

Introduction to Computer Vision Region Growing Win32 Application

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ECE 631
Lab 4 Report

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1 Introduction

This lab deals with implementing a segmentation region growing algorithm that is implemented on a Win32 platform.

2 Implementation

The layout of the Win32 application is derived from the stub 'plus' code. The region growing algorithm itself also uses the reg-grow.c code provided on the website as a starter code, and has additional changes.

The major components implemented would be the Color Panel, and the region growing algorithm that used a combination of two predicates.

2.1 The Color Panel

For implementing the colorpanel a structure is created and is called in the corresponding menu item, then, the user input value is stored in a global variable, which is then used to fill the region grow algorithm.

Listing 1: Color Panel

```
CHOOSECOLOR cc;           // common dialog box structure
static COLORREF acrCustClr[16]; // array of custom colors
HWND hwnd;                // owner window
HBRUSH hbrush;            // brush handle
static DWORD rgbCurrent;   // initial color selection

// Initialize CHOOSECOLOR
ZeroMemory(&cc, sizeof(cc));
cc.lStructSize = sizeof(cc);
cc.hwndOwner = hwnd;
cc.lpCustColors = (LPDWORD) acrCustClr;
cc.rgbResult = rgbCurrent;
cc.Flags = CC_FULLOPEN | CC_RGBINIT;

if (ChooseColor(&cc)==TRUE)
{
    hbrush = CreateSolidBrush(cc.rgbResult);
    rgbCurrent = cc.rgbResult;
}
```

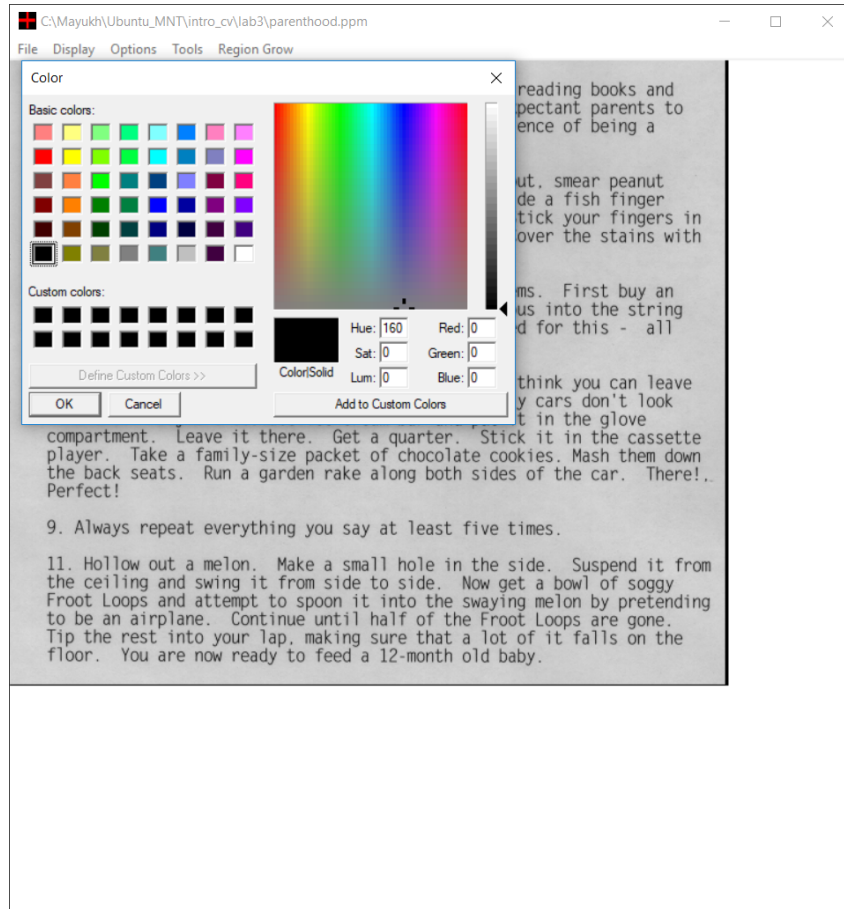


Figure 1: Color Panel

2.2 The region grow algorithm

To calculate the centroid, two new variables are used, and they are used to compute a euclidian distance to the current pixel, and this distance is used as a measure to control the growing of the region.

The variables to this predicate are provided through this window:

The algorithm is implemented as below:

Listing 2: Region Growing Predicates

```
if ((*count) % 50 == 0) /* recalculate average after each 50 pixels join */
{
    average = total / (*count);
    avg_r = total_r / (*count);
    avg_c = total_c / (*count);
    // printf("new avg=%d\n",average);
}

//An Average is computed
.
```

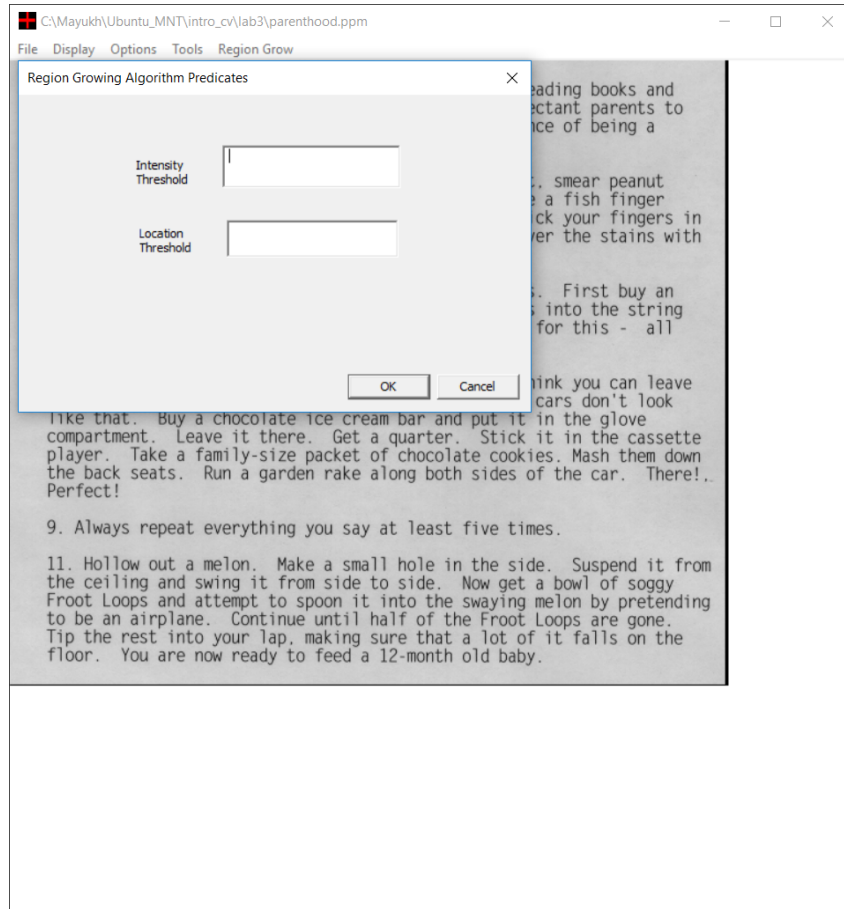


Figure 2: Region Growing Predicate Controls

```

.
.
.

dist = SQR(avg_r - queue[qt] / COLS + r2) + SQR(avg_c - queue[qt] % COLS + c2);
/* test criteria to join region */
if ((abs((int)(image[(queue[qt] / COLS + r2)*COLS + queue[qt] % COLS +
c2])
- average) > val1) || (dist > val2*val2))
continue;

```

3 Results

Here are a few screenshots depicting working of the Win32 application.

The various segmentations were obtained by altering the predicate parameters. Here is a description of each

- The red segment was run with a intensity threshold of 10, and a location threshold of

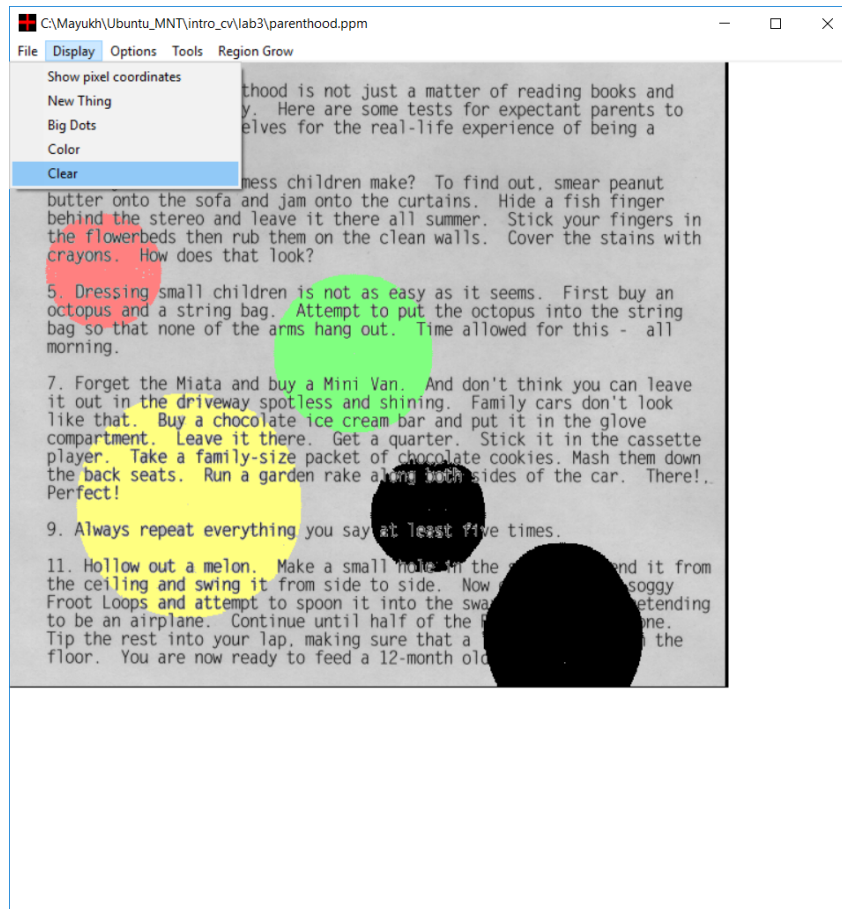


Figure 3: Various Region Growing implementations

50. The size depicts the distance threshold and the grainy white spots show that the intensity threshold was low.

- The second segment, the yellow segment was run with the same intensity threshold, but a greater location threshold of 100. Note the size of the region is double that of the red one.
- The green segment was run with intensity threshold of 70, and distance threshold of 70, the grey spots as in the red segment are not seen here, this region is more solid.
- Finally, the larger black segment was run with an intensity threshold of 250, we see that this region has engulfed the letters too.

4 Code

Listing 3: main.c of Lab4

```
#include <stdio.h>
```