ImagesToLARModel, a tool for creation of three-dimensional models from a stack of images

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Abstract

This is the abstract (we will use LAR [CL13])

Contents

1   Introduction

2   Exporting the library

"src/ImagesToLARModel.jl" 3≡

```
module ImagesToLARModel
"""
Main module for the library. It starts conversion
taking configuration parameters
"""
require(string(Pkg.dir("ImagesToLARModel/src"), "/imagesConvertion.jl"))

import JSON
import ImagesConvertion

using Logging

export convertImagesToLARModel

function loadConfiguration(configurationFile)
  """
  load parameters from JSON file

  configurationFile: Path of the configuration file
  """

  configuration = JSON.parse(configurationFile)

  DEBUG_LEVELS = [DEBUG, INFO, WARNING, ERROR, CRITICAL]

  try
    if configuration["parallelMerge"] == "true"
      parallelMerge = true
    else
      parallelMerge = false
    end
  catch
    parallelMerge = false
  end

  return configuration["inputDirectory"], configuration["outputDirectory"], configuration["best
         configuration["nx"], configuration["ny"], configuration["nz"],
         DEBUG_LEVELS[configuration["DEBUG_LEVEL"]]

end
```

```julia
function convertImagesToLARModel(configurationFile)
  """
  Start convertion of a stack of images into a 3D model
  loading parameters from a JSON configuration file

  configurationFile: Path of the configuration file
  """
  inputDirectory, outputDirectory, bestImage, nx, ny, nz, DEBUG_LEVEL = loadConfiguration(open
  convertImagesToLARModel(inputDirectory, outputDirectory, bestImage, nx, ny, nz, DEBUG_LEVEL)
end

function convertImagesToLARModel(inputDirectory, outputDirectory, bestImage,
                                  nx, ny, nz, DEBUG_LEVEL = INFO, parallelMerge = false)
  """
  Start convertion of a stack of images into a 3D model

  inputDirectory: Directory containing the stack of images
  outputDirectory: Directory containing the output
  bestImage: Image chosen for centroids computation
  nx, ny, nz: Border dimensions (Possibly the biggest power of two of images dimensions)
  DEBUG_LEVEL: Debug level for Julia logger. It can be one of the following:
    - DEBUG
    - INFO
    - WARNING
    - ERROR
    - CRITICAL
  """
  # Create output directory
  try
    mkpath(outputDirectory)
  catch
  end

  Logging.configure(level=DEBUG_LEVEL)
  ImagesConvertion.images2LARModel(nx, ny, nz, bestImage, inputDirectory, outputDirectory, par
end
end
◇
```

"src/imagesConvertion.jl" 4≡
```julia
module ImagesConvertion

require(string(Pkg.dir("ImagesToLARModel/src"), "/generateBorderMatrix.jl"))
```

```julia
require(string(Pkg.dir("ImagesToLARModel/src"), "/pngStack2Array3dJulia.jl"))
require(string(Pkg.dir("ImagesToLARModel/src"), "/lar2Julia.jl"))
require(string(Pkg.dir("ImagesToLARModel/src"), "/model2Obj.jl"))
require(string(Pkg.dir("ImagesToLARModel/src"), "/larUtils.jl"))

import GenerateBorderMatrix
import PngStack2Array3dJulia
import Lar2Julia
import Model2Obj
import LARUtils

import JSON

using PyCall
@pyimport scipy.sparse as Pysparse

using Logging

export images2LARModel

"""
This is main module for converting a stack
of images into a 3d model
"""

function images2LARModel(nx, ny, nz, bestImage, inputDirectory, outputDirectory, parallelMerge)
  """
  Convert a stack of images into a 3d model
  """

  info("Starting model creation")

  numberOfClusters = 2 # Number of clusters for
                       # images segmentation

  info("Moving images into temp directory")
  try
    mkdir(string(outputDirectory, "TEMP"))
  catch
  end

  tempDirectory = string(outputDirectory,"TEMP/")

  newBestImage = PngStack2Array3dJulia.convertImages(inputDirectory, tempDirectory, bestImage)

  imageWidth, imageHeight = PngStack2Array3dJulia.getImageData(string(tempDirectory,newBestImage))
```

```
    imageDepth = length(readdir(tempDirectory))

    # Computing border matrix
    info("Computing border matrix")
    try
      mkdir(string(outputDirectory, "BORDERS"))
    catch
    end
    borderFilename = GenerateBorderMatrix.getOriented3BorderPath(string(outputDirectory, "BORDER

    # Starting images convertion and border computation
    info("Starting images convertion")
    startImageConvertion(tempDirectory, newBestImage, outputDirectory, borderFilename,
                         imageHeight, imageWidth, imageDepth,
                         nx, ny, nz,
                         numberOfClusters, parallelMerge)

end


function startImageConvertion(sliceDirectory, bestImage, outputDirectory, borderFilename,
                              imageHeight, imageWidth, imageDepth,
                              imageDx, imageDy, imageDz,
                              numberOfClusters, parallelMerge)
  """
  Support function for converting a stack of images into a model

  sliceDirectory: directory containing the image stack
  imageForCentroids: image chosen for centroid computation
  """


  # Create clusters for image segmentation
  info("Computing image centroids")
  debug("Best image = ", bestImage)
  centroidsCalc = PngStack2Array3dJulia.calculateClusterCentroids(sliceDirectory, bestImage, nu
  debug(string("centroids = ", centroidsCalc))

  try
    mkdir(string(outputDirectory, "BORDERS"))
  catch
  end
  debug(string("Opening border file: ", "border_", imageDx, "-", imageDy, "-", imageDz, ".json
  boundaryMat = getBorderMatrix(string(outputDirectory,"BORDERS/","border_", imageDx, "-",
                                       imageDy, "-", imageDz, ".json"))
  beginImageStack = 0
```

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```julia
    endImage = beginImageStack

    info("Converting images into a 3d model")
    tasks = Array(RemoteRef, 0)
    for zBlock in 0:(imageDepth / imageDz - 1)
      startImage = endImage
      endImage = startImage + imageDz
      info("StartImage = ", startImage)
      info("endImage = ", endImage)

      #=
      task = @spawn imageConvertionProcess(sliceDirectory, outputDirectory,
                          beginImageStack, startImage, endImage,
                          imageDx, imageDy, imageDz,
                          imageHeight, imageWidth,
                          centroidsCalc, boundaryMat)

      push!(tasks, task)
      =#
      imageConvertionProcess(sliceDirectory, outputDirectory,
                          beginImageStack, startImage, endImage,
                          imageDx, imageDy, imageDz,
                          imageHeight, imageWidth,
                          centroidsCalc, boundaryMat)


    end

    # Waiting for processes completion
    for task in tasks
      wait(task)
    end

    info("Merging obj models")
    if parallelMerge
      Model2Obj.mergeObjParallel(string(outputDirectory,"MODELS"))
    else
      Model2Obj.mergeObj(string(outputDirectory,"MODELS"))
    end

end

function imageConvertionProcess(sliceDirectory, outputDirectory,
                                beginImageStack, startImage, endImage,
                                imageDx, imageDy, imageDz,
                                imageHeight, imageWidth,
```

```
                              centroids, boundaryMat)
"""
Support function for converting a stack of image on a single
independent process
"""

info("Transforming png data into 3d array")
theImage = PngStack2Array3dJulia.pngstack2array3d(sliceDirectory, startImage, endImage, cent:

centroidsSorted = sort(vec(reshape(centroids, 1, 2)))
foreground = centroidsSorted[2]
background = centroidsSorted[1]
debug(string("background = ", background, " foreground = ", foreground))

for xBlock in 0:(imageHeight / imageDx - 1)
  for yBlock in 0:(imageWidth / imageDy - 1)
    yStart = xBlock * imageDx
    xStart = yBlock * imageDy
    #xEnd = xStart + imageDx
    #yEnd = yStart + imageDy
    xEnd = xStart + imageDy
    yEnd = yStart + imageDx
    debug("***********")
    debug(string("xStart = ", xStart, " xEnd = ", xEnd))
    debug(string("yStart = ", yStart, " yEnd = ", yEnd))
    debug("theImage dimensions: ", size(theImage)[1], " ", size(theImage[1])[1], " ", size(t

    # Getting a slice of theImage array

    image = Array(Uint8, (convert(Int, length(theImage)), convert(Int, xEnd - xStart), conve:
    debug("image size: ", size(image))
    for z in 1:length(theImage)
      for x in 1 : (xEnd - xStart)
        for y in 1 : (yEnd - yStart)
          image[z, x, y] = theImage[z][x + xStart, y + yStart]
        end
      end
    end

    nx, ny, nz = size(image)
    chains3D = Array(Uint8, 0)
    zStart = startImage - beginImageStack
    for y in 0:(nx - 1)
      for x in 0:(ny - 1)
        for z in 0:(nz - 1)
          if(image[z + 1, x + 1, y + 1] == foreground)
```

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```
                push!(chains3D, y + ny * (x + nx * z))
              end
            end
          end
        end

        if(length(chains3D) != 0)
          # Computing boundary chain
          debug("chains3d = ", chains3D)
          debug("Computing boundary chain")
          objectBoundaryChain = Lar2Julia.larBoundaryChain(boundaryMat, chains3D)
          debug("Converting models into obj")
          try
            mkdir(string(outputDirectory, "MODELS"))
          catch
          end
          # IMPORTANT: inverting xStart and yStart for obtaining correct rotation of the model
          #V, FV = LARUtils.computeModel(imageDx, imageDy, imageDz, yStart, xStart, zStart, 0, o
          V, FV = LARUtils.computeModelAndBoundaries(imageDx, imageDy, imageDz, yStart, xStart, z
          #models = Model2Obj.splitBoundaries(V, FV, yStart, xStart, zStart, nx, ny, nz)
          outputFilename = string(outputDirectory, "MODELS/model_output_", xBlock, "-", yBlock,
          Model2Obj.writeToObj(V, FV, outputFilename)
        else
          debug("Model is empty")
        end
      end
    end
end

function getBorderMatrix(borderFilename)
  """
  TO REMOVE WHEN PORTING OF LARCC IN JULIA IS COMPLETED

  Get the border matrix from json file and convert it in
  CSC format
  """
  # Loading borderMatrix from json file
  borderData = JSON.parsefile(borderFilename)
  row = Array(Int64, length(borderData["ROW"]))
  col = Array(Int64, length(borderData["COL"]))
  data = Array(Int64, length(borderData["DATA"]))

  for i in 1: length(borderData["ROW"])
    row[i] = borderData["ROW"][i]
  end
```

```julia
    for i in 1: length(borderData["COL"])
      col[i] = borderData["COL"][i]
    end

    for i in 1: length(borderData["DATA"])
      data[i] = borderData["DATA"][i]
    end

    # Converting csr matrix to csc
    csrBorderMatrix = Pysparse.csr_matrix((data,col,row), shape=(borderData["ROWCOUNT"],borderDa
    denseMatrix = pycall(csrBorderMatrix["toarray"],PyAny)

    cscBoundaryMat = sparse(denseMatrix)

    return cscBoundaryMat

  end
  end
  ◇
```

"src/generateBorderMatrix.jl" 10≡

```julia
      module GenerateBorderMatrix
      """
      Module for generation of the boundary matrix
      """

      type MatrixObject
        ROWCOUNT
        COLCOUNT
        ROW
        COL
        DATA
      end


      export computeOriented3Border, writeBorder, getOriented3BorderPath

      require(string(Pkg.dir("ImagesToLARModel/src"), "/larUtils.jl"))

      import LARUtils
      using PyCall

      import JSON
```

```julia
@pyimport sys
unshift!(PyVector(pyimport("sys")["path"]), "") # Search for python modules in folder
# Search for python modules in package folder
unshift!(PyVector(pyimport("sys")["path"]), Pkg.dir("ImagesToLARModel/src"))
@pyimport larcc # Importing larcc from local folder

# Compute the 3-border operator
function computeOriented3Border(nx, ny, nz)
  """
  Compute the 3-border matrix using a modified
  version of larcc
  """
  V, bases = LARUtils.getBases(nx, ny, nz)
  boundaryMat = larcc.signedCellularBoundary(V, bases)
  return boundaryMat

end

function writeBorder(boundaryMatrix, outputFile)
  """
  Write 3-border matrix on json file

  boundaryMatrix: matrix to write on file
  outputFile: path of the outputFile
  """

  rowcount = boundaryMatrix[:shape][1]
  colcount = boundaryMatrix[:shape][2]

  row = boundaryMatrix[:indptr]
  col = boundaryMatrix[:indices]
  data = boundaryMatrix[:data]

  # Writing informations on file
  outfile = open(outputFile, "w")

  matrixObj = MatrixObject(rowcount, colcount, row, col, data)
  JSON.print(outfile, matrixObj)
  close(outfile)

end

function getOriented3BorderPath(borderPath, nx, ny, nz)
  """
  Try reading 3-border matrix from file. If it fails matrix
```

```
        is computed and saved on disk in JSON format

        borderPath: path of border directory
        nx, ny, nz: image dimensions
        """

        filename = string(borderPath,"/border_", nx, "-", ny, "-", nz, ".json")
        if !isfile(filename)
          border = computeOriented3Border(nx, ny, nz)
          writeBorder(border, filename)
        end
        return filename

    end
    end
    ◇
```

"src/lar2Julia.jl" 12≡

```
    module Lar2Julia
    """
    larcc functions for Julia
    """
    export larBoundaryChain, cscChainToCellList

    import JSON

    using Logging

    function larBoundaryChain(cscBoundaryMat, brcCellList)
        """
        Compute boundary chains
        """

        # Computing boundary chains
        n = size(cscBoundaryMat)[1]
        m = size(cscBoundaryMat)[2]

        debug("Boundary matrix size: ", n, "\t", m)

        data = ones(Int64, length(brcCellList))

        i = Array(Int64, length(brcCellList))
        for k in 1:length(brcCellList)
```

```julia
        i[k] = brcCellList[k] + 1
    end

    j = ones(Int64, length(brcCellList))

    debug("cscChain rows length: ", length(i))
    debug("cscChain columns length: ", length(j))
    debug("cscChain data length: ", length(brcCellList))

    debug("rows ", i)
    debug("columns ", j)
    debug("data ", data)

    cscChain = sparse(i, j, data, m, 1)
    cscmat = cscBoundaryMat * cscChain
    out = cscBinFilter(cscmat)
    return out
end

function cscBinFilter(CSCm)
    k = 1
    data = nonzeros(CSCm)
    sgArray = copysign(1, data)

    while k <= nnz(CSCm)
        if data[k] % 2 == 1 || data[k] % 2 == -1
            data[k] = 1 * sgArray[k]
        else
            data[k] = 0
        end
        k += 1
    end

    return CSCm
end

function cscChainToCellList(CSCm)
    """
    Get a csc containing a chain and returns
    the cell list of the "+1" oriented faces
    """
    data = nonzeros(CSCm)
    # Now I need to remove zero element (problem with Julia nonzeros)
    nonzeroData = Array(Int64, 0)
    for n in data
        if n != 0
```

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```julia
        push!(nonzeroData, n)
      end
    end

    cellList = Array(Int64,0)
    for (k, theRow) in enumerate(findn(CSCm)[1])
      if nonzeroData[k] == 1
        push!(cellList, theRow)
      end
    end
    return cellList
  end
  end
  ◇
```

"src/larUtils.jl" 14≡
```julia
    module LARUtils
    """
    Utility functions for extracting 3d models from images
    """

    using Logging

    export ind, invertIndex, getBases, removeDoubleVerticesAndFaces, computeModel, computeModelAndI

    function ind(x, y, z, nx, ny)
        """
        Transform coordinates into linearized matrix indexes
        """
        return x + (nx+1) * (y + (ny+1) * (z))
      end


    function invertIndex(nx,ny,nz)
      """
      Invert indexes
      """
      nx, ny, nz = nx + 1, ny + 1, nz + 1
      function invertIndex0(offset)
          a0, b0 = trunc(offset / nx), offset % nx
          a1, b1 = trunc(a0 / ny), a0 % ny
          a2, b2 = trunc(a1 / nz), a1 % nz
          return b0, b1, b2
```

```
    end
    return invertIndex0
end


function getBases(nx, ny, nz)
  """
  Compute all LAR relations
  """

  function the3Dcell(coords)
    x,y,z = coords
    return [ind(x,y,z,nx,ny),ind(x+1,y,z,nx,ny),ind(x,y+1,z,nx,ny),ind(x,y,z+1,nx,ny),ind(x+1,
            ind(x+1,y,z+1,nx,ny),ind(x,y+1,z+1,nx,ny),ind(x+1,y+1,z+1,nx,ny)]
  end

  # Calculating vertex coordinates (nx * ny * nz)
  V = Array{Int64}[]
  for z in 0:nz
    for y in 0:ny
      for x in 0:nx
        push!(V,[x,y,z])
      end
    end
  end

  # Building CV relationship
  CV = Array{Int64}[]
  for z in 0:nz-1
    for y in 0:ny-1
      for x in 0:nx-1
        push!(CV,the3Dcell([x,y,z]))
      end
    end
  end

  # Building FV relationship
  FV = Array{Int64}[]
  v2coords = invertIndex(nx,ny,nz)

  for h in 0:(length(V)-1)
    x,y,z = v2coords(h)

    if (x < nx) && (y < ny)
      push!(FV, [h,ind(x+1,y,z,nx,ny),ind(x,y+1,z,nx,ny),ind(x+1,y+1,z,nx,ny)])
    end
```

```
    if (x < nx) && (z < nz)
      push!(FV, [h,ind(x+1,y,z,nx,ny),ind(x,y,z+1,nx,ny),ind(x+1,y,z+1,nx,ny)])
    end

    if (y < ny) && (z < nz)
      push!(FV,[h,ind(x,y+1,z,nx,ny),ind(x,y,z+1,nx,ny),ind(x,y+1,z+1,nx,ny)])
    end

  end

  # Building VV relationship
  VV = map((x)->[x], 0:length(V)-1)

  # Building EV relationship
  EV = Array{Int64}[]
  for h in 0:length(V)-1
    x,y,z = v2coords(h)
    if (x < nx)
      push!(EV, [h,ind(x+1,y,z,nx,ny)])
    end
    if (y < ny)
      push!(EV, [h,ind(x,y+1,z,nx,ny)])
    end
    if (z < nz)
      push!(EV, [h,ind(x,y,z+1,nx,ny)])
    end
  end

  # return all basis
  return V, (VV, EV, FV, CV)
end

function lessThanVertices(v1, v2)
  """
  Utility function for comparing vertices coordinates
  """

  if v1[1] == v2[2]
    if v1[2] == v2[2]
      return v1[3] < v2[3]
    end
    return v1[2] < v2[2]
  end
  return v1[1] < v2[2]
end
```

```
function removeDoubleVerticesAndFaces(V, FV, facesOffset)
  """
  Removes double vertices and faces from a LAR model

  V: Array containing all vertices
  FV: Array containing all faces
  facesOffset: offset for faces indices
  """

  newV, indices = removeDoubleVertices(V)
  reindexedFaces = reindexVerticesInFaces(FV, indices, facesOffset)
  newFV = unique(FV)

  return newV, newFV

end

function removeDoubleVertices(V)
  """
  Remove double vertices from a LAR model

  V: Array containing all vertices of the model
  """

  # Sort the vertices list and returns the ordered indices
  orderedIndices = sortperm(V, lt = lessThanVertices, alg=MergeSort)

  orderedVerticesAndIndices = collect(zip(sort(V, lt = lessThanVertices),
                                          orderedIndices))
  newVertices = Array(Array{Int}, 0)
  indices = zeros(Int, length(V))
  prevv = Nothing
  i = 1
  for (v, ind) in orderedVerticesAndIndices
    if v == prevv
      indices[ind] = i - 1
    else
      push!(newVertices, v)
      indices[ind] = i
      i += 1
      prevv = v
    end
  end
  return newVertices, indices
end
```

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```
function reindexVerticesInFaces(FV, indices, offset)
  """
  Reindex vertices indexes in faces array

  FV: Faces array of the LAR model
  indices: new Indices for faces
  offset: offset for faces indices
  """

  for f in FV
    for i in 1: length(f)
      f[i] = indices[f[i] - offset] + offset
    end
  end
  return FV
end

function computeModel(imageDx, imageDy, imageDz,
                      xStart, yStart, zStart,
                      facesOffset, objectBoundaryChain)
  """
  Takes the boundary chain of a part of the entire model
  and returns a LAR model

  imageDx, imageDy, imageDz: Boundary dimensions
  xStart, yStart, zStart: Offset of this part of the model
  facesOffset: Offset for the faces
  objectBoundaryChain: Sparse csc matrix containing the cells
  """

  V, bases = getBases(imageDx, imageDy, imageDz)
  FV = bases[3]

  V_model = Array(Array{Int}, 0)
  FV_model = Array(Array{Int}, 0)

  vertex_count = 1

  #b2cells = Lar2Julia.cscChainToCellList(objectBoundaryChain)
  # Get all cells (independently from orientation)
  b2cells = findn(objectBoundaryChain)[1]

  debug("b2cells = ", b2cells)

  for f in b2cells
```

```julia
    old_vertex_count = vertex_count
    for vtx in FV[f]
      push!(V_model, [convert(Int, V[vtx + 1][1] + xStart),
                      convert(Int, V[vtx + 1][2] + yStart),
                      convert(Int, V[vtx + 1][3] + zStart)])
      vertex_count += 1
    end

    push!(FV_model, [old_vertex_count + facesOffset, old_vertex_count + 1 + facesOffset, old_v
    push!(FV_model, [old_vertex_count + facesOffset, old_vertex_count + 3 + facesOffset, old_v
  end

  # Removing double vertices
  return removeDoubleVerticesAndFaces(V_model, FV_model, facesOffset)

end

function isOnLeft(face, V, nx, ny, nz)
  """
  Check if face is on left boundary
  """

  for(vtx in face)
    if(V[vtx + 1][2] != 0)
      return false
    end
  end
  return true

end

function isOnRight(face, V, nx, ny, nz)
  """
  Check if face is on right boundary
  """

  for(vtx in face)
    if(V[vtx + 1][2] != ny)
      return false
    end
  end
  return true

end
```

```
function isOnTop(face, V, nx, ny, nz)
  """
  Check if face is on top boundary
  """

  for(vtx in face)
    if(V[vtx + 1][3] != nz)
      return false
    end
  end
  return true
end

function isOnBottom(face, V, nx, ny, nz)
  """
  Check if face is on bottom boundary
  """

  for(vtx in face)
    if(V[vtx + 1][3] != 0)
      return false
    end
  end
  return true
end

function isOnFront(face, V, nx, ny, nz)
  """
  Check if face is on front boundary
  """

  for(vtx in face)
    if(V[vtx + 1][1] != nx)
      return false
    end
  end
  return true
end

function isOnBack(face, V, nx, ny, nz)
  """
  Check if face is on back boundary
  """

  for(vtx in face)
    if(V[vtx + 1][1] != 0)
```

```
        return false
      end
    end
  end
  return true
end

function computeModelAndBoundaries(imageDx, imageDy, imageDz,
                        xStart, yStart, zStart,
                        objectBoundaryChain)
  """
  Takes the boundary chain of a part of the entire model
  and returns a LAR model splitting the boundaries

  imageDx, imageDy, imageDz: Boundary dimensions
  xStart, yStart, zStart: Offset of this part of the model
  objectBoundaryChain: Sparse csc matrix containing the cells
  """

  function addFaceToModel(V_base, FV_base, V, FV, face, vertex_count)
    """
    Insert a face into a LAR model

    V_base, FV_base: LAR model of the base
    V, FV: LAR model
    face: Face that will be added to the model
    vertex_count: Indices for faces vertices
    """
    new_vertex_count = vertex_count
    for vtx in FV_base[face]
      push!(V, [convert(Int, V_base[vtx + 1][1] + xStart),
                        convert(Int, V_base[vtx + 1][2] + yStart),
                        convert(Int, V_base[vtx + 1][3] + zStart)])
      new_vertex_count += 1
    end
    push!(FV, [vertex_count, vertex_count + 1, vertex_count + 3])
    push!(FV, [vertex_count, vertex_count + 3, vertex_count + 2])

    return new_vertex_count
  end

  V, bases = getBases(imageDx, imageDy, imageDz)
  FV = bases[3]

  V_model = Array(Array{Int}, 0)
  FV_model = Array(Array{Int}, 0)
```

```
V_left = Array(Array{Int},0)
FV_left = Array(Array{Int},0)

V_right = Array(Array{Int},0)
FV_right = Array(Array{Int},0)

V_top = Array(Array{Int},0)
FV_top = Array(Array{Int},0)

V_bottom = Array(Array{Int},0)
FV_bottom = Array(Array{Int},0)

V_front = Array(Array{Int},0)
FV_front = Array(Array{Int},0)

V_back = Array(Array{Int},0)
FV_back = Array(Array{Int},0)

vertex_count_model = 1
vertex_count_left = 1
vertex_count_right = 1
vertex_count_top = 1
vertex_count_bottom = 1
vertex_count_front = 1
vertex_count_back = 1

#b2cells = Lar2Julia.cscChainToCellList(objectBoundaryChain)
# Get all cells (independently from orientation)
b2cells = findn(objectBoundaryChain)[1]

debug("b2cells = ", b2cells)

for f in b2cells
  old_vertex_count_model = vertex_count_model
  old_vertex_count_left = vertex_count_left
  old_vertex_count_right = vertex_count_right
  old_vertex_count_top = vertex_count_top
  old_vertex_count_bottom = vertex_count_bottom
  old_vertex_count_front = vertex_count_front
  old_vertex_count_back = vertex_count_back

  # Choosing the right model for vertex
  if(isOnLeft(FV[f], V, imageDx, imageDy, imageDz))
    vertex_count_left = addFaceToModel(V, FV, V_left, FV_left, f, old_vertex_count_left)
  elseif(isOnRight(FV[f], V, imageDx, imageDy, imageDz))
    vertex_count_right = addFaceToModel(V, FV, V_right, FV_right, f, old_vertex_count_right)
```

```
            elseif(isOnTop(FV[f], V, imageDx, imageDy, imageDz))
              vertex_count_top = addFaceToModel(V, FV, V_top, FV_top, f, old_vertex_count_top)
            elseif(isOnBottom(FV[f], V, imageDx, imageDy, imageDz))
              vertex_count_bottom = addFaceToModel(V, FV, V_bottom, FV_bottom, f, old_vertex_count_bot-
            elseif(isOnFront(FV[f], V, imageDx, imageDy, imageDz))
              vertex_count_front = addFaceToModel(V, FV, V_front, FV_front, f, old_vertex_count_front)
            elseif(isOnBack(FV[f], V, imageDx, imageDy, imageDz))
              vertex_count_back = addFaceToModel(V, FV, V_back, FV_back, f, old_vertex_count_back)
            else
              vertex_count_model = addFaceToModel(V, FV, V_model, FV_model, f, old_vertex_count_model)
            end

        end

        # Removing double vertices
        return removeDoubleVerticesAndFaces(V_model, FV_model, 0)
    end
    end
    ◇
```

"src/model2Obj.jl" 23≡

```
    module Model2Obj
    """
    Module that takes a 3d model and write it on
    obj files
    """

    require(string(Pkg.dir("ImagesToLARModel/src"), "/larUtils.jl"))

    import LARUtils

    using Logging

    export writeToObj, mergeObj, mergeObjParallel


    function writeToObj(V, FV, outputFilename)
        """
        Take a LAR model and write it on obj file

        V: array containing vertices coordinates
        FV: array containing faces
        outputFilename: prefix for the output files
```

```julia
    """

    outputVtx = string(outputFilename, "_vtx.stl")
    outputFaces = string(outputFilename, "_faces.stl")

    fileVertex = open(outputVtx, "w")
    fileFaces = open(outputFaces, "w")

    for v in V
      write(fileVertex, "v ")
      write(fileVertex, string(v[1], " "))
      write(fileVertex, string(v[2], " "))
      write(fileVertex, string(v[3], "\n"))
    end

    for f in FV

      write(fileFaces, "f ")
      write(fileFaces, string(f[1], " "))
      write(fileFaces, string(f[2], " "))
      write(fileFaces, string(f[3], "\n"))
    end

    close(fileVertex)
    close(fileFaces)

end

function mergeObj(modelDirectory)
    """
    Merge stl files in a single obj file

    modelDirectory: directory containing models
    """

    files = readdir(modelDirectory)
    vertices_files = files[find(s -> contains(s,string("_vtx.stl")), files)]
    faces_files = files[find(s -> contains(s,string("_faces.stl")), files)]
    obj_file = open(string(modelDirectory,"/","model.obj"),"w") # Output file

    vertices_counts = Array(Int64, length(vertices_files))
    number_of_vertices = 0
    for i in 1:length(vertices_files)
      vtx_file = vertices_files[i]
      f = open(string(modelDirectory, "/", vtx_file))
      debug("Opening ", vtx_file)
```

```
    # Writing vertices on the obj file
    for ln in eachline(f)
      write(obj_file, ln)
      number_of_vertices += 1
    end
    # Saving number of vertices
    vertices_counts[i] = number_of_vertices
    close(f)
  end

  for i in 1 : length(faces_files)
    faces_file = faces_files[i]
    f = open(string(modelDirectory, "/", faces_file))
    debug("Opening ", faces_file)
    for ln in eachline(f)
      splitted = split(ln)
      write(obj_file, "f ")
      if i > 1
        write(obj_file, string(parse(splitted[2]) + vertices_counts[i - 1], " "))
        write(obj_file, string(parse(splitted[3]) + vertices_counts[i - 1], " "))
        write(obj_file, string(parse(splitted[4]) + vertices_counts[i - 1]))
      else
        write(obj_file, string(splitted[2], " "))
        write(obj_file, string(splitted[3], " "))
        write(obj_file, splitted[4])
      end
      write(obj_file, "\n")
    end
    close(f)
  end
  close(obj_file)

  # Removing all tmp files
  for vtx_file in vertices_files
    #rm(string(modelDirectory, "/", vtx_file))
  end

  for fcs_file in faces_files
    #rm(string(modelDirectory, "/", fcs_file))
  end

end

function assignTasks(startInd, endInd, taskArray)
  """
```

```
    This function choose the first files to merge
    creating a tree where number of processes is maximized

    startInd: starting index for array subdivision
    endInd: end index for array subdivision
    taskArray: array containing indices of files to merge for first
    """
    if (endInd - startInd == 2)
      push!(taskArray, startInd)
    elseif (endInd - startInd < 2)
      if (endInd % 4 != 0 && startInd != endInd)
        # Stop recursion on this branch
        push!(taskArray, startInd)
      end
    # Stop recursion doing nothing
    else
      assignTasks(startInd, startInd + trunc((endInd - startInd) / 2), taskArray)
      assignTasks(startInd + trunc((endInd - startInd) / 2) + 1, endInd, taskArray)
    end
end

function mergeVerticesFiles(file1, file2, startOffset)
    """
    Support function for merging two vertices files.
    Returns the number of vertices of the merged file

    file1: path of the first file
    file2: path of the second file
    startOffset: starting face offset for second file
    """

    f1 = open(file1, "a")

    f2 = open(file2)
    debug("Merging ", file2)
    number_of_vertices = startOffset
    for ln in eachline(f2)
      write(f1, ln)
      number_of_vertices += 1
    end
    close(f2)

    close(f1)

    return number_of_vertices
end
```

```
function mergeFacesFiles(file1, file2, facesOffset)
  """
  Support function for merging two faces files

  file1: path of the first file
  file2: path of the second file
  facesOffset: offset for faces
  """

  f1 = open(file1, "a")

  f2 = open(file2)
  for ln in eachline(f2)
    splitted = split(ln)
    write(f1, "f ")
    write(f1, string(parse(splitted[2]) + facesOffset, " "))
    write(f1, string(parse(splitted[3]) + facesOffset, " "))
    write(f1, string(parse(splitted[4]) + facesOffset, "\n"))
  end
  close(f2)

  close(f1)
end

function mergeObjProcesses(fileArray, facesOffset = Nothing)
  """
  Merge files on a single process

  fileArray: Array containing files that will be merged
  facesOffset (optional): if merging faces files, this array contains
    offsets for every file
  """

  if(contains(fileArray[1], string("_vtx.stl")))
    # Merging vertices files
    offsets = Array(Int, 0)
    push!(offsets, countlines(fileArray[1]))
    vertices_count = mergeVerticesFiles(fileArray[1], fileArray[2], countlines(fileArray[1]))
    rm(fileArray[2]) # Removing merged file
    push!(offsets, vertices_count)
    for i in 3: length(fileArray)
      vertices_count = mergeVerticesFiles(fileArray[1], fileArray[i], vertices_count)
      rm(fileArray[i]) # Removing merged file
      push!(offsets, vertices_count)
```

```
        end
        return offsets
    else
      # Merging faces files
      mergeFacesFiles(fileArray[1], fileArray[2], facesOffset[1])
      rm(fileArray[2]) # Removing merged file
      for i in 3 : length(fileArray)
        mergeFacesFiles(fileArray[1], fileArray[i], facesOffset[i - 1])
        rm(fileArray[i]) # Removing merged file
      end
    end
  end
end

function mergeObjHelper(vertices_files, faces_files)
  """
  Support function for mergeObj. It takes vertices and faces files
  and execute a single merging step

  vertices_files: Array containing vertices files
  faces_files: Array containing faces files
  """
  numberOfImages = length(vertices_files)
  taskArray = Array(Int, 0)
  assignTasks(1, numberOfImages, taskArray)

  # Now taskArray contains first files to merge
  numberOfVertices = Array(Int, 0)
  tasks = Array(RemoteRef, 0)
  for i in 1 : length(taskArray) - 1
    task = @spawn mergeObjProcesses(vertices_files[taskArray[i] : (taskArray[i + 1] - 1)])
    push!(tasks, task)
    #append!(numberOfVertices, mergeObjProcesses(vertices_files[taskArray[i] : (taskArray[i +
  end

  # Merging last vertices files
  task = @spawn mergeObjProcesses(vertices_files[taskArray[length(taskArray)] : end])
  push!(tasks, task)
  #append!(numberOfVertices, mergeObjProcesses(vertices_files[taskArray[length(taskArray)] : e

  for task in tasks
    append!(numberOfVertices, fetch(task))
  end

  debug("NumberOfVertices = ", numberOfVertices)
```

```
  # Merging faces files
  tasks = Array(RemoteRef, 0)
  for i in 1 : length(taskArray) - 1

    task = pawn mergeObjProcesses(faces_files[taskArray[i] : (taskArray[i + 1] - 1)],
                                  numberOfVertices[taskArray[i] : (taskArray[i + 1] - 1)])
    push!(tasks, task)

    #mergeObjProcesses(faces_files[taskArray[i] : (taskArray[i + 1] - 1)],
    #                  numberOfVertices[taskArray[i] : (taskArray[i + 1] - 1)])
  end

  #Merging last faces files
  task = @spawn mergeObjProcesses(faces_files[taskArray[length(taskArray)] : end],
                                  numberOfVertices[taskArray[length(taskArray)] : end])

  push!(tasks, task)
  #mergeObjProcesses(faces_files[taskArray[length(taskArray)] : end],
  #                  numberOfVertices[taskArray[length(taskArray)] : end])

  for task in tasks
    wait(task)
  end

end

function mergeObjParallel(modelDirectory)
  """
  Merge stl files in a single obj file using a parallel
  approach. Files will be recursively merged two by two
  generating a tree where number of processes for every
  step is maximized
  Actually use of this function is discouraged. In fact
  speedup is influenced by disk speed. It could work on
  particular systems with parallel accesses on disks

  modelDirectory: directory containing models
  """

  files = readdir(modelDirectory)

  # Appending directory path to every file
  files = map((s) -> string(modelDirectory, "/", s), files)

  # While we have more than one vtx file and one faces file
  while(length(files) != 2)
```

```julia
        vertices_files = files[find(s -> contains(s,string("_vtx.stl")), files)]
        faces_files = files[find(s -> contains(s,string("_faces.stl")), files)]

        # Merging files
        mergeObjHelper(vertices_files, faces_files)

        files = readdir(modelDirectory)
        files = map((s) -> string(modelDirectory, "/", s), files)
    end

    mergeVerticesFiles(files[2], files[1], 0)
    mv(files[2], string(modelDirectory, "/model.obj"))
    rm(files[1])

  end
  end
  ◇
```

"src/pngStack2Array3dJulia.jl" 30≡

```julia
    module PngStack2Array3dJulia

    """
    This module loads a stack of png files returning
    an array of pixel values divided into segments
    """

    export calculateClusterCentroids, pngstack2array3d, getImageData, convertImages

    using Images # For loading png images
    using Colors # For grayscale images
    using PyCall # For including python clustering
    using Logging
    @pyimport scipy.ndimage as ndimage
    @pyimport scipy.cluster.vq as cluster

    NOISE_SHAPE_DETECT=10

    function getImageData(imageFile)
      """
      Get width and heigth from a png image
      """

      input = open(imageFile, "r")
```

```julia
    data = readbytes(input, 24)

    if (data[2:4] != [80, 78, 71] && data[13:16] != [73, 72, 68, 82])
        error("This is not a png image")
    end

    w = data[17:20]
    h = data[21:24]

    width = reinterpret(Int32, reverse(w))[1]
    height = reinterpret(Int32, reverse(h))[1]

    close(input)

    return width, height
end

function calculateClusterCentroids(path, image, numberOfClusters = 2)
    """
    Loads an image and calculate cluster centroids for segmentation

    path: Path of the image folder
    image: name of the image
    numberOfClusters: number of desidered clusters
    """
    imageFilename = string(path, image)

    img = imread(imageFilename) # Open png image with Julia Package

    rgb_img = convert(Image{ColorTypes.RGB}, img)
    gray_img = convert(Image{ColorTypes.Gray}, rgb_img)
    imArray = raw(gray_img)

    imageWidth = size(imArray)[1]
    imageHeight = size(imArray)[2]

    # Getting pixel values and saving them with another shape
    image3d = Array(Array{Uint8,2}, 0)

    # Inserting page on another list and reshaping
    push!(image3d, imArray)
    pixel = reshape(image3d[1], (imageWidth * imageHeight), 1)

    # Segmenting image using kmeans
    # https://en.wikipedia.org/wiki/Image_segmentation#Clustering_methods
```

```
    centroids,_ = cluster.kmeans(pixel, numberOfClusters)

    return centroids

end


function pngstack2array3d(path, minSlice, maxSlice, centroids)
    """
    Import a stack of PNG images into a 3d array

    path: path of images directory
    minSlice and maxSlice: number of first and last slice
    centroids: centroids for image segmentation
    """

    # image3d contains all images values
    image3d = Array(Array{Uint8,2}, 0)

    debug("maxSlice = ", maxSlice, " minSlice = ", minSlice)
    files = readdir(path)

    for slice in minSlice : (maxSlice - 1)
      debug("slice = ", slice)
      imageFilename = string(path, files[slice + 1])
      debug("image name: ", imageFilename)
      img = imread(imageFilename) # Open png image with Julia Package

      # Converting image in grayscale
      rgb_img = convert(Image{ColorTypes.RGB}, img)
      gray_img = convert(Image{ColorTypes.Gray}, rgb_img)
      imArray = raw(gray_img) # Putting pixel values into RAW 3d array
      debug("imArray size: ", size(imArray))

      # Inserting page on another list and reshaping
      push!(image3d, imArray)

    end

    # Removing noise using a median filter and quantization
    for page in 1:length(image3d)

      # Denoising
      image3d[page] = ndimage.median_filter(image3d[page], NOISE_SHAPE_DETECT)

      # Image Quantization
```

```
    debug("page = ", page)
    debug("image3d[page] dimensions: ", size(image3d[page])[1], "\t", size(image3d[page])[2])
    pixel = reshape(image3d[page], size(image3d[page])[1] * size(image3d[page])[2] , 1)
    qnt,_ = cluster.vq(pixel,centroids)

    # Reshaping quantization result
    centers_idx = reshape(qnt, size(image3d[page],1), size(image3d[page],2))
    #centers_idx = reshape(qnt, size(image3d[page]))

    # Inserting quantized values into 3d image array
    tmp = Array(Uint8, size(image3d[page],1), size(image3d[page],2))

    for j in 1:size(image3d[1],2)
      for i in 1:size(image3d[1],1)
        tmp[i,j] = centroids[centers_idx[i,j] + 1]
      end
    end

    image3d[page] = tmp

  end

  return image3d
end

function convertImages(inputPath, outputPath, bestImage)
  """
  Get all images contained in inputPath directory
  saving them in outputPath directory in png format.
  If images have one of two odd dimensions, they will be resized
  and if folder contains an odd number of images another one will be
  added

  inputPath: Directory containing input images
  outputPath: Temporary directory containing png images
  bestImage: Image chosen for centroids computation

  Returns the new name for the best image
  """

  imageFiles = readdir(inputPath)
  numberOfImages = length(imageFiles)
  outputPrefix = ""
  for i in 1: length(string(numberOfImages)) - 1
    outputPrefix = string(outputPrefix,"0")
  end
```

```
newBestImage = ""
imageNumber = 0
for imageFile in imageFiles
  img = imread(string(inputPath, imageFile))

  # resizing images if they do not have even dimensions
  dim = size(img)
  if(dim[1] % 2 != 0)
    debug("Image has odd x; resizing")
    xrange = 1: dim[1] - 1
  else
    xrange = 1: dim[1]
  end

  if(dim[2] % 2 != 0)
    debug("Image has odd y; resizing")
    yrange = 1: dim[2] - 1
  else
    yrange = 1: dim[2]
  end

  img = subim(img, xrange, yrange)

  outputFilename = string(outputPath, outputPrefix[length(string(imageNumber)):end], imageNum
  imwrite(img, outputFilename)

  # Searching the best image
  if(imageFile == bestImage)
    newBestImage = string(outputPrefix[length(string(imageNumber)):end], imageNumber,".png")
  end

  imageNumber += 1
end

# Adding another image if they are odd
if(numberOfImages % 2 != 0)
  debug("Odd images, adding one")
  bestImage = imread(string(outputPath, "/", newBestImage))
  imArray = zeros(Uint8, size(bestImage))
  img = grayim(imArray)
  outputFilename = string(outputPath, "/", outputPrefix[length(string(imageNumber)):end], ima
  imwrite(img, outputFilename)
end

return newBestImage
```

```
        end

        end
        ⋄
```

2.1   Installing the library

3   Conclusions

3.1   Results

3.2   Further improvements

References

[CL13] CVD-Lab, *Linear algebraic representation*, Tech. Report 13-00, Roma Tre Univer-
        sity, October 2013.

A   Utility functions

B   Tests

Generation of the border matrix

```
"test/generateBorderMatrix.jl" 35≡
    push!(LOAD_PATH, "../../")
    import GenerateBorderMatrix
    import JSON
    using Base.Test

    function testComputeOriented3Border()
      """
      Test function for computeOriented3Border
      """
      boundaryMatrix = GenerateBorderMatrix.computeOriented3Border(2,2,2)

      rowcount = boundaryMatrix[:shape][1]
      @test rowcount == 36
      colcount = boundaryMatrix[:shape][2]
      @test colcount == 8
      row = boundaryMatrix[:indptr]
```

```
    @test row == [0,1,2,3,4,5,7,8,9,11,12,13,15,17,18,19,20,22,23,24,26,27,29,30,32,34,35,37,39,4
    col = boundaryMatrix[:indices]
    @test col == [0,0,0,1,1,0,1,1,2,0,2,2,3,1,3,2,3,3,2,3,0,4,4,4,1,5,5,4,5,5,2,6,4,6,6,3,7,5,7,6
    data = boundaryMatrix[:data]
    @test data == [-1,1,-1,-1,1,1,-1,1,-1,-1,1,-1,-1,-1,1,1,-1,1,-1,-1,1,-1,1,-1,1,-1,1,1,-1,1,1

end

function testWriteBorder()
    """
    Test for writeBorder
    """
    boundaryMatrix = GenerateBorderMatrix.computeOriented3Border(2,2,2)
    filename = "borderFile"

    GenerateBorderMatrix.writeBorder(boundaryMatrix, filename)
    @test isfile(filename)

    # Loading borderMatrix from json file
    borderData = JSON.parsefile(filename)
    row = Array(Int64, length(borderData["ROW"]))
    col = Array(Int64, length(borderData["COL"]))
    data = Array(Int64, length(borderData["DATA"]))

    @test borderData["ROW"] == [0,1,2,3,4,5,7,8,9,11,12,13,15,17,18,19,20,22,23,24,26,27,29,30,3
    @test borderData["COL"] == [0,0,0,1,1,0,1,1,2,0,2,2,3,1,3,2,3,3,2,3,0,4,4,4,1,5,5,4,5,5,2,6,
    @test borderData["DATA"] == [-1,1,-1,-1,1,1,-1,1,-1,-1,1,-1,-1,-1,1,1,-1,1,-1,-1,1,-1,1,-1,1

    rm(filename)

end

function executeAllTests()
    @time testComputeOriented3Border()
    @time testWriteBorder()
    println("Tests completed.")
end

executeAllTests()

◇
```

Conversion of a png stack to a 3D array

```
"test/pngStack2Array3dJulia.jl" 36≡
    push!(LOAD_PATH, "../../")
    import PngStack2Array3dJulia
    using Base.Test

    function testGetImageData()
      """
      Test function for getImageData
      """

      width, height = PngStack2Array3dJulia.getImageData("images/0.png")

      @test width == 50
      @test height == 50

    end

    function testCalculateClusterCentroids()
      """
      Test function for calculateClusterCentroids
      """
      path = "images/"
      image = 0
      centroids = PngStack2Array3dJulia.calculateClusterCentroids(path, image, 2)

      expected = [0, 253]
      centroids = vec(reshape(centroids, 1, 2))

      @test sort(centroids) == expected
    end

    function testPngstack2array3d()
      """
      Test function for pngstack2array3d
      """
      path = "images/"
      minSlice = 0
      maxSlice = 4
      centroids = PngStack2Array3dJulia.calculateClusterCentroids(path, 0, 2)
      image3d = PngStack2Array3dJulia.pngstack2array3d(path, minSlice, maxSlice, centroids)

      @test size(image3d)[1] == 5
      @test size(image3d[1])[1] == 50
      @test size(image3d[1])[2] == 200

    end
```

```
function executeAllTests()
  @time testCalculateClusterCentroids()
  @time testPngstack2array3d()
  @time testGetImageData()
  println("Tests completed.")
end

executeAllTests()

◇
```

Test for LAR utilities

"test/LARUtils.jl" 38≡

```
push!(LOAD_PATH, "../../")
import LARUtils
using Base.Test

function testInd()
  """
  Test function for ind
  """

  nx = 2
  ny = 2

  @test LARUtils.ind(0, 0, 0, nx, ny) == 0
  @test LARUtils.ind(1, 1, 1, nx, ny) == 13
  @test LARUtils.ind(2, 5, 4, nx, ny) == 53
  @test LARUtils.ind(1, 1, 1, nx, ny) == 13
  @test LARUtils.ind(2, 7, 1, nx, ny) == 32
  @test LARUtils.ind(1, 0, 3, nx, ny) == 28
end

function executeAllTests()
  @time testInd()
  println("Tests completed.")
end

executeAllTests()

◇
```