## Project work IP&CV

Farinola Francesco - francesco.farinola@studio.unibo.it MAT. 954302

### First task

Outline the image with a binary mask and search for defects

### 1st step - Preprocess image:

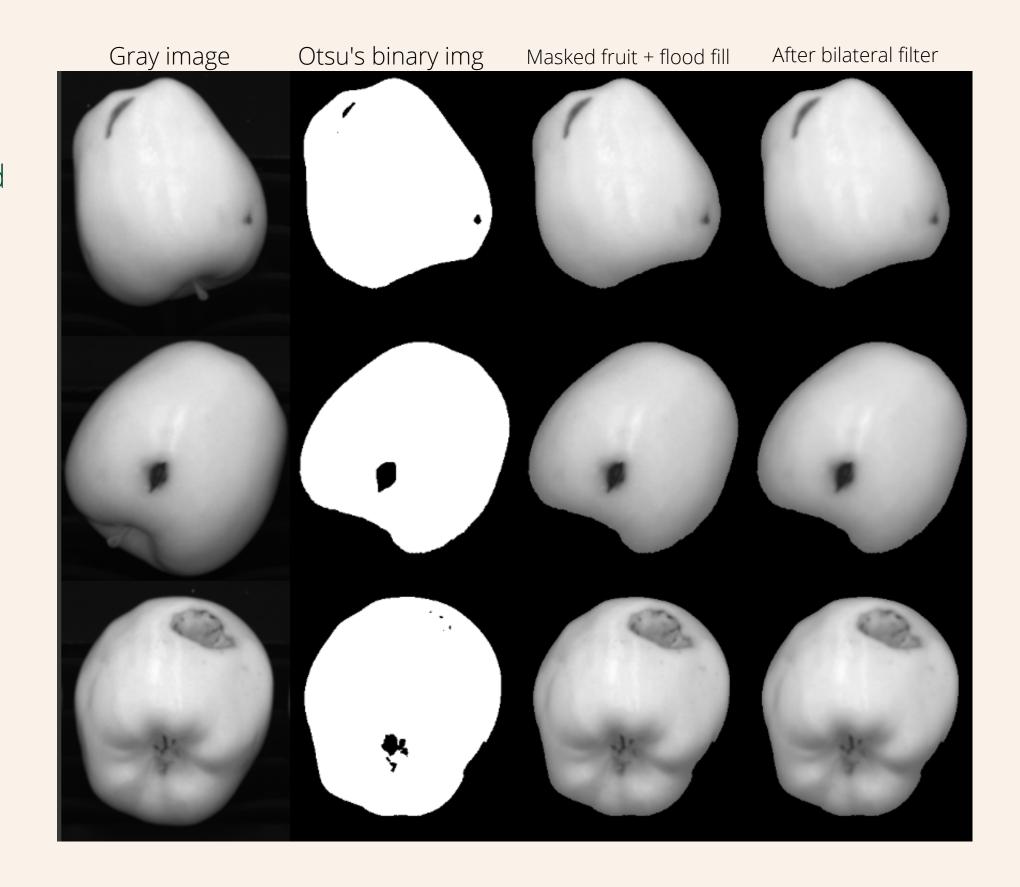
When computing a binary image, we are supposed to have a bi-modal gray-level histogram but since images are noisy we need to smooth the signal first:

- Apply a Gaussian filter to the gray image
- Compute a binary mask using the Otsu's method
- Apply **flood fill** to the binary mask to fill holes of the fruit region in order to get a mask of the fruit
- Apply the mask to the gray image and smooth signal via a Bilateral filter to preserve edges, so we can find edges of defects later

#### Parameters

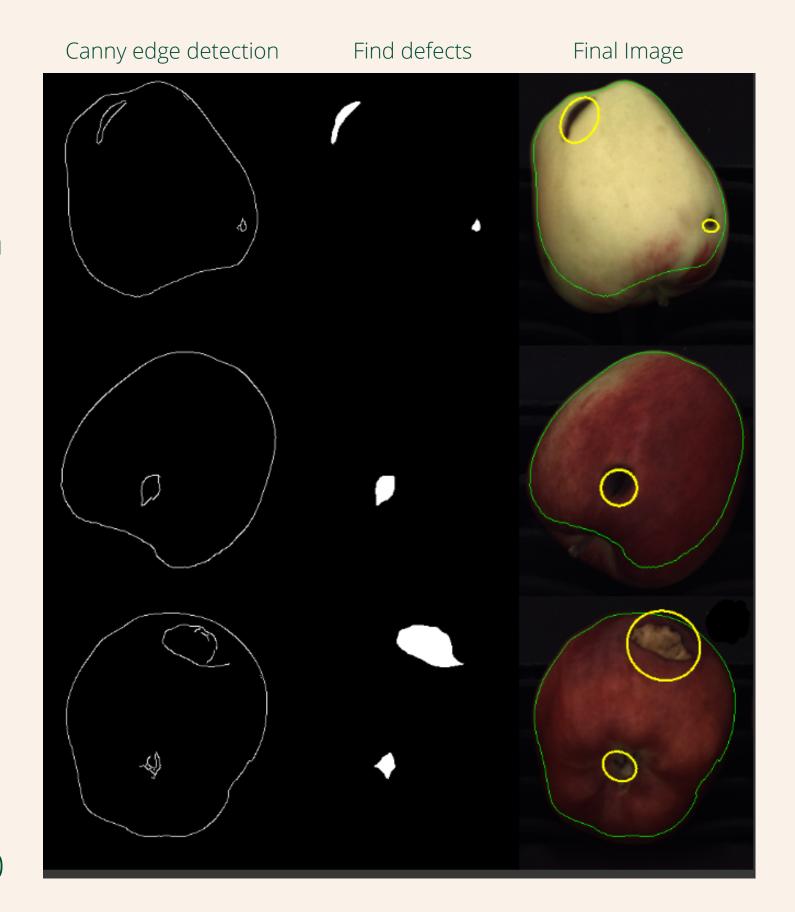
- **Gaussian filter**: 3x3 kernel with sigma computed automatically by OpenCV using the rule of thumb
- Otsu's method applied via cv2.threshold(v, 0, 255, cv2.THRESH\_BINARY + cv2.THRESH\_OTSU)
- **Flood fill** is applied via *cv2.floodFill* by giving as parameters the binary mask and a mask with all 0 values
- **Bilateral filter**: d (diameter) = 5 small kernel for fast computation and both SIgmas = 40. Like this, pixels closer and with similar intensity will have bigger weights

The goal of this first step is to identify a mask for the fruit, and not having defects already detected.



# First task 2nd step - Detect defects

- Detect edges inside the fruit via a **Canny Edge detector** with hysteresis thresholds:  $T_low = 0$  and  $T_high = 130$ . Like this all pixels will be weak edges while edge pixels whose gradient is higher than 130 will be strong ones.
- To find defects edges:
  - Create a **background mask**: 255 mask
  - **Dilate** the latter mask via a 5x5 dilation x 3 iterations
  - Subtract this mask to the canny's one to get fruit/defects contours
- Consolidate edges via a closing operation (dilation + erosion)
  with an elliptic structuring element like this we will fill holes
  with ellipses of the defects
- Finally, we **draw** ellipses on the color image over contours (cv2.findContours) whose area is larger than a minimum of 10



Identify the russet or at least some part of it - possibly with no False Positives

Two approaches:

#### **Preprocess image**

- Compute a binary mask of the B/W image
- Get connected components from binary mask and get the one with maximum area = fruit
- Apply flood fill like in first task
- Erode contours of fruit with a 5x5 structuring element 3 times to darker shades of the color, due to shadows

#### 1. Detection of russet via **K-means** color clustering

Convert the image to the **CIE Lab** color space since it is the nearest to human's eye perception of colors.

Compute K-means to clusterize pixel colors and then sample russet colors from the two images so we can get the centroid nearest to those samples as russet indexes.

#### 2. Adaptive thresholding meaningful color channels

Convert the two images to different color spaces: **HLS, HSV, Lab, Luv**Plot each image as a **gray image** using values from **single channels** so as we can spot which color channel models better russets.

Then, apply adaptive thresholding on the smoothed gray image of most meaningful channel.

#### K-Means

Before applying K-means, we smooth the image via a **Bilateral Filter**, then **convert** it to the Lab color space and **normalize** values in a [0,1] range.

Since a fruit may have different shades of colors we cannot set a fixed number of clusters. To get the best K, we perform iterative k-means with k spanning from 2 to 7. For each iteration, we compute a performance index which is called **scaled inertia** and is computed as:

Scaled Inertia = 
$$\frac{Inertia(K)}{Inertia(K = 1)} + \alpha \cdot K$$

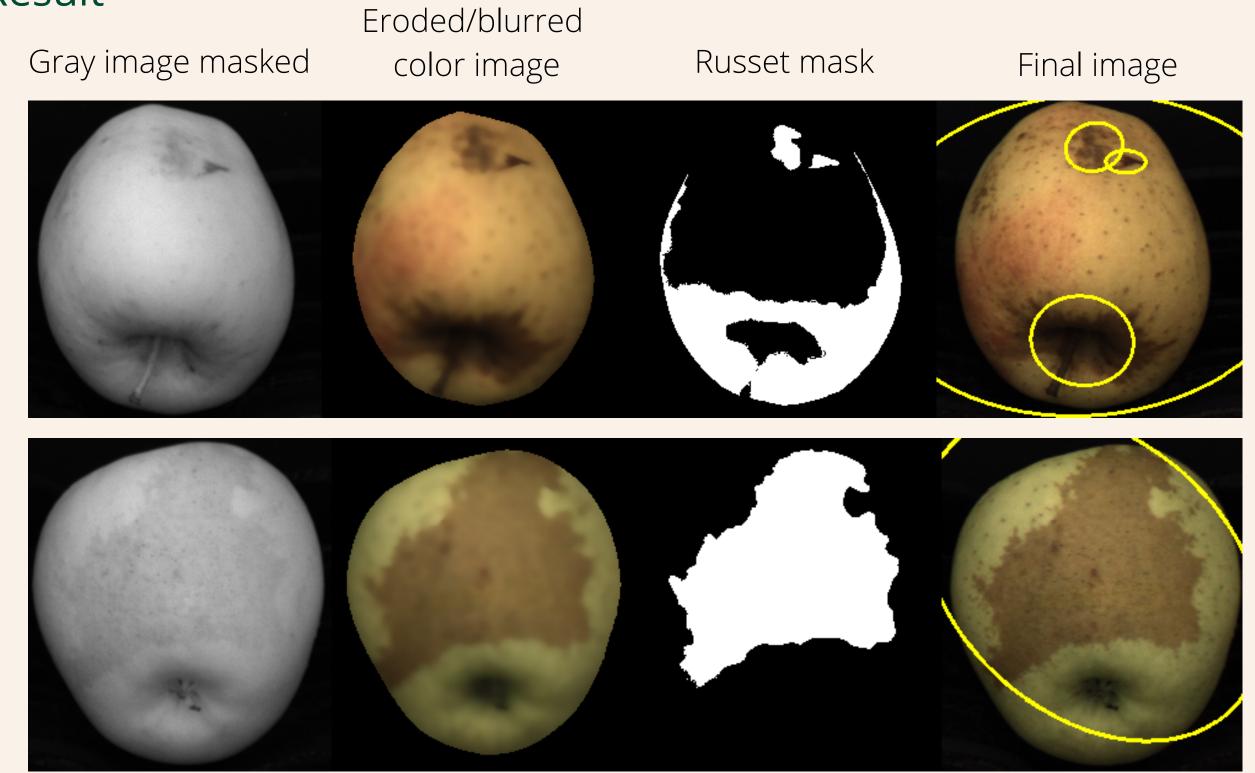
So, we get the k with **minimum** scaled inertia and get labels and centroids for an image.

After this we **sample** from the given images **two shades of russet** color: light and dark brown and compute the **city-block distance** of centroids from these samples so we take as russet index the centroid with minimum distance.



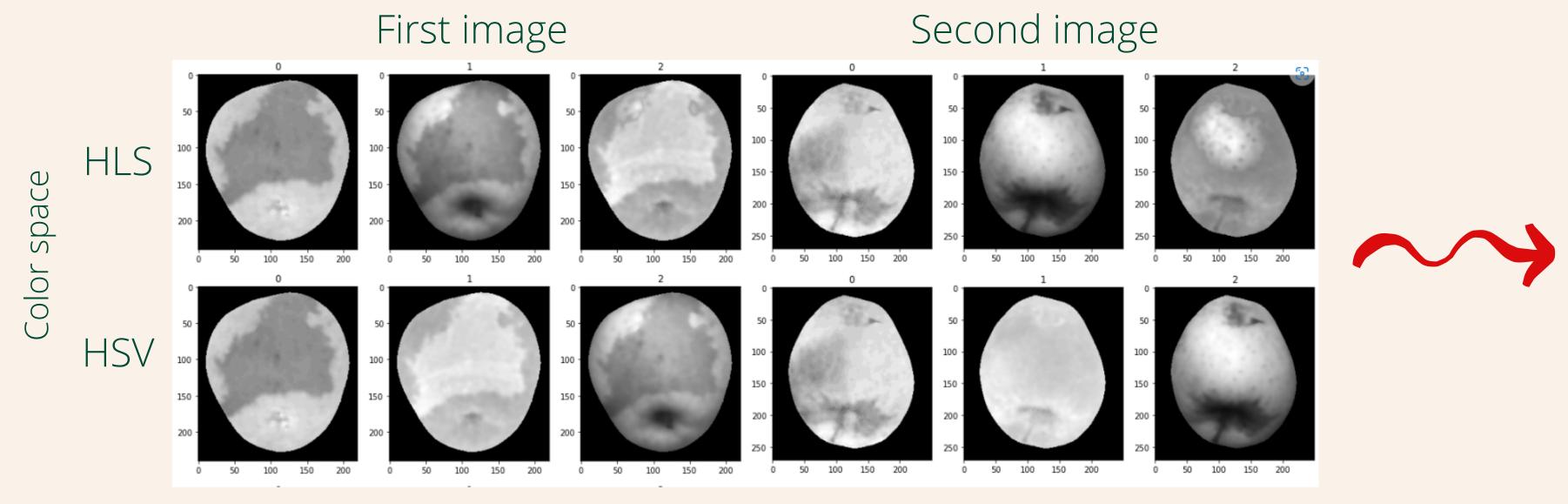
Finally, we get as defect mask, all the pixels whose label from k-means has been assigned to the russet index = centroid label

K-Means Result



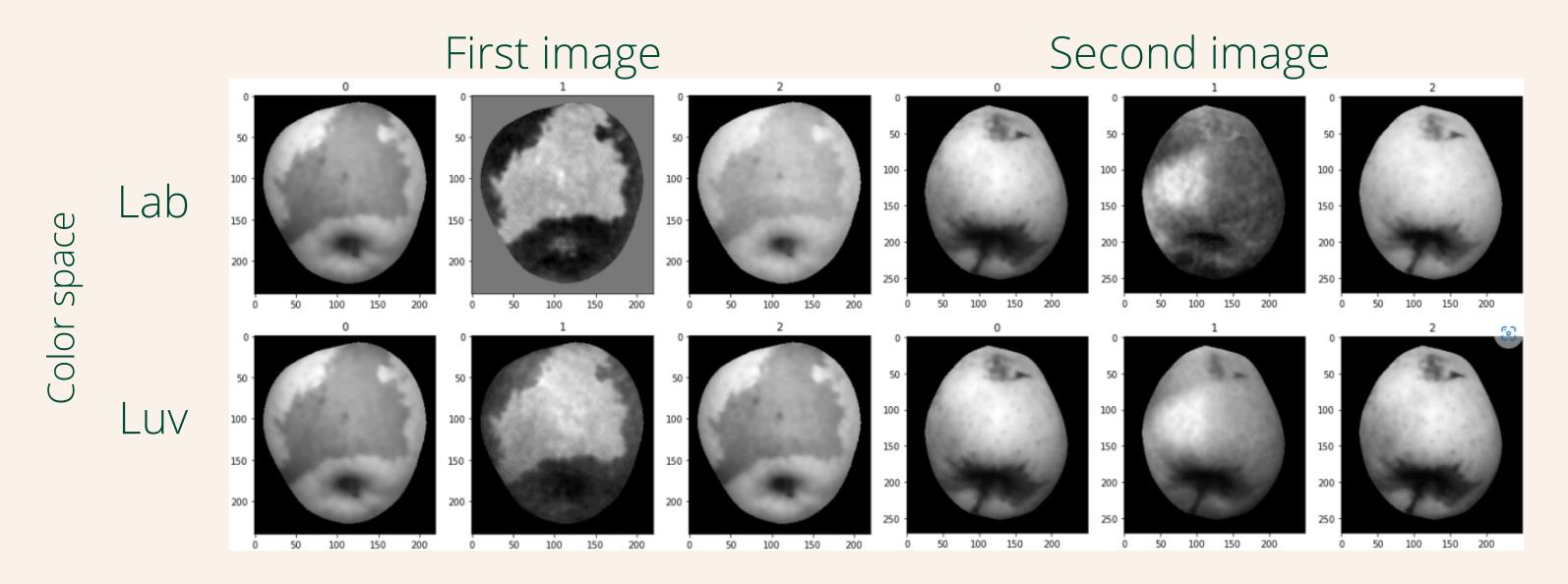
#### Adaptive thresholding meaningful color channels

With matplotlib we are able to plot single channels intensity values as a gray image in order to spot which one enhances most the russet color. From the images below we can clearly see that the **V channel of Luv** color space give more contrast to the russet.



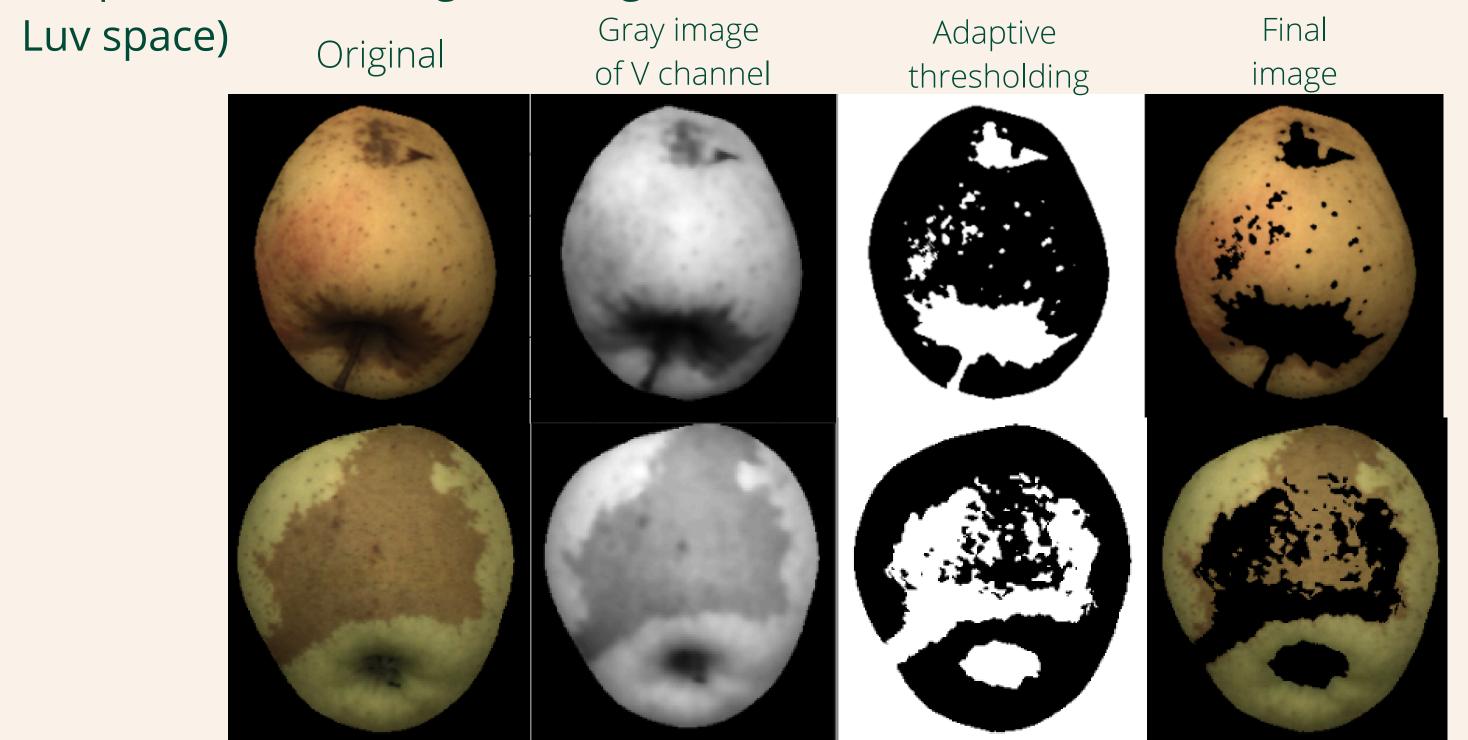
0,1,2 represent respectively the first, second and third channel of the correspondent color space

After extracting the V values, from the Luv image, we apply a **Gaussian filter** to smooth signal and apply **adaptive threshold** to be robust to light changes using a *Gaussian like mean* and using a *block size of 145* and constant c=0. After applying adaptive threshold we end up with a binary mask of the russet.



0,1,2 represent respectively the first, second and third channel of the correspondent color space

Adaptive thresholding meaningful color channels - Result (mask of V channel in



### Third task

Kiwi inspection - Detect defects with special care for background noise

This task can be addressed like the first one. To get the kiwi's mask:

- The gray image is thresholded in order to get a binary image this time with a **fixed thresh = 40**
- Flood fill the binary image
- Apply an Erosion with a 7x7 structuring element to separate potential background noise from contours of the kiwi
- Compute the connected components and get the one with maximum area to get the kiwi.

#### To detect defects:

- Apply a **Bilateral filter** to the masked image before computing edges (7, 40, 50)
- Perform Canny's edge detection but fine-tuning hysteresis thresholds Tlow = 10, Tupper = 110
- Compute the background mask (255 mask) and dilate it. then **subtract** this to canny's mask
- Consolidate defects with a **closing operation** with elliptic structuring element

### Third task

Kiwi inspection - Result (1)

Original	Binary Mask	Flood Fill + Erosion + Max area C	Bilateral filter	Canny's edges	Defect mask	Final
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### Third task

Kiwi inspection - Result (2)

Original	Binary Mask	Flood Fill + Erosion + Max area C	Bilateral filter	Canny's edges	Defect mask	Final
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