CornerDetector](#) | [matchFeatures](#) | [detectSURFFeatures](#) | [detectMSERFeatures](#) | [MSERRegions](#) | [SURFPoints](#)

# integralFilter

---

**Purpose** Integral image filter

**Syntax** `J = integralFilter(intI,H)`

**Description** `J = integralFilter(intI,H)` filters an image, given its integral image, `intI`, and filter object, `H`. The `integralKernel` function returns the filter object used for the input to the `integralFilter`. The `integralFilter` returns only the parts of correlation that are computed without padding. The resulting size of the filtered output `J` equals:

$$\text{size}(J) = \text{size}(\text{intI}) - H.\text{Size}$$

This function uses integral images for filtering an image with box filters. You can obtain the integral image, `intI`, by calling the `integralImage` function. The filter size does not affect the speed of the filtering operation. Thus, the `integralFilter` function is ideally suited to use for fast analysis of images at different scales, as demonstrated by the Viola-Jones algorithm [1].

**Tips** Because the `integralFilter` function uses correlation for filtering, the filter is not rotated before computing the result.

**Input Arguments**

**intI**  
Integral image. You can obtain the integral image, `intI`, by calling the `integralImage` function. The class for this value can be `double` or `single`.

**H**  
Filter object. You can obtain the filter object, `H`, by calling the `integralKernel` function.

**Output Arguments**

**J**  
Filtered image. The filtered image, `J`, returns only the parts of correlation that are computed without padding. The resulting size of the filtered output equals:

```
size(J) = size(intI) - H.Size
```

Because the function uses correlation for filtering, the filter is not rotated before computing the result.

## Examples

### Blur an Image Using a Filter

Use an averaging filter to blur an image.

Read the input image and compute the integral image.

```
I = imread('pout.tif');  
figure; imshow(I);  
intImage = integralImage(I);
```

Create a 7-by-7 average filter object.

```
avgH = integralKernel([1 1 7 7], 1/49);
```

Blur the image using the integral filter.

```
J = integralFilter(intImage, avgH);
```

Cast the result back to the same class as the input image and display the results.

```
J = uint8(J); % cast the result back to same class as I  
figure; imshow(J);
```

### Find Vertical and Horizontal Edges in an Image

Construct Harr-like wavelet filters to find vertical and horizontal edges in an image.

Read the input image and compute the integral image.

```
I = imread('pout.tif');  
intImage = integralImage(I);
```

# integralFilter

---

Construct Harr-like wavelet filters. Use the dot notation to find the vertical filter.

```
horiH = integralKernel([1 1 4 3; 1 4 4 3], [-1, 1]); % horizontal filter  
vertH = horiH.';
```

Display the horizontal filter.

```
imtool(horiH.Coefficients, 'InitialMagnification','fit');
```

Compute the filter responses.

```
horiResponse = integralFilter(intImage, horiH);  
vertResponse = integralFilter(intImage, vertH);
```

Display the results.

```
figure; imshow(horiResponse, []); title('Horizontal edge responses');  
figure; imshow(vertResponse, []); title('Vertical edge responses');
```

## References

[1] Viola, Paul and Michael J. Jones, “Rapid Object Detection using a Boosted Cascade of Simple Features”, *Proceedings of the 2001 IEEE Computer Society Conference on Computer Vision and Pattern Recognition*, 2001. Volume: 1, pp.511–518.

## See Also

[cumsum](#) | [integralImage](#)[integralKernel](#) |

## Related Examples

- “Compute an Integral Image” on page 6-59

**Purpose** Compute integral image

**Syntax** `J = integralImage(I)`

**Description** `J = integralImage(I)` computes an integral image of the input intensity image, `I`. The function zero-pads the top and left side of the output integral image, `J`. The resulting size of the output integral image equals:

$$\text{size}(J) = \text{size}(I) + 1$$

Such sizing facilitates easy computation of pixel sums along all image boundaries. The integral image, `J`, is essentially a padded version of the value `cumsum(cumsum(I))`.

An *integral image* lets you rapidly calculate summations over image subregions. Use of integral images was popularized by the Viola-Jones algorithm [1]. Integral images facilitate summation of pixels and can be performed in constant time, regardless of the neighborhood size.

**Input Arguments** **I**  
Intensity image. This value can be any numeric class.

**Output Arguments** **J**  
Integral image. The function zero-pads the top and left side of the integral image. The class of the output is `double`.

## **Examples** **Compute an Integral Image**

Compute the integral image and use it to compute the sum of pixels over a rectangular region of an intensity image.

```
I = magic(5)
```

Define rectangular region as `[startingRow, startingColumn, endingRow, endingColumn]`.

# integralImage

---

```
[sR sC eR eC] = deal(1, 3, 2, 4);
```

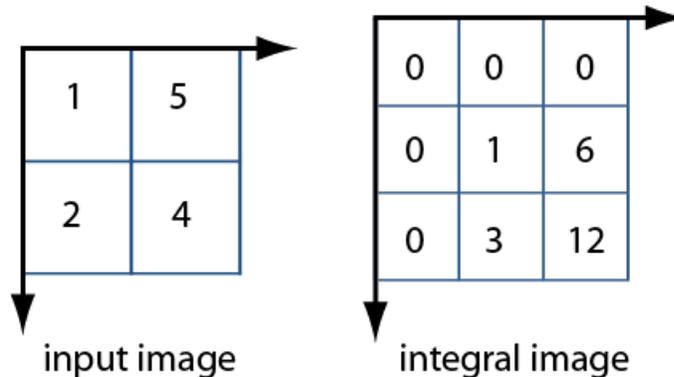
Compute the sum over the region using the integral image.

```
J = integralImage(I);  
regionSum = J(eR+1,eC+1) - J(eR+1,sC) - J(sR,eC+1) + J(sR,sC)
```

## Algorithms

### How Integral Image Summation Works

An integral image helps you rapidly calculate summations over image subregions. Every pixel in an integral image is the summation of the pixels above and to the left of it.



To calculate the summation of a subregion of an image, you can use the corresponding region of its integral image. For example, in the input image below, the summation of the shaded region becomes a simple calculation using four reference values of the rectangular region in the corresponding integral image. The calculation becomes,  $46 - 22 - 20 + 10 = 14$ . The calculation subtracts the regions above and to the left of the shaded region. The area of overlap is added back to compensate for the double subtraction.

1	2	2	4	1
3	4	1	5	2
2	3	3	2	4
4	1	5	4	6
6	3	2	1	3

input image

0	0	0	0	0	0
0	1	3	5	9	10
0	4	10	13	22	25
0	6	15	21	32	39
0	10	20	31	46	59
0	16	29	42	58	74

integral image

In this way, you can calculate summations in rectangular regions rapidly, irrespective of the filter size.

## References

[1] Viola, Paul and Michael J. Jones, “Rapid Object Detection using a Boosted Cascade of Simple Features”, *Proceedings of the 2001 IEEE Computer Society Conference on Computer Vision and Pattern Recognition*, 2001. Volume: 1, pp.511–518.

## See Also

`cumsum` | `integralFilter` | `integralKernel` |

## Related Examples

- “Blur an Image Using a Filter” on page 6-57
- “Find Vertical and Horizontal Edges in an Image” on page 6-57

# insertObjectAnnotation

---

## Purpose

Annotate true-color or grayscale image or video stream

## Syntax

```
RGB = insertObjectAnnotation(I,Shape,Position,Label)
RGB = insertObjectAnnotation(I,Shape,Position,Label, Name,
    Value)
```

```
insertObjectAnnotation(I,'rectangle',Position,Label)
```

```
insertObjectAnnotation(I,'circle',Position,Label)
```

## Description

`RGB = insertObjectAnnotation(I,Shape,Position,Label)` returns a true-color image annotated with `Shape` and `Label`. The input image, `I`, can be either a true-color or grayscale image. You can set the shape to `'rectangle'` or `'circle'`, and insert it at the location specified by the matrix, `Position`. The input, `Label`, can be a numeric vector of length  $M$ . It can also be a cell array of ASCII strings of length  $M$ . In this array,  $M$  is the number of shape positions. You can also specify a single label for all shapes as a numeric scalar or string.

`RGB = insertObjectAnnotation(I,Shape,Position,Label, Name,Value)` uses additional options specified by one or more `Name,Value` pair arguments.

`insertObjectAnnotation(I,'rectangle',Position,Label)` inserts rectangles and corresponding labels at the location indicated by the position matrix. The `Position` input must be an  $M$ -by-4 matrix, where each row,  $M$ , specifies a rectangle as a four-element vector,  $[x\ y\ width\ height]$ . The elements  $x$  and  $y$  indicate the upper-left corner of the rectangle, and the  $width$  and  $height$  specify the size.

`insertObjectAnnotation(I,'circle',Position,Label)` inserts circles and corresponding labels at the location indicated by the position matrix. The `Position` input must be an  $M$ -by-3 matrix, where each row,  $M$ , specifies a circle as a three-element vector,  $[x\ y\ r]$ . The elements  $x$  and  $y$  indicate the center of the circle, and  $r$  specifies the radius.

## Input Arguments

### I - True-color or grayscale image

image

True-color or grayscale image, specified as an image or video stream.

#### Data Types

double | single | uint8 | uint16 | int16

### Shape - Rectangle or circle annotation

'rectangle' | 'circle'

Rectangle or circle annotation, specified as a string indicating the annotation shape.

#### Data Types

char

### Position - Location and size of the annotation shape

$M$ -by-3 matrix |  $M$ -by-4 matrix

Location and size of the annotation shape, specified as an  $M$ -by-3 or  $M$ -by-4 matrix. When you specify a rectangle, the position input matrix must be an  $M$ -by-4 matrix. Each row,  $M$ , specifies a rectangle as a four-element vector, [ $x$   $y$  *width* *height*]. The elements,  $x$  and  $y$ , indicate the upper-left corner of the rectangle, and the *width* and *height* specify the size.

When you specify a circle, the position input matrix must be an  $M$ -by-3 matrix, where each row,  $M$ , specifies a three-element vector [ $x$   $y$   $r$ ]. The elements,  $x$  and  $y$ , indicate the center of the circle and  $r$  specifies the radius.

**Example:** position = [50 120 75 75]

A rectangle with top-left corner located at  $x=50$ ,  $y=120$ , with a width and height of 75 pixels.

**Example:** position = [96 146 31]

A circle with center located at  $x=96$ ,  $y=146$  and a radius of 31 pixels.

# insertObjectAnnotation

---

**Example:** position = [23 373 60 66;35 185 77 81;77 107 59 26]

Location and size for three rectangles.

## **Label - A string label to associate with a shape**

numeric scalar | numeric vector | ASCII string | cell array of ASCII strings

A string label to associate with a shape, specified as a numeric vector or a cell array. The input can be a numeric vector of length  $M$ . It can also be a cell array of ASCII strings of length  $M$ , where  $M$  is the number of shape positions. You can also specify a single numeric scalar or string label for all shapes.

**Example:** label = [5 10], where the function marks the first shape with the label, 5, and the second shape with the label, 10.

## **Name-Value Pair Arguments**

Specify optional comma-separated pairs of `Name`, `Value` arguments, where `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside single quotes (' '). You can specify several name and value pair arguments in any order as `Name1,Value1,...,NameN,ValueN`.

## **Color - Color for shape and corresponding label text box**

'yellow' (default) | color string | [R G B] vector | Cell array |  $M$ -by-3 matrix

Color for shape and for corresponding label text box. You can specify this value as the comma-separated pair consisting of 'Color' and either a string, an [R G B] vector, a cell array, or an  $M$ -by-3 matrix. To specify one color for all shapes, set this parameter to either a string or an [R G B] vector. To specify a color for each of the  $M$  shapes, set this parameter to a cell array of  $M$  strings. Alternatively, you can specify an  $M$ -by-3 matrix of RGB values for each annotation. RGB values must be in the range of the input image data type.

Available color strings are: 'blue', 'green', 'red', 'cyan', 'magenta', 'black', and 'white'.

## Data Types

char | uint8 | uint16 | int16 | double | single | cell

## TextColor - Color of text in text label

'black' (default) | color string | [R G B] vector | Cell array |  $M$ -by-3 matrix

Color of text in text label. You can specify this value as the comma-separated pair consisting of 'TextColor' and either a string, an [R G B] vector, a cell array, or an  $M$ -by-3 matrix. To specify one color for all text, set this parameter to either a string or an [R G B] vector. To specify a color for each of the  $M$  text labels, set this parameter to a cell array of  $M$  strings. Alternatively, you can specify an  $M$ -by-3 matrix of RGB values for each annotation. RGB values must be in the range of the input image data type.

Available color strings are: 'black', 'blue', 'green', 'red', 'cyan', 'magenta', 'yellow', and 'white'.

## Data Types

char | uint8 | uint16 | int16 | double | single | cell

## TextBoxOpacity - Opacity of text label box background

0.6 (default) | range of [0 1]

Opacity of text label box background. You can specify this value as the comma-separated pair consisting of 'TextBoxOpacity' and a scalar defining the opacity of the background of the label text box. Specify this value in the range of 0 to 1.

## Data Types

double | single | int8 | int16 | int32 | int64 | uint8 | uint16 | uint32 | uint64

## FontSize - Label text font size

12 (default) | integer in the range of [8 72]

# insertObjectAnnotation

---

Label text font size, specified as the comma-separated pair consisting of 'FontSize' and an integer corresponding to points in the range of [8 72].

## Data Types

double | single | int8 | int16 | int32 | int64 | uint8 | uint16 | uint32  
| uint64

## Output Arguments

### RGB - True-color or grayscale image with annotation

Output image

True-color or grayscale image with annotation, returned as an image or video stream.

## Data Types

double | single | uint8 | uint16 | int16

## Examples

### Object Annotation with Rectangles, Numbers, and Strings

Read and display an image.

```
I = imread('board.tif');  
figure, imshow(I);
```

Create labels with floating point numbers that represent detection confidence for each shape.

```
label_str = cell(3,1);  
conf_val = [85.212 98.76 78.342];  
for ii=1:3  
    label_str{ii} = ['Confidence: ' num2str(conf_val(ii),'%0.2f') '%'];  
end
```

Set the position and size of the three rectangles in the format [*x y width height*].

```
position = [23 373 60 66;35 185 77 81;77 107 59 26];
```

Insert the annotation.

```
RGB = insertObjectAnnotation(I, 'rectangle', position, label_str, 'Text');
```

Display the annotated image.

```
figure, imshow(RGB), title('Annotated chips');
```

## Object Annotation with Circles and Integer Numbers

Read and display an image.

```
I = imread('coins.png');  
figure, imshow(I);
```

Set up the circle annotations with labels. The first two arguments are the  $(x,y)$  coordinates for the center of the circle, the third argument is the radius.

```
position = [96 146 31;236 173 26];  
label = [5 10];
```

Insert the annotation.

```
RGB = insertObjectAnnotation(I, 'circle', position, label, 'Color', {'c'...
```

Display the annotated image.

```
figure, imshow(RGB), title('Annotated coins');
```

## See Also

```
vision.TextInserter | vision.ShapeInserter |  
vision.MarkerInserter |
```

# isEpipoleInImage

---

**Purpose** Determine whether image contains epipole

**Syntax**  
`ISIN = isEpipoleInImage(F,IMAGESIZE)`  
`ISIN = isEpipoleInImage(F',IMAGESIZE)`  
`[ISIN,EPIPOLE] = isEpipoleInImage(...)`

**Description** `ISIN = isEpipoleInImage(F,IMAGESIZE)` determines whether the first stereo image associated with the fundamental matrix  $F$  contains an epipole. `IMAGESIZE` is the size of the first image, and is in the format returned by the function `size`.

`ISIN = isEpipoleInImage(F',IMAGESIZE)` determines whether the second stereo image associated with the fundamental matrix  $F'$  contains an epipole.

`[ISIN,EPIPOLE] = isEpipoleInImage(...)` also returns the epipole.

## Input Arguments

### **F**

A 3-by-3 fundamental matrix computed from stereo images. If  $P_1$  represents a point in the first image  $I_1$  that corresponds to  $P_2$ , a point in the second image  $I_2$ , then:

$$[P_2,1] * F * [P_1,1]' = 0$$

$F$  must be double or single.

### **IMAGESIZE**

The size of the image, and in the format returned by the function `size`.

## Output Arguments

### **ISIN**

Logical value set to true when the image contains an epipole, and set to false when the image does not contain an epipole.

### **EPIPOLE**

A 1-by-2 vector indicating the location of the epipole.

## Examples

Using stereo point pairs, determine whether image contains epipole and find where that epipole is located:

```
load stereoPointPairs
f = estimateFundamentalMatrix(matched_points1,matched_points2,'NumTri
imageSize = [200 300];
[isIn,epipole] = isEpipoleInImage(f,imageSize)
```

---

Determine whether image contains epipole:

```
f = [0 0 1; 0 0 0; -1 0 0];
imageSize = [200, 300];
[isIn,epipole] = isEpipoleInImage(f',imageSize)
```

## See Also

[estimateFundamentalMatrix](#) | [estimateUncalibratedRectification](#)

# isfilterseparable

---

**Purpose** Determine whether filter coefficients are separable

**Syntax** `S = isfilterseparable(H)`  
`[S, HCOL, HROW] = isfilterseparable(H)`

**Description** `S = isfilterseparable(H)` takes in the filter kernel  $H$  and returns 1 (true) when the filter is separable, and 0 (false) otherwise.  
`[S, HCOL, HROW] = isfilterseparable(H)` uses the filter kernel,  $H$ , to return its vertical coefficients  $HCOL$  and horizontal coefficients  $HROW$  when the filter is separable. Otherwise,  $HCOL$  and  $HROW$  are empty.

## Definitions **Separable two dimensional filters**

*Separable two-dimensional filters* reflect the outer product of two vectors. Separable filters help reduce the number of calculations required.

A two-dimensional convolution calculation requires a number of multiplications equal to the *width*  $\times$  *height* for each output pixel. The general case equation for a two-dimensional convolution is:

$$Y(m,n) = \sum_k \sum_l H(k,l)U(m-k,n-l)$$

If the filter  $H$  is separable then,

$$H(k,l) = H_{row}(k)H_{col}(l)$$

Shifting the filter instead of the image, the two-dimensional equation becomes:

$$Y(m,n) = \sum_k H_{row}(k) \sum_l H_{col}(l)U(m-k,n-l)$$

This calculation requires only (width + height) number of multiplications for each pixel.

## Input Arguments

### H

H numeric or logical, 2-D, and nonsparse.

## Output Arguments

### HCOL

HCOL is the same data type as input H when H is either single or double floating point. Otherwise, HCOL becomes double floating point. If S is true, HCOL is a vector of vertical filter coefficients. Otherwise, HCOL is empty.

### HROW

HROW is the same data type as input H when H is either single or double floating point. Otherwise, HROW becomes double floating point. If S is true, HROW is a vector of horizontal filter coefficients. Otherwise, HROW is empty.

### S

Logical variable that is set to true, when the filter is separable, and false, when it is not.

## Examples

Determine if the Gaussian filter created using the `fspecial` function is separable.

```
% Create a gaussian filter
two_dimensional_filter = fspecial('gauss');
% Test with isfilterseparable
[isseparable, hcol, hrow] = ...
isfilterseparable(two_dimensional_filter)
```

When you run this example, notice that `hcol*hrow` equals the `two_dimensional_filter`. This result is expected for a Gaussian filter.

## Algorithms

The `isfilterseparable` function uses the singular value decomposition `svd` function to determine the rank of the matrix.

# isfilterseparable

---

## See Also

2-D FIR Filter | svd | rank

## Related Links

- [MATLAB Central — Separable Convolution](#)

<b>Purpose</b>	Intersection points of lines in image and image border
<b>Syntax</b>	<code>POINTS = lineToBorderPoints(LINES,IMAGESIZE)</code>
<b>Description</b>	<code>POINTS = lineToBorderPoints(LINES,IMAGESIZE)</code> computes the intersection points between one or more lines in an image with the image border.
<b>Input Arguments</b>	<p><b>LINES</b></p> <p>Line matrix. An <math>M</math>-by-3 matrix, where each row must be in the format, <math>[A,B,C]</math>. This matrix corresponds to the definition of the line:</p> $A * x + B * y + C = 0.$ <p><math>M</math> represents the number of lines.</p> <p><code>LINES</code> must be double or single.</p> <p><b>IMAGESIZE</b></p> <p>Image size. This input must be in the format returned by the <code>size</code> function.</p> <p><code>IMAGESIZE</code> must be double, single, or integer.</p>
<b>Output Arguments</b>	<p><b>POINTS</b></p> <p>Output intersection points. An <math>M</math>-by-4 matrix. The function returns the matrix in the format of <math>[x_1, y_1, x_2, y_2]</math>. In this matrix, <math>[x_1, y_1]</math> and <math>[x_2, y_2]</math> are the two intersection points. When a line in the image and the image border do not intersect, the function returns <math>[-1, -1, -1, -1]</math>.</p>
<b>Examples</b>	<p>Find the intersection points of a line in an image and the image border.</p> <pre>% Load and display an image. I = imread('rice.png'); figure; imshow(I); hold on;  % Define a line: 2 * x + y - 300 = 0</pre>

## lineToBorderPoints

---

```
aLine = [2,1,-300];  
  
% Compute the intersection points of the line and the image border.  
points = lineToBorderPoints(aLine, size(I));  
line(points([1,3]), points([2,4]));
```

### See Also

[vision.ShapeInserter](#) | [size](#) | [line](#) | [epipolarLine](#)

## Purpose

Find matching features

## Syntax

```
INDEX_PAIRS = matchFeatures(FEATURES1,FEATURES2)
[INDEX_PAIRS,MATCH_METRIC] = matchFeatures(FEATURES1,
    FEATURES2)
[INDEX_PAIRS,MATCH_METRIC] = matchFeatures(FEATURES1,
    FEATURES2,Name,Value)
```

## Description

`INDEX_PAIRS = matchFeatures(FEATURES1,FEATURES2)` returns a  $P$ -by-2 matrix, `INDEX_PAIRS`, containing  $P$  pairs of indices of features most likely to correspond between the two input feature sets. The function requires two inputs, `FEATURES1`, an  $M_1$ -by- $N$  matrix, and `FEATURES2`, an  $M_2$ -by- $N$  matrix.  $M_1$  and  $M_2$  are the number of features in `FEATURES1` and `FEATURES2` respectively, and  $N$  is the length of each feature vector.

`[INDEX_PAIRS,MATCH_METRIC] = matchFeatures(FEATURES1,FEATURES2)` also returns the metric values that correspond to the associated features indexed by `INDEX_PAIRS` in a  $P$ -by-1 matrix `MATCH_METRIC`.

`[INDEX_PAIRS,MATCH_METRIC] = matchFeatures(FEATURES1,FEATURES2,Name,Value)` Additional control over the matching algorithm requires specification of parameters and corresponding values. An additional option is specified by one or more `Name,Value` pair arguments.

## Input Arguments

### FEATURES1

An  $M_1$ -by- $N$  feature matrix. This matrix can be `logical`, `int8`, `uint8`, `int16`, `uint16`, `int32`, `uint32`, `single`, or `double`. The value must be real and nonsparse.

### FEATURES2

An  $M_2$ -by- $N$  feature matrix. This matrix can be `logical`, `int8`, `uint8`, `int16`, `uint16`, `int32`, `uint32`, `single`, or `double`. The value must be real and nonsparse.

## Name-Value Pair Arguments

### Method

A string used to specify the matching strategy method. All three methods use the match threshold. Two feature vectors match when the distance between them is less than the threshold set by the `MatchThreshold` parameter. Set the method to one of the following options:

`Threshold`: Uses only the match threshold. This method can return more than one match for each feature. [3]

`NearestNeighborSymmetric`: Returns only unique matches in addition to using the match threshold. A feature vector only matches to its nearest neighbor in the other feature set. [3]

`NearestNeighborRatio`: Eliminates ambiguous matches in addition to using the match threshold. A feature vector is matched to its nearest neighbor in the other feature set, when the nearest neighbor satisfies a ratio test. The ratio test compares the distances from the feature vector to its first and second nearest neighbors in the other feature set. [2][3]

Default: `NearestNeighborRatio`

### Metric

A string used to specify the feature matching metric. Set the parameter to one of the following metrics:

SAD: Sum of absolute differences

SSD: Sum of squared differences

normxcorr: Normalized cross-correlation[1]

**Default:** 'SSD'

## **MatchThreshold**

A scalar specifying a threshold for selecting the strongest matches. Set this parameter to a  $T$  percent value greater than 0 and less than or equal to 100. Matches having metric more than  $T$  percent from a perfect match are rejected. Increase MatchThreshold to return more matches.

**Default:** 1.0

## **MaxRatio**

A scalar value to specify the ratio threshold for rejecting ambiguous matches. Increase this value to return more matches. You can only use this parameter when you set the Method parameter to NearestNeighborhoodRatio.

**Default:** 0.6

## **Prenormalized**

A logical scalar. Set this value to true when FEATURES1 and FEATURES2 are already normalized to unit vectors prior to matching.

When you set this value to false, the function normalizes FEATURES1 and FEATURES2.

Features must be normalized. When you set this value to true, and features are not normalized in advance, the function produces wrong results.

**Default:** false

# matchFeatures

---

## Output Arguments

### INDEX\_PAIRS

A  $P$ -by-2 matrix containing indices to the features most likely to correspond between the two input feature matrices.

### MATCH\_METRIC

Metric values corresponding to features indexed in the INDEX\_PAIRS output matrix. Values for MATCH\_METRIC vary depending on which feature matching metric you select. When you select either SAD or SSD metrics, the feature vectors are normalized to unit vectors before computation.

The following table summarizes the output match metric ranges and perfect match values for all three metrics.

Metric	Range	Perfect Match Value
SAD	$[0, 2 \cdot \sqrt{\text{size}(\text{FEATURES1}, 2)}]$ .	0
SSD	$[0, 4]$	0
normxcorr	$[-1, 1]$	1

## Examples

### Use Corner Features to Find Corresponding Points

Read the stereo images.

```
I1 = rgb2gray(imread('viprectification_deskLeft.png'));  
I2 = rgb2gray(imread('viprectification_deskRight.png'));
```

Find the corners.

```
cornerDetector = vision.CornerDetector;  
points1 = step(cornerDetector, I1);  
points2 = step(cornerDetector, I2);
```

Extract the neighborhood features.

```
[features1, valid_points1] = extractFeatures(I1, points1);  
[features2, valid_points2] = extractFeatures(I2, points2);
```

Match the features.

```
index_pairs = matchFeatures(features1, features2);
```

Retrieve the locations of corresponding points for each image.

```
matched_points1 = valid_points1(index_pairs(:, 1), :);  
matched_points2 = valid_points2(index_pairs(:, 2), :);
```

Visualize corresponding points. You can see the effect of translation between the two images despite several erroneous matches.

```
figure; showMatchedFeatures(I1, I2, matched_points1, matched_points2);
```

## Use SURF Features to Find Corresponding Points

Read the two images.

```
I1 = imread('cameraman.tif');  
I2 = imresize(imrotate(I1, -20), 1.2);
```

Find the SURF features.

```
points1 = detectSURFFeatures(I1);  
points2 = detectSURFFeatures(I2);
```

Extract the features.

```
[f1, vpts1] = extractFeatures(I1, points1);  
[f2, vpts2] = extractFeatures(I2, points2);
```

Retrieve the locations of matched points. SURF feature vectors are already normalized

```
index_pairs = matchFeatures(f1, f2, 'Prenormalized' false) ;  
matched_pts1 = vpts1(index_pairs(:, 1));  
matched_pts2 = vpts2(index_pairs(:, 2));
```

# matchFeatures

---

Show the matching points. There are still several outliers present in the data, but you can see the effects of rotation and scaling on the display of matched features.

```
figure; showMatchedFeatures(I1,I2,matched_pts1,matched_pts2);  
legend('matched points 1','matched points 2');
```

## References

[1] .2005 [43] Lewis J.P.: Fast Normalized Cross Correlation. Available from:<http://www.idiom.com/~zilla/Papers/nvisionInterface/nip.html>

[2] Lowe, David G. "Distinctive image features from scale-invariant keypoints," *International Journal of Computer Vision*, Volume 60, Number 2, Pages 91–110.

[3] Mikolajczyk, K. and C. Schmid, "A Performance Evaluation of Local Descriptors," *Journal IEEE Transactions on Pattern Analysis and Machine Intelligence*, Volume 27, Issue 10, October 2005, pp1615–1630.

## See Also

`vision.CornerDetector` | `extractFeatures` | `detectSURFFeatures`  
| `detectMSERFeatures` | `vision.GeometricTransformEstimator` |  
`estimateFundamentalMatrix`

<b>Purpose</b>	View video from MATLAB workspace, multimedia file, or Simulink model
<b>Syntax</b>	<pre>mplay mplay('filename.avi') mplay('filename.avi',FPS) mplay(A) mplay(A,FPS) mplay({line_handles}) mplay({'block',PORT})</pre>
<b>Description</b>	<p>mplay opens an MPlay GUI that allows you to view video from files, the MATLAB workspace, or Simulink signals. The MPlay GUI does not play audio.</p> <p>mplay('filename.avi') connects the MPlay GUI to the specified AVI file.</p> <p>mplay('filename.avi',FPS) plays the specified frame rate in frames per second, (FPS). The FPS value equals that of the frame rate specified in the file.</p> <p>mplay(A) connects the MPlay GUI to the variable in the MATLAB workspace, A.</p> <p>mplay(A,FPS) plays the specified frame rate in frames per second, FPS. The FPS value defaults to 20.</p> <p>mplay({line_handles}) connects the MPlay GUI to one or three Simulink signal lines to display, where all signals must originate from the same block.</p> <p>mplay({'block',PORT}) connects the MPlay GUI to the output signal of the specified block, 'block', on output port port. All ports on the specified block are selected if PORT is omitted.</p>
<b>Input Arguments</b>	<p><b>A</b></p> <p>A is a variable in the MATLAB workspace, which must have one of the following formats:</p>

- MATLAB movie structure
- Intensity video. This input is an  $M$ -by- $N$ -by- $T$  or  $M$ -by- $N$ -by-1-by- $T$  array, where the size of each frame is  $M$ -by- $N$  and there are  $T$  image frames.
- RGB video array. This input is an  $M$ -by- $N$ -by-3-by- $T$  array, where the size of each RGB image is  $M$ -by- $N$ -by-3 and there are  $T$  image frames.

For performance considerations, the video input A data type converts to uint8 as follows:

Supported Data Types	Converted to uint8
double	✓
single	✓
int8	✓
uint8	
int16	✓
uint16	
int32	✓
uint32	✓
Boolean	✓
Fixed point	✓

## block

*block* is a full path to a specified Simulink block. To get the full block path name of the currently selected Simulink block, issue the command `mplay({gcb,1})` on the MATLAB command line.

## filename.avi

*Filename.avi* is a specified AVI file.

**FPS**

*FPS* stands for frames per second. You can specify the frame rate in frames per second.

**line\_handles**

*line\_handles* are Simulink signal lines. To get the handles to the Simulink signals, *line\_handles*, issue the command `mplay({gsl})` on the MATLAB command line.

**port**

*port* refers to a Simulink block output port number.

**Examples**

```
% Create a video
fig=figure; % create a video
set(gca,'xlim',[-80 80],'ylim',[-80 80],'NextPlot', ...
'replace','Visible','off');
x = -pi:.1:pi;
radius = 0:length(x);
video = []; % initialize video variable

for i=length(x):-1:1
    patch(sin(x)*radius(i),cos(x)*radius(i), ...
[abs(cos(x(i))) 0 0]);
    F = getframe(gca);
    video = cat(4,video,F.cdata); % video is MxNx3xT
end

% Close the figure
close(fig);

% Display video player. Click play button on display
mplay(video);
```

**Play an AVI file**

Play an AVI video file.

# mplay

---

Play an AVI file.

```
mplay('vipwarnsigns.avi');
```

Animate a sequence of images.

```
load cellsequence  
mplay(cellsequence,10);
```

Play a video from a Simulink signal.

```
mplay({'vipmplaytut/Rotate'});
```

## Alternatives

Access this GUI by selecting **Tools > MPlay Video Viewer**.

## See Also

Video Viewer | To Video Display | “MPlay”

## Tutorials

- Computer Vision System Toolbox demos

## How To

- “View Video with MPlay”
- “Preview Video in MATLAB using MPlay Function”

## Purpose

Display corresponding feature points

## Syntax

```
showMatchedFeatures(I1,I2,MATCHED_POINTS1,MATCHED_POINTS2)
showMatchedFeatures(I1,I2,MATCHED_POINTS1,MATCHED_POINTS2,
    METHOD)
showMatchedFeatures(...,'PlotOptions', {MarkerStyle1,
    MarkerStyle2, LineStyle})
H = showMatchedFeatures(...)
```

## Description

`showMatchedFeatures(I1,I2,MATCHED_POINTS1,MATCHED_POINTS2)` displays a falsecolor overlay of images **I1** and **I2** with a color-coded plot of the corresponding points connected by a line. **MATCHED\_POINTS1** and **MATCHED\_POINTS2** are the coordinates of corresponding points in **I1** and **I2**. The input points can be an  $M$ -by-2 matrix of [x y] coordinates or a `SURFPoints` object.

`showMatchedFeatures(I1,I2,MATCHED_POINTS1,MATCHED_POINTS2,METHOD)` displays images **I1** and **I2** using the visualization style specified by the **METHOD** parameter.

`showMatchedFeatures(...,'PlotOptions', {MarkerStyle1, MarkerStyle2, LineStyle})` lets you specify custom plot options in a cell array containing three string values. The **MarkerStyle1**, **MarkerStyle2**, and **LineStyle** string values correspond to the marker specification in **I1**, marker specification in **I2**, and line style and color. The `LineStyle` syntax of the `plot` function defines each of the specifiers.

`H = showMatchedFeatures(...)` returns the handle to the image object returned by `showMatchedFeatures`.

## Input Arguments

### **I1**

Input image one. A numeric array.

### **I2**

Input image two. A numeric array.

### **MATCHED\_POINTS1**

# showMatchedFeatures

---

Coordinates of corresponding points in image one, *I1*. Points can be an *M*-by-2 matrix of [x y] coordinates, or a SURFPoints object.

## **MATCHED\_POINTS2**

Coordinates of corresponding points in image two, *I2*. Points can be an *M*-by-2 matrix of [x y] coordinates, or a SURFPoints object.

## **METHOD**

Visualization style method. Set this parameter to one of the following methods:

**falsecolor:** Overlay the images by creating a composite red-cyan image showing *I1* as red and *I2* as cyan.

**blend:** Overlay *I1* and *I2* using alpha blending.

**montage:** Place *I1* and *I2* next to each other in the same image.

**Default:** falsecolor

## **PlotOptions**

Cell array containing three string values, {*MarkerStyle1*, *MarkerStyle2*, *LineStyle*}, corresponding to a marker specification in *I1*, marker specification in *I2*, and line style and color. The LineSpec syntax of the plot function defines each of the specifiers.

**Default:** {'ro', 'g+', 'y- '}

## **Output Arguments**

### **H**

Handle to the image object returned by showMatchedFeatures.

## Examples

### Display Corresponding Points

Use SURF features to find corresponding points between two images rotated and scaled with respect to each other.

Read images.

```
I1 = imread('cameraman.tif');  
I2 = imresize(imrotate(I1,-20), 1.2);
```

SURF features.

```
points1 = detectSURFFeatures(I1);  
points2 = detectSURFFeatures(I2);
```

Extract features.

```
[f1, vpts1] = extractFeatures(I1, points1);  
[f2, vpts2] = extractFeatures(I2, points2);
```

Match features.

```
index_pairs = matchFeatures(f1, f2) ;  
matched_pts1 = vpts1(index_pairs(:, 1));  
matched_pts2 = vpts2(index_pairs(:, 2));
```

Visualize putative matches.

```
figure; showMatchedFeatures(I1,I2,matched_pts1,matched_pts2);  
title('Putative point matches');  
legend('matchedPts1','matchedPts2');
```

## See Also

```
matchFeaturesSURFPoints | vision.GeometricTransformEstimator  
| | imshowpair
```

# vision.getCoordinateSystem

---

**Purpose** Get coordinate system for Computer Vision System Toolbox.

**Syntax** `vision.getCoordinateSystem(coordinateSystem)`

**Description** `vision.getCoordinateSystem(coordinateSystem)` returns the coordinate system string `coordinateSystem` `RC` or `XY`.

When you set the coordinate system to 'RC', the function sets the Computer Vision System Toolbox to the zero-based, [r c] coordinate system prior to R2011b release.

When you set the coordinate system to 'XY', the function sets the Computer Vision System Toolbox to the one-based, [x y] coordinate system.

This function facilitates transition of Computer Vision System Toolbox MATLAB code prior to R2011b, to newer releases. Refer to the “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” R2011b release notes for further details.

---

**Note** When you set the coordinate system to `RC`, only your current MATLAB session persists using the `RC` coordinate system. The coordinate system resets to `XY` when you restart MATLAB.

---

**Example** Get the Computer Vision System Toolbox coordinate system.

```
vision.getCoordinateSystem
```

**Purpose** Set coordinate system for Computer Vision System Toolbox.

**Syntax** `vision.setCoordinateSystem(coordinateSystem)`

**Description** `vision.setCoordinateSystem(coordinateSystem)` sets the coordinate system based on the string `coordinateSystem`.

When you set the coordinate system to 'RC', the function sets the Computer Vision System Toolbox to the zero-based, [r c] coordinate system prior to R2011b release.

When you set the coordinate system to 'XY', the function sets the Computer Vision System Toolbox to the one-based, [x y] coordinate system.

This function facilitates transition of Computer Vision System Toolbox MATLAB code prior to R2011b, to newer releases. Refer to the “Conventions Changed for Indexing, Spatial Coordinates, and Representation of Geometric Transforms” R2011b release notes for further details.

---

**Note** When you set the coordinate system to RC, only your current MATLAB session persists using the RC coordinate system. The coordinate system resets to XY when you restart MATLAB.

---

**Example** Set the Computer Vision System Toolbox to the coordinate system prior to R2011b.

```
vision.setCoordinateSystem('RC');
```

Set the Computer Vision System Toolbox to the new coordinate system.

```
vision.setCoordinateSystem('XY');
```

# visionlib

---

**Purpose** Open top-level Computer Vision System Toolbox Simulink library

**Syntax** `visionlib`

**Description** `visionlib` opens the top-level Computer Vision System Toolbox block library model.

**Examples** View and gain access to the Computer Vision System Toolbox blocks:

```
visionlib
```

**Alternatives** To view and gain access to the Computer Vision System Toolbox blocks using the Simulink library browser:

- Type `simulink` at the MATLAB command line, and then expand the Computer Vision System Toolbox node in the library browser.
- Click the Simulink icon  from the MATLAB desktop or from a model.

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