Modern C++ for Computer Vision and Image Processing

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Outline

Classes
Polymorphism

I/O

Stringstreams

CMake find_package
Polymorphism

From Greek polys, "many, much" and morphē, "form, shape"

- Wiki

- Allows morphing derived classes into their base class type:
  
  \[
  \text{const Base}&\text{& base} = \text{Derived}(\ldots)
  \]
When is it useful?

- Allows encapsulating the implementation inside a class only asking it to conform to a common interface
- Often used for:
  - Working with all children of some Base class in unified manner
  - Enforcing an interface in multiple classes to force them to implement some functionality
  - In **strategy** pattern, where some complex functionality is outsourced into separate classes and is passed to the object in a modular fashion
Creating a class hierarchy

- Sometimes classes must form a hierarchy
- Distinguish between **is a** and **has a** to test if the classes should be in one hierarchy:
  - Square **is a** Shape: can inherit from Shape
  - Student **is a** Human: can inherit from Human
  - Car **has a** Wheel: should **not** inherit each other

- Prefer shallow hierarchies

- **GOOGLE-STYLE** Prefer composition, i.e. including an object of another class as a member of your class

https://google.github.io/styleguide/cppguide.html#Inheritance
#include <iostream>
using std::cout; using std::endl;

class Rect {
public:
    Rect(int w, int h) : w_(w), h_(h) {}
    virtual void Print() const {
        cout << "Rect: " << w_ << " x " << h_ << endl;
    }

protected:
    int w_ = 0; int h_ = 0;
};

struct Square : public Rect { // Should be a class.
    explicit Square(int size) : Rect{size, size} {}  
    void Print() const override {
        cout << "Square: " << w_ << " x " << h_ << endl;
    }
};

void Print(const Rect& rect) { rect.Print(); }

int main() {
    Print(Square(10)); Print(Rect(10, 20));
    return 0;
}
Using interfaces

- Use interfaces when you must **enforce** other classes to implement some functionality
- Allow thinking about classes in terms of **abstract functionality**
- **Hide implementation** from the caller
- Allow to easily extend functionality by simply adding a new class
```cpp
#include <iostream>
using std::cout;
using std::endl;

struct Printable { // Saving space. Should be a class.
    virtual void Print() const = 0;
};

struct A : public Printable {
    void Print() const override { cout << "A" << endl; }
};

struct B : public Printable {
    void Print() const override { cout << "B" << endl; }
};

void Print(const Printable& var) { var.Print(); }

int main() {
    Print(A());
    Print(B());
    return 0;
}
```
Using strategy pattern

- If a class relies on complex external functionality use strategy pattern
- Allows to **add/switch functionality** of the class without changing its implementation
- All strategies must conform to one strategy interface
```cpp
#include <iostream>
using std::cout; using std::endl;

struct Strategy { // Saving space, should be classes.
    virtual void Print() const = 0;
};

struct StrategyA : public Strategy {
    void Print() const override { cout << "A" << endl; }
};

struct StrategyB : public Strategy {
    void Print() const override { cout << "B" << endl; }
};

struct MyStruct {
    MyStruct(const Strategy& s): strategy_(s) {}
    void Print() const { strategy_.Print(); }
    const Strategy& strategy_;
};

int main() {
    // Create a local var of MyStruct and call its Print
    MyStruct(StrategyA()).Print();
    MyStruct(StrategyB()).Print();
}
```
Do not overuse it

- Only use these patterns when you need to.
- If your class should have a single method for some functionality and will never need another implementation don’t make it virtual.
- Used mostly to avoid copying code and to make classes smaller by moving some functionality out.
Reading and writing to files

- Use streams from STL
- Syntax similar to `cerr, cout`

```cpp
#include <fstream>
using std::string;
using Mode = std::ios_base::openmode;
// ifstream: stream for input from file
std::ifstream f_in(string& file_name, Mode mode);
// ofstream: stream for output to file
std::ofstream f_out(string& file_name, Mode mode);
// stream for input and output to file
std::fstream f_in_out(string& file_name, Mode mode);
```
There are many modes under which a file can be opened

<table>
<thead>
<tr>
<th>Mode</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>ios_base::app</td>
<td>append output</td>
</tr>
<tr>
<td>ios_base::ate</td>
<td>seek to EOF when opened</td>
</tr>
<tr>
<td>ios_base::binary</td>
<td>open the file in binary mode</td>
</tr>
<tr>
<td>ios_base::in</td>
<td>open the file for reading</td>
</tr>
<tr>
<td>ios_base::out</td>
<td>open the file for writing</td>
</tr>
<tr>
<td>ios_base::trunc</td>
<td>overwrite the existing file</td>
</tr>
</tbody>
</table>
# Regular columns

## Use it when:
- The file contains organized data
- Every line has to have all columns

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>2.34</td>
<td>One</td>
<td>0.21</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
<td>2.004</td>
<td>two</td>
<td>0.23</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
<td>-2.34</td>
<td>string</td>
<td>0.22</td>
</tr>
</tbody>
</table>

### O.K.

<p>| | | | | |</p>
<table>
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</tr>
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</table>

### Fail

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Reading from ifstream

```cpp
#include <fstream>    // For the file streams.
#include <iostream>
#include <string>
using namespace std;  // Saving space.
int main() {
    int i;
    double a, b;
    string s;
    // Create an input file stream.
    ifstream in("test_cols.txt", ios_base::in);
    // Read data, until it is there.
    while (in >> i >> a >> s >> b) {
        cerr << i << "", " << a << "", "
        << s << "", " << b << endl;
    }
    return (0);
}
```
Reading files one line at a time

- Bind every line to a string
- Afterwards parse the string

```bash
HEADER
a = 4.5
filename = /home/igor/.bashrc
```
# include <fstream>  // For the file streams.
#include <iostream>
using namespace std;

int main() {
    string line, file_name;
    ifstream input("test_bel.txt", ios_base::in);
    // Read data line-wise.
    while (getline(input, line)) {
        cout << "Read: " << line << endl;
        // String has a find method.
        string::size_type loc = line.find("filename", 0);
        if (loc != string::npos) {
            file_name = line.substr(line.find("=", 0) + 1,
                                    string::npos);
        }
    }
    cout << "Filename found: " << file_name << endl;
    return (0);
}
Writing into text files

With the same syntax as `cerr` und `cout` streams, with `ofstream` we can write directly into files

```cpp
#include <iomanip> // For setprecision.
#include <fstream>
using namespace std;

int main() {
    string filename = "out.txt";
    ofstream outfile(filename);
    if (!outfile.is_open()) { return EXIT_FAILURE; }
    double a = 1.123123123;
    outfile << "Just string" << endl;
    outfile << setprecision(20) << a << endl;
    return 0;
}
```
String streams

Already known streams:
- Standard output: `cerr, cout`
- Standard input: `cin`
- Filestreams: `fstream, ifstream, ofstream`

New type of stream: `stringstream`
- Combine `int, double, string, etc.` into a single `string`
- Break up `strings` into `int, double, string` etc.
# include <iomanip>
# include <iostream>
# include <sstream>
using namespace std;

int main () {
    stringstream s_out;
    string ext = " .txt ", file_name = " ";
    for (int i = 0; i < 500; ++i) {
        // Combine variables into a stringstream.
        s_out << setw(5) << setfill( '0') << i << ext;
        file_name = s_out.str(); // Get a string.
        s_out.str(" "); // Empty stream for next iteration.
        cerr << file_name << endl;
    }
    stringstream s_in(file_name);
    int i; string rest;
    s_in >> i >> rest;
    cerr << " Number: " << i << " rest is: " << rest;
    return 0;
}
CMake `find_path` and `find_library`

- We can use an external library
- Need headers and binary library files
- There is an easy way to find them

**Headers:**

```cmake
find_path(SOME_PKG_INCLUDE_DIR include/some_file.h
  <path1> <path2> ...)
include_directories(${SOME_PKG_INCLUDE_DIR})
```

**Libraries:**

```cmake
find_library(SOME_LIB
  NAMES <some_lib>
  PATHS <path1> <path2> ...)
target_link_libraries(target ${SOME_LIB})
```
find_package

- find_package calls multiple find_path and find_library functions
- To use find_package(<pkg>) CMake must have a file Find<pkg>.cmake in CMAKE_MODULE_PATH folders
- Find<pkg>.cmake defines which libraries and headers belong to package <pkg>
- Pre-defined for most popular libraries, e.g. OpenCV, libpng, etc.
cmake_minimum_required (VERSION 2.8)
project(first_project)

# CMake will search here for Find<pkg>.cmake files
SET (CMAKE_MODULE_PATH
    ${PROJECT_SOURCE_DIR}/cmake_modules)

# Search for Findsome_pkg.cmake file and load it
find_package(some_pkg)

# Add the include folders from some_pkg
include_directories(${some_pkg_INCLUDE_DIRS})

# Add the executable "main"
add_executable(main small_main.cpp)
# Tell the linker to bind these binary objects
target_link_libraries(main ${some_pkg_LIBRARIES})
# Find the headers that we will need
find_path(some_pkg_INCLUDE_DIRS include/some_lib.h
          FOLDER_WHERE_TO_SEARCH)
message(STATUS "headers: ${some_pkg_INCLUDE_DIRS}"

# Find the corresponding libraries
find_library(some_pkg_LIBRARIES
             NAMES some_lib_name
             PATHS FOLDER_WHERE_TO_SEARCH)
message(STATUS "libs: ${some_pkg_LIBRARIES}"
References

- Fluent C++: structs vs classes:
  https://goo.gl/NFo8HP [shortened]