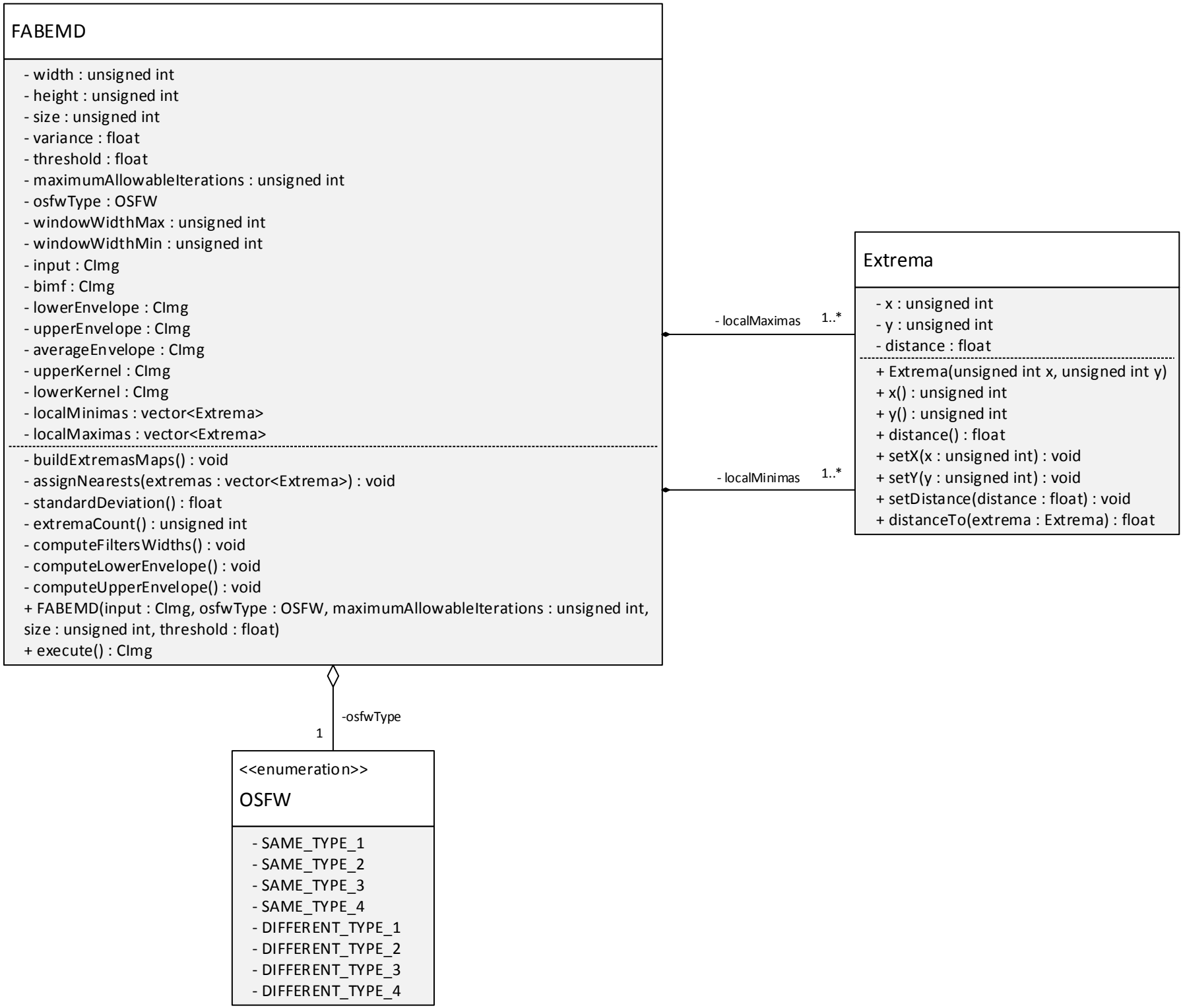
FABEMD
- width : unsigned int
- height : unsigned int
- size : unsigned int
- variance : float
- threshold : float
- maximumAllowableIterations : unsigned int
- osfwType : OSFW
- windowWidthMax : unsigned int
- windowWidthMin : unsigned int
- input : CImg
- bimf : CImg
- lowerEnvelope : CImg
- upperEnvelope : CImg
- averageEnvelope : CImg
- upperKernel : CImg
- lowerKernel : CImg
- localMinimas : vector<Extrema>
- localMaximas : vector<Extrema>
- buildExtremasMaps() : void
- assignNearests(extremas : vector<Extrema>) : void
- standardDeviation() : float
- extremaCount() : unsigned int
- computeFiltersWidths() : void
- computeLowerEnvelope() : void
- computeUpperEnvelope() : void
+ FABEMD(input : CImg, osfwType : OSFW, maximumAllowableIterations : unsigned int, size : unsigned int, threshold : float)
+ execute() : CImg
- localMaximas
1..*
- localMinimas
1..*
Extrema
- x : unsigned int
- y : unsigned int
- distance : float
+ Extrema(unsigned int x, unsigned int y)
+ x() : unsigned int
+ y() : unsigned int
+ distance() : float
+ setX(x : unsigned int) : void
+ setY(y : unsigned int) : void
+ setDistance(distance : float) : void
+ distanceTo(extrema : Extrema) : float
-osfwType
1
<<enumeration>>
OSFW
- SAME_TYPE_1
- SAME_TYPE_2
- SAME_TYPE_3
- SAME_TYPE_4
- DIFFERENT_TYPE_1
- DIFFERENT_TYPE_2
- DIFFERENT_TYPE_3
- DIFFERENT_TYPE_4