# Image Component Library - Feature #94

## **Restructure Package names and Package Contents**

2012-08-24 12:13 - Christof Elbrechter

Status:	Closed	Start date:	2012-08-24
Priority:	Urgent	Due date:	
Assignee:	Christof Elbrechter	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:	icl-8.0		

#### Description

Idea: Merge ICLAlgorithms, ICLBlob and ICLQuick into a new package called ICLCV

- ICLCV will be the main package containing computer-vision-related suff
- dependency-wise, ICLCV is one of the top-post packages (only ICLMarkers is on top of ICLCV)

Coarse Steps:

- rename ICLBlob to ICLCV (this package will be also be the home for higher level Compute-Vision algorithms, such as the hough-line-detector)
- rename ICLAlgorithms to ICLMath
- join ICLQuick to ICLCV in order to get rid of this dubious and minor extra package (this Quick Header can still be named Quick.h

Particular files:

- move Math-related Utils-stuff to Math
- move Math-related Algorithms stuff to Math (including the neural networks)
- Math will be placed between Utils and Core. It's Idea i similar to the Utils package i.e. no Image processing stuff

Utils to be moved to Math

- DynMatrix
- DynMatrixUtils
- DynVector
- FixedMatrix
- FixedVector
- Homography2D
- LeastSquareModelFitting
- LesatSquareModelFitting2D
- LevenbertMarquardtFitter
- LinearTransform1D
- MatrixSubRectIterator.h
- RansacFitter.h
- StochasticOptimizer
- SimplexOptimizer.h

Algorithms to be moved to Math

- LLM.h
- SOM.h
- SOM2D.h

Move Algorithms to CV:

- SURF-Feature detector (OpenSurf, OpenCV and Generic) --> CV
- TemplateTracker -> CV
- ViewBasedTemplateTracker -> CV
- UsefulFunctions -> CVQuick?
- HoughLineDetector (and HoughLine) -> CV

#### History

#### #1 - 2012-08-26 22:45 - Christof Elbrechter

- % Done changed from 0 to 90
  - Compiled everything with laptop configuration

### #2 - 2012-08-27 12:59 - Christof Elbrechter

- Status changed from In Progress to Closed
- % Done changed from 90 to 100

Now also compiles on the AG-Ni Machine

Documentation fixes remain to be done!