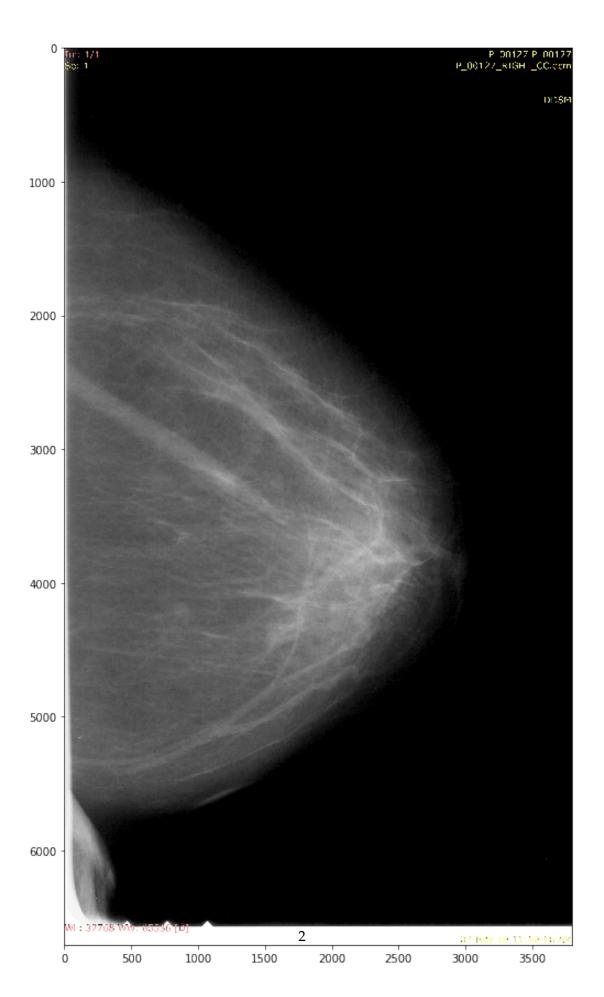
# MedicalFeatureExtraction

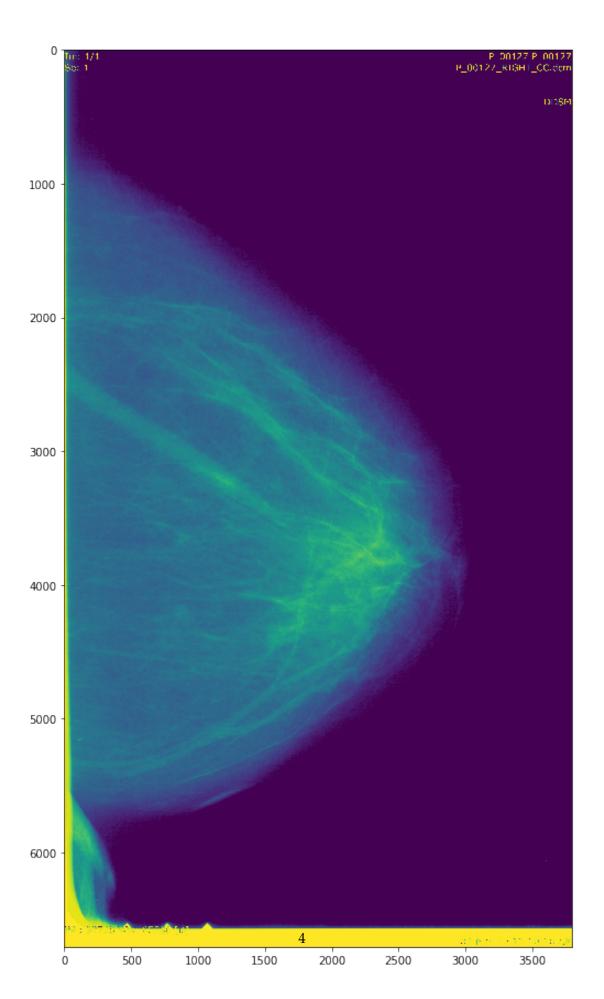
October 3, 2018

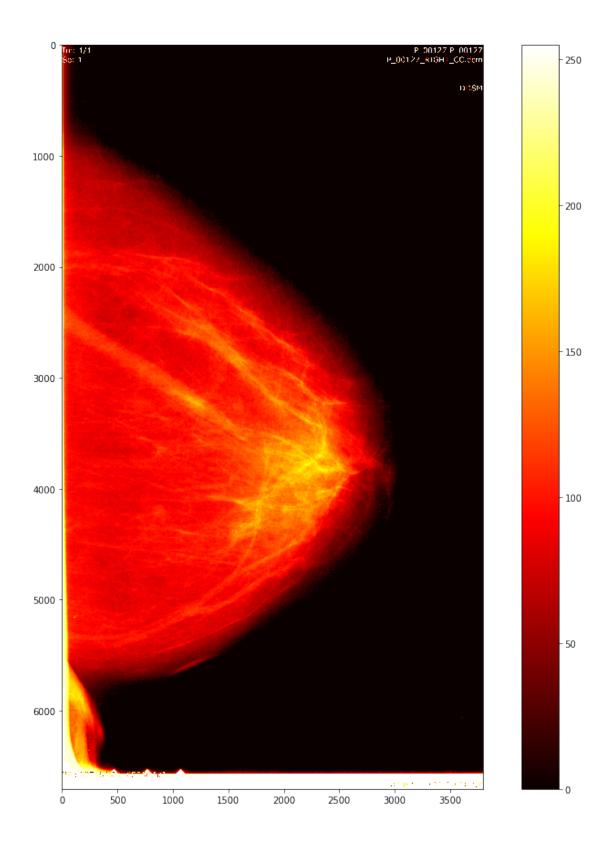
# 1 Medical Feature Extraction

```
In [6]: import matplotlib.pyplot as plt
    import matplotlib.image as mpimg
    import numpy as np

In [145]: img = mpimg.imread('IMG-0001-00001.jpg')
        plt.figure(figsize=(15, 15))
        plt.imshow(img)
        plt.show()
```

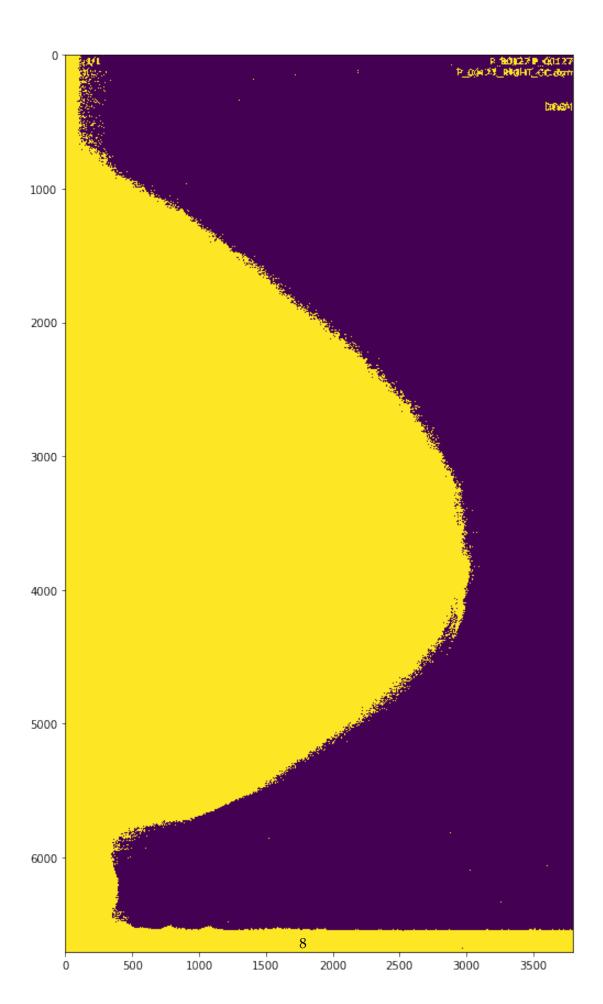


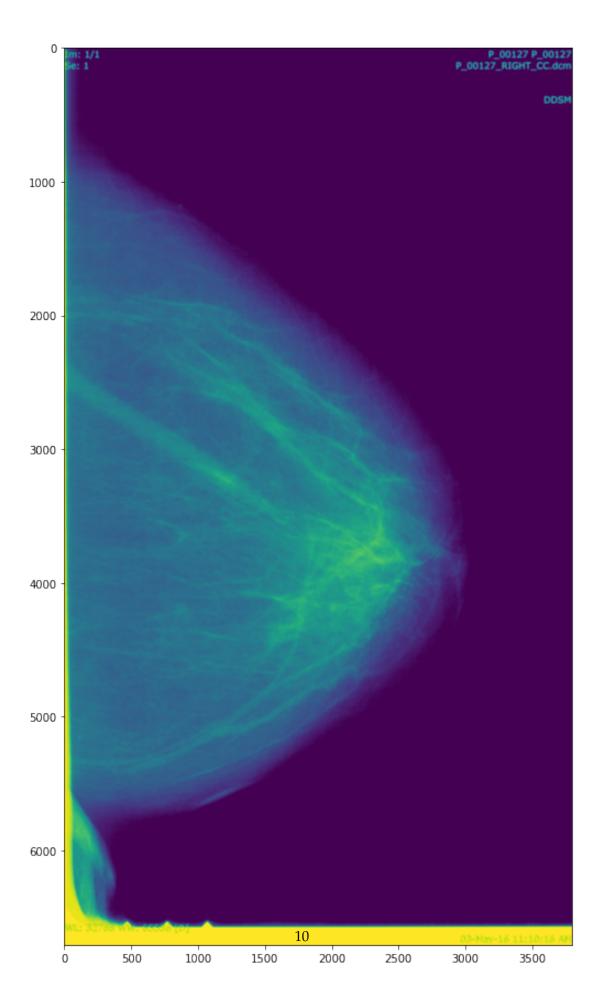




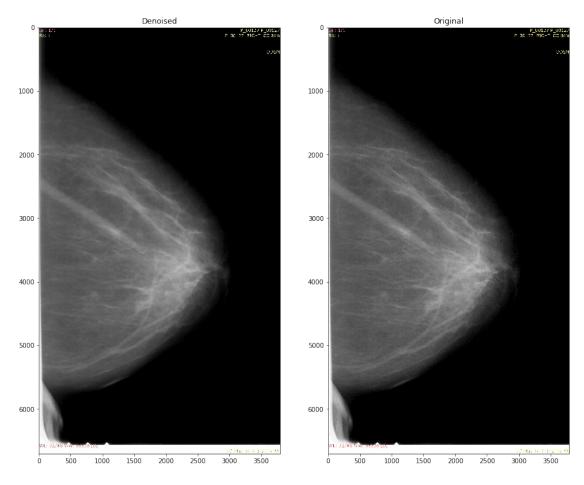
In [10]: plt.figure(figsize=(15, 15))

plt.imshow(lum\_img, clim=(0.0, 0.7))
plt.show()





#### 1.1 Processing the Image



## 1.2 GLCM - Gray Level Co-Occurence Matrix

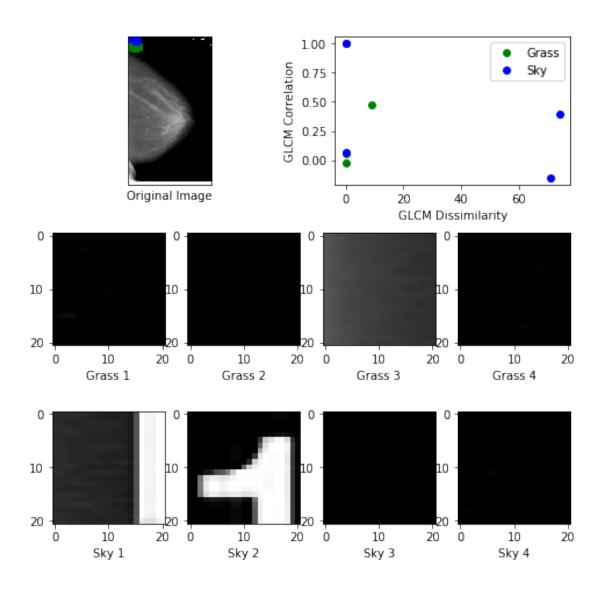
```
PATCH_SIZE = 21
# open the camera image
# image = data.camera()
image = lum_img
# select some patches from grassy areas of the image
grass locations = [(474, 291), (440, 433), (466, 18), (462, 236)]
grass_patches = []
for loc in grass_locations:
    grass_patches.append(image[loc[0]:loc[0] + PATCH_SIZE,
                               loc[1]:loc[1] + PATCH_SIZE])
# select some patches from sky areas of the image
sky_locations = [(54, 48), (21, 233), (90, 380), (195, 330)]
sky_patches = []
for loc in sky_locations:
    sky_patches.append(image[loc[0]:loc[0] + PATCH_SIZE,
                             loc[1]:loc[1] + PATCH_SIZE])
# compute some GLCM properties each patch
xs = []
ys = []
for patch in (grass_patches + sky_patches):
    glcm = greycomatrix(patch, [5], [0], 256, symmetric=True, normed=True)
    xs.append(greycoprops(glcm, 'dissimilarity')[0, 0])
    ys.append(greycoprops(glcm, 'correlation')[0, 0])
# create the figure
fig = plt.figure(figsize=(8, 8))
# display original image with locations of patches
ax = fig.add_subplot(3, 2, 1)
ax.imshow(image, cmap=plt.cm.gray, interpolation='nearest',
          vmin=0, vmax=255)
for (y, x) in grass locations:
    ax.plot(x + PATCH_SIZE / 2, y + PATCH_SIZE / 2, 'gs')
for (y, x) in sky_locations:
    ax.plot(x + PATCH_SIZE / 2, y + PATCH_SIZE / 2, 'bs')
ax.set_xlabel('Original Image')
ax.set_xticks([])
ax.set_yticks([])
ax.axis('image')
# for each patch, plot (dissimilarity, correlation)
ax = fig.add_subplot(3, 2, 2)
ax.plot(xs[:len(grass_patches)], ys[:len(grass_patches)], 'go',
```

```
label='Grass')
ax.plot(xs[len(grass_patches):], ys[len(grass_patches):], 'bo',
        label='Sky')
ax.set_xlabel('GLCM Dissimilarity')
ax.set_ylabel('GLCM Correlation')
ax.legend()
# display the image patches
for i, patch in enumerate(grass_patches):
    ax = fig.add_subplot(3, len(grass_patches), len(grass_patches)*1 + i + 1)
    ax.imshow(patch, cmap=plt.cm.gray, interpolation='nearest',
              vmin=0, vmax=255)
    ax.set_xlabel('Grass %d' % (i + 1))
for i, patch in enumerate(sky_patches):
    ax = fig.add_subplot(3, len(sky_patches), len(sky_patches)*2 + i + 1)
    ax.imshow(patch, cmap=plt.cm.gray, interpolation='nearest',
              vmin=0, vmax=255)
    ax.set_xlabel('Sky %d' % (i + 1))
# display the patches and plot
fig.suptitle('Grey level co-occurrence matrix features', fontsize=14)
plt.show()
```

C:\Users\shadowleaf\Anaconda3\lib\site-packages\skimage\feature\texture.py:109: FutureWarning:

if np.issubdtype(image.dtype, np.float):

## Grey level co-occurrence matrix features



In [42]: %%file Texture.py

import numpy
import threading
import logging

class CooccurenceMatrixTextures(object):

'''The class performs determines the cooccurence matrix for a set window size over and image. It also computes and returns a number of statisites computed using the output cooccurence matrix'''

```
def __init__(self, image, windowRadius = 2):
    self.image = image
    self.windowRadius = windowRadius
    self.xRange = range(-self.windowRadius,self.windowRadius+1)
    self.yRange = range(-self.windowRadius,self.windowRadius+1)
    self.lock = threading.Lock()
    self.__getMatrix()
def acquireLock(self):
    """Hook for multitreaded operation to acquire a lock."""
    self.lock.acquire()
def releaseLock(self):
    """Hook for multithreaded operation to release a lock."""
    self.lock.release()
def getDissimlarity(self):
    '''Getter method to extract the Dissimilarity'''
    return self.__dissimlarity()
def getEntropy(self):
    '''Getter method to extract the Entropy'''
    return self.__entropy()
def getASM(self):
    '''Getter method to extract the Angular Second Momentum'''
    return self.__asm()
def getMean(self):
    '''Getter method to extract the Mean'''
    return self.__mean()
def getVarMean(self):
    '''Getter method to obtain the Mean and Variance'''
    #get texture
    mean = self.__mean()
    var = self.__variance(mean)
    return var, mean
def getCorrVarMean(self):
    '''Getter method to obtain the Mean, Variance and Correlation'''
    #get texture
    mean = self.__mean()
```

```
var = self.__variance(mean)
    corr = self.__correlation(mean, var)
    return corr, var, mean
def __dissimlarity(self):
    \verb|'''| This method gets the contrast image derived from the GLCM'''
    #first create the contrast matrix
    topHalf = self.__diagMatrix()
    weights = topHalf + topHalf.T
    print(weights)
    #flatten
    weights = weights.flatten()
    #apply to the image through broadcasting
    weightedGLCM = self.GLCM * weights
    #sum along the third axis
    dissimilarity = numpy.sum(weightedGLCM,2)
    #return the result
    return dissimilarity
def __entropy(self):
    '''This method gets the entropy from the GLCM'''
    #mask off the glcm
    maGLCM = numpy.ma.MaskedArray(self.GLCM, self.GLCM == 0)
    #calculate the logs and sum along the 3rd dimension
    entropy = numpy.sum(numpy.log(maGLCM) * maGLCM * (-1), 2)
    #return the result
    return entropy
def __asm(self):
    '''This method returns the Angular Second Momentum for the GLCM'''
    return numpy.sum(self.GLCM * self.GLCM, 2)
def __mean(self):
    '''This method gets the GLCM mean'''
    #create the output array
    shape = numpy.shape(self.GLCM)
    meanGLCM = numpy.zeros([shape[0],shape[1]])
```

```
#Loop over each quantisation
    steps = range(0, 256, 16)
    coeff = 0
    for x in steps:
        #sum the contents of the row and multiply by the coocurrence (GLCM Mean)
        summedStep = numpy.sum((self.GLCM[:,:,x:x+16] * coeff),2)
        coeff += 1
        #sum into the output image
        meanGLCM += summedStep
    #return the output image
    return meanGLCM
def __variance(self, mean):
    '''This method gets the GLCM variance and mean'''
    #create the output array
    shape = numpy.shape(self.GLCM)
    varGLCM = numpy.zeros([shape[0],shape[1]])
    #Loop over each quantisation
    steps = range(256)
    coeff = numpy.repeat(range(16), 16)
    for x in steps:
        #sum the contents of the row and multiply by the coocurrence (GLCM Var)
        step = self.GLCM[:,:,x] * numpy.power(coeff[x] - mean, 2)
        #sum into the output image
        varGLCM += step
    #return the output image
    return varGLCM
def __correlation(self, mean, var):
    '''This method calucaltes the GLCM correlation, variance and mean'''
    #create the output array
    shape = numpy.shape(self.GLCM)
    corrGLCM = numpy.zeros([shape[0],shape[1]])
    #Loop over quantisation steps
    steps = range(256)
    coeffA = numpy.repeat(range(16), 16)
    coeffB = numpy.tile(range(16), 16)
    for x in steps:
```

```
#determine correlation (small additive value to prevent divide by zero)
                    step = self.GLCM[:,:,x] * ((coeffA[x] - mean) * (coeffB[x] - mean)) / (value of the coeffB[x] - mean)) / (value of the 
                     #sum into the output image
                    corrGLCM += step
          #return the output image
          return corrGLCM
def __getMatrix(self):
          '''This function computes the cooccurence matrix'''
          #create output arrays
          shape = numpy.shape(self.image)
          self.GLCM = numpy.zeros([shape[0],shape[1],256], numpy.int16)
          #set image as masked array
          maImage = numpy.ma.masked_array(self.image, self.image < 0)</pre>
          #scale the image to 4bit
          scaledImage = self.__scaleImage(maImage)
          #create the x and y indeices for the lookup
          [self.indexX, self.indexY] = numpy.meshgrid(range(shape[1]), range(shape[0]))
          #shift over all directions to create rotational invariance
          x = [0,1,1,1]
          y = [1,1,0,-1]
          for i in range(4):
                     #roll the image
                     shiftedImage = self.__roll2d(scaledImage, x[i],y[i])
                     #compute the indices based upon the pixel values
                    self.index = self.__findIndex(scaledImage, shiftedImage)
                     self.indexInverse = self.__findIndex(shiftedImage, scaledImage)
                    #do processing
                     self.processElements()
          #get denominator
          den = (self.windowRadius * 2 + 1) ** 2 * 8.0
          #convert to probabilities
          self.GLCM = self.GLCM / den
def __scaleImage(self, image, scaledMin = 0., scaledMax = 15.):
```

```
'''This private method scales the image to 4bit range'''
    #gets min and max
    imageMax = numpy.max(image)
    imageMin = numpy.min(image)
    #scale and replace the image
    scaledIm = (((image - imageMin) * (scaledMax-scaledMin)) / (imageMax - imageM
    scaledIm = numpy.round(scaledIm).astype(numpy.int32)
    #imgplot = plt.imshow(scaledIm) #@UnusedVariable
    #imgplot.set_cmap('Greys')
    #plt.show()
    return scaledIm
def appendGLCM(self,i,j):
    #roll the indexes
    rolledIndex = self.__roll2d(self.index, i, j)
    rolledIndexInverse = self.__roll2d(self.indexInverse, i, j)
    #use the indices to fill the GLCM
    self.acquireLock()
    self.GLCM[self.indexY,self.indexX,rolledIndex] += 1
    self.GLCM[self.indexY,self.indexX,rolledIndexInverse] += 1
    self.releaseLock()
def processYElements(self, i):
    for j in self.yRange:
        self.appendGLCM(i,j)
def processElements(self):
    threadList = []
    for i in self.xRange:
        t = threading.Thread(name = str(i), target = self.processYElements, args =
        threadList.append(t)
        logging.info('Starting thread %d', i)
        t.start()
    logging.debug('Waiting to join threads')
    for t in threadList:
        logging.debug('About to join thread %s', t.getName())
        t.join()
def __roll2d(self, image, xdir, ydir):
    '''This private method rolls the image in the given directions'''
    tmp = numpy.roll(image, ydir, 0)
    return numpy.roll(tmp, xdir, 1)
def __findIndex(self, referenceImage, neighbourImage):
```

```
index = referenceImage * 16 + neighbourImage
                 return index
             def __diagMatrix(self):
                 '''Method to create a diagonal matrix'''
                 xRange = range(16)
                 yRange = range(16)
                 dMatrix = numpy.zeros([16,16], numpy.int16)
                 #Loop over the array and fill it in
                 xInc = 0
                 for y in yRange:
                     val = 0
                     for x in xRange:
                         xPos = x + xInc
                         if xPos >= 16:
                             continue
                         else:
                             #place the value into the matrix
                             dMatrix[y,xPos] = val
                         val+=1
                     xInc+=1
                 return dMatrix
             def getGLCM(self):
                 '''This returns the GLCM'''
                 return self.GLCM
Overwriting Texture.py
In [43]: from Texture import *
         CooccurenceMatrixTextures(lum_img)
        MemoryError
                                                   Traceback (most recent call last)
        <ipython-input-43-be2d1f47fa3b> in <module>()
          1 from Texture import *
```

'''Finds the index into which a count must be inserted'''

```
D:\MachineLearningProjects\BreastCancerDetection\Texture.py in __init__(self, image, w
                    self.xRange = range(-self.windowRadius,self.windowRadius+1)
         15
         16
                    self.yRange = range(-self.windowRadius,self.windowRadius+1)
    ---> 17
                    self.lock = threading.Lock()
         18
                    self.__getMatrix()
         19
        D:\MachineLearningProjects\BreastCancerDetection\Texture.py in __getMatrix(self)
        167
        168
                    #create output arrays
    --> 169
                    shape = numpy.shape(self.image)
                    self.GLCM = numpy.zeros([shape[0],shape[1],256], numpy.int16)
        170
        171
        MemoryError:
In [78]: import matplotlib.pyplot as plt
         import gdal, gdalconst
         import numpy as np
         from skimage.feature import greycomatrix, greycoprops
         #Read SAR image into Numpy Array
         filename = "greyscale.png"
         sarfile = gdal.Open(filename, gdalconst.GA_ReadOnly)
         sarraster = sarfile.ReadAsArray()
         print(sarraster.ndim)
         #Create rasters to receive texture and define filenames
         contrastraster = np.copy(sarraster)
         contrastraster[:] = 0
         dissimilarityraster = np.copy(sarraster)
         dissimilarityraster[:] = 0
         homogeneityraster = np.copy(sarraster)
         homogeneityraster[:] = 0
         energyraster = np.copy(sarraster)
         energyraster[:] = 0
         correlationraster = np.copy(sarraster)
         correlationraster[:] = 0
```

---> 2 CooccurenceMatrixTextures(lum\_img)

```
ASMraster = np.copy(sarraster)
ASMraster[:] = 0
# Create figure to receive results
fig = plt.figure()
fig.suptitle('GLCM Textures')
# In first subplot add original SAR image
ax = plt.subplot(241)
plt.axis('off')
ax.set_title('Original Image')
plt.imshow(sarraster, cmap = 'gray')
for i in range(sarraster.shape[0] ):
         print(i),
         for j in range(sarraster.shape[1] ):
                    # windows needs to fit completely in image
                    if i > (contrastraster.shape[0] - 4) or j > (contrastraster.shape[0] - 4):
                             continue
                    # Define size of moving window
                   glcm_window = sarraster[i-3: i+4, j-3: j+4]
                    # Calculate GLCM and textures
                   glcm = greycomatrix(glcm_window, [1], [0], symmetric = True, normed = True )
                    # Calculate texture and write into raster where moving window is centered
                   contrastraster[i,j]
                                                                         = greycoprops(glcm, 'contrast')
                   dissimilarityraster[i,j] = greycoprops(glcm, 'dissimilarity')
                   homogeneityraster[i,j] = greycoprops(glcm, 'homogeneity')
                   energyraster[i,j]
                                                                              = greycoprops(glcm, 'energy')
                    correlationraster[i,j] = greycoprops(glcm, 'correlation')
                   ASMraster[i,j]
                                                                               = greycoprops(glcm, 'ASM')
                   glcm = None
                   glcm_window = None
texturelist = {1: 'contrast', 2: 'dissimilarity', 3: 'homogeneity', 4: 'energy', 5: 'energy', 5:
for key in texturelist:
         ax = plt.subplot(2,3,key)
         plt.axis('off')
         ax.set_title(texturelist[key])
         plt.imshow(eval(texturelist[key] + "raster"), cmap = 'gray')
         print(eval(texturelist[key]+"raster"))
plt.show()
```

TypeError Traceback (most recent call last) <ipython-input-78-119e100a18aa> in <module>() 37 plt.axis('off') 38 ax.set\_title('Original Image') ---> 39 plt.imshow(sarraster, cmap = 'gray') 41 ~\Anaconda3\lib\site-packages\matplotlib\pyplot.py in imshow(X, cmap, norm, aspect, in filternorm=filternorm, filterrad=filterrad, 3203 3204 imlim=imlim, resample=resample, url=url, data=data, -> 3205 \*\*kwargs) 3206 finally: 3207 ax.\_hold = washold ~\Anaconda3\lib\site-packages\matplotlib\\_\_init\_\_.py in inner(ax, \*args, \*\*kwargs) "the Matplotlib list!)" % (label\_namer, func.\_\_name\_\_), 1853 1854 RuntimeWarning, stacklevel=2) return func(ax, \*args, \*\*kwargs) -> 1855 1856 1857 inner.\_\_doc\_\_ = \_add\_data\_doc(inner.\_\_doc\_\_, ~\Anaconda3\lib\site-packages\matplotlib\axes\\_axes.py in imshow(self, X, cmap, norm, 5485 resample=resample, \*\*kwargs) 5486 -> 5487 im.set\_data(X) im.set\_alpha(alpha) 5488 5489 if im.get\_clip\_path() is None: ~\Anaconda3\lib\site-packages\matplotlib\image.py in set\_data(self, A) if not (self.\_A.ndim == 2 651 652 or self.\_A.ndim == 3 and self.\_A.shape[-1] in [3, 4]): raise TypeError("Invalid dimensions for image data") --> 653 654 655 if self.\_A.ndim == 3:

TypeError: Invalid dimensions for image data

#### **GLCM Textures**

#### Original Image

```
In [73]: from PIL import Image
         img = Image.open("IMG-0001-00001.jpg").convert('LA')
         img.save('greyscale.png')
In [89]: #plt.imshow(sarraster)
         print(sarraster)
[[[255 255 255 ...
                             07
  [255 255 255 ...
                     0
                             07
  [255 255 255 ...
                             07
  [255 255 255 ... 255 255 255]
  [255 255 255 ... 255 255 255]
  [255 255 255 ... 255 255 255]]
 [[255 255 255 ... 255 255 255]
  [255 255 255 ... 255 255 255]
  [255 255 255 ... 255 255 255]
  [255 255 255 ... 255 255 255]
  [255 255 255 ... 255 255 255]
  [255 255 255 ... 255 255 255]]]
In [98]: import cv2
         crp_img = mpimg.imread('IMG-0003-00001.jpg')
         lum_crp_img = crp_img[:,:,0]
         crp_dst = cv2.fastNlMeansDenoisingColored(crp_img,None,10,10,7,21)
         plt.figure(figsize=(15, 15))
         plt.subplot(121),plt.imshow(lum_crp_img, cmap='hot')
         plt.subplot(122),plt.imshow(crp_dst[:,:,0], cmap='hot')
         plt.show()
```

