

Détection et extraction de panneaux	
Nom	
Prénom	
Classe	

Question : 1	Note
Ce sont des array à 3 dimensions : Lignes, Colonnes, Triplets	

Question : 2	Note
Entiers codés sur 8 bits	

Question : 3	Note
3 entiers par pixel, soit 3 fois 1 octet (8 bits) Soit 3 octets	

Question : 4	Note
Lignes x Colonnes x 3 octets 600 x 800 x 3 1 440 000 octets 1.4 Mo	

Question : 5	Note
$t = 0.000001$ $T = 600 \times 800 \times 3 \times t$ Temps de traitement estimé: 1.44 s	

Question : 6	Note
<pre>import matplotlib.pyplot as plt def Affiche(fig,im): plt.figure(fig) plt.imshow(im) plt.axis('off') plt.show()</pre>	

Question : 7	Note
<pre>Nom_Image = "Image_1.bmp" Image = plt.imread(Nom_Image) Image = Image[:, :, :3] Affiche(1,Image)</pre>	

Question : 8	Note
<pre>import numpy as np</pre>	

Question : 9	Note
<pre>def NB(im,alpha): Nl,Nc = im.shape[0:2] imnb = np.copy(im) for c in range(Nc): for l in range(Nl): R,G,B = im[l,c] R,G,B = float(R),float(G),float(B) Cond_1 = R > alpha*(G+B) Cond_2 = R - max(G,B) > 2*alpha*(max(G,B)-min(G,B)) if Cond_1 and Cond_2: Pix = [0,0,0] else: Pix = [255,255,255] imnb[l,c] = Pix return imnb</pre>	

Question : 10	Note
<pre>alpha = 0.75 Image_NB = NB(Image,alpha) Affiche(2,Image_NB)</pre>	

Question : 11	Note
<p>l et c les nombres de lignes et colonnes $O(l*c)$</p>	

Question : 12	Note
<pre>def Seuil(imng,k): Nl,Nc = imng.shape[0:2] imnb = np.copy(imng) for c in range(Nc): for l in range(Nl): N,_,_ = imng[l,c] if N <= k: Pix = [0,0,0] else: Pix = [255,255,255] imnb[l,c] = Pix return imnb</pre>	

Question : 13	Note
<pre>K = (1/9)*np.array([[1,1,1],[1,1,1],[1,1,1]]) Image_NG = Convolution(Image_NB,K) Image_NB = Seuil(Image_NG,127) Affiche(3,Image_NB)</pre>	

Question : 14	Note
<pre>def Liste_voisins(l,c,Nl,Nc): vg = l,max(0,c-1) vd = l,min(Nc-1,c+1) vb = min(Nl-1,l+1),c vh = max(0,l-1),c return [vg,vd,vb,vh]</pre>	<pre>def Liste_voisins(l,c,Nl,Nc): GDBH = [[l,c-1],[l,c+1],[l+1,c],[l-1,c]] for i in range(len(GDBH)): L,C = GDBH[i] if not (0<=L<=Nl-1 and 0<=C<=Nc-1): GDBH[i] = [l,c] return GDBH</pre>

Question : 15	Note
<pre> def Explorer(imnb,l,c,T,k): Nl,Nc,_ = imnb.shape Pile = [[l,c]] Val = imnb[l,c,0] # Inutile de mettre dans while while len(Pile) > 0: l,c = Pile.pop() T[l,c] = k Lv = Liste_voisins(l,c,Nl,Nc) for v in Lv: lv,cv = v T_v = T[lv,cv] Val_v = imnb[lv,cv,0] if T_v== -1 and Val_v == Val: Pile.append([lv,cv]) </pre>	

Question : 16	Note
<pre> def Zones(imnb): Nl,Nc = imnb.shape[0:2] T = -np.ones([Nl,Nc],dtype='int64') k = 0 for l in range(Nl): for c in range(Nc): if T[l,c] == -1: Explorer(imnb,l,c,T,k) k += 1 return T </pre>	

Question : 17	Note
<pre> Table = Zones(Image_NB) Affiche(4,Table) Nb_Zones = np.amax(Table) + 1 print("Nombre de zones: ",Nb_Zones) </pre>	

Question : 18		Note
Zone 1	$Nl-1, Nc-1, 0, 0$	
Zone 2	$T[l, c]$	
Zone 3	$(Ml * Taille + l) / (Taille + 1)$	
Zone 4	$(Mc * Taille + c) / (Taille + 1)$	
Zone 5	$imnb[l, c, 0]$	
Zone 6	$l_min = l$	
Zone 7	$l_max = l$	
Zone 8	$c_min = c$	
Zone 9	$c_max = c$	
Code	$Donnees_Zones = Donnees(Table, Nb_Zones, Image_NB)$	

Question : 19	Note
<pre>def LC_Bilin(l,c,LO,LC): O1,_,_,O4 = LO C1,C2,C3,C4 = LC l12,c13 = O1 l34,c24 = O4 V1 = [l34-l,l-l12] Mat = [[C1,C2],[C3,C4]] Vc = [c24-c,c-c13] Res = Prod_MV(Mat,Vc) Res = Prod_VV(Res,V1) Cst = 1/((l34-l12)*(c24-c13)) Res = [int(round(t*Cst,0)) for t in Res] return Res</pre>	

Question : 20	Note
<pre>def Coins(im): Nl,Nc = im.shape[0:2] hg = [0,0] hd = [0,Nc-1] bg = [Nl-1,0] bd = [Nl-1,Nc-1] return [hg,hd,bg,bd]</pre>	

Question : 21	Note
<pre> def Resize(im,dim): Nl,Nc = dim im_rec = 255*np.ones([Nl,Nc,3],dtype='uint8') LO = Coins(im) LC = Coins(im_rec) for l in range(Nl): for c in range(Nc): L,C = LC_Bilin(l,c,LC,LO) im_rec[l,c] = im[L,C] return im_rec </pre>	

Question : 22	Note
<pre> def Distance_uv(u,v): n = len(u) Dst = 0 for i in range(n): di = u[i]-v[i] Dst += di**2 Dst = Dst**(1/2) return Dst </pre>	

Question : 23	Note
<pre> def Analyse(im): Nl,Nc = im.shape[0:2] L_RGB = [] for l in range(Nl): for c in range(Nc): R,G,B = im[l,c] R = float(R) G = float(G) B = float(B) L_RGB += [R,G,B] return L_RGB </pre>	

Question : 24	Note
<pre> def Recadrage_k(im,LD,T,k): _,_,_,_,l_min,c_min,l_max,c_max = LD[k] dl,dc = l_max - l_min + 1,c_max - c_min + 1 im_rec = 255*np.ones((dl,dc,3),dtype='uint8') for l in range(dl): for c in range(dc): ll,cc = l+l_min,c+c_min if T[ll,cc]==k: im_rec[l,c] = im[ll,cc] return im_rec </pre>	

Question : 25	Note
<pre> from math import sqrt def Etude_Motif(imnb,imc,T,LD,a): imc = Resize(imc,(a,a)) imc_nb = NB(imc,alpha) L_RGB_c_nb = Analyse(imc_nb) Res = [] for k in range(len(LD)): im_loc_nb = Recadrage_k(imnb,LD,T,k) im_loc_nb = Resize(im_loc_nb,(a,a)) L_RGB_im_loc_nb = Analyse(im_loc_nb) d = Distance_uv(L_RGB_c_nb,L_RGB_im_loc_nb) dn = d/(255*a*sqrt(3)) Res.append([dn,k]) Res.sort() return Res </pre>	

Question : 26	Note
<pre> Im_Cercle = plt.imread("Cercle.bmp") a = 100 Distances = Etude_Motif(Image_NB,Im_Cercle,Table,Donnees_Zones,a) </pre>	

Question : 27	Note
<pre> def Selection(Ldst,dmax,LD): Res = [] for d,k in Ldst: if d <= dmax: Res.append(LD[k]) return Res </pre>	

Question : 28	Note
<pre> dmax = 0.4 </pre>	

Question : 29	Note
<pre> Zones_Sel = Selection(Distances,dmax,Donnees_Zones) </pre>	

Question : 30	Note
<pre> def Recadrage(im,l_min,l_max,c_min,c_max): dl,dc = l_max - l_min + 1,c_max - c_min + 1 im_rec = np.zeros((dl,dc,3),dtype='uint8') for l in range(dl): for c in range(dc): ll,cc = l+l_min,c+c_min im_rec[l,c] = im[ll,cc] return im_rec </pre>	

Question : 31	Note
<pre> ind = 1 for zone in Zones_Sel: ____,l_min,c_min,l_max,c_max = zone Panneau = Recadrage(Image,l_min,l_max,c_min,c_max) Panneau = Resize(Panneau,(100,100)) Affiche(100+ind,Panneau) plt.imsave("Panneau "+str(ind)+".bmp",Panneau) ind += 1 </pre>	