LIFIA,
Institut IMAG

Groupe Prof. James L. Crowley

LIFIA, Institut IMAG
46, avenue Félix–Viallet
38031 Grenoble Cedex
France
Fax: (33) 76 57 46 02
Email: lifia.imag.fr

VisionCLIPS

Users guide

Guido Appenzeller
Marianne Hardt
Cordelia Schmid

December 8, 1994

Contents

1 Introduction **4**
1.1 Basic concepts 4
1.2 CLIPS 4
1.3 Overview of existing functions 4
1.4 Static and dynamic linking 4

2 Modules for VisionCLIPS **5**
2.1 Writing modules for VisionCLIPS 5
2.1.1 Structure of a module 5
2.1.2 The `DefineFunction()` 5
2.1.3 An example module 5
2.2 The shared module 5
2.2.1 Purpose 5
2.2.2 The symbol table 7
2.2.3 An example 7

3 Dynamic CLIPS **9**
3.1 Basic concepts 9
3.1.1 Linking C to CLIPS 9
3.1.2 Dynamic Linking 9
3.1.3 Dld and CLIPS 9
3.1.4 Advantages and Disadvantages 9
3.2 Modules for Dynamic CLIPS 10
3.2.1 Structure of a module 10
3.2.2 The link-instructions 10
3.2.3 The `DefineFunction()` 10
3.2.4 An example module 11
3.3 Using Dynamic CLIPS 11
3.3.1 Linking modules 11
3.3.2 New functions 11
3.4 Internal structure 13
3.4.1 The interfacing of Dld and CLIPS 13
3.4.2 Linking without `DefineFunction()` 13
3.4.3 Unlinking modules 14

4 List of Functions **14**
4.1 Graphic Functions 14
4.2 Image Functions 18
4.3 Miscellaneous Functions 19
4.4 Corner Functions 34
4.5 Contour Functions 42
4.6 Calibration Functions 43
4.7 Histogram Functions 44
4.8 Line Functions 47
4.9 Mathematical Functions 48

4.10 Matrix Functions 49
4.11 Pyramid Functions 52
4.12 Sequence Functions 53

1 Introduction

1.1 Basic concepts

VisionCLIPS is an environment for developing vision-based applications. It consists of CLIPS, an AI-shell with a lisp like syntax, as the command interpreter and a collection of modules written in C that are linked to CLIPS.

This document describes the architecture of VisionCLIPS and serves as a users guide how to use the existing modules and write new ones.

VisionCLIPS was developed at the LIFIA, Institut IMAG, Grenoble by the group of Prof. Crowley.

1.2 CLIPS

CLIPS is an expert system shell developed by the Software Technology Branch of the NASA. It supports rule based forward chaining using the Rete algorithm as well as procedural and object oriented programming.

CLIPS enables the user to add Functions written in C to CLIPS and use them as new CLIPS functions. This enables the user to write fast, optimized low-level routines which then are integrated in an environment having the full advantage of an interpreted high-level language.

1.3 Overview of existing functions

VisionCLIPS adds to the functionality of CLIPS a large number of functions for image-processing, feature detection and scene reconstruction as well as functions for visualization. Currently the following modules exist for VisionCLIPS:

Contents	Module
Graphic functions	graphic.o, line.o
Image handling	image.o, sequence.o
Corner detection and handling	corner.o
Contour extraction and handling	contour.o
Matching and reconstruction	match.o
Segment detection and handling	line.o segment.o
Calibration	calib.o
Histogram functions	histogramme.o
Mathematical functions	math.o, matrix.o
Resolution pyramid of an image	pyramid.o

1.4 Static and dynamic linking

When using VisionCLIPS the user has the choice to link his modules to CLIPS statically or dynamically.

The advantages and disadvantages of dynamic linking for VisionCLIPS are discussed in the section DynamicCLIPS.

2 Modules for VisionCLIPS

2.1 Writing modules for VisionCLIPS

2.1.1 Structure of a module

The modules of CLIPS are a library from which the user chooses the part he needs for his application. A module for VisionCLIPS consists of a C source code file and a list of corrosponding calls to `DefineFunction()`. A module contains two different types of procedures. Some procedures are connected directly to CLIPS using the `DefineFunction()` call while others are used only internally in the module. The procedures interfacng directly have to use special ways of passing argument and returning results. See the CLIPS users guide and the CLIPS reference manual for a detailed description. To ensure that all modules are compatible with each other, and modules can be either linked statically or dynamically certain rules should be adhered.

- All functions that are added to CLIPS using `DefineFunction()` should have a name beginning with `clips_`. The rest of the name should be the name of the clips-function witch dashes replaced by underscores (example: apple-eat would be `clips_apple_eat`). The eason for this is coompatibility with DynamicCLIPS which is explained in section **??**.
- The name of the function should consist of a first part describing the data type that is manipulated, a dash, and a second part describing the action. (example: apple-read, apple-write, apple-display but NOT read-apple)
- No function of a module should call a function of another module. Functions used by several modules should be stored in libraries.
- All functions except those added to CLIPS and all global variables should be `static`.
- The `DefineFunction()` calls for each module should be stored in a file with the same name as the module and the ending `.def`. This file should include prototypes for the corresponding functions to avoid compiler warnings.

2.1.2 The `DefineFunction()`

The `DefineFunction()` (Or for CLIPS version 6 the `DefineFunction2()`) calls to add the functions to CLIPS should be made in the `UserFunction()` of CLIPS or in the initialization function for the dynamic linker. Both simply include the file `"modulname.def"`.

2.1.3 An example module

Figure 1 shows a short prototype model. For details on inter- facing with CLIPS see the CLIPS users guide and programmers manual. See Figure 3 for a similar example for DynamicCLIPS.

```
------------------------ apple.c --------------------------
/*
 * Apple manipulation for clips
 */
#include <clips.h>

static int apples=5;

void clips_apple_set(void)
{
  apples = RtnFloat(1);
}

void clips_apple_display(void)
{
  ShowApples(apples);   /* This is in a library */
}
-----------------------EOF apple.c -------------------------

----------------------- apple.def --------------------------
{
  extern void clips_apple_set(void);
  DefineFunction2("apple-set",'v',clips_apple_set,
  "clips_apple_set","11f");
}
{
  extern void clips_apple_display(void);
  DefineFunction2("apple-display",'v',clips_apple_display,
  "clips_apple_set","11f");
}
----------------------EOF apple.def ------------------------
```

Figure 1: Example for a static clips module

3 The global CLIPS library

3.1 Purpose

The global CLIPS library is a module, or rather a library that provides functions to other VisionCLIPS modules to handle pointers. When using a function in VisionCLIPS that receives a pointer as an argument, and this pointer is invalid (for example 0) clips will probably crash.

The global CLIPS library provides a possibility to shield of the underlying pointers from the user completely and use symbols instead. The shared module keeps a list of pointers and symbols and manages this list.

3.2 The symbol table

The symbol table is a double chained list of symbol nodes. Each node contains the symbol as a string, the corresponding pointer to an object and the type of the object.

CLIPS functions that want to use a certain object type call a function with the symbolic name of the object as the argument. They then get a pointer to the object (or NULL or -1 for invalid BARYs) as the return value. Currently the global CLIPS library supports images, corners, chains, segment lists and 3D world data. This list will keep expanding. Functions for new object types can be quickly derived from the existing ones.

`libglobalclips.a` provides functions storing, deleting, creating and recalling entries. If an error occurs it will be immediately printed to `stdout`. When `globalclips.c` is compiled it is transformed into a library called `libglobalclips.a`. The four functions provided for each object type are the following (with TYPE replaced by the corresponding object type):

- `TYPE *get_TYPE(char *name)`
  Searches the list for an object of this type with the given name. Returns a pointer to the object if successful, NULL (-1 for images) otherwise.

- `int put_TYPE(char *name, TYPE *obj)`
  Stores the object pointer and the name in the symbol table. Should be called when the object is created. Returns TRUE if successful, FALSE otherwise.

- `char *symb_new_TYPE(TYPE *object)`
  Creates a name for an object of the given type and adds it to the symbol table. This should be called if an object is created and the name doesn't matter. Object names will typically be "newTYPEn" with n being a number starting with 0. Returns the name of the object in the symbol table.

- `int remove_TYPE(char *name)`
  Removes this entry from the symbol table. Should be called when an object is deleted. Returns TRUE if successful, FALSE otherwise.

3.3 An example

Figure 2 shows a simple example for using the global CLIPS library. If the proper functions for apples do not already exist they will have to be made from the existing functions. Given an image pointer the function uses `get_image` to get the image pointer. Afterwards a new symbol for an apple is requested and the apple pointer is stored using `new_apple_symb`.

```
void clips_apple_detect(void)
{
  char fact[512];

  BARY  *image;
  APPLE *apple;
  char  *image_name;

  image_name = RtnLexeme(1); /* get the name */

  image = get_image(image_name);
  if( get_image(image_name) != (BARY *) -1 ) return;

  apple = DetectApple(image); /* Library */

  sprintf( fact,"apple %s in image %s",
   symb_new_apple(apple),image_name );
  MyAssert(fact);
}
```

Figure 2: Example for calling the global CLIPS library

4 DynamicCLIPS

4.1 Basic concepts

4.1.1 Linking C to CLIPS

The normal way of adding functions to CLIPS is writing them into a separate file, compiling it, linking it to the main CLIPSṪhe functions are then added to CLIPS by calls to `DefineFunction()` in the main module. This method has several disadvantages.

- Each change in a module requires a relinking of the complete VisionCLIPS making test-compile cycles long.
- When adding or removing modules the clips source has to be changed.
- When adding modules to VisionCLIPS the user has to find out which libraries are now needed to link VisionCLIPS successfully.

The ideal solution would be an environment in which the user can specify the modules he wants to include into CLIPS while CLIPS is already running. This can be accomplished by dynamic linking.

4.1.2 Dynamic Linking

When linking executables the linker takes the separate object modules generated by the compiler. He resolves references between modules and from modules to libraries and merges the modules and the necessary library functions into one executable.

Dynamic linking enables the programme to perform some of these steps while it is already running. When the program is generated the static linker takes only a minimal necessary subset of the program, merges it with the dynamic-link library and generates an executable.

This executable has the possibility to link object modules while it is running. The dynamic linker will resolve references from the new modules to the executable and will provide the executable with means to call functions in the module. It further offers functions to unlink object modules and to detect if a function is executable.

4.1.3 Dld and CLIPS

The dynamic linker chosen for DynamicCLIPS is Dld from the Free Software Foundation. Dld is based on ld, the linker of the GNU-C package and the source code is available under the GPL. It is available on a large number of platforms. In Dld only minor changes had to be made to adapt it to CLIPS.

DynamicCLIPS provides the user with a new CLIPS instructions to link and unlink modules. After a module is linked DynamicCLIPS call an initialization function in the module which links the needed library and makes the necessary calls to `DefineFunction()`.

4.1.4 Advantages and Disadvantages

Although DynamicCLIPS will normally be easier to use as static CLIPS it has some disadvantages. The advantages of DynamicCLIPS are:

- Easy to configure for a specific need. No recompiling/relinking if needed modules change.
- Short development cycles as DynamicCLIPS has not no be re-linked or even stopped to change a recompiled module.
- Information about necessary libraries contained in the module.
- Different versions of a module can be used in parallel.
- Easier to provide a central library of modules that can be updated constantly.

The disadvantages are:

- Debugging is harder as no source level debugger currently supports dynamic linking.

- Linking modules to DynamicCLIPS takes some time. When VisionCLIPS has to be restarted frequently (e.g. crashes) this might be a drawback.

- If all modules are included slightly higher memory consumption.

It should be noted that a properly written module for DynamicCLIPS can either be linked dynamically or statically.

4.2 Modules for DynamicCLIPS

4.2.1 Structure of a module

The structure of a DynamicCLIPS module is the same as described in 2.1.1 with two differences. An include file called `dclipsmod.h` has to included at the start of each module and an initialization function has to be provided.

The initialization function is called after the module has been linked. It contains the instructions which libraries have to be linked and the calls to `DefineFunction()`.

4.2.2 The link-instructions

If a module needs further libraries it has to make sure that these are linked to the module. This is done by calling the `dld_link()` routine of Dld. `dld_link()` needs the complete path of the library and this path will differ on different systems. If the path was specified directly in each module, each module would have be changed if a library was moved. To avoid this the include file `dclipsmod.h` contains macros which are used for the calls to `dld_link()`. This way only `dclipsmod.h` has to be changed.

The macros have the form `DCL_LIBNAME` where LIBNAME is the name of the library without leading "lib" and trailing ".a".

4.2.3 The `DefineFunction()`

After the linking instructions the calls to `DefineFunction()` (or for CLIPS version 6 `DefineFunction2()`) have to be made. This should be done by including the appropriate `NAME.def` file. In the file `dclipsmod.h` a macro called `DefineFunction()` is defined that redirects the call to `DefineFunction()` to a slightly different function. This function behaves identically to `DefineFunction()` except that it performs a check if all subroutines that are called by a function have been linked. If some are missing and therefore the function is not safely executable an error is displayed and the function is not added to clips.

4.2.4 An example module

Figure 3 shows a short prototype model. For details on inter- facing with CLIPS see the CLIPS users guide and programmers manual. See Figure 1 for a similar example for CLIPS. If the macros for `DCL_APPLE` and `DCL_APPLETREE` do not already exist they have to be created in `dclipsmod.h`.

```
----------------------- apple.c --------------------------
/*
 * Apple manipulation for clips
 */
#include <clips.h>
#include <dclipsmod.h>  /* In here the macros for dynamic
                           linking are defined. */
static int apples=5;

void clips_apple_set(void)
{
  apples = RtnFloat(1);
}

void clips_apple_display(void)
{
  ShowApples(apples);   /* This is in a library */
}

void InitMoudle_apple(void)
{
  DCL_APPLE;      /* The famous apple library */
  DCL_APPLETREE;  /* This is needed by the apple library */
  DCL_LIBC;       /* Needed by the libraries */

#include "apple.def"
}

----------------------- apple.def -------------------------

{ extern void clips_apple_set(void);
  DefineFunction2("apple-set",'v',clips_apple_set,
  "clips_apple_set","11f");
}
{ extern void clips_apple_display(void);
  DefineFunction2("apple-display",'v',clips_apple_display,
  "clips_apple_set","11f");
}

---------------------- dclipsmod.h ------------------------

#define DCL_APPLE      dld("/usr/lib/Apples/libapple.a");
#define DCL_APPLETREE  dld("/usr/lib/Apples/libappletree.a");
```

Figure 3: Example of a dynamic clips module

4.3 Using DynamicCLIPS

4.3.1 Linking modules

Before using a dynamic module to DynamicCLIPS it has to be compiled. All libraries the module needs have to specified by the initialization function. If the module wants to call functions from the main executable this must contain the symbol hunk, that is it must be compiled with the `-g` option and may not be stripped using `strip`.

Clips programs that use the new functions have to be loaded **after** the modules containing the functions have been linked. Otherwise CLIPS may complain about unknown symbols.

4.3.2 New functions

LINK-OBJ

Description:

Links an object module to DynamicCLIPS, resolves references from the external module to CLIPS and initializes the module. The module well be searched in the current directory and the directory specified in the environment variable `DCLIPSPATH`.

Syntax:

```
(link-obj <filename>)
```

Input: `<filename>` The name of the module

UNLINK-OBJ

Description:

Unlinks an object module from DynamicCLIPS. The module well be searched in the current directory and the directory specified in the environment variable `DCLIPSPATH`. Unlinking of functions is only successful if their names follow the rules defined in section 2.1.1.

Syntax:

```
(unlink-obj <filename>)
```

Input: `<filename>` The name of the module

DEBUG-LINK

Description:

Enables detailed debugging output. This will display information which functions are added to CLIPS, which libraries are linked and how many references are still undefined after each step.

Syntax:

```
(debug-link)
```

4.4 Internal structure

This chapter describes some of the internal features of DynamicCLIPS. It contains no information that is necessary to use DynamicCLIPS and is intended for people that want to modify DynamicCLIPS itself.

4.4.1 The interfacing of Dld and CLIPS

When `link-obj` is called DynamicCLIPS calls the Dld function `dld_link()`. This functions loads the object file, resolves references and generates an internal table of functions of this module. The function in Dld that generates these entries calls a function in `dynamic.cc` that check each function if it is an `InitModule_...` function or an automatic clips function (see section 3.4.2. The first is remembered, the second are stored in a list. After `dld_link()` returns `InitModule_...` is called (probably again causing the calls to `dld_link()`. Finally the list of automatic functions is added using `DefineFunction()`.

A part of the interface code is taken from Ravi, an expert-system shell that features dynamic loading developed at the LIFIA. The help of the developers of Ravi, especially of Bruno Zoppis is gratefully acknowledged.

4.4.2 Linking without `DefineFunction()`

It is possible to add functions to clips from a Module that does not contain an `InitModule_...`. As this method has several disadvantages over the previously described method it is NOT recommended to do this.

Functions that shall be added to CLIPS automatically start with `cauto_` followed by the return type as in `DefineFunction()` and an underscore. To add the function `test-it` to CLIPS its name would have to be:

```
void cauto_v_test_it(void)
```

The problems of this method are that `DefineFunction2()` can not be used, that no linking instructions can be specified and that compatibility with static CLIPS is worse.

4.4.3 Unlinking modules

When unlinking functions VisionCLIPS calls `dld_unlink_by_file()` with the given filename and a parameter specifying a hard unlink as the argument. For details what a hard link means see the Dld users guide. The hard un-link is necessary because of the reference to the CLIPS functions in the `InitModule` function of the module. The hard un-link means on the other hand that DynamicCLIPS does not check if a function is used by another module. Therefore a module that uses a function from a different module might crash if the other module is unlinked. Calls between modules will make unlinking dangerous.

As clips has no information how the name of the CLIPS function is it can only guess it from the name of the underlying C function. If the rules for naming clips functions as described in section 2.1.1 are not followed unlink is not able to un-define the CLIPS function correctly. If it does guess the name of the function this will be linked to a C dummy function printing an error message.

5 List of Functions

5.1 Graphic Functions

uses the xdraw functions

WINDOW-CREATE

Description:

Creates a window

Syntax:

```
(window-create [ <index> [ <name> [<width> <height>
<x-pos> <y-pos>]]])
```

Input:

`<index>`	index used for the created window, default value 1
`<name>`	name of the window to create, default name window 1 or window index if there is an index
`<width>`	the width of the window in pixels, default-value is 512
`<height>`	the height of the window in pixels, the default-value is 512
`<x-pos>`	the coordinates for the upper left corner of the window.
`<y-pos>`	The default-value is (0,0)

Asserted fact:

window <title> <width> <height> <x> <y> <index>

WINDOW-CLOSE

Description:

Closes the current window

Syntax:

```
(window-close)
```

Asserted fact:

window active <index>

WINDOW-CHANGE

Description:

Changes the current window

Syntax:

`(window-change <index>)`

Input: `<index>` The index of the window to change to

WINDOW-CLEAR

Description:

Clears the current window

Syntax:

`(window-clear)`

LINE

Description:

Draws a line between two points in the current window

Syntax:

`(line <x1> <y1> <x2> <y2> [ <thickness> ])`

Input:

`<x1> <y1>`	the coordinates for the beginning of the line
`<x2> <y2>`	the coordinates for the end of the line
`<thickness>`	the width of the line in pixels, the default level is 1

PLOT

Description:

Plots a point in the current window

Syntax:

```
(plot <x1> <y1>)
```

Input:

`<x1> <y1>`	the coordinates of the point

CROSS

Description:

Draws a + cross in the current window

Syntax:

```
(cross <x> <y> [ <thickness> [ <length>]])
```

Input:

`<x> <y>`	the coordinates for the center of the cross
`<thickness>`	the width of the lines in pixels, the default level is 1
`<length>`	length in pixels from the center of the cross to the end, the default value is 5

SCROSS

Description:

Draws a x cross in the current window

Syntax:

```
(scross <x> <y> [ <thickness> [ <length>]])
```

Input:

`<x> <y>`	the coordinates for the center of the cross
`<thickness>`	the width of the lines in pixels, the default level is 1
`<length>`	length in pixels from the center of the cross to the end, the default value is 5

COLOR

Description:

Sets the color

Syntax:

```
(color <color-name>)
```

Input:

`<color-name>`	name of the color, possible colors: white, black, red, green, blue,yellow, magenta, cyan

---

TEXT

Description:

Prints a text in the current window

Syntax:

```
(text <string> [ <x> <y>])
```

Input:

`<string>`	text to be printed
`<x> <y>`	coordinate of the lower left corner of the text,default value (1,10) that is the text appears in the upper left corner

Asserted fact:

cursor get <point.x> <point.y>

CURSOR

Description:

Gets the cursor coordinates

Syntax:

```
(cursor)
```

Asserted fact:

(cursor get <point.x> <point.y>)

5.2 Image Functions

IMAGE-READ

Description:

reads an image

Syntax:

```
(image-read <filename>)
```

Input:

`<filename>`	file in which the image is kept

Output:

<symb-name> of the read image

Asserted fact:

(image <file-name> <iname>)

IMAGE-WRITE

Description:

writes an image

Syntax:

```
(image-write <imagename> <filename> )
```

Input:

`<imagename>`	pointer which points to the image
`<filename>`	file in which the image will be stored

IMAGE-DISPLAY

Description:

displays an image in the current window

Syntax:

```
(image-display <imagepointer> [<x> <y>)
```

Input:

`<imagepointer>`	pointer to the image that will be displayed
`<x>`	default value 0
`<y>`	default value 0

IMAGE-CREATE

Description:

creates an image

Syntax:

```
(image-create [<size> [<grayvalue>]])
```

Input:

`<size>`	size of the image created, sizexsize
`<grayvalue>`	gray level of the created image, the default value is 0, that is a black image

Asserted fact:

(image of size <size> created <symb-new-image>)

5.3 Miscellaneous Functions

operations applied to the image

IMAGE-CONTRAST

Description:

stretches the gray values of an image between 0 and 255

Syntax:

```
(image-contrast <img-id> [ <min> <max> [ <inverse> ]])
```

Input:

`<img-id>`	the reference of the image (usually its pointer)
`<min>`	The minimum (default 255) and
`<max>`	the maximum default 0) values used for the stretching values
`<inverse>`	used for a permutation of black and white pixels, default 0

Asserted fact:

(image contrasted <img-id> <img-id-computed>)

IMAGE-DIFF

Description:

Computes the difference between two images

Syntax:

```
(image-diff <img-id1> <img-id2> )
```

Input:

`<img-id1> <img-id2>`	the references of the two images (usually their pointer)

Asserted fact:

(image difference <img-id1> <img-id2> <img-id-computed>)

IMAGE-EXTRACT

Description:

extracts a rectangular part of an image

Syntax:

```
(image-extract <img-id> <x0> <y0> <x1> <y1> [ <border>
<border-value>])
```

Input:

<img-id>	the reference of the image (usually its pointer)
<x0> <y0>	the coordinates of the upper left
<x1> <y1>	and the lower right corners of the rectangular part
<border>	if <border> equals to 1,these parameters are used
<border-value>	to mark the border of this rectangular part with a line of gray level <border-value>

Asserted fact:

(image extracted <img-id1> <img-id-computed>)

IMAGE-INFO

Description:

Compute statistics (minimum, maximum. average and standard deviation) of the gray values of an image

Syntax:

```
(image-info <img-id> [ <dx> <dy> ])
```

Input:

<img-id>	the reference of the image (usually its pointer)
<dx> <dy>	the size of the image ; the default values are set to the whole image

Asserted fact:

(image info <img-id1> <min> <max> <average> <standard deviation>)

IMAGE-MINMAX

Description:

Computes the location and the value of the minimum and maximum pixel value of an image

Syntax:

```
(image-minmax <img-id> [ <x> <y> ] )
```

Input:

<img-id>	the reference of the image (usually its pointer)
<dx> <dy>	the size of the image ; the default values are set to the whole image

Asserted fact:

(image minmax <img-id> max <max> at <x-max> <y-max> min <min> at <x-min> <y-min>)

IMAGE-MAGNITUDE

Description:

Computes the gradient magnitude of an image

Syntax:

```
(image-magnitude <img-id>)
```

Input: `<img-id>` the reference of the image (usually its pointer)

Asserted fact:

(image magnitude <img-id> <img-id-computed>)

IMAGE-MAGNITUDE1

Description:

filtering with −101

Syntax:

```
(image-magnitude1 <img-id>)
```

Input: `<img-id>` the reference of the image (usually its pointer)

Asserted fact:

(image magnitude1 <img-id> <img-id-computed>)

IMAGE-MAGNITUDE2

Description:

filtering with −11 in diagonal direction

Syntax:

```
(image-magnitude2 <img-id>)
```

Input: `<img-id>` the reference of the image (usually its pointer)

Asserted fact:

(image magnitude2 <img-id> <img-id-computed>)

IMAGE-MAGNITUDE3

Description:

filtering with -101 in diagonal direction

Syntax:

`(image-magnitude3 <img-id>)`

Input: `<img-id>` the reference of the image (usually its pointer)

Asserted fact:

(image magnitude3 <img-id> <img-id-computed>)

IMAGE-LAPLACIAN

Description:

Computes the second derivative (laplacian) of an image. The values of the laplacian are multiplied by 8, to obtain a more powerful laplacian image

Syntax:

`(image-laplacian <img-id>)`

Input: `<img-id>` the reference of the image (usually its pointer)

Asserted fact:

(image laplacian <img-id> <img-id-computed>)

IMAGE-NORMALIZED-LAPLACIAN

Description:

Computes the second derivative (laplacian) of an image

Syntax:

`(image-normalized-laplacian <img-id>)`

Input: `<img-id>` the reference of the image (usually its pointer)

Asserted fact:

(image normalized laplacian <img-id> <img-id-computed>)

IMAGE-EXPAND

Description:

Expands the size of an image

Syntax:

`(image-expand <img-id> [ <scale> ] )`

Input:

`<img-id>`	the reference of the image (usually its pointer)
`<scale>`	(integer) the value of the scale expansion. The default value is such that the expanded image is the biggest image whose size is smaller than 512x512

Asserted fact:

(image expand <img-id> <img-id-computed>)

IMAGE-BLACK-SUM

Description:

Computes a kind of average image between two images: for each pixel location, the blackest pixel is used for the resulting image

Syntax:

`(image-black-sum <img-id1> <img-id2> )`

Input:

`<img-id1> <img-id2>`	the references of the two images (usually their pointer)

Asserted fact:

(image black-sum <img-id1> <img-id2> <img-id-computed>)

IMAGE-MAXLOCAL

Description:

Computes the local maxima of an image. A local maximum is defined by its immediate neighbourhood (8 pixels)

Syntax:

```
(image-maxlocal <img-id> [ <x0> <y0> <x1> <y1> ] )
```

Input:

`<img-id>`	the reference of the image (usually its pointer)
`<x0> <y0>`	the coordinates of the part of the image where we want to compute the local maxima.
`<x1> <y1>`	The default values are such that the computation is done on the whole image

Asserted fact:

(image maxlocal <img-id> <img-id-computed>)

IMAGE-SMAXLOCAL

Description:

Computes the local maxima of an image. A local maximum is defined by its immediate neighbourhood (8 pixels)

Syntax:

```
(image-smaxlocal <img-id> [ <x0> <y0> <x1> <y1> ] )
```

Input:

`<img-id>`	the reference of the image (usually its pointer)
`<x0> <y0>`	the coordinates of the part of the image where we want to compute the local maxima.
`<x1> <y1>`	The default values are such that the computation is done on the whole image

Asserted fact:

(image maxlocal <img-id> <img-id-computed>)

IMAGE-THRESH

Description:

thresholds an image. Each pixel whose gray value is lower than the thresh is set to 0. The others pixels are left unchanged

Syntax:

```
(image-thresh <img-id> [ <threshold-value>[<dx> <dy>]])
```

Input:

`<img-id>`	the reference of the image (usually its pointer)
`<threshold-value>`	the value of the threshold. The default value is 128
`<dx> <dy>`	region of interest

Asserted fact:

(image threshed <img-id> <img-id-computed>)

IMAGE-SIZE

Description:

Computes the sizes of an image

Syntax:

`(image-size <img-id> )`

Input:
`<img-id>` the reference of the image (usually its pointer)

Asserted fact:

(image size <x-min> <x-max> <y-min> <y-max>)

IMAGE-SIZE-MIN-X

Description:

Computes the most left location of the pixels of an image. That is the minimum row index.

Syntax:

`(image-size-min-x <img-id> )`

Input:
`<img-id>` the reference of the image (usually its pointer)

Output:

the most left value of the pixels of this image

IMAGE-SIZE-MAX-X

Description:

Computes the most right location of the pixels of an image.That is the maximum row index.

Syntax:

`(image-size-max-x <img-id> )`

Input:

<img-id> the reference of the image (usually its pointer)

Output:

the most right value of the pixels of this image

IMAGE-SIZE-MIN-Y

Description:

Computes the upper most location of the pixels of an image. That is the minimum column index.

Syntax:

```
(image-size-min-y <img-id> )
```

Input: <img-id> the reference of the image (usually its pointer)

Output:

the upper most value of the pixels of this image

IMAGE-SIZE-MAX-Y

Description:

Computes the lowest location of the pixels of an image. That is the maximum column index

Syntax:

```
(image-size-max-y <img-id> )
```

Input: <img-id> the reference of the image (usually its pointer)

Output:

the lowest value of the pixels of this image

IMAGE-SIZE-X

Description:

Compute the size of the rows of an image

Syntax:

```
(image-size-x <img-id> )
```

Input: <img-id> the reference of the image (usually its pointer)

Output:

the length of the rows of this image

IMAGE-SIZE-Y

Description:

Compute the size of the columns of an image

Syntax:

`(image-size-y <img-id> )`

Input: <img-id> the reference of the image (usually its pointer)

Output:

the length of the columns of this image

IMAGE-SEARCHBLACK

Description:

computes the location of the gravity center as well as the number of points of the biggest black region of an image

Syntax:

`(image-searchblack <img-id> )`

Input: <img-id> the reference of the image (usually its pointer)

Asserted fact:

(bary searchblacked <img-id> <x-location> <y-location> <nb-points>)

IMAGE-GET-PIXEL

Description:

Gets the gray value of a pixel of an image

Syntax:

`(image-get-pixel <img-id> <x> <y> )`

Input:

`<img-id>`	the reference of the image (usually its pointer)
`<x> <y>`	the location of the pixel

Output:

the gray value of this pixel

IMAGE-SET-PIXEL

Description:

Sets the gray value of a pixel of an image

Syntax:

```
(image-set-pixel <img-id> <x> <y> )
```

Input:

`<img-id>`	the reference of the image (usually its pointer)
`<x> <y>`	the location of the pixel

IMAGE-SEUIL

Description:

Marks all the pixels of the image whose gray value is between two values

Syntax:

```
(image-seuil <img-id> <g0> <g1> )
```

Input:

`<img-id>`	the reference of the image (usually its pointer)
`<g0> <g1>`	the two values

IMAGE-ISO

Description:

Marks all the pixels of an image whose gray values is equal to a value

Syntax:

```
(image-iso <img-id> <value> )
```

Input:

`<img-id>`	the reference of the image (usually its pointer)
`<value>`	the searched value

IMAGE-FREE

Description:

de-allocates the memory used for an image

Syntax:

`(image-free <img-id> )`

Input:
`<img-id>` the reference of the image (usually its pointer)

Asserted fact:

(image free <img-id>)

IMAGE-G3

Description:

Computes a low pass filtered image of an image using the gaussian filter g3

Syntax:

`(image-g3 <img-id> )`

Input:
`<img-id>` the reference of the image (usually its pointer)

Asserted fact:

(image g3 <img-id> <img-id-computed>)

IMAGE-G5

Description:

Computes a low pass filtered image of an image using the gaussian filter g5

Syntax:

`(image-g5 <img-id> )`

Input:
`<img-id>` the reference of the image (usually its pointer)

Asserted fact:

(image g5 <img-id> <img-id-computed>)

IMAGE-G7

Description:

Computes a low pass filtered image of an image using the gaussian filter g7

Syntax:

```
(image-g7 <img-id> )
```

Input:

`<img-id>` the reference of the image (usually its pointer)

Asserted fact:

(image g7 <img-id> <img-id-computed>)

IMAGE-G13

Description:

Computes a low pass filtered image of an image using the gaussian filter g13

Syntax:

```
(image-g13 <img-id> )
```

Input:

`<img-id>` the reference of the image (usually its pointer)

Asserted fact:

(image g13 <img-id> <img-id-computed>)

IMAGE-THIN

Description:

???

Syntax:

```
(image-thin <image-name>)
```

Input:

`<imgage-name>` the reference of the image (usually its pointer)

Asserted fact:

(image thined <img-name> <symb-new-image>)

IMAGE-ADAPT-THRESH

Description:

???

Syntax:

```
(image-adapt-thresh <image-name> [<size> <fact-sigma>
<thresh>])
```

Input:

`<imgage-name>`	the reference of the image (usually its pointer)
`<size>`	???
`<fact-sigma>`	???
`<thresh>`	???

Asserted fact:

(image adapted thresh <img-name> <symb-new-image>)

IMAGE-ADAPT-THRESH2

Description:

???

Syntax:

```
(image-adapt-thresh2 <image-name> [<size> <fact-sigma>
<thresh>)]
```

Input:

`<imgage-name>`	the reference of the image (usually its pointer)
`<size>`	???, default 4
`<fact-sigma>`	???, default 1.5
`<thresh>`	???, default 20

Asserted fact:

(image adapted thresh2 <img-name> <symb-new-image>)

IMAGE-INFO-DIFF

Description:

???

Syntax:

```
(image-info-diff <image-name1> <image-name2>)
```

Input:

`<imgage-name1>`	the reference of the first image (usually its pointer)
`<imgage-name2>`	the reference of the second image (usually its pointer)

Asserted fact:

(diffinfo <img-name1> <img-name2> max <max> moy <moyenne> ecart <ecart>)

IMAGE-MAGNITUDE4

Description:

Computes the gradient magnitude of an image (Canny/Dericke)

Syntax:

```
(image-magnitude4 <img-id>)
```

Input:

`<img-id>`	the reference of the image (usually its pointer)

Asserted fact:

(image magnitude4 <img-id> <img-id-computed> high <uptresh> low <lowthresh>)

IMAGE-DIFF-ABSOLU

Description:

???

Syntax:

```
(image-diff-absolu <image-name1> <image-name2>)
```

Input:

`<imgage-name1>`	the reference of the first image (usually its pointer)
`<imgage-name2>`	the reference of the second image (usually its pointer)

Asserted fact:

(absolute image difference <img-name1> <img-name2> <symb-new-image>)

IMAGE-ADD-NOISE-UNIFORME

Description:

???

Syntax:

```
(image-add-noise-uniforme <image-name> [<scale>])
```

Input:

`<imgage-name>`	the reference of the image (usually its pointer)
`<scale>`	default 1

Asserted fact:

(image <img-name> uniforme noisy image <symb-new-image>)

IMAGE-ADD-NOISE-GAUSSIAN

Description:

???

Syntax:

```
(image-add-noise-gaussian <image-name> [<mean> <sigma>])
```

Input:

`<imgage-name>`	the reference of the image (usually its pointer)
`<mean>`	default 0
`<sigma>`	default 1

Asserted fact:

(image <img-name> gaussian noisy image <symb-new-image>)

5.4 Corner Functions

a list of corners has as first argument the number n of corners contained in the list, then follow the n corners

CORNER-DISPLAY

Description:

Displays a list of corners

Syntax:

`(corner-display <cornerlist>)`

Input: `<cornerlist>` the list of corners to be displayed

CORNER-NBR

Description:

Returns the number of corners of a list

Syntax:

`(corner-nbr <cornerlist>)`

Input: `<cornerlist>` the list of corners for which we want to know the number of corners

Output:

<nbr>, number of corners

CORNER-CREATE

Description:

Creates a list of corners

Syntax:

`(corner-create <number>)`

Input: `<number>` the number of corners in the created list

Asserted fact:

list of corners created <corners>

CORNER-SET

Description:

Set a corners in a list

Syntax:

`(corner-set <cornerlist><i><x><y>)`

Input:

`<cornerlist>`	the list of corners in which the corner is set
`<i>`	the number of the corner to be set
`<x>,<y>`	the x and y values of the corner

CORNER-NTH-X

Description:

Returns the x-value of a corner in a list

Syntax:

```
(corner-nth-x <cornerlist><i>)
```

Input:

`<cornerlist>`	the list of corners
`<i>`	the number of the corner in the list

Output:

<x> coordinate of the ith corner>

CORNER-NTH-Y

Description:

Returns the y-value of a corner in a list

Syntax:

```
(corner-nth-y <cornerlist><i>)
```

Input:

`<cornerlist>`	the list of corners
`<i>`	the number of the corner in the list

Output:

<y> coordinate of the ith corner>

CORNER-READ

Description:

Reads a list of corners to a file

Syntax:

```
(corner-read <filename>)
```

Input:

`<filename>`	the file from which the corners are read

Asserted fact:

(list of corners <file-name> <corners>)

CORNER-WRITE

Description:

Writes a list of corners to a file

Syntax:

`(corner-write <cornerlist> <filename> )`

Input:

`<cornerliste>`	the list of corners
`<filename>`	file to which we want to write the list of corners

CORNER-EXTRACT

Description:

extracts corners from a list of corners

Syntax:

`(corner-extract <cornerliste> <x1> <y1> <x2> <y2> )`

Input:

`<cornerlist>`	the list of corners from which we extract
`<x1> <y1>`	coordinates for the beginning of the extraction
`<x2> <y2>`	coordinates for the end of the extraction

Asserted fact:

(corners extracts <cornersname> <corners-out>)

CORNER-EXPAND

Description:

expands a list of corners

Syntax:

`(corner-expand <cornerliste> <factor> )`

Input:

`<cornerliste>`	the list of corners from which we expand
`<factor>`	the expansion factor

Asserted fact:

(corners expanded <cornersname> <corners-out>)

CORNER-DIFF

Description:

Computes the difference between two lists of corners

Syntax:

```
(corner-diff <cornerlist1> <cornerlist2> [<thresh>])
```

Input:

`<cornerlist1>`	the first list of corners
`<cornerlist2>`	the second list of corners
`<thresh>`	metric distance for which two corners are the same, default value 0

Asserted fact:

(corner difference <name1> <name2> <result>)

CORNER-INTERSECT

Description:

Computes the intersection between two lists of corners

Syntax:

```
(corner-intersect <cornerlist1> <cornerlist2> [<thresh>])
```

Input:

`<cornerliste1>`	the first list of corners
`<cornerliste2>`	the second list of corners
`<thresh>`	metric distance for which two corners are the same, default value 0

Output:

<nbr>, number of corners, which found in both lists

Asserted fact:

(corner intersection <name1> <name2> <result>)

CORNER-ZURICH

Description:

Computes corners of an image using function zurich

Syntax:

```
(corner-zurich <imagpointer> [ <sigma> <sweep> <thresh>
<nori> <orisel>])
```

Input:

`<imagepointer>`	poitner to the image for which the corners are computed
`<sigma>`	sigma of the gaussian envelope, default value 5.0
`<sweep>`	sweep parameter of the egabor filter, default value 1.2
`<thresh>`	thresh, default value 10.0
`<nori>`	number of orientations, default value 6
`<orisel>`	orientation selectivity, default value 4.0

Asserted fact:

(zurich image <image-name> corners <corners-out>)

CORNER-ZURICH-RAW

Description:

Computes corners of an image using function zurich

Syntax:

```
(corner-zurich-raw <imag-name> [ <sigma> <sweep> <thresh>
<nori> <orisel>])
```

Input:

`<imagepointer>`	poitner to the image for which the corners are computed
`<sigma>`	sigma of the gaussian envelope, default value 5.0
`<sweep>`	sweep parameter of the egabor filter, default value 1.2
`<thresh>`	thresh, default value 10.0
`<nori>`	number of orientations, default value 6
`<orisel>`	orientation selectivity, default value 4.0

Asserted fact:

(zurich image <image-name> image-out<bary-img-out> corners <corners-out>)

CORNER-ZURICH1

Description:

Computes corners of an image using function zurich1

Syntax:

```
(corner-zurich1 <imagepointer> [ <sigma> <sweep> <thresh>
<nori> <orisel>])
```

Input:

`<imagepointer>`	pointer to the image for which the corners are computed
`<sigma>`	sigma of the gaussian envelope, default value 5.0
`<sweep>`	sweep parameter of the egabor filter, default value 1.2
`<thresh>`	thresh, default value 10.0
`<nori>`	number of orientations, default value 6
`<orisel>`	orientation selectivity, default value 4.0

Asserted fact:

(image <image-name> kptimage <bary-img-out>filtered images <filtered-images> corners <corners-out>)

CORNER-DROID

Description:

Computes corners of an image using function droid

Syntax:

```
(corner-droid <imagpointer> [ <sigma> <relminimum>
<scalefactor>])
```

Input:

`<imagepointer>`	pointer to the image for which the corners are computed
`<sigma>`	sigma, default value 2.5
`<relminimum>`	relative minimum, default value 0.01
`<scalefactor>`	scalefactor, default value 0.06

Asserted fact:

(droid image < img-name> corners <corner>)

CORNER-BEAUDET

Description:

Computes corners of an image using function beaudet

Syntax:

`(corner-beaudet <imagpointer> [<thresh>])`

Input:

`<imagepointer>`	poitner to the image for which the corners are computed
`<thresh>`	thresh, default value 0.6

Asserted fact:

beaudet image <image-name> corners <corner>)

CORNER-FOERSTNER

Description:

??? Computes corners of an image using function foerstner

Syntax:

`(corner-foerstner <imagpointer>)`

Input:

`<imagepointer>`	poitner to the image for which the corners are computed

Asserted fact:

foerstner image <image-name> corners <corner>)

CORNER-REGRESSION

Description:

???

Syntax:

`(corner-regression <imagpointer>)`

Input:

<imagepointer>	poitner to the image for which the corners are computed

Asserted fact:

linear regression points <corners-name> <a> <b> <c> residual <sr2>)

CORNER-DETECT-CLOUD

Description:

Computes a cloud image from a corner image

Syntax:

```
(corner-detect-cloud <cornerimage> [ <dist> <nbrpoints>])
```

Input:

<cornerimage>	image of the corners
<dist>	size of a cloud, default value 4
<nbrpoints>	number of points which have to be in a cloud, default value 1

Asserted fact:

(image <image-name> cloud corners ¡corners-out)

CORNER-PRECISE

Description:

Computes the precise corner

Syntax:

```
(corner-precise <image> <x> <y> [<dx> <dy> <type>]
```

Input:

<image>	image for which the corners were computed and which is used to precise them
<x>,<y>	x and y coordinates of the corner
<dx>,<dy>	dx and dy are size of the approximation area in x and y direction, default values are 20, 20
<type>	type of the corner, default value is c

Asserted fact:

(corner <corner-in.x> <corner-in.y> precise <corner-out.x> <corner-out.y> theta <theta> beta <beta> [beta2 <beta2> error <error>])

5.5 Contour Functions

CONTOUR-EXTRACT

Description:

extracts point-chains out of a gradient-image

Syntax:

```
(contour-extract <imagename> [<up-tresh> <down-thresh>
<chainlength> [<max-nbr-chains>]])
```

Input:

`<imagename>`	Pointer of the gradient-image
`<up-thres>`	maximum accepted distance from a point belonging to the chain, default value is 1
`<down-thres>`	minimum accepted distance from a point belonging to the chain, default value is 1
`<chainlength>`	minimumlength of a saved chain, default value is 5
`<max-nbr-chains>`	maximum-number of saved chains, default value is 10000

Asserted fact:

(image <image-name> chains in <symb-new-chains>)

CONTOUR-IMAGE

Description:

shows in a new window the chains on the screen (creates a new black/white image)

Syntax:

```
(contour-image <chain-name>[<dx> <dy>])
```

Input:

`<chain-name>`	pointer to the chainlist
`<dx>`	width of the new image, default value is 512
`<dy>`	high of the new image, default value is 512

Asserted fact:

(chain <chain-name> contour image <symb-new-image>)

CONTOUR-DISPLAY

Description:

shows in the original image the chains on the screen

Syntax:

```
(contour-display <chain-name>)
```

Input: `<chain-name>` Pointer to displayed chain

5.6 Calibration Functions

CALIB-RECONSTRUCTION

Description:

calculates the 3-D coordinates of a point (uses line/plane intersection)

Syntax:

```
(calib-reconstruction <matrixL-name> <matrixR-name> <PL.i>
<PL.j> <PR.i> <PR.j>)
```

Input:

`<matrixL-name>`	left image of the scene
`<matrixR-name>`	right image of the scene
`<PL.i>`	x-coordinate of the point in the left image
`<PL.j>`	y-coordinate of the point in the left image
`<PR.i>`	x-coordinate of the point in the right image
`<PR.j>`	y-coordinate of the point in the right image

Asserted fact:

(point reconstruit <result.x> <result.y> <result.z>)

CALIB-RECONSTRUCTION-LINES

Description:

calculates the 3-D coordinates of a point (uses line/line intersection)

Syntax:

```
(calib-reconstruction-lines <matrixL-name> <matrixR-name>
<PL.i> <PL.j> <PR.i> <PR.j>)
```

Input:

`<matrixL-name>`	left image of the scene
`<matrixR-name>`	right image of the scene
`<PL.i>`	x-coordinate of the point in the left image
`<PL.j>`	y-coordinate of the point in the left image
`<PR.i>`	x-coordinate of the point in the right image
`<PR.j>`	y-coordinate of the point in the right image

Output:

(x, y, z), the coordinates of the point in the 3-D scene

Asserted fact:

(point reconstruit <result.x> <result.y> <result.z>)

5.7 Histogram Functions

IMAGE-HISTOGRAMME

Description:

calculates the histogramme of an image

Syntax:

`(image-histogramme <image-name>)`

Input: `<image-name>` Pointer to the image, of which the histogramme should be calculated

Asserted fact:

(histogramme from <image-name> <histograme>)

HISTOGRAMME-DISPLAY

Description:

shows the histogramme on the screen

Syntax:

`(histogramme-display <histo-name>)`

Input: `<histo-name>` Pointer to the histogramme

HISTOGRAMME-DISPLAY-LOG

Description:

shows the histogramme after using the logarithm-function

Syntax:

`(histogramme-display-log <histo-name>)`

Input:

`<histo-name>` pointer to the histogramme

HISTOGRAMME-DISPLAY2

Description:

???

Syntax:

```
(histogramme-display2 <histo-name>)
```

Input:

`<histo-name>` Pointer to the histogramme

HISTOGRAMME-DISPLAY2-LOG

Description:

???

Syntax:

```
(histogramme-display2-log <histo-name>)
```

Input:

`<histo-name>` Pointer to the histogramme

HISTOGRAMME-GET

Description:

gets the frequency-value of a histogramme for a given grayvalue

Syntax:

```
(histogramme-get [<histo-name> [<int>]])
```

Input:

`<histo-name>`	Pointer to the histogramme
`<int>`	the given grayvalue

Output:

returns the value of the histogram

HISTOGRAMME-SET

Description:

sets frequency-value for a graylevel in a histogramme

Syntax:

`(histogramme-set [<histo-name> [<i> <j>])`

Input:

`<histo-name>`	Pointer to the histogramme
`<i>`	concerned grayvalue
`<j>`	new value of the frequency

HISTOGRAMME-ADD

Description:

adds two histogrammes

Syntax:

`(histogramme-add <histo-name1> <histo-name2>)`

Input:

`<histo-name1>`	Pointer to the first histogramme
`<histo-name2>`	Pointer to the second histogramme

Asserted fact:

(add histogrammes <histoname1> <histoname2> <histo-sum>)

HISTOGRAMME-WRITE

Description:

saves a histogramme to a file

Syntax:

`(histogramme-write <histo-name> <file-name>)`

Input:

`<histo-name>`	Pointer to the histogramme
`<file-name>`	name of the file

5.8 Line Functions

LINE-DISPLAY

Description:

displays a line on the screen

Syntax:

```
(line-display [<theta> <rho>][<a> <b> <c>])
```

Input:

`<theta>`	angle between the line and the x-axe
`<rho>`	distance of the line to $(0,0)$
`<a>`	the line is determined with $ax + by + c = 0$
`<b>`	
`<c>`	

LINE-PRECISE

Description:

looks for a segment (line) near the given coordinates

Syntax:

```
(line-precise<image-name> <x> <y> [<dx> <dy> <type>
[<p1> <p2>]])
```

Input:

`<image-name>`	pointer to the concerned image
`<x>`	x-coordinate of the point
`<y>`	y-coordinate of the point
`<dx>`	position of region of interest
`<dy>`	position of region of interest
`<type>`	e, for edge
`<p1>`	initial estimation for theta
`<p2>`	initial estimation for rho

Asserted fact:

(edge <x> <y> precise <theta> <roh.new> error <error>)

LINE-CHECK

Description:

computes how much percent of an amount of points,lying in the near environment of a line

Syntax:

```
(line-check <image-name> <x0> <y0> <x1> <y1> <size>
<corners-name>)
```

Input:

`<image-name>`	pointer to the considered image
`<x0>`	x-coordinate of the beginningpoint of the line
`<y0>`	y-coordinate of the beginningpoint of the line
`<x1>`	x-coordinate of the endingpoint of the line
`<y1>`	y-coordinate of the endingpoint of the line
`<size>`	maximum distance of the line to the points
`<corners-name>`	list of the points

Output:

<percent>

5.9 Mathematical Functions

RAND

Description:

calculates a random number

Syntax:

```
(rand <seed>)
```

Input:

`<seed>`	startvalue for the calculation

Output:

returns a randomnumber

SRAND

Description:

calculates a random number

Syntax:

```
(srand <seed>)
```

Input:

`<seed>`	startvalue for the calculation

Output:

returns a randomnumber

RANDOM

Description:

calculates a random number

Syntax:

`(random <seed>)`

Input:

`<seed>`	startvalue for the calculation

Output:

returns a randomnumber

SRANDOM

Description:

calculates a random number

Syntax:

`(srandom <seed>)`

Input:

`<seed>`	startvalue for the calculation

Output:

returns a randomnumber

5.10 Matrix Functions

MATRIX-ALLOC

Description:

allocates memory for a matrix with "n-rows" rows and "n-cols" cols

Syntax:

`(matrix-alloc <n-row> <n-col>)`

Input:

`<n-rows>`	number of the needed rows
`<n-cols>`	number of the needed cols

Asserted fact:

(matrix "memory" <result> <n-rows> <n-cols>)

MATRIX-ZERO

Description:

initialzes a matrix with 0

Syntax:

`(matrix-zero <matrix-id> <n-row> <n-col>)`

Input:

`<matrix-id>`	Pointer to matrix
`<n-rows>`	number of the rows
`<n-cols>`	number of the cols

MATRIX-READ

Description:

reads a matrix from a file

Syntax:

`(matrix-read <matrix-name> <n-row> <n-col>)`

Input:

`<matrix-name>`	name of the file
`<n-rows>`	number of the rows
`<n-cols>`	number of the cols

Asserted fact:

matrix <matrix-name> <result> <n-row> <n-col>)

MATRIX-FREE

Description:

deallocates the memory of the matrix

Syntax:

`(matrix-free <matrix-id> <n-row>)`

Input:

`<matrix-id>`	pointer to the matrix
`<n-rows>`	number of the rows

MATRIX-MULT

Description:

multiplicates two matrices

Syntax:

```
(matrix-read <matrix1-id> <n1-row> <n1-col> <matrix2-id>
<n2-row> <n2-col> )
```

Input:

`<matrix1-id>`	pointer to the first matrix
`<n1-rows>`	number of the rows of the first matrix
`<n1-cols>`	number of the cols of the first matrix
`<matrix2-id>`	pointer to the second matrix
`<n2-rows>`	number of the rows of the second matrix
`<n2-cols>`	number of the cols of the second matrix

Asserted fact:

(matrix "memory" <result> <n1-row> <n2-col> <matrix1-id> <matrix2-id>)

MATRIX-PRINT

Description:

shows a matrix on the screen

Syntax:

```
(matrix-print <matrix-id> <n-row> <n-col>)
```

Input:

`<matrix-id>`	pointer to the matrix
`<n-rows>`	number of the rows
`<n-cols>`	number of the cols

MATRIX-SET

Description:

sets a value of a matrix at the position (n-row, ncol)

Syntax:

```
(matrix-set <matrix-id> <n-row> <n-col> <value>)
```

Input:

`<matrix-id>`	pointer to the matrix
`<n-rows>`	x-coordinate of the new value
`<n-cols>`	y-coordinate of the new value
`<value>`	the new set value

MATRIX-GET

Description:

gets a value of a matrix at the position (n-row, ncol)

Syntax:

```
(matrix-print <matrix-id> <n-row> <n-col>)
```

Input:

`<matrix-id>`	pointer to the matrix
`<n-rows>`	number of the rows
`<n-cols>`	number of the cols

Output:

returns the value

5.11 Pyramid Functions

PYRAMID-COMPUTE

Description:

Computes the pyramid of resolution of an image

Syntax:

```
(pyramid-compute <imagepointer>)
```

Input:

`<imagepointer>`	pointer to the image for which the pyramid is computed

Asserted fact:

(image <image-name> pyramid <pyr>)

5.12 Sequence Functions

SEQUENCE-EXTRACT

Description:

Extracts the nth image in a list of images

Syntax:

`(sequence-extract <sequencepointer> <level>)`

Input:

`<sequencepointer>`	pointer to the list of images
`<level>`	the levelth image is extracted

Asserted fact:

(image <pyr-name> niveau <niveau> <pyr>)

Index

calib-reconstruction, 44
calib-reconstruction-lines, 45
CLIPS, 4
color, 17
contour-display, 44
contour-extract, 43
contour-image, 44
corner-beaudet, 41
corner-create, 35
corner-detect-cloud, 42
corner-diff, 38
corner-display, 35
corner-droid, 41
corner-expand, 38
corner-extract, 37
corner-foerstner, 41
corner-intersect, 39
corner-nbr, 35
corner-nth-x, 36
corner-nth-y, 36
corner-precise, 43
corner-read, 37
corner-regression, 42
corner-set, 36
corner-write, 37
corner-zurich, 39
corner-zurich-raw, 40
corner-zurich1, 40
cross, 16
cursor, 18

DCL_..., 10, 11
debug-link, 13
def-file, 5
DefineFunction, 5
Dld, 9

FSF, 9

get_..., 7
get_image, 7

histogramme-add, 48
histogramme-display, 46
histogramme-display-log, 46
histogramme-display2, 46
histogramme-display2-log, 47
histogramme-get, 47
histogramme-set, 47
histogramme-write, 48

image-adapt-thresh, 32
image-adapt-thresh2, 32
image-add-noise-gaussian, 34
image-add-noise-uniforme, 34
image-black-sum, 24
image-contrast, 19
image-create, 19
image-diff, 20
image-diff-absolu, 34
image-display, 19
image-expand, 24
image-extract, 20
image-free, 30
image-g13, 31
image-g3, 30
image-g5, 31
image-g7, 31
image-get-pixel, 29
image-histogramme, 45
image-info, 21
image-info-diff, 33
image-iso, 30
image-laplacian, 23
image-magnitude, 21
image-magnitude1, 22
image-magnitude2, 22
image-magnitude3, 22
image-magnitude4, 33
image-maxlocal, 24
image-minmax, 21
image-normalized-laplacian, 23
image-read, 18
image-searchblack, 28
image-set-pixel, 29
image-seuil, 29
image-size, 26
image-size-max-x, 26
image-size-max-y, 27

image-size-min-x, 26
image-size-min-y, 27
image-size-x, 27
image-size-y, 28
image-smaxlocal, 25
image-thin, 32
image-thresh, 25
image-write, 18

libglobalclips.a, 7
line, 16
line-check, 49
line-display, 48
line-precise, 49
link-obj, 11

matrix-alloc, 51
matrix-free, 52
matrix-get, 54
matrix-mult, 52
matrix-print, 53
matrix-read, 52
matrix-set, 53
matrix-zero, 51

new_symb_..., 7

plot, 16
put_..., 7
pyramid-compute, 54

rand, 50
random, 50
Ravi, 13
remove_..., 7

scross, 17
sequence-extract, 54
shared module, 5
shared.o, 5
srand, 50
srandom, 51
sybol table, 7

text, 17

unlink-obj, 11

window-change, 15
window-clear, 15
window-close, 15
window-create, 14