

To Infinity And Beyond

Computer Vision for Astronomy

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1. Image Processing
2. Computer Vision
3. To Infinity and Beyond

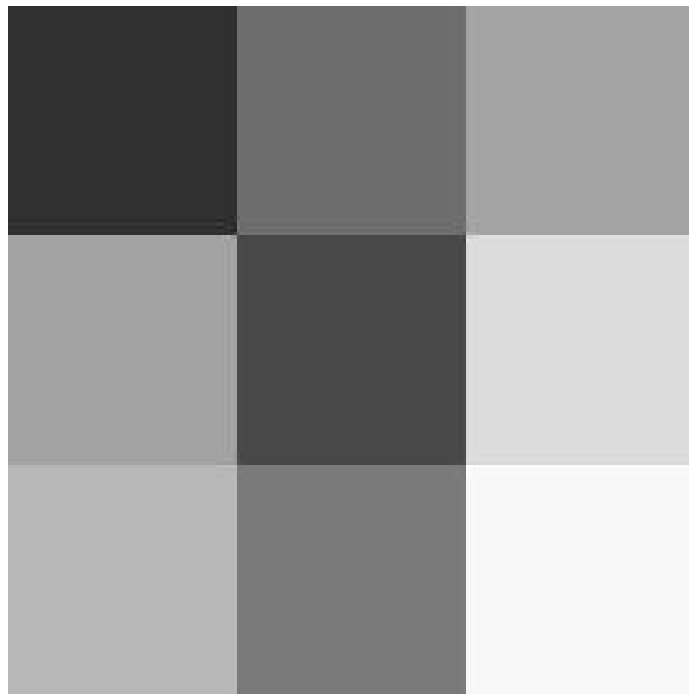
How computers see

How computers see

006	094	142
166	052	201
179	121	249

How computers see

006	094	142
166	052	201
179	121	249



How computers see

006	000	000
166	000	000
179	000	000
000	094	000
000	052	000
000	121	000
000	000	142
000	000	201
000	000	249

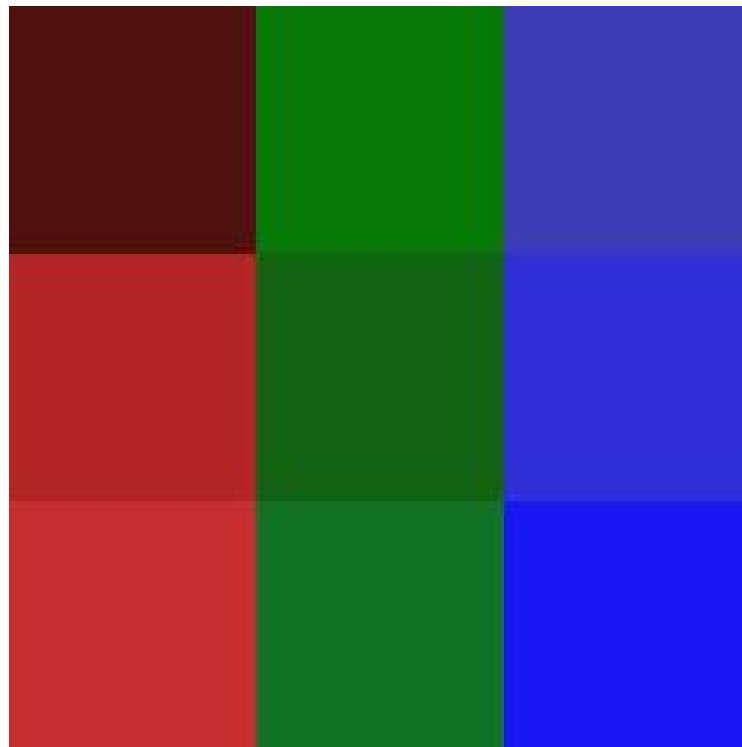


Image Processing vs Computer Vision

Image processing

Low level algorithms

Works on individual pixels

Building blocks for larger applications

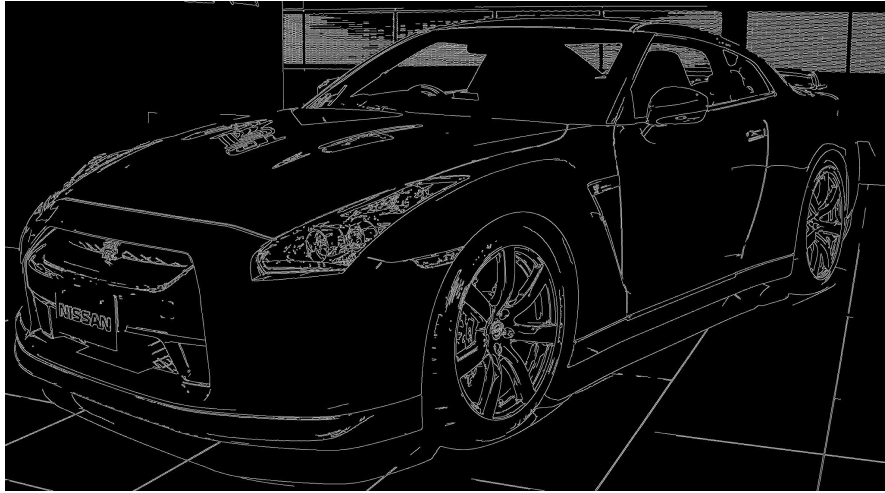
Computer Vision

Higher level of abstraction

Works on whole images or image sets

Understand image contents

Image processing



Computer Vision



Use OpenCV

<http://opencv.org>



```
$ pip install opencv-python
```

Use OpenCV

```
>>> import cv2
```

```
>>> img = cv2.imread('my_image.jpg')
```

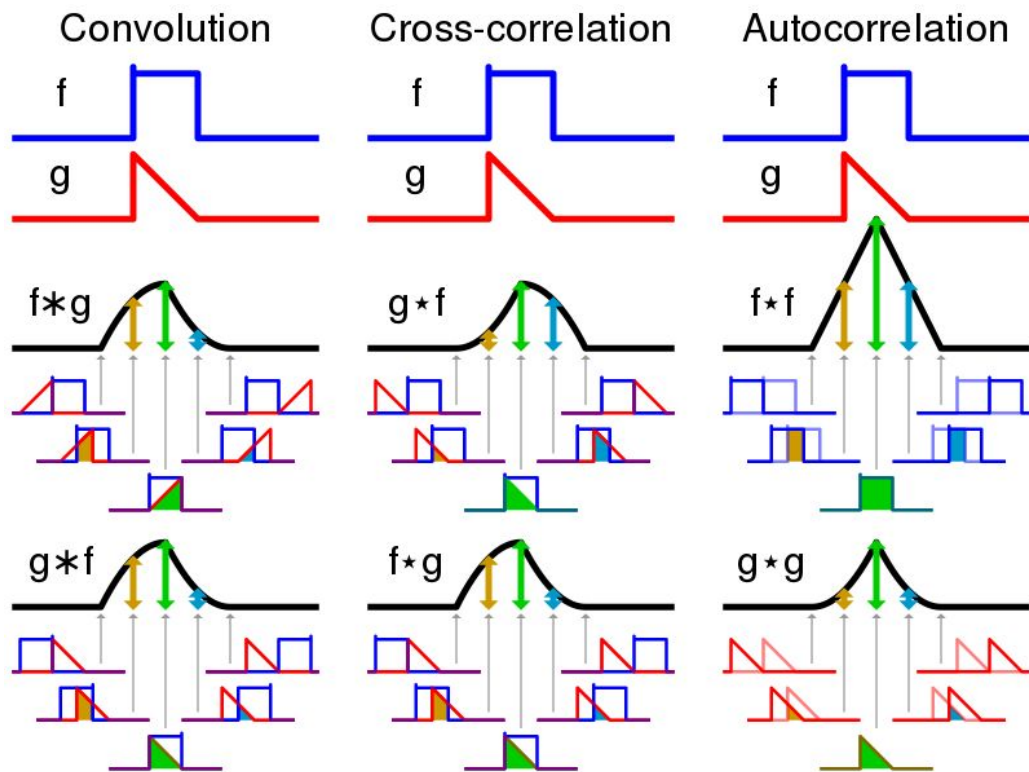
```
...
```

```
>>> cv2.imwrite('new_image.jpg', img)
```


Image Processing

- Convolution
- Feature extraction
- Feature descriptors
- Image Segmentation
- Thresholding
- Erosion/Dilation
- Contours
- Histograms
- Image registration
- Panoramas
- Stacking

Convolution



https://commons.wikimedia.org/wiki/File:Comparison_convolution_correlation.svg

Convolution

0	2	1	5
4	8	6	8
1	2	2	9
2	1	1	7

X

1	2	1
2	4	2
1	2	1

/ 16 =

	4		

$$(0*1 + 2*2 + 1*1 + 4*2 + 8*4 + 6*2 + 1*1 + 2*2 + 2*1) / 16 = 4$$

Convolution

0	2	1	5
4	8	6	8
1	2	2	9
2	1	1	7

X

1	2	1
2	4	2
1	2	1

/ 16 =

	4	5	

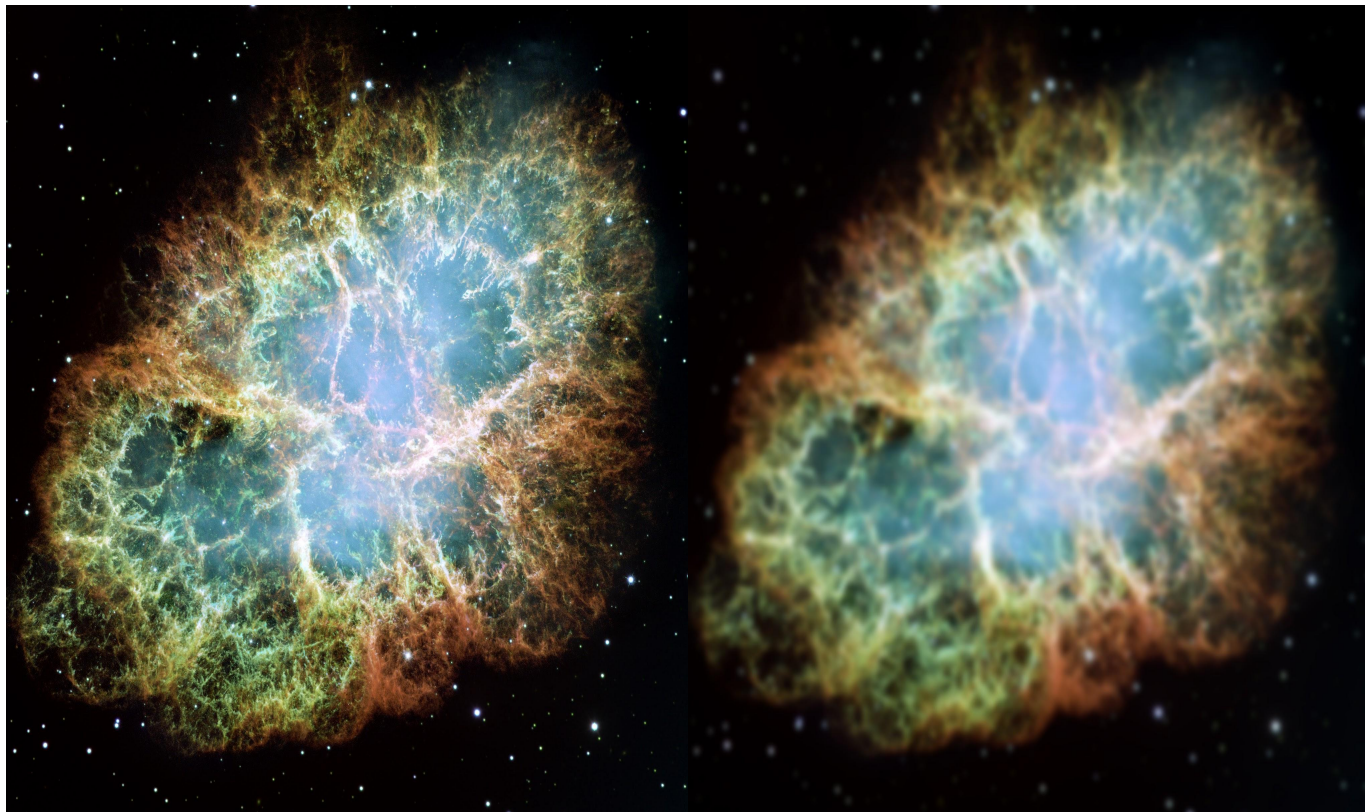
$$(2*1 + 1*2 + 5*1 + 8*2 + 6*4 + 8*2 + 2*1 + 2*2 + 9*1) / 16 = 5$$

Convolution

Blur

Kernel:

1	2	1
2	4	2
1	2	1



Feature Extraction

Edge Detection

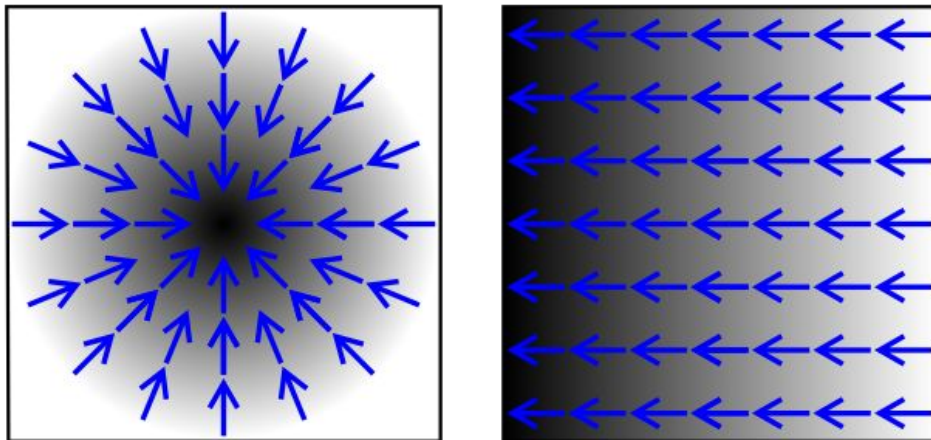
Corner Detection

Hough Transform

Feature Descriptors

Canny Edge Detector

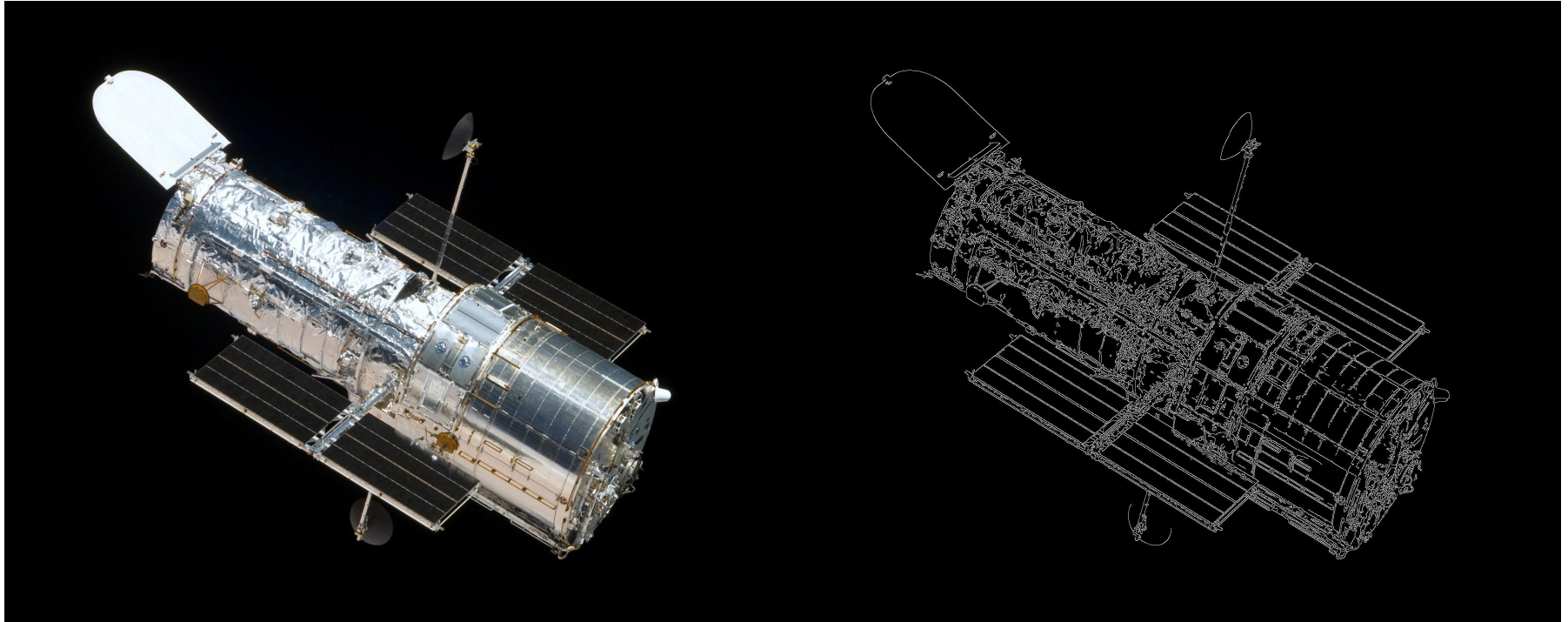
1. Blur the image
2. Calculate gradient
3. Places with strong gradients are likely to be edges



<https://commons.wikimedia.org/wiki/File:Gradient2.svg>

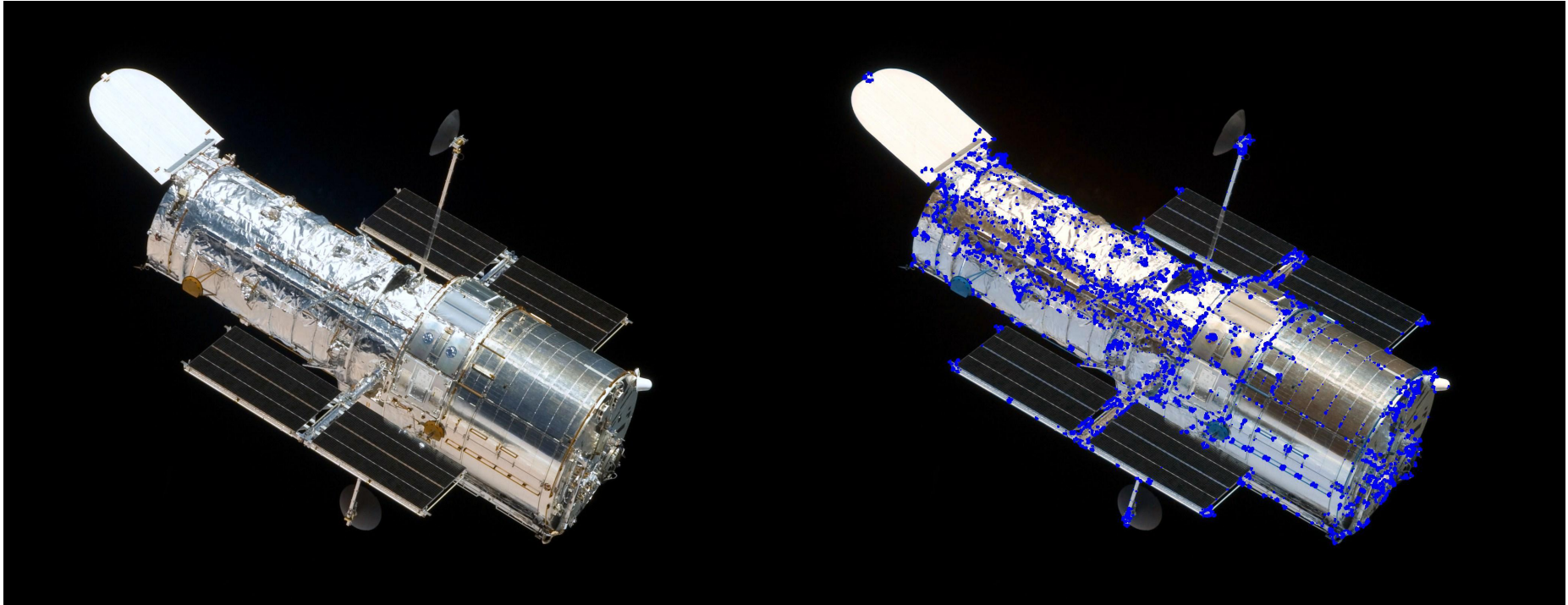
Canny Edge Detector

`cv2.Canny()`



Harris Corner Detector

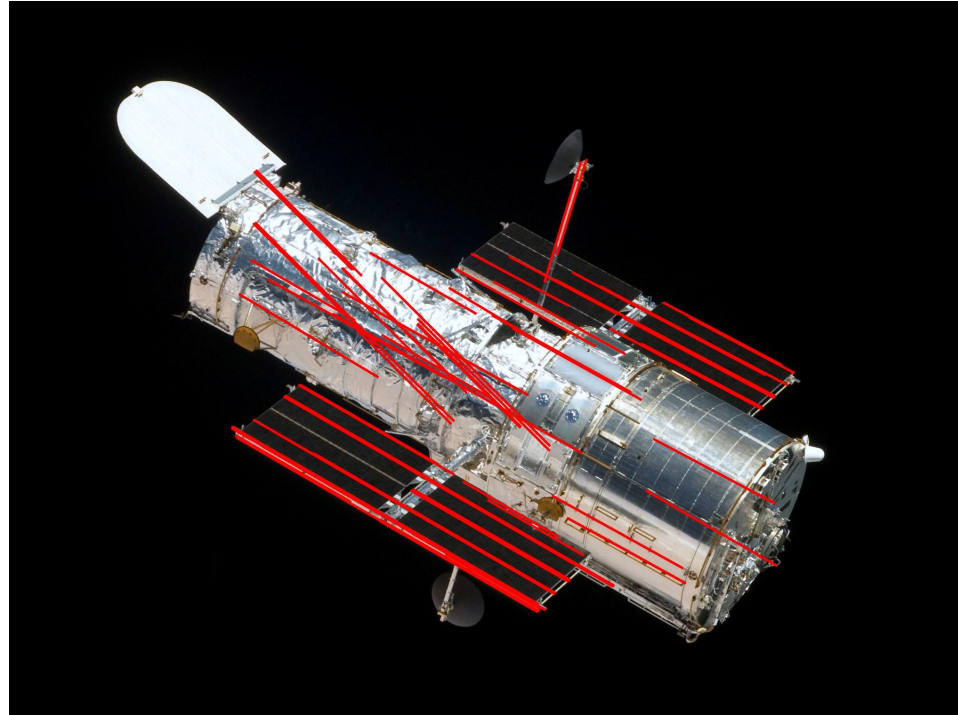
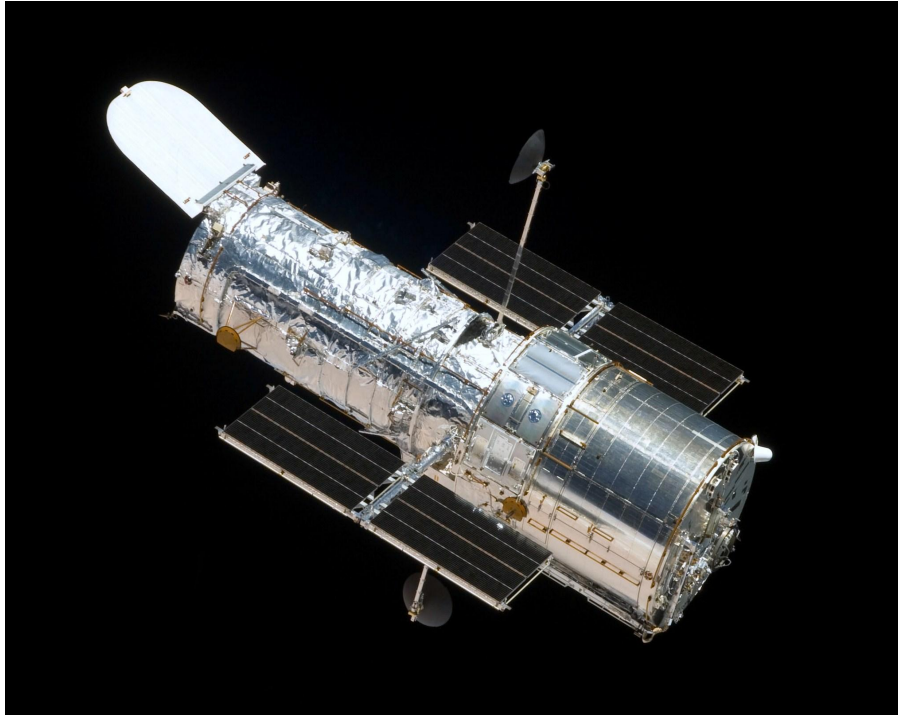
`cv2.cornerHarris()`



Hough Transform

```
cv2.HoughLines()  
cv2.HoughCircles()
```

Hough Line Transform



Feature Descriptors

SIFT and SURF

Scale Invariant Feature Transform

Speeded Up Robust Features

Feature Descriptors

ORB

BRISK

BRIEF

KAZE

AKAZE

ORB

Oriented FAST and Rotated BRIEF

```
cv2.ORB_create()
```

ORB

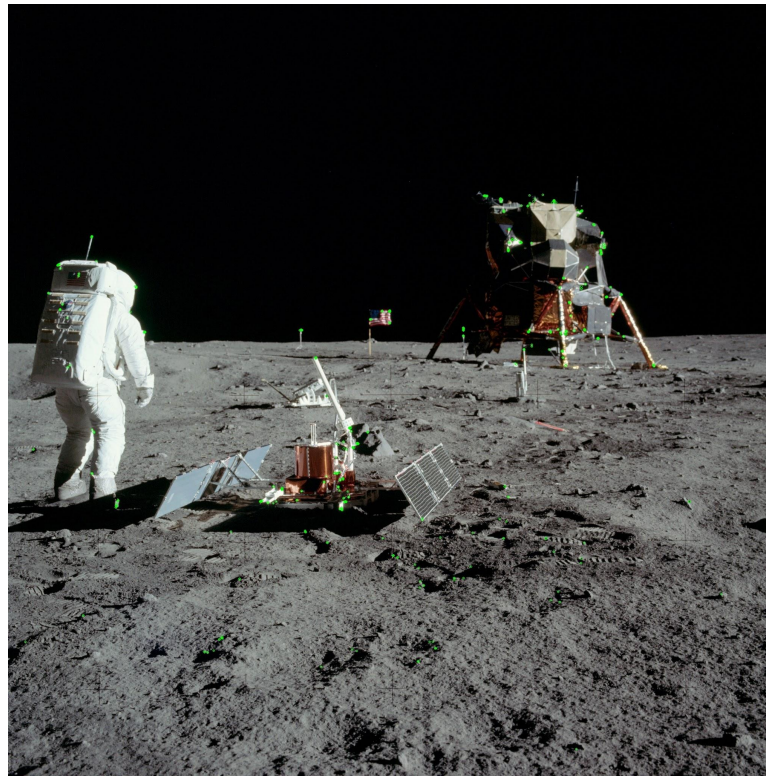
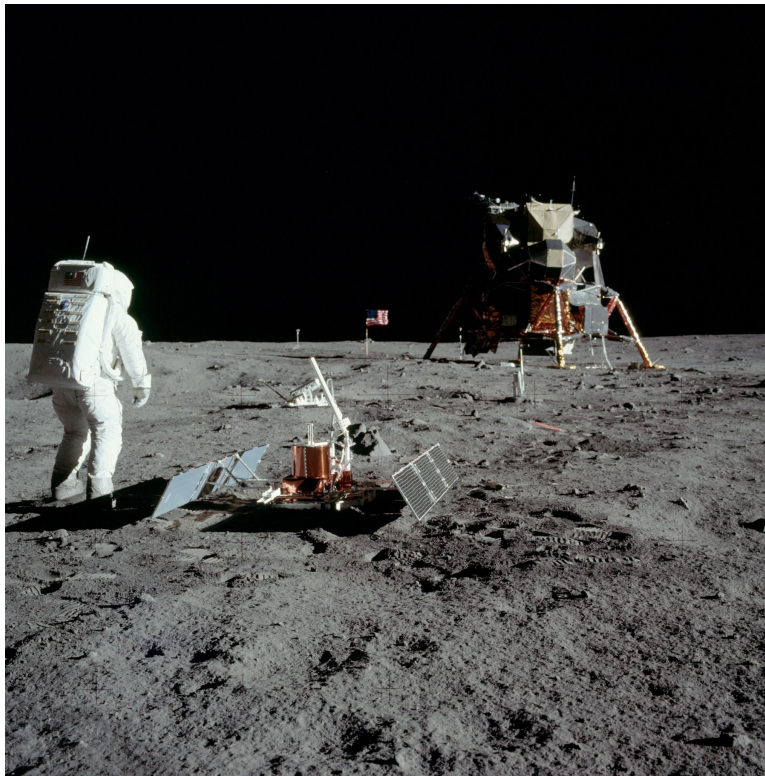
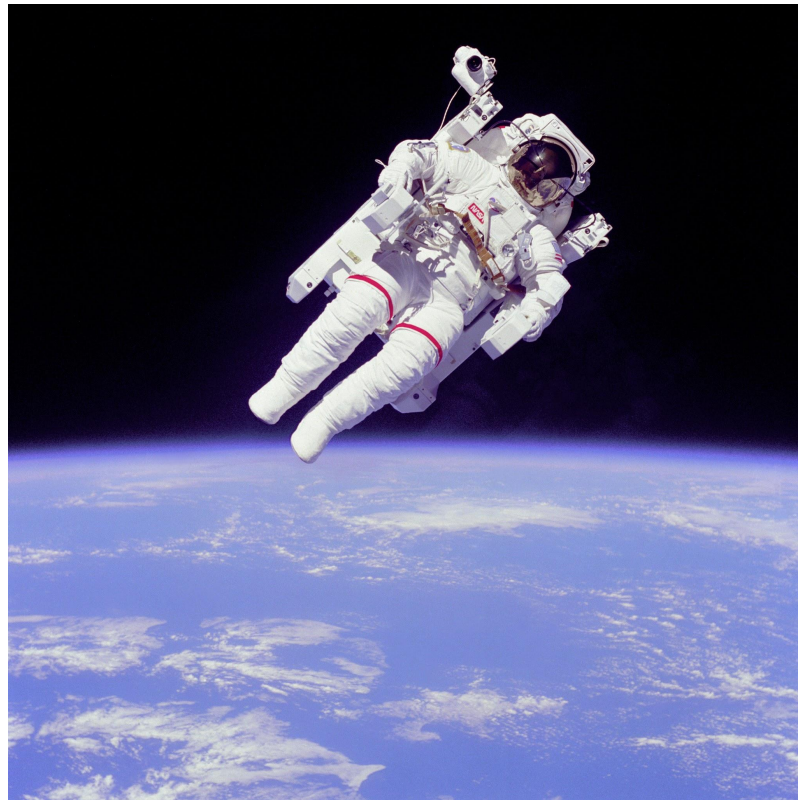


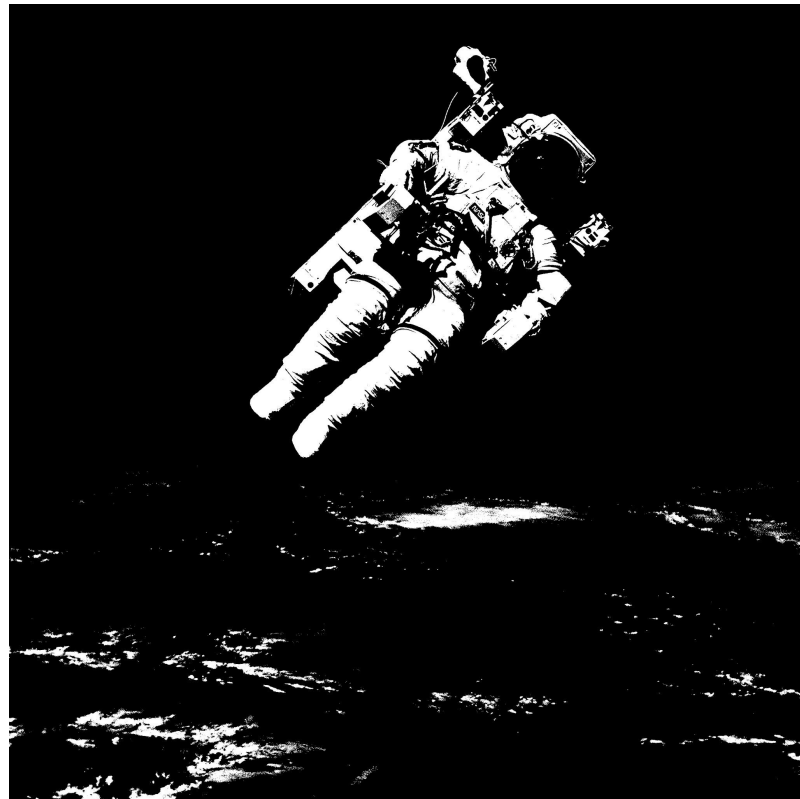
Image Segmentation

Thresholding

```
cv2.threshold()
```



Thresholding



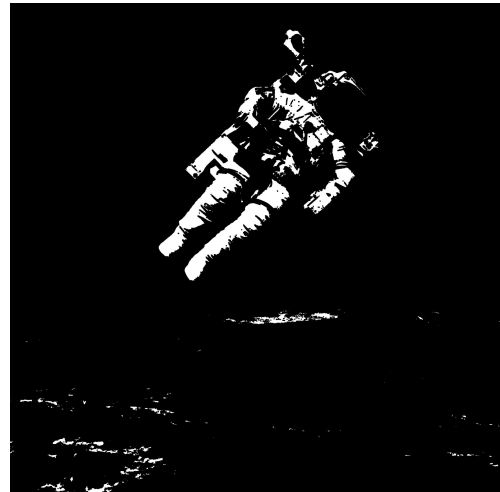
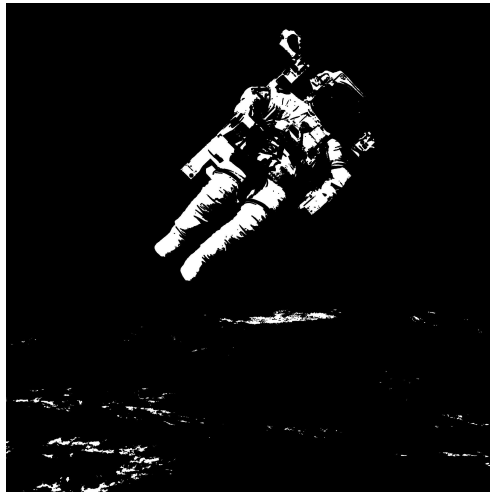
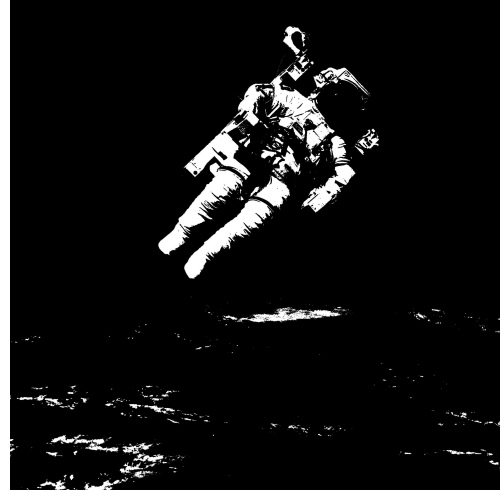
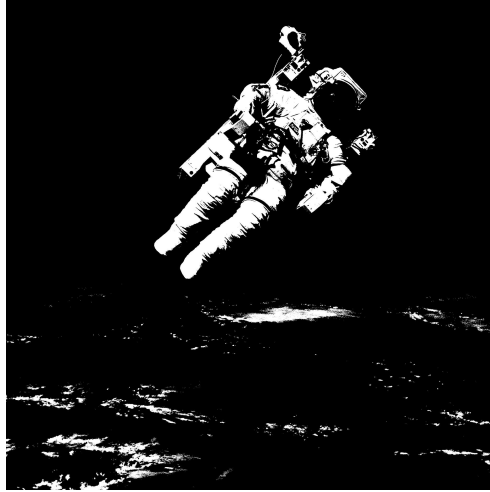
Erosion and Dilation

Grow or shrink
regions in an image



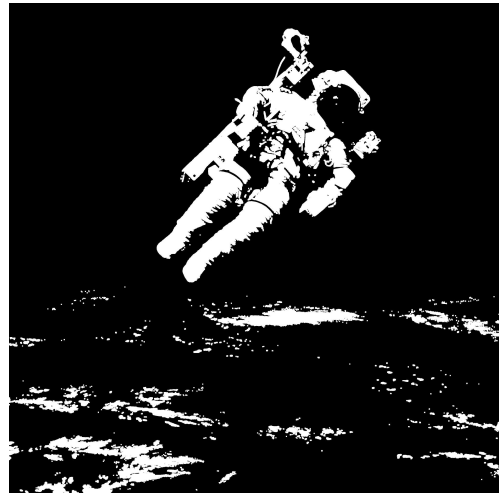
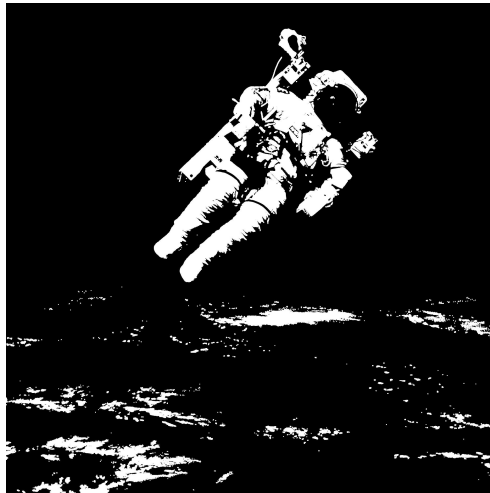
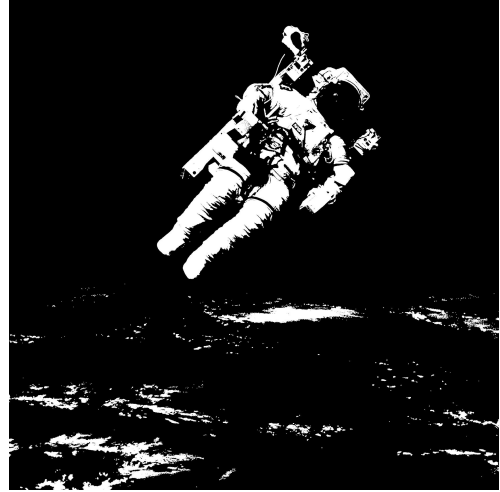
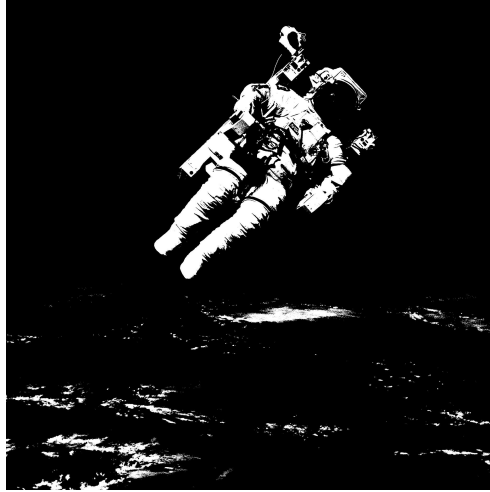
Erosion

`cv2.erode()`



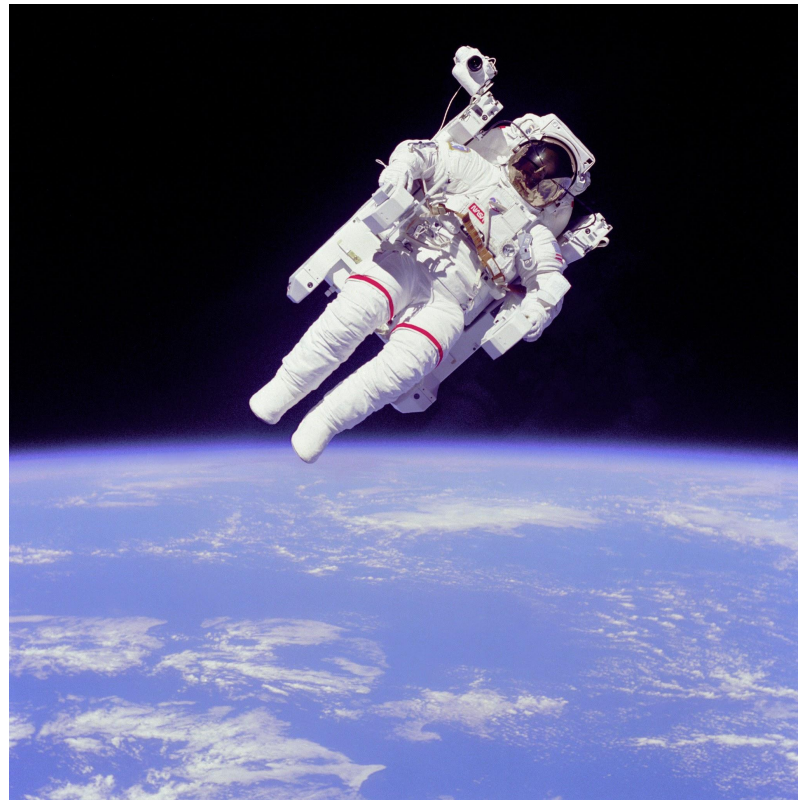
Dilation

`cv2.dilate()`

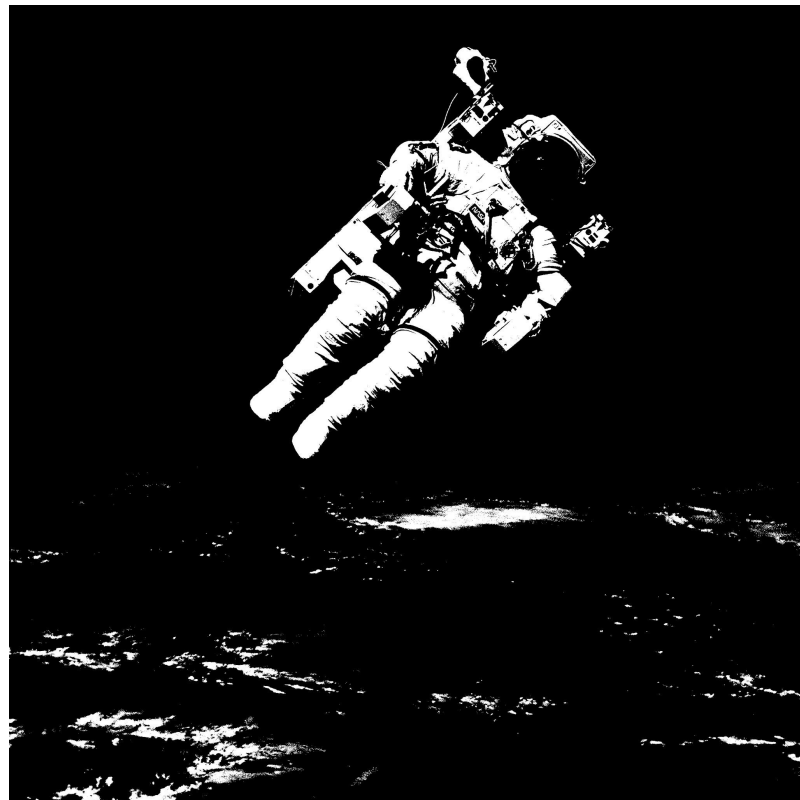


Contours

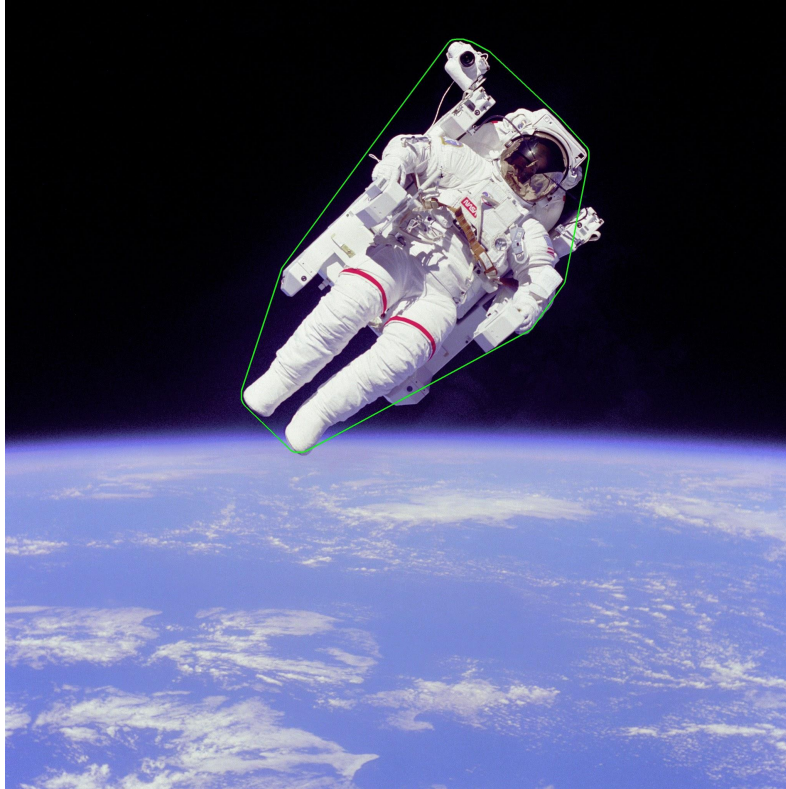
```
cv2.findContours()
```



Contours



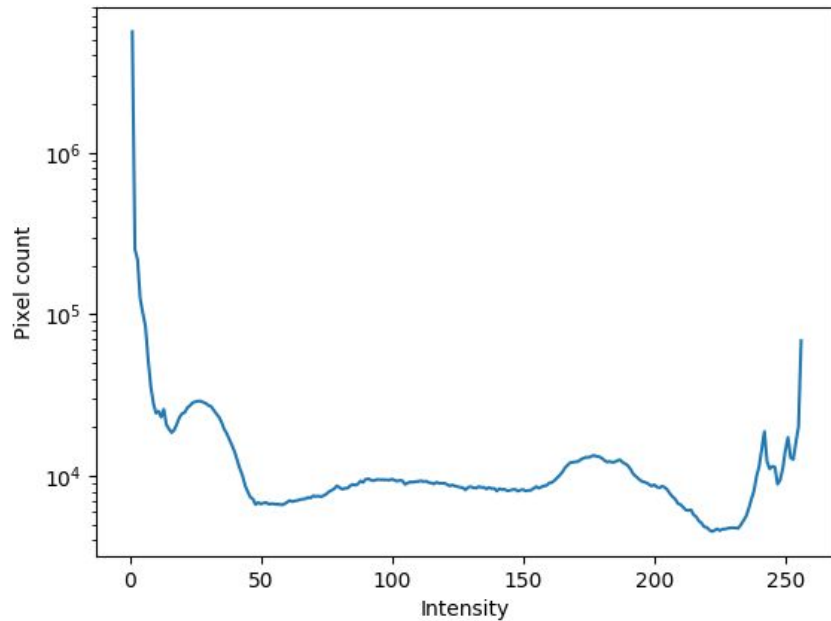
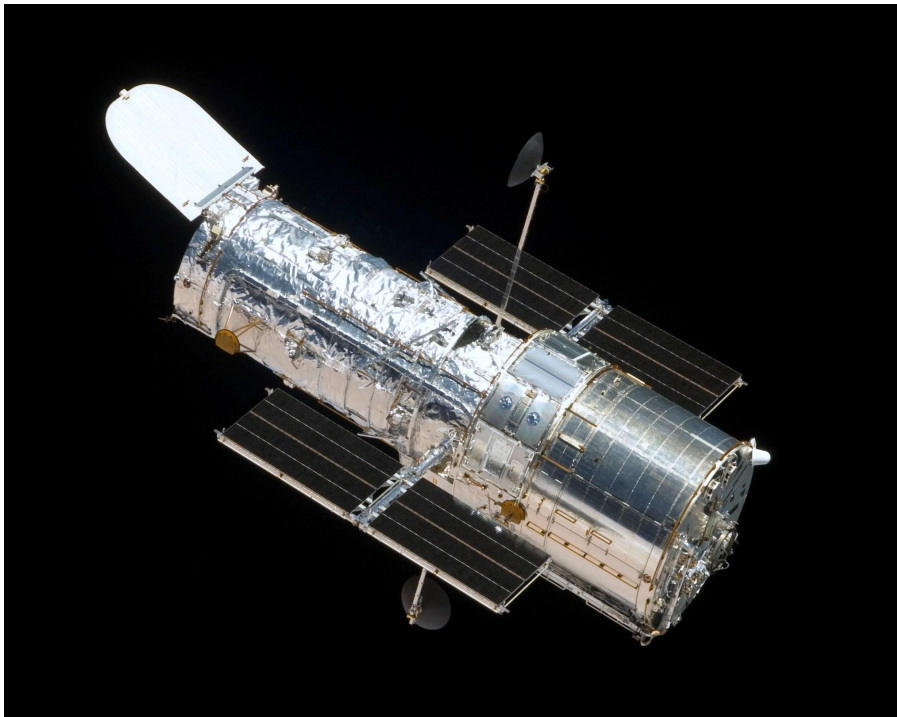
Contours



Histograms

Histograms

```
numpy.histogram()
```



Histogram Equalization

This is not a typical Hubble
image



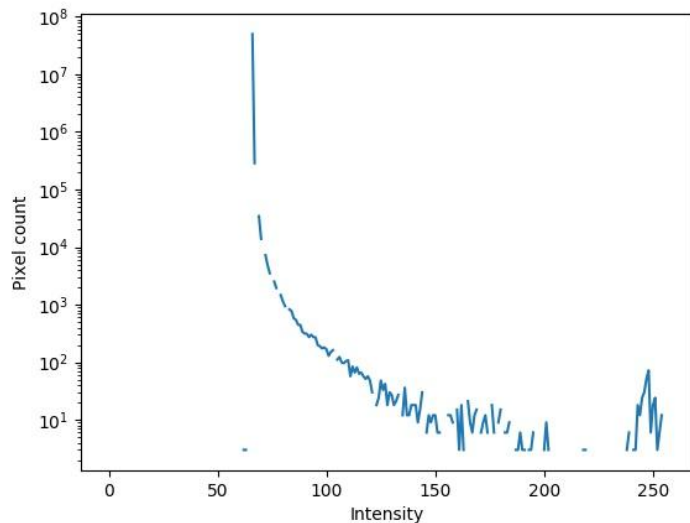
Histogram Equalization

This is a typical Hubble
image

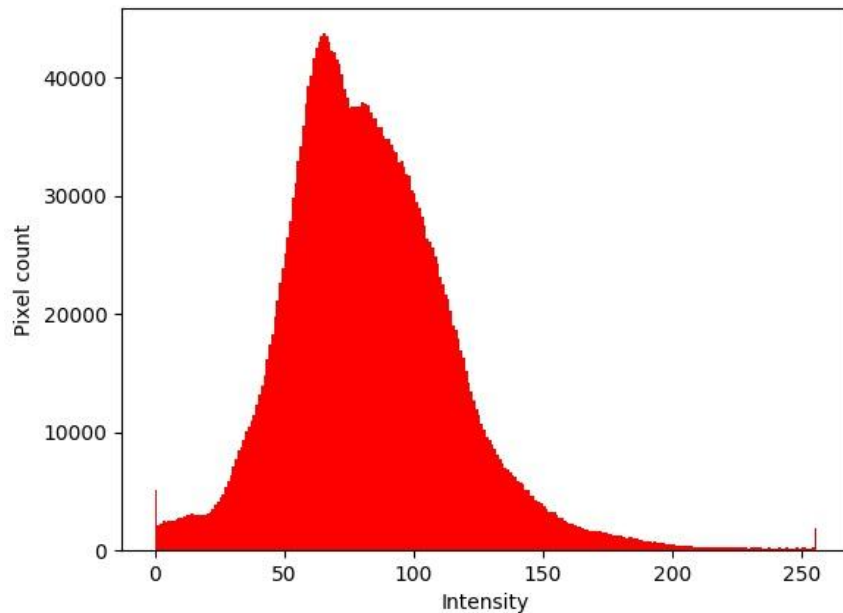
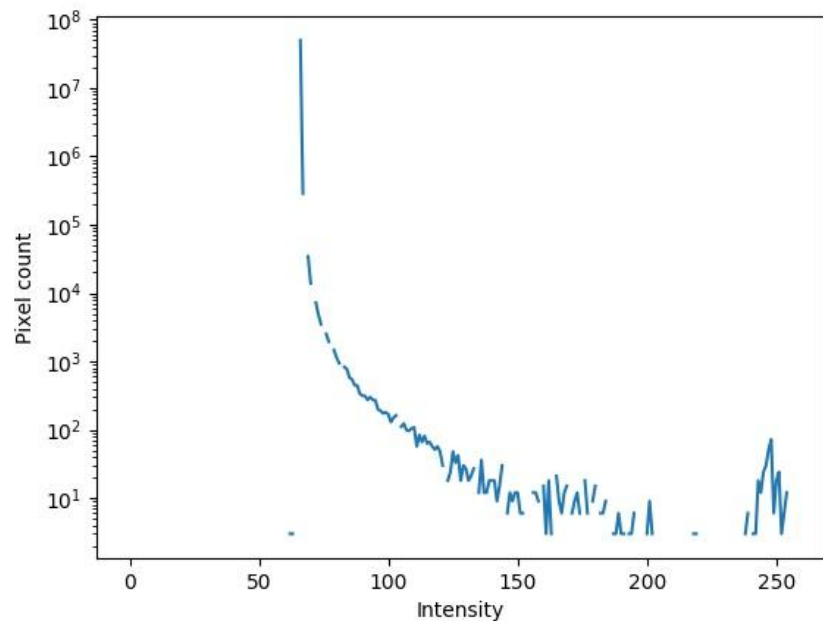


Histogram Equalization

This is a typical Hubble image



Histogram Equalization



Histogram Equalization

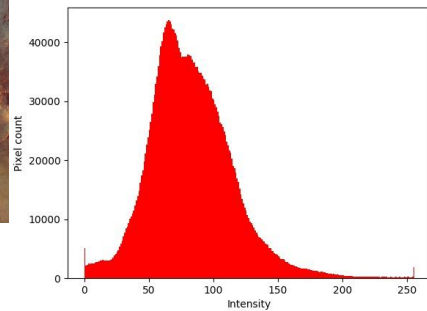
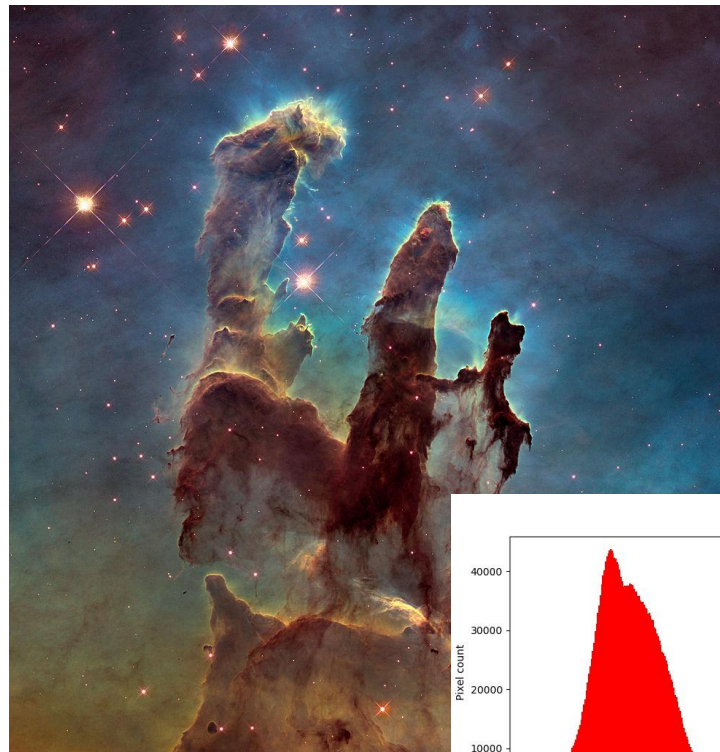
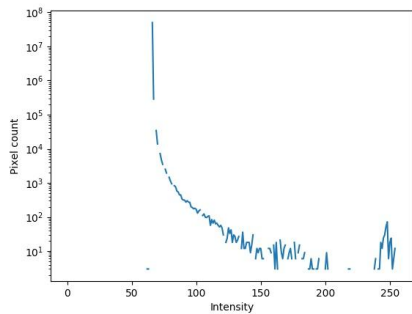


Image Registration

Panoramas



Panoramas



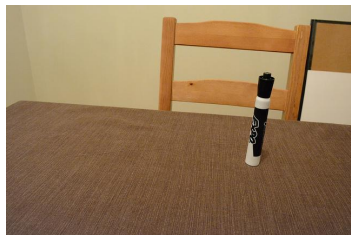
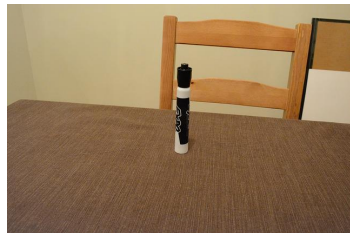
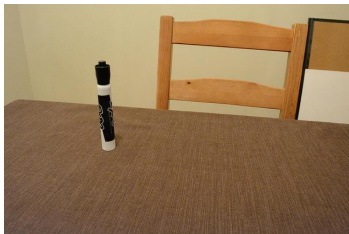
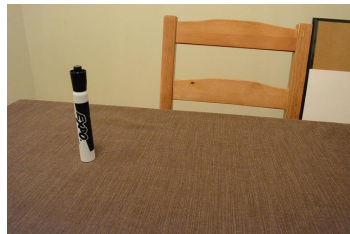
Stacking

Stacking

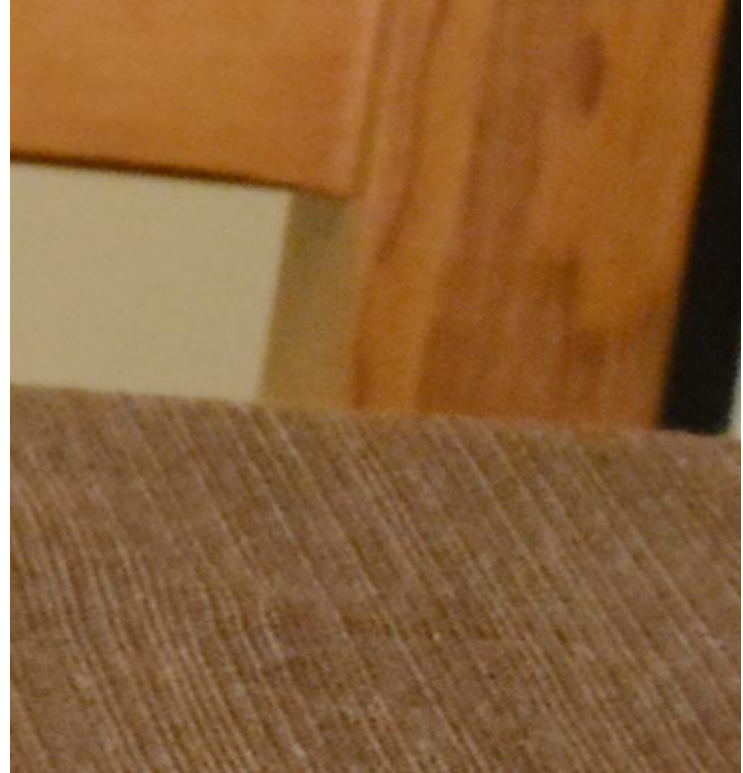
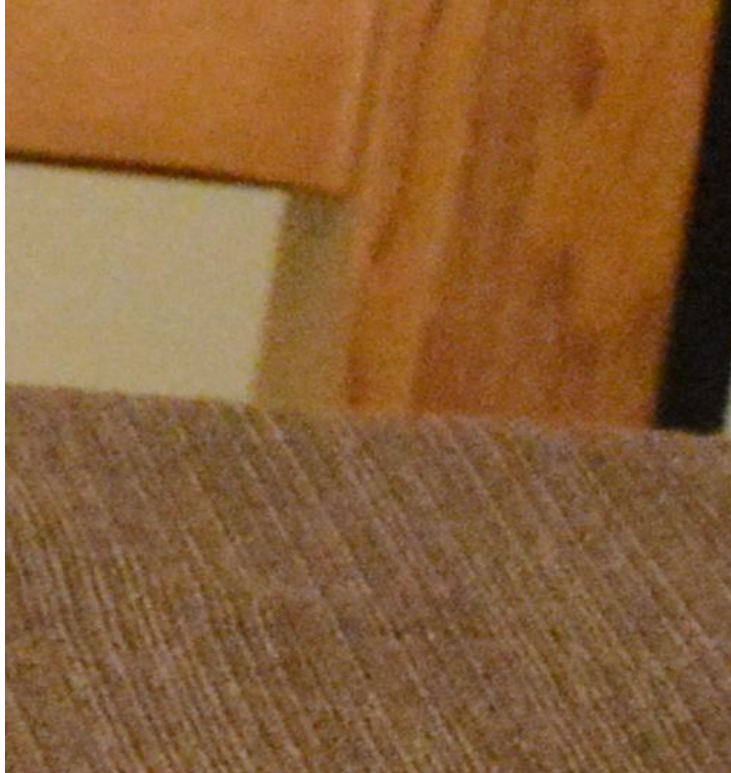
Sources of noise:

- Cosmic rays
- Atmospheric distortion
- Lens imperfections
- Sensor imperfections
- Thermal noise
- Readout noise
- Clouds
- Airplanes
- Pedestrians
- People blinking

Stacking



Stacking



Computer Vision

- Object detection
- Object recognition
- Face recognition
- Reverse image search
- Duplicate detection
- OCR
- QR codes
- Photogrammetry
- Neural nets

Object Detection

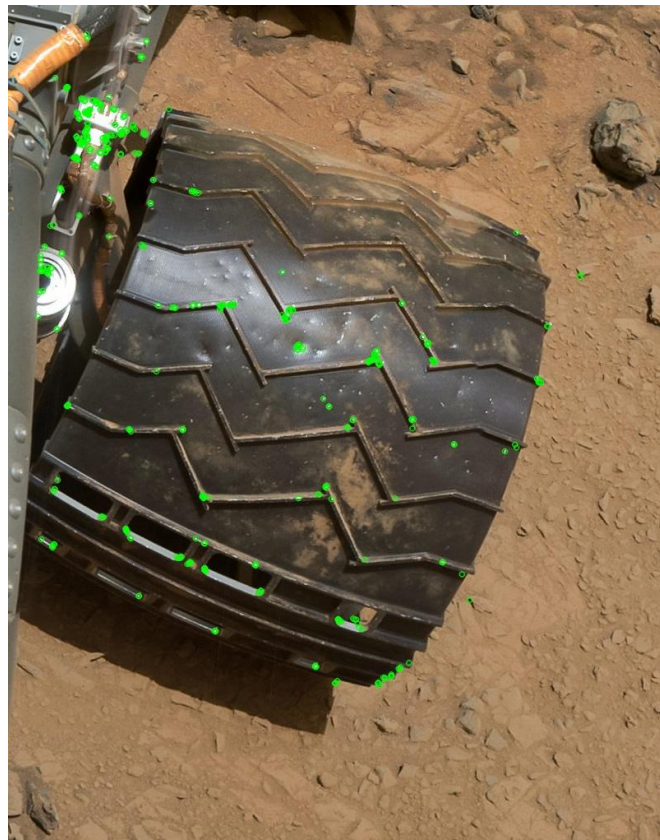
Feature matching

Histogram backprojection

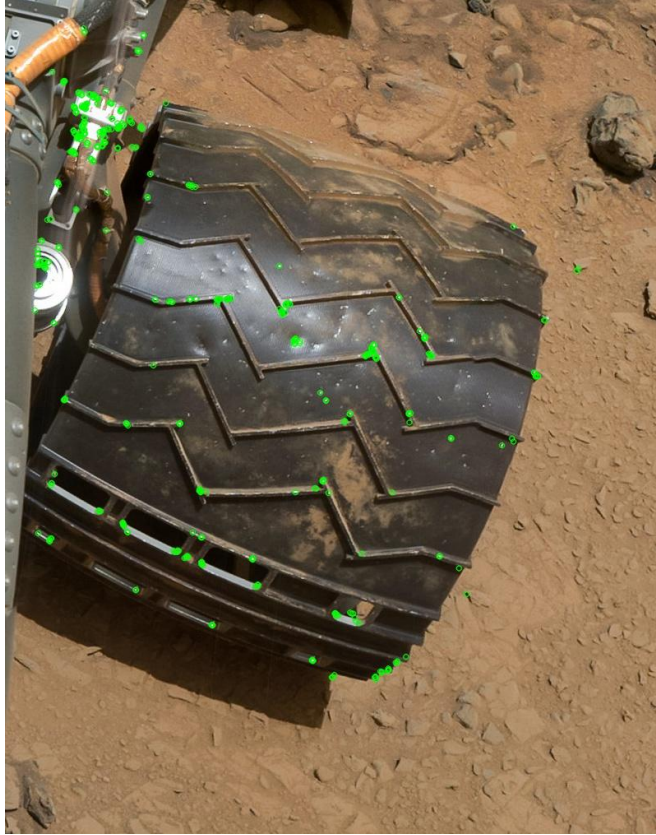
Haar cascades*

Neural nets*

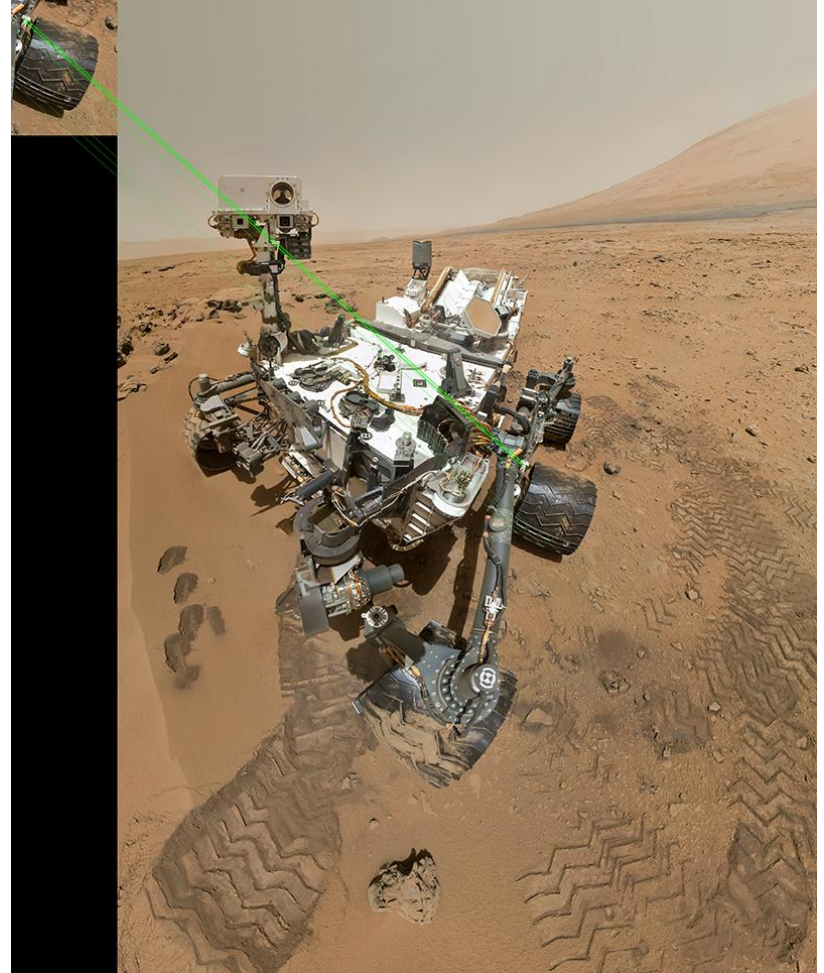
Feature Matching



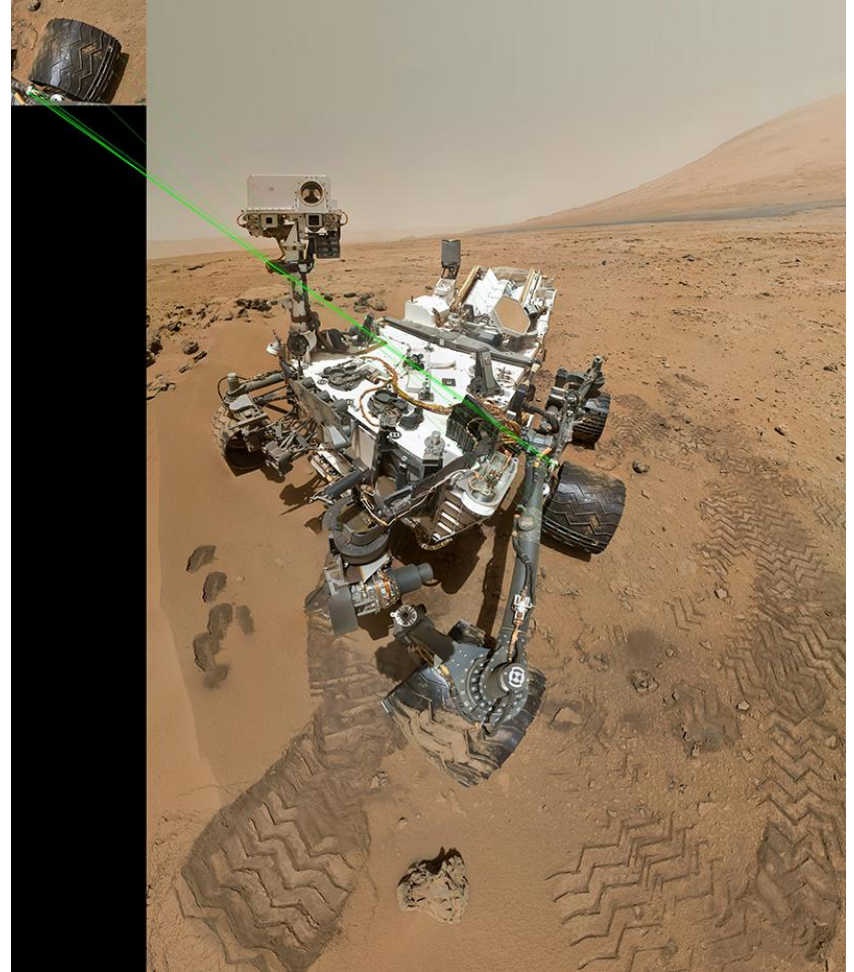
Feature Matching



Feature Matching



Feature Matching



Object Recognition

Cascade classifier using known characteristics

Neural nets using ??? characteristics

Face Recognition

Haar cascades

Most human faces share some characteristics:

- Forehead lighter than eyes
- Eyes are darker than cheekbones
- Ears extend out to the sides
- Nose is about halfway between top of head and chin
- Etc. etc.

Face Recognition

`cv2.CascadeClassifier()`



Face Recognition



Reverse Image Search

Astrometry.net

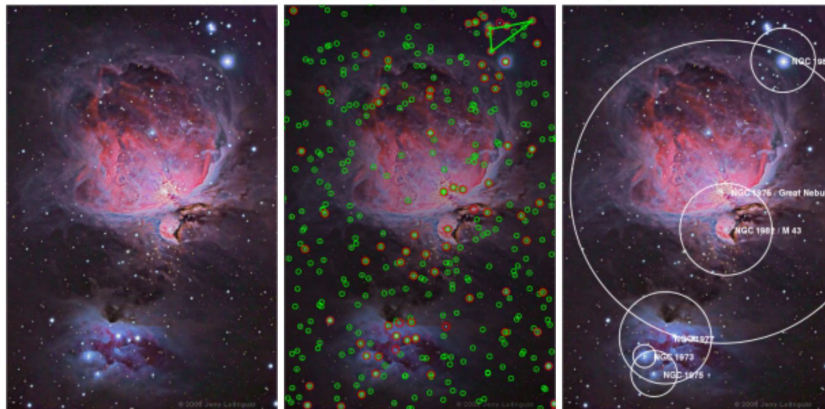


[home](#) | [project summary](#) | [people](#) | [gallery](#) | [news](#) | [related links](#) | [bibliography](#) | [data](#) | [use](#) | [download](#) | [forum](#)

Gallery of Solved Images

In the images below, the red circles are stars our algorithm automatically detects in the image, and the green circles are stars from our master index which appear in the query image. Nebulae, constellations and other objects can be automatically overlaid on the image after it has been solved.

A shot of the Great Nebula, by Jerry Lodriguss (c.2006), from [astropix.com](#)



Astrometry.net



<https://www.flickr.com/photos/astronoctografo/33008725153>

Astrometry.net

Locate the brightest stars

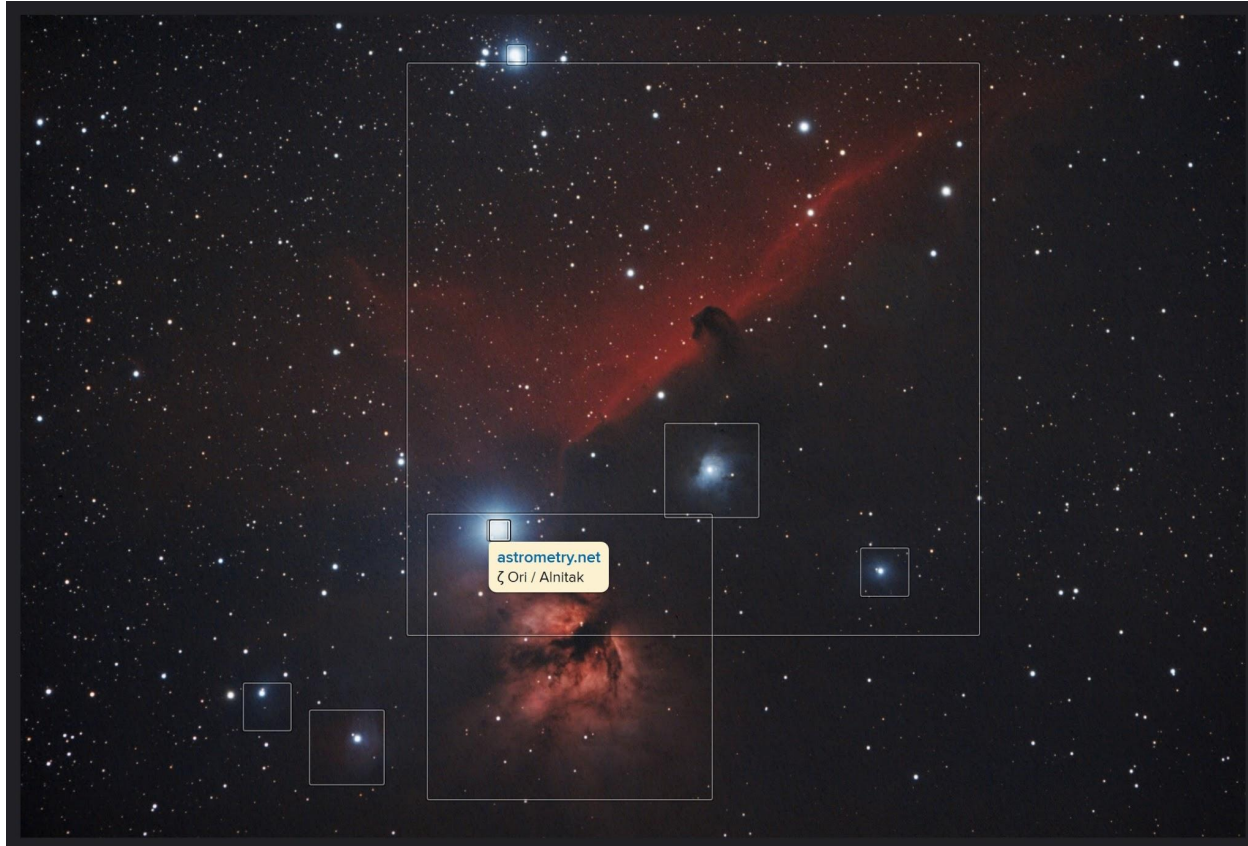
Find relations between them

Search a catalog of known
relations



<https://www.flickr.com/photos/astronoctografo/33008725153>

Astrometry.net



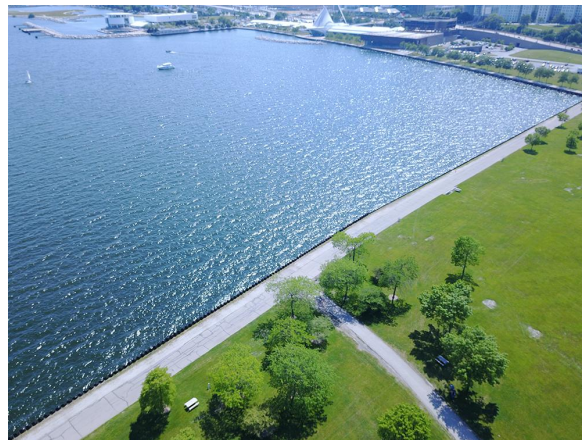
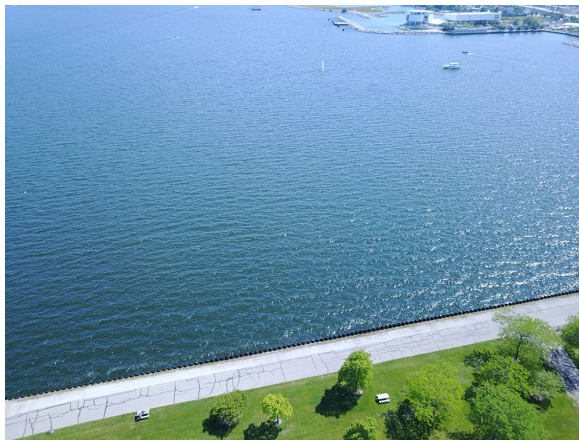
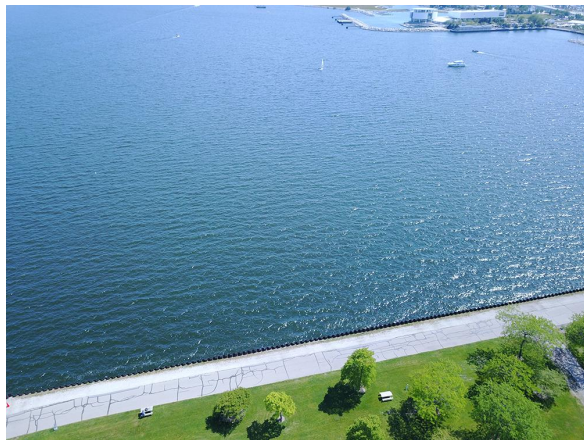
Duplicate Detection

Perceptual Hashes

Low-avalanche hash functions

dhash - Difference hash

dhash



dhash

Convert to grayscale

Resize to postage stamp

Calculate the difference
between adjacent pixels

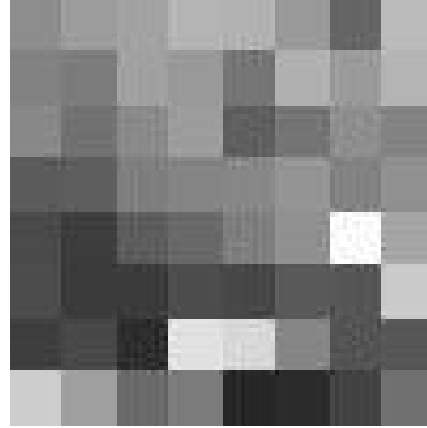


dhash

Convert to grayscale

Resize to postage stamp

Calculate the difference
between adjacent pixels

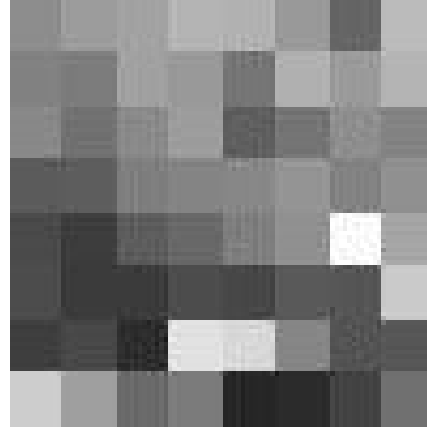


dhash

Convert to grayscale

Resize to postage stamp

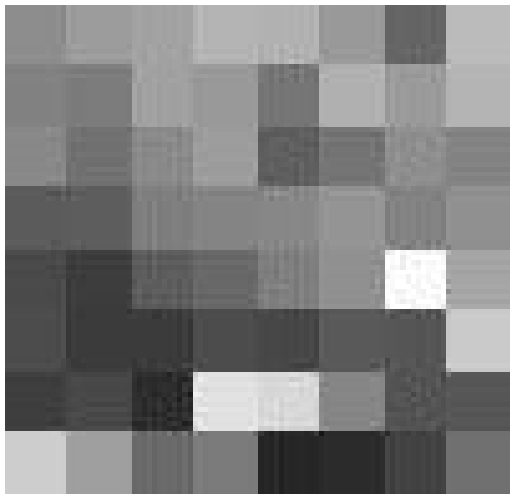
Calculate the difference
between adjacent pixels



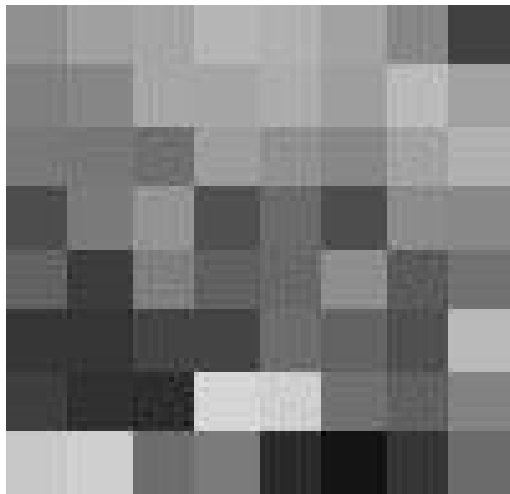
```
0b10011111111111111111111111111111  
1111111111111111100010111110100001
```

```
0x9ffffffffffe2fa1
```

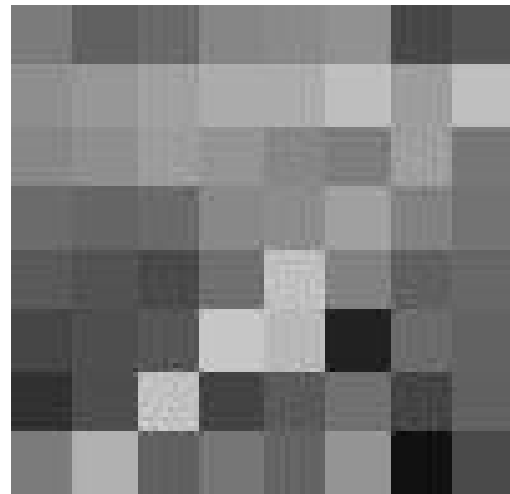
dhash



0x9fffffffffe2fa1



0x9fffffffffe2fa1



0x0d0f3f1f8f469391

dhash

Allows for fuzzy matching as well - Hamming distance

[illegible]

26

```
$ pip install imagehash
```

```
imagehash.dhash
```

Optical Character Recognition

```
pytesseract.image_to_string()
```



Optical Character Recognition

"United States"



QR Codes



Photogrammetry

Physical measurements from imagery

Photogrammetry

Maps

Orthomosaics

Point clouds

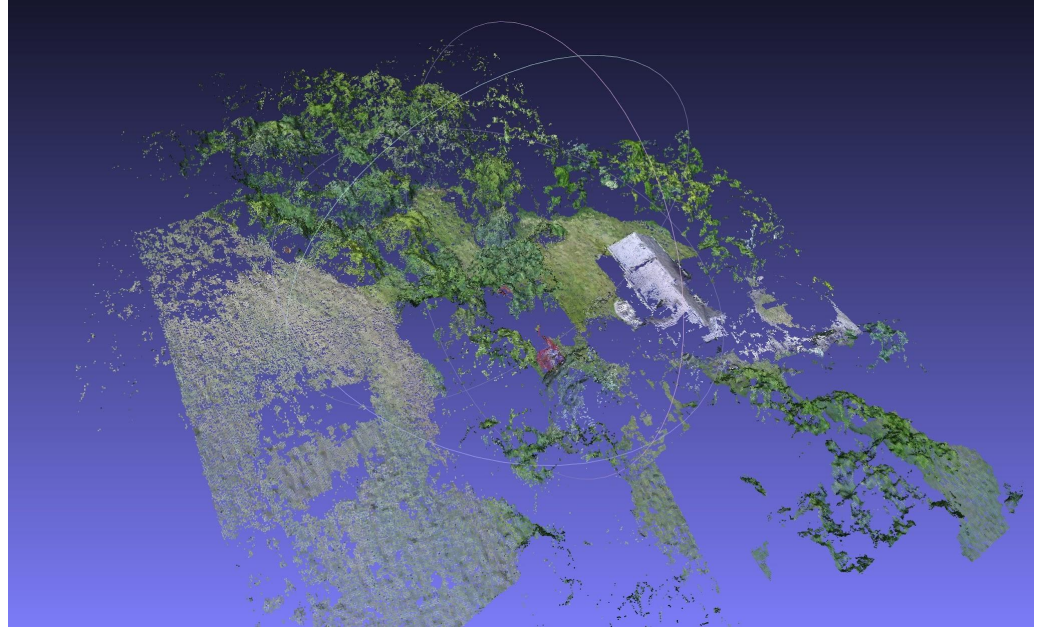
Contour lines

Length/Area/Volume
measurement

Terrain classification



Photogrammetry



Neural Networks

Image Classification - VGG16, VGG19, ResNet

Object Recognition - YOLO, Faster R-CNN

OCR

Much more!

Image Classification

What's in an image?

grass, outdoor, people,
large, field, park,
group, sitting, table,
man, standing, grassy,
cake, crowd, display,
ball, riding, horse,
air, umbrella



Object Recognition



To Infinity and Beyond

How can you use it?

```
load DJI_0241.jpg  
highlight car truck person  
save
```

```
load pano/DJI_0002.jpg pano/DJI_0003.jpg  
pano/DJI_0004.jpg pano/DJI_0005.jpg  
stitch  
save
```

How can you use it?

OpenCV - opencv.org

Google, Azure, AWS

Astropy - astropy.org

Deep Sky Stacker - deepskystacker.free.fr

Hugin - hugin.sourceforge.net

OpenDroneMap - github.com/OpenDroneMap

```
load DJI_0241.jpg  
highlight car truck person  
save
```

```
load pano/DJI_0002.jpg pano/DJI_0003.jpg  
pano/DJI_0004.jpg pano/DJI_0005.jpg  
stitch  
save
```

DIL

Drone Imaging Language

<https://github.com/foxrow/dil>

```
206     ...def show(self):
207         ...    pano_html = os.path.abspath(os.path.join(self.results_dir.name, 'index.html'))
208         ...    webbrowser.open(pano_html)
209
210     ...def save(self):
211         ...    for result in os.listdir(self.results_dir.name):
212         ...        shutil.copy(os.path.join(self.results_dir.name, result), '.')
213
214     ...def execute_command(self, command):
215         ...    if command[0] == 'load':
216         ...        self.load(command[1:])
217         ...    elif command[0] == 'highlight':
218         ...        self.highlight(command[1:])
219         ...    elif command[0] == 'stitch':
220         ...        self.stitch_pano()
221         ...    elif command[0] == 'show':
222         ...        self.show()
223         ...    elif command[0] == 'save':
224         ...        self.save()
225         ...    elif command[0] == '':
226         ...        pass
227         ...    elif command[0].startswith('#'):
228         ...        pass  # comment line
229         ...    else:
230         ...        print('unrecognized command: {}'.format(command[0]))
231
232     ...def execute(self):
233         ...    for command in self.commands:
234         ...        self.execute_command(command)
235
236
237     ...if __name__ == '__main__':
238     ...    with open(sys.argv[1]) as f:
239     ...        program = Program(f.read())
240     ...        program.execute()
```



Languages

1.

2.

3.

Languages

1. Don't have to be complex

- 2.

- 3.

Datetime formatting

Python's `strftime` directives

Note: Examples are based on `datetime.datetime(2013, 9, 30, 7, 6, 5)`

Code	Meaning	Example
<code>%a</code>	Weekday as locale's abbreviated name.	Mon
<code>%A</code>	Weekday as locale's full name.	Monday
<code>%w</code>	Weekday as a decimal number, where 0 is Sunday and 6 is Saturday.	1
<code>%d</code>	Day of the month as a zero-padded decimal number.	30
<code>%-d</code>	Day of the month as a decimal number. (Platform specific)	30
<code>%b</code>	Month as locale's abbreviated name.	Sep
<code>%B</code>	Month as locale's full name.	September
<code>%m</code>	Month as a zero-padded decimal number.	09

<http://strftime.org>

Regular expressions

```
pat = re.compile(r"""
\s*                # Skip leading whitespace
(?P<header>[^:]+)   # Header name
\s* :              # Whitespace, and a colon
(?P<value>.*?)      # The header's value -- *? used to
                    # lose the following trailing whitespace
\s*$               # Trailing whitespace to end-of-line
""", re.VERBOSE)
```

<https://docs.python.org/3.6/howto/regex.html>

String formatting mini-language

```
format_spec ::= [[fill]align][sign][#][0][width][grouping_option][.precision][type]
fill        ::= <any character>
align       ::= "<" | ">" | "=" | "^"
sign        ::= "+" | "-" | " "
width       ::= integer
grouping_option ::= "_" | ","
precision   ::= integer
type        ::= "b" | "c" | "d" | "e" | "E" | "f" | "F" | "g" | "G" | "n" | "o" | "s" | "x"
```

```
>>> '{:+f}; {:+f}'.format(3.14, -3.14)  # show it always
'+3.140000; -3.140000'
>>> '{: f}; {: f}'.format(3.14, -3.14)  # show a space for positive numbers
' 3.140000; -3.140000'
>>> '{:-f}; {:-f}'.format(3.14, -3.14)  # show only the minus -- same as '{:f}; {:f}'
'3.140000; -3.140000'
```

<https://docs.python.org/3/library/string.html#formatspec>

Languages

1. Don't have to be complex
2. Trade generality for simplicity
- 3.

Simplicity

load

highlight

stitch

show

save

Languages

1. Don't have to be complex
2. Trade generality for simplicity
3. Are interfaces

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