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OSTRAVSKÁ UNIVERZITA
PŘÍRODOVĚDĚCKÁ FAKULTA
KATEDRA INVOFMATINY A POČITAČŮ

CELULARNÍ NEURONOVÉ SÍTĚ
DIPLOMOVÁ PRÁCE

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UNIVERSITY OF OSTRAVA
FACULTY OF SCIENCE
DEPARTMENT OF INFORMATICS AND COMPUTERS

CELLULAR NEURAL NETWORKS
DIPLOMA THESIS

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Katedra: *Katedra informatiky a počítačů*

Obor:

Název VŠKP: *Celulární neuronové sítě*

Anglický překlad názvu: *Cellular neural networks*

Typ práce: *diplomová (Nav.)*

Vedoucí práce: *Volná, Eva*

Pokyny pro vypracování:

1. Rešerše problematiky celulárních neuronových sítí a jejich zařazení do oblasti umělých neuronových sítí a celulárních automatů s důrazem na jejich aplikaci.
2. Výběr vhodného problému a jeho implementace.
3. Zhodnocení výsledků experimentální části.
4. Zhodnocení přínosu práce.

Doporučená literatura:

- Chua, L. O., Yang, L., Cellular Neural Networks: theory. IEEE Transactions on Circuits and Systems, Vol.35, No.10, 1988, pp. 1257-1272.
- Chua, L. O., Yang, L., Cellular Neural Networks: Applications. IEEE Transactions on Circuits and Systems, Vol.35, No.10, 1988, pp. 1273-1290.
- Dolan, R., DeSouza, G. GPU-based simulation of cellular neural networks for image processing, IJCNN, pp.730-735, 2009 International Joint Conference on Neural Networks, 2009.
- Yang, T. Cellular Neural Networks and Image Processing. Nova Science Publishers, 2002.

Abstrakt

Abstrakt v prvním jazyce

Klíčová slova: Klíčová, slova

Abstract

Abstract in the second language

Key Words: Key, words

Já, níže podepsaný student, tímto čestně prohlašuji, že text mnou odevzdané závěrečné práce v písemné podobě i na CD nosiči je totožný s textem závěrečné práce vloženým v databázi DIPL2.

Prohlašuji, že předložená práce je mým původním autorským dílem, které jsem vypracoval samostatně. Veškerou literaturu a další zdroje, z nichž jsem při zpracování čerpal, v práci řádně cituji a jsou uvedeny v seznamu použité literatury.

V Ostravě dne 2. 4. 2018

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1 Introduction

1.1 Objectives

- Study of the Cellular neural network field with focus on its application.
- Selection of proper application and its implementation.
- Selection of the documentation structure for the experimental part of the work.
- Evaluation of the experimental part of the work.
- Evaluation of added value of the thesis.

2 Implementations

2.1 UI elements

3 Experiments

This chapter will deal with the examples of experiments plausible with this work. Each of the following reports contains description, parameters and results of a given experiment.

3.1 Common properties.

Following experiments are using several common properties in setup, in order to keep the reports clear all go over them here.

Input: inputs are general gonna be ether gray-scale pictures or binary ones with the values -1/1.

Boundary conditions: Boundary conditions defines the networks behavior on the edges of the picture. Two of them are used, Fixed where the outline of the picture is "surrounded" by fixed value, or Flux where the edge pixels are copied outwards.

Initial output: this setting states the initial values of output matrix, commonly its not an important since the calculations are not working with it. but i some experiments its set to some picture or other specific value.

3.2 Edge detection in gray-scale picture.

3.2.1 Description

This example shows the ability to use Cellular neural networks to find edges of different objects in grey-scale picture. It uses a grey-scale picture as an input, matrix setting shown below(1) and fixed value boundary condition to produce a binary picture with the edges.

3.2.2 Setup

Input: Grayscale picture.

Boundary conditions: Flux.

Initial output: Unimportant (all zeros)

$$A = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 0 \end{bmatrix} B = \begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix} Z = -0.5 \quad (1)$$

Figure 1: Chosen values of A,B and Z for this experiment

3.2.3 Results

Figure 2 show input used in this example, it is a picture with several objects of different shade of grey. The Figure 3 shows typical result of this experiment. This functionality is based on removing all pixels that have all only pixels with the same color around them.



Figure 2: Input

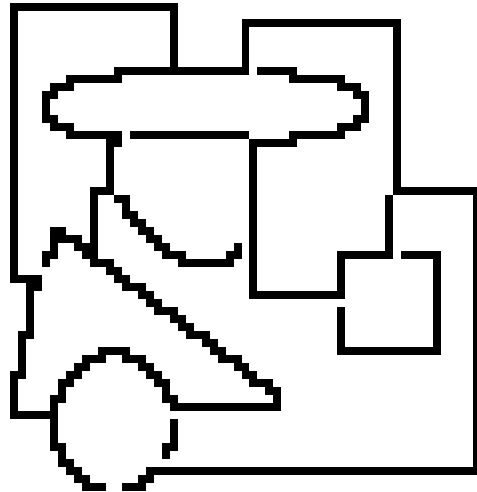


Figure 3: Output

3.3 Directional deletion.

3.3.1 Description

This example shows the ability to use Cellular neural networks to delete lines in specific directions. It uses a binary picture as an input, matrix setting shown bellow and fixed value boundary condition to produce a binary picture with the edges.

3.3.2 Setup

Input: Binary picture.

Boundary conditions: Fixed.

Initial output: Unimportant (all zeros)

$$A = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} B = \begin{bmatrix} 0 & 0 & 0 \\ -1 & 1 & -1 \\ 0 & 0 & 0 \end{bmatrix} Z = -2 \quad (2)$$

Figure 4: Chosen values of A,B and Z for horizontal deletion

$$A = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} B = \begin{bmatrix} 0 & -1 & 0 \\ 0 & 1 & 0 \\ 0 & -1 & 0 \end{bmatrix} Z = -2 \quad (3)$$

Figure 5: Chosen values of A,B and Z for vertical deletion

$$A = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} B = \begin{bmatrix} -1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & -1 \end{bmatrix} Z = -2 \quad (4)$$

Figure 6: Chosen values of A,B and Z for top left diagonal deletion

$$A = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} B = \begin{bmatrix} 0 & 0 & -1 \\ 0 & 1 & 0 \\ -1 & 0 & 0 \end{bmatrix} Z = -2 \quad (5)$$

Figure 7: Chosen values of A,B and Z for top right diagonal deletion

3.3.3 Results

This functionality works by deleting pixel if there is any other pixel right next to it in chosen direction. Bellow you can see the input used for this experiment and the standard outputs for the several directions mention above.

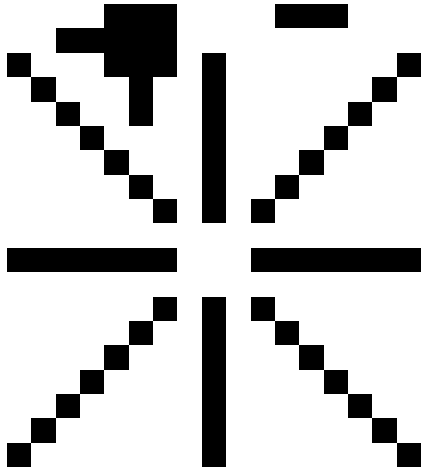


Figure 8: Input

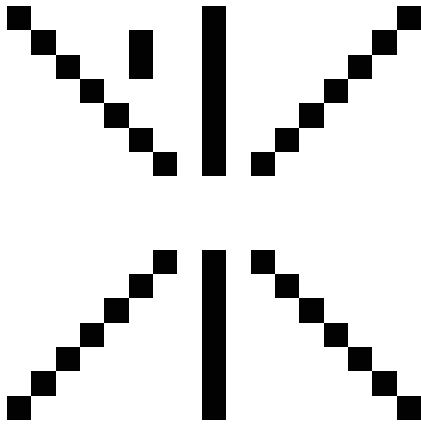


Figure 9: Horizontal deletion

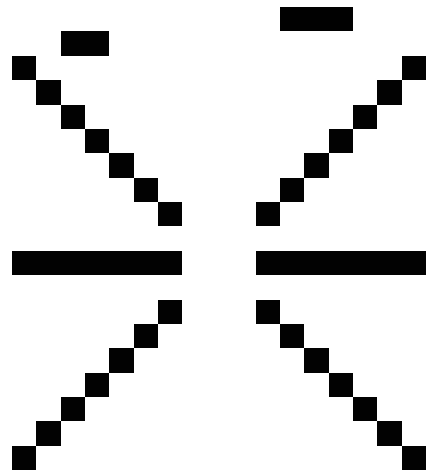


Figure 10: Vertical deletion

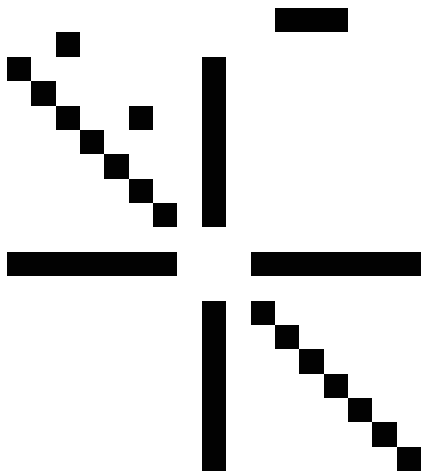


Figure 11: Top right diagonal deletion

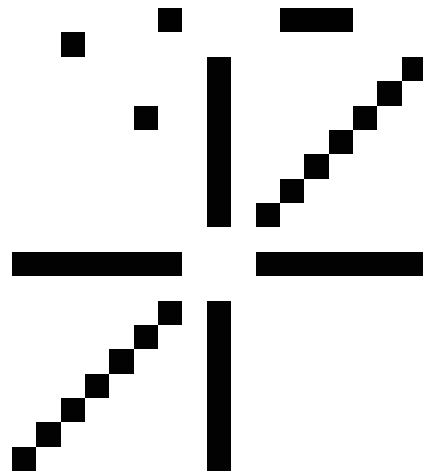


Figure 12: Top left diagonal deletion

3.4 Average.

3.4.1 Description

This example shows the ability to use Cellular neural networks to produce a binary representation of grey-scale picture base on the average of the pixels. It uses a binary picture as an input, matrix setting shown bellow and fixed value boundary condition to produce a binary picture with the edges.

3.4.2 Setup

Input: Unimportant (all zeros)

Boundary conditions: Fixed.

Initial output: Grey-scale picture

$$A = \begin{bmatrix} 0 & 1 & 0 \\ 1 & 2 & 1 \\ 0 & 1 & 0 \end{bmatrix} B = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} Z = 0 \quad (6)$$

Figure 13: Chosen values of A,B and Z for this experiment

3.4.3 Results



Figure 14: Input



Figure 15: Output

Resumé

Resumé v prvním jazyce

Summary

Summary in the second language

References

- [1] *Ryanne Dolan and Guilherme DeSouza* GPU-Based Simulation of Cellular Neural Networks for Image Processing, 2009, International Joint Conference on Neural Networks, 2009.