This manual documents Guile-CV version 0.2.1.

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Preface

This manual describes how to use Guile-CV. It relates particularly to Guile-CV version 0.2.1.

Contributors to this Manual

Like Guile-CV itself, the Guile-CV reference manual is a living entity. Right now, the contributor to this manual is:

- David Pirotte

who is also the author and maintainer of Guile-CV.

You are most welcome to join and help. Visit Guile-CV (http://www.gnu.org/software/guile-cv) web site to find out how to get involved.

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- This manual is published under the terms of the GNU Free Documentation License (see Appendix A [GNU Free Documentation License], page 42).

You must be aware there is no warranty whatsoever for Guile-CV. This is described in full in the license.

1 Introduction

1.1 About Guile-CV

GNU Guile-CV

Image Processing and Analysis in Guile (http://www.gnu.org/software/guile)
a Computer Vision functional programming library


Guile-CV (http://www.gnu.org/software/guile-cv) is based on Vigra (http://ukoethe.github.io/vigra/) (Vision with Generic Algorithms), enhanced with additional algorithms (Image Textures, Delineate, Reconstruction and many more), all accessible through a nice, clean and easy to use high level API.

Guile-CV (http://www.gnu.org/software/guile-cv) is natively multi-threaded, and takes advantage of multiple cores, using high-level and fine grained application-level parallelism constructs available in Guile (http://www.gnu.org/software/guile), based on its support to POSIX threads.
Objective

Guile-CV (http://www.gnu.org/software/guile-cv) objective is to be a robust, reliable and fast - Image Processing and Analysis - Computer Vision functional programming library for the Guile (http://www.gnu.org/software/guile) Scheme language. Guile-CV (http://www.gnu.org/software/guile-cv) also wants to be easy to use, study, modify and extend.

Guile-CV (http://www.gnu.org/software/guile-cv) can be used as an educational software, a research toolbox but it can also be used 'in production': Guile-CV (http://www.gnu.org/software/guile-cv) is robust, reliable and fast, and we will make sure Guile-CV (http://www.gnu.org/software/guile-cv) remains robust, reliable and fast as it grows.

Savannah


1.2 Obtaining and Installing Guile-CV

Guile-CV (http://www.gnu.org/software/guile-cv) can be obtained from the following archive site (http://ftp.gnu.org/gnu/guile-cv). The file will be named guile-cv-version.tar.gz. The current version is 0.2.1, so the file you should grab is:

http://ftp.gnu.org/gnu/guile-cv/guile-cv-0.2.1.tar.gz

Dependencies

Guile-CV (http://www.gnu.org/software/guile-cv) needs the following software to run:

- Autoconf >= 2.69
- Automake >= 1.14
- Makeinfo >= 6.3
- Guile (http://www.gnu.org/software/guile) >= 2.0.13
- Guile-Lib (http://www.nongnu.org/guile-lib) >= 0.2.5
- Vigra (http://ukoethe.github.io/vigra/) >= 1.11.0

Note:

If you manually install Vigra (http://ukoethe.github.io/vigra/), make sure you pass the cmake DCMAKE_BUILD_TYPE=RELEASE option, which triggers absolutely essential adequate runtime optimization flags.

- Vigra C (https://github.com/BSepcke/vigra_c) >= commit 0af647d08 - Oct 28, 2018

The local minima and maxima interfaces have been improved, and now support the full set of options provided by Vigra, to our request (thank you Benjamin!). In addition there has been a few bugs fixed, including one we detected while working on Guile-CV local minima bindings.

Vigra C - a C wrapper [to some of] the Vigra functionality - is currently only available by cloning its source code git (https://git-scm.com/) repository: there is
no release and no versioning scheme either. But no big deal, its home page has an 'Installation' section which guides you step by step.

Notes:
1. Make sure you pass the cmake DCMAKE_BUILD_TYPE=RELEASE option, which triggers absolutely essential adequate runtime optimization flags;
2. Vigra C says it depends on cmake >= 3.1, but this is only true if you want to build its documentation, probably not the case. Most distribution still have cmake 2.8, if that is your case, you may safely edit /your/path/vigra_c/CMakeLists.txt and downgrade this requirement to the cmake version installed on your machine;
3. Make sure the directory where libvigra_c.so has been installed is 'known', either because it is defined in /etc/ld.so.conf.d, or you set the environment variable LD_LIBRARY_PATH, otherwise Guile won’t find it and configure will report an error.

- LaTex (http://www.latex-project.org/)
  Any modern latex distribution will do, we use TexLive (https://tug.org/texlive/).
  Guile-CV will check that it can find the standalone documentclass, as well as the following packages: inputenc, fontenc, lmodern, xcolor, booktabs, siunitx, iwona.

Iwona (http://www.tug.dk/FontCatalogue/iwona/): this is the font used to create [im-histogram], page 39, headers, legend indices and footers. Note that it could be that it is not part of your 'basic' LaTex distro, on debian for example, iwona is part of the texlive-fonts-extra package.

Install from the tarball
Assuming you have satisfied the dependencies, open a terminal and proceed with the following steps:

    cd <download-path>
    tar zxf guile-cv-0.2.1.tar.gz
    cd guile-cv-0.2.1
    ./configure [--prefix=/your/prefix] [--with-guile-site=yes]
    make
    make install

Special note:

Before you start to use Guile-CV (http://www.gnu.org/software/guile-cv), make sure you read and implement the recommendation made in the manual, section See Section 2.1 [Configuring Guile for Guile-CV], page 6.

Happy Guile-CV (http://www.gnu.org/software/guile-cv)!

---
1 We do our best to check that the libvigra_c installed library does contain the required Guile-CV functionality though, and these checks are listed as part of our configure steps
Chapter 1: Introduction

Install from the source


So, to grab, compile and install from the source, open a terminal and:

```
git clone git://git.savannah.gnu.org/guile-cv.git
cd guile-cv
./autogen.sh
./configure [--prefix=your/prefix] [--with-guile-site=yes]
make
make install
```

**Special note:**

Before you start to use Guile-CV (http://www.gnu.org/software/guile-cv), make sure you read and implement the recommendation made in the manual, section See Section 2.1 [Configuring Guile for Guile-CV], page 6.

The above steps ensure you’re using Guile-CV (http://www.gnu.org/software/guile-cv) bleeding edge stable version. If you wish to participate to developments, checkout the devel branch:

```
git checkout devel
```

Happy hacking!

Notes:

1. The default and --prefix installation locations for source modules and compiled files (in the absence of --with-guile-site=yes) are:

   ```
   $(datadir)/guile-cv
   $(libdir)/guile-cv/guile/$(GUILE_EFFECTIVE_VERSION)/site-ccache
   ```

   If you pass --with-guile-site=yes, these locations become the Guile site and site-ccache directories, respectively.

   The configure step reports these locations as the content of the sitedir and siteccachedir variables, respectively the source modules and compiled files install locations. After installation, you may consult these variables using pkg-config:

   ```
   pkg-config guile-cv-1.0 --variable=sitedir
   pkg-config guile-cv-1.0 --variable=siteccachedir
   ```

   You will need - unless you have used --with-guile-site=yes, or unless these locations are already ‘known’ by Guile - to define or augment your GUILE_LOAD_PATH and GUILE_COMPILED_PATH environment variables with these locations, respectively (or %load-path and %load-compiled-path at run time if you prefer) (See Environment Variables

---

2 In this case, you may as well decide to either alter your $HOME/.guile personal file, or, if you are working in a multi-user environment, you may also opt for a global configuration. In this case, the file must be

2. Guile-CV also installs its `libguile-cv.*` library files, in `$({libdir})`. The configure step reports its location as the content of the `libdir` variable, which depends on on the content of the `prefix` and `exec_prefix` variables (also reported). After installation, you may consult these variables using `pkg-config`:

```
pkg-config guile-cv-1.0 --variable=prefix
pkg-config guile-cv-1.0 --variable=exec_prefix
pkg-config guile-cv-1.0 --variable=libdir
```

You will need - unless the `$(libdir)` location is already 'known' by your system - to either define or augment your `$LD_LIBRARY_PATH` environment variable, or alter the `/etc/ld.so.conf` (or add a file in `/etc/ld.so.conf.d`) and run (as root) `ldconfig`, so that Guile-CV finds its `libguile-cv.*` library files.

3. To install Guile-CV, you must have write permissions to the default or `$({prefix})` directory and its subdirs, as well as to both Guile’s site and site-ccache directories if `--with-guile-site=yes` was passed.

4. Like for any other GNU Tool Chain compatible software, you may install the documentation locally using `make install-info`, `make install-html` and/or `make install-pdf`.

5. Last but not least :) Guile-CV comes with a test-suite, which we recommend you to run (especially before Section 1.4 [Reporting Bugs], page 6):

```
make check
```

### 1.3 Contact

**Mailing lists**

Guile-CV uses the following mailing list:

- guile-user@gnu.org is for general user help and discussion.
- guile-devel@gnu.org is used to discuss most aspects of Guile-CV, including development and enhancement requests.

When sending emails to guile-user and/or guile-devel, please use 'Guile-CV: ' to prefix the subject line of any Guile-CV related email, thanks!

**IRC**

Most of the time you can find me on irc, channel `#guile`, `#guix` and `#scheme` on `irc.freenode.net`, `#clutter` and `#introspection` on `irc.gnome.org`, under the nickname daviid.

---

3 Contact your administrator if you opt for the second solution but don’t have write privileges on your system.
1.4 Reporting Bugs

Guile-CV uses the following bug reports mailing list:

- bugs-guile-cv@gnu.org

You can (un)subscribe to the bugs report list by following instructions on the list information page (https://lists.gnu.org/mailman/listinfo/bug-guile-cv).

2 Using Guile-CV

Guile-CV Reference Manual still is a mock-up: any help is more then welcome to improve this situation, thanks!

2.1 Configuring Guile for Guile-CV

Guile must be modified, with respect to two core functionalities, before to start to use Guile-CV: (a) its repl-print procedure and (b) its raised exception system.

2.1.1 Configuring Guile’s repl-print procedure

Guile’s repl-print procedure calls (write val), which is inadequate for images, even very small images. Fortunately, Guile provides us both a simple mechanism to alter the default repl printer and the alternate repl printer procedure we need: truncated-print.

To modify the default repl printer, you have to modify your $HOME/.guile or, if you are working in a multi-user environment, you may choose to add (or modify if it exists) the file named init.scm in the so-called Guile global site directory, here (evaluate the following expression in a terminal):
guile -c "(display (%global-site-dir))(newline)".

Which ever solution you choose, add the following lines:

```
(use-modules (ice-9 pretty-print)
  (system repl common))

(repl-default-option-set! 'print
  (lambda (repl obj)
    (truncated-print obj) (newline))))
```

2.1.2 Configuring Guile’s raised exception system

Guile’s default raised exception system calls simple-format, which is inadequate for images, even very small images (see the related footnote of the previous section, it explains how ‘inadequate’ this default is for images.

Because Guile’s module we need to patch has changed in between 2.0, 2.2 and 2.2.3, we will guide you to manually update your local version, just don’t be scared, be meticulous and it

---

4 Even for very small images, using write is inadequate, in a terminal, and will definitely kill your Emacs/Geiser session. Not to mention it will raise your electricity bill :) - till you succeed to delete its process, Emacs will use one core at more than 100%, desperately trying to display hundreds of thousands of floating point values, heating your laptop (if you have a laptop) up to the point you’ll be able to cook an egg on it, and get its fans crasy... You’ve been warned :).

5 You need write privileges to add or modify this file, contact your system administrator if you’re not in charge of the system you are working on.
will be all fine. But if you think it is 'too much' for you, get in touch with us, and we will guide you or provide a 'ready to use module', depending on your version of Guile.

The module we need to modify is (ice-9 boot-9), so let's first figure out where it is on your system⁶, in a guile session, enter the following:

```lisp
(string-append (%package-data-dir) "/" (effective-version))
```

- $2 = "/opt2/share/guile/2.2"

The above returned value is an example of course, just proceed with the value returned by your system. So, the file we need to edit, in our example, is here:

```
/opt2/share/guile/2.2/ice-9/boot-9.scm
```

Edit the above file and:

1. Search for the line `(define format simple-format)` (for Guile 2.2.3, it is the line 327), and below, add the following lines:

   ;; instead of using the above, let's define a specific format binding
   ;; for exception printers, to allow its user customization.

   `(define exception-format simple-format)`

2. In the core of the following procedure, (and only in the core of the following procedures), you will replace all occurrences calls to `format` by calls to `exception-format`:

   - `dispatch-exception` - line 731 for Guile 2.2.3
   - 1 occurrence

   - `(let ((exception-printers '()))` - line 864 for Guile 2.2.3
   - 5 occurrences

   - `scm-error-printer` - line 910 for Guile 2.2.3
   - 2 occurrences

   - `syntax-error-printer` - line 921 for Guile 2.2.3
   - 7 occurrences

   - `keyword-error-printer` - line 941 for Guile 2.2.3
   - 1 occurrence

   - `getaddrinfo-error-printer` - line 941 for Guile 2.2.3
   - 1 occurrence

   - `false-if-exception` - line 1063 for Guile 2.2.3
   - 2 occurrences

   - `make-record-type` - line 1200 for Guile 2.2.3
   - 1 occurrence

---

⁶ You need write privileges to modify this module, contact your admin if you’re not in charge of the system you are working on.
3. Let’s compile it, and install the compiled version where it should (in the following lines, you’ll need to substitute /opt2 by your $prefix value, and the username by yours):

```bash
cd /opt2/share/guile/2.2/ice-9
guild compile boot-9.scm
```

;;; note: source file /opt2/share/guile/2.2/ice-9/boot-9.scm

;;; newer than compiled /opt2/lib/guile/2.2/ccache/ice-9/boot-9.go

wrote '

州市/.cache/guile/ccache/2.2-LE-8-3.A/opt2/share/guile/2.2/ice-9/boot-9.scm.go'

Now we move it, so all users benefit from the new compiled version:

```bash
mv $HOME/.cache/guile/ccache/2.2-LE-8-3.A/opt2/share/guile/2.2/ice-9/boot-9.scm.go
```

Now, once the above is completed, you need to add the following lines (see below) to your $HOME/.guile or, if you are working in a multi-user environment, to the file named init.scm in the so-called Guile global site directory (the previous subsection lists the terminal command you need to run to see where that directory is on your system).

Note that the following proposed modification assumes you did perform the steps recommended in the previous subsection, which means that (use-modules (ice-9 pretty-print)) is already in there:

```scheme
(when (defined? 'exception-format)
  (set! exception-format
    (lambda (port fmt . args)
      (for-each (lambda (arg)
            (truncated-print arg #:port port))
            args))))
```

You are now ready to use Guile-CV!

### 2.2 Images used in Guile-CV’s documentation

All images used in Guile-CV’s documentation are distributed with the source and installed here:

```
$prefix/share/doc/guile-cv/images
```

All examples using im-load and im-save given in this manual, unless a full pathname is specified, assume that these images are available from the guile current working directory, see getcwd and chdir in Guile’s manual

Our best recommendation, at least to start with, is to create a working directory, such as mkdir $HOME/guile-cv/images, for example, and as you need them, copy the distributed images you are interested in.

### 2.3 Starting Guile-CV

**Special note:**

Before you start to use Guile-CV, make sure you read and implement the recommendation made in Section 2.1 [Configuring Guile for Guile-CV], page 6.

With the previous Section 2.2 [Images used in Guile-CV’s documentation], page 8, recommendations in mind, open a terminal and:

```bash
cd ~/guile-cv/images
```
guile
scheme@(guile-user)> ,use (cv)
scheme@(guile-user)> (im-load "sand.tif")
-
$2 = (512 512 1 (#f32(125.0 128.0 124.0 118.0 108.0 75.0 76.0 # ...))))

Or if you use Emacs (https://www.gnu.org/software/emacs) which, coupled with Geiser (http://www.nongnu.org/geiser) absolutely rocks :-), then a typical session becomes:

fire Emacs
M-x cd
-
Change default directory: ~/guile-cv/images

M-x run-guile
scheme@(guile-user)> ,use (cv)
scheme@(guile-user)> (im-load "sand.tif")
-
$2 = (512 512 1 (#f32(125.0 128.0 124.0 118.0 108.0 75.0 76.0 # ...))))

Note that to benefit from Emacs’s Tab completion mechanism, while typing image filenames, Emacs itself must be in that directory, hence the above first step M-x cd ...

3 API Reference

3.1 API Overview

Guile-CV Low Level API
The Guile-CV low level API is ...

Guile-CV High Level API
Guile-CV will also provide a higher level API ...

3.1.1 Naming Conventions

Vigra Functions
Guile-CV low level API procedure names hat bind a Vigra function always start with vigra-
...

bluefox
->
redebear

3.1.2 Abbreviations
In the table below we list respectively the abbreviation ...
3.2 Guile-CV

3.2.1 Image Structure and Accessors

The Guile-CV procedures and methods related to images data structure, creating, accessing and copying images.

Image Data Structure

A Guile-CV image is represented by a list containing the following elements:

\[(\text{width height } n\text{-channel } \text{idata})\]

where \(\text{idata}\) is a list of \(n\text{-channel}\) elements, each element being a vector of \((* \text{ width height})\) cells. More precisely, each element is an \text{srfi-4} homogeneous numeric vector of 32 bit floats, called \text{f32vector}, knowing that \text{f32} is the C type \text{float}.

The external representation (ie. read syntax) for \text{idata} vectors is \#f32(...). As an example, a gray scale image of width 3 and height 2, initialized to 0.0 is represented by the following expression:

\[(3 2 1 (\#f32(0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0)))\]

The \(n\text{-channel}\) is an integer \(>= 1\), with no limit but the memory size. This said, most Guile-CV procedures and methods expect either GRAY scale \((n\text{-channel}=1)\), or RGB \((n\text{-channel}=3)\) images. For the later, the channels are \text{Red}, \text{Green} and \text{Blue} in that order.

Guile-CV provides usefull accessors for all these fields. However, very often, you will need them all, in which case your best friend is (ice-9 match), here is an example:

```
(use (cv))
(define image (im-make 4 3 3))
(match image
  ((width height n-chan idata)
   (match idata
     ((r g b)
      ... your code here ...))))
```

You will find many examples of such a ‘pattern’ in Guile-CV's source code itself of course, along with some other ‘techniques’ that might be useful, so we invite you to read it, and if you do so: feedback, design and code review is more then welcome! This section describes what is in the module (cv idata).

Note that the (cv) module imports and re-exports, among may others, the public interface of (ice-9 match).

Procedures

- \text{im-make width height n [value]} \hspace{1cm} [Procedure]
- \text{im-make-channel width height [value]} \hspace{1cm} [Procedure]
- \text{im-make-channels width height n [value]} \hspace{1cm} [Procedure]

Returns a new image, list of channels or channel.

Each channel is an \text{srfi-4} homogeneous vector of 32 bit floats (\text{f32vector}), of \text{width} by \text{height} initialized to \text{value}. The default \text{value} is 0.0
im-copy image

im-copy-channel channel width height
    Returns a new fresh copy of image or channel.

im-size image
    Returns the list of (width height n-channel) for image.

im-width image
im-height image
im-n-channel image
im-channels image
im-channel image n
    Returns, respectively the width, the height, n-channel, channels or the nth channel for image.

im-image? image
im-gray? image
im-rgb? image
    Returns #t if image is respectively a Guile-CV image, a GRAY scale or an RGB image.

im-binary? il i2 i3 ...
im-binary-channel? width height c1 c2 c3 ...
    Returns #t if il i2 i3 ... or c1 c2 c3 ... respectively are BINARY (Black and White) images or channels respectively.
    Note that when more then one image or channel is passed, they must all be of the same size.

im-=? [precision] il i2 i3 ...
im-=channel? width height [precision] c1 c2 c3 ...
    Returns #t if il i2 i3 ... or c1 c2 c3 ... respectively are of the same size, have the same number of channels that all respectively contain the same values.
    If the first argument is a number, it is used as the precision to compare pixel values. The default precision value is 1.0e-4. Note that if you are certain your images or channels contain 'discrete' float values, you may pass 0.0 as the precision to be used, i which case values will be compared using = (instead of float=?, which is faster.

im-ref image i j [k]
im-fast-ref image i j [k]
    Returns the pixel value stored at position i and j of the image channel k. The default value for k is 0.
    im-fast-ref does not check the validity of its arguments: use it at your own risk.

im-set! image i j [k] value
im-fast-set! image i j [k] value
    Returns nothing.
    Sets the pixel value stored at position i and j of the image channel k to value. The default value for k is 0.
    im-fast-set! does not check the validity of its arguments: use it at your own risk.
Chapter 3: API Reference

```
im-channel-offset i j width height  [Procedure]
im-fast-channel-offset i j width       [Procedure]  
  Returns the channel offset for the i and j indices, based on the width and height of the channel.
  This procedure converts the matrix indices i and j to a vector offset for a channel of size width and height.
  im-fast-channel-offset does not check the validity of its arguments: use it at your own risk.

im-channel-ref channel i j width height [Procedure]
im-fast-channel-ref channel i j width    [Procedure]  
  Returns the pixel value stored at position i and j of the channel of size width and height.
  im-fast-channel-ref does not check the validity of its arguments: use it at your own risk.

im-channel-set! channel i j width height value [Procedure]
im-fast-channel-set! channel i j width value   [Procedure]  
  Returns nothing.
  Sets the pixel at position i and j of channel of size width and height to value.
  im-fast-channel-set! does not check the validity of its arguments: use it at your own risk.

im-collect what i1 i2 i3 ... [Procedure]
  Returns a list of what collected from i1 i2 i3 ...
  The valid what symbols are:
  
  size
  width
  height
  n-channel
  channels
  chan-0, gray, red
  chan-1, green
  chan-2, blue
  chan-k (*)
  
  (*): with k being a valid channel indice, [0 (- n 1)].
```

3.2.2 Kernel Structure and Accessors

The Guile-CV procedures and methods related to kernels data structure, creating and accessing kernels.
Kernel Data Structure

A Guile-CV kernel (https://en.wikipedia.org/wiki/Kernel_(image_processing)) is represented by a list containing the following elements:

\[(\text{width height kdata})\]

where \(kdata\) is a vector of \((\star \text{width height})\) cells. More precisely, \(kdata\) is an srfi-4 homogeneous numeric vector of 64 bit floats, called \(f64vector\), knowing that \(f64\) is the C type double.

The external representation (ie. read syntax) for \(kdata\) vectors is \(#f64(...)\). As an example, the identity kernel of width 3 and height 3, initialized to 0.0 is represented by the following expression:

\[(3 3 \#f64(0.0 0.0 0.0 0.0 1.0 0.0 0.0 0.0 0.0))\]

The kernel \(width\) and \(height\) can be different (kernels can be rectangular), but both \(width\) and \(height\) must be odd values.

Guile-CV provides useful accessors for kernel fields, however, if you need them all, just like for accessing image fields, your best friend is (ice-9 match), here is an example:

```scheme
(use (cv)
  (match kernel
    ((width height kdata)
      ... your code here ...))
)
```

Note that the (cv) module imports and re-exports, among may others, the public interface of (ice-9 match).

Guile-CV defines a few useful kernels, see [kernel variables], page 16, at the end of this section, that you both may want to use and reuse: it will be easier, if you need to do so, to define your own kernels reusing an existing one, see the (cv kdata) module.

Procedures

\textbf{k-make width height [values \#f] [norm \#f]} 

[Procedure]

Returns a new kernel.

The \(kdata\) value of this new kernel is an srfi-4 homogeneous numeric vector of 64 bit floats, \(f64vector\), composed of \(width\) by \(height\) cells.

The optional \texttt{values} argument can be:

- \#f \(kdata\) is initialized to the ‘identity’ kernel (all zeros except the center of the kernel, initialized to 1)
- a single value \(kdata\) cells are initialized using that single value
- a list of values a list of \(width\) by \(height\) values, used to initialized \(kdata\), in the order they are given

The optional \texttt{norm} argument can be:

- \#f in this case, \(kdata\) is not normalized
unless values would be #f, kdata is normalized using (reduce + 0 values)

a single value

all kdata cells are normalized using that value, which must be a
class exception: #f #t #f #f
number different from 0

When both values and norm are passed - which is mandatory if you want to pass
norm (since these are optional arguments, as opposed to keyword arguments) - values
must precede norm on the arguments list.

As an example, here is how to define a 3 x 3 normalized mean kernel:

  ,use (cv)
  (k-make 3 3 1 #t)
  →
  $2 = (3 3 #f64(0.1111111111111111 0.1111111111111111 # # # # ...))
  (k-display $2)
  →

    0.11111  0.11111  0.11111
    0.11111  0.11111  0.11111
    0.11111  0.11111  0.11111

k-make-circular-mask radius [value 1] [norm #f] [Procedure]

Returns a new circular mask kernel.

The kdata value of this new kernel is an srfi-4 homogeneous numeric vector of 64
bit floats, f64vector, composed of width by height cells where width and height are
equal and odd values determined by the procedure.

The mandatory radius argument must be a floating point number satisfying the
following predicate: (float>=? radius 0.5).

The optional norm argument can be:

  #f  in this case, kdata is not normalized
  #t  kdata values are normalized using (* n value), where n is the num-

When both value and norm are passed - which is mandatory if you want to pass norm
(since these are optional arguments, as opposed to optional keyword arguments) - value
must precede norm on the arguments list.

To illustrate, here are the circular kernel masks of radius 0.5, 1, 1.5 respectively:

  ...  
  (for-each (lambda (i))
    (k-display (k-make-circular-mask i)
      #:proc float->int))
  ,'(0.5 1.0 1.5))
  →

    0 1 0
To better illustrate, let's define a bigger circular kernel mask, transform it to an image and \([\text{im-show}],\) page 40, it:

\[
\begin{array}{cccc}
1 & 1 & 1 & 1 \\
0 & 1 & 0 & 0 \\
\end{array}
\]

\[
\begin{array}{cccc}
1 & 1 & 1 & 1 \\
1 & 1 & 1 & 1 \\
1 & 1 & 1 & 1 \\
0 & 1 & 1 & 0 \\
0 & 0 & 1 & 0 \\
\end{array}
\]

\[
\begin{array}{cccc}
0 & 0 & 1 & 0 \\
0 & 1 & 1 & 1 \\
1 & 1 & 1 & 1 \\
0 & 1 & 1 & 1 \\
0 & 0 & 1 & 0 \\
0 & 0 & 1 & 0 \\
\end{array}
\]

\[
\begin{array}{cccc}
0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 \\
1 & 1 & 1 & 1 \\
0 & 1 & 1 & 1 \\
0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 \\
\end{array}
\]

To better illustrate, let's define a bigger circular kernel mask, transform it to an image and \([\text{im-show}],\) page 40, it:

\[
\begin{array}{cccc}
1 & 1 & 1 & 1 \\
1 & 1 & 1 & 1 \\
1 & 1 & 1 & 1 \\
0 & 1 & 0 & 0 \\
0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 \\
\end{array}
\]

... (match (k-make-circular-mask 49)
  ((w h kdata) (list w h 1 (list (f64vector->f32vector kdata)))))
-| $6 = (99 99 1 (#f32(0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 # ...)))
  (im-show $6 'scale)

And you should see the following image\(^7\)

\([\text{Procedure}]\)

**k-width** kernel

**k-height** kernel

**k-size** kernel

**k-channel** kernel

Returns, respectively, the \textit{width}, the \textit{height}, the list of \textit{width} and \textit{height} or the \textit{kdata} for \textit{kernel}.

\([\text{Procedure}]\)

**kernel?** kernel

Returns \#t if \textit{kernel} is a Guile-CV kernel.

\([\text{Procedure}]\)

**k-ref** kernel i j

**k-fast-ref** kernel i j

Returns the value stored at position \(i\) and \(j\) of the \textit{kernel}.

**k-fast-ref** does not check the validity of its arguments: use it at your own risk.

\([\text{Procedure}]\)

**k-set!** kernel i j value

**k-fast-set!** kernel i j value

Returns nothing.

Sets the value stored at position \(i\) and \(j\) of the \textit{kernel} to \textit{value}.

**k-fast-set!** does not check the validity of its arguments: use it at your own risk.

---

\(^7\) The \textit{'scale} optional argument passed to \([\text{im-show}],\) page 40, as its name indicate, is so that kernel values will be scaled, which in this case means that 1.0 values will become 255.0 - otherwise, it would be almost impossible for a human eye to actually see the shape of the circle . . .
k-offset  i j width height  [Procedure]
k-fast-offset  i j width  [Procedure]

Returns the kernel offset for the i and j indices, based on the width and height of the kernel.

This procedure converts the matrix indices i and j to a vector offset for a kernel of size width and height.

k-fast-offset does not check the validity of its arguments: use it at your own risk.

k-display  image  [#:proc #f]  [#:port (current-output-port)]  [Procedure]

Returns nothing.

Displays the content of kernel on port, applying proc to each kernel value.

```
(use (cv))
(k-display %k-laplacian)
```

| 0.37500 | 0.25000 | 0.37500 |
| 0.25000 | -2.50000 | 0.25000 |
| 0.37500 | 0.25000 | 0.37500 |

Variables

Notes: (a) the following kernels are merely offered as ‘didactic’ examples, some of these were used ‘in the old days’, but in most cases, you will find and prefer to use a ‘specific’ and ‘modern’ procedure that will give (much) better results, such as, [im-gaussian-blur], page 30, [im-gaussian-sharp], page 31, [im-sharpen], page 31, (a simple sharpening procedure), [im-canny], page 37, (edge detection) ... and (b) in order to make these definitions easier to read, we’ve added some spaces and newlines.

%k-identity  [Variable]

```
(k-display %k-identity #:proc float->int)
```

```
| 0 0 0 |
| 0 1 0 |
| 0 0 0 |
```

%k-edge0  [Variable]

```
(k-make 3 3
  '( 1 0 -1
      0 0 0
      -1 0 1 ))
```

%k-edge1  [Variable]

```
(k-make 3 3
  '( 0 1 0
      1 -4 1
      0 1 0 ))
```

%k-sharpen  [Variable]

```
(k-make 3 3
  '''
)
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\( '( -1 -1 -1 \\
     -1 9 -1 \\
     -1 -1 -1 ) ) \)

%k-mean

(k-make 3 3
  \( '( 1 1 1 \\
       1 1 1 \\
       1 1 1 ) \)

9)

%k-gaussian-blur0

(k-make 3 3
  \( '( 1 2 1 \\
       2 4 2 \\
       1 2 1 ) \)

16)

%k-gaussian-blur1

(k-make 5 5
  \( '( 1 4 6 4 1 \\
       4 16 24 16 4 \\
       6 24 36 24 6 \\
       4 16 24 16 4 \\
       1 4 6 4 1 ) \)

256)

%k-unsharp

(k-make 5 5
  \( '( 1 4 6 4 1 \\
       4 16 24 16 4 \\
       6 24 -476 24 6 \\
       4 16 24 16 4 \\
       1 4 6 4 1 ) \)

-256)

%k-emboss

Also called %k-compass or %k-directional, this kind of filter is useful to enhance edges in given directions. With a 3 x 3 kernel, one normally uses filters for 0, 45, 90 and 135 degrees. The various angles are obtained ‘rotating’ the positive and negative values to ‘align’ with the various directions.

(k-make 3 3
  \( '( -2 -2 0 \\
       -2 6 0 \\
       0 0 0 ) \))

%k-laplacian

This is a variation of the more traditional Laplacian kernels, that are meant to enhance edges, in this case in an isotropic fashion (non-directional). This the implementation
in the Vigra code and it attributes large weights to the diagonal pixels of the kernel. Nevertheless, the total weight is zero.

\[
(k\text{-}make\ 3\ 3
\begin{array}{ccc}
0.375 & 0.25 & 0.375 \\
0.25 & -2 & 0.25 \\
0.375 & 0.25 & 0.375
\end{array}
)\]

**Prewitt filtering**

\texttt{%k-prewitt-y}  
A 3 x 3 kernel which emphasizes horizontal edges by approximating a vertical gradient.

\[
(k\text{-}make\ 3\ 3
\begin{array}{ccc}
1 & 1 & 1 \\
0 & 0 & 0 \\
-1 & -1 & -1
\end{array}
)\]

\texttt{%k-prewitt-x}  
A 3 x 3 kernel which emphasizes vertical edges by approximating an horizontal gradient.

\[
(k\text{-}make\ 3\ 3
\begin{array}{ccc}
1 & 0 & -1 \\
-1 & 0 & -1 \\
1 & 0 & -1
\end{array}
)\]

**Sobel filtering**

Filtering an image using a 'Sobel filter' requires a three steps approach: (1) filtering the image using the 'Sobel y filter', (2) dito using the 'Sobel x filter', and (3) combining the results to obtain 'Sobel magnitude': \(\sqrt{(+ (\sqrt{sobel\_y}) \ (\sqrt{sobel\_x}))}\).

\texttt{%k-sobel-y}  
\[
(k\text{-}make\ 3\ 3
\begin{array}{ccc}
1 & 2 & 1 \\
0 & 0 & 0 \\
-1 & -2 & -1
\end{array}
)\]

\texttt{%k-sobel-x}  
\[
(k\text{-}make\ 3\ 3
\begin{array}{ccc}
1 & 0 & -1 \\
2 & 0 & -2 \\
1 & 0 & -1
\end{array}
)\]

**3.2.3 Import Export**

The Guile-CV procedures and methods to load, save and query file system images.

**Procedures**

\texttt{im\_load filename}  
Returns a Guile-CV image.
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Loads the image pointed by filename and returns a Guile-CV image. filename can either be a GRAY or an RGB image.

At this point, Guile-CV supports the following file formats: GIF, TIFF, JPEG, BMP, EXR, HDR, PNM (PBM, PGM, PPM), PNG, SunRaster, Khoros-VIFF.

**im-save image filename [scale #f]**  
Returns #t.

Saves image in filename.

The optional scale argument can take the following values:

- #f: pixel values are 'clipped': values < 0 are saved as 0, values > 255 are saved as 255, and otherwise are saved unchanged
- #t: all pixel values are scaled\(^8\) to the [0 255] range

The type in which image is saved is determined by the filename extension, as in the following example:

```lisp
(im-load "edx.png")
...
(im-save $4 "/tmp/edx.jpg")
```

**im-size filename**  
Returns the list of (width height n-channel) for filename.

**im-width filename**  
**im-height filename**  
**im-n-channel filename**  
Returns, respectively the width, the height and the n-channel for filename.

**im-gray? filename**  
**im-rgb? filename**  
Returns #t if filename is respectively a GRAY scale or an RGB image.

### 3.2.4 Processing

The Guile-CV procedures and methods to process images.

**Procedures**

**im-resize image new-width new-height [#:i-mode 'bilinear]**  
Returns a new image resized to new-width, new-height.

The interpolation mode #:i-mode, can be one of:

- none
- bilinear

---

\(^8\) Note that in this particular context, scale does not mean a change in dimension, but rather bringing pixel values from the range they occupy in memory to the [0 255] range.
biquadratic
bicubic
? (fixme)

**im-rotate** `image angle [#:i-mode 'bilinear]`  
[Procedure]

**im-rotate-channel** `channel width height angle [#:i-mode 'bilinear]`  
[Procedure]

Returns a new image or channel rotated by `angle`.

The `angle` is in degrees: `+/-[0.0 360.0]`.

It is necessary, for rotations other than multiples of 90˚, to recalculate the target coordinates, since after the rotation, they might be floats. The 'next neighbor' interpolation possible modes, `#:i-mode`, are:

bilinear
biquadratic
bicubic
? (fixme)

**im-flip** `image plane`  
[Procedure]

**im-flip-channel** `channel width height plane`  
[Procedure]

Returns a new image or channel flipped according to the selected `plane`.

Valid flipping `plane` values are:

hori horizontal
vert vertical
both

**im-invert** `image`  
[Procedure]

**im-invert-channel** `channel width height`  
[Procedure]

Returns a new inverse image or channel.

Calculating the inverse of an `image` or a `channel` consist of applying the exponent function, `expt`, to all pixel values, raising them to the power of -1.

**im-transpose** `image`  
[Procedure]

**im-transpose-channel** `channel width height`  
[Procedure]

Returns a new tranposed image or channel.

Transposing an `image` or a `channel` consist of flipping it over its main diagonal. In the transposed result, switched in size, row values are the original column values and column values are the original row values.

**im-normalize** `image [#:value 255.0]`  
[Procedure]

**im-normalize-channel** `channel width height [#:value 255.0]`  
[Procedure]

Returns a new normalized image or channel.

Normalizing an `image` or a `channel` consist of dividing all pixels by a value so they all fall in the `[0.0 -> 1.0]` range. The default `#:value` is 255.0.
im-clip image [#:lower 0.0] [#:upper 255.0] [Procedure]
im-clip-channel channel width height [#:lower 0.0] [#:upper 255.0] [Procedure]
Returns a new clipped image or channel.
Clipping an image or a channel consist of replacing all pixel values below lower by the lower value and all pixel values above upper by the upper value.
im-crop image left top right bottom [Procedure]
im-crop-channel channel width height left top right bottom [#:new-w #f] [#:new-h #f] [Procedure]
Returns a new image, resulting of the crop of image at left, top, right and bottom.
im-crop-size width height left top right bottom [Procedure]
Returns a list, (new-width new-height).
Given the original image width and height, this procedure checks that left, top, right and bottom are valid and return a list, (new-width new-height), otherwise, it raises an error.
im-padd image left top right bottom [#:color '(0.0 0.0 0.0)] [Procedure]
im-padd-channel channel width height left top right bottom [#:new-w #f] [#:new-h #f] [#:value 0.0] [Procedure]
Returns a new image or channel, respectively padding image or channel by left, top, right and bottom pixels initialized respectively to color or value. Note that when im-padd is called upon a GRAY image, color is reduced to its corresponding gray value:

(/ (reduce + 0 color) 3)
im-padd-size width height left top right bottom [Procedure]
Returns a list, (new-width new-height).
Given the original image width and height, this procedure checks that left, top, right and bottom are >= 0 and return a list, (new-width new-height), otherwise, it raises an error.
im-rgba->rgb image [#:bg '(0.0 0.0 0.0)] [Procedure]
im-rgba->gray image [#:bg '(0.0 0.0 0.0)] [Procedure]
im-rgb->gray image [Procedure]
Returns a new RGB or GRAY image.

In the RGBA case, image channels are first normalized. The new RGB channels are obtained by applying the following pseudo code algorithm:

\[
R = (((1 - \text{Source}.A) \ast \text{BG}.R) + (\text{Source}.A \ast \text{Source}.R)) \ast 255.0 \\
G = (((1 - \text{Source}.A) \ast \text{BG}.G) + (\text{Source}.A \ast \text{Source}.G)) \ast 255.0 \\
B = (((1 - \text{Source}.A) \ast \text{BG}.B) + (\text{Source}.A \ast \text{Source}.B)) \ast 255.0
\]

im-local-minima image [#:threshold +float-max+] [Procedure]
im-local-maxima image [#:threshold (- +float-max+)] [Procedure]
im-local-minima-channel channel width height [#:threshold +float-max+] [Procedure]
im-local-maxima-channel channel width height [#:threshold (- +float-max+)]

All local minima and maxima related procedures also accept the following additional optional keyword arguments: [#:con 8] [#:marker 1.0] [#:borders? #f] [#:plateaus? #f] [#:epsilon 1.0e-4]

Returns a new image or channel.

Finds the local minima or maxima in image or channel. Local minima or maxima are defined as ‘points’ that are not on the borders (unless #:borders? is #t), and whose values are lower or higher, respectively, then the values of all direct neighbors. In the result image or channel, these points are marked using the #:marker value (all other pixels values will be set to 0).

By default, the algorithm uses 8-connectivity to define a neighborhood, which can be changed passing the optional keyword argument #:con, which can be either 4 or 8.

The #:threshold optional keyword argument can be used to discard minima and maxima whose (original pixel) value is not below or above the threshold, respectively. Both default values depend on +float-max+, which is defined (and so is +float-min+) using the corresponding limit value as given by the C float.h header.

The #:plateaus? optional keyword argument can be used to allow regions of ‘constant’ (original pixel) value whose neighbors are all higher (minima) or lower (maxima) than the value of the region. Tow pixel values are considered part of the same region (representing the same ‘constant’ value) if the absolute value of their difference is <= to #:epsilon.

Notes:

• If you want to know how many minima or maxima were found, use [im-reduce], page 24, upon the result;
• If you are interested by the original minima or maxima pixel values, Use [im-times], page 23, between the original image and the result.

im-threshold image threshold [#:bg 'black]

Returns a new BLACK and WHITE image.

The image argument can either be a GRAY or an an RGB image, in which case each pixel is converted to GRAY as it is processed. Valid #:bg values are black (the default) and white.

Pixels for which the original value is >= threshold are set to 255.0 if #:bg is ‘black, and set to 0.0 if #:bg is ‘white. The other pixels are set to 0.0 or 255.0 respectively.

im-add image val
im-add i1 i2 i3 . . .
im-add-channel channel width height val
im-add-channel width height c1 c2 c3 . . .

Returns a new image or channel.

Performs the scalar addition of image with val or the matrix addition of i1 i2 i3 . . . or c1 c2 c3 . . . respectively.
im-subtract  image val  

Returns a new image or channel.

Performs the scalar subtraction of image with val or the matrix subtraction of i1 i2 i3 . . . or c1 c2 c3 . . . respectively.

im-times  image val  

Returns a new image or channel.

Performs the scalar multiplication of image with val or the element by element multiplication of i1 i2 i3 . . . or c1 c2 c3 . . . respectively.

im-divide  image val  

Returns a new image or channel.

Performs the scalar division of image with val or the element by element division of i1 i2 i3 . . . or c1 c2 c3 . . . respectively.

It is the user responsibility to insure that none of the c2 c3 . . . values is zero.

im-range  image  

Returns a list of six values (min row col max row col) if image is GRAY, and a list of list of these values if image is RGB or for any n-chan > 1 images.

Technically speaking, there is no such thing as matrix division. Dividing a matrix by another matrix is an undefined function. The closest equivalent is to multiply the matrix by the inverse of the other matrix.
im-min image
im-max image
im-min-channel channel width
im-max-channel channel width

Returns three multiple values if image is GRAY: min row col or max row col respectively. If image is RGB or for any n-chan > 1 images, it returns a list of list of these values.

im-map proc i1 i2 i3 ...
im-map-channel proc width height c1 c2 c3 ...

Returns a new image or channel.
Apply proc to each pixel value of each channel of i1 (if only two arguments are given), or to the corresponding pixel values of each channels of i1 i2 i3 ... (if more than two arguments are given).

im-reduce image proc default
im-reduce-channel channel proc default

Returns one value if image is GRAY. If image is RGB or for any n-chan > 1, it returns a list of values.

If image is empty, im-reduce returns default (this is the only use for default). If image has only one pixel, then the pixel value is what is returned. Otherwise, proc is called on the pixel values of image.

Each proc call is (proc elem prev), where elem is a pixel value from the channel (the second and subsequent pixel values of the channel), and prev is the returned value from the previous call to proc. The first pixel value - for each channel - is the prev for the first call to proc.

For example:

\[ \text{use (cv)} \]
\[ \text{(im-load "edx.png")} \]
\[ \text{├} \]
\[ \text{$2 = (128 \ 128 \ 1 \ (#f32(4.0 \ 26.0 \ 102.0 \ 97.0 \ 58.0 \ 10.0 \ 9.0 \ 21.0 \ # \ ...))))} \]
\[ \text{(im-reduce $2 + 0)} \]
\[ \text{├} \]
\[ \text{$3 = 556197.0} \]

im-and i1 i2 i3 ...
im-and-channel width height c1 c2 c3 ...
im-or i1 i2 i3 ...
im-or-channel width height c1 c2 c3 ...
im-xor i1 i2 i3 ...
im-xor-channel width height c1 c2 c3 ...

Returns image if one argument only, otherwise, it returns a new image or channel, as the result of computing the logical AND, OR or XOR of all images or channels.

In the case of AND, for all positive results, the pixel values (of each channel) of the new image are set to the one obtained from i1 or c1 respectively, and 0.0 otherwise.

In the case of OR, the pixel values (of each channel) of the new image are set to the one obtained from the first non zero ii or ci respectively, otherwise it is set to 0.0.
In the case of XOR, the pixel values (of each channel) of the new image are set to the value obtained from successively computing \( \logior (\logand a (- 255 b)) (\logand (- 255 a) b) \) where \( a \) would be the previous result and \( b \) the current image or channel pixel value, until all images passed in arguments have been processed\(^\text{10}\).

All images must have the same width, height and n-channel.

There are, of course, scientific use and examples of images logical XOR, and that is why Guile-CV (http://www.gnu.org/software/guile-cv) is being developed for, but let’s have a bit of fun here, and see if our levitating GNU likes apples!

**im-complement image**  
[Procedure]  
Returns a new image.  
This procedure computes the mathematical complement of image, which for Guile-CV means that for each pixel of each channel, the new value is \((- 255.0 \text{ pixel-value})\).

**im-scrap image size [#:pred <] [#:con 8] [#:bg 'black] [#:exclude-on-edges #f]**  
[Procedure]  
Returns a new image.  
Scraping an image is the operation of removing objects depending on their size (in pixels). When exclude-on-edges is #t, all objects that are on any edges are also removed.

The procedure first calls [im-label], page 36, using con and bg, then calls [im-features], page 26. The area feature of each object is then compared to size using pred and the object is removed if the result is #t.

Note that image must be a binary image.

**im-particles image features [#:clean #t]**  
[Procedure]  
Returns two values, a list of images (the particles) and a list of their bounding boxes in the original image.

Each returned image is a ‘particle’, which is a subpart of image determined by its bounding box, given by the left top right bottom values of the corresponding ‘entry’ in features (see [im-features], page 26, for a complete description of a feature value list.

When #:clean is #t, which is the default, [im-particle-clean], page 25, is called upon each particle (see below for a description of the expected result).

**im-particle-clean particle**  
[Procedure]  
Returns a new image.  
Cleaning a particle (which is an image) means detecting and removing any object(s) that is(are) not connected to the ‘particle’ itself.

This procedure is based on the property that in a ‘particle’, which is an (sub)image resulting from a [im-crop], page 21, based on the bounding box coordinates as returned by im-features, there precisely is one object that, if you call im-features upon particle, would have its bounding box coordinates being the entire particle. In other words, if you call im-particle-clean upon an image that is not a ‘particle’, the result will just be a black image.

---

\(^{10}\) Note that there is no mathematically valid XOR operation on floating points, hence as they are ‘accessed’, pixel values are converted to integer, using float->int, defined in the (cv support libguile-cv) module.
3.2.5 Features
The Guile-CV procedures and methods related to image features.

Procedures

**im-features** image l-image [#:n-label #f]  
[Procedure]  
Returns a list of features, one list for each labeled object - including the backgground - in ascending order.

Notes: (a) image can either be an RGB or a GRAY image; (b) l-image is the 'corresponding' labeled image; (c) when used, the #:n-label optional keyword argument must be total number of label values used in l-image, as returned by [im-label], page 36, and [im-label-all], page 36.

The GRAY feature list values are:

**area**  
The labeled object area in pixel

**left** **top** **right** **bottom**  
The coordinates of the 'bounding box' labeled object

**mean-x** **mean-y**  
Also sometimes called the 'centroid', these are the average of the x and y coordinates of all of the pixels in the labeled object. These two coordinate values are floating points, representing the 'mathematical position' of the mean x and y values of the labeled object

**min** **max** **mean** **std-dev**  
The minimum, maximum, mean and standard gray deviation labeled object values

**major-ev-x** **major-ev-y** **minor-ev-x** **minor-ev-y**  
x and y normalized coordinates:  
\[ = (\text{sqrt} (+ (\text{expt} x 2) (\text{expt} y 2))) \]

**major-axis** **minor-axis**  
Respectively the major and minor eigen values ([https://en.wikipedia.org/wiki/Eigenvalues_and_eigenvectors](https://en.wikipedia.org/wiki/Eigenvalues_and_eigenvectors)), optimized so that they actually correspond to major and minor radius of the ellipse covering the same area as the particle itself

**angle**  
The angle of the major eigen vector axis, in degrees in the trigonometric circle reference system

---

11 Note that when passed to [im-crop], page 21, right and bottom must be increased by 1:  
\[ (\text{im-crop} \text{ image left top (+ right 1) (+ bottom 1)}) \]

12 Note that Vigra calculates and returns these values in the image coordinate system, where the y-axis is 'flipped' compared to the trigonometric circle 'traditional' representation. Guile-CV however transforms and returns these values using the trigonometric circle reference system.
center-mass-x center-mass-y
The center of mass x and y coordinates

perimeter
The labeled object perimeter in pixels

skewness kurtosis

circularity aspect-ratio roundness
Respectively the circularity (/ (* 4 %pi area) (expt perimeter 2)), the aspect ratio (/ major-axis minor-axis) and the roundness (/ minor-axis major-axis) of the labeled object

The RGB feature list values are:

area The labeled object area in pixel

left top right bottom
The coordinates of the labeled object (the corresponding GRAY feature footnote applies here too of course)

mean-x mean-y
Also sometimes called the ‘centroid’, these are the average of the x and y coordinates of all of the (red green blue) pixels in the labeled object. These two coordinate values are floating points, representing the ‘mathematical position’ of the mean x and y values of the labeled object

min-r min-g min-b max-r max-g max-b mean-r mean-g mean-b std-dev-r std-dev-g std-dev-b
The minimum, maximum, mean and standard deviation labeled object values of the red, green and blue channels

major-axis minor-axis
Respectively the major and minor eigen values [https://en.wikipedia.org/wiki/Eigenvalues_and_eigenvectors], optimized so that they actually correspond to major and minor radius of the ellipse covering the same area as the particle itself

angle The angle of the major eigen vector axis, in degrees in the trigonometric circle reference system

center-mass-x center-mass-y
The center of mass x and y coordinates

perimeter
The labeled object perimeter in pixels

skewness-r skewness-g skewness-b kurtosis-r kurtosis-g kurtosis-b
circularity aspect-ratio roundness

Respectively the circularity \((/ (* 4 \%pi area) (expt \(\text{perimeter}

2)))\), the aspect ratio \((/ \text{major-axis} \text{minor-axis})\) and the round-

ness \((/ \text{minor-axis} \text{major-axis})\) of the labeled object

Though we did not make it public, Guile-CV has an internal feature display procedure

that you might be interested to (re)use, so here is an example of a GRAY feature list display:

```
scheme@(guile-user)> ,use (cv)
scheme@(guile-user)> (im-load "pp-17-bf.png")
$2 = (85 95 3 (#f32(0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 ... ) ...))
scheme@(guile-user)> (im-rgb->gray $2)
$3 = (85 95 1 (#f32(0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 # ...)))
$4 = (0.0 251.0 128.3132714138286 8075)
scheme@(guile-user)> (im-threshold $3 136)
$5 = (85 95 1 (#f32(0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 # ...)))
scheme@(guile-user)> (im-label $5)
$6 = (85 95 1 (#f32(0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 # ...)))
$7 = 2
scheme@(guile-user)> (im-features $2 $6)
$8 = (((3782 0 0 84 94 43.1916319580078 45.65758958740234 0.0 # ...) ...)
scheme@(guile-user)> ((@@ (cv features) f-display) (match $8 ((bg a) a)))
```

```
area : 4293 (pixels)
left top right bottom : 0 0 84 94
mean-x mean-y : 40.94992 48.18262
min (red, green, blue) : 137.00000 136.00000 135.00000
max (red, green, blue) : 255.00000 250.00000 250.00000
mean (red, green, blue) : 236.13417 232.84999 232.84207
std. dev. (red, green, blue) : 20.23275 19.41402 19.84854
major ev x, y : 0.22202 0.97504
minor ev x, y : 0.97504 -0.22202
major, minor axis : 39.86419 34.27900 (radius)
angle : 77.17241 (degrees)
center of mass x, y : 40.73749 48.28692
perimeter : 367.74725
skewness (red, green, blue) : -2.90164 -2.99066 -2.91777
kurtosis (red, green, blue) : 8.53371 9.05482 8.61162
circularity : 0.39891
aspect ratio : 1.16293
roundness : 0.85989
```

As we mentioned above, \texttt{f-display} is defined in the \texttt{(cv features)} module, but it is not exported: in Guile, calling none exported procedure (which should not be ‘abused’) is done using the syntax \texttt{@@ module-name binding-name}, which in this example translates to \texttt{(@@ (cv features) f-display)}. 
3.2.6 Texture

The Guile-CV procedures and methods related to image texture measures.

First described here\(^\text{13}\), image texture measures are still very ‘actual’, with new research and practice applications in many areas, as described in this (highly recommended) document\(^\text{14}\). Image texture measures are ‘descriptive statistics’, derived from the ‘Gray Level Co-occurrence Matrices (GLCM)’ and its associated set of ‘Gray Level Co-occurrence Probability (GLCP)’ matrices.

Guile-CV GLCM and GLCP data structures are identical to the one used for Guile-CV images (See Section 3.2.1 [Image Structure and Accessors], page 10). Although they are not images ‘per se’, they are composed of four square matrices (four channels), of size \(n-gl\) (the number of gray levels to consider), and upon which we (and users) need to run linear algebra procedures, already defined and available in Guile-CV.

Guile-CV offers the 11th first texture measures, out of the 14th originally proposed by Haralick et al., which are the most commonly used and adopted ones.

This reference manual assumes you are familiar with the concepts, terminology and mathematical formulas involved in the calculations of GLCMs, GLCPs and image texture measures. If that is not the case, consider carefully reading one or both of the documents cited above (or any other tutorial or reference material of your choice of course).

Procedures

\[ \text{im-texture image n-gl [#:dist 1] [#:p-max 255] [#:use-log2 #f] [#:no-px-y0 #f]} \]

Returns a list.

The procedure calls [im-glcp], page 30, passing image, \(n-gl\) (the number of gray levels to consider), \(dist\) (the distance between the ‘reference’ and the ‘neighbour’ pixels) and \(p-max\) (the image (pixel) maximum value), then computes and returns a list of the 11th first texture measures proposed by Haralick et al., which are:

- (h1) uniformity (angular second moment)
- (h2) contrast
- (h3) correlation
- (h4) variance (sum of squares)
- (h5) homogeneity (inverse difference moment)
- (h6) sum average
- (h7) sum variance
- (h8) sum entropy
- (h9) entropy
- (h10) difference variance
- (h11) difference entropy

The #:use-log2 optional keyword argument, which defaults to #f, is passed to the internal procedures that calculate the parameters \(h8\), \(h9\) and \(h11\). The original formu-


\(^{14}\) M. Hall-Beyer, GLCM Texture: A Tutorial v. 3.0 March 2017
las proposed by Haralick and al. use \textit{log}, but I have seen a couple of implementations using \textit{log2}^{15}.

The \#:no-px-y0 optional keyword argument, which defaults to \#f, is passed to the internal procedure that calculate the parameter \textit{h10}. For some obscure reason, and only with respect to this parameter, I have seen some implementations eliminating the first element of the so-called \textit{Px-y}, an intermediate \texttt{f32vector} result, which holds, as its first element, the sum of the elements of the main diagonal of the GLCP^{16}.

\begin{verbatim}
im-glcp image n-gl [#:dist 1] [#:p-max 255]
\end{verbatim}

Returns the GLCP for \textit{image}.

The procedure calls \texttt{im-glcm}, page 30, passing \textit{image}, \textit{n-gl} (the number of gray levels to consider), \textit{dist} (the distance between the \textit{reference} and the \textit{neighbour} pixels) and \textit{p-max} (the \textit{image} (pixel) maximum value), adds \texttt{GLCM}' (the transposed version of \texttt{GLCM}, so the result is symmetrical around the diagonal), then computes and returns the \texttt{GLCP}.

The returned \texttt{GLCP} is an \textit{image} composed four channels (four square matrices of size \textit{n-gl}), corresponding to the (symmetrical) Gray Level Co-occurrences expressed as probabilities, each calculated at a specific \textit{angle}, respectively 0°, 45°, 90°, and 135°.

\begin{verbatim}
im-glcm image n-gl [#:dist 1] [#:p-max 255]
\end{verbatim}

Returns the GLCM for \textit{image}.

The procedure scales the original \textit{image} (it brings its values in the range [0 (- \textit{n-gl} 1)]), then computes and returns the \texttt{GLCM}.

The returned \texttt{GLCM} is an \textit{image} composed four channels (four square matrices of size \textit{n-gl}), corresponding to the Gray Level Co-occurrences, each calculated at a specific \textit{angle}, respectively 0°, 45°, 90°, and 135°.

3.2.7 Filters

The Guile-CV procedures and methods to filter images.

\textbf{Procedures}

\begin{verbatim}
im-gaussian-blur image sigma
im-gaussian-blur-channel channel width height sigma
\end{verbatim}

Returns a new image or channel.

The new image or new channel is the result of the computation of the Gaussian blurring, also known as the Gaussian smoothing, by means of a convolution of \textit{image} or \textit{channel} with a 2D Gaussian function, where \textit{sigma} is the standard deviation of the Gaussian distribution.

\footnote{Since it is used as a \texttt{factor} in all three formulas, the final result obtained using \textit{log2} is equivalent to the result obtained using \textit{log} multiplied by 1.4426950408889634}

\footnote{Guile-CV computes the \textit{difference average} using all elements of the \textit{Px-y}, by default, but offers this option as a courtesy, for users who would want to use Guile-CV as an immediate substitute to compute image texture measures for a (large) image set for which they would already have trained a classifier. It is not recommended to use it otherwise.}
**im-gaussian-gradient** image sigma

**im-gaussian-gradient-channel** channel width height sigma

Returns a new image or channel.

The new image or new channel is the result of the computation of the strength of the first order partial derivatives by means of a convolution of image or channel with the first order derivative of a 2D Gaussian function, where sigma is the standard deviation of the Gaussian distribution.

**im-gaussian-sharp** image factor scale

**im-gaussian-sharp-channel** channel width height factor scale

Returns a new image or channel.

The new image or new channel is the result of the computation of the Gaussian sharpening: the procedure does (a) perform a Gaussian smoothing at the given scale to create a temporary image smooth and (b) blends image and smooth according to the formula \((- (* (+ factor 1) image) (* smooth factor)))\).

**im-sharpen** image factor

**im-sharpen-channel** channel width height factor

Returns a new image or channel.

This procedure performs a ‘simple sharpening’ operation on image. It actually calls [im-convolve], page 32, with the following kernel:

\[
\begin{bmatrix}
-1/16 & -1/8 & -1/16 \\
( * factor & -1/8 & 3/4 & -1/8 ) + & 0 & 1 & 0 \\
-1/16 & -1/8 & -1/16 \\
\end{bmatrix}
\]

and uses mirror as the ‘out of bound strategy’.

**im-median-filter** image w-width w-height [#:obs 'repeat]

**im-median-filter-channel** channel width height w-width w-height [#:obs 'repeat]

Returns a new image or channel.

In the new image or channel, each pixel value is the ‘median’ value of neighboring entries. The pattern of neighbors is called a ‘window’, the size of which is given by w-width and w-height (see Median Filter (https://en.wikipedia.org/wiki/Median_filter) for more information). Both w-width and w-height must be odd numbers, inferior to width and height respectively.

The optional keyword argument #:obs determines the ‘out-of-bound strategy’. Valid #:obs symbols are:

- **avoid**: do not operate on pixels upon which (centering) the kernel does not fit in the image
- **repeat**: repeat the nearest pixels
- **mirror**: mirror the nearest pixels
- **wrap**: wrap image around (periodic boundary conditions)
- **zero**: out-of-bound pixel values to be 0.0
im-convolve  image kernel [#:obs 'repeat]  [Procedure]
im-convolve-channel  channel width height kernel k-width k-height [#:obs 'repeat]
[Procedure]

Returns a new image or channel.

The new image or new channel is the result of the convolution (https://en.wikipedia.org/wiki/Kernel_(image_processing)#Convolution) of image using kernel. The kernel (https://en.wikipedia.org/wiki/Kernel_(image_processing)) k-width and k-height values can be different, but they must be odd numbers, inferior to width and height respectively.

The optional keyword argument #:obs determines the ‘out-of-bound strategy’. Valid #:obs symbols are:

- avoid: do not operate on pixels upon which (centering) the kernel does not fit in the image
- clip: clip the kernel when operating on pixels upon which (centering) the kernel does not fit in the image (this is only useful if the kernel is >= 0 everywhere)
- repeat: repeat the nearest pixels
- mirror: mirror the nearest pixels
- wrap: wrap image around (periodic boundary conditions)
- zero: out-of-bound pixel values to be 0.0

Kernel data structure, accessors, procedures and predefined kernels are all described in this node of the Guile-CV manual: Section 3.2.2 [Kernel Structure and Accessors], page 12.

im-nl-means  image arg...
[Procedure]
im-nl-means-channel  channel width height arg...
[Procedure]

Returns a new image or channel.

The new image or new channel is the result of a non-local means (https://en.wikipedia.org/wiki/Non-local_means) denoising as described here\(^\text{17}\). The following table lists the optional keyword arguments and their default values:

Policy arguments:

- #:policy-type 1
  accepts 0 (ratio policy) or 1 (norm policy)
- #:sigma 15.0
  default to 5.0 if the policy-type is 0
- #:mean-ratio 5.0
  default to 0.95 if the policy-type is 0

---

#:variance-ratio 0.5
#:epsilon 1.0e-5

Filter arguments:
#:spatial-sigma 2.0
#:search-radius 3
#:patch-radius 1

   the patch-radius can be either 1 or 2
#:mean-sigma 1.0
#:step-size 2
#:n-iteration 1

The *im*-nl-means-channel procedure accepts one additional optional keyword argument:

#:n-thread (- (current-processor-count) 1)

FIXME need to describe the parameters

3.2.8 Morphology
The Guile-CV procedures and methods related to morphology.

Procedures

*im-disc-erode*  *image radius*  

*im-disc-erode-channel*  *channel width height radius*

Returns a new image or channel.

Performs the morphological erosion of *image* using a disc of a given *radius*. Here is an example:

```
(im-make 5 5 1 1.0)
   →
$2 = (5 5 1 (#f32(1.0 1.0 1.0 1.0 1.0 ...)))
(im-set! $2 1 2 0.0)
(im-disc-erode $2 1)
   →
$3 = (5 5 1 (#f32(1.0 0.0 0.0 0.0 1.0 ...)))
(im-display $2 #:proc inexact->exact)
   →
Channel 1
   1 1 1 1 1
   1 1 0 1 1
   1 1 1 1 1
   1 1 1 1 1
   1 1 1 1 1
(im-display $3 #:proc inexact->exact)
   →
Channel 1
   1 0 0 0 1
   1 0 0 0 1
```
im-disc-dilate image radius  
[Procedure]

Returns a new image or channel.

Performs the morphological dilation of image using a disc of a given radius. Here is an example:

... |
$13 = (11 11 1 (#f32(0.0 0.0 0.0 0.0 0.0 ...)))$
(im-disc-dilate $13 1$)

$14 = (11 11 1 (#f32(1.0 1.0 1.0 1.0 1.0 ...)))$
(im-display $13 #:proc inexact->exact)

Channel 1

0 0 0 0 0 0 0 0 0 0 0
0 1 1 1 1 0 0 1 1 1 0
0 1 1 1 1 0 0 1 1 1 0
0 1 1 1 1 1 1 1 1 1 0
0 1 1 1 1 1 1 1 1 1 0
0 1 1 1 1 1 1 1 1 1 0
0 1 1 1 1 1 1 1 1 1 0
0 1 1 1 1 1 1 1 1 1 0
0 1 1 1 1 1 1 1 1 1 0
0 0 0 0 0 0 0 0 0 0 0

(im-display $14 #:proc inexact->exact)

Channel 1

1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1

im-open image radius  
[Procedure]

Returns a new image or channel.
Performs the dilation of the erosion of image using radius. Opening removes small objects.

```
(im-close image radius)  [Procedure]
im-close-channel channel width height radius
```

Returns a new image or channel.

Performs the erosion of the dilation of image using radius. Closing removes small holes.

```
im-fill-holes image
```

```
im-fill-holes-channel channel width height
```

Returns a new image or channel.

The argument must be a BINARY image. As its name indicate, this procedure fill the holes of all and every objects in the image.

```
im-delineate image [#:threshold 10] [#:radius 2]
im-delineate-channel channel width height [#:threshold 10] [#:radius 2]
```

Returns a new image or channel.

Both threshold and radius must be exact integers.

Also known as ‘Edge Enhancement’, this procedure performs the delineation of image, obtained by applying the following pseudo code algorithm:

```scheme
;; with
;;  Min = (im-disc-erode image radius)
;;  Max = (im-disc-dilate image radius)
D = Max - Min
If D < threshold
    ;; not an edge
    output pixel = input pixel
Else
    ;; it is an edge
    If (pixel -- Min) < (Max -- pixel)
        output pixel = Min
    Else
        output pixel = Max
```

Here above, left being the original image - a small part of an optical microscope capture of a sinter sample - you can see the difference between `im-delineate` called with the default threshold and radius values, then called using `#:threshold 25` and `#:radius 5`.

```
im-distance-map image [#:bg 'black] [#:mode 'euclidean]
im-distance-map-channel channel width height [#:bg 'black] [#:mode 'euclidean]
```

Returns a new image or channel.

Also know as ‘Distance Tranform’, this procedure performs the distance map of image, which consist of, for each background pixel, calculating its distance to the nearest object or contour. In the return new image or channel, all background pixels will be assigned the their distance value, all other pixels will be assigned to 0. Distances larger than 255 are labelled as 255.
The default background pixel value is 'black, the optional #:bg keyword argument also accepts 'white.


Here above, left being the original image - a few cells - you can see the results obtained by calling im-distance-map using respectively the 'euclidean, 'manhattan and 'chessboard modes.

**im-reconstruct image seeds [#:con 8]**

[Procedure]

Returns a new image.

This procedure implements a 'binary morphological reconstruction' algorithm, which extracts the connected components of image that are 'marked' by (any of) the connected components contained in seeds.

Morphological reconstruction is part of a set of image operators often referred to as 'geodesic' (geodesic distance, geodesic dilation ...). Morphological (or geodesic) operations upon digital images come from and use the Mathematical morphology (MM) (https://en.wikipedia.org/wiki/Mathematical_morphology) theory and technique developed for the analysis and processing of geometrical structures.


### 3.2.9 Segmentation

The Guile-CV procedures and methods related to segmentation.

**Procedures**

**im-label image [#:con 8] [#:bg 'black]**

[Procedure]

Returns two values: a new GRAY image or channel, and the total number of labels¹⁹.

The **im-label** and **im-label-channel** procedures label foreground objects in the binary image. In the new image or channel, 0.0 indicates a background pixel, 1.0 indicates that the pixel belongs to object number 1, 2.0 that the pixel belongs to object number 2, etc.

---


¹⁹ The number of labels correspond to the highest label value + 1: earlier version of Guile-CV, prior to version 1.8.0, did return the number of objects, which correspond to the highest label value. This was less than optimal, since not only 0.0 is a label, but other procedures, im-features for example, do consider and return and element for the background as well.
The \texttt{im-label-all} and \texttt{im-label-all-channel} procedures label all objects in the binary \texttt{image}, with no specific distinction for any \textit{background value}. As a result, these two procedures will label not only the continuous background, if any, but also any hole(s). As an example, they are used by \texttt{im-fill-holes}, page 35, defined in the module \texttt{(cv morphology)}, which you may have a look at for a better understanding of how it works.

Two pixels belong to the same object if they are neighbors. By default the algorithm uses 8-connectivity to define a neighborhood, but this can be changed through the keyword argument \texttt{#:con}, which can be either 4 or 8.

\begin{verbatim}
\texttt{im-canny image [#:sigma 1.0] [#:threshold 0.0] [#:marker 255.0]} \hspace{1cm} \text{[Procedure]}
\texttt{im-canny-channel channel width height [#:sigma 1.0] [#:threshold 0.0] [#:marker 255.0]} \hspace{1cm} \text{[Procedure]}
\end{verbatim}

Returns a new image or channel.

Detect and mark edges using a Canny Edge Detector (https://en.wikipedia.org/wiki/Canny_edge_detector) algorithm: (a) compute the \texttt{image} Gaussian gradient using \texttt{sigma}, (b) remove edges whose strength is below \texttt{threshold}, then for all remaining edges, (d) remove the non-local maxima (edge thinning (https://en.wikipedia.org/wiki/Edge_detection#Edge_thinning)) and (e) set their intensity using \texttt{marker}.

\begin{verbatim}
\texttt{im-crack-edge image [#:marker 255.0]} \hspace{1cm} \text{[Procedure]}
\texttt{im-crack-edge-channel channel width height [#:marker 255.0]} \hspace{1cm} \text{[Procedure]}
\end{verbatim}

Returns a new image or channel.

Crack edges are marked ‘\texttt{between}’ the (different) pixels of \texttt{image}. In order to accommodate the cracks, the resulting image or channel size must be (* (- width 1) 2) and (* (- height 1) 2) respectively.

Crack pixels are first inserted, then all crack pixels whose non-crack neighbors have different values are crack edges and marked using \texttt{marker}, while all other pixels (crack and non-crack) become region pixels. Here is a simple example, with two regions, \texttt{a} and \texttt{b}, and using \texttt{*} as the crack edge marker:

<table>
<thead>
<tr>
<th>Original</th>
<th>Inserted Cracks</th>
<th>Final Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>a b b</td>
<td>a . b . b</td>
<td>a * b b b</td>
</tr>
<tr>
<td>a a b</td>
<td>. . . .</td>
<td>a * * * b</td>
</tr>
<tr>
<td>a a a</td>
<td>a . a b</td>
<td>a a a * b</td>
</tr>
<tr>
<td></td>
<td>. . . .</td>
<td>a a a * *</td>
</tr>
<tr>
<td></td>
<td>a . a . a</td>
<td>a a a a a</td>
</tr>
</tbody>
</table>

\text{Crack Edge Images have the following properties:}

- Crack Edge Images have odd width and height.
- Crack pixels have at least one odd coordinate.
- Only crack pixels may be marked as crack edge pixels.
- Crack pixels with two odd coordinates must be marked as edge pixels whenever any of their neighboring crack pixels was marked.
As a consequence of the last two properties, both edges and regions are 4-connected. Thus, 4-connectivity and 8-connectivity yield identical connected components in Crack Edge Images (the so called well-composedness). This ensures that Crack Edge Images have nice topological properties.

### 3.2.10 Utilities

Other Guile-CV procedures and methods utilities.

#### Procedures

**im-compose** position alignment [#:color '(0 0 0)] img-1 img-2 ...

**im-compose-channels** position alignment channels widths heights [#:value '0.0]

Returns a new image or a new channel.

The valid position and alignment symbols are:

- left
- right
- top
- center
- bottom
- above
- below
- left center right

When used, the optional #:color keyword argument must come after the mandatory alignment argument and precede img-1, otherwise Guile will raise an exception. For RGB images, it is the color used to padd images passed in argument that are inferior, in width or height (depending on the position), to the biggest of them. For GRAY images, the #:color is reduced to its corresponding gray value:

```lisp
(/ (reduce + 0 color) 3)
```

For the im-compose-channels procedure, the list of channels, widths and heights must be of equal length and equally ordered, so the nth element of widths and heights are the width and height of the nth element of channels. The optional #:value keyword argument is used to padd channels that are inferior, in width or height (depending on the position), to the biggest of them.

**im-display** image [#:proc #f] [#:port (current-output-port)]

**im-display-channel** channel width height [#:proc #f] [#:port (current-output-port)]

Returns nothing.

Displays the content of image or channel on port.

The optional #:proc keyword argument must either be #f, the default, or a procedure that accepts a single (32 bits float) argument. When #:proc is #f, im-display will use an internally defined procedure which formats its argument ‘à la octave’: nine positions, six decimals, all number aligned on the dot. Any value >= 1000 is converted to use the exponential float notation. Here is an ‘hand made’ example:

```
...$2 = (4 3 3 (#f32(0.0 1.0 2.0 3.0 4.0 5.0) ... ... )
```

---

scheme@(guile-user)> (im-divide $2 99)
$3 = (4 3 3 (#f32(10.1010103225708 0.0101010091602802 ...) ...))
scheme@(guile-user)> (im-set! $3 0 0 0 10000)
$4 = (4 3 3 (#f32(10000.0 0.010101010091602802 # # # ...)) ...))
scheme@(guile-user)> (im-display $4)

Channel 1

1.0E+4 0.01010 0.02020 0.03030
0.04040 0.05051 0.06061 0.07071
0.08081 0.09091 0.10101 0.11111

Channel 2

0.12121 0.13131 0.14141 0.15152
0.16162 0.17172 0.18182 0.19192
0.20202 0.21212 0.22222 0.23232

Channel 3

0.24242 0.25253 0.26263 0.27273
0.28283 0.29293 0.30303 0.31313
0.32323 0.33333 0.34343 0.35354

Caution: unless you specify port, both this and [im-display-channel], page 38, procedures are ment to be used on very small and testing images, otherwise even on a small image, it might be ok in a terminal, but it will definitely will kill your emacs.

\[
\text{im-histogram image [#:subtitle "Untitled"]} \quad \text{[Procedure]}
\]

Returns two values: (1) an image; (2) a list (or a list of list) of significant values for image: one list if image is GRAY, a list of list of values per channel if image is RGB.

The returned image is composed of a header (title, #:subtitle), either the GRAY or the RGB channel histogram(s) for image and a footer, which is a table contaning, for each channel, the following values: mean, standard deviation, minimum, maximum, the mode\(^\text{21}\) followed by its value.

Here below, the call sequence and the histogram for the GRAY image sinter.png given along with Guile-CV documentation and examples:

\[
scheme@(guile-user)> (im-load "sinter.png")
$32 = (212 128 1 (#f32(25.0 39.0 50.0 52.0 51.0 45.0 # ...)))\]
scheme@(guile-user)> (im-histogram $32 #:subtitle "sinter.png")
$34 = (282 271 1 (#f32(255.0 255.0 255.0 255.0 # ...))))
$35 = (27136 163.346 75.081 0 243 215 727)
\]

Note that histogram images returned by im-histogram have no borders, the above histogram has been padded - using (im-padd $34 1 1 1 #:color '(96 96 96)) - for

\(^{21}\) The mode is the integer corresponding to the histogram entry that received the maximum of hits, and the value displayed in parens precisely is the number of hits.
better readability, otherwise the title above and the table below would look as if they were not centered.

```latex
\begin{align*}
im-show\ &\textit{filename} \quad \text{[Method]} \\
im-show\ &\textit{image} [\textit{scale} \ #f] \quad \text{[Method]} \\
im-show\ &\textit{image} \ \textit{name} [\textit{scale} \ #f] \quad \text{[Method]}
\end{align*}
```

Returns the string "#<Image: ...>", where "..." is either \textit{filename} or a filename constructed by \textit{im-show}, see below.

The optional \textit{scale} argument can take the following values:

- #f: pixel values are `clipped': values < 0 are saved as 0, values > 255 are saved as 255, and otherwise are saved unchanged.
- #t: all pixel values are scaled\(^{22}\) to the [0 255] range.

These three methods will also effectively display the image if you are using Geiser (\url{http://www.nongnu.org/geiser}), which analyzes Guile's procedures and methods returned values (through the use of its pattern matcher), and when appropriate, triggers its image display mechanism.

Geiser has two variables that allow you to choose either to inline images in its Emacs (\url{https://www.gnu.org/software/emacs}) (Guile repl) buffer, or to display them using external viewer: \texttt{geiser-image-viewer} and \texttt{geiser-repl-inline-images-p}. You may choose to add these variables in your .emacs file, for example:

```lisp
(setq geiser-image-viewer "eog")
(setq geiser-repl-inline-images-p nil)
```

Note that \texttt{(setq geiser-repl-inline-images-p t)} will only work if you are using a graphics-aware Emacs, and otherwise, will fall on the external viewer approach, if the variable \texttt{geiser-image-viewer} has been defined. When using Geiser in a non graphics-aware Emacs, or when using the external viewer approach, images will appear as buttons: press return on them to invoke (or raise) the external viewer (window containing that image).

Except for the first \textit{im-show} method, Guile-CV has to save the \textit{image} first, and does it in the location defined by the [%image-cache], page 41, variable. If you call \textit{im-show} passing \textit{name}, the \textit{image} is saved as %image-cache/name.png, otherwise under a generated name, the result of (\texttt{symbol->string (gensym "im-show-")}).

Note that if you do not specify \textit{name}, a new external viewer window is opened at each \textit{im-show} invocation, even for identical \textit{image} calls: this because in Guile-CV, on purpose, images are just list, with no (unique) identifier, and there is no way for \textit{im-show} to know ... Further to this point, when you pass \textit{name} as an argument, you are not `identifying' \textit{image}, which may actually differ, but rather just ask to reuse the filename and hence the external viewer window associated with it.

Last note: many external viewers, such as Eog (the Gnome Eye Viewer), will try to apply, per default, some sort of smoothing techniques, especially on \texttt{zoom-in} and \texttt{zoom-out}: where this is fine for viewing 'lazer' pictures, you probably want to check and disable these options when working with Guile-CV.

\(^{22}\) Note that in this particular context, \textit{scale} does not mean a change in dimension, but rather bringing pixel values from the range they occupy in memory to the [0 255] range.
Variables

%image-cache
Specifies the location used by [im-show], page 40, to save images.

The default value is /tmp/<username>/guile-cv, but you may set! it. If you’d like to reuse that location for future guile-cv sessions, you may save it in guile-cv’s ‘per user’ config file <userdir>/./config/guile-cv as an assoc pair, here is an example:

```
cat ~/.config/guile-cv.conf
((image-cache . "~/tmp"))
```

Note that if used, the ‘~’ is expanded at load time, so in geiser, it becomes:

```
scheme@(guile-user)> ,use (cv)
scheme@(guile-user)> %image-cache
-|
$2 = "/home/david/tmp"
```

%image-cache-format
Specifies the format used by [im-show], page 40, to save images.

The default value is "png", but you may set! it. If you’d like to reuse that format for future guile-cv sessions, you may save it in guile-cv’s ‘per user’ config file <userdir>/./config/guile-cv, as an assoc pair, here is an example:

```
cat ~/.config/guile-cv.conf
((image-cache-format . "jpg"))
```

3.3 Support

Guile-CV uses a series of support modules, each documented in the following subsections. You may either import them all, like this (use-modules (cv support)), or individually, such as (use-modules (cv support modules)), (use-modules (cv support goops)), ...

3.3.1 Modules

[re-export-public-interface], page 41

re-export-public-interface . args
Re-export the public interface of a module or modules. Invoked as (re-export-modules (mod1) (mod2)...).

3.3.2 Goops

3.3.3 G-export

3.3.4 Pi

Procedures

radian->degree rad
Returns respectively a degree or a radian value.

degree->radian deg
Variables

%pi
%2pi
%pi/2

Respectively bound to (acos -1), (* 2 %pi) and (/ %pi 2).

3.3.5 Utils

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# Procedure Index

This is an alphabetical list of all the procedures, methods and macros in Guile-CV.

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