

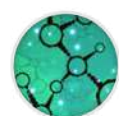


Introduction to Digital Image Processing and Analysis

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[@fab_cordelieres](#), [@BIC_Bordeaux](#)



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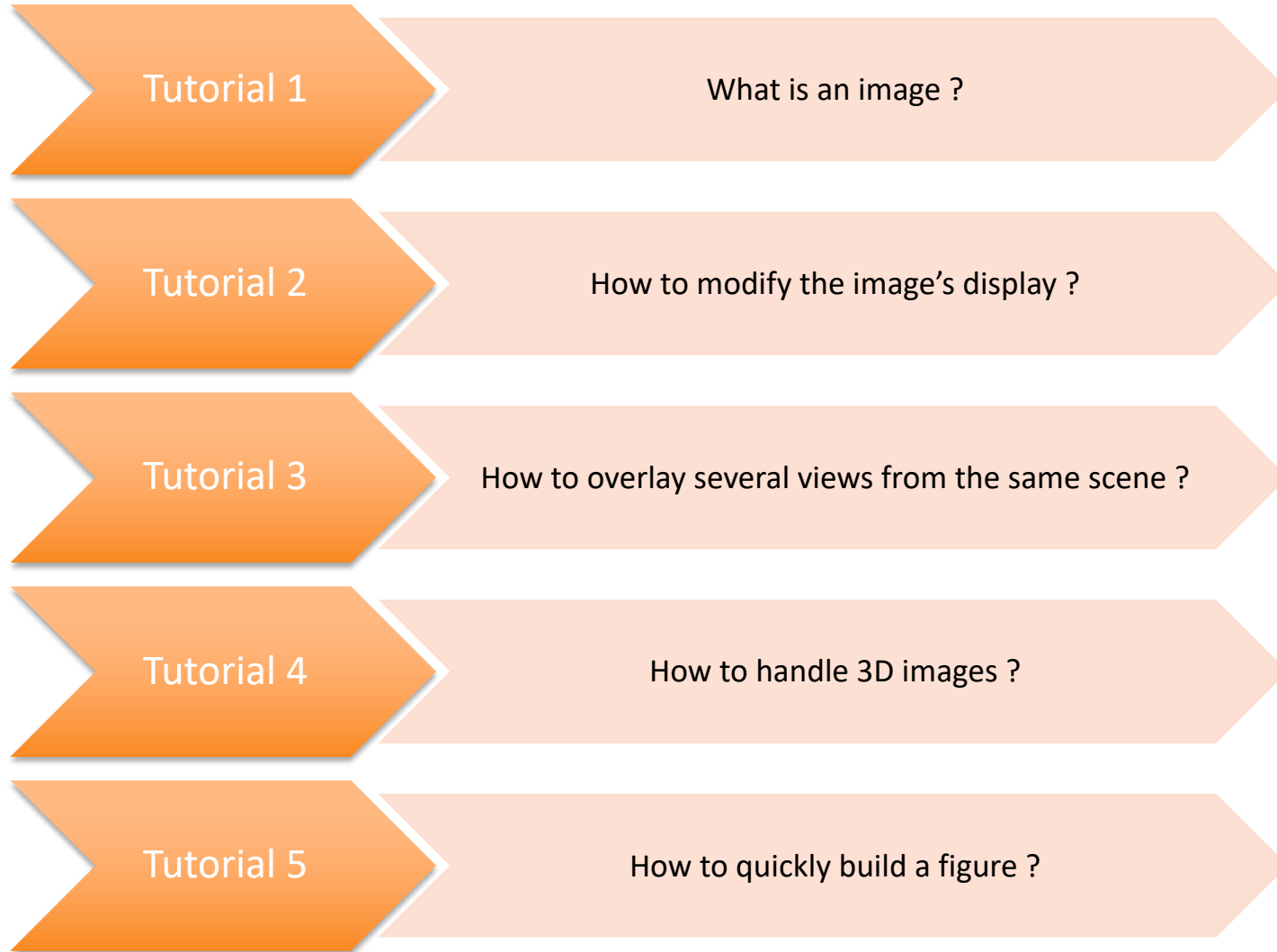
Before we start...

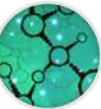


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What will we learn during this session ?





What is an image ?

The image IS NOT the object



René Magritte, *La trahison des images*, 1928-29, huile sur toile, Los Angeles county Museum of Art, Los Angeles.

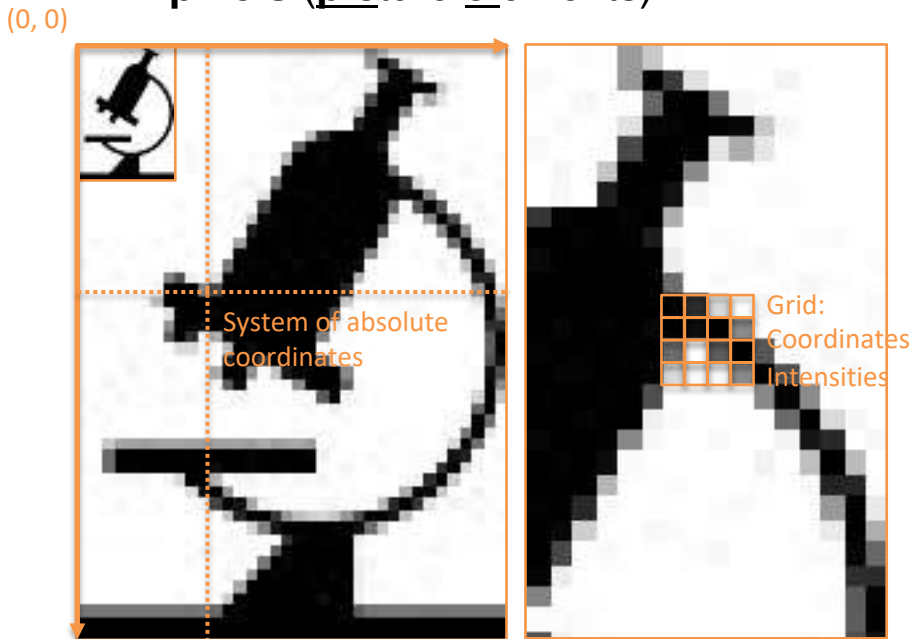


What is an image ?

The nature of data

Raster image

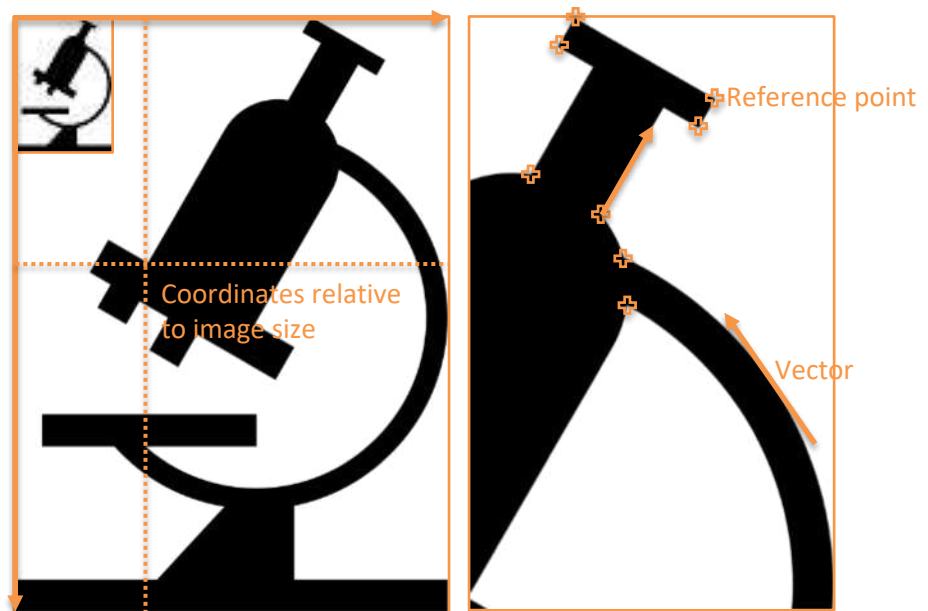
- Painted using individual elements:
pixels (picture elements)



- Printing quality **depends** on a compromise between **dimension** and **resolution**

Vector image

- Painted using **vectors** and **mathematical descriptors**

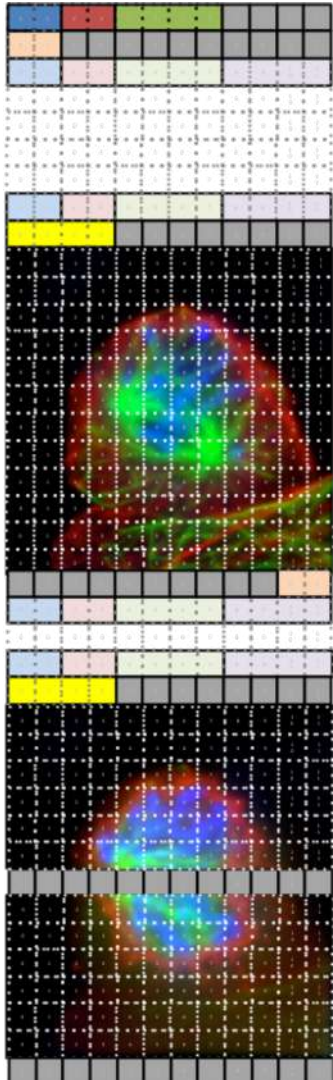


- Printing quality is **independent** of **dimension** and **resolution**



What is an image ?

Storing an image: the container



File format

- TIFF (Tagged Image File Format)
- ~~JPEG (Joint Photographic Experts Group)~~
- JFIF (JPEG File Interchange Format)
- PNG
- CZI, LIF, ND2, NDPI, OIB, ZVI...

Metadata

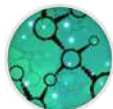
ImageWidth	ImageDescription
ImageLength	Make
BitsPerSample	Model
Compression	XResolution
PhotometricInterpretation	YResolution
FillOrder	...
DocumentName	

Image

Compression

CODEC (**CO**mpression/**DE**compression)

- RLE (Run Length Encoding, PackBits)
- LZW (Lempel-Ziv-Welch)
- JPEG (Joint Photographic Experts Group)
- Modified Huffman compression (CCITT Group 3 1D)



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What is an image ?

Storing an image: saving space, compression strategies

Run-length encoding

Sentence:

AAABBBBBBAAACCCCCAAAAAB

- For each value, count the number of occurrence

Compressed sentence:

3A6B3A5C5A1B

Dictionary-based compression

Sentence:

ABCDDEFABCEFEABC

- Identify individual words

ABCDEFABCEFEABC

- Build a dictionary:

1=ABC; 2=DD; 3=EF; 4=E

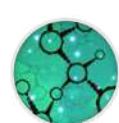
- Re-write the sentence using the dictionary:

Compressed sentence:

1231341

Used in LZW/ZIP compressions

*Only non destructive compressions should be used for image processing and analysis
JPEG is a destructive compression: to be ONLY used for mail or presentation purposes*



Tutorial 1

What is an image ?

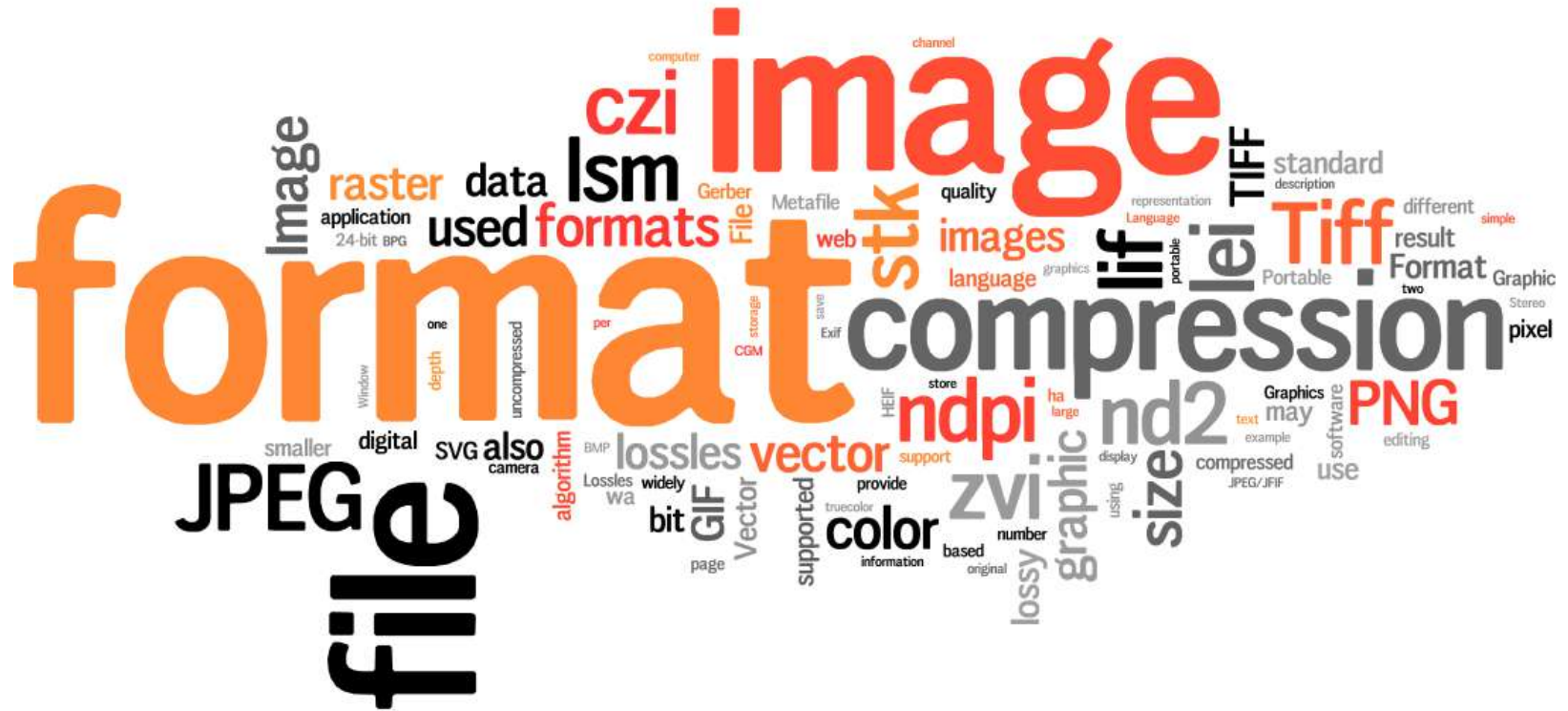
- Open an image

File>Open

- Open an image

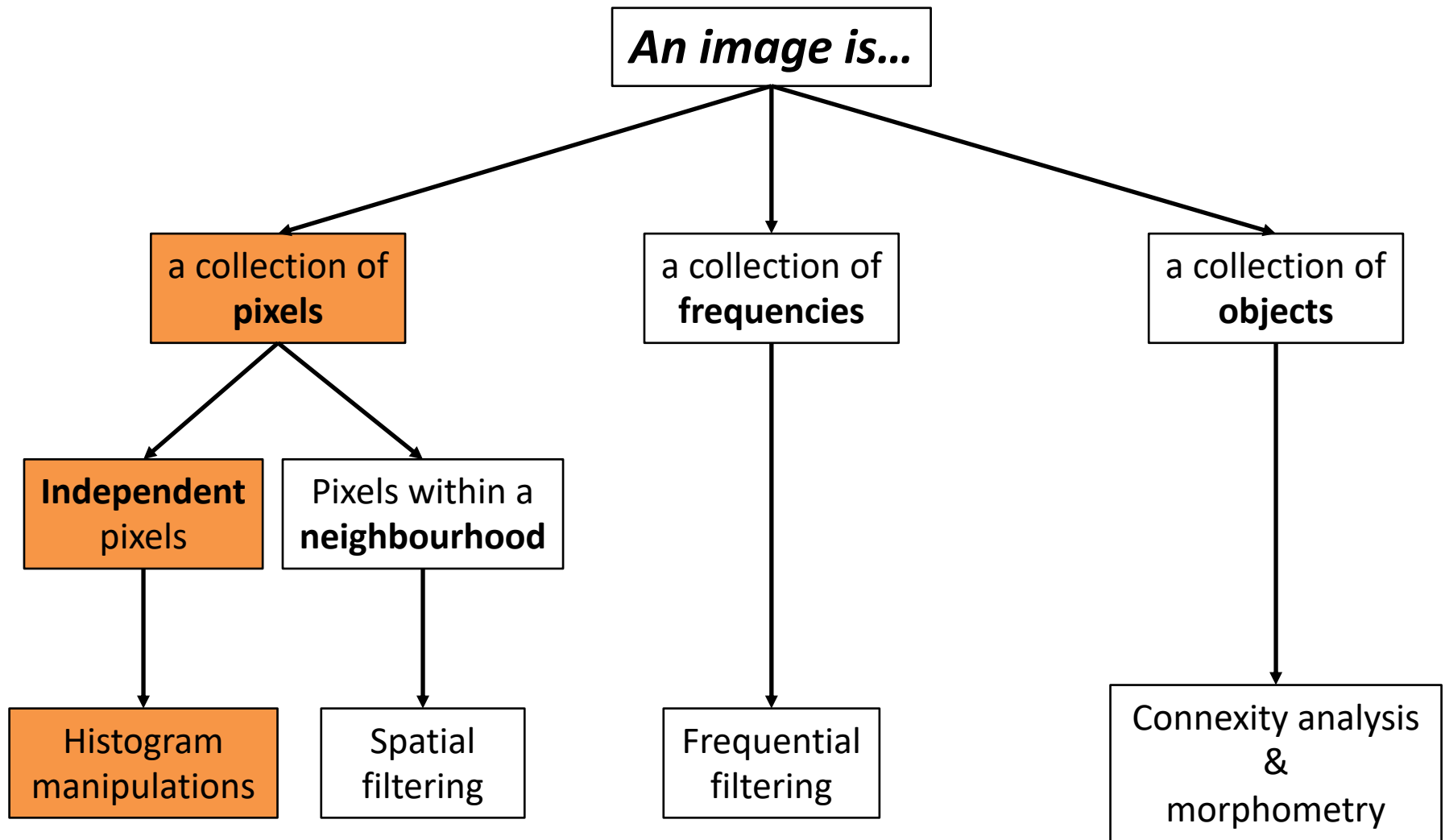
Drag & drop on ImageJ toolbar

Image Processing



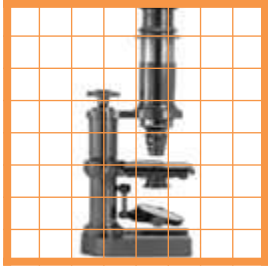
Several way to consider a single image

And associated processing techniques

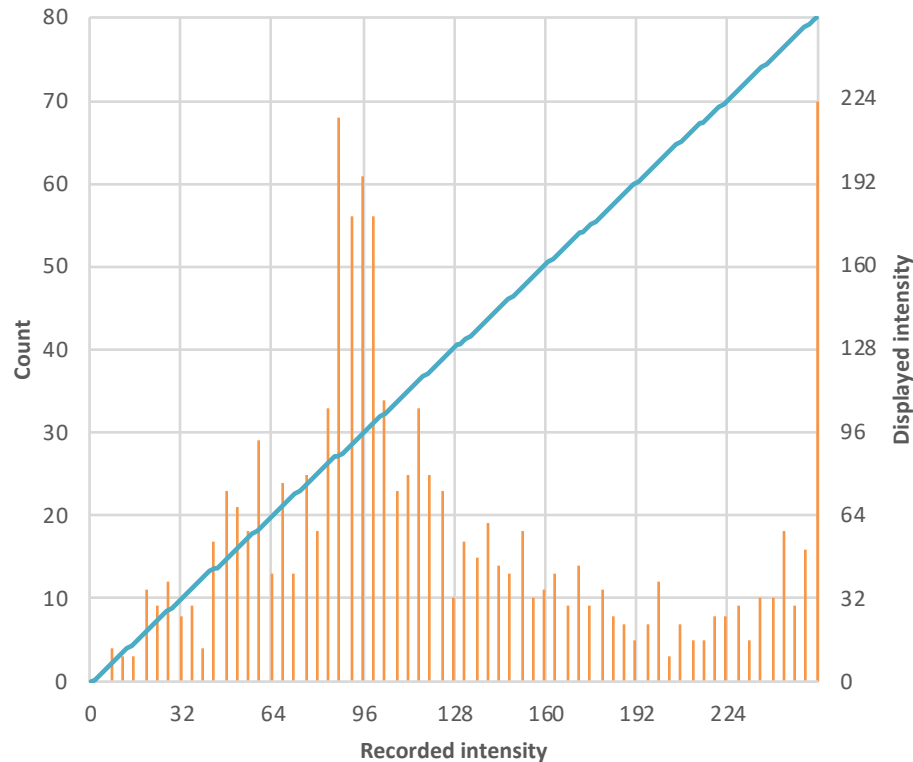


The image is a collection of intensities

Working with the image's histogram



1. Group pixels per increasing intensity
2. Count pixels per group
3. Plot count as a function of intensity



*This is a **REALLY BAD** histogram ! But a good support to illustrate histogram modifications...*



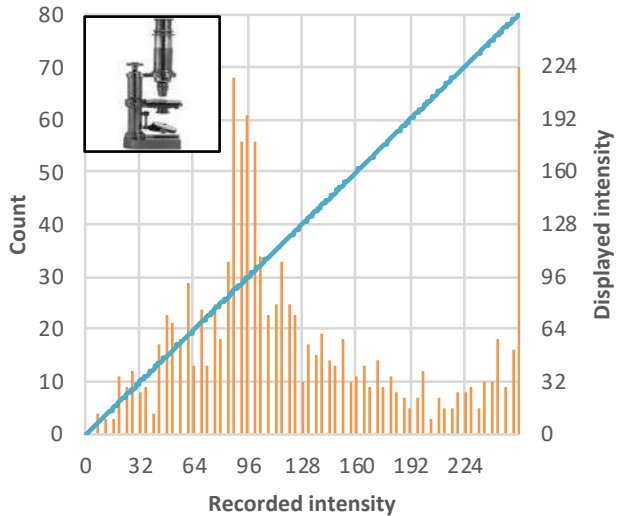
Tutorial 2

How to modify the image's display ?

- Get the histogram from the image
Analyze>Histogram (try the « Live » mode)
- Modify the image's display
Image>Adjust>Brightness & Contrast

The image is a collection of intensities

Linear histogram modification: brightness



Brightness:

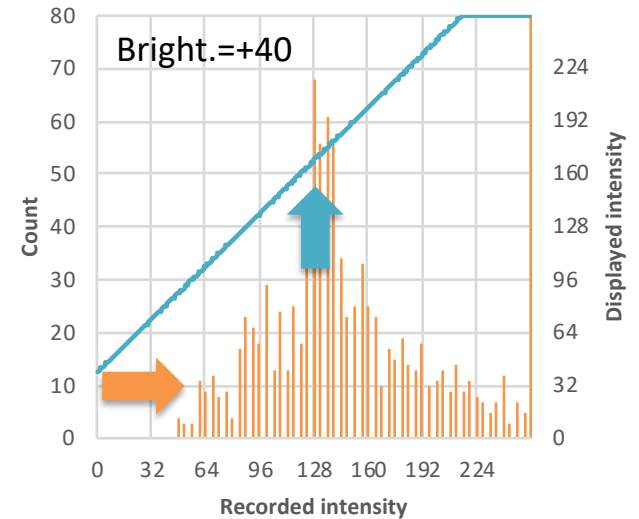
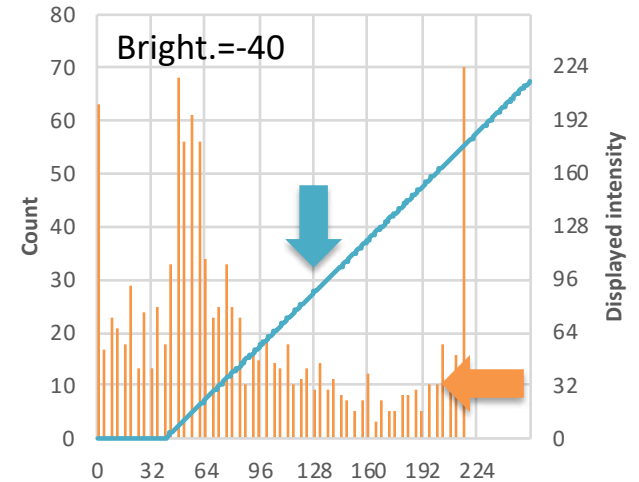
The same value is added to all intensities

Thresholding:

Negative values are shifted to zero

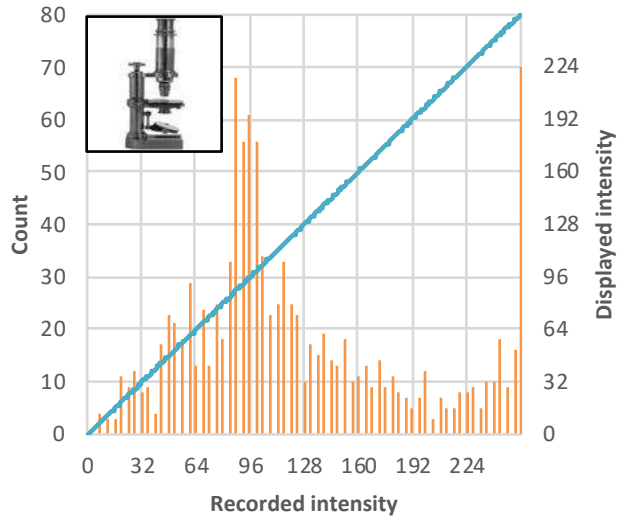
Saturation:

Values over the maximum of the range are clipped to the maximum of the range



The image is a collection of intensities

Linear histogram modification: contrast



Contrast:

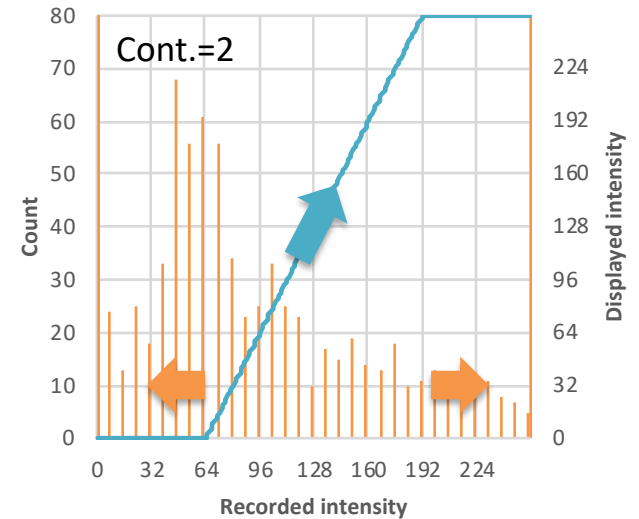
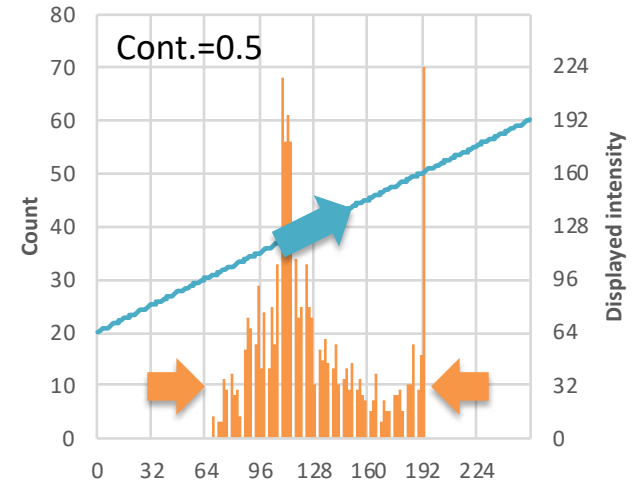
Response line: the slope is changed
The mid-range value remains constant

Thresholding:

Negative values are shifted to zero

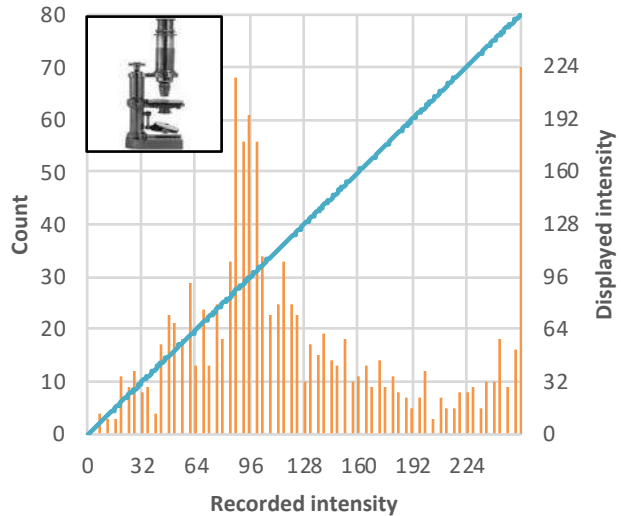
Saturation:

Values over the maximum of the range are clipped to the maximum of the range



The image is a collection of intensities

Linear histogram modification: min-max



Min-Max:

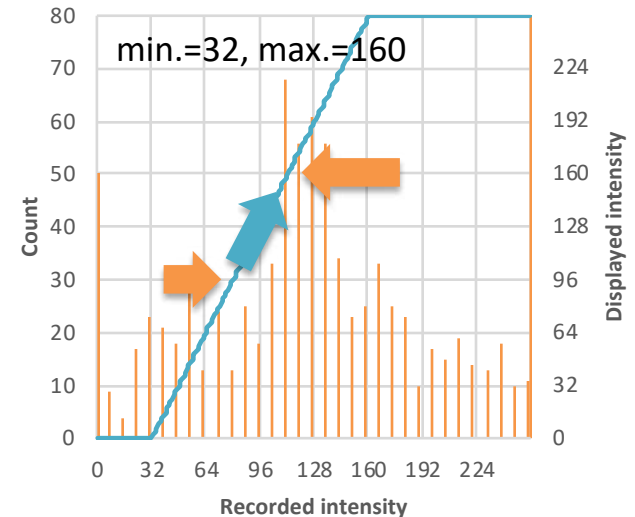
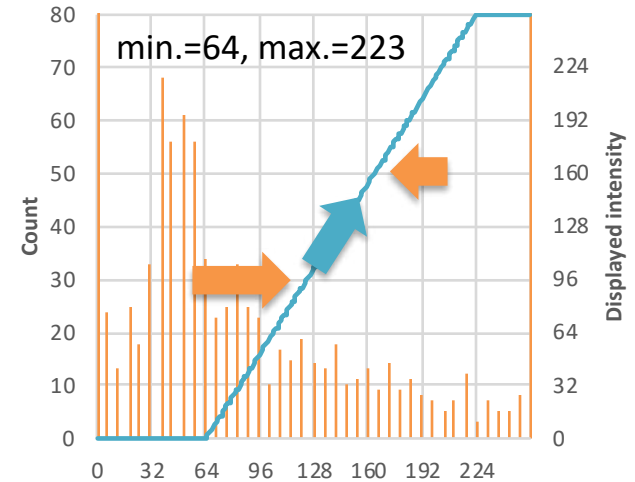
Intensities are linearly distributed between the two newly set limits

Thresholding:

Negative values are shifted to zero

Saturation:

Values over the maximum of the range are clipped to the maximum of the range



What is an image ?

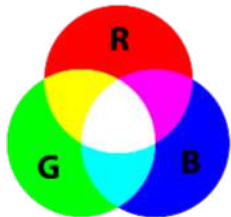
Color versus colorised image



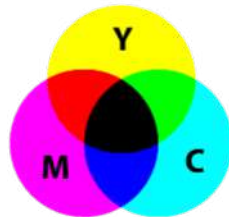
Color image

- A reference is selected
- One channel is generated per reference's component
- Each color is expressed as a weighted sum of each component

Additive mixing

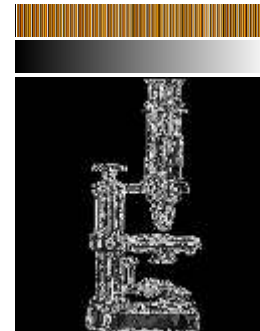


Subtractive mixing



Indexed colors

- Build a dictionary: 1 color=1 reference
- Replace each pixel's color by its reference



Tutorial 3

How to overlay several view from the same scene ?

- Overlay images

Image>Color>Merge channels

- Interact with the display

Image>Color>Channels tool

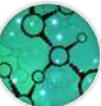


Image visualisation

Fact, challenge and method

Fact:

Most commonly used output media are 2D

Challenge:

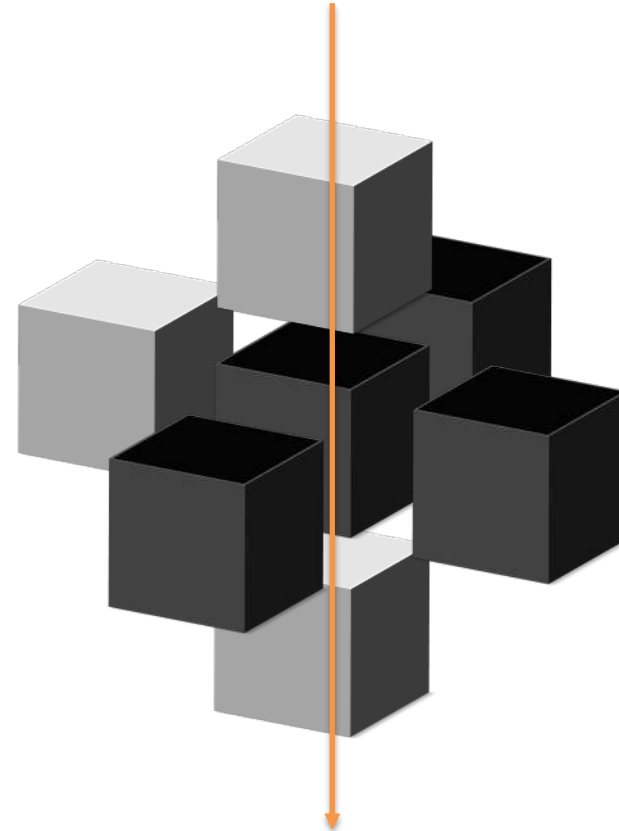
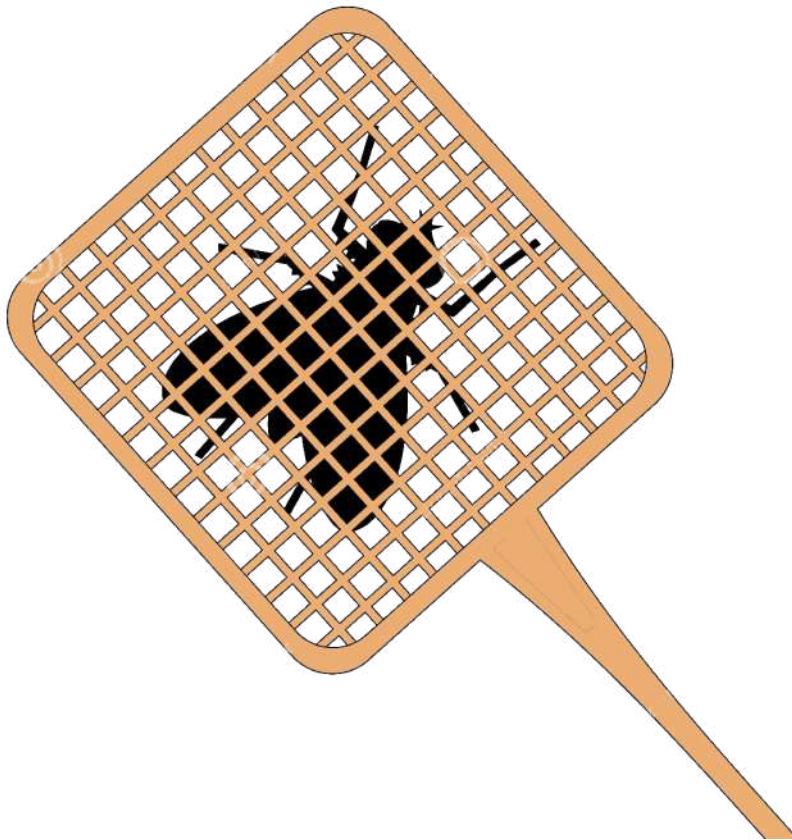
How to display a 3D dataset on a 2D medium ?

Method:

Understand how we perceive volumes

Image visualisation

Rough method: squeezing everything onto a single plane

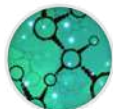


Min

Med

Max

Other rule



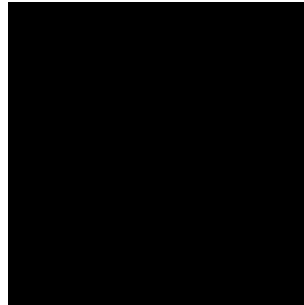
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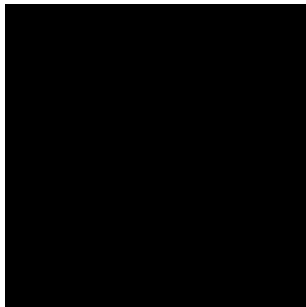
Image visualisation

Rough method: squeezing everything onto a single plane

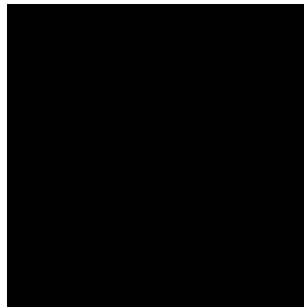
Original data



Minimum



Median



Maximum



Mean

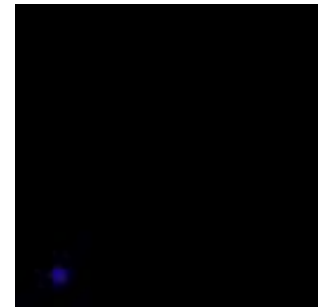


Image visualisation

Refined method: taking into account psychological parameters



Golconda, Magritte, 1953



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Bordeaux Imaging Center

Image visualisation

Refined method: taking into account psychological parameters

Size of the image on retina (bigger= closer)



Texture fades away in the distance



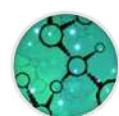
2 eyes: made to have 2 different points of view



When rotating, closest points move slower



Overlap: incomplete figures are in background



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Image visualisation

Refined method: mimicking binocular disparity

2 eyes: made to have 2 different points of view



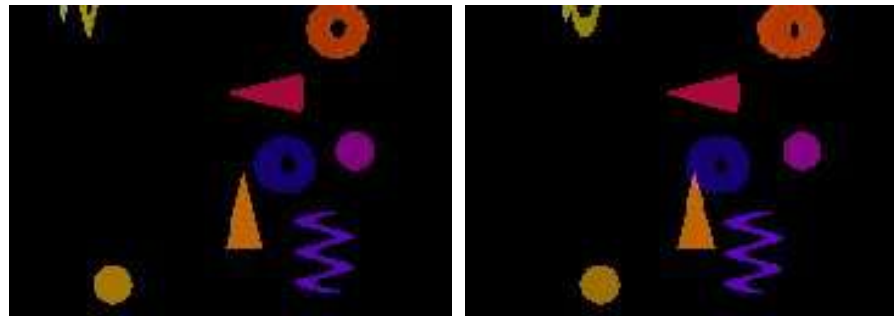
Original data



Anaglyph



Stereogram



-6°

+6°

Image visualisation

Refined method: taking benefit of motion parallax

When rotating, closest points move slower



Original data



Multiple angle view



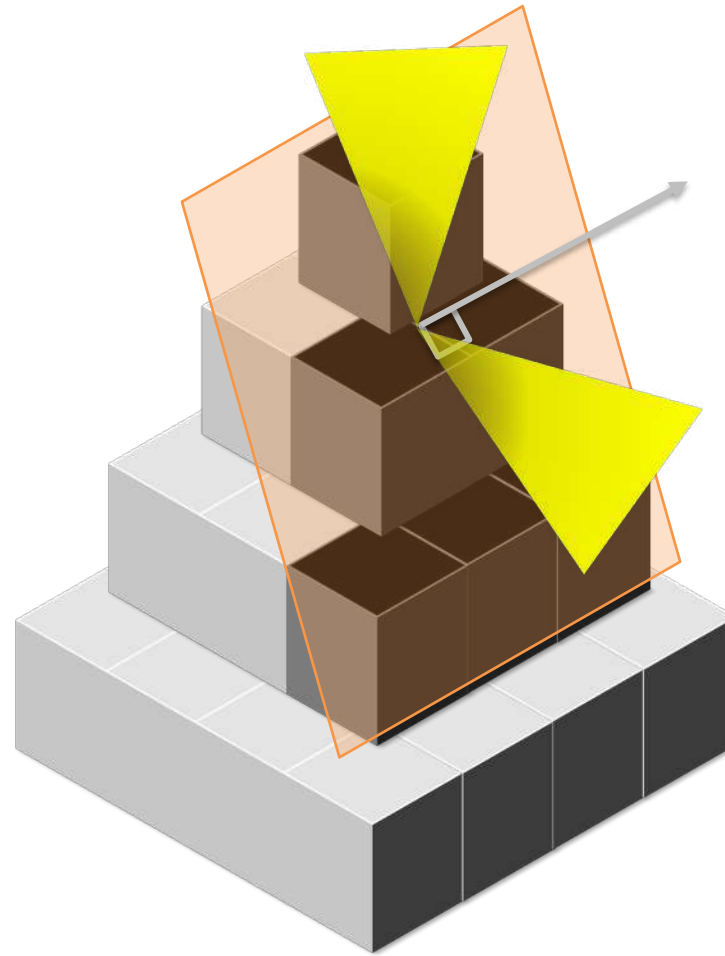
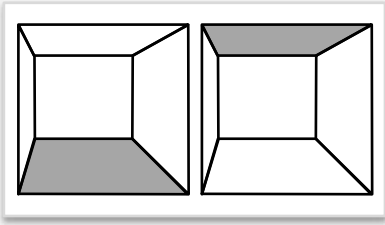
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Image visualisation

Refined method: taking care of rendering

Knowledge from
experience: light comes
from above



1. Create a surface (keep only voxels connected to background)
2. Light it up



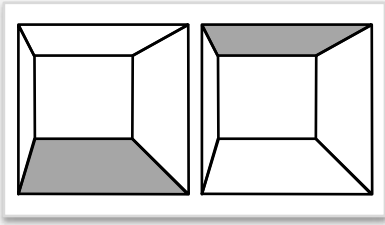
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Image visualisation

Refined method: taking care of rendering

Knowledge from
experience: light comes
from above



Original data



Surface rendering



Tutorial 4

How to handle 3D images ?

- Generating 2D projections

Image>Stacks>Z Project

- Generating variable angle views

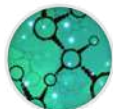
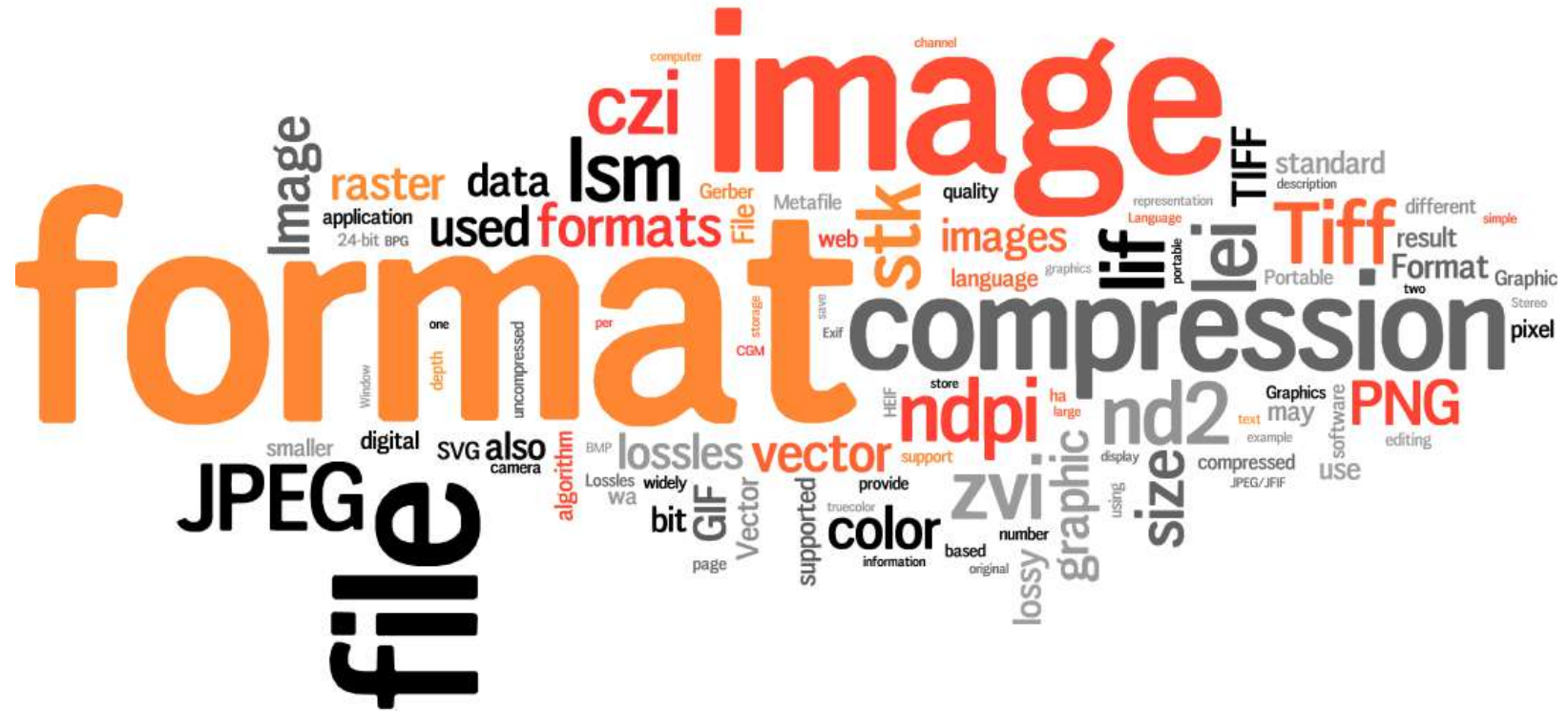
Image>Stacks>3D Project

- Interact with the 3D display

Plugins>3D Viewer

Tutorial 5

Building figures with FigureJ



Before getting started with FigureJ

Important:

This plugin is Open Source, freely available etc...

Please acknowledge the good job made by the authors !

Read and cite:

MUTTERER, J. and ZINCK, E. (2013), Quick-and-clean article figures with FigureJ. Journal of Microscopy, 252: 89–91. doi:10.1111/jmi.12069

Getting started with FigureJ

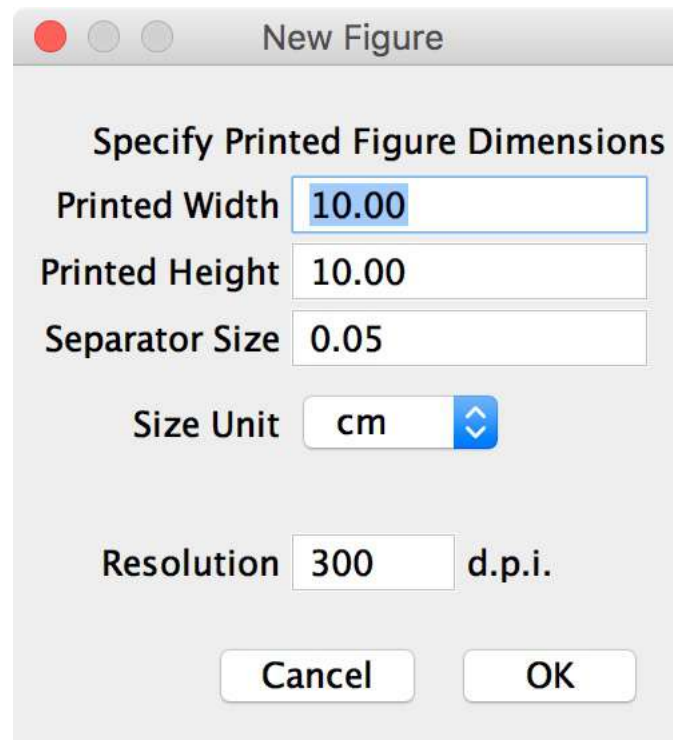
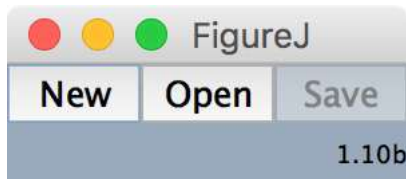
Installation

- The plugin is available from ImageJ's wiki:
<http://imagejdocu.tudor.lu/doku.php?id=plugin:utilities:figurej:start>
- For ImageJ:
 - Follow the instructions on the wiki: download the plugin + additional libraries (imagescience, BioFormat, LSM Reader).
 - Drag/drop all file to ImageJ toolbar and press “Ok” when asked for anything.
- For FiJI:
 - Go to Help/Update.
 - Add the IBMP-CNRS, ImageScience and BioFormats update sites.

Getting started with FigureJ

Creating a new figure

- Plugins/FigureJ/FigureJ
- Create a new canvas
- Setup the figure

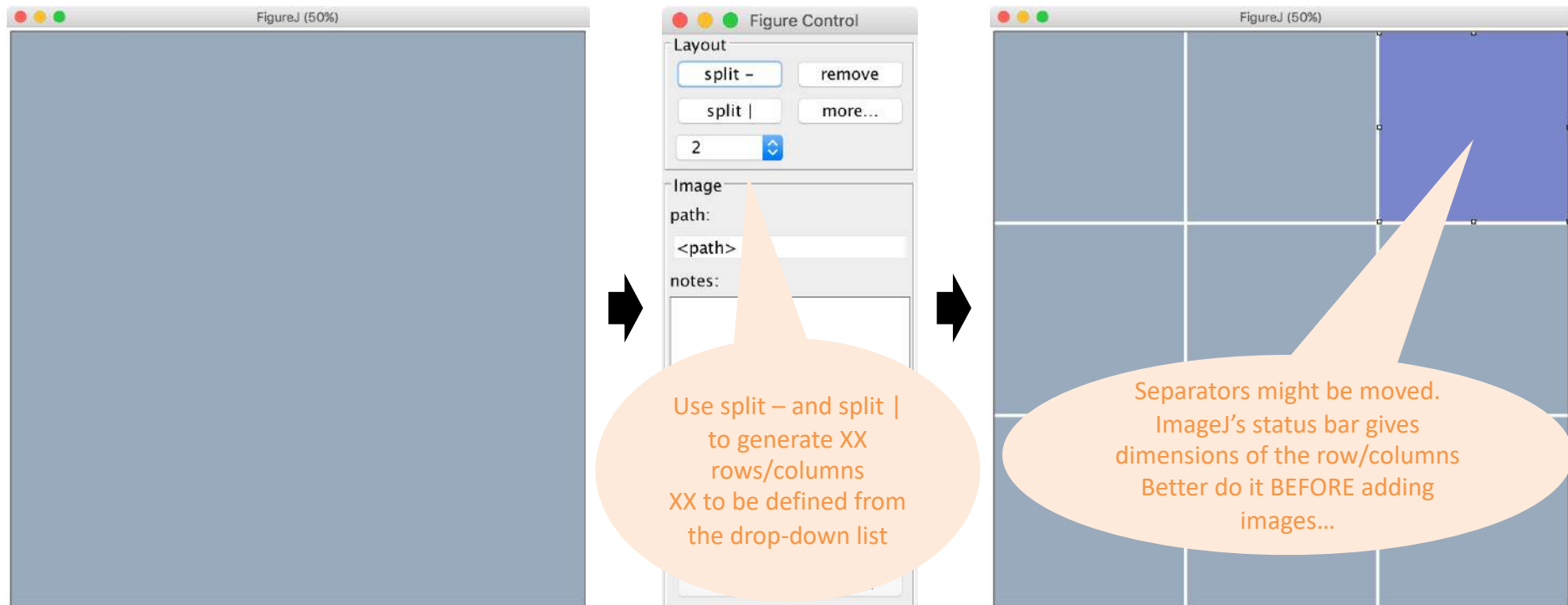


To be filled
according to the
journal's
“instructions to
authors”

Getting started with FigureJ

Setting up the canvas

- Divide the empty canvas into containers for thumbnails
- Setup containers' dimensions



Getting started with FigureJ

Setting up the canvas

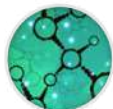
Most commonly encountered problem

If you can't select a thumbnail within the canvas, make sure FigureJ tool is active



You might have one of those active

Click here !



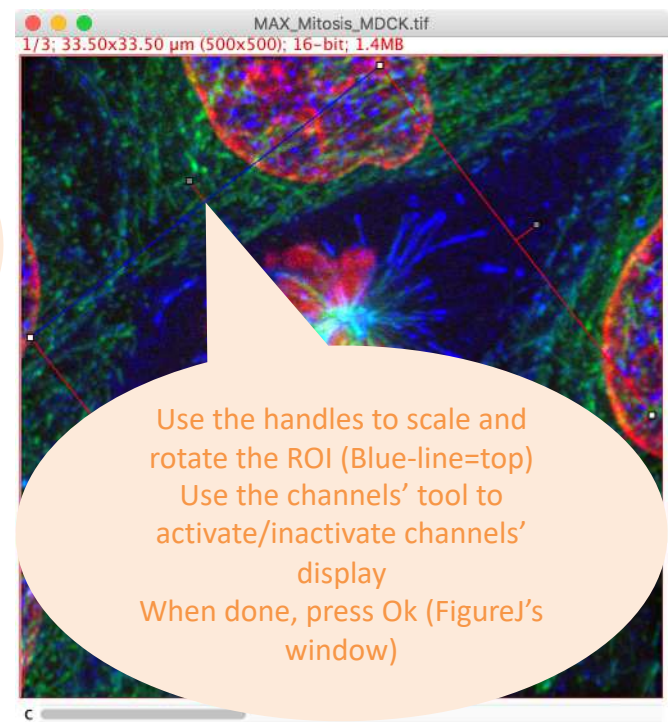
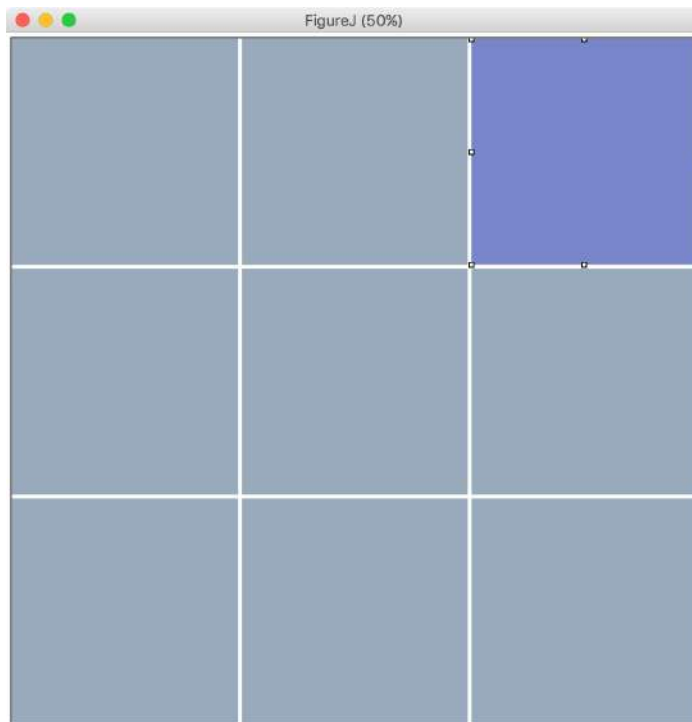
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Getting started with FigureJ

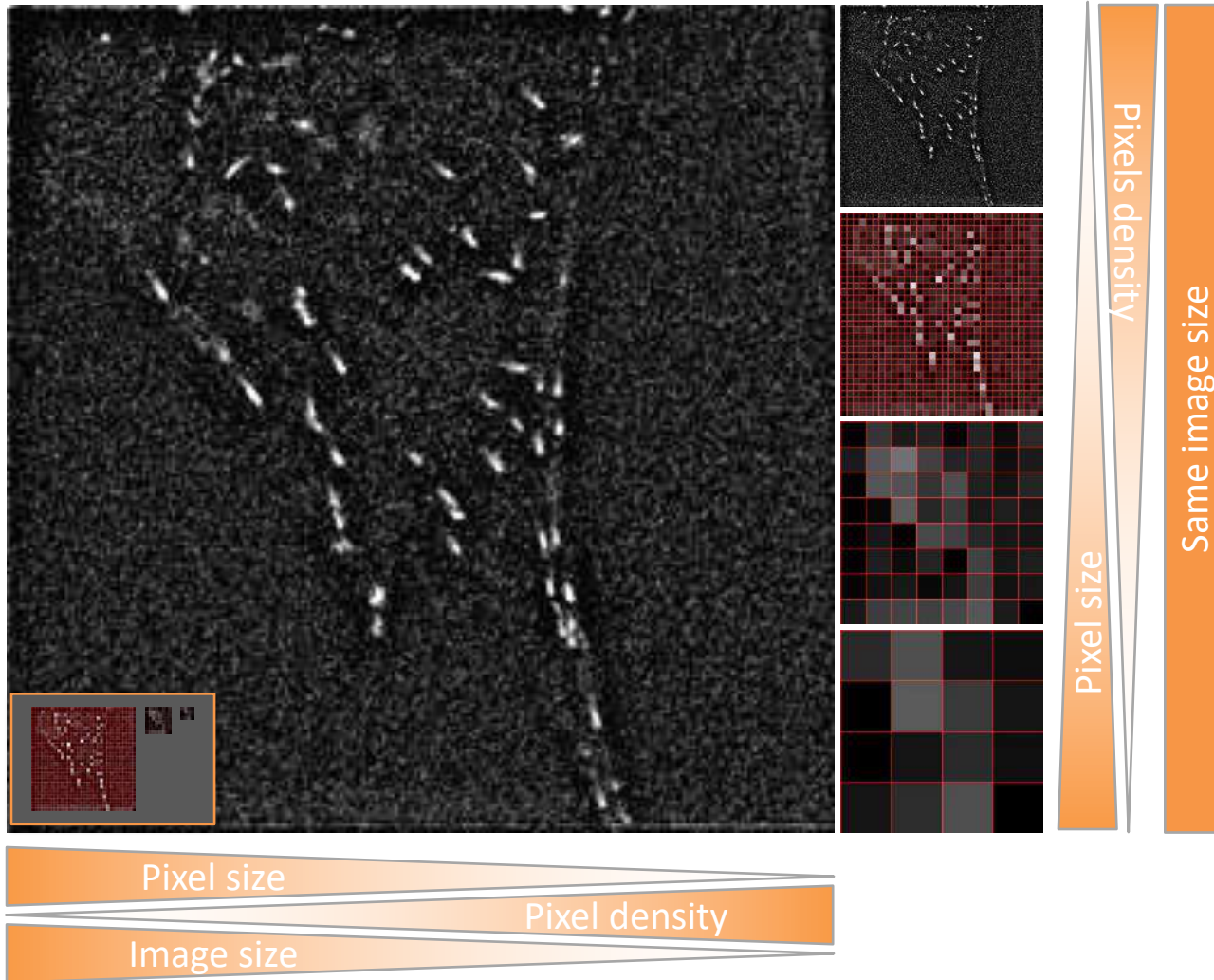
Filling up the canvas

- Click on a thumbnail
- Press “Open” in FigureJ’s window
- Select the image to include and define the ROI to display



Getting started with FigureJ

Filling up the canvas: Spatial sampling, density and display

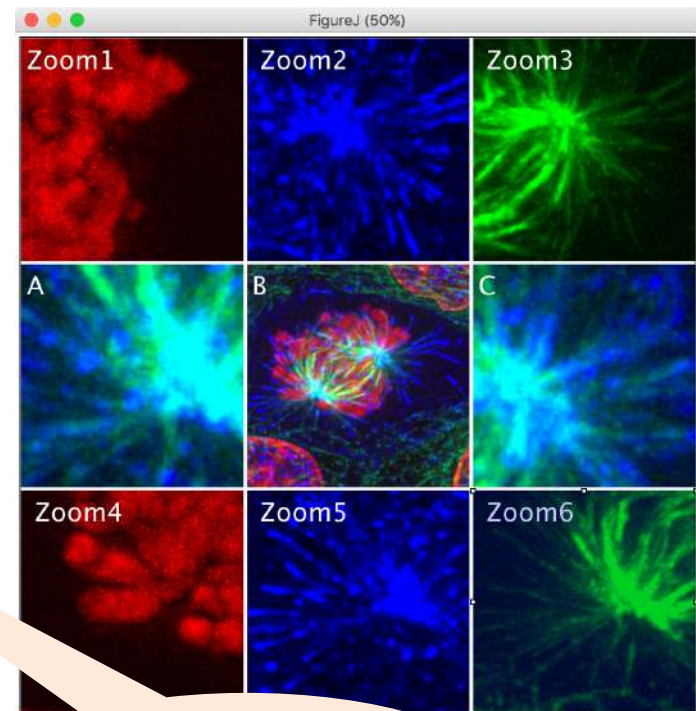
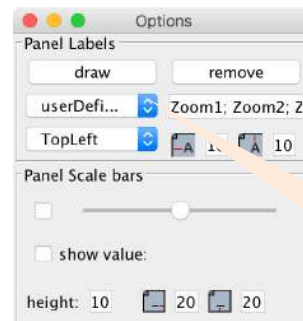
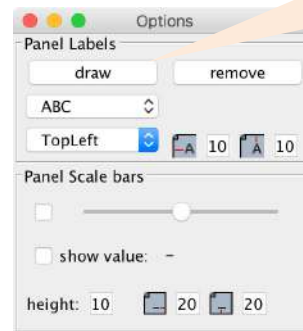
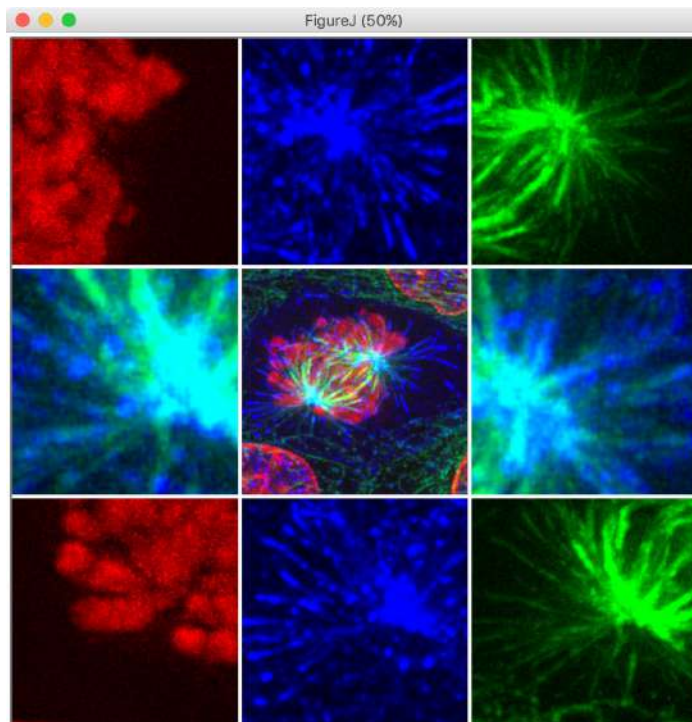


Getting started with FigureJ

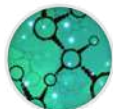
Annotating the figure: labels

- Click on a thumbnail
- Press “More” in FigureJ’s window

Click draw: annotate
Shift+click draw: step back
Alt+click draw: reset counter
Use Edit/Options/Fonts to
increase/decrease size etc..



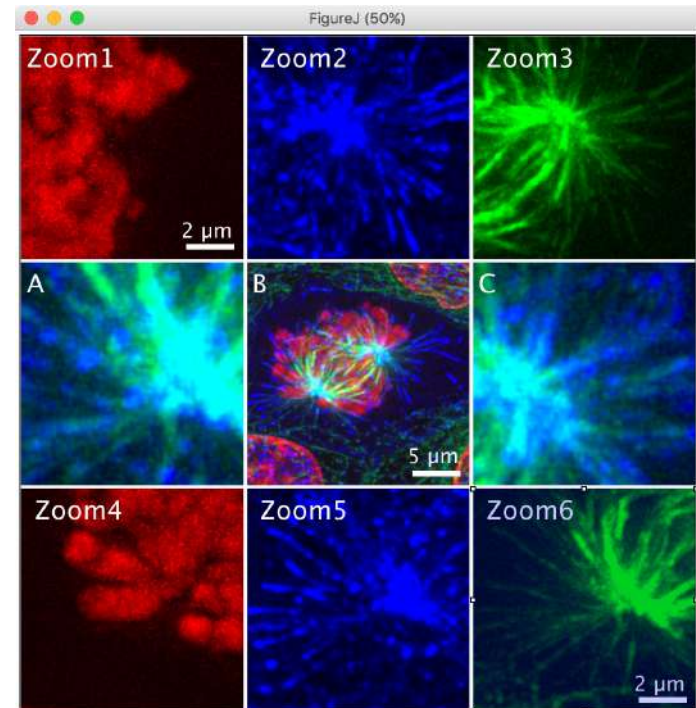
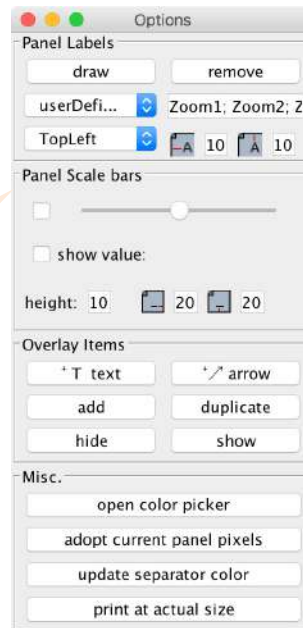
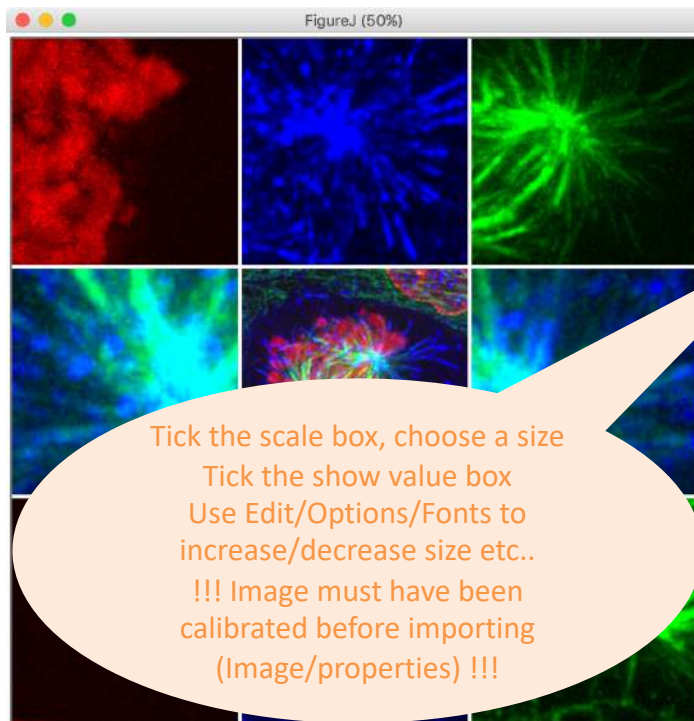
User defined
annotations: separate
items with « ; »



Getting started with FigureJ

Annotating the figure: scale bars

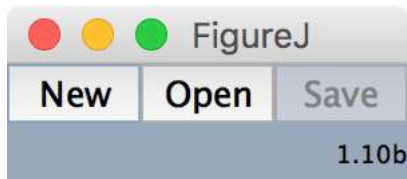
- Click on a thumbnail
- Press “More” in FigureJ’s window



Getting started with FigureJ

Exporting the figure

- Go back to FigureJ's small window
- Click on save button (not the ImageJ's one !!!)
- Select or create an output folder



File to recall using FigureJ's open to edit the figure

Full resolution image, to be sent to the editor

All notes taken for each single thumbnail (Note pas on FigureJ's window)

Low resolution, compressed image, for PPT and mail ONLY (jpg=EVIL)

Original image(s) used to build the figure

