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| **­Image processing** | **Task No. 1** |
| **Task variant: Group 1**  (all B, all G, N9, all E) | |
| **Day and time** November 4, 2022  **Academic year 2022/2023** | **Full name : Piotr Czapla 234751**  **Full name : Aleksandra Banasiak 234750** |
| **Technical description of the application – extend STRUSTURE**  In order to fulfill the requirements we decided to focus on programming our application in C++ programming languages as we had the basic knowledge from previous projects. Not to mention the research we performed to find the suitable library with open source and free usage for students. We decided to focus on features of the CImg Library which is a small and open-source C++ library for image processing and thanks to that we were able to create function which will be described precisely in further points of the report.  Additionally to create command line application we used available Program Options Parser Library which is a C++ command line arguments parser that supports the same set of options as GNU's getopt and thus closely follows the POSIX guidelines for the command-line options of a program. We used available resources from <https://github.com/badaix/popl> to implement our solution.  To run the program, the user have to open the cmake-build-debug folder in the command prompt, enter the command "--help" to display all available features.  In this section the technical description of the application should be placed. In the case of using an external library, specify how it is used, what structures are used for storing the image in memory, etc. | |
| **Description of implementation of basic image operations ADD MEMMORY AND TIME**   * Description (B1) Image brightness modification     **Figure nr.1** Original picture, before editing    **Figure nr.2** Picture after execution of brightness method with value 100  To adjust the brightness of an image, we created the function called brightness\_modification which as a variable from the user takes a constant type integer by which the brightness of the picture should be increased (effect is shown on Figure nr.1). It changes the value of all pixels by a this handed over constant. Adding a positive constant to all of the image pixel values makes the image brighter. Similarly the user can subtract a positive constant from all of the pixel values to make the image darker. As the method is created with two nested “for” loops we conclude that the time complexity is O(n2) and total milliseconds of performance this algorithm is 789.275, moreover during the process there is no additional memory allocated.  void brightness\_modification(int constant) {  CImg<unsigned char> image("..\\..\\images\\lenac.bmp");if(constant >= 0)  {  for (int x = 0; x < image.width(); x++)  {  for (int y = 0; y < image.height(); y++)  {  float valR = image(x, y, 0) + constant;  float valG = image(x, y, 1) + constant;  float valB = image(x, y, 2) + constant;   if(valR <= 255) image(x, y,0) = valR;  else image(x, y,0) = 255;   if(valG <= 255) image(x, y,1) = valG;  else image(x, y,1) = 255;   if(valB <= 255) image(x, y,2) = valB;  else image(x, y,2) = 255;  }  }  }  else  {  for (int x = 0; x < image.width(); x++)  {  for (int y = 0; y < image.height(); y++)  {  float valR = image(x, y, 0) + constant;  float valG = image(x, y, 1) + constant;  float valB = image(x, y, 2) + constant;   if(valR >= 0) image(x, y,0) = valR;  else image(x, y,0) = 0;   if(valG >= 0) image(x, y,1) = valG;  else image(x, y,1) = 0;   if(valB >= 0) image(x, y,2) = valB;  else image(x, y,2) = 0;  }  }  }  }     * Description (B2) Image contrast modification     **Figure nr.3** Picture after execution of contrast method with value of 200  Contrast is the difference between maximum and minimum pixel intensity in an image. Intending change the contrast of the picture we created the method called contrast\_modification which takes value of intensity as the variable from the user. After executing this method (effect shown on Figure nr.3) it changes the contrast of an image by changing the value of the max and min intensity pixel. In this case the method is also created with two nested “for” loops which leads to the conclusion that the time complexity is O(n2) and total milliseconds of performance this algorithm is 149.5214, moreover during the process there is no additional memory allocated.  void contrast\_modification(int intensity){  CImg<unsigned char> image("..\\..\\images\\lenac.bmp");for (int x = 0; x < image.width(); x++) {  for (int y = 0; y < image.height(); y++) { float correction\_factor = 259\*(255+intensity)/255\*(259-intensity);  float valR = correction\_factor\*(image(x, y, 0)-128)+128;  float valG = correction\_factor\*(image(x, y, 1)-128)+128;  float valB = correction\_factor\*(image(x, y, 2)-128)+128;   if(valR <= 0)  {  image(x, y, 0) = 0;  }  else if (valR >= 255) image(x, y,0) = 255;   else image(x, y, 0) = valR;   if(valG <= 0){  image(x, y, 1) = 0;  }   else if (valG >= 255) image(x, y,1) = 255;   else image(x, y,1) = valG;   if(valB <= 0)  {  image(x, y, 2) = 0;  }  else if (valB >= 255) image(x, y,2) = 255;   else image(x, y,2) = valB;   }  } }   * Description (B3) Negative     **Figure nr.4** Picture after execution of negative method  Negative transformation refers to subtracting pixel values from (L-1), where L is the maximum possible value of the pixel, and replacing it with the result. To negatively transform an image, we loop through the pixels using two for loops – again the time complexity is O(n2) and total milliseconds of performance this algorithm is 63.351, moreover during the process there is no additional memory allocated. If the image is RGB, the red, green, and blue values are subtracted from (L-1) and the result is stored in place of the values. In the case of greyscale images, the intensity of the pixels is subtracted instead. Negative transformation is done to bring attention to detail in the darker regions of the image. The effect of the executed method is visible on the Figure nr.4  void negative(){  CImg<unsigned char> image("..\\..\\images\\lenac.bmp");  for (int x = 0; x < image.width(); x++) {  for (int y = 0; y < image.height(); y++) {float valR = image(x, y, 0);  float valG = image(x, y, 1); float valB = image(x, y, 2);  float negative1 = 255-valR;  float negative2 = 255-valG;  float negative3 = 255-valB;  image(x, y, 0) = negative1;  image(x, y, 1) = negative2;  image(x, y, 2) = negative3;  }  }  image.save\_bmp("..\\..\\images\\negative.bmp}   * Description (G1) Horizontal flip     **Figure nr.5** Picture after execution of horizontal flip method  Horizontal Flip is a data augmentation technique that takes both rows and columns of such a matrix and flips them horizontally. As a result, you will get an image flipped horizontally along the y-axis (shown on Figure nr.5). We implemented this algorithm in a function called horizontal\_flip which is created with two nested loops iterating over given image width and then over the height, which again leads to time complexity O(n2) and total milliseconds of performance this algorithm is 64.5069, moreover during the process there is no additional memory allocated.  void horizontal\_flip(){  CImg<unsigned char> image("..\\..\\images\\lenac.bmp");  CImg<unsigned char> buffer = image;  for (int x = 0; x < image.width(); x++) {  for (int y = 0; y < image.height(); y++) {  buffer(x, y, 0) = image(image.width()-x, y, 0);  buffer(x, y, 1) = image(image.width()-x, y, 1);  buffer(x, y, 2) = image(image.width()-x, y, 2);  }  }  image = buffer;  image.save\_bmp("..\\..\\images\\horizontal\_flip.bmp");  }   * Description (G2) Vertical flip     **Figure nr.6** Picture after execution of vertical flip method  Vertical Flip flips algorithm works the same as described in horizontal flip with one distinction that image flips along the x-axis (result shown on Figure nr.6). Analogously the algorithm has the time complexity O(n2) and total milliseconds of performance this algorithm is 68.9925, moreover during the process there is no additional memory allocated.  void vertical\_flip(){  CImg<unsigned char> image("..\\..\\images\\lenac.bmp");  CImg<unsigned char> buffer = image;  for (int x = 0; x < image.width(); x++) {  for (int y = 0; y < image.height(); y++) {  buffer(x, y, 0) = image(x, image.height()-y, 0);  buffer(x, y, 1) = image(x, image.height()-y, 1);  buffer(x, y, 2) = image(x, image.height()-y, 2);  }  }  image = buffer;  image.save\_bmp("..\\..\\images\\vertical\_flip.bmp");  }   * Description (G3) Diagonal flip     **Figure nr.7** Picture after execution of diagonal flip method  The colored image can be represented as a 3 order matrix. The first order is for the rows, the second order is for the columns and the third order is for the layers, the pixel value will determine the color of the pixel based on the color format. Approach we took to implement diagonal flip is separating each layer, then flipping every layer up to down then flipping every layer right to left and finally taking transpose of the image as the nested loops iterate the width and height leading to time complexity of O(n2) and total milliseconds of performance this algorithm is 64.6001, moreover during the process there is no additional memory allocated.  void diagonal\_flip(){  CImg<unsigned char> image("..\\..\\images\\lenac.bmp");  CImg<unsigned char> buffer = image;  for (int x = 0; x < image.width(); x++) {  for (int y = 0; y < image.height(); y++) {  buffer(x, y, 0) = image(image.width()-x, image.height()-y, 0);  buffer(x, y, 1) = image(image.width()-x, image.height()-y, 1);  buffer(x, y, 2) = image(image.width()-x, image.height()-y, 2);  }  }  image = buffer;  image.save\_bmp("..\\..\\images\\diagonal\_flip.bmp");  }   * Description (G4) Image shrinking     **Figure nr.8** Picture after execution of shrink method  We decided to use the Nearest neighbor Image Scaling algorithm as it is the simplest and fastest implementation of image scaling technique. The existing pixel values are the only information we have access to in order to generate a larger or smaller version of that image. (The shrink effect is shown of Figure nr.8). When it comes to time complexity we deal with two nested loops as it results with O(n2) and total milliseconds of performance this algorithm is 45.1901.  MEMORY ALLOCATED?  void shrink(float multiplier){  if (multiplier<=0){   }else if(multiplier>=1){   }else{  CImg<unsigned char> image("..\\..\\images\\lenac.bmp");  CImg<unsigned char> buffer (image.width()\*multiplier,image.width()\*multiplier,1,3,0);  for (int x = 0; x < buffer.width(); x++) {  for (int y = 0; y < buffer.height(); y++) {  buffer(x, y, 0) = image(x/multiplier, y/multiplier, 0);  buffer(x, y, 1) = image(x/multiplier, y/multiplier, 1);  buffer(x, y, 2) = image(x/multiplier, y/multiplier, 2);  }  }  image = buffer;  image.save\_bmp("..\\..\\images\\shrink.bmp");  }   }   * Description (G5) Image enlargement   As described upon we used the Nearest neighbor Image Scaling algorithm and for larger versions of the original image, we took the original pixel values and place them analogically across the new specified dimension, so we fill up our new canvas size and the using resampling algorithm refilling those vacant positions (The final result of invoking this method is shown on Figure nr.9). Similarly to previously mentioned algorithm the time complexity is O(n2) and total milliseconds of performance this algorithm is 170.558.  MEMORY ALLOCATED?    **Figure nr.9** Picture after execution of enlargement method  void enlarge(float multiplier){  if (multiplier<=0){   }else if(multiplier<=1){   }else{  CImg<unsigned char> image("..\\..\\images\\lenac.bmp");  CImg<unsigned char> buffer (image.width()\*multiplier,image.width()\*multiplier,1,3,0);  for (int x = 0; x < buffer.width(); x++) {  for (int y = 0; y < buffer.height(); y++) {  buffer(x, y, 0) = image(x/multiplier, y/multiplier, 0);  buffer(x, y, 1) = image(x/multiplier, y/multiplier, 1);  buffer(x, y, 2) = image(x/multiplier, y/multiplier, 2);  }  }  image = buffer;  image.save\_bmp("..\\..\\images\\enlarge.bmp");  }   }  Here, a short description of implementation of the aforementioned basic operations should be placed. Attention should be paid (if possible) to the efficiency of this implementation w. r. t. both the time and the memory usage (these aspects should be described). | |
| **Description of implementation of noise reduction methods**   * The first method : Adaptive median filter     **Figure nr. 10** Before and after- result of the method adaptive\_median\_filter  An adaptive median filter performs spatial processing to reduce noise in an image. The filter compares each pixel in the image to the surrounding pixels, when one of the pixel values differ significantly from the majority of the surrounding pixels, the pixel is treated as noise. The filtering algorithm then replaces the noise pixel by the median values of the surrounding pixels(result shown on Figure nr.10). This process repeats until all noise pixels in the image are removed. As the implementation of the algorithm contains three nested “for” loops the time complexity is O(n3) and total seconds of performance this algorithm is shown in section “Analysis of the noise reduction methods w. r. t. the possible applications for various types of noise”.  void adaptive\_median\_filter(CImg<unsigned char> &image){CImg<unsigned char> buffer = image;  for (int x = 1; x < image.width(); x++) {  for (int y = 1; y < image.height(); y++) {for(int z=0;z<3;z++){  buffer(x,y,z)= median(image,x,y,z);  }   }  }   image=buffer;  }   * The second method : Arithmetic mean filter     **Figure nr. 11** Before and after- result of the method arithmetic\_mean\_filter  Arithmetic mean filter calculates the average value in a set of pixel values. In other words, we sum up all pixel values within the set and divide them by the size of that set. Convolution works by multiplying each coefficient in the kernel that coincides with the pixel value and summing it all up to form output value in the centre of it. The formula of this filter is shown on Figure nr. 12. As the implementation of the algorithm contains two nested loops the time complexity is O(n2) and total seconds of performance this algorithm is shown in section “Analysis of the noise reduction methods w. r. t. the possible applications for various types of noise”.    **Figure nr.12** Formula of the arithmetic mean filter  void arithmetic\_mean\_filter(CImg<unsigned char> &image) { CImg<unsigned char> buffer = image;   for (int x = 1; x < image.width(); x++) {  for (int y = 1; y < image.height(); y++) {  buffer(x,y,0)= (image(x-1,y-1,0)+image(x,y-1,0)+image(x+1,y-1,0)+image(x-1,y,0)+image(x,y,0)+image(x+1,y,0)+image(x-1,y+1,0)+image(x,y+1,0)+image(x+1,y+1,0))/9;  buffer(x,y,1)= (image(x-1,y-1,1)+image(x,y-1,1)+image(x+1,y-1,1)+image(x-1,y,1)+image(x,y,1)+image(x+1,y,1)+image(x-1,y+1,1)+image(x,y+1,1)+image(x+1,y+1,1))/9;  buffer(x,y,2)= (image(x-1,y-1,2)+image(x,y-1,2)+image(x+1,y-1,2)+image(x-1,y,2)+image(x,y,2)+image(x+1,y,2)+image(x-1,y+1,2)+image(x,y+1,2)+image(x+1,y+1,2))/9; }  }  image=buffer; }  A short description of implementation of the assigned (in the variant N) noise reduction methods should be placed in this section. Attention should be paid (if possible) to the efficiency of this implementation w. r. t. both the time and the memory usage (these aspects should be described). | |
| **Analysis of parameters of the noise reduction methods**   * Adaptive-median filter   When we consider value 0 of the passed parameter the effect of the filter is not visible. Although with given value greater than 1 there are noticeable changes. We consider this filter as more effective one as it does not blur the image as the one described below, the efficiency of the noise reduction maintains the quality.   * Arithmetic mean filter   As in previous example when the passed parameter is 0 the effect of the filter is not visible. However when given value greater than 1 there are visible differences. The output of processing image tend to be blurred. Continued increasing parameter slightly upgrades the noise reduction, image is not distorted but even more blurry, but the time devoted for processing it is significantly elongated.  The results of the experiments related to changes in values of the parameters (if there are any) of the assigned noise reduction methods should be placed here. In this section the conclusions drawn from the experiments should be also placed. | |
| **Analysis of the noise reduction methods w. r. t. the possible applications for various types of noise**  Results and conclusions    **Table nr.1** Comparision of the errors after performing noise reduction functions  ­­­According to our observations adaptive-median filter in comparison to the arithmetic mean filter provides better results. The reason we state that thesis is that arithmetic mean filter leaves the output image very blurry, while adaptive median filter doesn’t, as the result does not live up to expectations due to a loss in image quality.  Objective (coefficients E) and subjective conclusions related to the quality of the results obtained by the assigned noise reduction methods for different types of noise should be placed here. The images provided on the web page should be applied for this purpose. | |
| **Teacher's remarks**                This is a section for teacher's remarks for the laboratory group (please leave some free place). | |