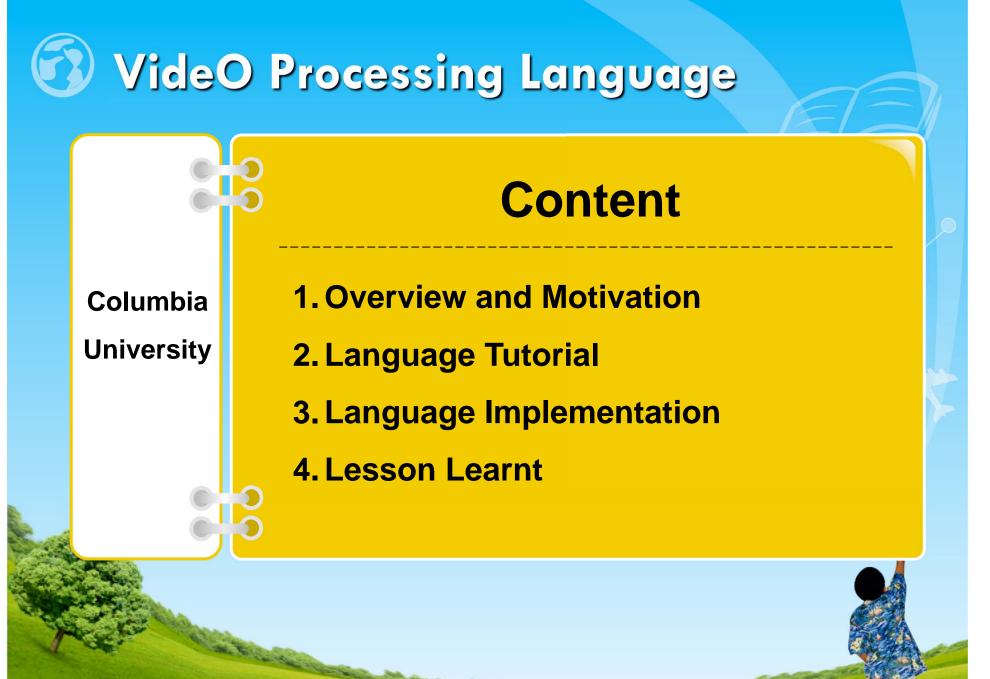
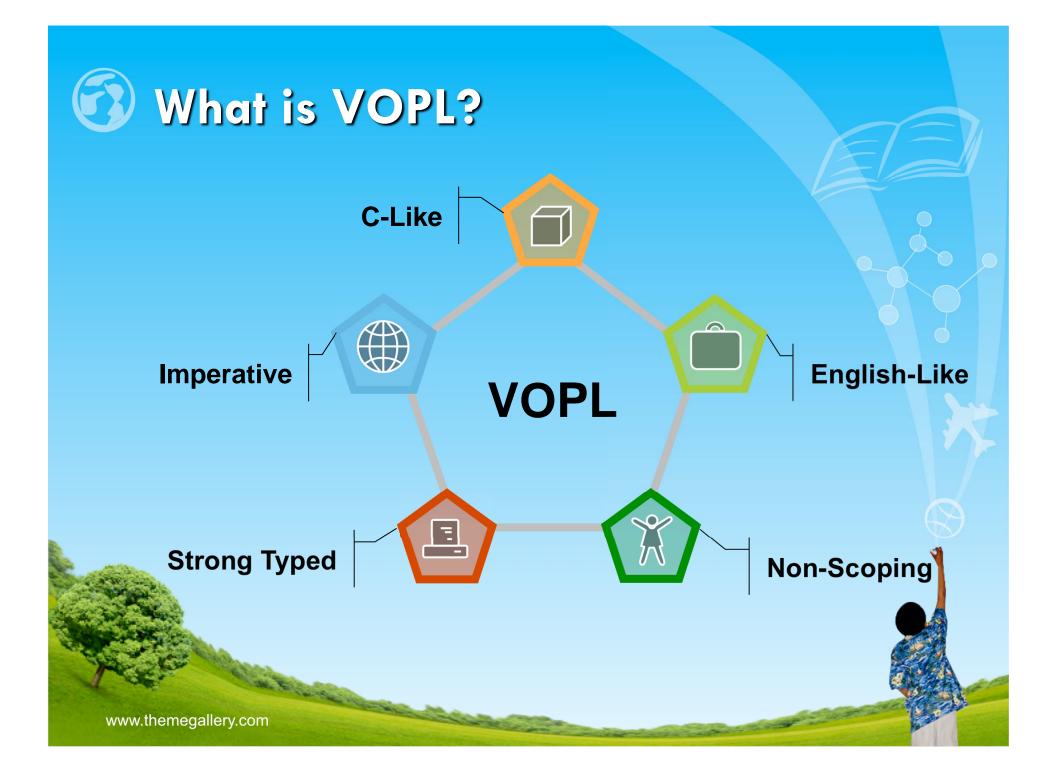
Columbia University VideO Processing Language

Baolin Shao (bs2530) Xuyang Shi (xs2137) Huning Dai (hd2210) Jia Li (jl3272)





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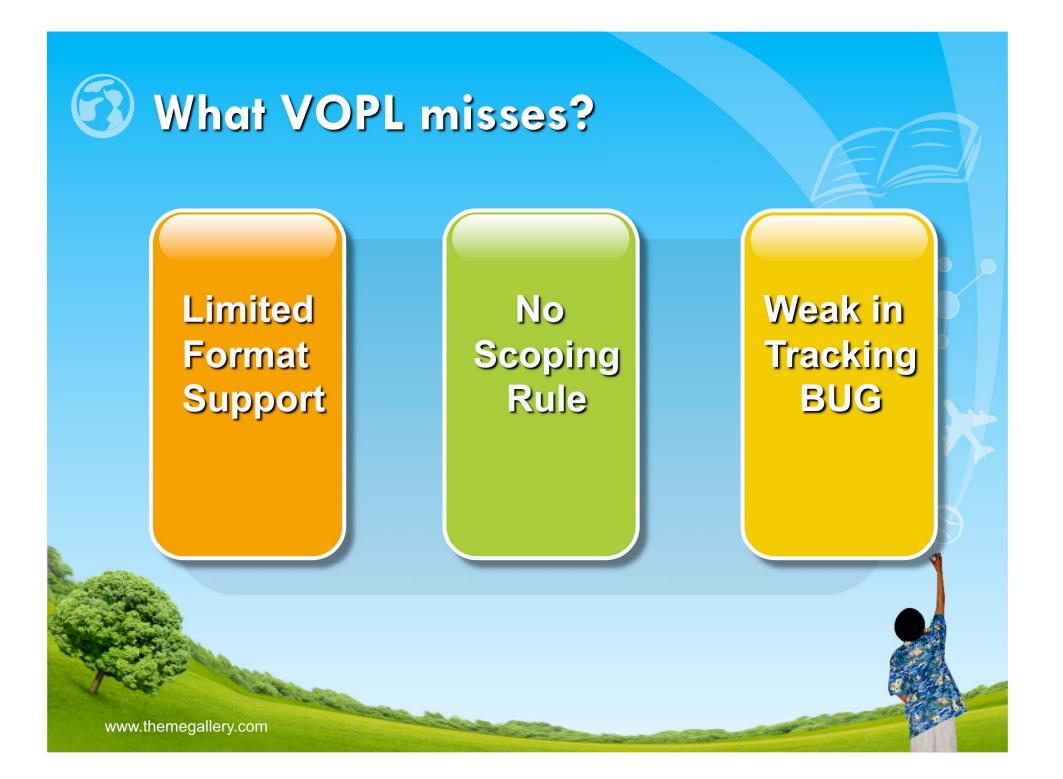




Provide two levels abstraction for programmers:
 (1) Video-Level
 (2) Image-Level

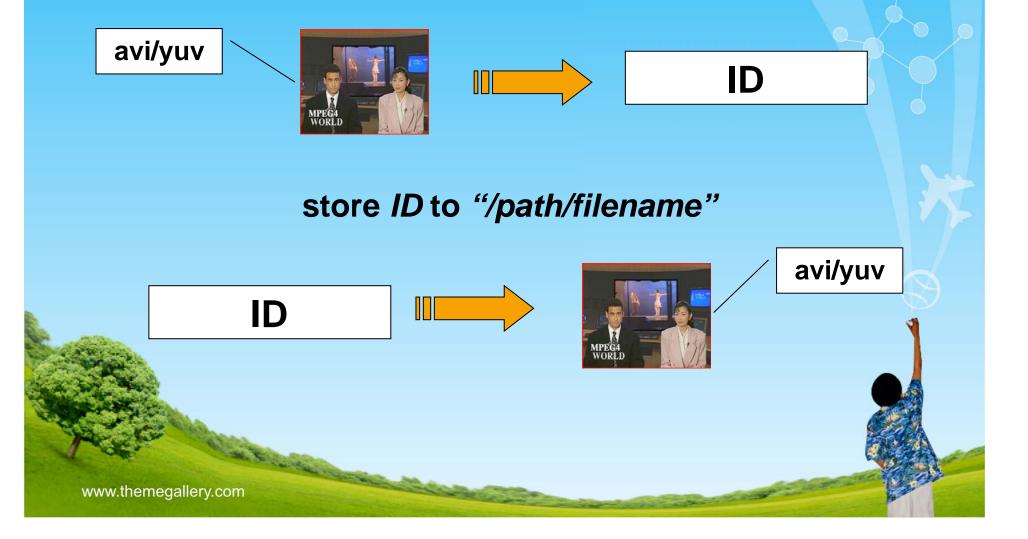
 Provide basic arithmetic operations control flow construct

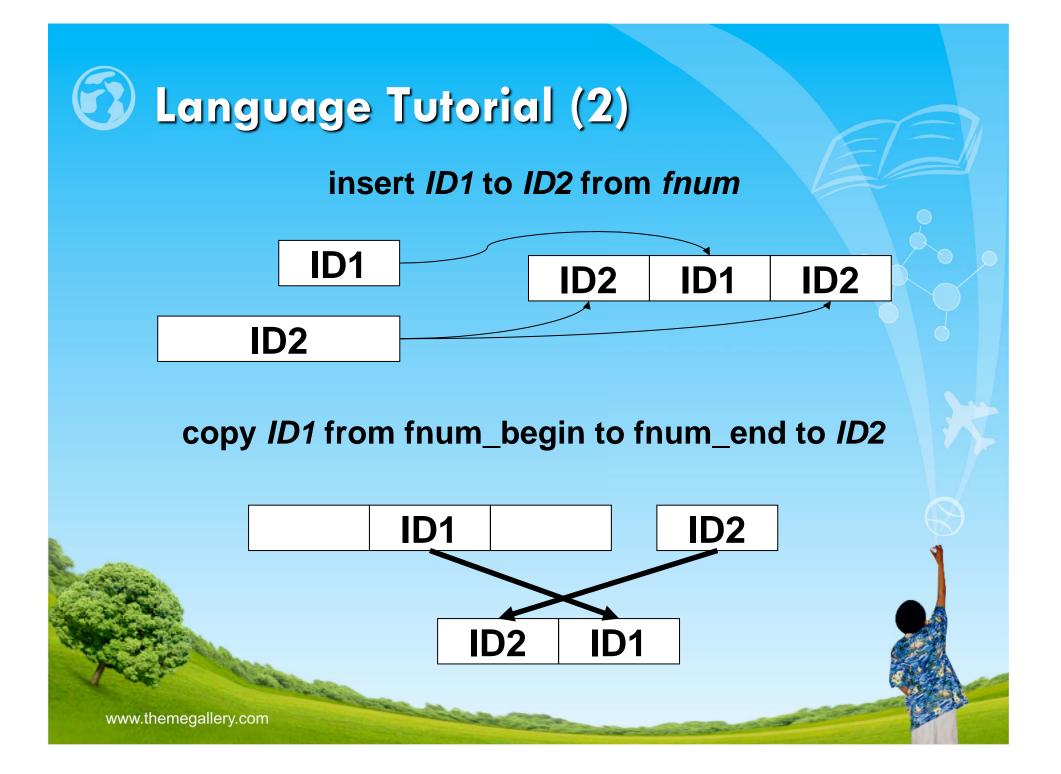
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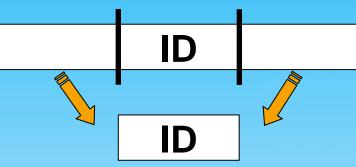
load ID from "/path/filename" with Height and Width







delete ID from fnum_begin to fnum_end



update ID from fnum_begin to fnum_end

for every frame do...

fnum=15 <mark>to</mark> fnum=100

fnum=1

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2 Language Tutorial (4)

/*This is a sample of VOPL file*/
void foo(video a,video b,video c ,video d)

delete a from 1 to 150; copy b from 101 to 200 to d; insert c to d from 100; insert d to a from 75; store a to "news-composed.yuv"; void main()

video v1,v2; video v3,v4; load v1 from "news.avi" with 352 and 288; load v2 from "news2.yuv" with 176 and 144; load v3 from "coastguard.avi" with 352 and 288; update v2 from 1 to 300

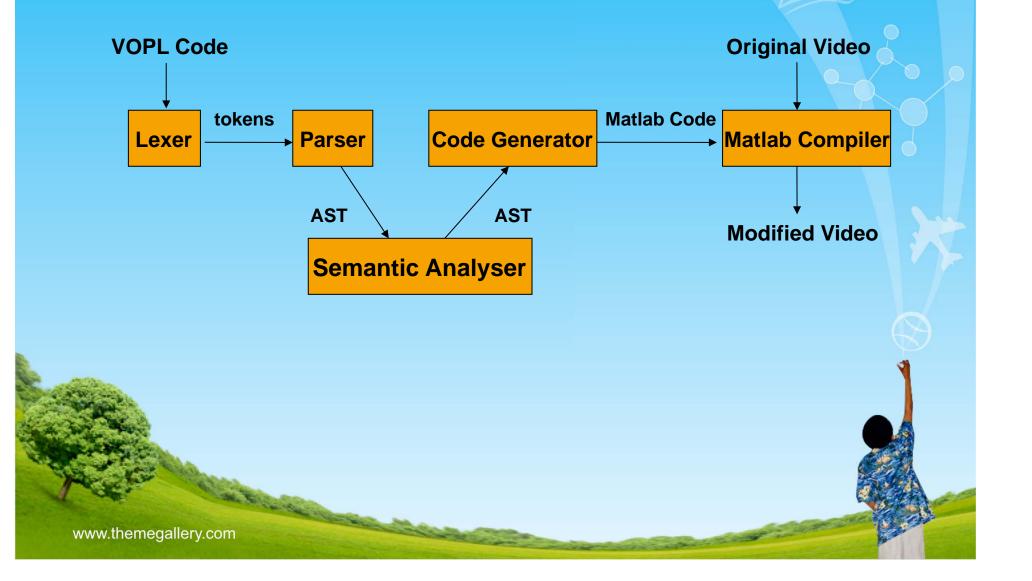
```
int i,j;
for (i=1;i<143;i=i+1)
for (j=1;j<175;j=j+1)
this(i,j)=(this(i,j)+this(i+1,j)+this(i,j+1)+
this(i+1,j+1))/4;
```

foo(v1,v2,v3,v4);

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}

Constant State State





- Designing a language is far more complicated than implementing it.
- Ocaml is an effective language for developing a compiler and it has powerful IDE.
- It is very important to test every segmental part of a compiler.

Thank you !

