Haskell and OpenCV: theory and practice

Francesco Mazzoli <f@mazzo.li>

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A year ago, I talked about a problem...

- To get things done in many fields you need access to well-established libraries.
- Accessing these libraries from Haskell is cumbersome, if at all possible.
- Thus, prototyping and iterating on Haskell code that uses foreign code is annoying.

OpenCV

- Kitchen-sink library for computer vision.
- If you need some algorithm in that space, OpenCV probably has it.
- From standard image filters, to features detection, to face recognition, to more practical utilities such as decoding images from files or processing a webcam feed.

- OpenCV's main type is cv::Mat. It is used to represent both images and matrices used to express transformations.
- The Haskell bindings encode a great deal of information about a cv::Mat at the type level, which is very helpful for both safety and documentation.

data Mat shape channels depth

- shape: the shape of the matrix, for example [3, 3] for a 3 by 3 matrix.
- channels: how many channels the matrix has, for example 3 for an RGB image.
- depth: the type of the scalars in the matrix, for example Double or Word8

```
data Mat
  (shape :: [Nat])
  (channels :: Nat)
  (depth :: *)
```

What do we do if we don't know some of the parameters at compile time?

-- | 'D'ynamically or 'S'tatically known values data DS a

- = D -- ^ Something is dynamically known
- | S a -- ^ Something is statically known

```
data Mat
  (shape :: DS [DS Nat])
  (channels :: DS Nat)
  (depth :: DS *)
```

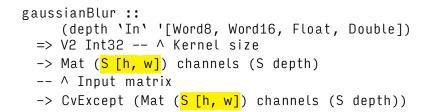
-- RGB image of some dimension Mat (S [D, D]) (S 3) (S Word8)

-- RGBA image of known dimension Mat (S [S 480, S 680] (S 4) (S Word8)

-- Affine transformation matrix Mat (S [S 2, S 3]) (S 1) (S Double)

-- Array of floats Mat (S [D]) (S 1) (S Float)

gaussianBlur takes a 2-dimensional image with an arbitrary number of channels – the blurring is applied per-channel.



The shape of the image is preserved in the output.

gaussianBlur ::

([depth `In` '[Word8, Word16, Float, Double])

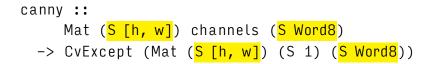
- => V2 Int32 -- ^ Kernel size
- -> Mat (S [h, w]) channels (<mark>S depth</mark>)
- -- ^ Input matrix
- -> CvExcept (Mat (S [h, w]) channels (<mark>S depth</mark>))

The depth of the image is restricted to what OpenCV can work with for this operation.

gaussianBlur :: ([depth `In` '[Word8, Word16, Float, Double]) => V2 Int32 -- ^ Kernel size -> Mat (S [h, w]) channels (S depth) -- ^ Input matrix -> CvExcept (Mat (S [h, w]) channels (S depth))

Finally, the function is pure (no IO/ST), but runs in an error monad – CvExcept.

Example: edge detection



In this case shape and depth are preserved...

Example: edge detection

canny :: Mat (S [h, w]) channels (S Word8) -> CvExcept (Mat (S [h, w]) (S 1) (S Word8))

- In this case shape and depth are preserved...
- ...but the channels aren't: the output is only needs one channel because it represents a mask over the original image, with 0 where there is no edge and 255 where there is no edge.

Mutable matrices

- Matrices can also be mutable, to allow in-place operation.
- Every Mat shape channels depth type can be turned into its mutable version with the Mut type constructor.
- Mutable matrices work in IO and ST, much like Vectors and Arrays.

Mutable matrices

```
thaw ::
     (PrimMonad m)
 => Mat shape channels depth
 -> m (Mut
          (Mat shape channels depth)
          (PrimState m))
freeze ::
     (PrimMonad m)
 => Mut (Mat shape channels depth) (PrimState m)
 -> m (Mat shape channels depth)
```

Mutable matrices: drawing circles

```
circle ::
     (PrimMonad m, ToScalar color)
 => Mut
      (Mat (S '[h, w]) channels depth)
      (PrimState m)
 -- ^ Matrix to draw on
 -> V2 Int32 -- ^ Center of the circle
 -> Int32 -- ^ Radius of the circle
 -> color
 -> Int32 -- ^ Thickness of the outline
 -> CvExceptT m ()
```

Live demo!

let's hope it works ...

What's in a binding?

```
canny ::
     Mat (S [h, w]) channels (S Word8)
 \rightarrow CvExcept (Mat (S [h, w]) (S 1) (S Word8))
canny src = unsafeWrapException $ do
    dst <- newEmptyMat
    handleCvException (pure $ unsafeCoerceMat dst) $
      withPtr src $ \srcPtr ->
      withPtr dst $ \dstPtr ->
        [cvExcept]
          cv::Canny(
            *$(Mat * srcPtr), *$(Mat * dstPtr),
            // TODO let user set the parameters
            30, 200, 3, false);
        11
```

Questions?