- Previous class:
  - Color vectors – RGB
  - 1-dimensional array – vector
- Now:
  - Play with image files
  - 2-dimensional array—matrix

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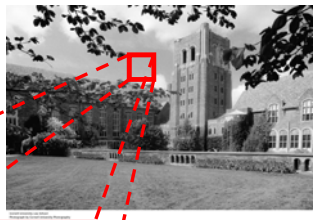
A picture as a matrix—2-dimensional array

1458-by-2084



150	149	152	153	152	155
151	150	153	154	153	156
153	151	155	156	155	158
154	153	156	157	156	159
156	154	158	159	158	161
157	156	159	160	159	162

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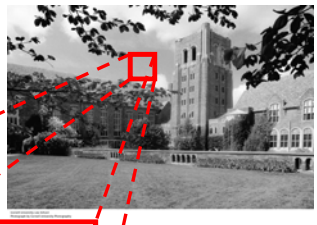
Grayness: a value in [0..255]

0 = black
255 = white



150	149	152	153	152	155
151	150	153	154	153	156
153	151	155	156	155	158
154	153	156	157	156	159
156	154	158	159	158	161
157	156	159	160	159	162

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2-d array: **matrix**

- An array is a named collection of like data organized into rows and columns
- A 2-d array is a table, called a *matrix*
- Two *indices* identify the position of a value in a matrix, e.g.,

```
mat(r,c)
```

refers to component in row r, column c of matrix mat

- Array index starts at 1
- Rectangular: all rows have the same #of columns

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Creating a matrix

- Built-in functions: ones, zeros, rand
  - E.g., zeros(2,3) gives a 2-by-3 matrix of 0s
- "Build" a matrix using square brackets, [ ], but the dimension must match up:
  - [x y] puts y to the right of x
  - [x; y] puts y below x
  - [4 0 3; 5 1 9] creates the matrix

4	0	3
5	1	9

  - [4 0 3; ones(1,3)] gives

4	0	3
1	1	1

  - [4 0 3; ones(3,1)] doesn't work

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```
% What will M be?
M = [ones(1,3); 1:4]
```

A
```
1  1  1  0
1  2  3  4
```

B
```
1  1  1
1  2  3
```

C *Error – M not created*

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What is `[7 0 5]'` ?

A Same as `[5 0 7]`
B Same as `[7; 0; 5]`
C Same as `[5; 0; 7]`

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What will `A` be?

```
A= [1  1]
A= [A'  ones(2,1)]
A= [1  1  1  1;  A  A]
```

A 3-by-4 matrix
B 4-by-3 matrix
C vector of length 12
D *Error*

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Working with a matrix:
`size` and individual components

Given a matrix M

2	-1	.5	0	-3
3	8	6	7	7
5	-3	8.5	9	10
52	81	.5	7	2

```
[nr, nc]= size(M)   % nr is #of rows,
                    % nc is #of columns
M(2,4)= 1;
disp(M(3,1))
M(1,nc)= 4;
```

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Images can be encoded in different ways

- Common formats include
  - JPEG: Joint Photographic Experts Group
  - GIF: Graphics Interchange Format
- Data are compressed
- We will work with jpeg files:
  - `imread`: read a .jpg file and convert it to a "normal numeric" array that we can work with
  - `imwrite`: write an array into a .jpg file (compressed data)

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Let's put a picture in a frame

- Read a grayscale jpeg file into a matrix P
  P = imread('<filename>.jpg');
- See the image represented by P
  imshow(P)
- Change the "edge pixels" into the frame color (grayscale) you want
  …

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Problem: produce a negative

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Problem: produce a negative

- "Negative" is what we say, but all color values are positive numbers!
- Think in terms of the extremes, 0 and 255. Then the "negative" just means the opposite side.
- So 0 is the opposite of 255;
  - 1 … 254;
  - 5 … 250;
  - 30 … 225;
  - x … 255-x

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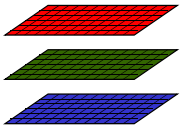
A color picture is made up of RGB matrices

Color image



3-d Array

```
0 ≤ A(i,j,1) ≤ 255
0 ≤ A(i,j,2) ≤ 255
0 ≤ A(i,j,3) ≤ 255
```

Operations on images amount to operations on matrices—good way to practice matrix manipulation!

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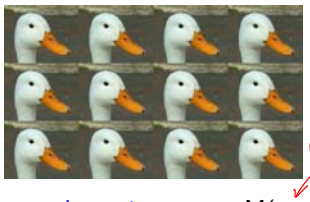
Extracting subarrays and tiling



- Accessing a submatrix: M(_:_ , _:_)
- Accessing a subarray (3-d): P(_:_ , _:_ , :)
- Concatenate horizontally: [PL PR]
- Concatenate vertically: [PT; PB]

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Your multi-media project

- Create a Matlab program that involves image and sound manipulation
- You get to
  - Make your own design
  - Set the level of difficulty
- Finish by 10:00pm Thursday and submit in CMS

Level 2: Manipulate sound vector and playback

Mirror image

Sub-array

Photo negative

tiling

Set color conditionally

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Example: Mirror Image

`LawSchool.jpg`

`LawSchoolMirror.jpg`

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Solution Framework

1. Read `LawSchool.jpg` from memory and convert it into an array.
2. Manipulate the Array.
3. Convert the array to a jpg file and write it to memory.

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Reading and writing jpg files

```
% Read jpg image and convert to
% a 3D array A
  A = imread('LawSchool.jpg');

% Write 3D array B to memory as
% a jpg image
  imwrite(B,'LawSchoolMirror.jpg')
```

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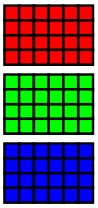
A 3-d array as 3 matrices

```
[nr, nc, np] = size(A)  % dimensions of 3-d array A
```

#rows #columns #layers (pages)



4-by-6 `M1= A(:,:,1)`

4-by-6 `M2= A(:,:,2)`

4-by-6 `M3= A(:,:,3)`

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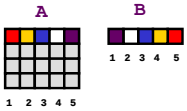
```
% Make mirror image of A

[nr,nc,np]= size(A);
for r= 1:nr
  for c= 1:nc

      B(r,c  )= A(r,nc-c+1  );

  end
end
```



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```
% Make mirror image of A

[nr,nc,np]= size(A);
for r= 1:nr
  for c= 1:nc
    for p= 1:np
      B(r,c,p)= A(r,nc-c+1,p);
    end
  end
end
```

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```
% Make mirror image of A -- the whole thing

A= imread('LawSchool.jpg');
[nr,nc,np]= size(A);

B= zeros(nr,nc,np);
B= uint8(B);  % Type for image color values

for r= 1:nr
  for c= 1:nc
    for p= 1:np
      B(r,c,p)= A(r,nc-c+1,p);
    end
  end
end
image(B)  % Show 3-d array data as an image
imwrite(B,'LawSchoolMirror.jpg')
```

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Turn the white duck yellow!

- The duck's body and the image's background show some contrast. However, neither the duck's body nor the background has a uniform color
- Are the RGB values different enough for us to write a "rule" in the program to tell between the duck and the background?
- Check out the RGB values!

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