Алгоритм Брэдли

Подключаем нужные библиотеки

In [1]:

```
%matplotlib inline

import pathlib
import imageio
import cv2
import numpy as np
from tqdm import tqdm
import matplotlib.pyplot as plt
import matplotlib.image as mpimg
from skimage.color import rgb2gray
```

Загружаем ДатаСет

In [2]:

```
training_paths = pathlib.Path('1 - Image/Dataset').glob('*')
training_sorted = sorted([x for x in training_paths])
```

Реализация алгоритма бинаризации изображения

```
d - размер окна, по которому идет оценка
```

d_h - половина размера окна, т.к нам удобнее работать именно с ней

sz - подобранный параметр, для измерения размера окна

coef - подобранный параметр для нахождению трешхолда

S - матрица интегрального изображения

Реализация

- 1. В цикле заполняем нашу матрицу интегрального изображения, добавляем отсутп в виде нулей, для недопущения уменьшения размера кратинки
- 2. Трешхолд высчитывается как среднее по окну + coef * среднее
- 3. За полняем изображение поэлементно

In [15]:

```
def binarizeImage(image, sz, coef):
    d = image.shape[0] // (int)(sz)

    d_h = d // 2

s = np.pad(image, d_h, mode = 'constant')

for i in (range(d_h, image.shape[0])):
    for j in range(d_h, image.shape[1]):
        s[i, j] = s[i, j] + (s[i - 1, j] + s[i, j - 1] - s[i - 1, j - 1])

def thresholding(ar):
    i = (int)(ar[0])
    j = (int)(ar[1])
```

CPU times: user 7 μs, sys: 0 ns, total: 7 μs

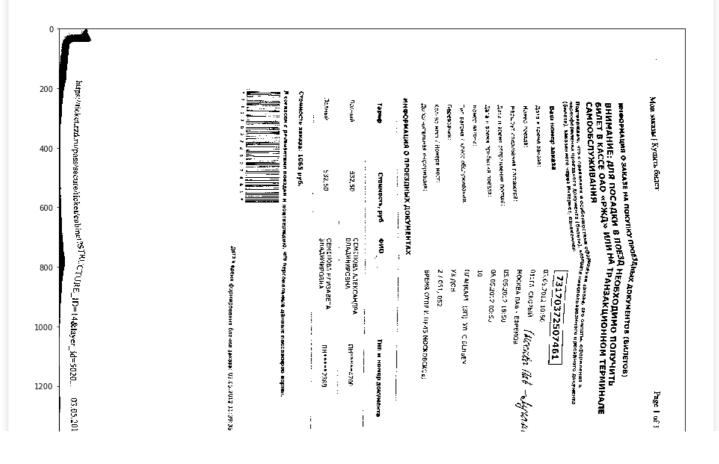
Wall time: 11.4 µs

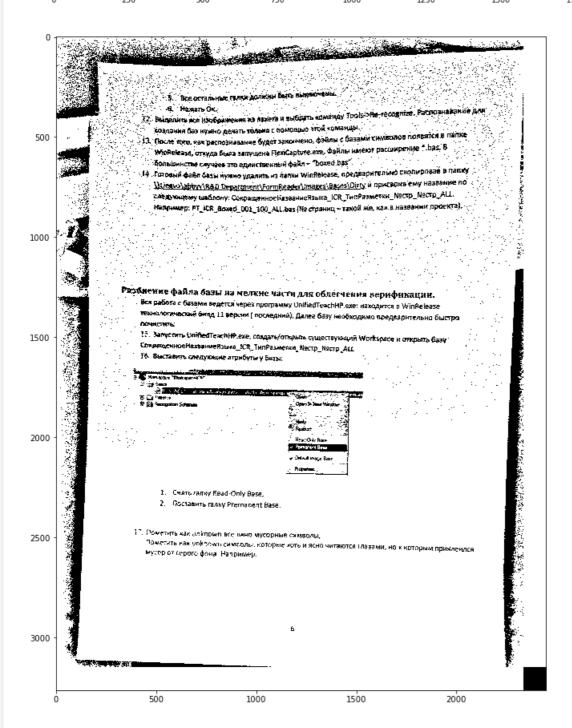
In [16]:

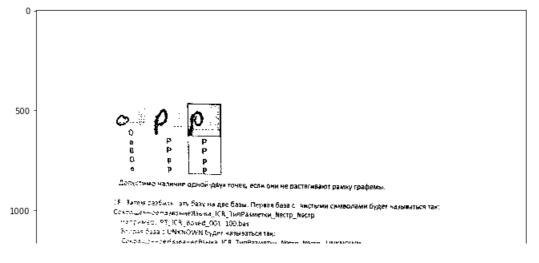
```
for (i, path) in enumerate(training_sorted):
    image = imageio.imread(str(path))
    plt.figure(figsize=(15, 15))
    binary_image = binarizeImage(rgb2gray(image), 28.55, -0.1869).astype(np.uint8) # 25.5, -0.1899)
    plt.imshow(rgb2gray(image), cmap=plt.cm.gray)
    plt.imshow(binary_image, cmap=plt.cm.gray)
    plt.imsave('res_images2/image' + str(i) + '.png', binary_image, cmap=plt.cm.gray)
    #break
```

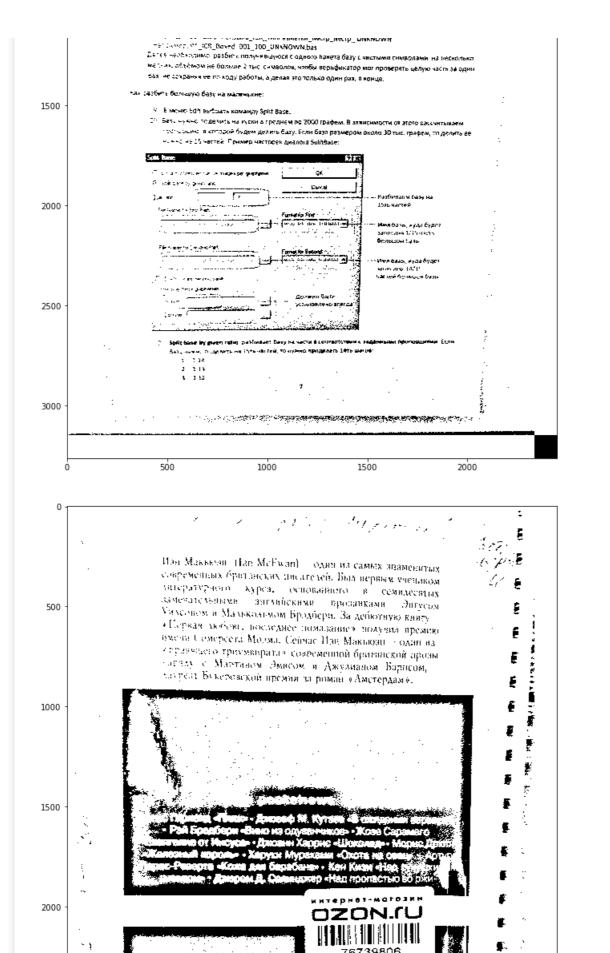
CPU times: user 9min 29s, sys: 4.07 s, total: 9min 33s

Wall time: 9min 36s



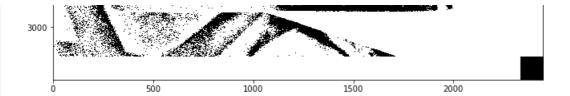


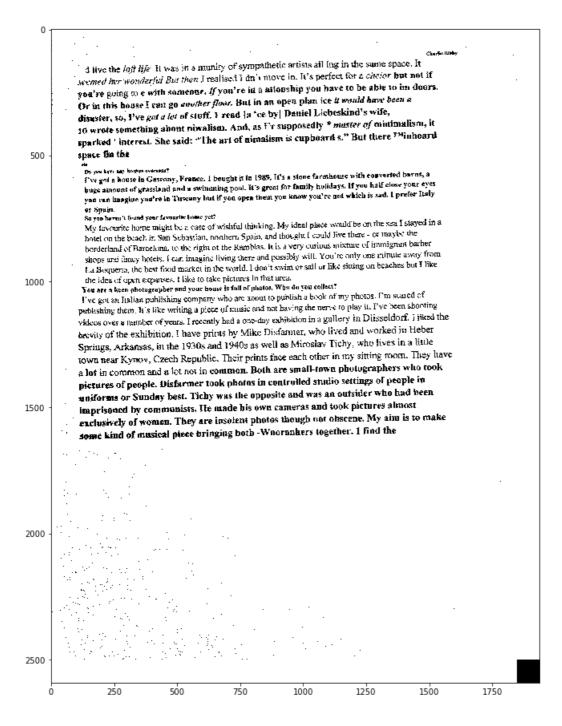


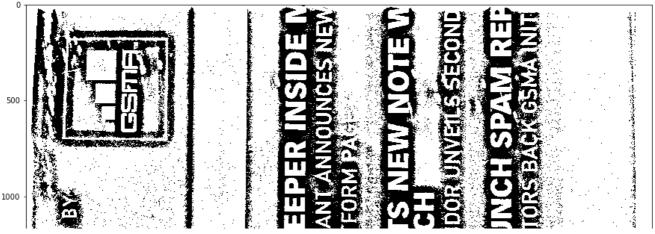


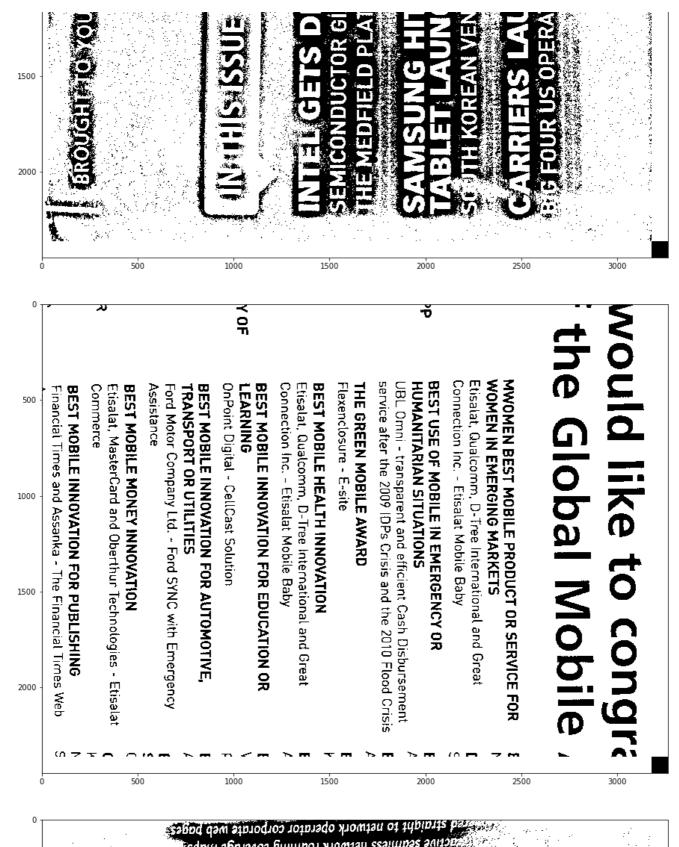
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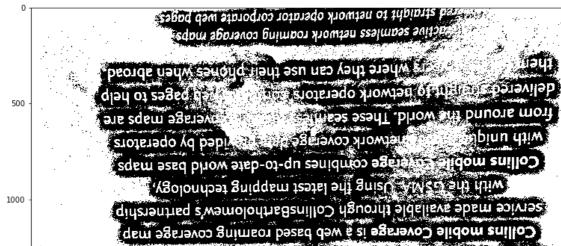
2500

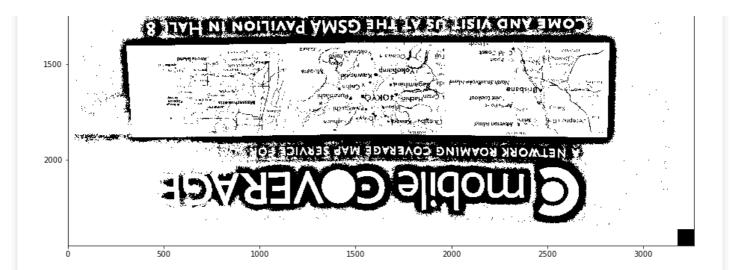


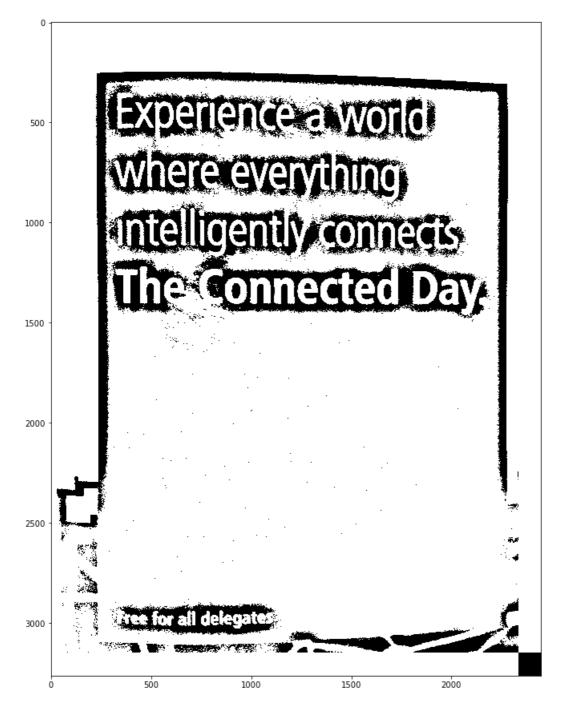












«ОНЕХЫН НЕБОХК **П** ЖОНФИТЬФИ

ars, homes, hotels, offices and car parks and more. This is just the tip of the ind the news has been awash with service launches, NFC-enabled devices an ceberg - the possibility for innovation is endless. ransportation, the exchange of information and content, control access t IPPHEATIONS for consumers, such as mobile ticketing to board publ payments, it goes far beyond; NFC will facilitate a wide range of nev new alliances. While NFC is perhaps most closely associated with mobil here is incredible excitement around Near Field Communications (NFC) toda

significant - nearly 1.5 billion SIM-based handsets will have been sold orldwide between 2010 and 2016, apporting transactions of more than \$50 lillion globally over the same period according to Strategy Analytics, and amentum is growing.

More than forty-five of the world's leading nobile operators have committed to support and implement SIM-based NFC solutions and prvices. Commercial NFC deployments are ready underway in France, Japan, Korea, urkey and the UK, with trials in many other cuntries around the world, and we expect to many more commercial deployments

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wave of innovative services. If we delive these key attributes, then we will enable a exciting new world of contactless services.

BUILDING SUCCESS THROUGH COLLABORATION

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There are many elements that must con together on both a country-by-country bas, and then on a global level, in order to driv NFC to mass-market scale.

Mobile industry -- Mobile operators have central role in the deployment of NFC service but they cannot do it in isolation. They mu engage their value chain, by specifying an ordering appropriate handsets, compliant SII cards—and developing the necessar

China mobile connections, Q4 2011

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1		Chine MobileChine Unicom-	Chine Unicom
	Connections (m)	648.7	199.7
	Connections, 3G* (m)	51.8	40
ine The	% 3G*	8%	20%
th is	Market Share	67%	21%
A at	Market Share, 3G*	24%	18%
and	Net Additions (m)	15.2	10.6
both	Net Additions, 3G* (m)	8.7	9.8
23G	Growth, YoY	11%	19%
(

1500

Source: Wireless Intelligence • *Includes CDMA2

have been able to migrate more subscribers to their respective 3G networks is partly due to them being able to tap into a broader range of 3G smartphones compared to what is currently available for China Mobile's homegrown TD-SCDMA network.

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Unicom has been the exclusive provider of the iPhone since 2009, while China Telecom is thought to be close to launching a CDMA

ribers Unico
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lecom recent re
DMA at CNY.

a free iPhone 4S for as little as CNY. s on its WCDMA handsets, and 4.156 billion (US\$658 million) for t roughout 2011 by offering considera m continued to increase its 3G ma Athert Samennihan 1911 esults, which put 3G handset subsid ith. However, the inherent risk in launched a three-year contract] 000 TX connections as per ITU classifica is borne out by the operator's m 38% 58% 100% 13% 125.3 125.3 α 4 S J. L. L. J. Coll. 16% 26.8 34.2 217.1 973. 22% 3000 500 1000 1500 2000

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USA

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France

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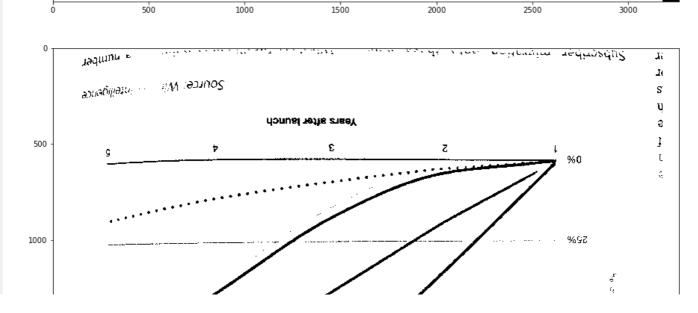
experience combined with touchscreen interactivity that is unique to mobile. a rich med a ad can replicate the power of a TV ad on the device screen, delivering the gier consumers the appointuality to interact with the branded ad content itself. Essentially advalue: * definition, it generally refors to ads that are based on the benefits of ATML5 technology an Cartisms. Lexicon and is certainly creating a lot of hype. Although potentially quite broad is advertising lexicon and is certainly creating a lot of hype. Although potentially quite broad is campaigns running on mobile. The term high medial is quickly entering the mobile campaigns running on soldies certainly creating a lot of home Although externation y mass market rich meg.

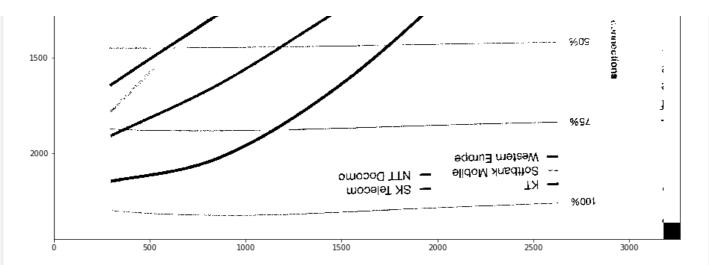
IT'S ALL ABOUT NUMBERS

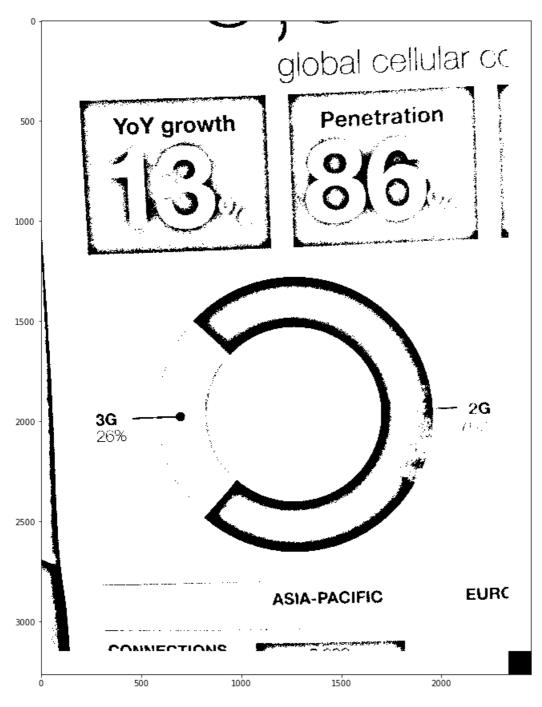
approximately 15 million Android and iOS smartphone devices: a of 2011. That's a reach of almost half a bittion people. In the UK, for example, thore as an edvertising format. The first is mass ocnerration of smartphone devices. There wen required standurdised by the .AB Mobile Marketing Center of Excollence to create MRAID (Mobile Media Mobile Advertisingl, an industry wide open initialive for advertisers, has been oppulation is already rich modia enabled. The second is standards. ORMMA (Open Rich approximately 252 million 10S devices and 243 million Android devices guspally as of the en-There are a number of factors that have come together to drive the potential of rich modi that wei Rich Modia Ad Interface Definition) which defines a common API for mobile rich media ads $^\circ$ in modite apps and web sites. This offectively provides the industry standard rich media to move mainstream quarter of the UI

to delive am a creative purspective, rich media gives advertisers complete design flexibility rces such as interractive mobile pages, videos or a combination of the two and messages and experiences. Expandable banners are the most common rich t, whereby consumers tap on a banner and get presented with countless options

Table 1. Android and iOS penetration in USA and EU5 countries as a percentage of overall smartphone devices; Available rich media ad mpressions are now at critical mass











Оценка времени работы

Проведем теоритическую оценку времени работы алгоритма:

Пусть размер изображения в пикселях N (N = width * heigth)

- 1. Перевод в черно-белое изображение, вернее в серое занимает порядка N операций
- 2. Вычисляем матрицу S за N операции
- 3. Проходим по изображению и делаем картинку черно-белой за N операции
- 4. И того 3 * N операций

Код написанный на CPython выполняет примерно 70 000 000 операций за одну секунду,

3 * N

значит время обработки изображения

Если изображение 3000 * 2000 пикселей, то время работы составит 0.25 секунд.

Результаты

В некоторых местах текст получился белого, а не черного цвета, можно поправить, если проверить каков является фон изображения.

Некоторые фотографии зашумлены, можно попытаться изначально удалить шум, а потом бинаризовать, или еще больше поэкспериментировать с параметрами.

В некоторых изображениях текст бледный, на них можно уменьшить трешхолд. Вообще не мешало бы выбирать параметры
трешхолда, т.е параметр размера окна относительно всего изображения и коэффициент, на который умножаем трешхолд,
исходя из анализа каждого отдельного изображения

In []: