

图像处理与可视化: Homework 7

陈皓阳 23307130004@m.fudan.edu.cn

作业7 图像的空间变换

(1) 一个局部仿射变换 (或基于FFD的形变算法) 空间变换 (记此变换为 D) , (2) 并把这个空间变换应用于实现基于反向的图像变换过程 (记反向图变换为 T^{-1} , 则可直接令 $T^{-1} = D$) , 从而实现图像甲到图像乙的图像变换。作业的基本算法内容参考课堂上讲解和课件。(备注: 可以参考其他有关的学术资料改进效果 (optional) , 但不能只使用其他的算法而没有实现题目要求的两个基本内容。)

Free-Form Deformation 原理

FFD 的核心想法是: 将控制点规则化, 并且把控制点的位移产生的影响控制在局部, 其变换公式为:

$Y = T(X) = X + Q_{\text{local}}(X)$, 其中 $Q_{\text{local}}(X)$ 表示 X 发生的位移:

$$Q_{\text{local}}(X) = \sum_{i=-1}^2 \sum_{j=-1}^2 \Phi_{i+i_x, j+j_y} \beta_i(u) \beta_j(v)$$

其中归一化坐标 u 、 v 和网格索引 i_x 、 j_y 的定义为:

$$u = \frac{x - P_{00}[0]}{l_x} - i_x, \quad v = \frac{y - P_{00}[1]}{l_y} - j_y$$

$$i_x = \left\lfloor \frac{x - P_{00}[0]}{l_x} \right\rfloor, \quad j_y = \left\lfloor \frac{y - P_{00}[1]}{l_y} \right\rfloor$$

而 $\Phi_{i+i_x, j+j_y}$ 表示 $(i + i_x, j + j_y)$ 处的控制点的位移, β_i 、 β_j 是分段形式的 B-样条核函数。

对于 $u \in [0, 1)$, B-样条核函数 $\beta_i(u)$ 的表达式为:

$$\beta_{-1}(u) = \frac{(1-u)^3}{6}, \quad \beta_0(u) = \frac{3u^3 - 6u^2 + 4}{6}, \quad \beta_1(u) = \frac{-3u^3 + 3u^2 + 3u + 1}{6}, \quad \beta_2(u) = \frac{u^3}{6}$$

```
# FFD.py
import numpy as np

def cubic_spline(u, index: int):
    """another expression of FFD where u belongs to [0, 1)

    Args:
        u: one component of the control point coordinates
        index: -1, 0, 1, 2

    Return:
        weight: the weight of the control point in certain dimension
    """
    if index == -1:
        weight = (1 - u)**3 / 6
    elif index == 0:
        weight = (3*u**3 - 6*u**2 + 4) / 6
    elif index == 1:
        weight = (-3*u**3 + 3*u**2 + 3*u + 1) / 6
    elif index == 2:
        weight = u**3 / 6
    else:
```

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        raise ValueError("index is not {-1, 0, 1, 2}")

    return weight

def construct_controlShiftDist(height: int, width: int, m: int, n: int):
    """
    construct initial controlShiftDist

    Args:
        height, width: about image
        m, n: the number of intervals in height and width direction
            I'll choose m and n by which the image size is divisible.

    Returns:
        controlShiftDist: {(index_x, index_y): (0, 0)}, note that x and y are
        index, not true coordinates
        lx: length of intervals in height direciton
        ly: length of intervals in width direciton
    """
    controlShiftDist = {}
    lx = height / m
    ly = width / n
    for i in range(m + 1):
        for j in range(n + 1):
            controlShiftDist[(i, j)] = np.array([0, 0])
    return controlShiftDist, lx, ly

def ffd(height: int, width: int, lx: int, ly: int, controlShiftDist: dict) ->
np.array:
    """
    Free-form deformation, given the shift of control points.
    obtain the coordinates of the target image inversely mapped back to the
    original image.

    Args:
        height, width: about image
        lx, ly: the length of interval in either height and width direction
        controlShiftDict: {(index_x, index_y): (delta_x, delta_y)}
    Return:
        backmap: tensor(height * width * 2), backmap[:, x, y] gets the backmap
        coordinates of (x, y)
    """
    # backmap[x, y, 1] has the first coordinate, backmap[x, y, 2] has the second
    one
    backmap = np.zeros((height, width, 2))
    for x in range(height):
        for y in range(width):
            backmap[x, y, :] = np.array([x, y])

    # compute index: int and residual: [0, 1)
    for x in range(height):
        dist_1 = (x - 0) / lx
        ix = int(dist_1)
        u = dist_1 - ix
        for y in range(width):
            dist_2 = (y - 0) / ly
            iy = int(dist_2)

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v = dist_2 - iy

# compute weighted shift, using cubic spline
shiftSum = np.array([0.0, 0.0])
for i in [-1, 0, 1, 2]:
    for j in [-1, 0, 1, 2]:
        delta = controlShiftDist.get((ix + i, iy + j), np.array([0,
0]))
        shiftSum[0] += delta[0] * cubic_spline(u, i) *
cubic_spline(v, j)
        shiftSum[1] += delta[1] * cubic_spline(u, i) *
cubic_spline(v, j)

    backmap[x, y, :] = np.array([x, y]) + shiftSum

# trip
backmap[:, :, 0] = np.clip(backmap[:, :, 0], 0, height - 1)
backmap[:, :, 1] = np.clip(backmap[:, :, 1], 0, width - 1)

return backmap

```

Back-Transformation 原理

对于目标图像中的每个像素位置 (x, y) ，反向变换计算其在原图像中对应的位置 (x', y') ，然后通过插值获取像素值。

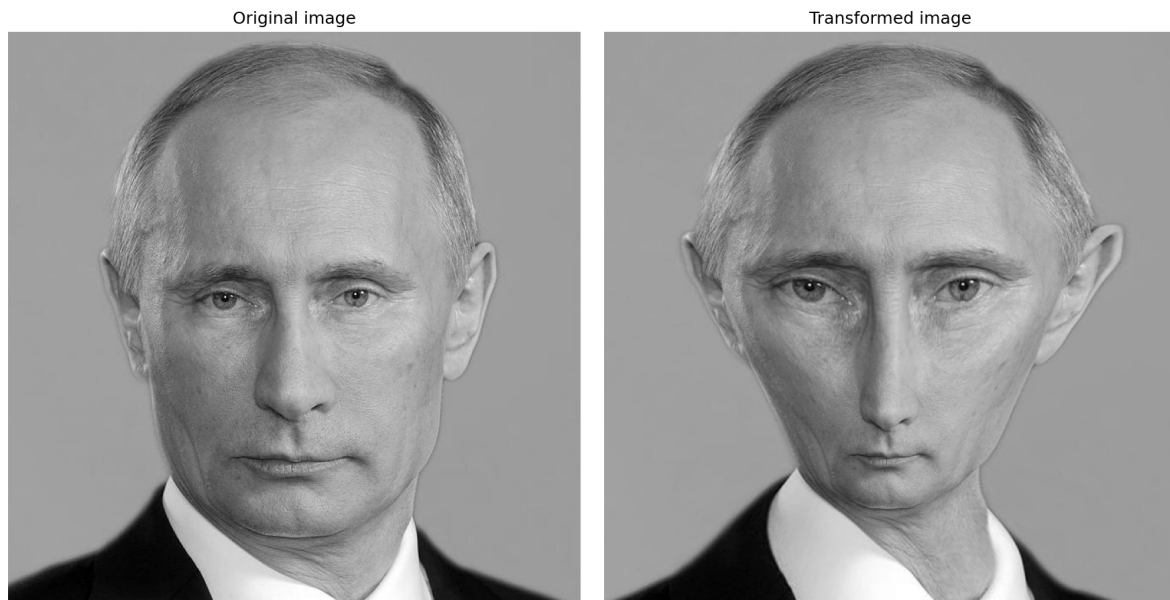
反映射：对于目标图像像素 (x, y) ，使用 FFD 公式计算位移 $Q_{\text{local}}(x, y)$ ，得到原图像中的对应位置 $(x', y') = (x, y) + Q_{\text{local}}(x, y)$ 。

双线性插值：对于浮点坐标 (x', y') ，找到周围四个整数像素点 $(\lfloor x' \rfloor, \lfloor y' \rfloor)$ 、 $(\lfloor x' \rfloor, \lfloor y' \rfloor + 1)$ 、 $(\lfloor x' \rfloor + 1, \lfloor y' \rfloor)$ 、 $(\lfloor x' \rfloor + 1, \lfloor y' \rfloor + 1)$ ，设其像素值为 I_{00} 、 I_{01} 、 I_{10} 、 I_{11} ，插值权重 $u = x' - \lfloor x' \rfloor$ 、 $v = y' - \lfloor y' \rfloor$ ，则插值结果为： $I(x', y') = (1 - u)(1 - v) \cdot I_{00} + (1 - u)v \cdot I_{01} + u(1 - v) \cdot I_{10} + uv \cdot I_{11}$

以下是实现效果：



- `drag.png` 是拖拽控制点的结果，由于直接令 $T^{-1} = D$ ，拖拽后控制点的意义是：原图像的该位置应该变换至目标图像的拖拽前控制点的位置。为了使得控制点完全均匀，先观察图像的长宽，然后选择可以整除长宽的间距数量，最终，长度方向的控制点数量是长度间隔数量加一，宽度方向的控制点数量是宽度间隔数量加一。



- `FFDbacktrans.png` 是原图像 `putin.jpg` 和基于FFD进行反向变换后的图像的并列展示。运行 `backtrans.py`，先会展示添加了网格状控制点的原图像，用户可以随意拖拽控制点；关闭该展示窗口后，`backtrans.py` 调用 `FFD.py` 并利用三次样条函数获得每个点基于其临近 16 个控制点的位移计算出来的位移，进而获得每个点变换后的位置；最终，利用双线性插值获得每个点变换后的位置在原图像上的像素值。

```
# backTrans.py
import numpy as np
from PIL import Image
from FFD import *
import os
import matplotlib.pyplot as plt
import matplotlib
matplotlib.use('TkAgg')

def load_image(image_path):
    image = Image.open(image_path)
    image_array = np.array(image)
    return image_array

def bilinear_interpolation(backmap: np.array, original_array: np.array) ->
np.array:
    """
    Args:
        backmap: shape (height, width, 2), coordinates information
        original_array: shape (height, width), coordinates with intensity
    Return:
        trans_array: shape (height, width), backmap coordinates with intensity
    """
    height, width = original_array.shape
    trans_array = np.zeros((height, width))
    # shape (height, width)
    coords_x = backmap[:, :, 0]
    coords_y = backmap[:, :, 1]
    # shape (height, width)
    min_x = np.floor(coords_x).astype(int)
    min_y = np.floor(coords_y).astype(int)
```

```

max_x = np.minimum(min_x + 1, height - 1)
max_y = np.minimum(min_y + 1, width - 1)
# shape (height, width)
u = coords_x - min_x
v = coords_y - min_y
# shape (height, width)
value00 = original_array[min_x, min_y]
value01 = original_array[min_x, max_y]
value10 = original_array[max_x, min_y]
value11 = original_array[max_x, max_y]
# shape (height, width)
trans_array = (1-u)*(1-v)*value00 + (1-u)*v*value01 + u*(1-v)*value10 +
u*v*value11

return trans_array

class ControlPointDragger:
    def __init__(self, array, m, n):
        self.array = array
        self.height, self.width = array.shape
        self.controlShiftDist, self.lx, self.ly =
construct_controlShiftDist(self.height, self.width, m, n)
        self.dragged_point = None
        self.points = {}
        self.plot_to_key = {}
        self._setup_gui()

    def _setup_gui(self):
        self.fig, self.ax = plt.subplots(1, 1, figsize=(10, 10))
        self.ax.imshow(self.array, cmap='gray')
        self.ax.set_title('Drag control points and close window to finish',
fontsize=12)
        self.ax.axis('off')

        for (i, j) in self.controlShiftDist.keys():
            initX, initY = i * self.lx, j * self.ly
            # ax.plot returns a list
            plot, = self.ax.plot(initY, initX, 'ro', markersize=5, picker=10)
            self.points[(i, j)] = {
                'plot': plot,
                'currentX': initX,
                'currentY': initY,
                'initialX': initX,
                'initialY': initY
            }
            self.plot_to_key[plot] = (i, j)

        plt.tight_layout()

        self.fig.canvas.mpl_connect('pick_event', self.on_pick)
        self.fig.canvas.mpl_connect('motion_notify_event', self.on_motion)
        self.fig.canvas.mpl_connect('button_release_event', self.on_release)

    def on_pick(self, event):
        # event: click the control point, dragged_point is the current point
        if event.artist in self.plot_to_key:
            self.dragged_point = self.plot_to_key[event.artist]

```

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def on_motion(self, event):
    # examine if any control point has been clicked, also examine if the
    mouse is inside the image
    if self.dragged_point is None or event.inaxes != self.ax:
        return
    if event.xdata is None or event.ydata is None:
        return

    # drag the point and clip
    newX = np.clip(event.ydata, 0, self.height - 1)
    newY = np.clip(event.xdata, 0, self.width - 1)

    p = self.points[self.dragged_point]
    # update the visual location of the point
    p['plot'].set_data([newY], [newX])
    p['currentX'] = newX
    p['currentY'] = newY
    self.fig.canvas.draw()

def on_release(self, event):
    self.dragged_point = None

def get_controlShiftDist(self):
    for (i, j), p in self.points.items():
        dx = p['currentX'] - p['initialX']
        dy = p['currentY'] - p['initialY']
        self.controlShiftDist[(i, j)] = np.array([dx, dy])
    return self.controlShiftDist

def show(self):
    plt.show()

def backtrans(array: np.array, m: int, n: int) -> np.array:
    """
    Back-Transform

    Args:
        array: the array of original image
        m: number of intervals in height direction
        n: number of intervals in width direction
        choose m and n by which the size of image is divisible

    Return:
        transarray: the back-transformed array
    """
    dragger = ControlPointDragger(array, m, n)
    dragger.show()

    controlShiftDist = dragger.get_controlShiftDist()
    backmap = ffd(dragger.height, dragger.width, dragger.lx, dragger.ly,
controlShiftDist)
    transarray = bilinear_interpolation(backmap, array)

    return transarray

if __name__ == "__main__":
    image_dir = "image"
    image_name = "putin.jpg"

```

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image_path = os.path.join(image_dir, image_name)

array = load_image(image_path)
print(f"Size of image {image_path}: {array.shape}")
m = int(input("Enter m (number of intervals in height direction): "))
n = int(input("Enter n (number of intervals in width direction): "))

# back transformation
transarray = backtrans(array, m, n)

# comparison
fig, axes = plt.subplots(1, 2, figsize=(12, 6))

axes[0].imshow(array, cmap='gray')
axes[0].set_title('Original image')
axes[0].axis('off')

axes[1].imshow(transarray, cmap='gray')
axes[1].set_title('Transformed image')
axes[1].axis('off')

plt.tight_layout()
plt.savefig(os.path.join(image_dir, "FFDbacktrans.png"),
bbox_inches='tight', dpi=150)
plt.show()

```