

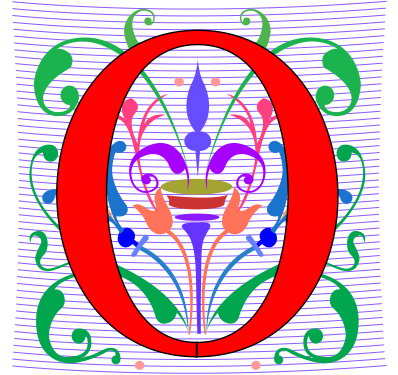
Compsci 101

Images, Tuples



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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 tonight
- APT-5 out, due March 24
- Assign 4 due Thursday, March 17
- No Lab Friday
- Have a great Spring Break!

PFTD

- Images
- Classes and Objects
- Tuples sprinkled about

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>

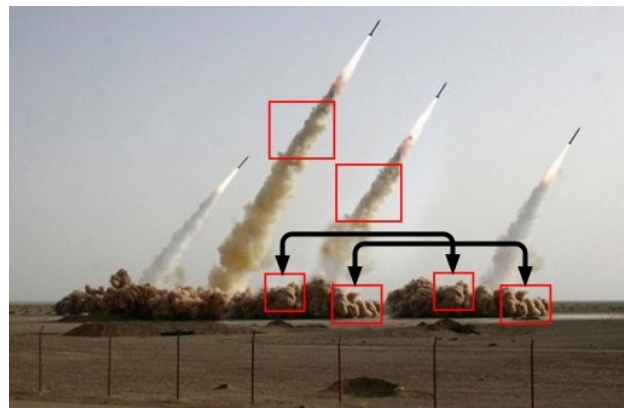
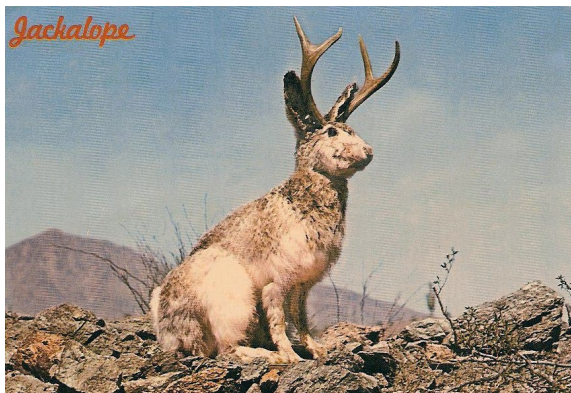
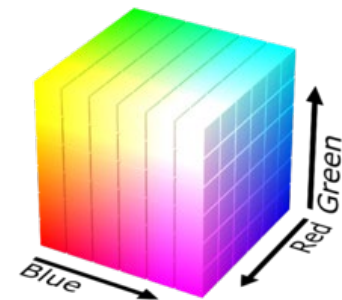


Image Library

- **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

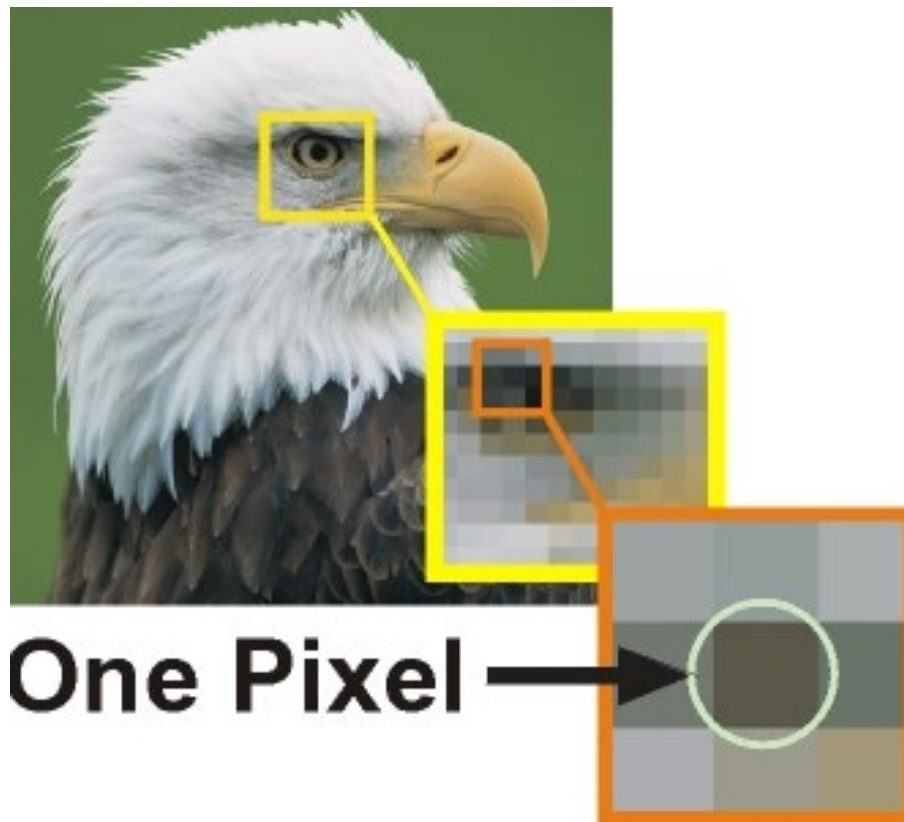
Color Models

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



An image is made up of Pixels

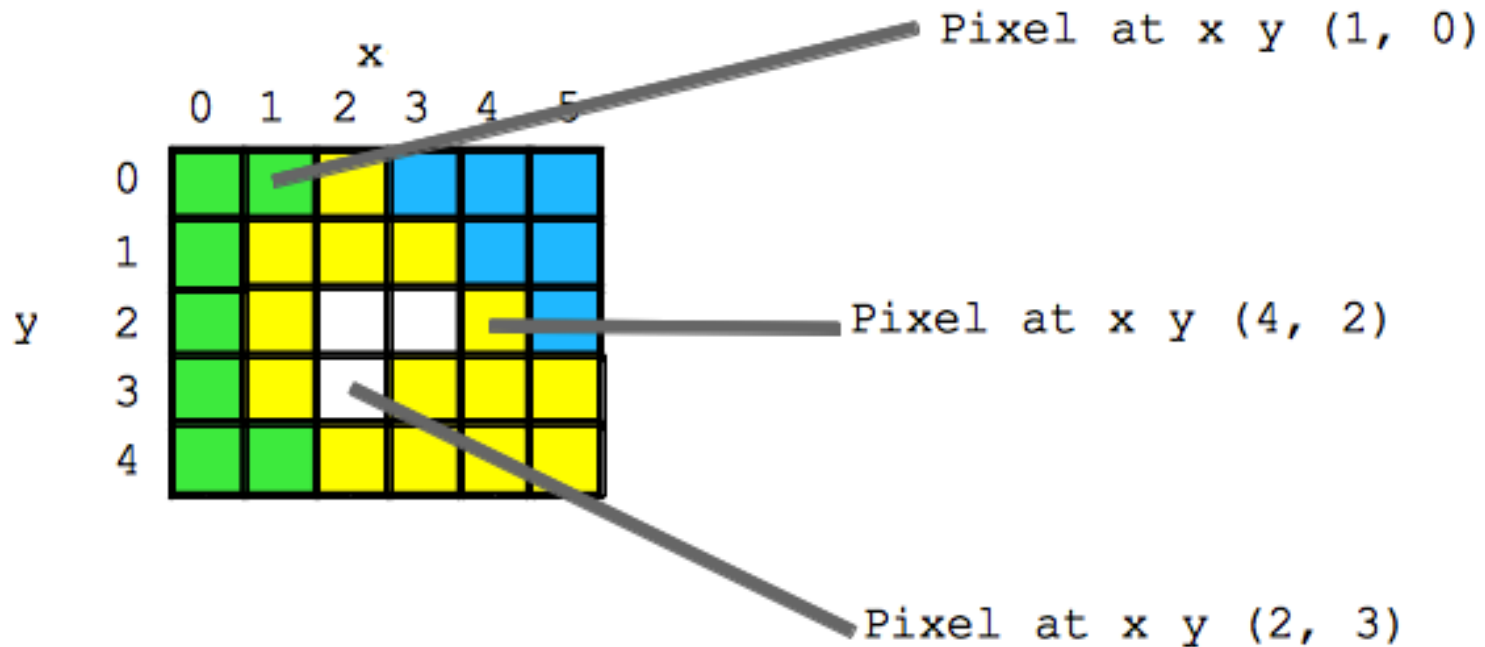
- A pixel is a square of color



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 = Image.open("images/eastereggs.jpg")
11    img.show()
12    print("width %d height %d" % (img.width, img.height))
```

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/101s22-0303-1>

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 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(type(img.format))
```

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

WOTO-2 Classes

<http://bit.ly/101s22-0303-2>

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/101s22-0303-3>

Make Gray: Notice the Tuples!

How does this code make a grey image?

```
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)
```

New stuff here, what and where?

Revisiting nested Loops

- What is printed here? y varies first
 - Value of x as inner loop iterates?

```
>>> for x in range(5):  
...     for y in range(3):  
...         print(x, y)
```

Why is the first column have the number repeated like that?
What if the print became:
`print(y, x)?`

```
0 0  
0 1  
0 2  
1 0  
1 1  
1 2  
2 0  
2 1  
2 2  
3 0  
3 1  
3 2  
4 0  
4 1  
4 2
```

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)
```

If stop code halfway,
what half of image is
gray?

Tuple

Tuple

Nested
Loops

Tuple

How many parameters does
putpixel have?

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)
```

Think: An image is 2D and `putdata(seq)` takes a 1D sequence. How did we get an image?

Hint: What type are the elements in the list comprehension?

Hint: What do we know about the length of that sequence and the sequence `putdata(...)` needs?

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/101s22-0303-4>