

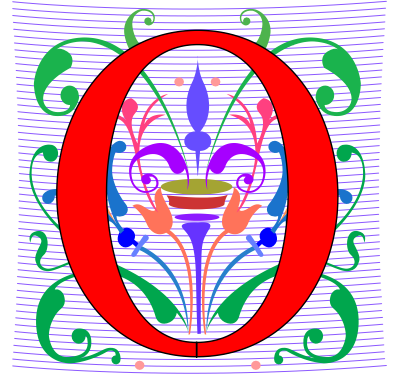
# Compsci 101

## Images, Tuples



Susan Rodger  
October 25, 2022

# O is for ...



- **Open Source**
  - Copyright meets the Creative Commons
- **Object Oriented**
  - Using classes and more in programming
- **Occam's Razor**
  - Not just compsci. Simple is good

# Cynthia Rudin

- **Duke CompSci Professor**
  - Univ Buffalo, BS Mathematical Physics, BA Music Theory
  - Princeton, PhD.
- **Works in interpretable machine learning, which is crucial for responsible and trustworthy AI**
- **Winner of Squirrel AI Award for AI for the Benefit of Humanity – 1 million**
  - Detecting crime series
  - Con Edison NYC – underground electrical distribution network



She uses AI's power to help society.

# Announcements

- **APT-4 due Thursday, Oct 27**
- **Assign 4 due Thursday, November 3**
- **Prelab 7 – do before lab this week**
  - Some of it is practice for the upcoming exam
- **Exam 2 in one week!**

# PFTD

- **Exam 2**
- **Images**
- **Classes and Objects**
- **Tuples sprinkled about**

# Exam 2 – in person – Tues, Nov 1

- **Exam is in class on paper – 10:15am**
  - Need pen or pencil
- **See materials under 11/1 date**
  - Exam 2 Reference sheet - part of exam
- **Covers**
  - topics /reading through today
  - APTs through APT4
  - Labs through Lab 7 (Parts 1 and 2)
  - Assignments through Assignment 3, parts of Assign 4 helpful

<b>Tuesday</b>
<b>11/1</b>
No Reading
No QZ
<b>EXAM 2</b>
<a href="#">Exam 2 Reference sheet</a>
<a href="#">Specific old exams</a>
<a href="#">All Old exams</a>

# Exam 2 topics include ...

- **List, tuples, list comprehensions**
- **Loops – for loop, while loop, indexing with a loop**
- **Reading from a file**
  - **Converting data into a list of things**
- **Parallel lists**
- **Sets – solving problems**
- **Dictionaries – only reading them and understanding output, no problem solving**
- **No turtles, no images - but note we are practicing other concepts with images**

# Exam 2

- **Exam 2 is your own work!**
- **No looking at other people's exam**
- **You cannot use any notes, books, computing devices, calculators, or any extra paper**
- **Bring only a pen or pencil**
- **The exam has extra white space and has the Exam 2 reference sheet as part of the exam.**
- **Do not discuss any problems on the exam with others until it is handed back**



# Exam 2 – How to Study

- **Practice writing code on paper!**
- **Rewrite an APT**
- **Try to write code from lecture from scratch**
- **Try to write code from lab from scratch**
- **Practice from old exams**
- **Put up old Sakai quizzes, but better to practice writing code**
- **Look at Exam 2 reference sheet when writing code!**

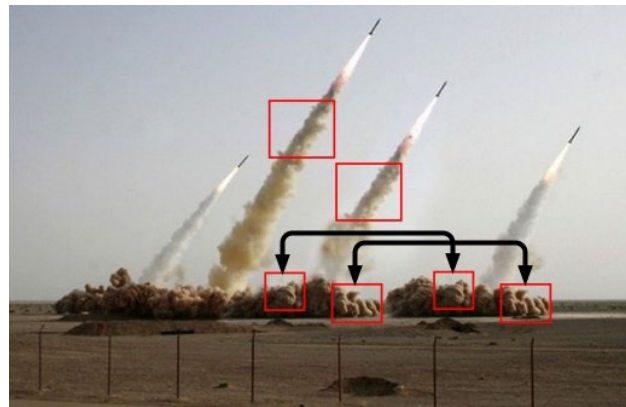
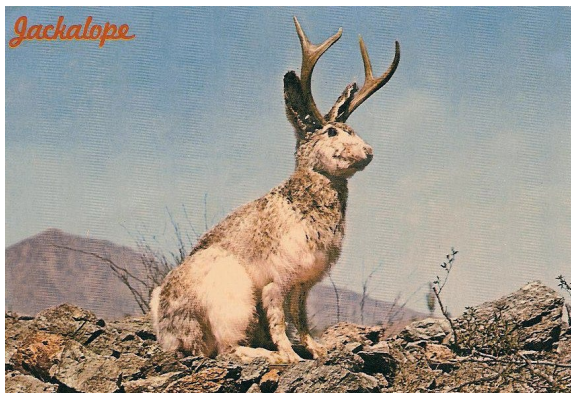
# Images



**What is  
photoshop?**

# Image Processing

- **Convert image into format for manipulating the image**
  - Visualization, Sharpening, Restoration, Recognition, Measurement, more
  - Resizing, Red-eye Removal, more
  - CrashCourse: Navigating Digital Info
    - <http://bit.ly/dukecs101-cc-images>

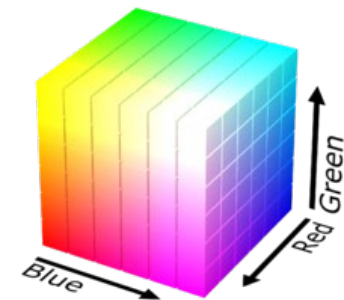


# Image Library

- **PIL: Python Image Library -> Pillow**
  - To install run the command below in a terminal
    - Terminal in PyCharm, not “Python Console”
    - `pip install Pillow`
      - If that doesn’t work try:
        - `Python3 -m pip install Pillow`
- **Library has extensive API, far more than we need**
  - Concepts often apply to every image library
  - Realized in Python-specific code/functions

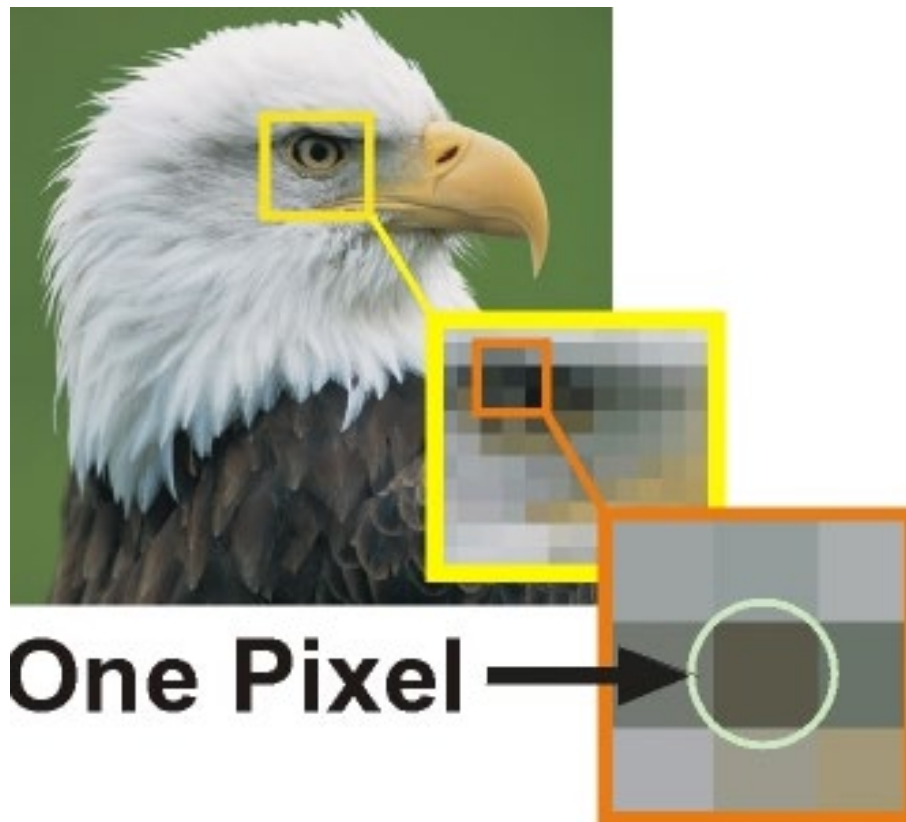
# Color Models

- **Cameras, Displays, Phones, JumboTron: RGB**
  - Additive Color Model: Red, Green, Blue
  - [https://en.wikipedia.org/wiki/RGB\\_color\\_model](https://en.wikipedia.org/wiki/RGB_color_model)
- **Contrast Printers and Print which use CMYK**
  - Subtractive: Cyan, Magenta, Yellow, Key/Black



# An image is made up of Pixels

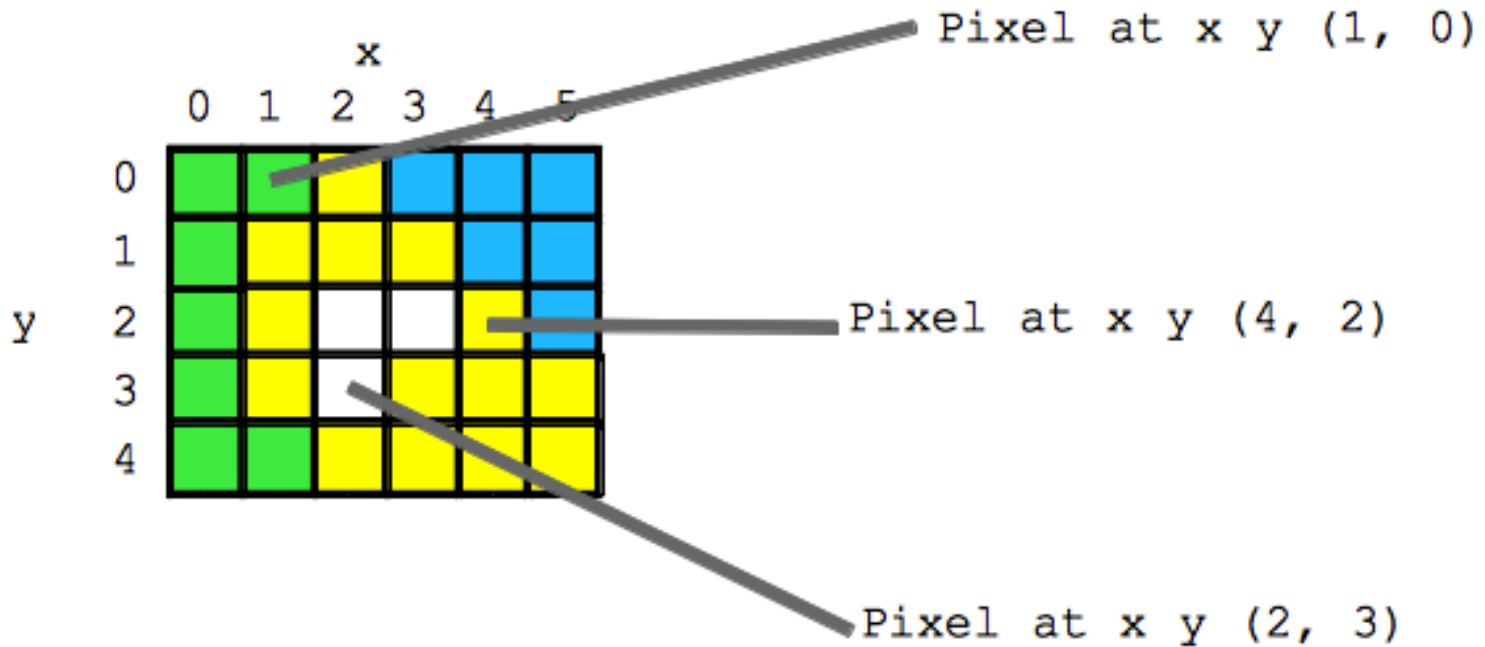
- A pixel is a square of color



# Images and Pixels

- **Image is a collection of pixels**
  - Organized in rows: # rows is image height
  - Each row has the same length: image width
- **Pixels addressed by (x, y) coordinates**
  - Upper-left (0,0), Lower-right (width-1,height-1)
  - Typically is a single (x, y) entity: tuple
- **Remember: Tuple is immutable, indexed sequence**  
**(a, b, c)**

# Each pixel has a location in Image





# Each pixel has an RGB color

- Duke has three Duke blues
- Duke Athletics RGB: (0, 48, 145)
- Two for academics

BLUE (DUKE ATHLETICS)  
PANTONE: PMS 287 C  
HEX COLOR: #003087;  
RGB: (0, 48, 135)  
CMYK: (100, 75, 2, 18)  
BUY MATCHING PAINT

DUKE ROYAL BLUE  
HEX COLOR: #00539B  
RGB: (0, 83, 155)  
CMYK: (100, 53, 2, 16)

DUKE NAVY BLUE  
HEX COLOR: #012169;  
RGB: (1, 33, 105)  
CMYK: (100, 85, 5, 22)

# SimpleDisplay.py

- **Access to PIL and Image module**
  - What type is img?
  - <https://pillow.readthedocs.io/en/latest/>

```
6 from PIL import Image
7
8 ▶ if __name__ == '__main__':
9     img = Image.open("images/bluedevil.png")
10    img.show()
11    print("type is:", type(img))
12    print("width %d height %d" % (img.width, img.height))
```

OUTPUT:

# String formatting with % operator

- **Use formatted string with % in string to show where to put values**
  - Followed by % and tuple of values
  - %d is for an int
  - %f is for a float
  - %.xf is to specify x digits past the decimal
  - %s is for a string or something that could be shown as a string

# String Formatting Examples

```
name = "Xiao"  
age = 19  
print("%s is %d years old" % (name, age))  
alist = [6, 7.8643, 2]  
print("%f is a list %s" % (alist[1], alist))  
print("fav in %s is %.2f" % (alist, alist[1]))
```

## OUTPUT:

# WOTO-1 Images

<http://bit.ly/101f22-1025-1>

# What is a class in Python?

- **Class  $\approx$  module  $\approx$  library (for this CS101)**
- **Class – Also blueprint/Factory for creating objects**
  - We've used int, float, str
  - `<class 'int'>`, `<class 'list'>`
  - Everything is a class in Python3
- **Objects are created from a class**
  - `x = [5, 6, 7]`
  - `b = "Moe"`
  - `c = "Charlotte"`

# Types

```
print (type (6))
```

```
print (type ([1,1]))
```

```
print (type ('blue'))
```

```
print (type ((6, [7])))
```

```
img = Image.open("images/bluedevil.png")
```

```
print (type (img))
```

```
img = Image.open("images/eastereggs.jpg")
```

```
print (type (img))
```

# What is a class in Python?

- Use **.** dot notation to access object's innards
  - `word = "Hello"`
    - `word` is an **object** from the String class
  - `word.lower()`
    - `.lower()` is a function, but don't call it that!
    - Function that goes with a class is called a **method**
    - `.lower()` is a **method** from the String class
  - `img.width` is an attribute aka field/property
    - Note there are no `()`'s, like a variable



# Image Library Basics

- **Library can create/open images in different formats, e.g., .png, .jpg, .gif, ...**
- **Images have properties: width, height, type, color-model, and more (variables associated with class)**
  - Functions and fields access these properties, e.g., `im.width`, `im.format`, and more
- **Pixels are formed as triples (255,255,255), (r,g,b)**
  - In Python these are tuples: immutable sequence

# Types

```
img = Image.open("images/bluedevil.png")  
print(img.format)
```

```
img = Image.open("images/eastereggs.jpg")  
print(img.format)
```

# WOTO-2 Classes

<http://bit.ly/101f22-1025-2>

# Demo: Convert Color to Gray



*Process each pixel  
Convert to gray*



# main

```
36 ▶ if __name__ == '__main__':  
37     img = Image.open("images/eastereggs.jpg")  
38     start = time.process_time()  
39     gray_img = grayByPixel(img, True)  
40     #gray_img = grayByData(img, True)  
41     end = time.process_time()  
42     img.show()  
43     gray_img.show()  
44     print("Time = %1.3f" % (end-start))
```

# grayByPixel Function

```
13 def grayByPixel(img, debug=False):
14     width = img.width
15     height = img.height
16     new_img = img.copy()
17     if debug:
18         print("creating %d x %d image" % (width,height))
19     for x in range(width):
20         for y in range(height):
21             (r,g,b) = img.getpixel((x,y))
22             grays = getGray(r,g,b)
23             new_img.putpixel((x,y),grays)
24     return new_img
```

# getGray function

```
12  def getGray(r, g, b):  
13      gray = int(0.21*r + 0.71*g + 0.07*b)  
14      return (gray, gray, gray)
```

# WOTO-3 GrayScale

<http://bit.ly/101f22-1025-3>



# Make Gray: Notice the Tuples!

```
13 def grayByPixel(img, debug=False):
14     width = img.width
15     height = img.height
16     new_img = img.copy()
17     if debug:
18         print("creating %d x %d image" % (width,height))
19     for x in range(width):
20         for y in range(height):
21             (r,g,b) = img.getpixel((x,y))
22             grays = getGray(r,g,b)
23             new_img.putpixel((x,y),grays)
```

# Make Gray cont.

```
13 def grayByPixel(img, debug=False):
14     width = img.width
15     height = img.height
16     new_img = img.copy()
17     if debug:
18         print("creating %d x %d image" % (width,height))
19     for x in range(width):
20         for y in range(height):
21             (r,g,b) = img.getpixel((x,y))
22             grays = getGray(r,g,b)
23             new_img.putpixel((x,y),grays)
```

# Accessing Individual Pixels is Inefficient

- **Accessing each one one-at-a-time is inefficient**
  - Python can do better "under the hood"
- **PIL provides a function `img.getdata()`**
  - Returns list-like object for accessing all pixels
  - Similar to how file is a sequence of characters
  - Symmetry: **`img.putdata(sequence)`**

# Processing all Pixels at Once

- Treat `img.getdata()` as list, it's not quite a list
  - Iterable: object use in “for ... in ...” loop

```
27 def grayByData(img, debug=False):  
28     pixels = [getGray(r,g,b) for (r,g,b) in img.getdata()]  
29     new_img = Image.new("RGB", img.size)  
30     new_img.putdata(pixels)
```

# GrayByData

```
27 def grayByData(img, debug=False):
28     pixels = [getGray(r,g,b) for (r,g,b) in img.getdata()]
29     new_img = Image.new("RGB", img.size)
30     new_img.putdata(pixels)
31     if debug:
32         print("created %d x %d gray image" % (img.width, img.height))
33     return new_img
```

# Summary of Image functions

- **Many, many more**
  - <http://bit.ly/pillow-image>

Image function/method	Purpose
<code>im.show()</code>	Display image on screen
<code>im.save("foo.jpg")</code>	Save image with filename
<code>im.copy()</code>	Return copy of im
<code>im.getdata()</code>	Return iterable pixel sequence
<code>im.load()</code>	Return Pixel collection indexed by tuple (x,y)

WOTO-4 More on Images  
<http://bit.ly/101f22-1025-4>