

PBImgAnalysis

P. Baillehache

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Introduction

PBImgAnalysis is a C library providing structures and functions to perform various data analysis on images.

It implements the following algorithms:

- K-means clustering on the RGBA space of pixels in a user defined radius
- Intersection over Union (aka Jaccard index)

It uses the `PBErr`, `PBDataAnalysis`, `GenBrush` libraries.

1 Interface

```
// ===== PBIMGANALYSIS.H =====

#ifndef PBIMGANALYSIS_H
#define PBIMGANALYSIS_H

// ===== Include =====

#include <stdlib.h>
#include <stdio.h>
#include <stdbool.h>
#include <execinfo.h>
#include <errno.h>
#include <string.h>
#include "pberr.h"
#include "pbdataanalysis.h"
#include "genbrush.h"

// ----- ImgKMeansClusters -----

// ===== Define =====

// ===== Data structure =====

typedef struct ImgKMeansClusters {
    // Image on which the clustering is applied
    // Uses the GBSurfaceFinalPixels
    const GenBrush* _img;
    // Clusters result of the search
    KMeansClusters _kmeansClusters;
    // Size of the considered cell in the image around a given position
    // is equal to (_size * 2 + 1)
    int _size;
} ImgKMeansClusters;

// ===== Functions declaration =====

// Create a new ImgKMeansClusters for the image 'img' and with seed 'seed'
// and type 'type' and a cell size equal to 2*'size'+1
ImgKMeansClusters ImgKMeansClustersCreateStatic(
    const GenBrush* const img, const KMeansClustersSeed seed,
    const int size);

// Free the memory used by a ImgKMeansClusters
void ImgKMeansClustersFreeStatic(ImgKMeansClusters* const that);

// Get the GenBrush of the ImgKMeansClusters 'that'
#if BUILDMODE != 0
inline
#endif
const GenBrush* IKMCImg(const ImgKMeansClusters* const that);

// Set the GenBrush of the ImgKMeansClusters 'that' to 'img'
#if BUILDMODE != 0
inline
#endif
void IKMCSetImg(ImgKMeansClusters* const that, const GenBrush* const img);

// Set the size of the cells of the ImgKMeansClusters 'that' to
// 2*'size'+1
```

```

#if BUILDMODE != 0
inline
#endif
void IKMCSetSizeCell(ImgKMeansClusters* const that, const int size);

// Get the number of cluster of the ImgKMeansClusters 'that'
#if BUILDMODE != 0
inline
#endif
int IKMCGetK(const ImgKMeansClusters* const that);

// Get the size of the cells of the ImgKMeansClusters 'that'
#if BUILDMODE != 0
inline
#endif
int IKMCGetSizeCell(const ImgKMeansClusters* const that);

// Get the KMeansClusters of the ImgKMeansClusters 'that'
#if BUILDMODE != 0
inline
#endif
const KMeansClusters* IKMCKMeansClusters(
    const ImgKMeansClusters* const that);

// Search for the 'K' clusters in the image of the
// ImgKMeansClusters 'that'
void IKMCSearch(ImgKMeansClusters* const that, const int K);

// Print the ImgKMeansClusters 'that' on the stream 'stream'
void IKMCPrintln(const ImgKMeansClusters* const that,
    FILE* const stream);

// Get the index of the cluster at position 'pos' for the
// ImgKMeansClusters 'that'
int IKMCGetId(const ImgKMeansClusters* const that,
    const VecShort2D* const pos);

// Get the GBPixel equivalent to the cluster at position 'pos'
// for the ImgKMeansClusters 'that'
GBPixel IKMCGetPixel(const ImgKMeansClusters* const that,
    const VecShort2D* const pos);

// Convert the image of the ImageKMeansClusters 'that' to its clustered
// version
// IKMCSearch must have been called previously
void IKMCCluster(const ImgKMeansClusters* const that);

// Load the IKMC 'that' from the stream 'stream'
// There is no associated GenBrush object saved
// Return true upon success else false
bool IKMCLoad(ImgKMeansClusters* that, FILE* const stream);

// Save the IKMC 'that' to the stream 'stream'
// If 'compact' equals true it saves in compact form, else it saves in
// readable form
// There is no associated GenBrush object saved
// Return true upon success else false
bool IKMCSave(const ImgKMeansClusters* const that,
    FILE* const stream, const bool compact);

// Function which return the JSON encoding of 'that'
JSONNode* IKMCEncodeAsJSON(const ImgKMeansClusters* const that);

```

```

// Function which decode from JSON encoding 'json' to 'that'
bool IKMCDecodeAsJSON(ImgKMeansClusters* that,
    const JSONNode* const json);

// ===== Polymorphism =====

// ----- General functions -----

// Return the Jaccard index (aka intersection over union) of the
// image 'that' and 'tho' for pixels of color 'rgba'
// 'that' and 'tho' must have same dimensions
float IntersectionOverUnion(const GenBrush* const that,
    const GenBrush* const tho, const GBPixel* const rgba);

// ===== Inline =====

#ifdef BUILDMODE != 0
#include "pbimganalysis-inline.c"
#endif

#endif

```

2 Code

2.1 pbimganalysis.c

```

// ===== PBIMGANALYSIS.C =====

// ===== Include =====

#include "pbimganalysis.h"
#ifdef BUILDMODE == 0
#include "pbimganalysis-inline.c"
#endif

// ----- ImgKMeansClusters -----

// ===== Define =====

// ===== Functions declaration =====

// Get the input values for the pixel at position 'pos' according to
// the cell size of the ImgKMeansClusters 'that'
// The return is a VecFloat made of the sizeCell^2 pixels' value
// around pos ordered by ((r*256+g)*256+b)*256+a)
VecFloat* IKMCGetInputOverCell(const ImgKMeansClusters* const that,
    const VecShort2D* const pos);

// ===== Functions implementation =====

// Create a new ImgKMeansClusters for the image 'img' and with seed 'seed'
// and type 'type' and a cell size equal to 2*'size'+1
ImgKMeansClusters ImgKMeansClustersCreateStatic(
    const GenBrush* const img, const KMeansClustersSeed seed,
    const int size) {
#ifdef BUILDMODE == 0
    if (img == NULL) {

```

```

    PBIImgAnalysisErr->_type = PBErrTypeNullPointer;
    sprintf(PBIImgAnalysisErr->_msg, "'img' is null");
    PBErrCatch(PBIImgAnalysisErr);
}
if (size < 0) {
    PBIImgAnalysisErr->_type = PBErrTypeInvalidArg;
    sprintf(PBIImgAnalysisErr->_msg, "'size' is invalid (%d>=0)", size);
    PBErrCatch(PBIImgAnalysisErr);
}
#endif
// Declare the new ImgKMeansClusters
ImgKMeansClusters that;
// Set properties
that._img = img;
that._kmeansClusters = KMeansClustersCreateStatic(seed);
that._size = size;
// Return the new ImgKMeansClusters
return that;
}

// Free the memory used by a ImgKMeansClusters
void ImgKMeansClustersFreeStatic(ImgKMeansClusters* const that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        PBIImgAnalysisErr->_type = PBErrTypeNullPointer;
        sprintf(PBIImgAnalysisErr->_msg, "'that' is null");
        PBErrCatch(PBIImgAnalysisErr);
    }
#endif
// Reset the GenBrush associated to the IKMC
that->_img = NULL;
// Free the memory used by the KMeansClusters
KMeansClustersFreeStatic((KMeansClusters*)IKMCKMeansClusters(that));
}

// Search for the 'K' clusters in the image of the
// ImgKMeansClusters 'that'
void IKMCSearch(ImgKMeansClusters* const that, const int K) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        PBIImgAnalysisErr->_type = PBErrTypeNullPointer;
        sprintf(PBIImgAnalysisErr->_msg, "'that' is null");
        PBErrCatch(PBIImgAnalysisErr);
    }
    if (K < 1) {
        PBIImgAnalysisErr->_type = PBErrTypeInvalidArg;
        sprintf(PBIImgAnalysisErr->_msg, "'K' is invalid (%d>0)", K);
        PBErrCatch(PBIImgAnalysisErr);
    }
#endif
// Create a set to memorize the input over cells
GSetVecFloat inputOverCells = GSetVecFloatCreateStatic();
// Get the dimension of the image
VecShort2D dim = GBGetDim(IKMCImg(that));
// Loop on pixels
VecShort2D pos = VecShortCreateStatic2D();
do {
    // Get the KMeansClusters input over the cell
    VecFloat* inputOverCell = IKMCGetInputOverCell(that, &pos);
    // Add it to the inputs for the search
    GSetAppend(&inputOverCells, inputOverCell);
} while (VecStep(&pos, &dim));

```

```

// Search the clusters
KMeansClustersSearch((KMeansClusters*)IKMCKMeansClusters(that),
    &inputOverCells, K);
// Free the memory used by the input
while (GSetNbElem(&inputOverCells) > 0) {
    VecFloat* v = GSetPop(&inputOverCells);
    VecFree(&v);
}
}

// Print the ImgKMeansClusters 'that' on the stream 'stream'
void IKMCKPrintln(const ImgKMeansClusters* const that,
    FILE* const stream) {
    #if BUILDMODE == 0
        if (that == NULL) {
            PBIImgAnalysisErr->_type = PBErrTypeNullPointer;
            sprintf(PBIImgAnalysisErr->_msg, "'that' is null");
            PBErrCatch(PBIImgAnalysisErr);
        }
        if (stream == NULL) {
            PBIImgAnalysisErr->_type = PBErrTypeNullPointer;
            sprintf(PBIImgAnalysisErr->_msg, "'stream' is null");
            PBErrCatch(PBIImgAnalysisErr);
        }
    #endif
    // Print the KMeansClusters of 'that'
    KMeansClustersPrintln(IKMCKMeansClusters(that), stream);
}

// Get the index of the cluster at position 'pos' for the
// ImgKMeansClusters 'that'
int IKMCKGetId(const ImgKMeansClusters* const that,
    const VecShort2D* const pos) {
    #if BUILDMODE == 0
        if (that == NULL) {
            PBIImgAnalysisErr->_type = PBErrTypeNullPointer;
            sprintf(PBIImgAnalysisErr->_msg, "'that' is null");
            PBErrCatch(PBIImgAnalysisErr);
        }
        if (pos == NULL) {
            PBIImgAnalysisErr->_type = PBErrTypeNullPointer;
            sprintf(PBIImgAnalysisErr->_msg, "'pos' is null");
            PBErrCatch(PBIImgAnalysisErr);
        }
    #endif
    // Get the KMeansClusters input over the cell
    VecFloat* inputOverCell = IKMCKGetInputOverCell(that, pos);
    // Get the index of the cluster for this pixel
    int id = KMeansClustersGetId(IKMCKMeansClusters(that), inputOverCell);
    // Free memory
    VecFree(&inputOverCell);
    // Return the id
    return id;
}

// Get the GBPixel equivalent to the cluster at position 'pos'
// for the ImgKMeansClusters 'that'
// This is the average pixel over the pixel in the cell of the cluster
GBPixel IKMCKGetPixel(const ImgKMeansClusters* const that,
    const VecShort2D* const pos) {
    #if BUILDMODE == 0
        if (that == NULL) {

```

```

        PBImgAnalysisErr->_type = PBErrTypeNullPointer;
        sprintf(PBImgAnalysisErr->_msg, "'that' is null");
        PBErrCatch(PBImgAnalysisErr);
    }
    if (pos == NULL) {
        PBImgAnalysisErr->_type = PBErrTypeNullPointer;
        sprintf(PBImgAnalysisErr->_msg, "'pos' is null");
        PBErrCatch(PBImgAnalysisErr);
    }
#endif
    // Declare the result pixel
    GBPixel pix;
    // Get the id of the cluster for the input pixel
    int id = IKMCGetId(that, pos);
    // Get the 'id'-th cluster's center
    const VecFloat* center =
        KMeansClustersCenter(IKMCKMeansClusters(that), id);
    // Declare a variable to calculate the average pixel
    VecFloat* avgPix = VecFloatCreate(4);
    // Calculate the average pixel
    for (int i = 0; i < VecGetDim(center); i += 4) {
        for (int j = 4; j--;) {
            VecSet(avgPix, j, VecGet(avgPix, j) + VecGet(center, i + j));
        }
    }
    VecScale(avgPix, 1.0 / round((float)VecGetDim(center) / 4.0));
    // Update the returned pixel values and ensure the converted value
    // from float to char is valid
    for (int i = 4; i--;) {
        float v = VecGet(avgPix, i);
        if (v < 0.0)
            v = 0.0;
        else if (v > 255.0)
            v = 255.0;
        pix._rgba[i] = (unsigned char)v;
    }
    // Free memory
    VecFree(&avgPix);
    // Return the result pixel
    return pix;
}

// Convert the image of the ImageKMeansClusters 'that' to its clustered
// version
// IKMCSearch must have been called previously
void IKMCCluster(const ImgKMeansClusters* const that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            PBImgAnalysisErr->_type = PBErrTypeNullPointer;
            sprintf(PBImgAnalysisErr->_msg, "'that' is null");
            PBErrCatch(PBImgAnalysisErr);
        }
    #endif
    // Get the dimension of the image
    VecShort2D dim = GBGetDim(IKMCIImg(that));
    // Loop on pixels
    VecShort2D pos = VecShortCreateStatic2D();
    do {
        // Get the clustered pixel for this pixel
        GBPixel clustered = IKMCGetPixel(that, &pos);
        // Replace the original pixel
        GBSetFinalPixel((GenBrush*)IKMCIImg(that), &pos, &clustered);
    } while (pos.x < dim.x);
}

```

```

    } while (VecStep(&pos, &dim));
}

// Get the input values for the pixel at position 'pos' according to
// the cell size of the ImgKMeansClusters 'that'
// The return is a VecFloat made of the sizeCell^2 pixels' value
// around pos ordered by ((r*256+g)*256+b)*256+a)
VecFloat* IKMCGetInputOverCell(const ImgKMeansClusters* const that,
    const VecShort2D* const pos) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        PBIImgAnalysisErr->_type = PBErrTypeNullPointer;
        sprintf(PBIImgAnalysisErr->_msg, "'that' is null");
        PBErrCatch(PBIImgAnalysisErr);
    }
    if (pos == NULL) {
        PBIImgAnalysisErr->_type = PBErrTypeNullPointer;
        sprintf(PBIImgAnalysisErr->_msg, "'pos' is null");
        PBErrCatch(PBIImgAnalysisErr);
    }
#endif
    // Create two vectors to loop on the cell
    VecShort2D from = VecShortCreateStatic2D();
    VecSet(&from, 0, -that->_size);
    VecSet(&from, 1, -that->_size);
    VecShort2D to = VecShortCreateStatic2D();
    VecSet(&to, 0, that->_size + 1);
    VecSet(&to, 1, that->_size + 1);
    // Get the pixel at the center of the cell, will be used as default
    // if the cell goes over the border of the image
    const GBPixel* defaultPixel = GBFinalPixel(IKMCImg(that), pos);
    // Declare a set to memorize the pixels in the cell
    GSet pixels = GSetCreateStatic();
    // Loop over the pixels of the cell
    VecShort2D posCell = from;
    VecShort2D posImg = VecShortCreateStatic2D();
    do {
        // If the position in the cell is inside the radius of the cell
        VecFloat2D posCellFloat = VecShortToFloat2D(&posCell);
        if ((int)round(VecNorm(&posCellFloat)) <= that->_size) {
            // Get the position in the image
            posImg = VecGetOp(pos, 1, &posCell, 1);
            // Get the pixel at this position
            const GBPixel* pix = GBFinalPixelSafe(IKMCImg(that), &posImg);
            if (pix == NULL)
                pix = defaultPixel;
            // Get the value to sort this pixel
            float valPix = 0.0;
            for (int iRgba = 4; iRgba--;)
                valPix += 256.0 * valPix + (float)(pix->_rgba[iRgba]);
            // Add the pixel to the set of pixels in the cell
            GSetAddSort(&pixels, pix, valPix);
        }
    } while (VecShiftStep(&posCell, &from, &to));
    // Declare the result vector
    VecFloat* res = VecFloatCreate(GSetNbElem(&pixels) * 4);
    // Loop over the sorted pixels of the cell
    int iPix = 0;
    while (GSetNbElem(&pixels)) {
        const GBPixel* pix = GSetDrop(&pixels);
        // Set the result value
        for (int i = 0; i < 4; ++i)

```



```

        VecSet(res, iPix * 4 + i, (float)(pix->rgba[i]));
        ++iPix;
    }
    // Return the result
    return res;
}

// Load the IKMC 'that' from the stream 'stream'
// There is no associated GenBrush object saved
// Return true upon success else false
bool IKMCLoad(ImgKMeansClusters* that, FILE* const stream) {
    #if BUILDMODE == 0
        if (that == NULL) {
            PBIImgAnalysisErr->_type = PBErrTypeNullPointer;
            sprintf(PBIImgAnalysisErr->_msg, "'that' is null");
            PBErrCatch(PBIImgAnalysisErr);
        }
        if (stream == NULL) {
            PBIImgAnalysisErr->_type = PBErrTypeNullPointer;
            sprintf(PBIImgAnalysisErr->_msg, "'stream' is null");
            PBErrCatch(PBIImgAnalysisErr);
        }
    #endif
    // Declare a json to load the encoded data
    JSONNode* json = JSONCreate();
    // Load the whole encoded data
    if (!JSONLoad(json, stream)) {
        return false;
    }
    // Decode the data from the JSON
    if (!IKMCDecodeAsJSON(that, json)) {
        return false;
    }
    // Free the memory used by the JSON
    JSONFree(&json);
    // Return success code
    return true;
}

// Save the IKMC 'that' to the stream 'stream'
// If 'compact' equals true it saves in compact form, else it saves in
// readable form
// There is no associated GenBrush object saved
// Return true upon success else false
bool IKMCSave(const ImgKMeansClusters* const that,
    FILE* const stream, const bool compact) {
    #if BUILDMODE == 0
        if (that == NULL) {
            PBIImgAnalysisErr->_type = PBErrTypeNullPointer;
            sprintf(PBIImgAnalysisErr->_msg, "'that' is null");
            PBErrCatch(PBIImgAnalysisErr);
        }
        if (stream == NULL) {
            PBIImgAnalysisErr->_type = PBErrTypeNullPointer;
            sprintf(PBIImgAnalysisErr->_msg, "'stream' is null");
            PBErrCatch(PBIImgAnalysisErr);
        }
    #endif
    // Get the JSON encoding
    JSONNode* json = IKMCEncodeAsJSON(that);
    // Save the JSON
    if (!JSONSave(json, stream, compact)) {

```

```

        return false;
    }
    // Free memory
    JSONFree(&json);
    // Return success code
    return true;
}

// Function which return the JSON encoding of 'that'
JSONNode* IKMCEncodeAsJSON(const ImgKMeansClusters* const that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        PBIImgAnalysisErr->_type = PBErTypeNullPointer;
        sprintf(PBIImgAnalysisErr->_msg, "'that' is null");
        PBErCatch(PBIImgAnalysisErr);
    }
#endif
    // Create the JSON structure
    JSONNode* json = JSONCreate();
    // Declare a buffer to convert value into string
    char val[100];
    // Encode the size
    sprintf(val, "%d", that->_size);
    JSONAddProp(json, "_size", val);
    // Encode the KMeansClusters
    JSONAddProp(json, "_clusters",
        KMeansClustersEncodeAsJSON(IKMCKMeansClusters(that)));
    // Return the created JSON
    return json;
}

// Function which decode from JSON encoding 'json' to 'that'
bool IKMCDecodeAsJSON(ImgKMeansClusters* that,
    const JSONNode* const json) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        PBIImgAnalysisErr->_type = PBErTypeNullPointer;
        sprintf(PBIImgAnalysisErr->_msg, "'that' is null");
        PBErCatch(PBIImgAnalysisErr);
    }
    if (json == NULL) {
        PBIImgAnalysisErr->_type = PBErTypeNullPointer;
        sprintf(PBIImgAnalysisErr->_msg, "'json' is null");
        PBErCatch(PBIImgAnalysisErr);
    }
#endif
    // Free the memory eventually used by the IKMC
    ImgKMeansClustersFreeStatic(that);
    // Get the size from the JSON
    JSONNode* prop = JSONProperty(json, "_size");
    if (prop == NULL) {
        return false;
    }
    that->_size = atoi(JSONLabel(JSONValue(prop, 0)));
    if (that->_size < 0) {
        return false;
    }
    // Decode the KMeansClusters
    prop = JSONProperty(json, "_clusters");
    if (!KMeansClustersDecodeAsJSON(
        (KMeansClusters*)IKMCKMeansClusters(that), prop)) {
        return false;
    }
}

```

```

    }
    // Return the success code
    return true;
}

// ----- General functions -----

// ===== Functions implementation =====

// Return the Jaccard index (aka intersection over union) of the
// image 'that' and 'tho' for pixels of color 'rgba'
// 'that' and 'tho' must have same dimensions
float IntersectionOverUnion(const GenBrush* const that,
    const GenBrush* const tho, const GBPixel* const rgba) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        PBIImgAnalysisErr->_type = PBErrTypeNullPointer;
        sprintf(PBIImgAnalysisErr->_msg, "'that' is null");
        PBErrCatch(PBIImgAnalysisErr);
    }
    if (tho == NULL) {
        PBIImgAnalysisErr->_type = PBErrTypeNullPointer;
        sprintf(PBIImgAnalysisErr->_msg, "'tho' is null");
        PBErrCatch(PBIImgAnalysisErr);
    }
    if (rgba == NULL) {
        PBIImgAnalysisErr->_type = PBErrTypeNullPointer;
        sprintf(PBIImgAnalysisErr->_msg, "'rgba' is null");
        PBErrCatch(PBIImgAnalysisErr);
    }
    if (!VecIsEqual(GBDim(that), GBDim(tho))) {
        PBIImgAnalysisErr->_type = PBErrTypeInvalidArg;
        sprintf(PBIImgAnalysisErr->_msg,
            "'that' and 'tho' have different dimensions");
        PBErrCatch(PBIImgAnalysisErr);
    }
#endif
    // Declare two variables to count the number of pixels in
    // intersection and union
    long nbUnion = 0;
    long nbInter = 0;
    // Declare a variable to loop through pixels
    VecShort2D pos = VecShortCreateStatic2D();
    // Loop through pixels
    do {
        // If the pixel is in the intersection
        if (GBPixelIsSame(GBFinalPixel(that, &pos), rgba) &&
            GBPixelIsSame(GBFinalPixel(tho, &pos), rgba)) {
            // Increment the number of pixels in intersection
            ++nbInter;
        }
        // If the pixel is in the union
        if (GBPixelIsSame(GBFinalPixel(that, &pos), rgba) ||
            GBPixelIsSame(GBFinalPixel(tho, &pos), rgba)) {
            // Increment the number of pixels in union
            ++nbUnion;
        }
    } while (VecStep(&pos, GBDim(that)));
    // Calculte the intersection over union
    float iou = (float)nbInter / (float)nbUnion;
    // Return the result
    return iou;
}

```

```
}
```

3 Makefile

```
# Build mode
# 0: development (max safety, no optimisation)
# 1: release (min safety, optimisation)
# 2: fast and furious (no safety, optimisation)
BUILD_MODE?=1

all: pbmake_wget main

# Automatic installation of the repository PBMake in the parent folder
pbmake_wget:
if [ ! -d ../PBMake ]; then wget https://github.com/BayashiPascal/PBMake/archive/master.zip; unzip master.zip; rm -f

# Makefile definitions
MAKEFILE_INC=../PBMake/Makefile.inc
include $(MAKEFILE_INC)

# Rules to make the executable
repo=pbimganalysis
$(repo)_EXENAME: \
$(repo)_EXENAME.o \
$(repo)_EXE_DEP \
$(repo)_DEP
$(COMPILER) 'echo "$(repo)_EXE_DEP" "$(repo)_EXENAME.o" | tr ' ' '\n' | sort -u' $(LINK_ARG) $(repo)_LINK_ARG)

$(repo)_EXENAME.o: \
$(repo)_DIR)/$(repo)_EXENAME.c \
$(repo)_INC_H_EXE \
$(repo)_EXE_DEP
$(COMPILER) $(BUILD_ARG) $(repo)_BUILD_ARG 'echo "$(repo)_INC_DIR)" | tr ' ' '\n' | sort -u' -c $(repo)_DIR)/
```

4 Unit tests

```
#include <stdlib.h>
#include <stdio.h>
#include <time.h>
#include <string.h>
#include <math.h>
#include "pbimganalysis.h"

void UnitTestImgKMeansClusters() {
    srandom(1);
    for (int size = 0; size < 6; ++size) {
        for (int K = 2; K <= 6; ++K) {
            char* fileName = "./ImgKMeansClustersTest/imgkmeanscluster.tga";
            GenBrush* img = GBCreateFromFile(fileName);
            ImgKMeansClusters clusters = ImgKMeansClustersCreateStatic(
                img, KMeansClustersSeed_Forgy, size);
            IKMCSearch(&clusters, K);

            FILE* fd = fopen("./imgkmeanscluster.txt", "w");
            if (!IKMCSave(&clusters, fd, false)) {
                PBImgAnalysisErr->_type = PBErrTypeUnitTestFailed;
            }
        }
    }
}
```

```

        sprintf(PBImgAnalysisErr->_msg, "IKMCSave NOK");
        PBErrCatch(PBImgAnalysisErr);
    }
    fclose(fd);
    fd = fopen("./imgkmeanscluster.txt", "r");
    if (!IKMCLoad(&clusters, fd)) {
        PBImgAnalysisErr->_type = PBErrTypeUnitTestFailed;
        sprintf(PBImgAnalysisErr->_msg, "IKMCLoad NOK");
        PBErrCatch(PBImgAnalysisErr);
    }
    IKMCSetImg(&clusters, img);
    fclose(fd);

    printf("%s size K=%d cell=%d:\n",
        fileName, K, IKMCGetSizeCell(&clusters));
    IKMCPrintln(&clusters, stdout);
    IKMCCluster(&clusters);
    char fileNameOut[50] = {'\0'};
    sprintf(fileNameOut,
        "./ImgKMeansClustersTest/imgkmeanscluster%02d-%02d.tga", K, size);
    GBSetFileName(img, fileNameOut);
    GBRender(img);
    GBFree(&img);
    ImgKMeansClustersFreeStatic(&clusters);
}
}
printf("UnitTestImgKMeansClusters OK\n");
}

void UnitTestIntersectionOverUnion() {
    char* fileNameA = "./iou1.tga";
    GenBrush* imgA = GBCreateFromFile(fileNameA);
    char* fileNameB = "./iou2.tga";
    GenBrush* imgB = GBCreateFromFile(fileNameB);
    GBPixel rgba = GBColorBlack;
    float iou = IntersectionOverUnion(imgA, imgB, &rgba);
    if (!ISEQUALF(iou, 6.0 / 10.0)) {
        PBImgAnalysisErr->_type = PBErrTypeUnitTestFailed;
        sprintf(PBImgAnalysisErr->_msg, "IntersectionOverUnion failed");
        PBErrCatch(PBImgAnalysisErr);
    }
    GBFree(&imgA);
    GBFree(&imgB);
    printf("UnitTestIntersectionOverUnion OK\n");
}

void UnitTestAll() {
    UnitTestImgKMeansClusters();
    UnitTestIntersectionOverUnion();
}

int main(void) {
    UnitTestAll();
    return 0;
}

```

5 Unit tests output

```
./ImgKMeansClustersTest/imgkmeanscluster.tga size K=2 cell=1:
<190.271,188.622,189.519,255.874>
<57.922,71.614,92.852,255.544>
./ImgKMeansClustersTest/imgkmeanscluster.tga size K=3 cell=1:
<197.903,195.060,194.940,255.852>
<46.857,55.700,72.989,255.384>
<129.141,141.318,156.154,255.440>
./ImgKMeansClustersTest/imgkmeanscluster.tga size K=4 cell=1:
<49.314,59.658,46.134,255.156>
<156.342,159.087,163.036,255.568>
<56.903,76.562,152.418,255.000>
<201.616,198.516,198.111,255.828>
./ImgKMeansClustersTest/imgkmeanscluster.tga size K=5 cell=1:
<42.357,54.043,156.886,255.000>
<47.936,59.604,46.270,255.149>
<119.585,133.399,145.312,255.076>
<177.630,176.173,177.662,255.664>
<206.329,203.216,202.496,255.772>
./ImgKMeansClustersTest/imgkmeanscluster.tga size K=6 cell=1:
<210.086,207.070,206.155,255.687>
<188.060,185.241,185.757,255.701>
<90.991,116.830,139.485,255.000>
<46.868,57.760,44.244,255.109>
<37.108,37.526,155.019,255.000>
<153.019,156.372,160.882,255.265>
./ImgKMeansClustersTest/imgkmeanscluster.tga size K=2 cell=3:
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<70.561,84.186,107.671,255.546,66.415,80.028,103.270,255.546,63.722,77.315,100.200,255.546,60.385,74.097,95.695,255.
./ImgKMeansClustersTest/imgkmeanscluster.tga size K=3 cell=3:
<142.267,153.344,167.998,255.445,138.511,149.808,164.556,255.445,135.723,147.234,162.003,255.445,132.033,143.971,158
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<58.046,67.067,87.513,255.383,54.053,62.941,83.006,255.383,51.554,60.343,79.943,255.383,48.753,57.583,75.451,255.383
./ImgKMeansClustersTest/imgkmeanscluster.tga size K=4 cell=3:
<166.321,168.400,172.509,255.561,163.232,165.432,169.521,255.561,160.871,163.233,167.332,255.561,158.048,160.752,164
<70.162,89.174,164.837,255.000,65.785,84.909,161.050,255.000,63.053,82.167,158.272,255.000,59.666,79.014,154.477,255
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 ./ImgKMeansClustersTest/imgkmeanscluster.tga size K=3 cell=7:
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UnitTestImgKMeansClusters OK
UnitTestIntersectionOverUnion OK

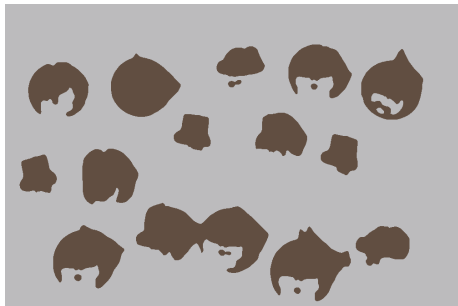
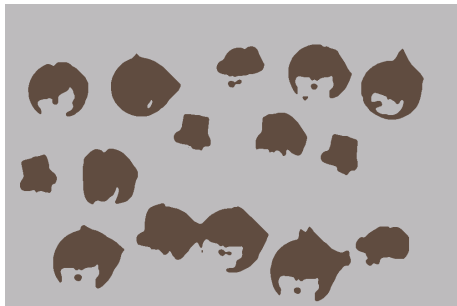
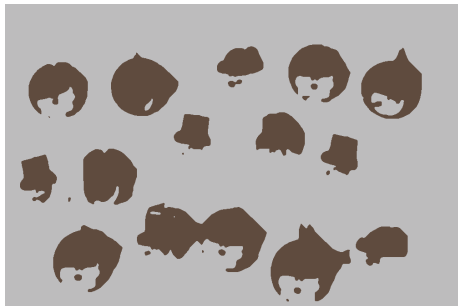
```

5.1 K-Means clustering on RGBA space

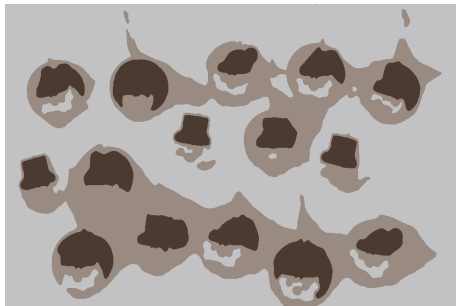
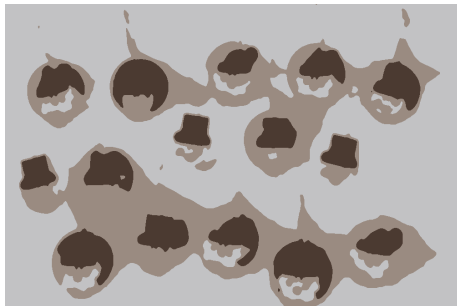
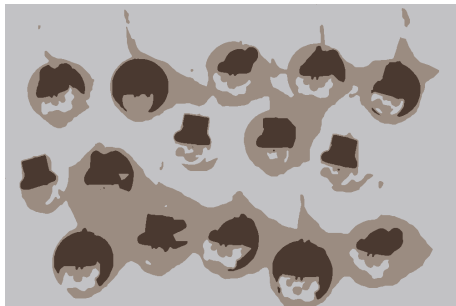
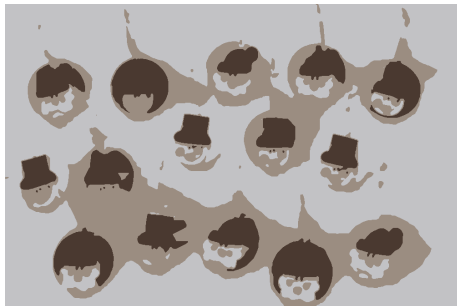
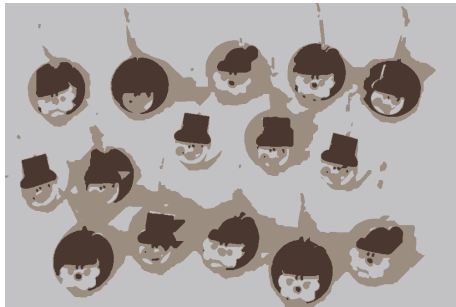
imgkmeanscluster.tga:



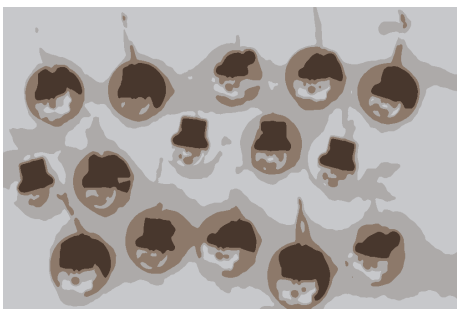
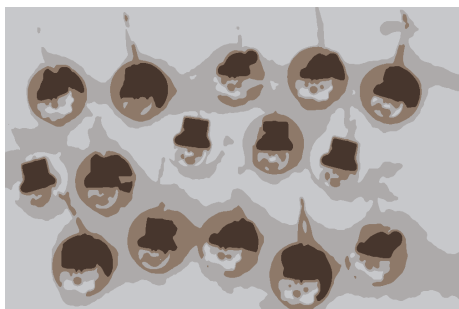
clustering for K equals 2 to 6 and radius equals 0 to 5:
K=2:



K=3:



K=4:



K=5:



K=6:



imgkmeanscluster.txt:

```
{
  "_size": "5",
  "_clusters": {
    "_seed": "1",
    "_centers": [
      {
        "_dim": "388",
```

```

    "_val":["196.962387","195.091156","196.313553","255.637268","194.823151","192.954971","194.140289","255.637268"],
  },
  {
    "_dim":"388",
    "_val":["216.603745","213.961731","213.103195","255.768936","215.145920","212.499786","211.631653","255.768936"],
  },
  {
    "_dim":"388",
    "_val":["70.341324","82.139534","181.645172","255.000000","66.121559","78.005623","178.973862","255.000000"],
  },
  {
    "_dim":"388",
    "_val":["168.406982","174.211227","187.353622","255.172226","165.482742","171.246460","184.447128","255.172226"],
  },
  {
    "_dim":"388",
    "_val":["62.493431","77.282890","91.389877","255.000000","58.905697","73.769623","87.228317","255.000000"],
  },
  {
    "_dim":"388",
    "_val":["158.205353","157.647125","153.291733","255.000000","154.523422","153.677002","149.119064","255.000000"],
  }
]
}
}

```