

# Report, Project, TDT4195

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November 15, 2013

## 1 Abstract

This is the report for the main project in the course TDT4195. The assignment was to graphically represent a image with different coloured circular objects using computer-graphics and image-processing techniques. The task was solved in to parts, one image-processing part using Matlab, and one computer-graphics part using OpenGL. The Matlab-script writes a .txt file with coordinates, radius and color of the objects found. The OpenGL program then reads that file and represents the content as different coloured cubes in a three dimensional coordinate system. The programs are further explained in the sections below.

## 2 Matlab

### 2.1 Pre-processing

Before any objects in our image can be detected as a circle, the image has to be processed in different ways. Each step is described below.

#### 2.1.1 Normalize color-values

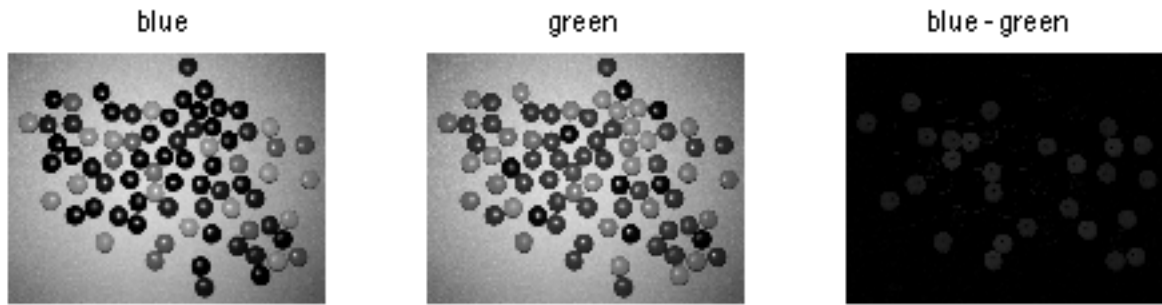
The example pictures has different lightening conditions, one of them e.g., has subtle shadows along the edges of the sweets, the others don't. Most of the sweets in the pictures have shadow on themselves. This often becomes a problem when we try to separate the colored sweets from each other. The way to get around this problem is to normalize the colors as a step before the color separation process. For each color plane, R, G, B, we divide the color-values by the magnitude of the combined R,G,B vector:

$$\begin{aligned} R &= R. / \text{sqrt}(R.^2 + G.^2 + B.^2); \\ G &= G. / \text{sqrt}(R.^2 + G.^2 + B.^2); \\ B &= B. / \text{sqrt}(R.^2 + G.^2 + B.^2); \end{aligned}$$

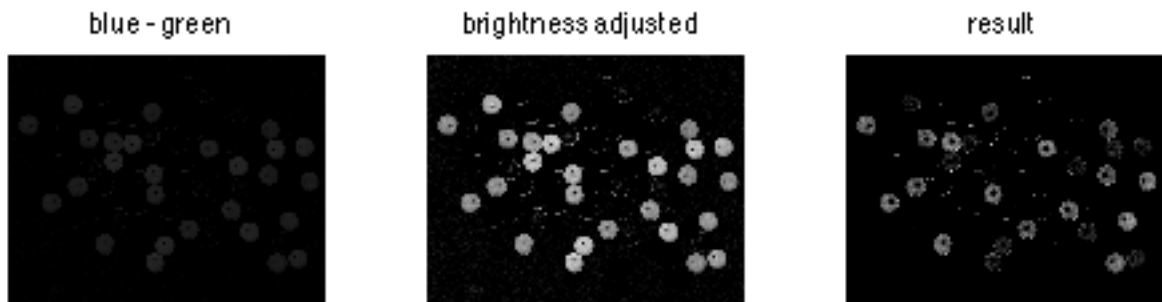
#### 2.1.2 Separating colors

SeparateColors.m function is used to filter out the different colors. It takes in a multi-color-image matrix, and returns six images. Each image contains only the non-stops of a certain color. The images are generated by subtracting the unwanted colors, and increasing the values of the wanted colors.

For example: The blue non-stops are separated by subtracting the green-image from the blue-image, thus removing green nonstops.



As the green and the blue images look quite alike, the resulting image is mostly black. To be able to further subtract colors from the image, the max values are increased. Red colors are then subtracted from the image.



Below is the code that generated the resulting image.

```
% GREEN SWEETS  
only_green = greenImg;
```

```

only_green = only_green - redImg;
[max_green, ~] = max(only_green(:));
only_green = only_green.*(1/max_green);
only_green = only_green - blueImg;

```

The image created so far has the blue objects represented as the brightest circles. To remove the unwanted representation of other objects, thresholding is used.

After the thresholding process the image has blobs of pixels, but because of the highlight created by the flashlight, we get holes inside our thresholded sweets. The holes are therefore filled with a inbuilt matlab function, *imfill(image, type)*,

```

only_red = imfill(only_red, 'holes');

```

To remove noise from the images, the images are median filtered. This is done by the function Median filter.

```

% Remove some noise with a median filter. SLOW!
function [ output_args ] = medianFilter( img, filterSize )
    [m, n] = size(img);
    output_args = zeros(m, n);
    l = floor(filterSize / 2);
    for x = 1 + l: n - l
        for y = 1 + l: m - l
            set = img(y - l:y + l, x - l: x + l);
            output_args(y, x) = median(set(:));
        end
    end
end

```



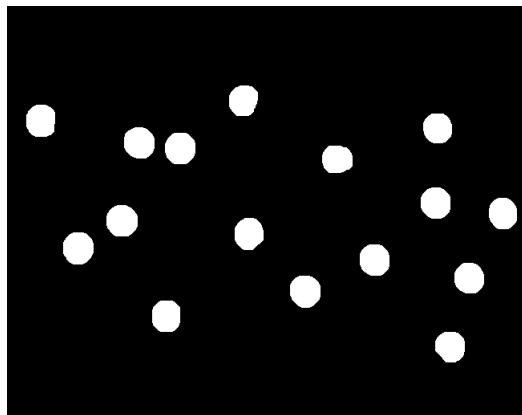
Even though the colors now are separated, the binary shape of the sweets is uneven and some of the sweets look like a circle with waves on it. Some of the sweets is therefore hard to detect as circles, as is. This unevenness is resolved by executing a sequence of open and closing filters, with a disk filter,

```

I = imclose(I, strel('disk',1));
I = imopen(I, strel('disk',10));
I = imopen(I, strel('disk',10));
J = imclose(I, strel('disk',1));

```

After all these steps, the final bit-mask will look like this:



## 2.2 Pre-processing

Now that the colored sweets are separated and represented as circular binary objects, the detection of the sweets' centroid and radius can be detected.

### **2.2.1 Canny edge-detector**

### **2.2.2 Hough circular transform**

## **2.3 Improvements**

A more adjustable but computational heavier approach to separate colors in the image, is by filtering. Each matrix would then have to be filtered, to extract the r, g and b values. An appropriate range would have to be set, for this method to work. For example: The blue non-stops in a image would be separated by filtering the values 0 to 50 from the red matrix, 0 to 50 from the green matrix and 205 to 255 from the blue image. A new matrix is then generated. The overlapping values are represented as 1.0 in the new matrix. The remaining values are set to 0.0.

## **3 OpenGL**

The program created for this part of the assignment, is made by modifying code given to us for the graphics part of the course. The color-buffers and the vertex-buffer is created in the initialization phase. For each frame, RenderScene is called. The txt-file is read once for each object everytime RenderScene is called. The text-file is read using ReadFile.cpp. ReadFile uses the windows library conio.h to read the file. The read function used to get the values, requires an integer representing a line in the .txt as input. Parameters requiered to represent the object is extracted from that line, and placed in a array. A pointer to the first parameter is then returned. By reading the txt-file each time the scene is rendered, the program is able to change the scene while running. This is done by modifying the txt-file. Each cube needs four parameters to be represented. One for color, one for radius, one for the x-coordinate and one for the y-coordinate. After setting the values, a model-matrix for the cube is made. The model-matrix consists of an identity-matrix multiplyed with a translation-matrix, multiplyed with a scale-matrix. The model-matrix for the cube represents the radius and position of the object. After multiplying the model-matrix with the mvp-matrix, a collor-buffer is bound before drawing the cube. The process is repeated until all objects are represented.

### **3.1 Improvements**

Today, the cubes are given color by static premade color-buffers. To support all colors, one buffer for each different color given in the input-file should be made. This solution was considered, but because of memoryleaks in the program, the values from the file where overwritten. Lack of experience programming in the C-language, resulted in our program not being able to support dynamically made colorbuffers.