



Drones and Autonomous Systems Laboratory  
*Ball balancing on the beam class 3*

*-OPENCV Practice-*

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# 1. Introduction – OPENCV

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## OPENCV – Introduction

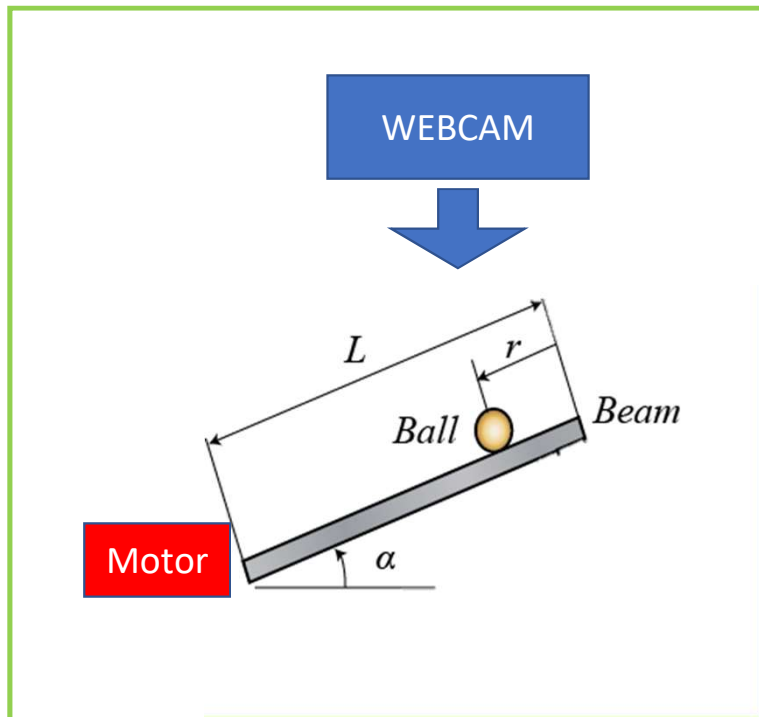
1. Open source package/library for real-time computer vision
2. Library support C++, Python, Java, etc.
3. Developed by Intel
4. Used for various applications includes
  1. 2D and 3D feature toolkits
  2. Facial recognition
  3. Gesture recognition
  4. Human-Computer Interaction
  5. Motion understanding
  6. Object identification



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# 1. Introduction – OPENCV for this course

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## OPENCV for this course

1. OPENCV 4 Package installation on Ubuntu 16.04
2. C++ or Python library will be used
3. Used for various applications includes
  1. Camera Performance Check up
  2. Color Recognition
  3. Object identification



## 2. OPENCV4 Installation – Ubuntu 16.04

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\*OpenCV Installation confirm. And remove for new version installation

```
webnautes@webnautes-pc:~$ pkg-config --modversion opencv
Package opencv was not found in the pkg-config search path.
Perhaps you should add the directory containing `opencv.pc'
to the PKG_CONFIG_PATH environment variable
No package 'opencv' found
```

(if opencv is installed)

```
webnautes@webnautes-pc:~$ pkg-config --modversion opencv
2.4.9.1
```

(Removal initially installed OpenCV)

```
sudo apt-get purge libopencv* python-opencv
$ sudo apt-get autoremove
```



## 2. OPENCV4 Installation – Ubuntu 16.04

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### \*Package Upgrade and Update

```
sudo apt-get update  
sudo apt-get upgrade
```

### \*Required Package for compiling OpenCV

```
sudo apt-get install build-essential cmake  
sudo apt-get install pkg-config
```



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\*The library to read /record the image file

```
sudo apt-get install libjpeg-dev libtiff5-dev libjasper-dev libpng12-dev
```

\*The library to read/ record the specific codec video file

```
sudo apt-get install libavcodec-dev libavformat-dev libswscale-dev libxvidcore-dev libx264-dev libxine2-dev
```

\* Video4Linux package - Real time video capture, device driver and API

```
sudo apt-get install libv4l-dev v4l-utils
```

\*Gstreamer – Library for video streaming

```
sudo apt-get install libgstreamer1.0-dev libgstreamer-plugins-base1.0-dev
```



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\*Qt4 for GUI System

```
sudo apt-get install libqt4-dev
```

\*OpenGL Supportive Library

```
sudo apt-get install mesa-utils libgl1-mesa-dri libqt4-opengl-dev
```

\*Optimizing OpenCV support

```
sudo apt-get install libatlas-base-dev gfortran libeigen3-dev
```

\*Python 2.7-dev and python3-dev package for OpenCV Python binding

```
sudo apt-get install python2.7-dev python3-dev python-numpy python3-numpy
```



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### \*OPENCV Configuration

```
mkdir opencv  
cd opencv
```

### \*OpenCV 4 source code download

```
wget -O opencv.zip https://github.com/opencv/opencv/archive/4.0.1.zip  
Unzip opencv.zip
```

### \*OpenCV contrib(Extra modules) download

```
wget -O opencv_contrib.zip https://github.com/opencv/opencv\_contrib/archive/4.0.1.zip  
Unzip opencv_contrib.zip
```

### \*Confirmation for directories

```
ls -d */  
-> opencv4.0.1/ opencv_contrib-4.0.1/
```



## 2. OPENCV4 Installation – Ubuntu 16.04

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\*Go to opencv-4.0.1 folder to create another folder “build”

```
mkdir build  
cd build
```

\*Type followings

```
cmake -D CMAKE_BUILD_TYPE=RELEASE \  
-D CMAKE_INSTALL_PREFIX=/usr/local \  
-D WITH_TBB=OFF \  
-D WITH_IPP=OFF \  
-D WITH_1394=OFF \  
-D BUILD_WITH_DEBUG_INFO=OFF \  
-D BUILD_DOCS=OFF \  
-D INSTALL_C_EXAMPLES=ON \  
-D INSTALL_PYTHON_EXAMPLES=ON \  
-D BUILD_EXAMPLES=OFF \  
-D BUILD_TESTS=OFF \  
-D BUILD_PERF_TESTS=OFF \  
-D WITH_QT=ON \  
-D WITH_GTK=OFF \  
-D WITH_OPENGL=ON \  
-D OPENCV_EXTRA_MODULES_PATH=../../opencv_contrib-4.0.1/modules \  
-D WITH_V4L=ON \  
-D WITH_FFMPEG=ON \  
-D WITH_XINE=ON \  
-D BUILD_NEW_PYTHON_SUPPORT=ON \  
-D OPENCV_GENERATE_PKGCONFIG=ON ../
```



## 2. OPENCV4 Installation – Ubuntu 16.04

\*If you see the following messages, it is installed successfully

```
-- Configuring done
-- Generating done
-- Build files have been written to: /home/webnautes/opencv/opencv-4.0.1/build
```

\*Make sure that you can see the below on your result

```
-- Python 2:
-- Interpreter:           /usr/bin/python2.7 (ver 2.7.12)
-- Libraries:            /usr/lib/x86_64-linux-gnu/libpython2.7.so (ver 2.7.12)
-- numpy:                /usr/lib/python2.7/dist-packages/numpy/core/include (ver 1.11.0)
-- install path:        lib/python2.7/dist-packages/cv2/python-2.7
--
-- Python 3:
-- Interpreter:           /usr/bin/python3 (ver 3.5.2)
-- Libraries:            /usr/lib/x86_64-linux-gnu/libpython3.5m.so (ver 3.5.2)
-- numpy:                /usr/lib/python3/dist-packages/numpy/core/include (ver 1.11.0)
-- install path:        lib/python3.5/dist-packages/cv2/python-3.5
--
-- Python (for build):    /usr/bin/python2.7
```



## 2. OPENCV4 Installation – Ubuntu 16.04

\*Check out the number of CPU core before you compiling

```
cat /proc/cpuinfo | grep processor | wc -l
```

\*Compiling it with “make” order in your build folder

```
Time make -j4
```

\*You can see the following results when you are done successfully

```
[100%] Built target opencv_stitching
Scanning dependencies of target opencv_python2
Scanning dependencies of target opencv_python3
[100%] Building CXX object modules/python2/CMakeFiles/opencv_python2.dir/__/src2/cv2.cpp.o
[100%] Building CXX object modules/python3/CMakeFiles/opencv_python3.dir/__/src2/cv2.cpp.o
[100%] Linking CXX shared module ../../lib/cv2.so
[100%] Linking CXX shared module ../../lib/python3/cv2.cpython-36m-x86_64-linux-gnu.so
[100%] Built target opencv_python2
[100%] Built target opencv_python3

real 13m36.700s
user 41m52.880s
sys 1m50.322s
```



## 2. OPENCV4 Installation – Ubuntu 16.04

\*Install the result from the compile in your build folder

```
sudo make install
```

\*find it /etc/ld.so.conf.d/ directory has the /usr/local/lib

```
cat /etc/ld.so.conf.d/*
```

```
/usr/lib/x86_64-linux-gnu/libfakeroot  
# libc default configuration  
/usr/local/lib  
# Multiaarch support  
/usr/local/lib/x86_64-linux-gnu  
/lib/x86_64-linux-gnu  
/usr/lib/x86_64-linux-gnu  
# Legacy biarch compatibility support  
/lib32  
/usr/lib32
```



## 2. OPENCV4 Installation – Ubuntu 16.04

\*Install the result from the compile in your build folder

```
sudo make install
```

\*find it /etc/ld.so.conf.d/ directory has the /usr/local/lib

```
cat /etc/ld.so.conf.d/*
```

```
/usr/lib/x86_64-linux-gnu/libfakeroot  
# libc default configuration  
/usr/local/lib  
# Multiaarch support  
/usr/local/lib/x86_64-linux-gnu  
/lib/x86_64-linux-gnu  
/usr/lib/x86_64-linux-gnu  
# Legacy biarch compatibility support  
/lib32  
/usr/lib32
```

\*Lastly

```
sudo ldconfig
```



## 2. OPENCV4 Installation – Installation confirmation test

\*C/C++ test - compile

```
g++ -o facedetect /usr/local/share/opencv4/samples/cpp/facedetect.cpp $(pkg-config opencv4 --libs --cflags) -std=c++11
```

\*C/C++ test – run the tutorial, face detection

```
./facedetect --cascade="/usr/local/share/opencv4/haarcascades/haarcascade_frontalface_alt.xml" --nested-cascade="/usr/local/share/opencv4/haarcascades/haarcascade_eye_tree_eyeglasses.xml" --scale=1.3
```

\*Python test – version confirmation

```
webnautes@webnautes-pc:~/opencv/opencv-4.0.1/build$ python
Python 2.7.15rc1 (default, Apr 15 2018, 21:51:34)
[GCC 7.3.0] on linux2
Type "help", "copyright", "credits" or "license" for more information.
>>> import cv2
>>> cv2.__version__
'4.0.1'
>>>
```

```
webnautes@webnautes-pc:~/opencv/opencv-4.0.1/build$ python3
Python 3.6.5 (default, Apr 1 2018, 05:46:30)
[GCC 7.3.0] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> import cv2
>>> cv2.__version__
'4.0.1'
>>>
```



## 2. OPENCV4 Installation – Installation confirmation test

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\*Python2 test, face detection

```
python /usr/local/share/opencv4/samples/python/facedetect.py --cascade  
"/usr/local/share/opencv4/haarcascades/haarcascade_frontalface_alt.xml" --nested-cascade  
"/usr/local/share/opencv4/haarcascades/haarcascade_eye_tree_eyeglasses.xml" /dev/video0
```

\*Python3 test, face detection

```
python3 /usr/local/share/opencv4/samples/python/facedetect.py --cascade  
"/usr/local/share/opencv4/haarcascades/haarcascade_frontalface_alt.xml" --nested-cascade  
"/usr/local/share/opencv4/haarcascades/haarcascade_eye_tree_eyeglasses.xml" /dev/video0
```





## 2. OPENCV4 Installation – ROS Integration

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\*You may go through these error after ROS installation

```
pi@pi-15U560-MFLGL:~$ python3
Python 3.5.2 (default, Nov 23 2017, 16:37:01)
[GCC 5.4.0 20160609] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> import cv2
Traceback (most recent call last):
File "<stdin>", line 1, in <module>
ImportError: /opt/ros/kinetic/lib/python2.7/dist-packages/cv2.so: undefined symbol: PyObject_Type
pi@pi-15U560-MFLGL:~$
```



## 2. OPENCV4 Installation – ROS Integration

\*The reason : python3's cv2.so has different name. We need to change this

```
$ cd /usr/local/lib/python3.5/dist-packages
$ sudo mv /opt/ros/kinetic/lib/python2.7/dist-packages/cv2.so /opt/ros/kinetic/lib/python2.7/dist-packages/cv2.so.old
$ ls -al /opt/ros/kinetic/lib/python2.7/dist-packages

total 5172
drwxrwsr-x 2 root staff 4096 8월 10 13:03 ./
drwxrwsr-x 3 root staff 4096 7월 31 09:31 ../
-rw-r--r-- 1 root staff 5286904 8월 10 13:00 cv2.cpython-35m-x86_64-linux-gnu.so

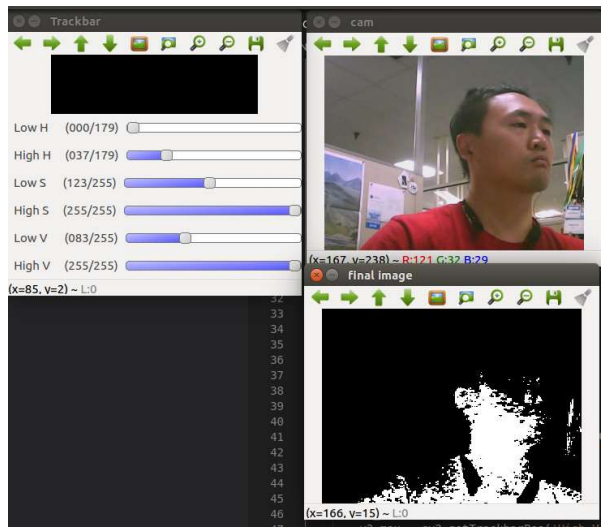
$ sudo ln -s `pwd`/cv2.cpython-35m-x86_64-linux-gnu.so `pwd`/cv2.so
$ ls -al

total 5176
drwxrwsr-x 2 root staff 4096 8월 10 13:34 .
drwxrwsr-x 3 root staff 4096 7월 31 09:31 ..
-rw-r--r-- 1 root staff 5286904 8월 10 13:00 cv2.cpython-35m-x86_64-linux-gnu.so
lrwxrwxrwx 1 root staff 74 8월 10 13:34 cv2.so -> /usr/local/lib/python3.5/dist-packages/cv2.cpython-35m-x86_64-linux-gnu.so
```



# 3. OPENCV Tutorials

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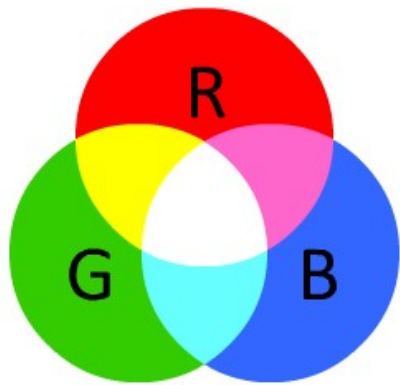
- 1. Camera Performance Checkup
  - 1. Important to know the sampling time
  - 2. Gives various performance choice for specific application
  - 3. Frame per seconds(FPS) measurements

- 2. Color Recognition
  - 1. Using HSV value to recognize the color
  - 2. Adjusting the HSV value will recognize different colors

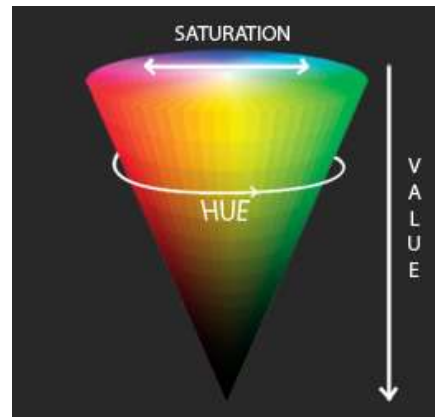


## 4. Additional Information – HSV vs RGB

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(RGB image)



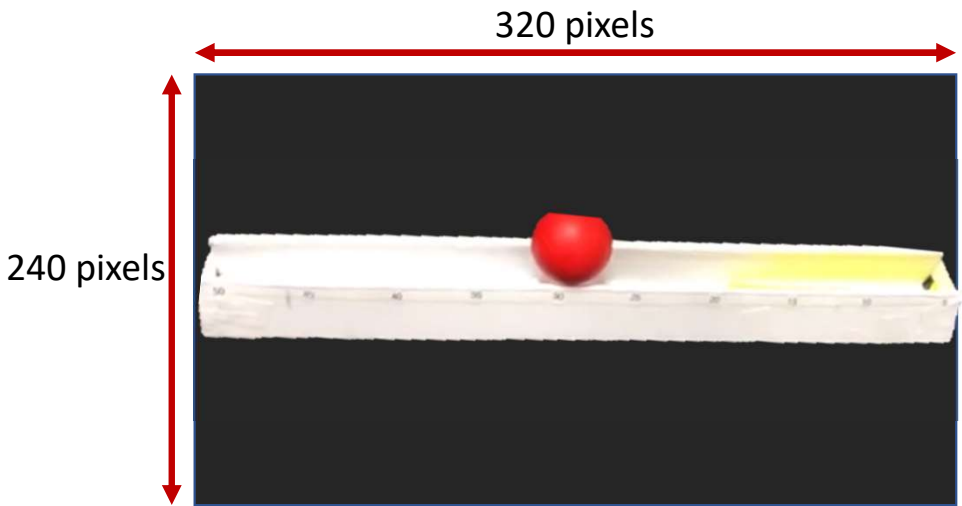
(HSV image)

- HSV vs RGB Image processing
  1. **RGB** : defined by listing how much red, green, and blue is contained in a single value. The more of each color added, the brighter it becomes.
  2. **HSV** : a color system that describes a **H**ue shift, **S**aturation, and **V**alue. It can provide the better selection of colors.



Ref : [https://www.kirupa.com/design/little\\_about\\_color\\_hsv\\_rgb.htm](https://www.kirupa.com/design/little_about_color_hsv_rgb.htm)

# 4. Additional Information – Field of View



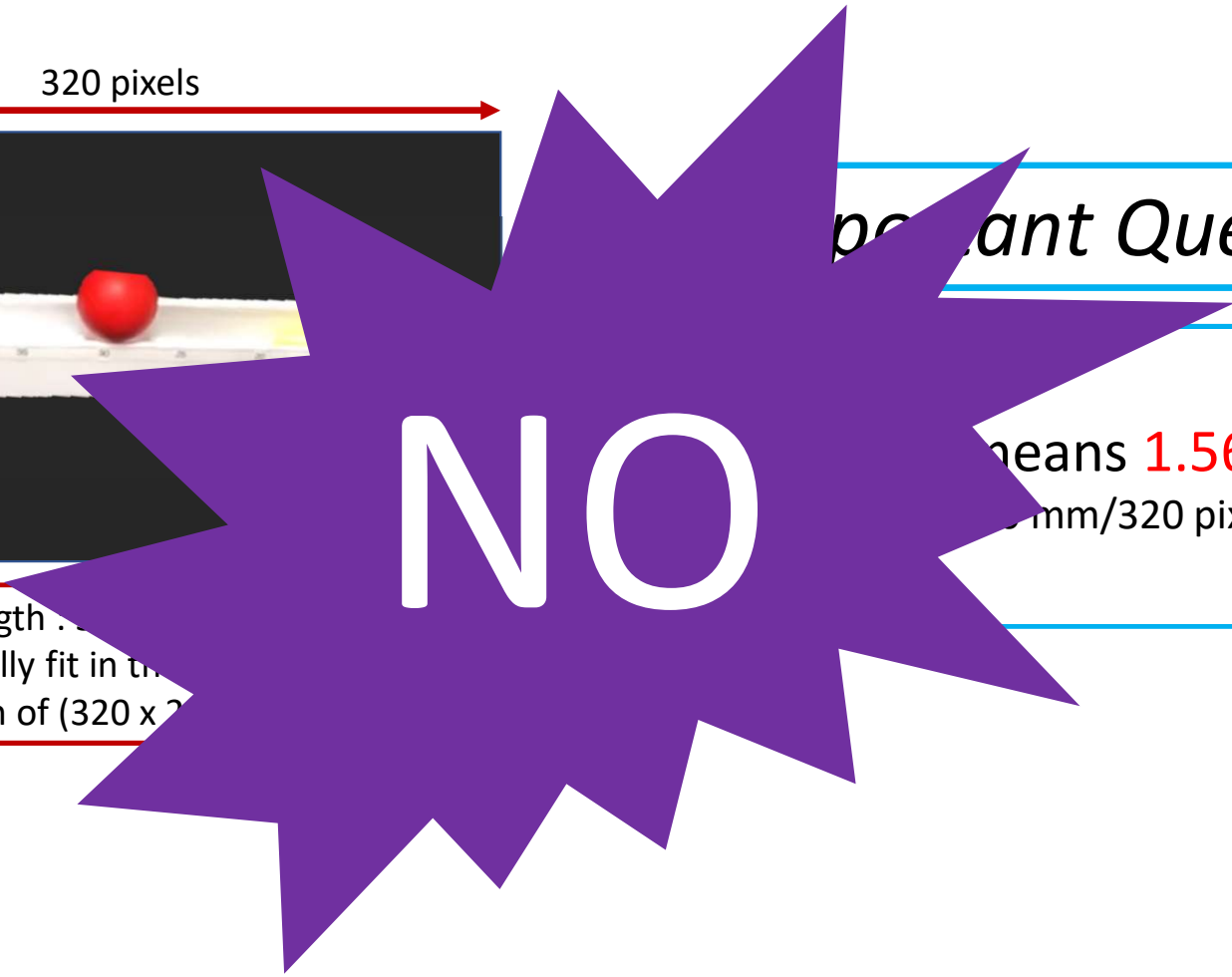
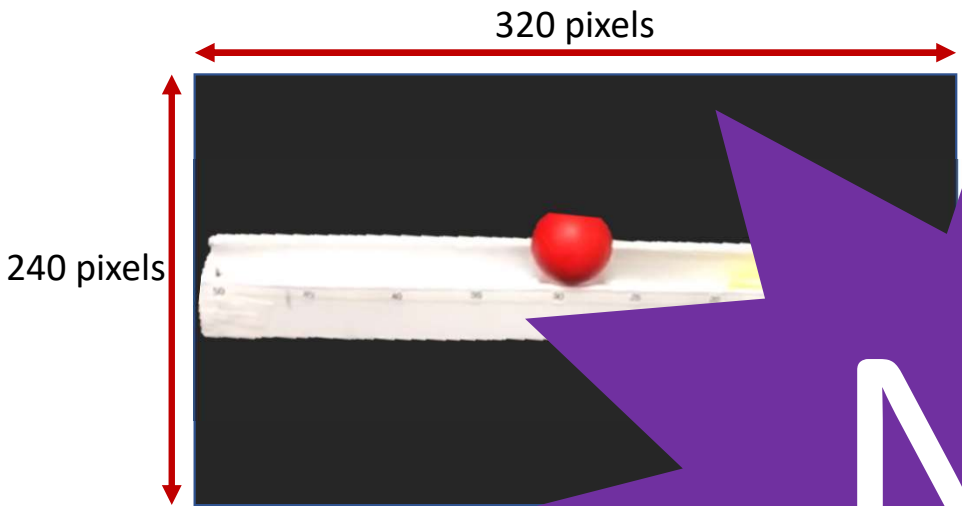
- 1. Beam length : 50cm
- 2. Horizontally fit in the camera that has resolution of (360 x 240)

*Important Question.*

Is 1 pixel means **1.38mm**???  
(By 500 mm/360 pixels)



# 4. Additional Information – Field of View



Important Question.

means 1.56mm???  
(1.56mm/320 pixels)

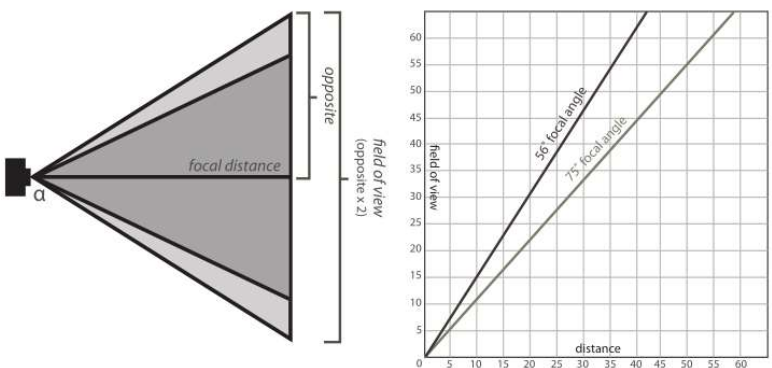
- 1. Beam length . . .
- 2. Horizontally fit in the resolution of (320 x 240)



# 4. Additional Information – Field of View

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## FIELD OF VIEW FOR PS3 EYE CAMERA



$FOV = ((\tan(\alpha) / 2) * \text{focal distance}) \times 2$   
 All measurements would be from apex of lens.  
 PS3 Eye lens focal angle offers zoom from 56 to 75 degrees.

| angle | $\tan(\alpha)$ | focal distance | opposite    | field of view |
|-------|----------------|----------------|-------------|---------------|
| 56°   | 1.4823         | 1 inch         | .53 inches  | 1.06 inches   |
| 75°   | 3.7306         | 1 inch         | .77 inches  | 1.54 inches   |
| 56°   | 1.4823         | 2 inches       | 1.06 inches | 2.12 inches   |
| 75°   | 3.7306         | 2 inches       | 1.53 inches | 3.06 inches   |
| 56°   | 1.4823         | 4 inches       | 2.13 inches | 4.26 inches   |
| 75°   | 3.7306         | 4 inches       | 3.07 inches | 6.14 inches   |

- Field of View
1. Every camera has different **field of view**
  2. Field of View is determined by **focal angle** and **focal distance**
  3. Example : SONY PS3 Camera
  4. Focal length : **75 degree**
  5. Focal distance (Camera to the beam) : **360mm**

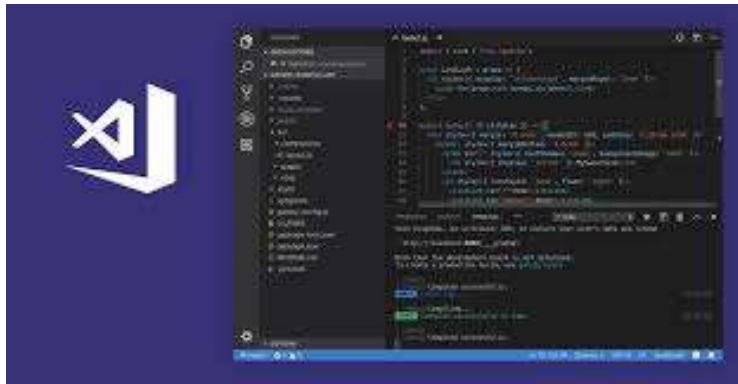


- Field of View : **552.456mm**
- -> 1 pixels = **1.534 mm**
- Position of the object should be **recalculated** after achieved



## 5. OPENCV Practice

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*Let's Practice with Visual Studio Code or PyCharm*





# 5. Homework

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## *Homework for next course*

1. Color Recognition tutorial revision (*Easy*)
2. Color Position tracking – Achieve the position of the object from your code (*Hard*)
3. ROS installation tutorials from 1-9 (*Intermediate*)

