

Curvature Estimation Algorithm's Implementation

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Abstract

Several curvature estimators along digital contours were proposed. In this paper, we show the implementation of *Osculating Circles Estimator* and *Binomial Convolution Curvature Estimator*. After that is an approach to parallel the calculations on GPU.

1 INTRODUCTION

The main target of this article is to implement different algorithms to calculate Curvature. To reach our goal, we studied different scientific articles [?] and then implement the algorithm for an parallel use.

This article is composed of two parts: Osculating Circles Estimator & Binomial Convolution Curvature Estimator.

The purpose of the comparison is to find the best algorithm to use to find curvature to classify different insect species.

2 DGTal Library

In this project, we used DGTal for image and contour's realization. DGTal library is a project aimed at developing generic, efficient and reliable digital geometry data structures, algorithms and tools. This project is made by the cooperation between LIRIS, LAMA, LORIA, GREYC and IRCCyN.

3 Osculating Circles Estimator

Osculating Circles Estimator (CC) is an algorithm that calculate the curvature of a contour, by pointing out the tangent circle at each point of the contour.

For implementing this part, we used the definition of digital straight segment and digital straight line.

3.1 Digital Straight Line

Digital Straight Line (DSL) is defined by 4 values : $D(a, b, \mu, \omega)$, with $a, b, c, d \in \mathbb{Z}$ and $\gcd(a, b) = 1$. a/b is called a sloped of D , μ is an intercept and ω is the thickness of D .

Every points that belong to $D(a, b, \mu, \omega)$ must satisfy :

$$\mu \leq ax - by < \mu + \omega$$

In DGtal, there are 2 types of DSL :

- Naive Digital Straight Line
- Standard Digital Straight Line

These type of DSL is made by specifying the value *thickness*.

- Naive DSL : $\omega = \max(|a|, |b|)$
- Standard DSL : $\omega = |a| + |b|$

3.2 Digital Straight Segment

Digital Straight Segment (DSS) is the set of points that belong to a digital straight line. Just like DSL, in DGtal there are also two specifics DSS : Naive DSS and Standard DSS.

3.3 Implementation

In this project, we used the standard DSL and DSS to implement this algorithm. A class **ArithmeticalDSSComputer** will be used to analyze the points of the contour.

StandardDSS4Computer is the sub class of **ArithmeticalDSSComputer**, which is specialized which type of DSS that use to make the calculation. After extract all the points of the contour into a vector, we need to adjust this vector to be able to iterate through all the points of the contour.

The idea of CC algorithm is that at each point of the contour, called K point, we will try to extend the DSS, which is started at the point we are at, to the utmost left (resp. utmost right). The last point that can be added to the DSS called L point (resp. R point). The three points K, L, R form a triangle. Call the rayon of the circle that go through these three points R. Then the curvature's value of point K will be :

$$C(K) = \frac{\text{sign}(\det(\overrightarrow{KR}, \overrightarrow{KL}))}{R}$$

. In case that these three points is alignment, the curvature's value is set to zero.

So the most important work in this algorithm, is to be able to locate the two points L and R with each point K that we iterate through. We need two DSS, one for searching the point R, another for searching the point L. In class **StandardDSS4Computer** there are two methods that could help with the searching : *extendFront* and *extendBack*. These two method will return true if they can still add point to the DSS, and false if not. So now the problem of searching for the two points L and R is solved. But we still have one more problem.

For calculating the curvature of point K, we have to have the two points L and R corresponded to the point K. So now what will happen if we are at the begin or the end of our vector ? Only one point, either L or R, could be found. The vector is the set of all the points of the contour, that means that the begining and the end of this vector, is at the same point of the contour. So the set of points obtained by *StandardDSS4Computer::extendFront* at the begin of the vector, and the set of points obtained by *StandardDSS4Computer::extendBack* at the end of the vector will be added to end and the head of the vector. Now, we can easily iterate through the set of points of the contour.

3.4 Usage

For testing this algorithm, go to the folder **TestDSL**, execute **cmake**, then **make**. Then run :

```
./TestDSL path-to-file
```

4 Parallel Programing

We have tried to use OpenCL for paralleling algorithm on GPU. Although it's still not perfect, but some achievements have been made. The target of parelling is CC algorithm.

There are some main points about OpenCL that we need to point out. First is a **kernel**. **Kernel** is a function that will be run on the GPU, by many threads at the same time. Each thread on the GPU will handle a part of data which is sent to GPU by the host. Second, the kernel compilation happens at run time, means that after the **make** command for compiling the program, **kernel** still wasn't compiled yet. At the time the command to run the program is executed, that is when the **kernel** would be compiled. So it's a convenient way to re-write the **kernel** without re-compiling the whole program each time.

Because OpenCL don't support class call in the **kernel**, so the part that searching for the points L and R can't be paralleled. So this is the way we parallel algorithm on GPU. First, the program will run normally, find all the points L and R corresponding

to the point K, and stock all of these datas in a vector. These vector will be passed to the **kernel** to perform paralleling the calculation of curvature on GPU.

This processing was successful for the small size of vector. When the vector's size grows above 91, the problem appears. It seemed that on our machine, only 91 threads could be run on GPU. This is the problem we still didn't figure it out yet, whether the problem lies in the GPU's ability, or in the program itself.

5 CONCLUSION

After finishing this project, I have obtained many knowledge, first of all, is the usage of *Rodin* and the way to define a system in a logical way. I have to think about the problems that I have never thought about before when programming. And most importantly, is that I could find out that all my knowledges about boolean algebra are still useful, and it could contribute to build a system in a clear and logical way.