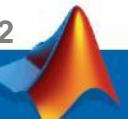


利用MATLAB快速實現多種影像處理演算法

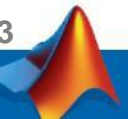
Fred Liu
Application Engineer

Why should you use MATLAB for image processing ?

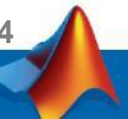
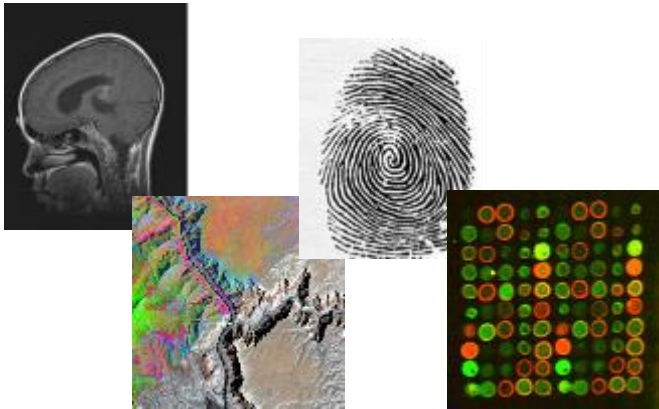


Outline

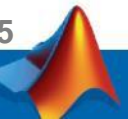
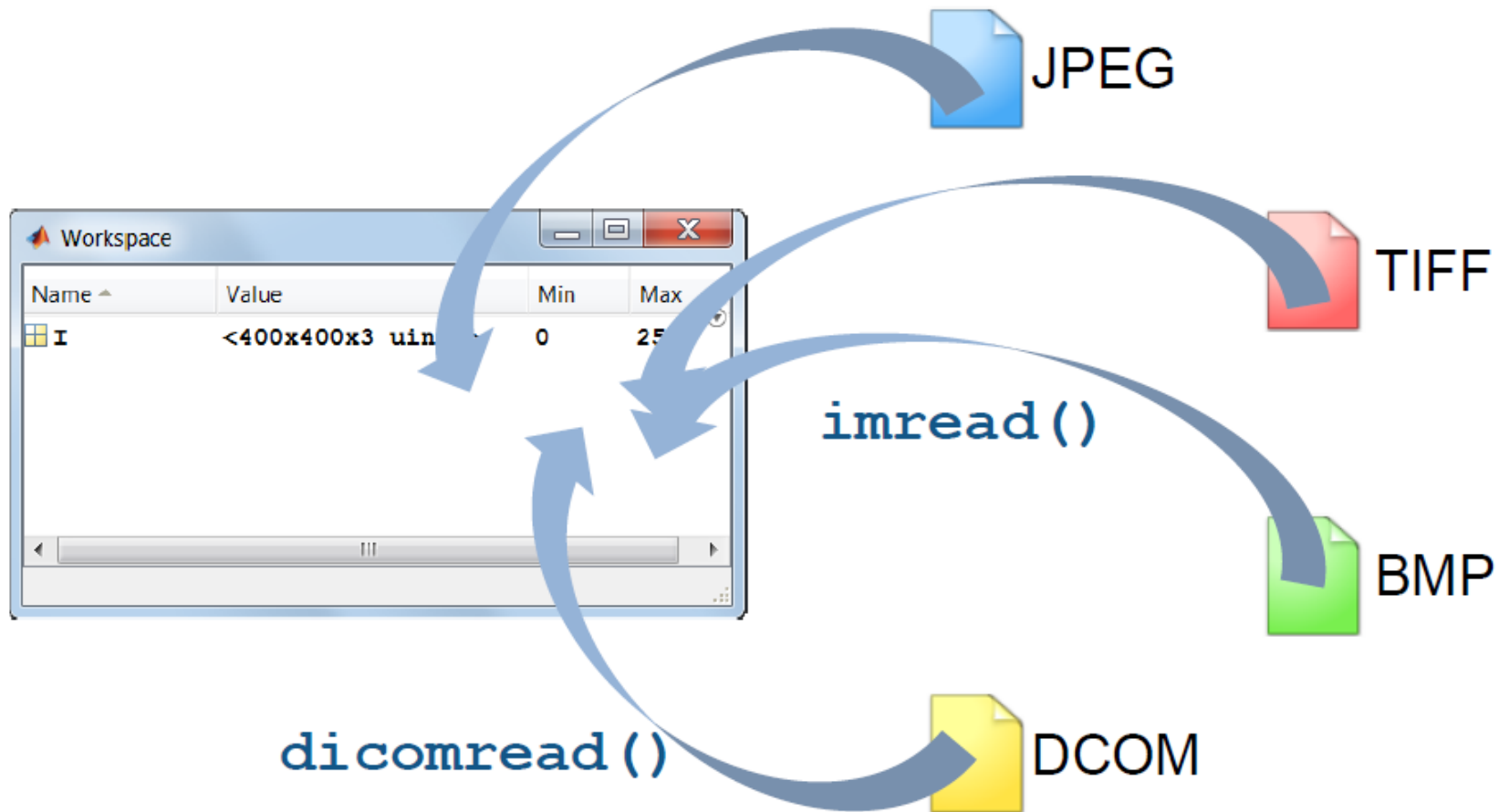
- **Images in MATLAB**
- **Image Enhancement**
- **Edge and Line Detection**
- **Segmentation & Feature Extraction**



Images in MATLAB

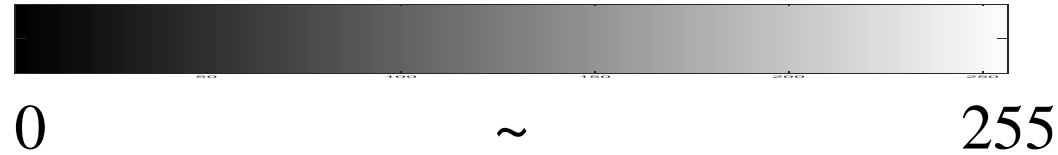


Supported Image Files



Basic Knowledge of Image

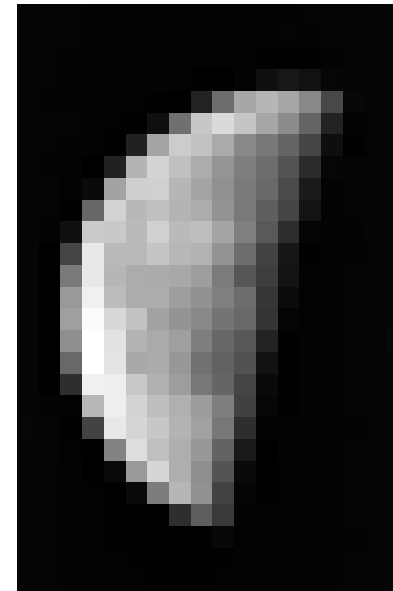
- Uint8:



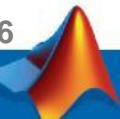
- Resolution



537*358



27*18



Basic Knowledge of Image

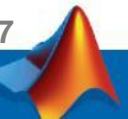
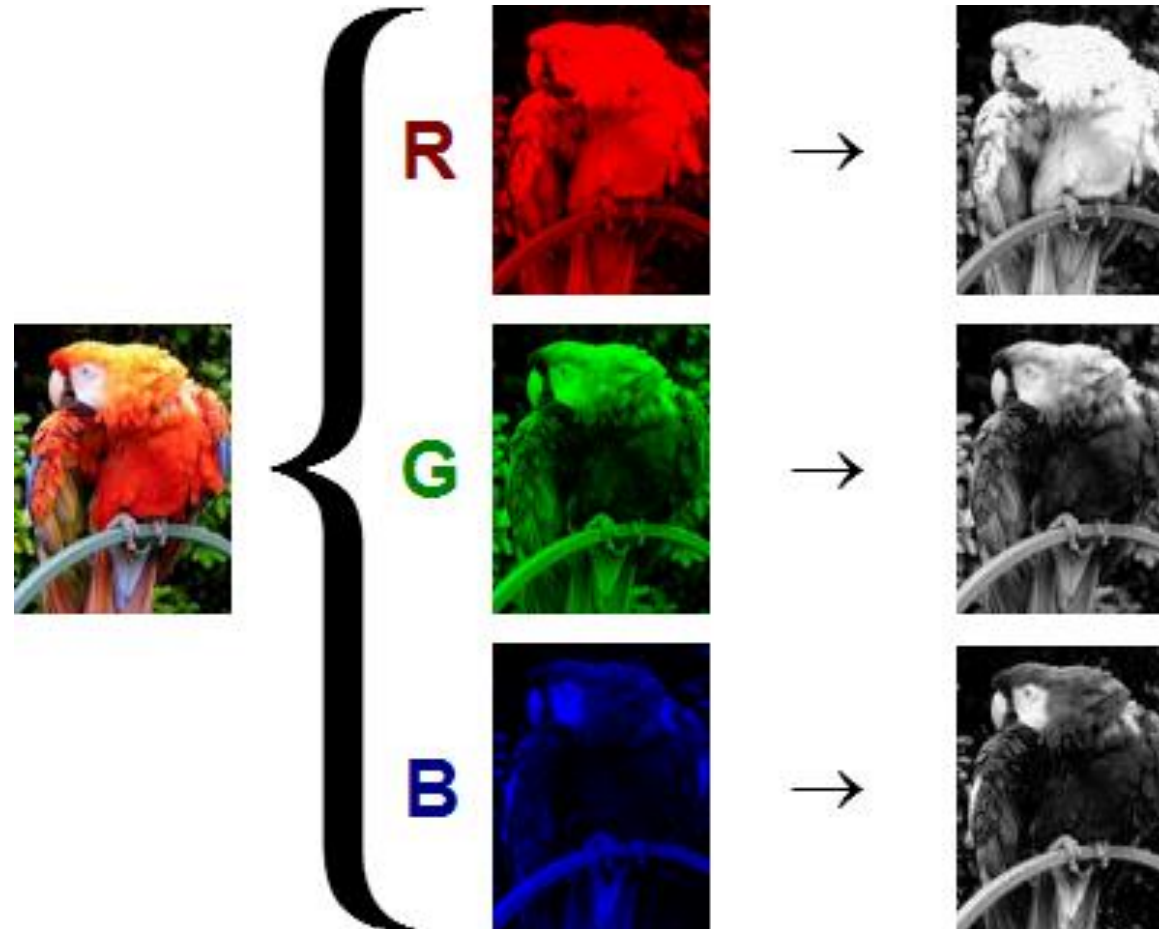
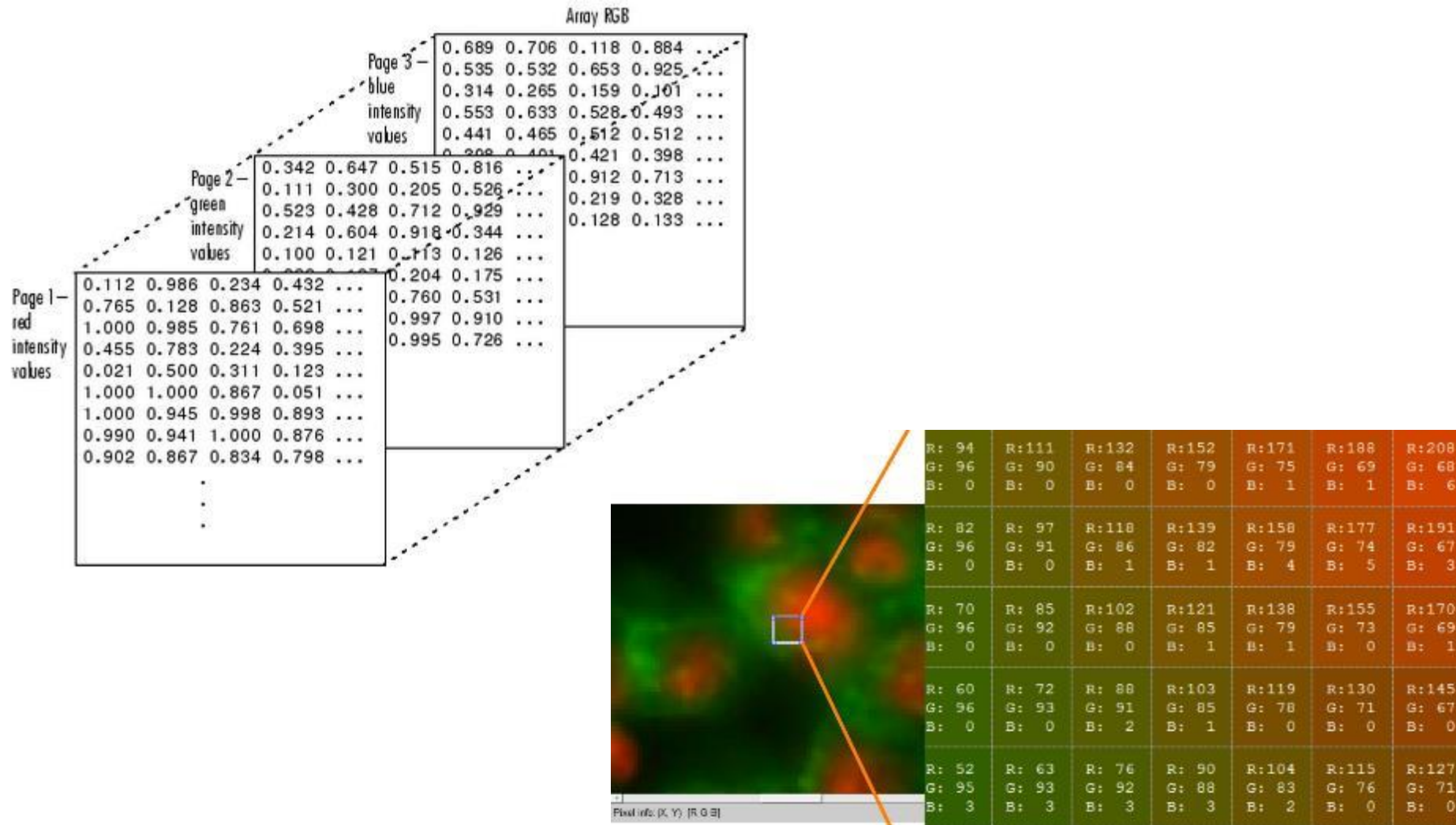


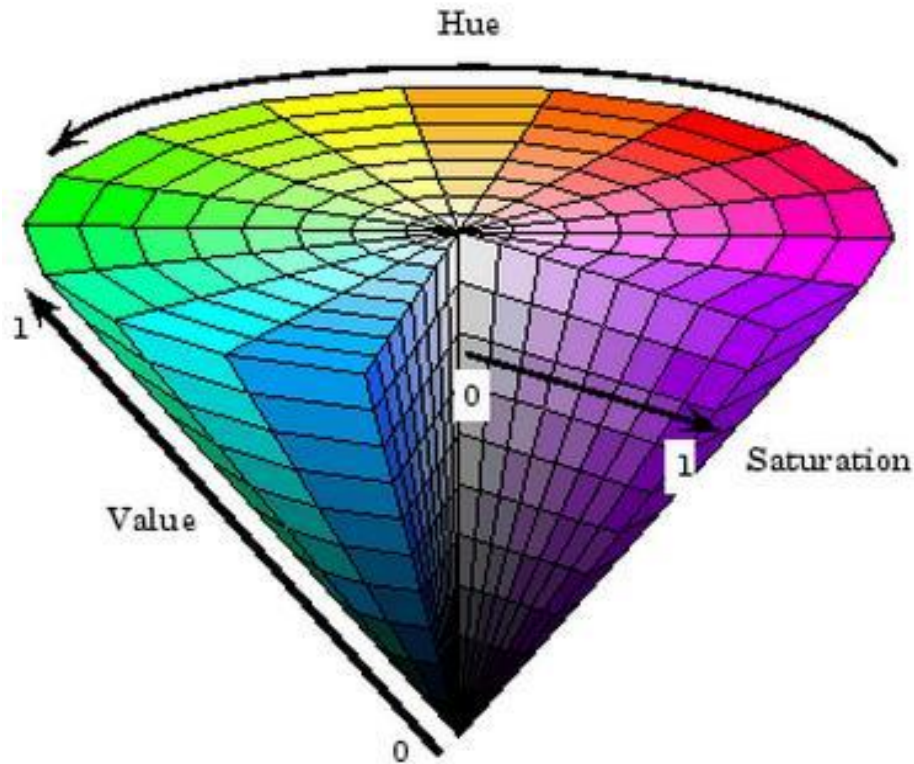
Image is Formed by Matrix



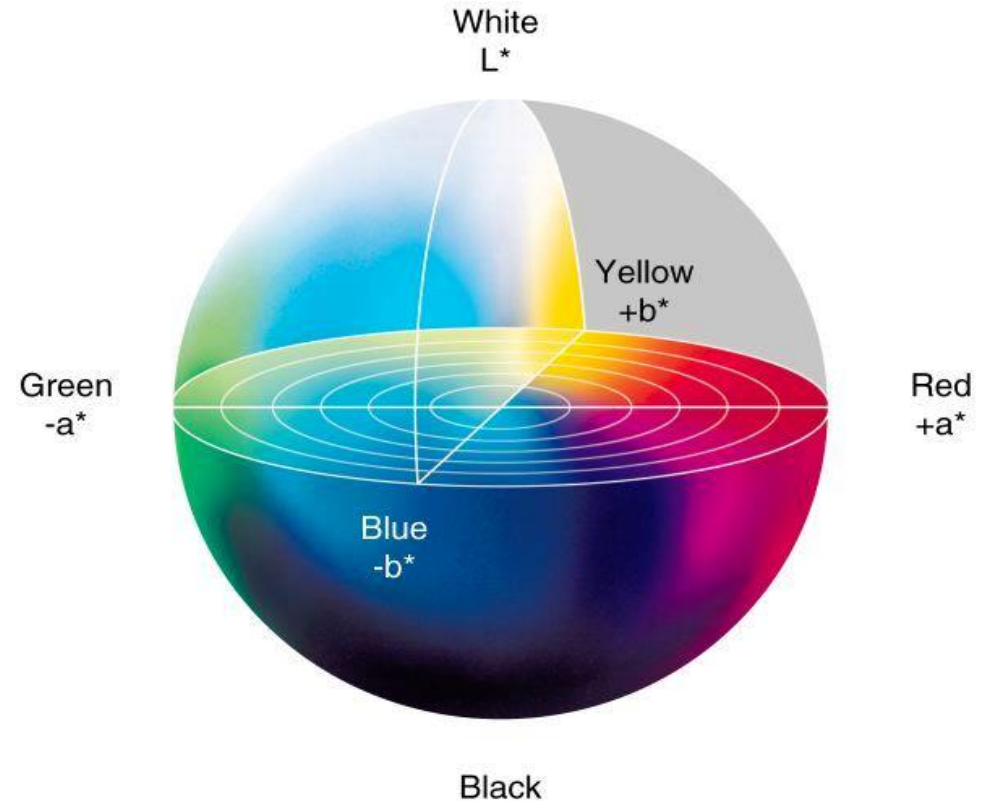
Other Color Spaces for Presenting a True Color Image

HSV

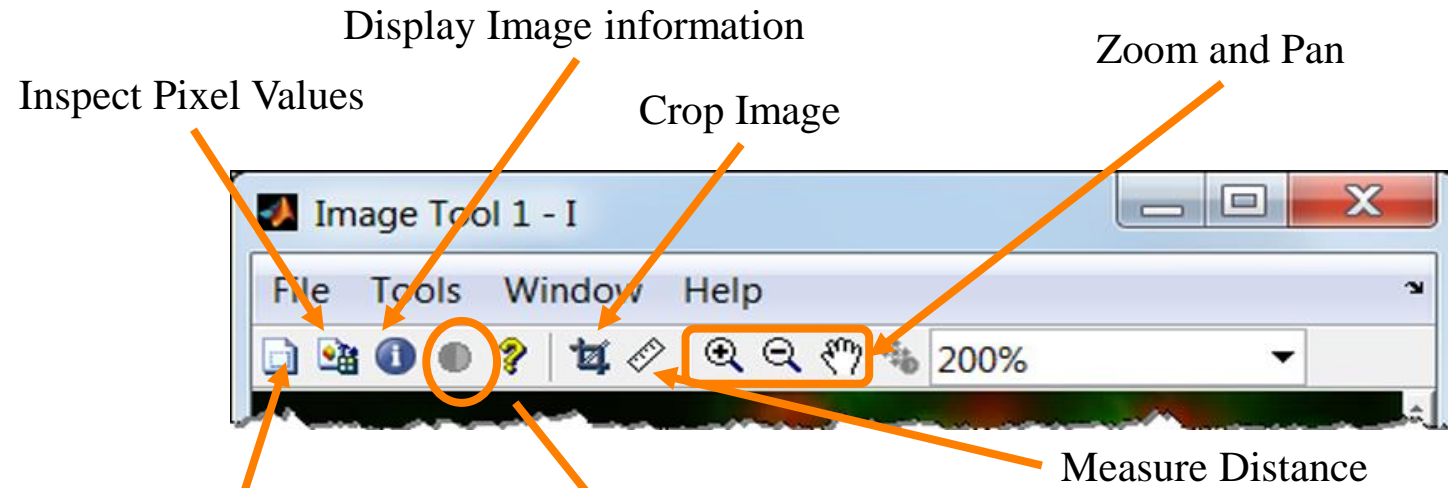
Illustration of the HSV Color Space



$L^*a^*b^*$

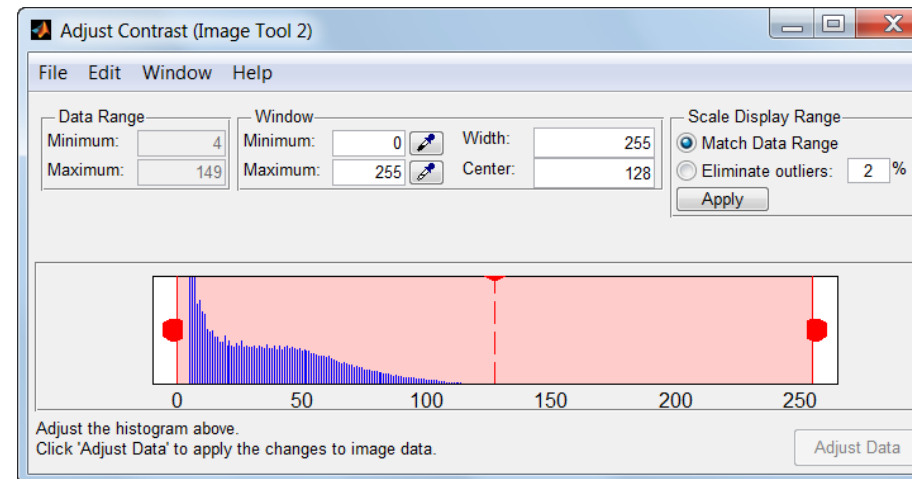


Exploring images using Image Viewer APP



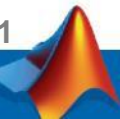
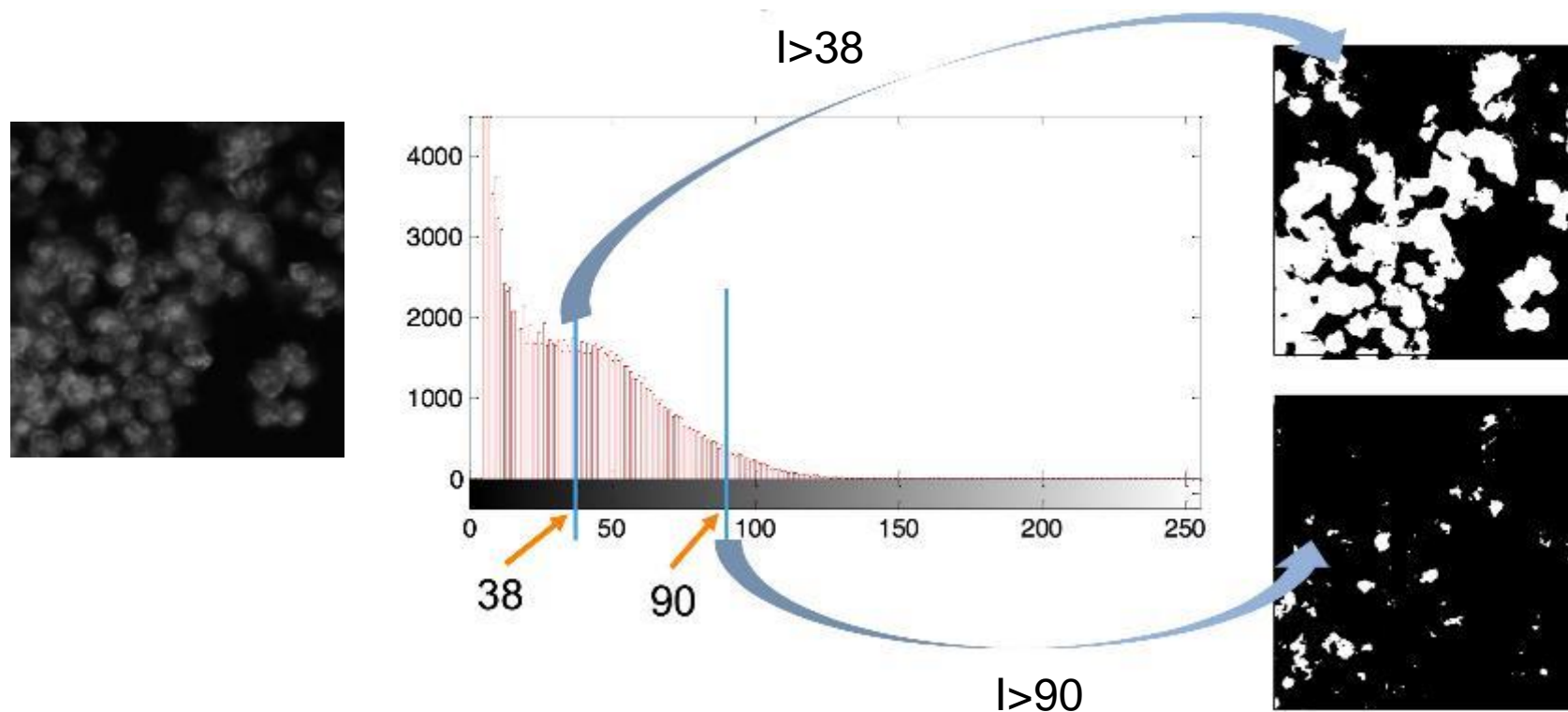
Navigate Image Using Overview

Contrast adjustment

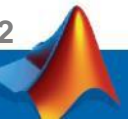
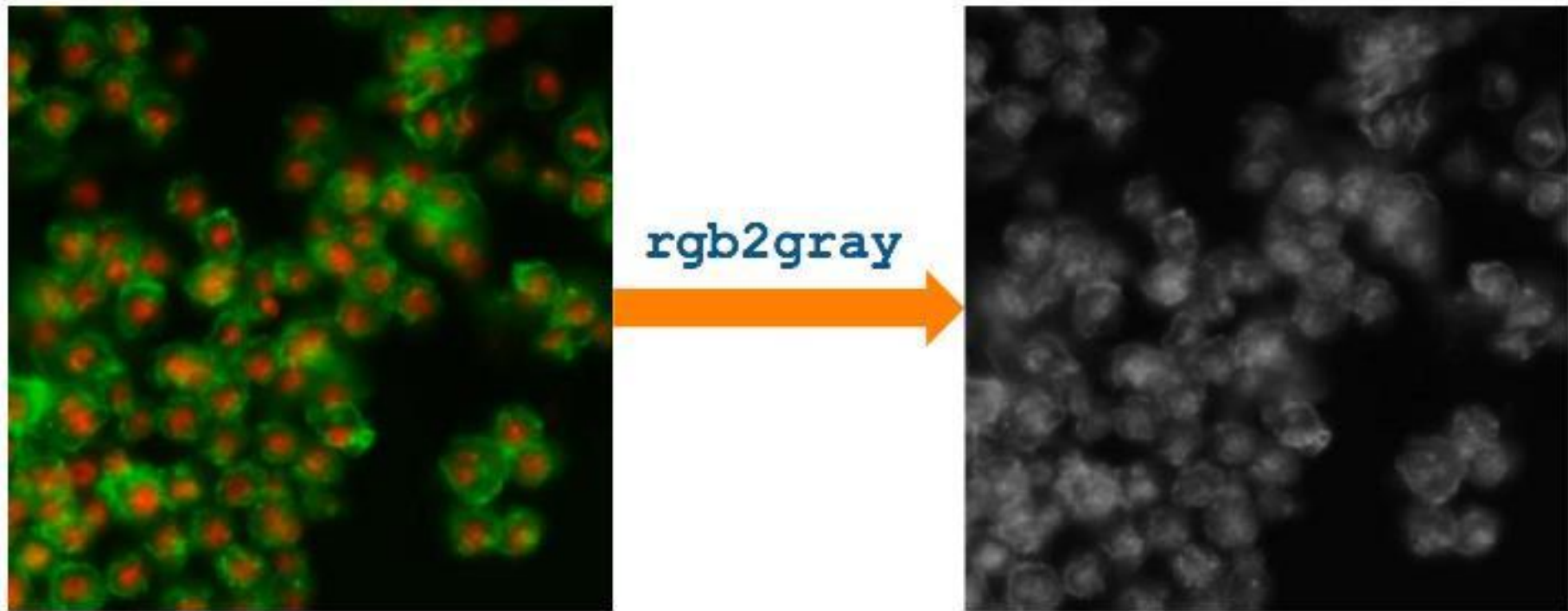


Converting to Binary Image by Thresholding

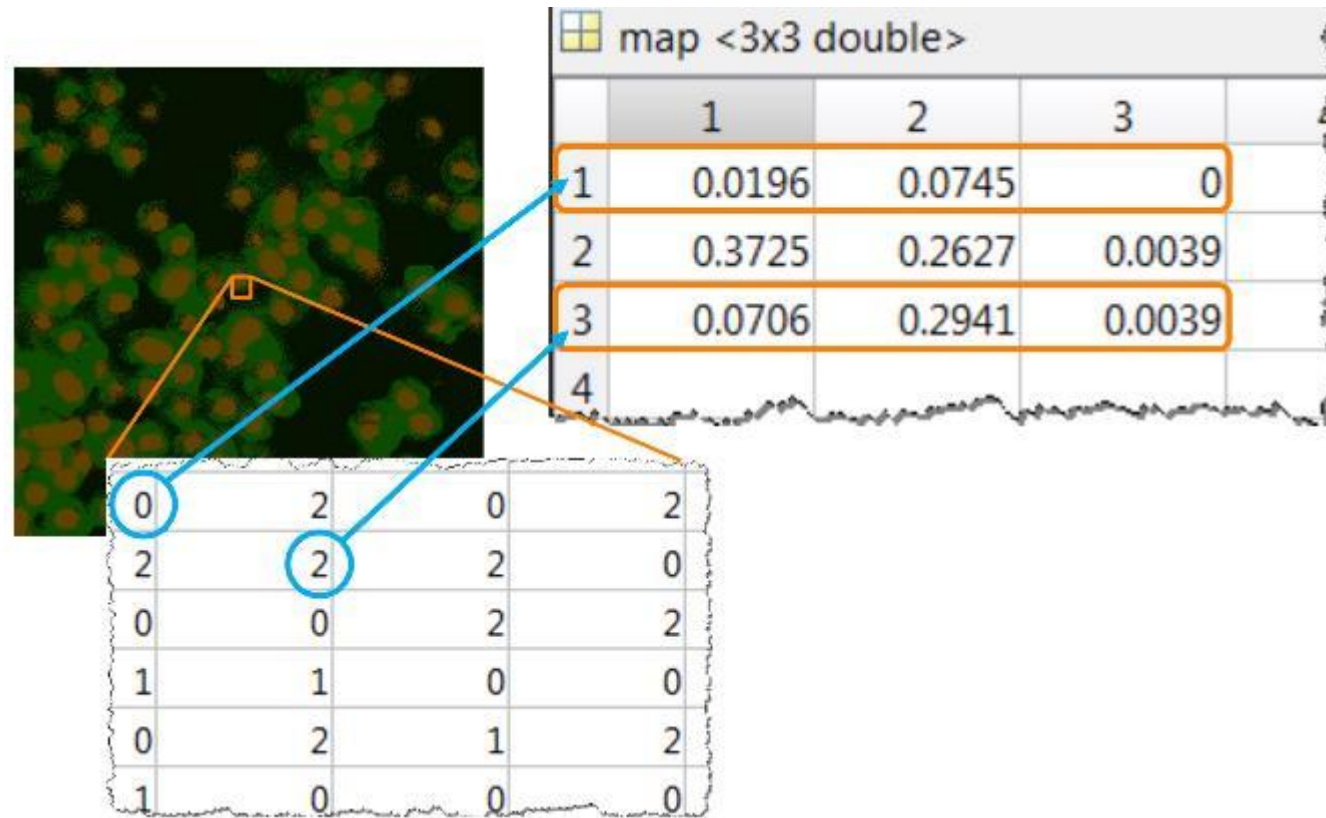
- just black or white



Grayscale (Intensity) Image



Indexed Images



The Advantages of Indexed Images

			B	[10 85 46]
		G	[35 2 5]	73
R	[21 0 55]	216	99	
	44 92 126	144		
	80 200 153			

Truecolor

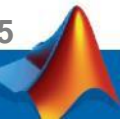
			R	G	B
			0.01	0.251	0.455
			0.026	0.004	0.651
[1 4 5]	4 2 2		0.22	0.31	0.54
			0.25	0.53	0.55
			0.217	0.334	0.591
			0.673	0.238	0.951

Indexed

Less memory

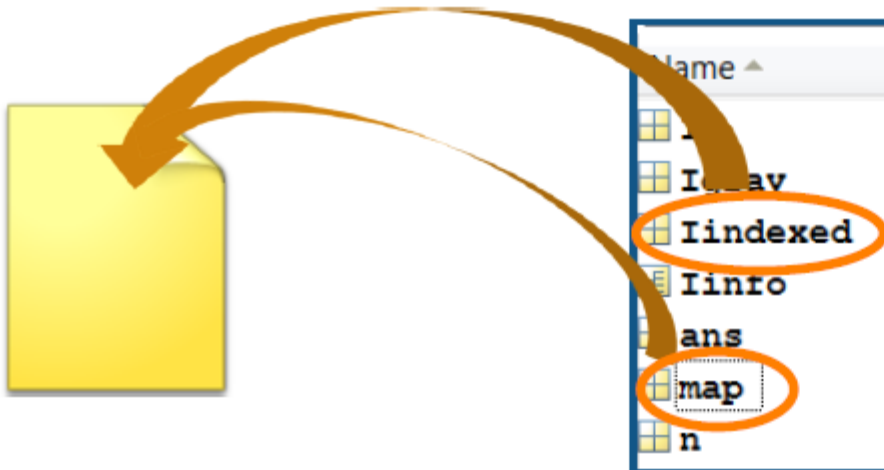
Images Type Summary

Binary	Matrix of 0s and 1s	$\begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{bmatrix}$
Grayscale	Matrix of integers or floating-point numbers	$\begin{bmatrix} 21 & 0 & 55 \\ 44 & 92 & 126 \\ 80 & 200 & 153 \end{bmatrix}$
Indexed	Matrix of numbers with integer values that point to a colormap entry	<div> $\begin{bmatrix} 1 & 4 & 5 \\ 4 & 2 & 2 \\ 4 & 2 & 3 \end{bmatrix}$ <div> <div>R</div> <div>G</div> <div>B</div> <div> $\begin{bmatrix} 0.01 & 0.251 & 0.455 \\ 0.026 & 0.004 & 0.651 \\ 0.22 & 0.31 & 0.54 \\ 0.25 & 0.53 & 0.55 \\ 0.217 & 0.334 & 0.591 \\ 0.673 & 0.238 & 0.951 \end{bmatrix}$ </div> </div> </div>
Truecolor	3-D array of numbers of size m -by- n -by-3	<div> <div>B</div> <div>G</div> <div>R</div> <div> $\begin{bmatrix} 10 & 85 & 46 \\ 35 & 2 & 5 \\ 21 & 0 & 55 \\ 44 & 92 & 126 \\ 80 & 200 & 153 \end{bmatrix}$ </div> </div>



Exporting Images

`imwrite`



Name ▲	Value	Min	Max
I	<400x400x3 uint8>	0	255
Igray	<400x400 uint8>	4	149
Iindexed	<400x400 uint8>	0	2
Iinfo	<1x1 struct>		
ans	[-1414,-9124,-8353...	-9124	-1414
map	[0.0196,0.0745,0;0...	0	0.3725
n	3	3	3

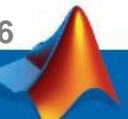


Image Enhancement

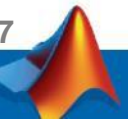
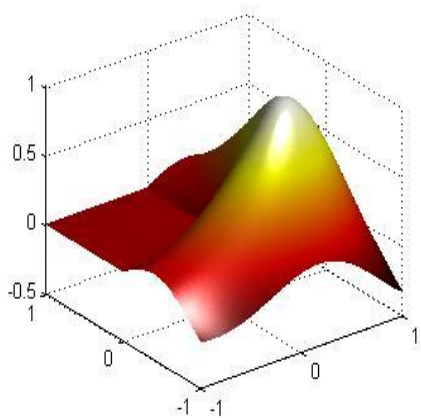
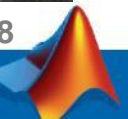
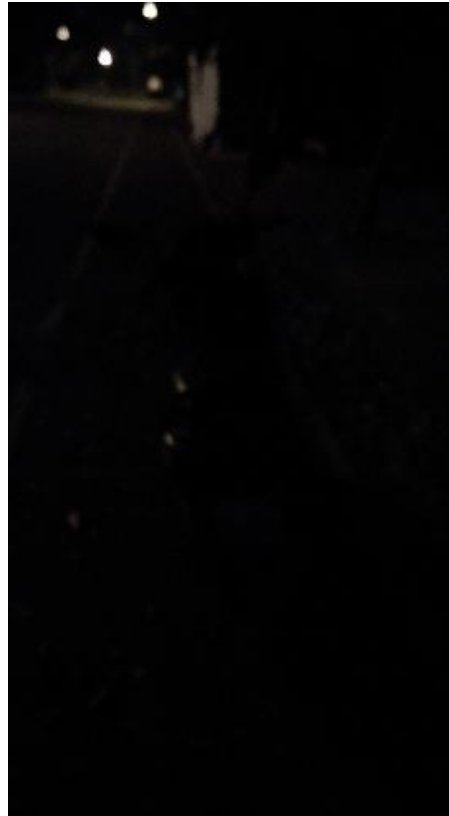
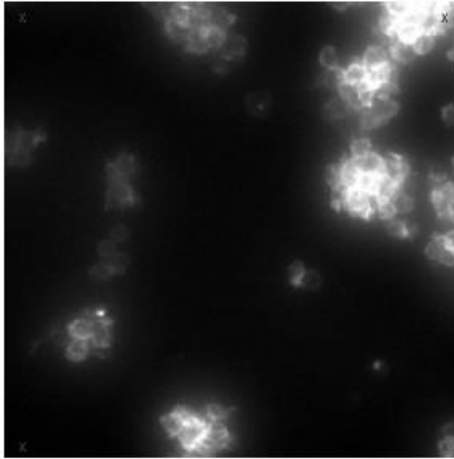


Image Enhancement

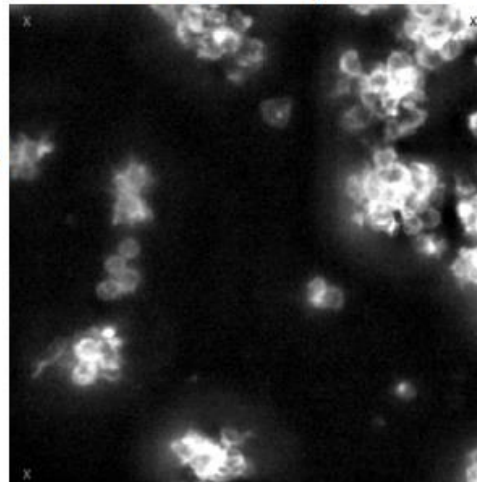


Course Example: Segmenting Cell Clusters

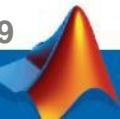
Original Image



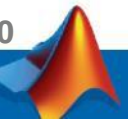
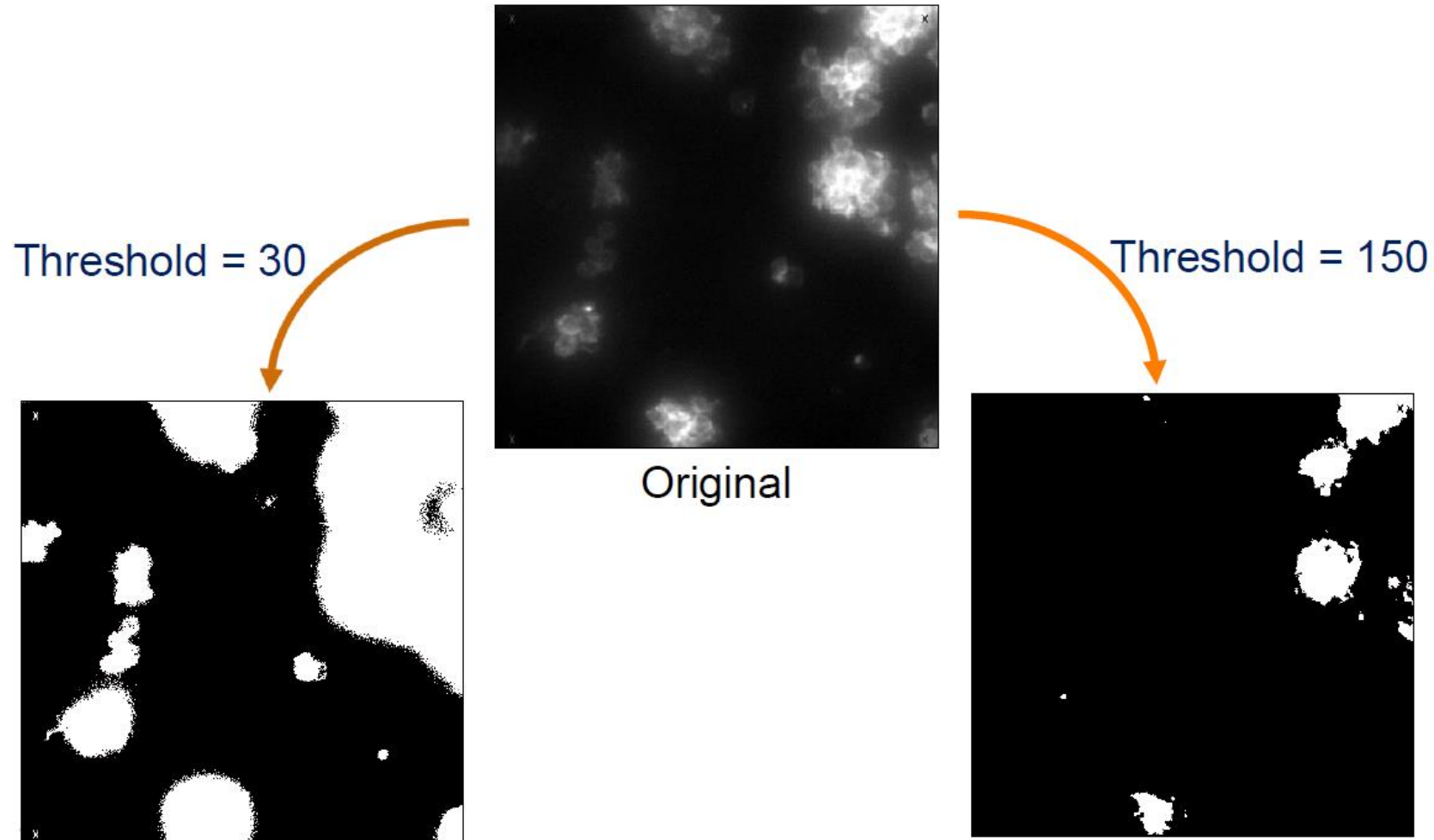
Contrast adjusted



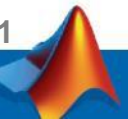
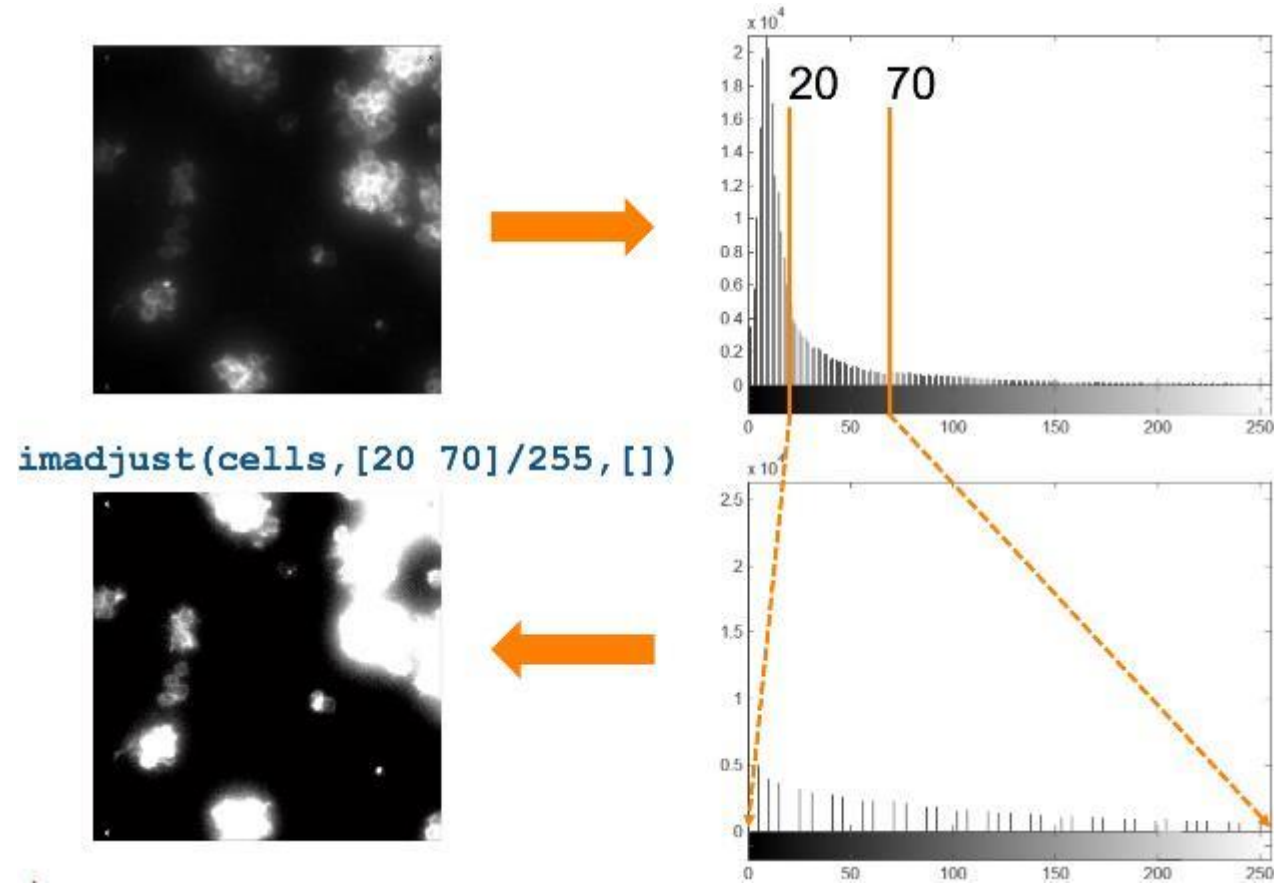
Segmented cell clusters



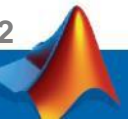
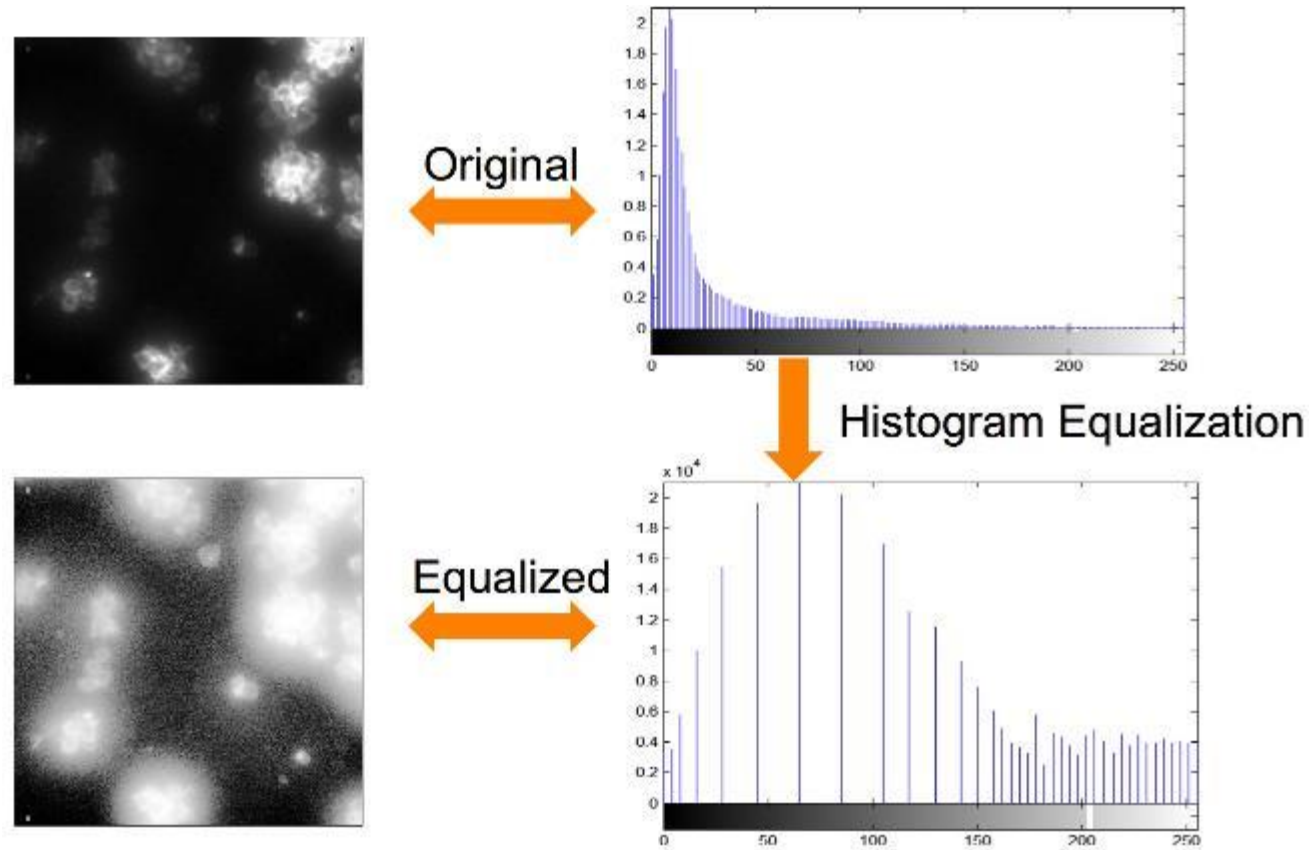
The Problem with Poor Contrast



Histogram Adjustment

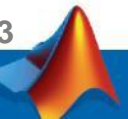
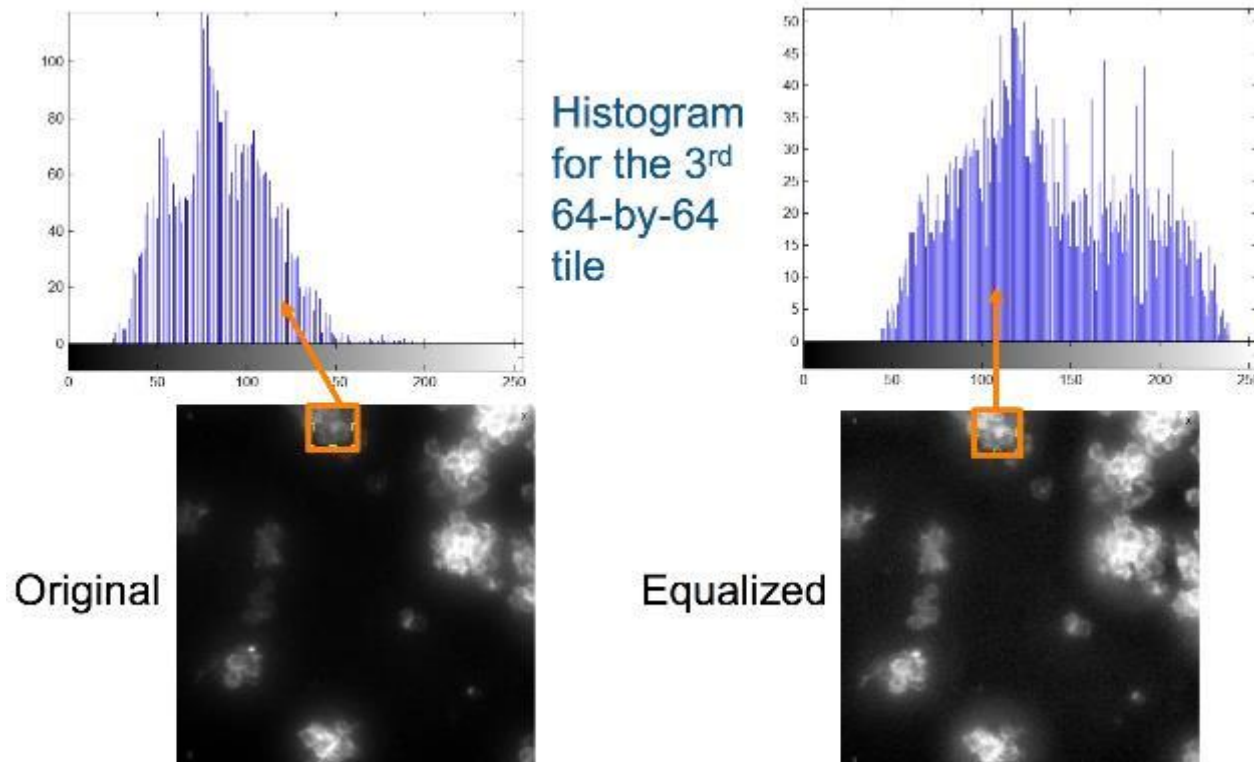


Histogram Equalization

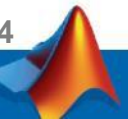
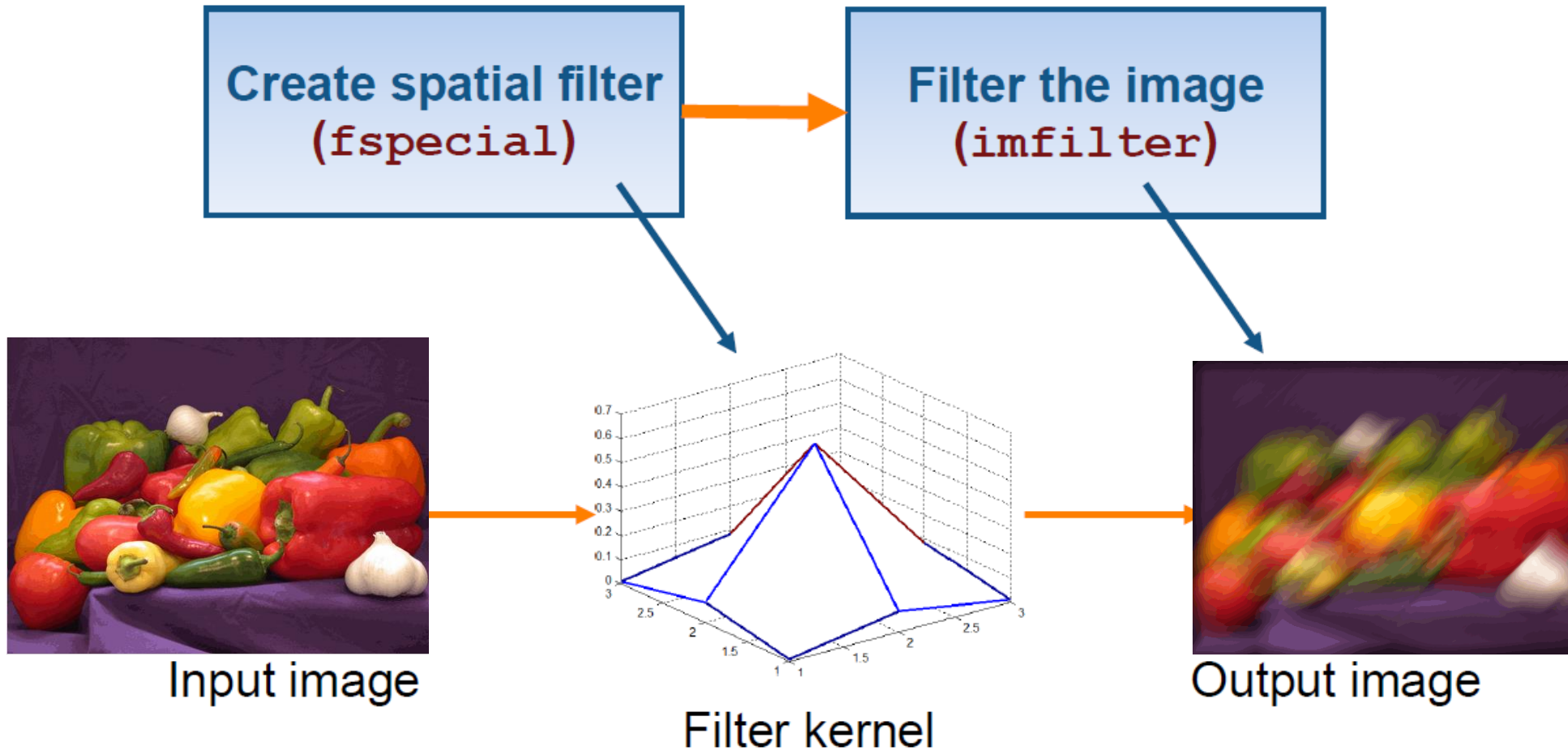


Adaptive Histogram Equalization

- Suitable for improving the local contrast



Linear Filtering



Computing Linear Filter Output

$$1 \times 8 + 8 \times 1 + 15 \times 6 + 7 \times 3 + 14 \times 5 + 16 \times 7 + 19 \times 4 + 20 \times 9 + 22 \times 2 = 609$$

Filter kernel

$$\begin{bmatrix} 8 & 1 & 6 \\ 3 & 5 & 7 \\ 4 & 9 & 2 \end{bmatrix}$$

17	24	1×8	8×1	15×6
23	5	7×3	14×5	16×7
4	6	19×4	20×9	22×2
10	12	19	21	3
11	18	25	2	9

Linear Filtering at Image Boundary

Image matrix

23	84	80	
43	75	83	
78	79	76	
59	60	69	
34	37	50	

Filter kernel
centered over a
boundary pixel

0	0	0	0
23	84	80	0
		83	0
		76	0

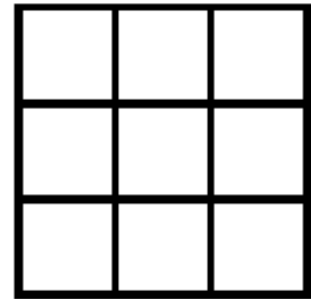
Zero
padding

43	75	83	83	75
23	84	80	80	84
23	84	80	80	84
43	75	83	83	75
78	79	76	76	79

Symmetric
padding

Nonlinear Filtering

Assign median value: 1,7,8,14,15,16,19,20,22



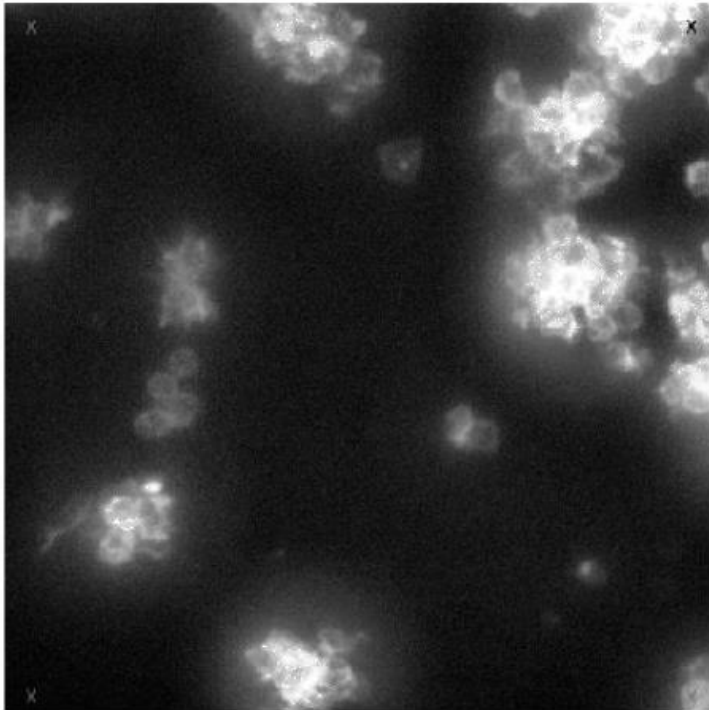
neighborhood

17	24	1	8	15
23	5	7	14	16
4	6	19	20	22
10	12	19	21	3
11	18	25	2	9

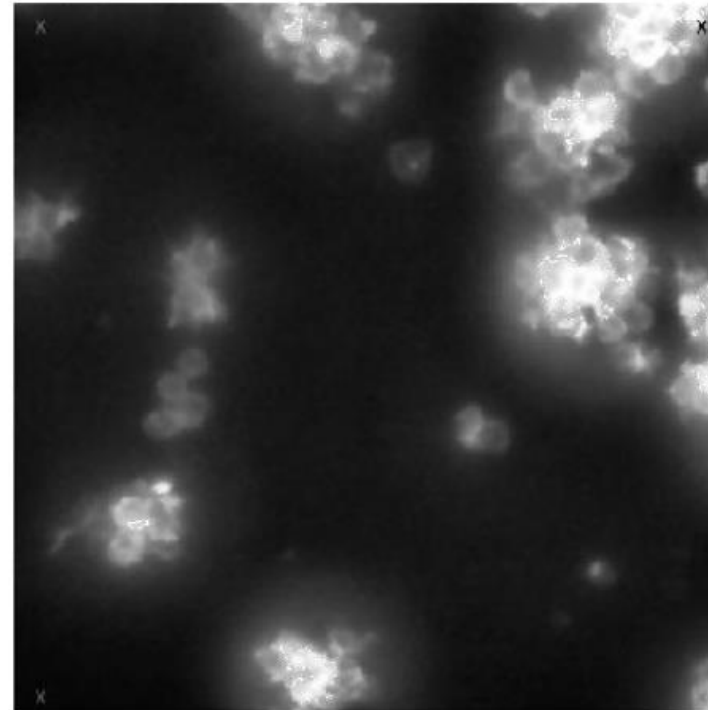


Adaptive Filtering

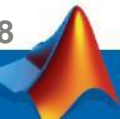
Adaptive Histogram Equalization



Wiener Filter



```
>> wiener2(cellAdaptHist,[5 5]);
```

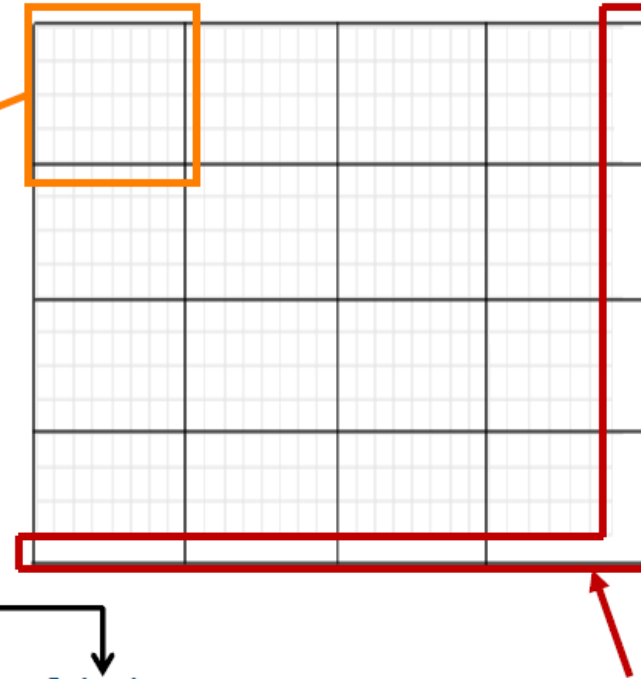


Handling Inhomogeneous Background by Block Processing

```
B = blockproc(A, [m n], @blockBackground)
```

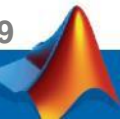
x <1x1 struct>

Field ▲	Value
border	[0,0]
blockSize	[32,32]
data	<32x32 uint8>
imageSize	[512,512]
location	[1,1]

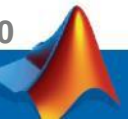
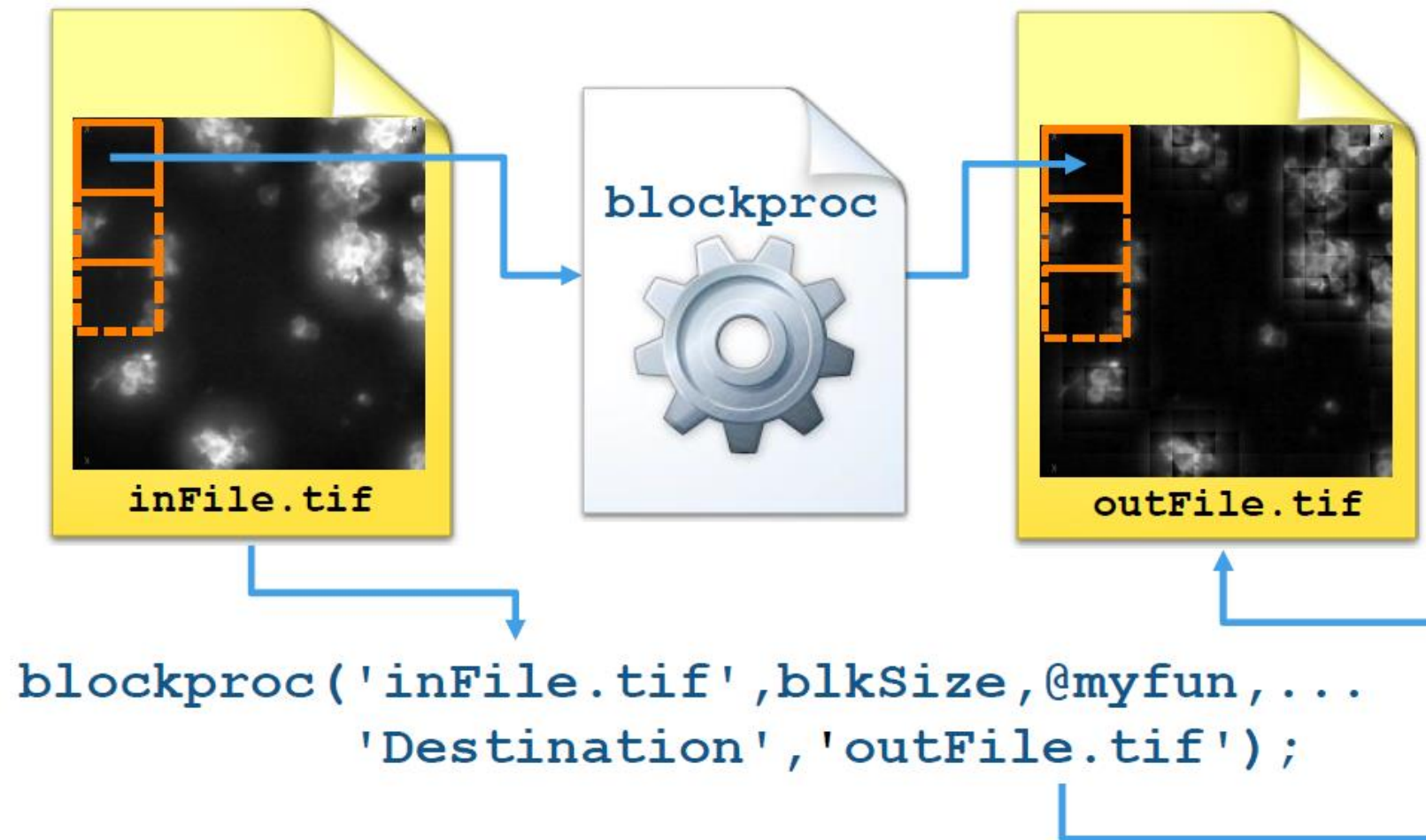


```
function y = blockBackground(x)
block = x.data;
.
```

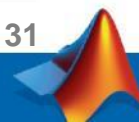
Padding as selected



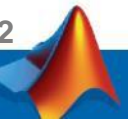
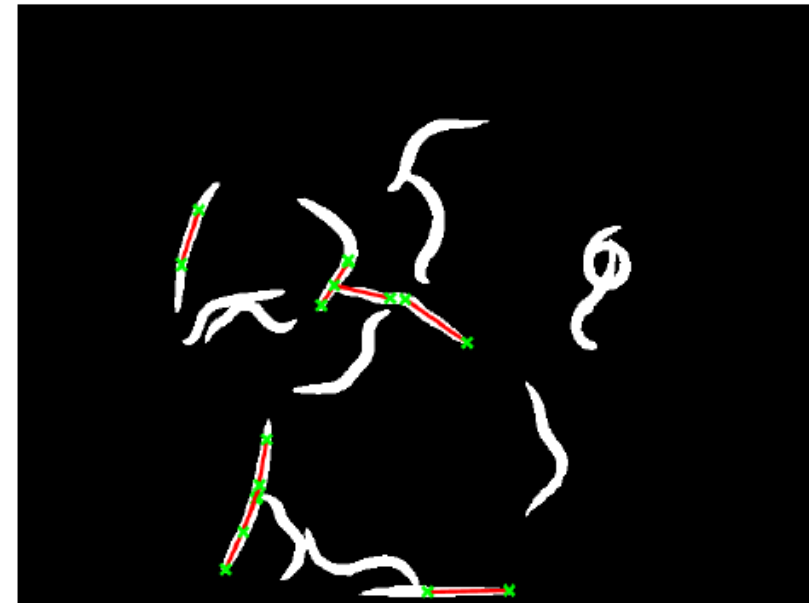
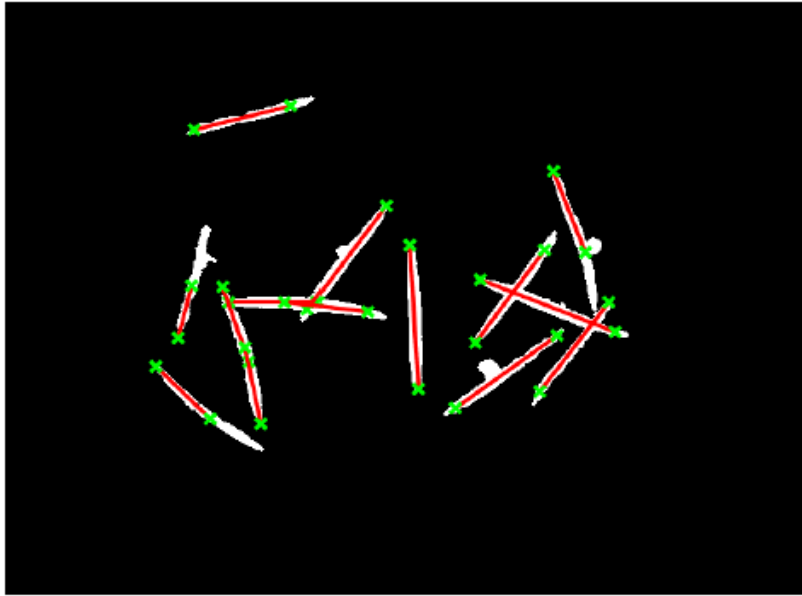
Block Processing of Large Images



Edge and Line Detection



Course Example: Identifying Dead Worms

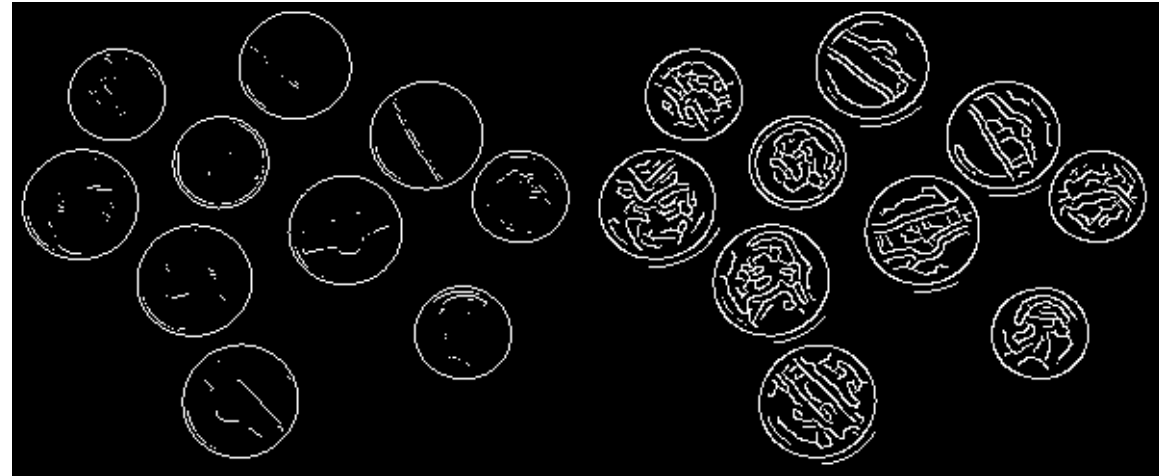


Edge Detection

- Edges are often associated with the boundaries of objects in a scene.
- Applicable Method: Sobel, Prewitt, LoG, Canny, ...

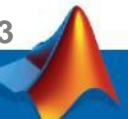


Sobel Filter

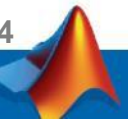
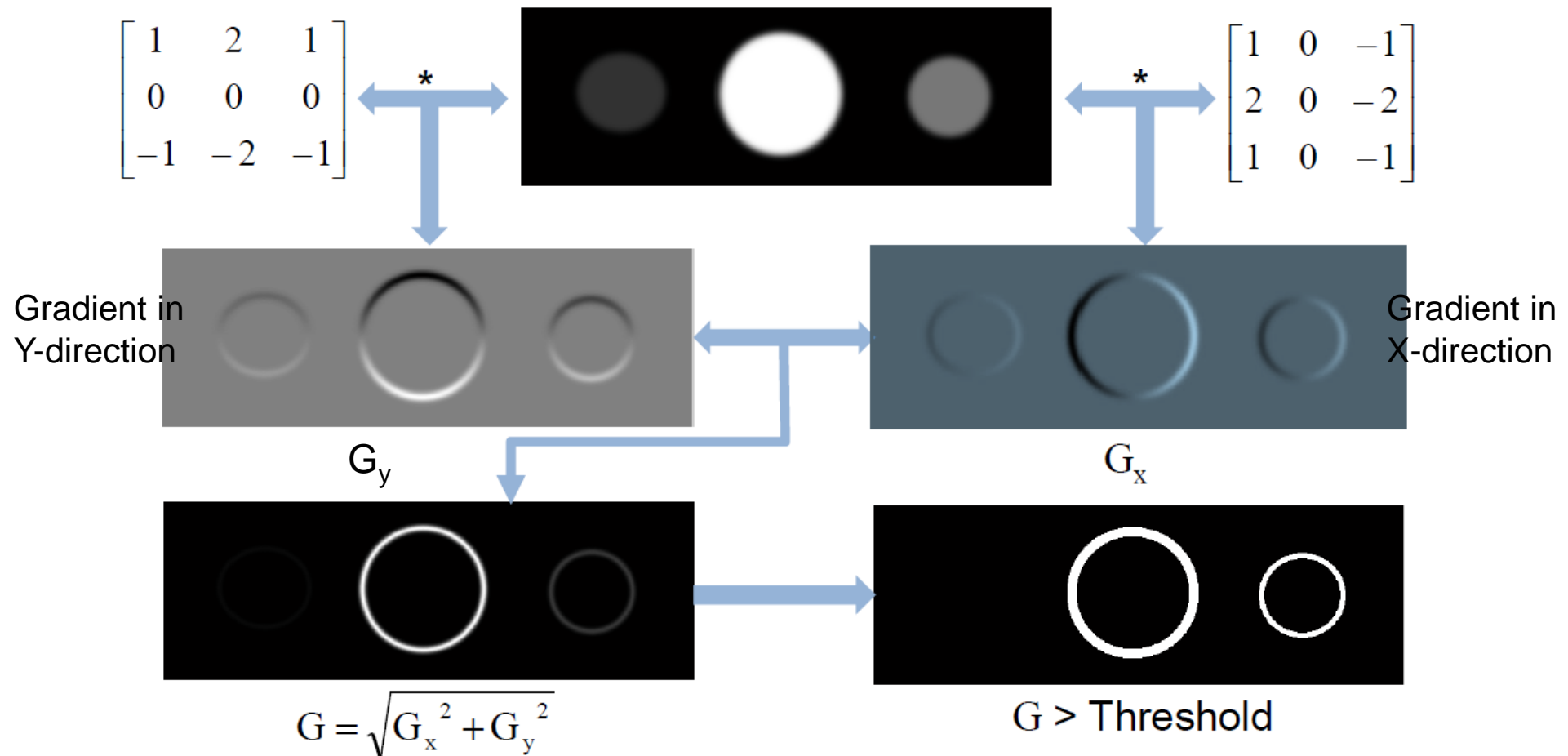


Canny Filter

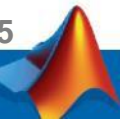
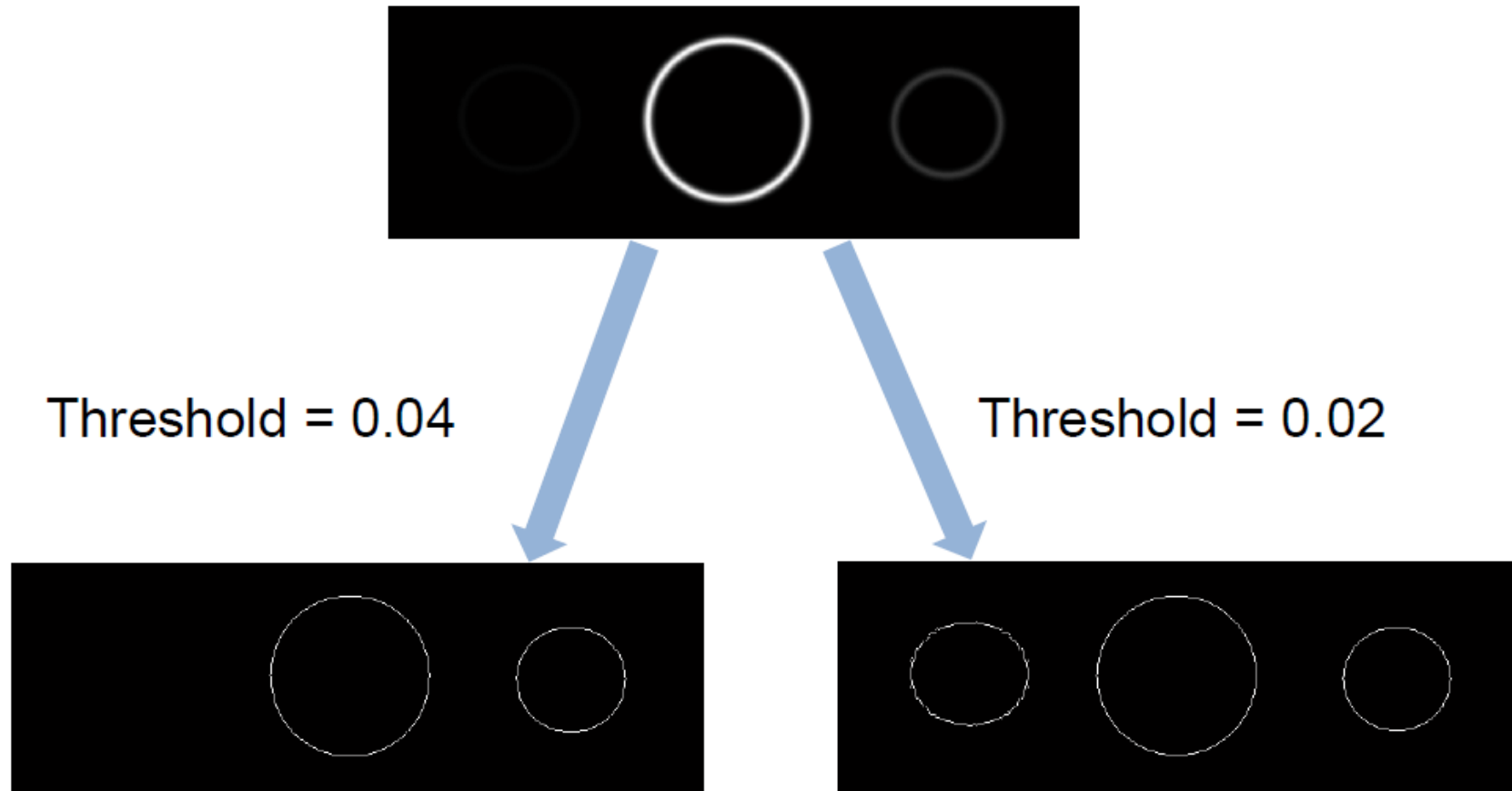
```
>> BW = edge(I, 'sobel');
```



Edge Detection with the Sobel Method



Choosing the Right Threshold

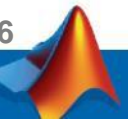


Edge Detection with the Canny Method

- Canny is better at detecting weaker edges.



Default Canny threshold



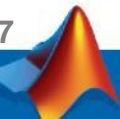
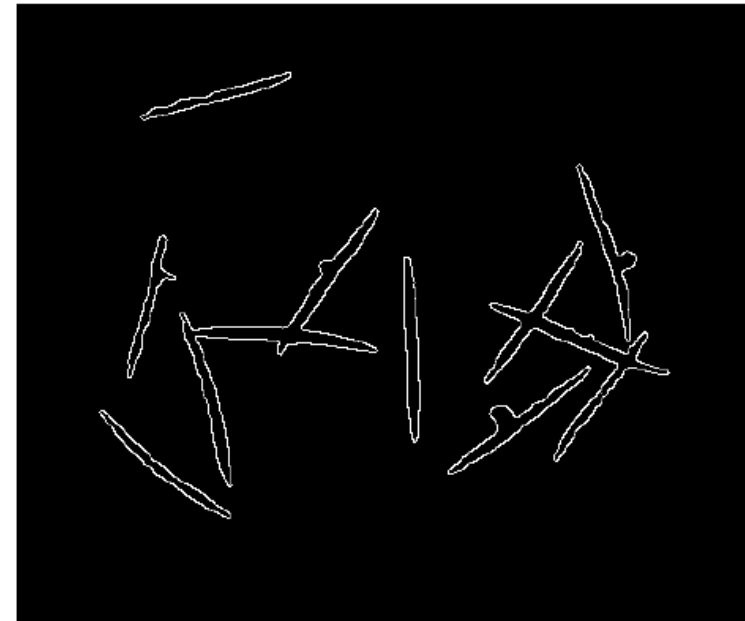
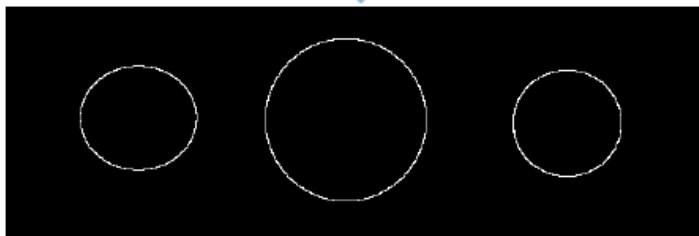
Edge Detection on Binary Images



Preprocess
and segment



Detect edges



Tracing Object Boundaries

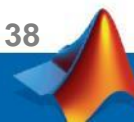
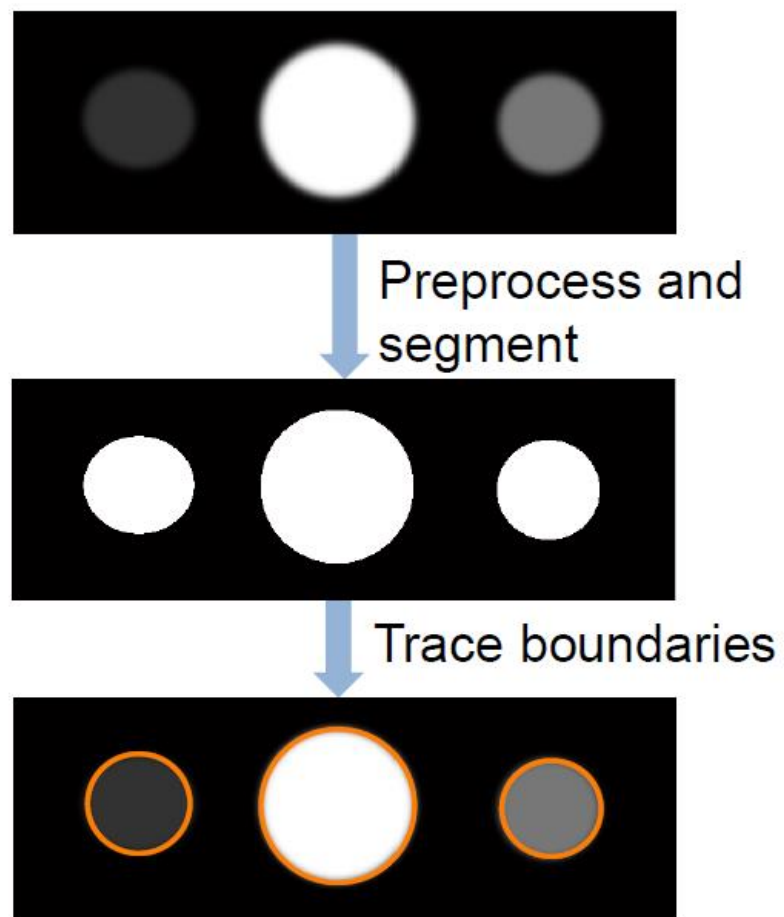
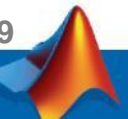
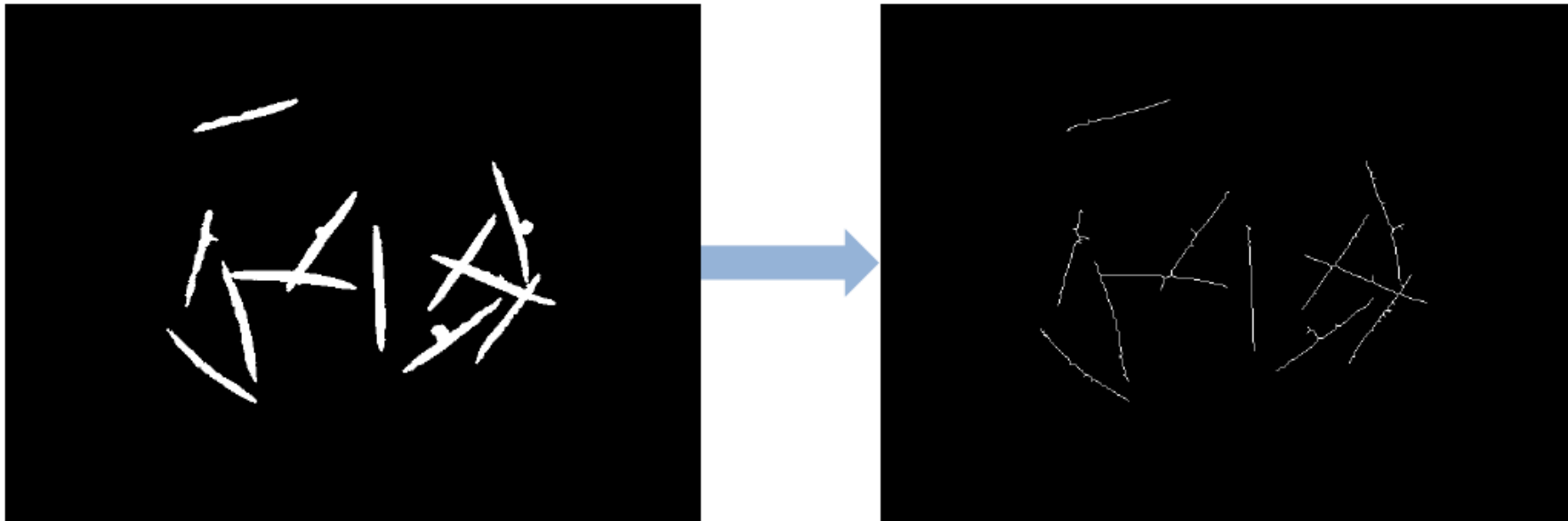
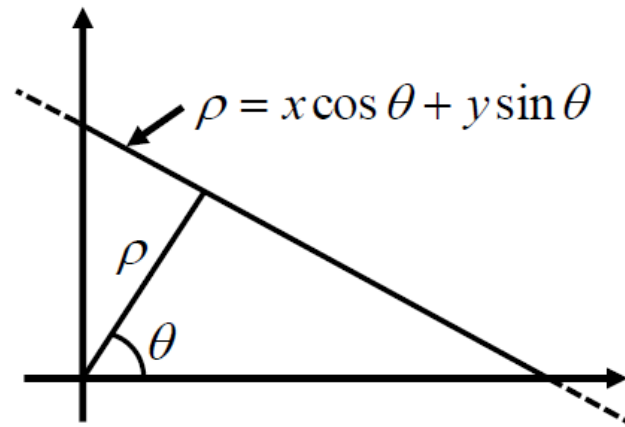


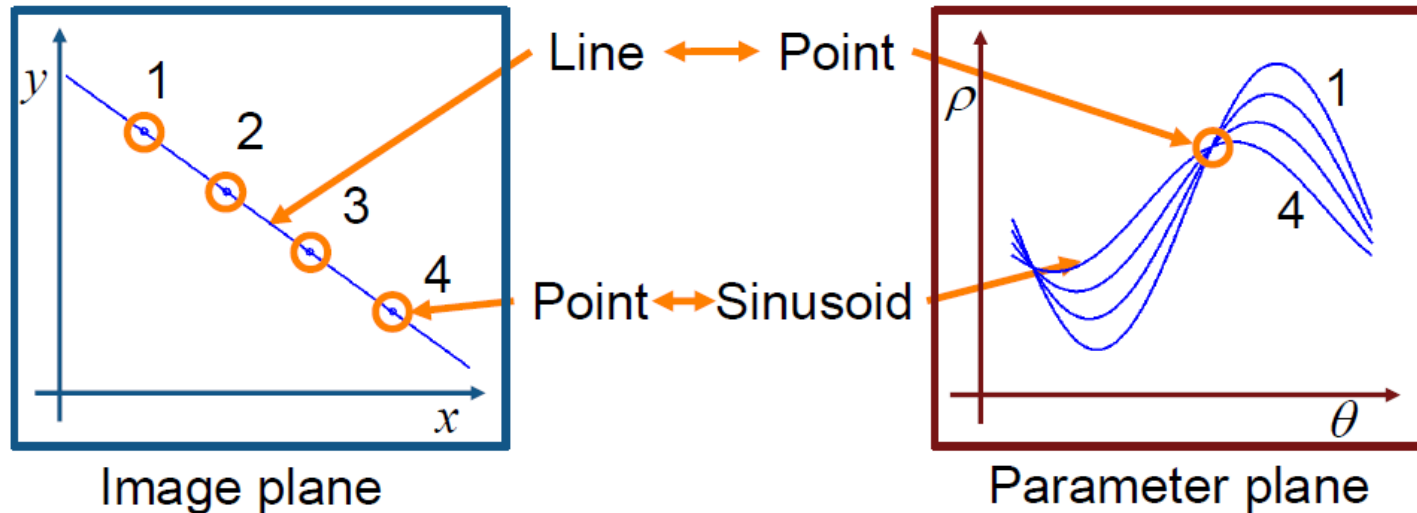
Image Skeletonization



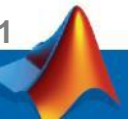
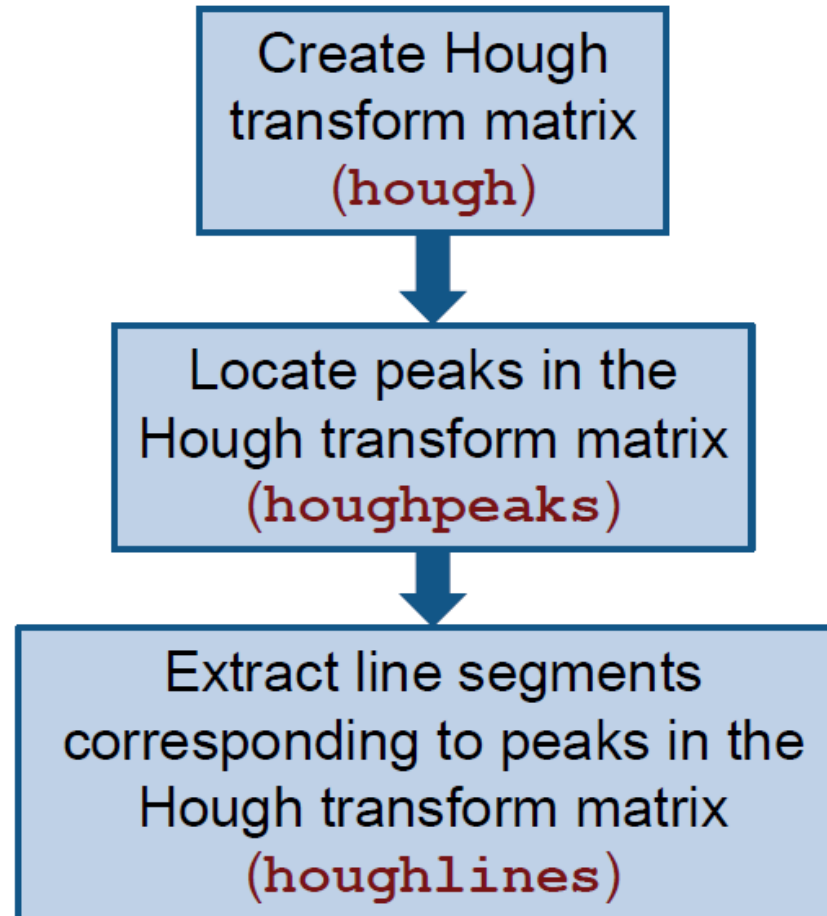
Standard Hough Transform



$$(x, y) \Leftrightarrow (\theta, \rho)$$

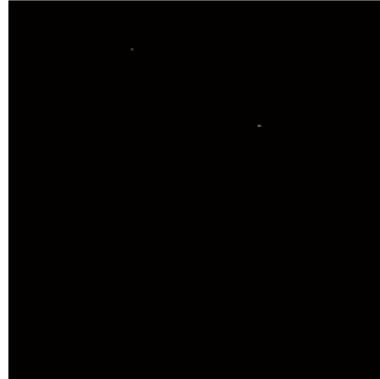


Extracting Line Segments Using Hough Transform



Creating the Hough Transform Matrix

Image with two dots



Hough transform matrix

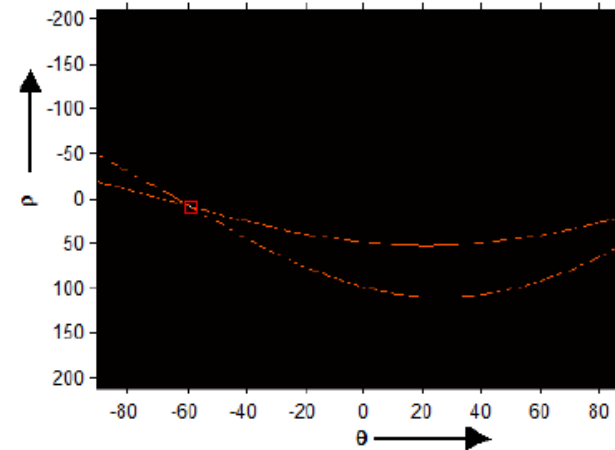
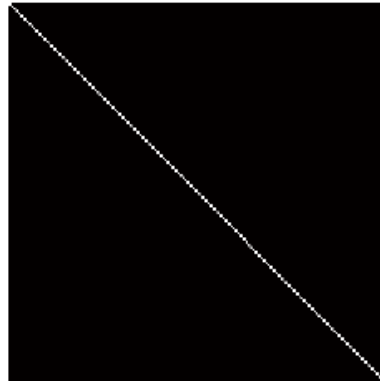
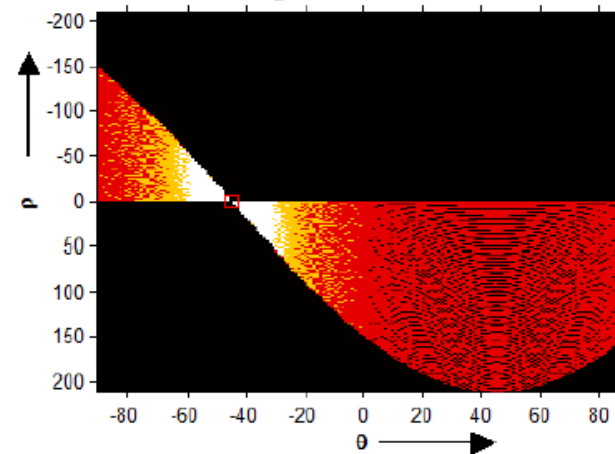


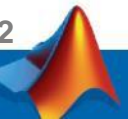
Image with a line



Hough transform matrix

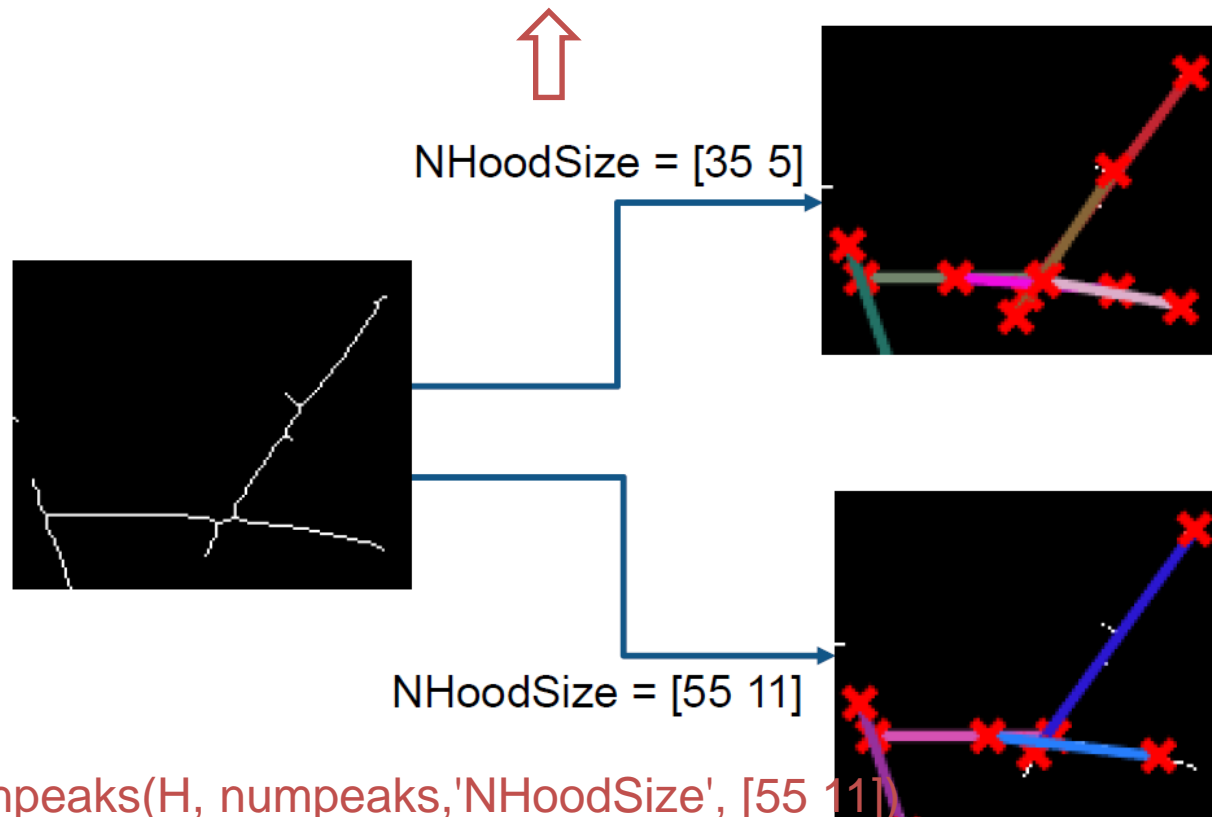


`>> [H, theta, rho] = hough(BW)`



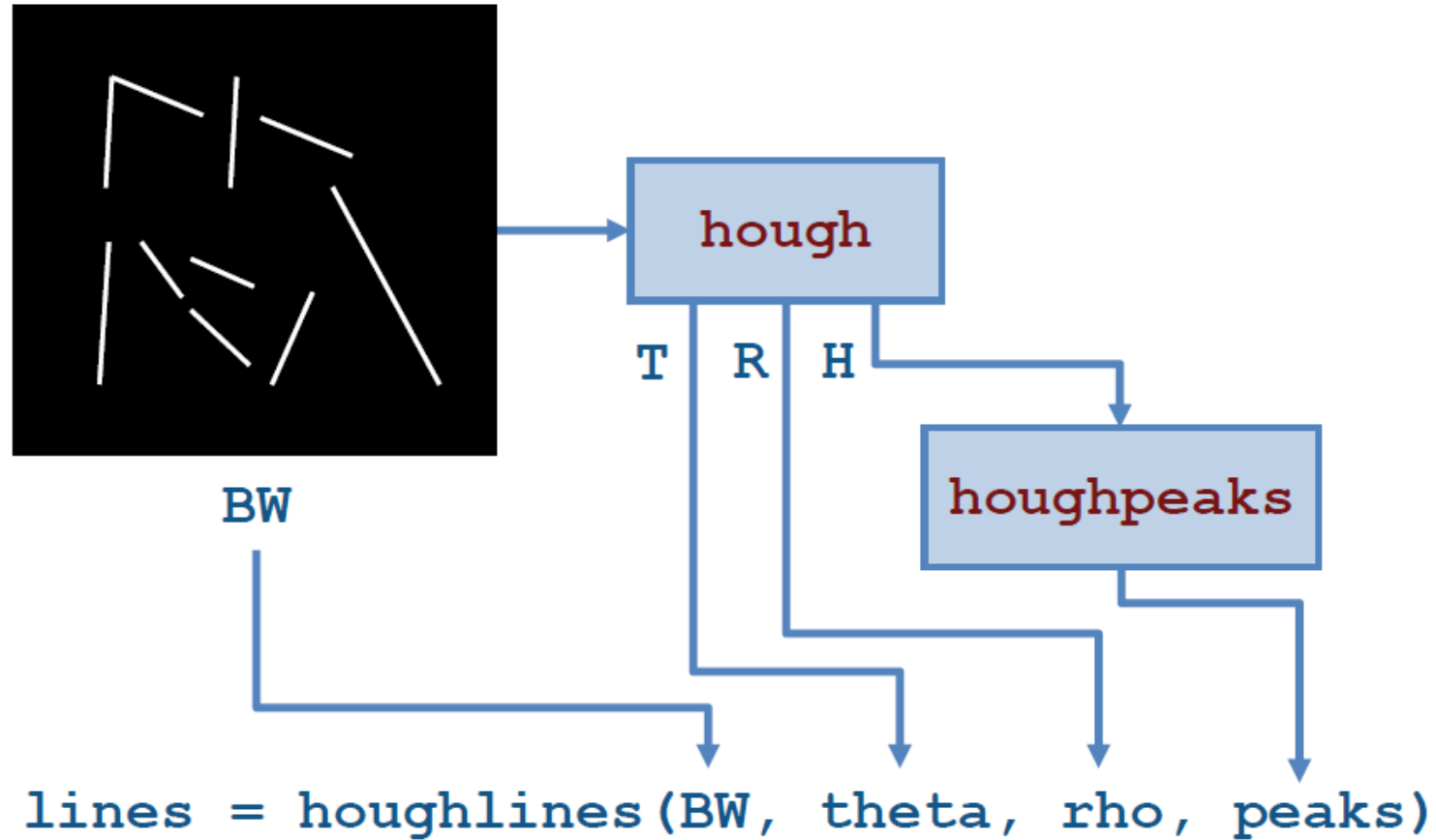
Locating Peaks in the Hough Transform Matrix

Size of suppression neighborhood:
neighborhood around each peak that is set to zero after the peak is identified.



```
>> peaks = houghpeaks(H, numpeaks, 'NHoodSize', [55 11])
```

Extracting Line Segments



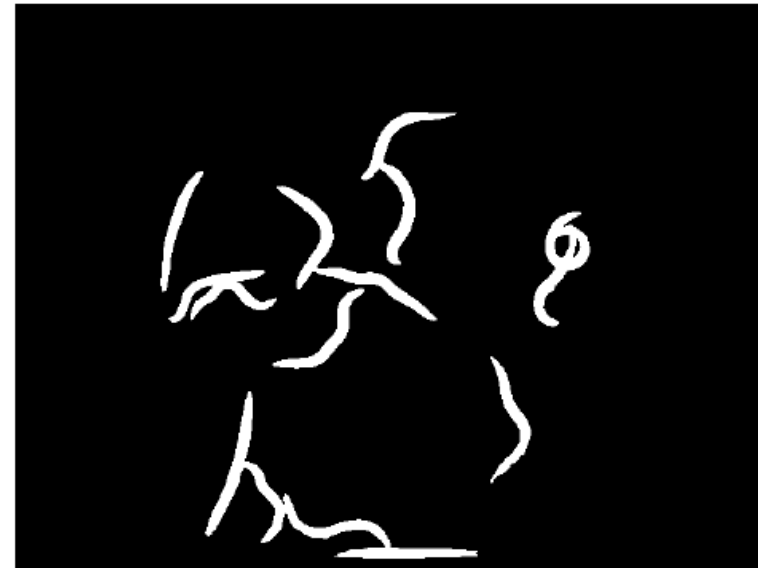
Classifying Worms Images

These worms are dead



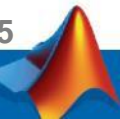
median length = 69.34

These worms are alive

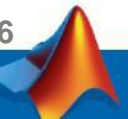
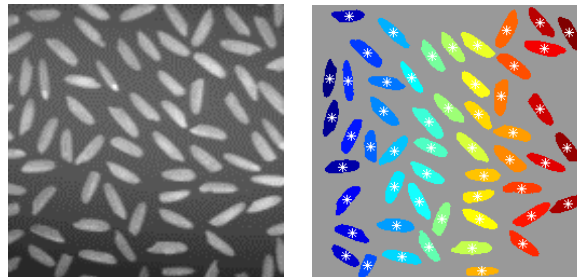


median length = 46.57

median length > 58 → dead



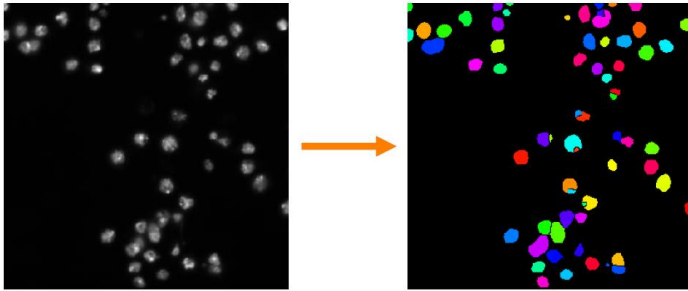
Segmentation & Feature Extraction



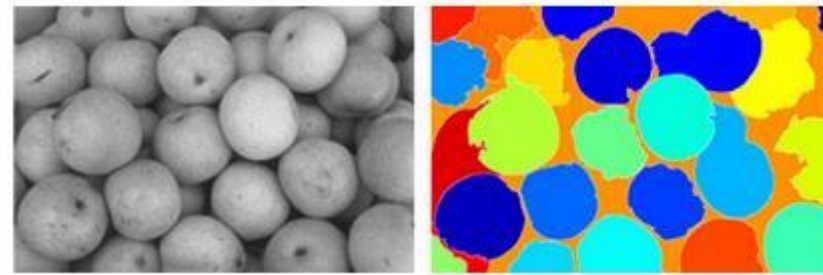
Segmentation

— Divide image into objects and background

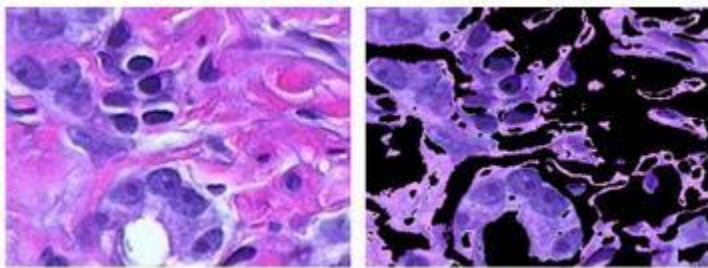
- Thresholding method



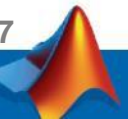
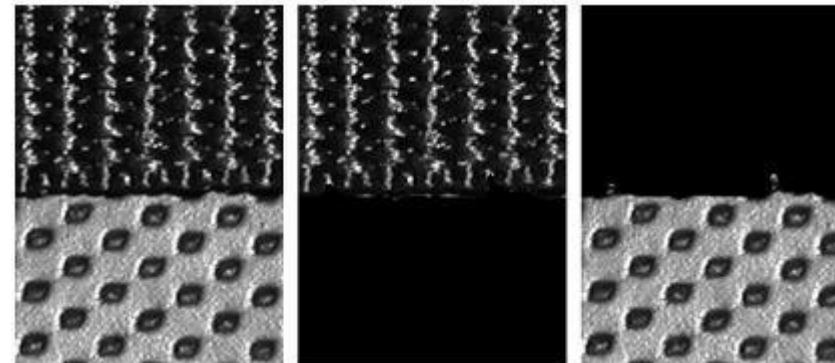
- Transform methods



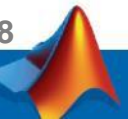
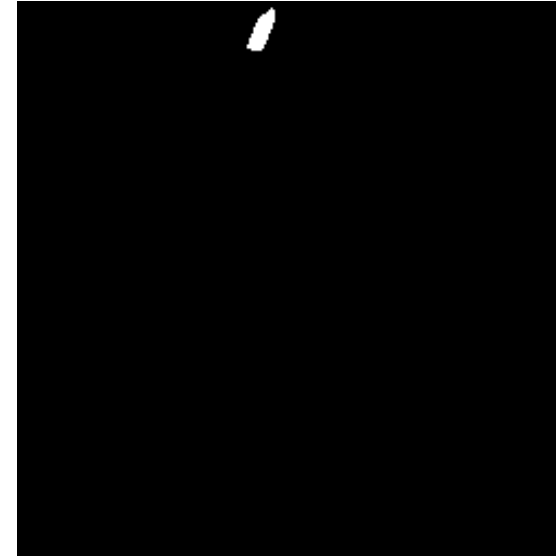
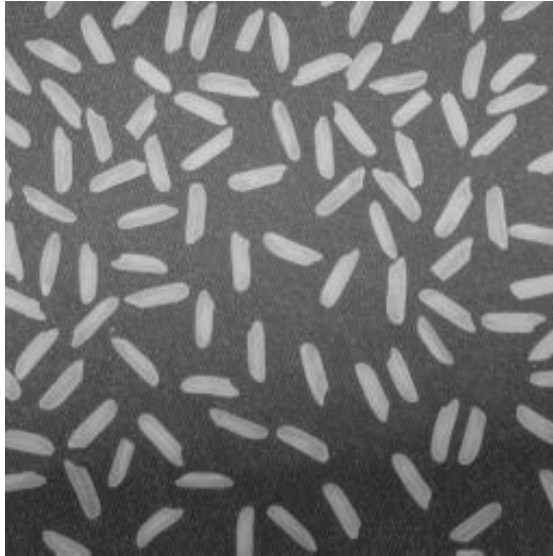
- Color-based method



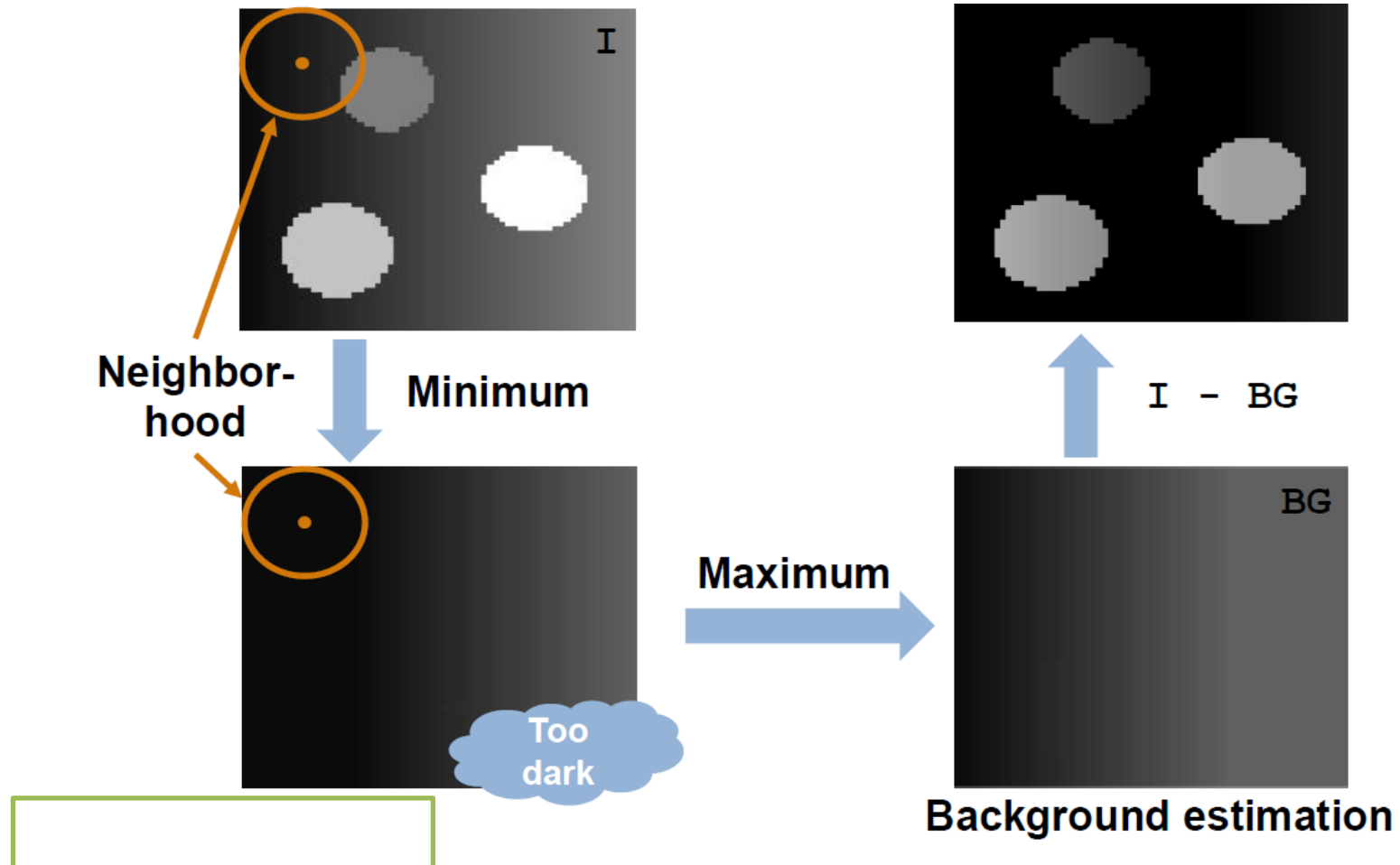
- Texture methods



Course Example: Find the Smallest Complete Grain



Handling Inhomogeneous Background



Applying Morphological Operators

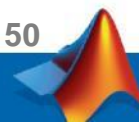
Assign minimum value `imerode`: 7, 8, 14, 16, 20

Assign maximum value `imdilate`: 7, 8, 14, 16, 20

0	1	0
1	1	1
0	1	0

Structuring
element
`strel`

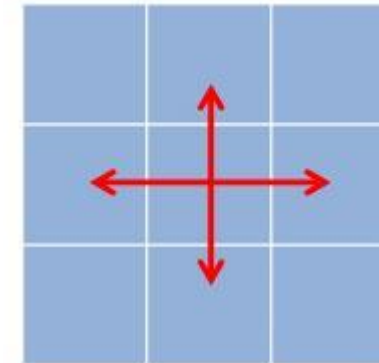
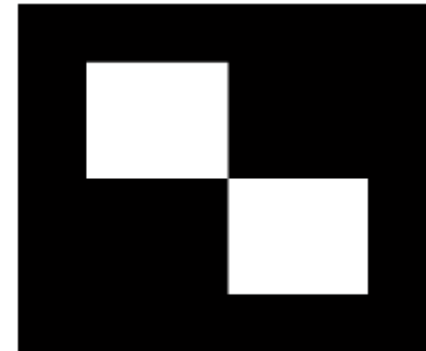
17	24	1	8	15
23	5	7	14	16
4	6	19	20	22
10	12	19	21	3
11	18	25	2	9



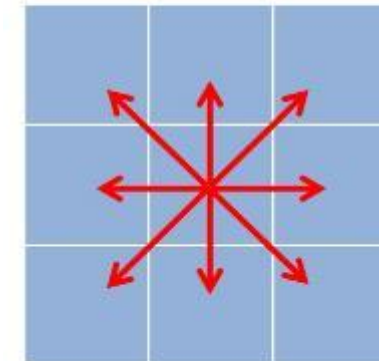
Finding Objects in a Binary Image

0	0	0	0	0	0	0	0
0	1	1	1	0	0	0	0
0	1	1	1	0	1	1	0
0	0	0	0	0	1	1	0
0	0	0	0	1	1	1	0
0	0	0	0	1	1	1	0
0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0

Connected
components
(objects)

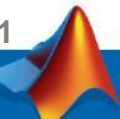


4 connected



8 connected

```
>> CC = bwconncomp(BW, conn)
```

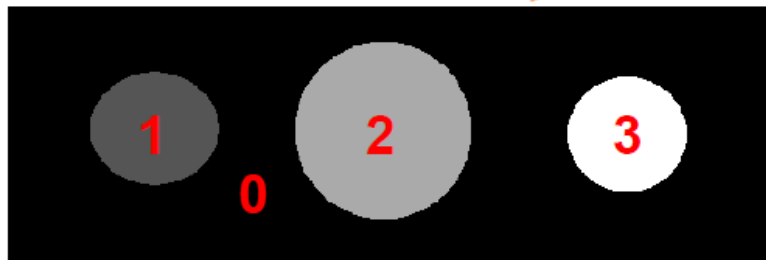


Visualizing Connected Components

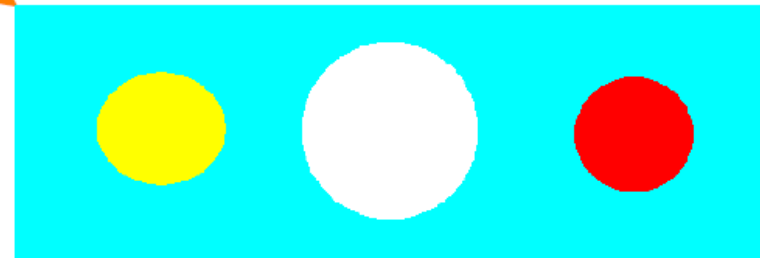
1x1 struct with 4 fields

Field ^	Value	Min	Max
Connectivity	8	8	8
ImageSize	[200 600]	200	600
NumObjects	3	3	3
PixelIdxList	1x3 cell		

labelmatrix

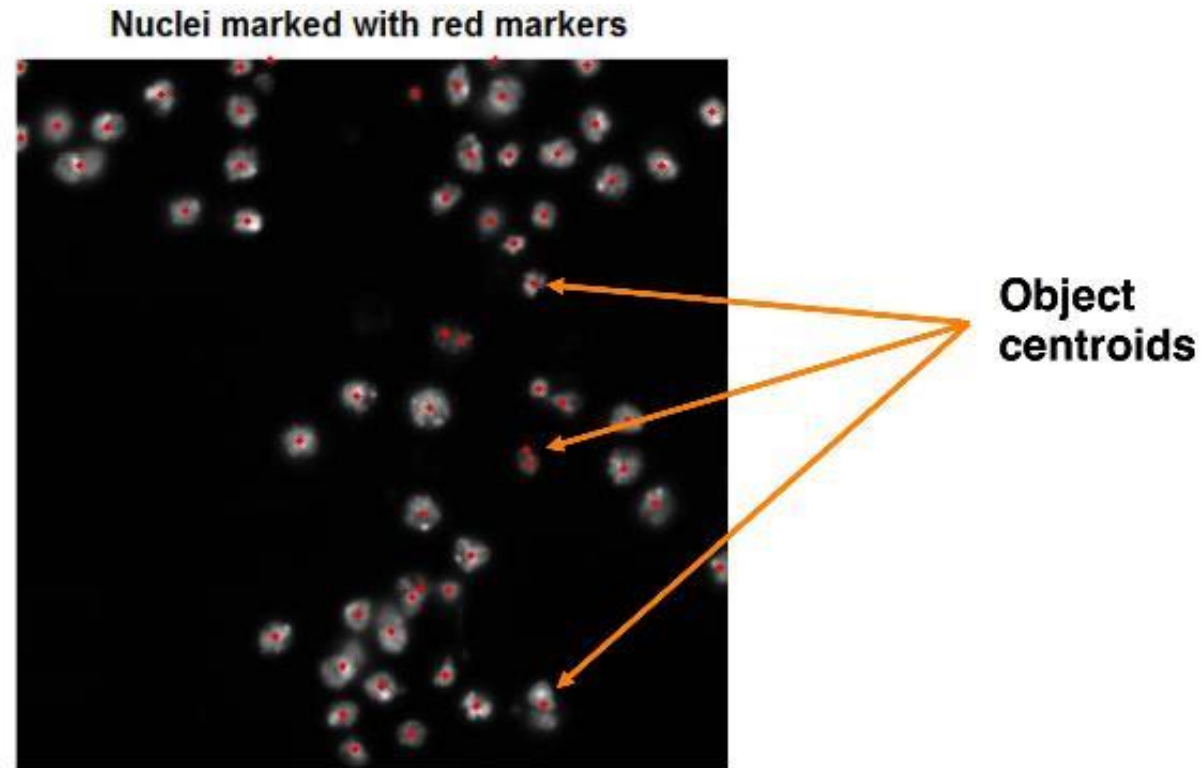


label2rgb



Measuring Shape Properties

- Area, Centroid, Bounding box,...



```
>> STATS = regionprops(A, properties)
```

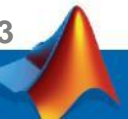
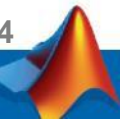
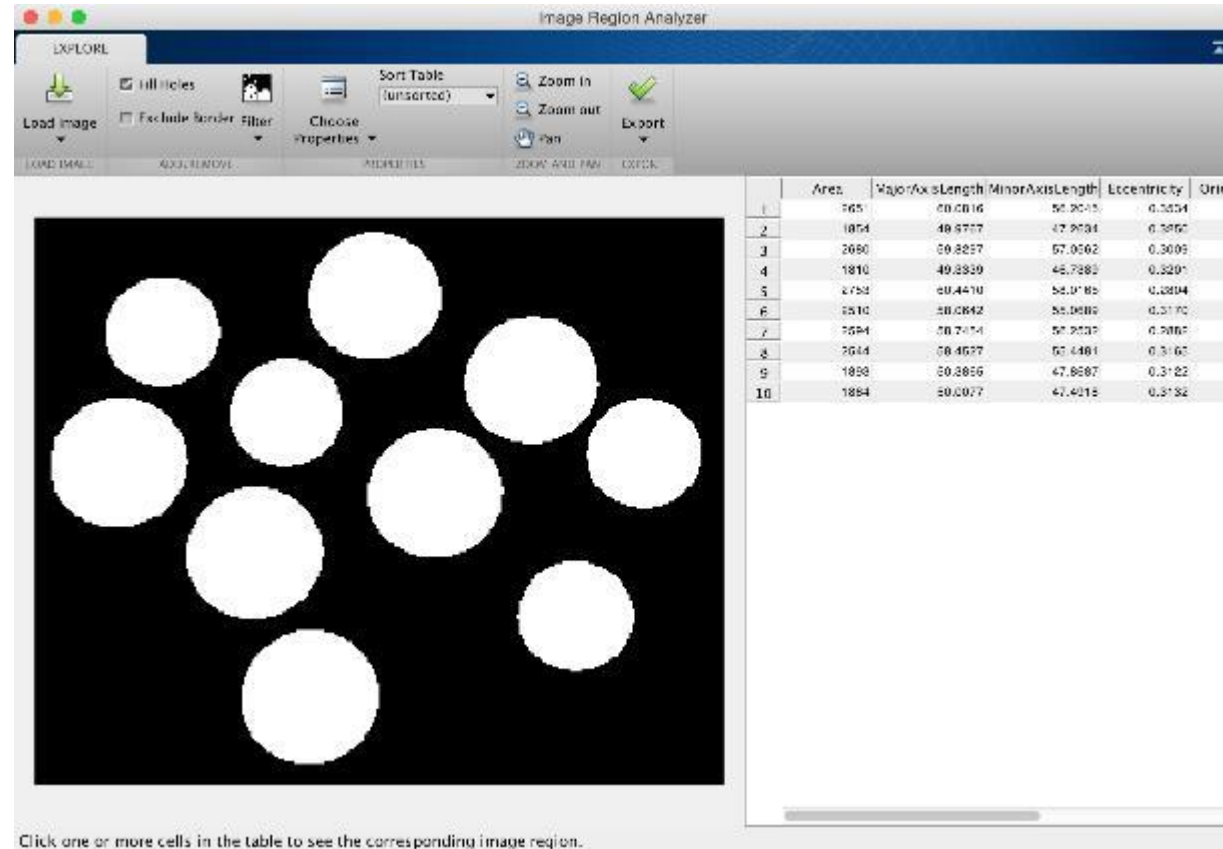


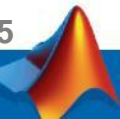
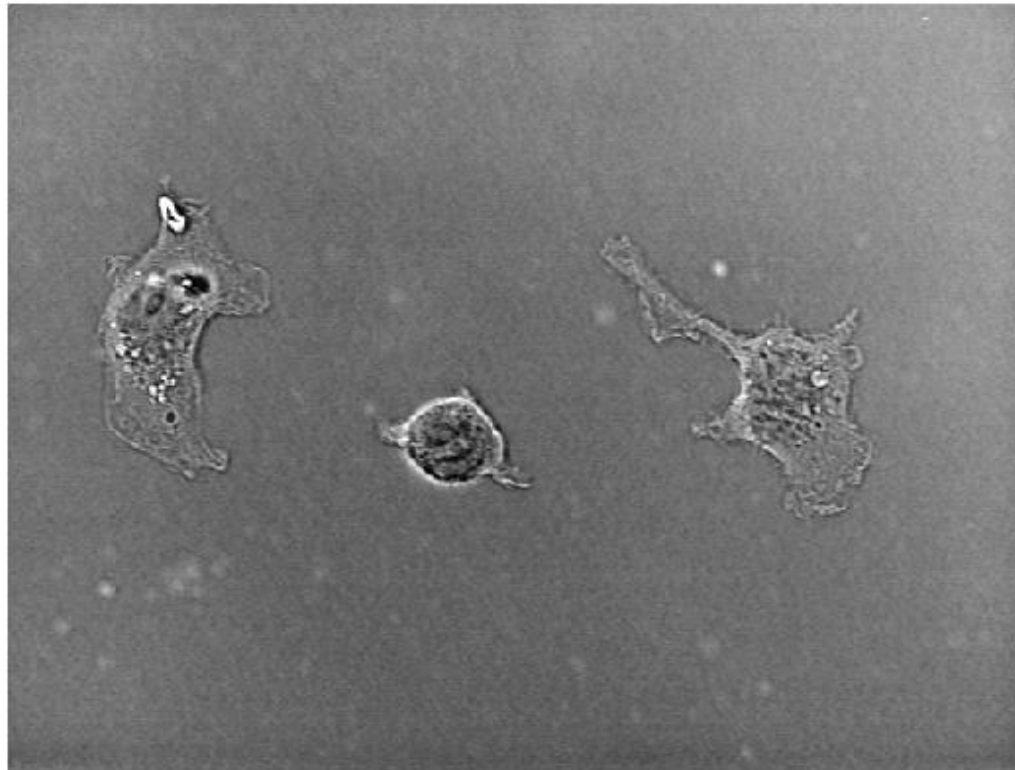
Image Region Analyzer APP

- App for analyzing the properties of each foreground object
- Only consider measurable properties, such as Area, Axis length, etc.

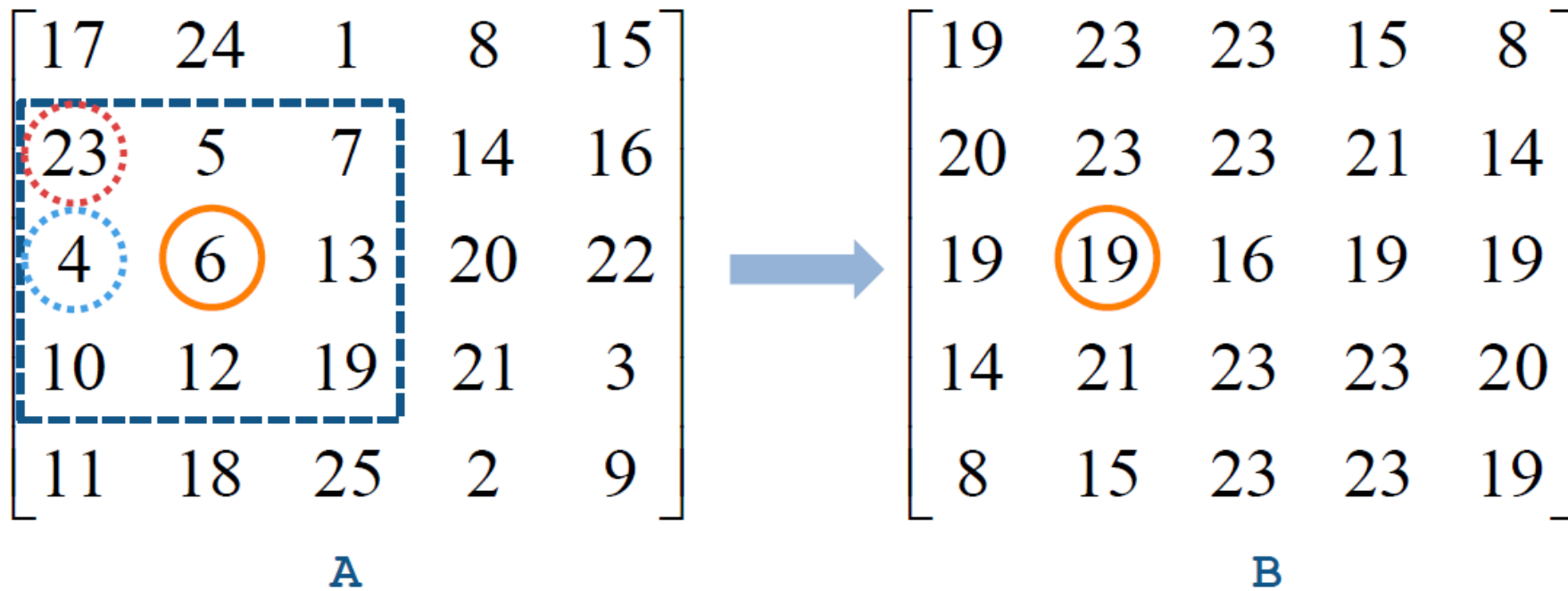


Texture Segmentation

- Textures described using subjective terms like **smooth**, **rough** or **silky** could be described by the **spatial variation in pixel intensities** in the image.

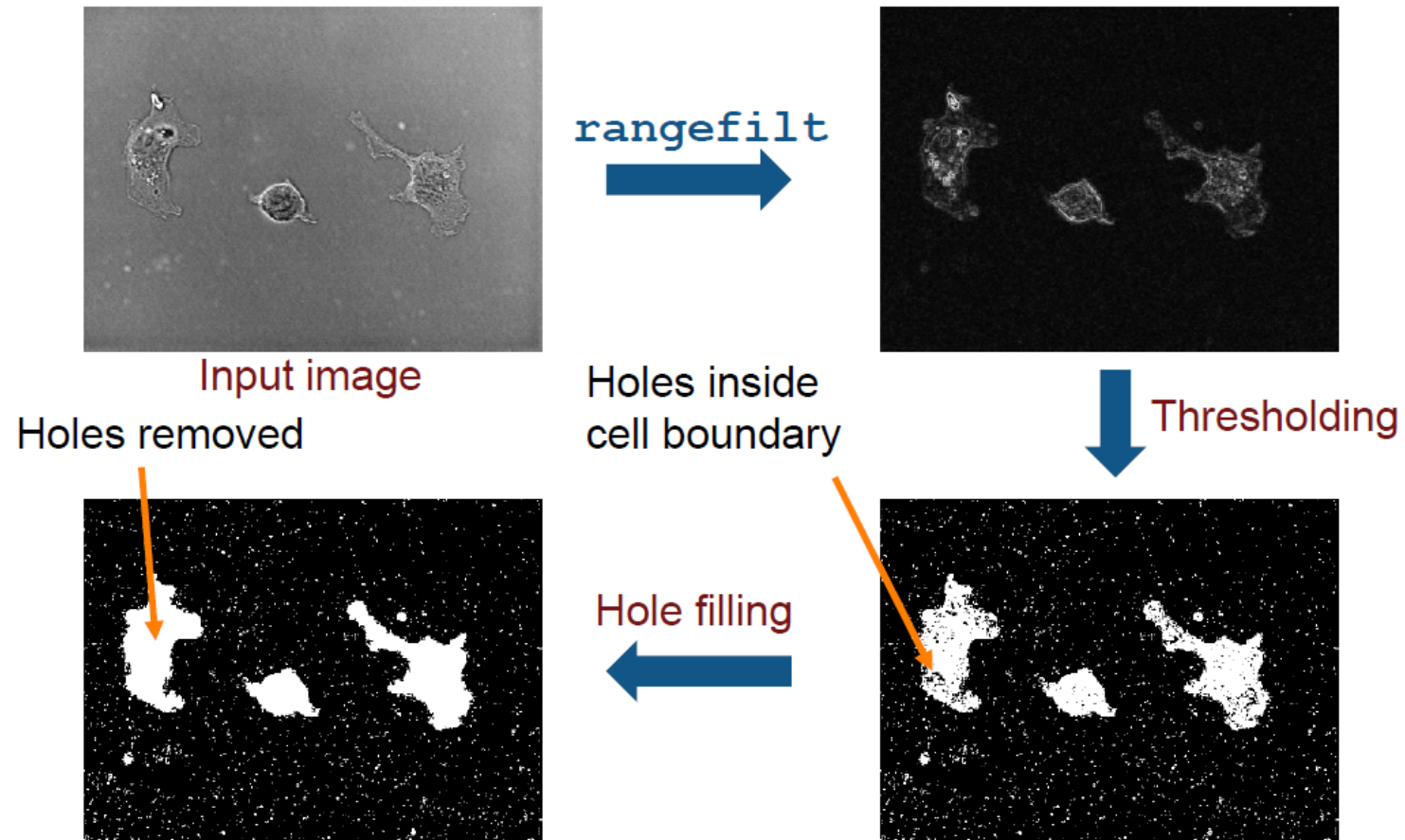


Using Range and Standard Deviation

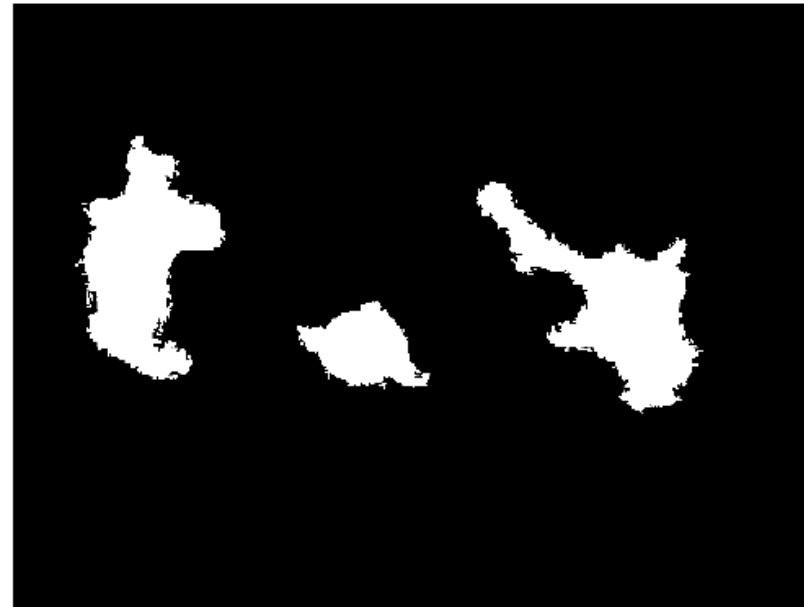
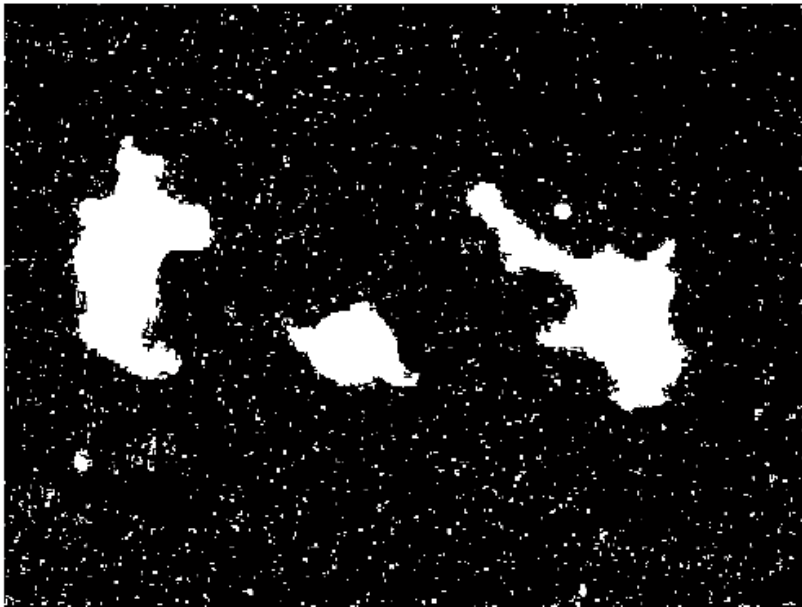


`B = rangefilt(A)`

Thresholding and Filling Image Regions



Removing Smaller Objects



`bwareaopen`

