



# EP375 Computational Physics

## Topic 14

## VIDEO PROCESSING



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Engineering Physics

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# Content

## 1. Example Applications

Functions to be used:

`VideoReader()`

`read()`

`rgb2gray()`

`im2bw()`

`imshow()`

`regionprops()`

**MATLAB**<sup>®</sup>  
*The Language of Technical Computing*

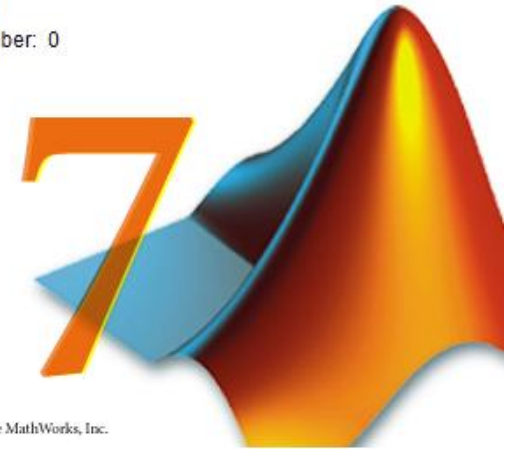
Version 7.0.0.19920 (R14)

May 06, 2004

License Number: 0

Ahmet

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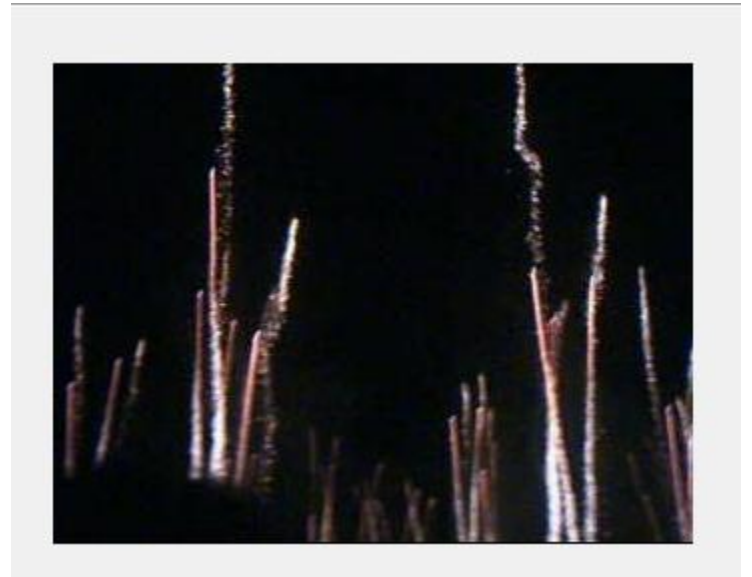
Copyright 1984–2004, The MathWorks, Inc.

# Introduction

- We have seen 2D or 3D plots of basic data.
- In this chapter we will discuss some of the elementary processes that can be applied to images.

```
% vp0.m
% frames to movie
% get 1.bmp, 2.bmp and 3.bmp from course web page
% http://www1.gantep.edu.tr/~bingul/ep375/
clear; clc;
count = 0; Nframe = 3; Dframe = 5;
mov = avifile('example.avi', 'compression', 'None');
for i=1:Nframe
    name = strcat(num2str(i), '.bmp');
    v = imread(name);
    while count<Dframe
        count = count + 1;
        imshow(v);
        F = getframe(gca);
        mov = addframe(mov, F);
    end
    count = 0;
end
mov = close(mov);
```

```
% vp1.m
% reading video info
clc; clear
v = VideoReader('laser.avi');
t = v.Duration
fr = v.FrameRate
nFrame = uint32(t * fr)
v1 = read(v,30); % get 30th frame
imshow(v1)      % display
```



```
% vp2.m
% reading video info

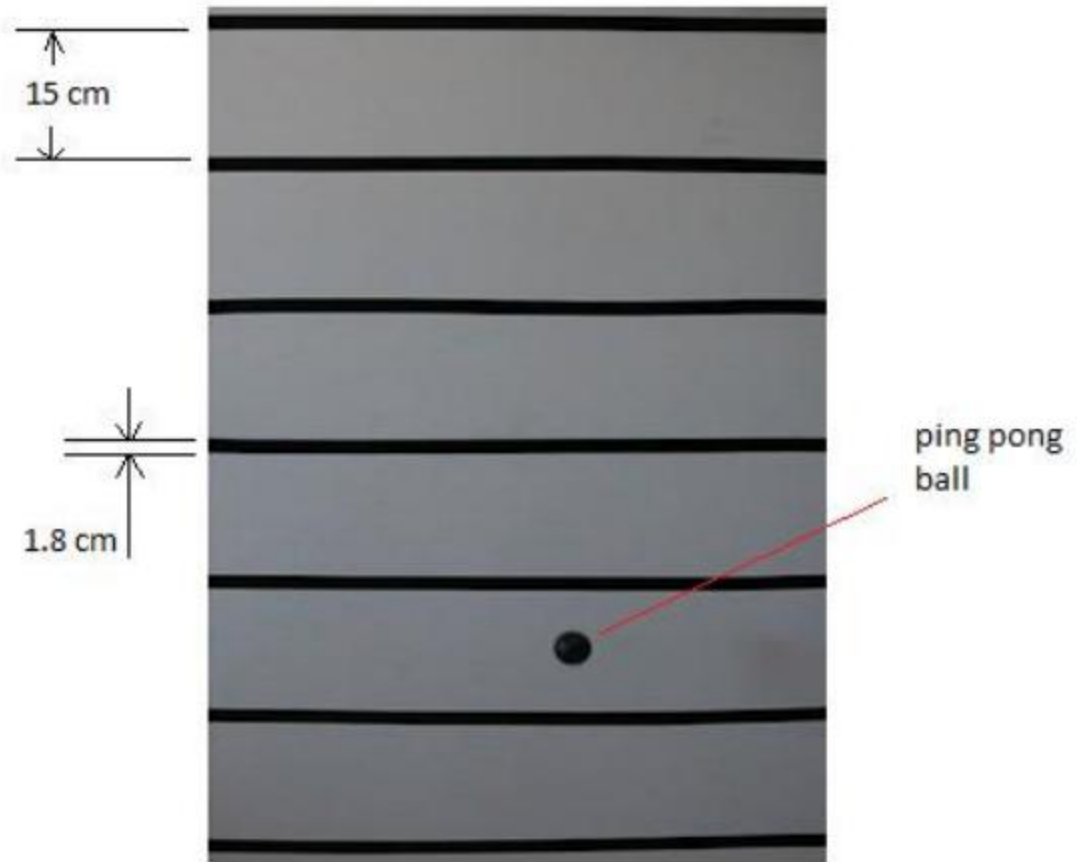
clc; clear
v = VideoReader('freefall.avi');
t = v.Duration
fr = v.FrameRate
nFrame = uint32(t * fr)

for i=1:nFrame
    v1 = read(v,i); % get ith frame
    imshow(v1)      % display
end
```

## Falling Ping Pong Ball Videos

Distance between paralel strips = 15 cm

Thicknes of a strip = 1.8 cm



Get the videos from

<http://www1.gantep.edu.tr/~bingul/ep375/>

```
% vp3.m
% reading video
clc; clear
%v = VideoReader('laser.avi');
v = VideoReader('fallingball3.avi');
t = v.Duration;
fr = v.FrameRate;
nFrame = uint32(t * fr);

for i=1:nFrame
    A = read(v, i); % get ith frame
    B = rgb2gray(A); % convert to gray scale
    C = B>175; % convert to black-white
    subplot(2,2,1); imshow(A)
    subplot(2,2,2); imshow(B);
    subplot(2,2,3); imshow(C)
    pause(1/fr);
end
```



```
% vp4.m
% ccd
clc; clear
v = VideoReader('laser.avi');
t = v.Duration;
fr = v.FrameRate;
nFrame = uint32(t * fr);

v1 = rgb2gray(read(v,1)); % get 1st frame
v3 = rgb2gray(read(v,1)); % get 1st frame

for i=2:nFrame
    v2 = rgb2gray(read(v,i));
    v3 = v3 + imabsdiff(v1,v2);
    imshow(v3)
end
```

```
% vp5.m
% circles

a = imread('circles.png');
g = rgb2gray(a);
bw = g > 100;
imshow(bw)

stats = regionprops('table',bw,'Centroid',...
    'MajorAxisLength','MinorAxisLength')
centers = stats.Centroid;
diameters = mean([stats.MajorAxisLength ...
    stats.MinorAxisLength],2);
radii = diameters/2;
hold on
viscircles(centers,radii);
hold off
```

```
% vp6.m
% tracker
clear; clc;
v = VideoReader('laser.mp4');
t = v.Duration;
fr = v.FrameRate;
nFrame = uint16(t * fr);

newvid = VideoWriter('newfile');
newvid.FrameRate=8;
open(newvid)

for k = 50:200
    v1 = read(v,k);
    imshow(v1)
    v2 = im2bw(v1,0.8);
    stat = regionprops(v2);
    [w, h] = size(stat);
    if size(stat) > 0
        rectangle('Position', stat(1).BoundingBox, 'EdgeColor', 'b');
        cX = stat(1).Centroid(1);
        cY = stat(1).Centroid(2);
        fprintf('%d %d\n',cX,cY);
    end
    frame = getframe;
    writeVideo(newvid,frame);
end
close(newvid)
```

```

% vp7.m
% measurement of gravitational acceleration from video
clear; clc;
v = VideoReader('fallingball7.avi');
nFrame = uint16(v.Duuration * v.FrameRate);

v1 = read(v,1); % get first frame
for k = 2:nFrame
    v2 = read(v,k);
    v3 = imabsdiff(v1,v2);
    v4 = im2bw(v3,0.2);
    imshow(v4);

    stat = regionprops(v4);
    if size(stat) > 0
        rectangle('Position', stat(1).BoundingBox, 'EdgeColor', 'g');
        cX = stat(1).Centroid(1);
        cY = stat(1).Centroid(2);
        fprintf('%d -> %d %d\n',k,cX,cY);
        T(k) = double(k)/fr;
        y(k) = cY;
    end
    frame = getframe;
end
% size of ping ball is 42mm which corresponds 15px in the video
t = T(2:end);
y = (v.Height-y(2:end)) * 42e-3/15;
plot(t,y,'*')

```

## References:

- [1]. Numerical Methods for Engineers, 6th Ed.  
S.C. Chapra, Mc Graw Hill (2010)
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- [4]. Essential MATLAB for Engineers and Scientist, 3rd Ed  
Hahn B., Valentine D.T. (2007)
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Giordano J.N. Prentice Hall (1997)