EE 610 Image Processing

Project 1: Restoring the brain image

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Convergence Values (brain image):

a) the objective function with all penalty weights assigned as zero:

obj: 11121152638.524910 goes to obj: 0.000000

b) only TV function with penalty = 0.77:

obj: 18503.321461 goes to obj: 355.482832

c) only FOV function with penalty = 1:

obj: 13.574067 goes to obj: 0.000000

d) all the functions together

obj: 4013397787.048397 goes to obj: 7349470.815444

Convergence Values (phantom image):

a) the objective function with all penalty weights assigned as zero:

obj: 11861156389.979265 goes to obj: 0.000000

b) only TV function with penalty = 5:

obj: 76851.425669 goes to obj: 2422.384663

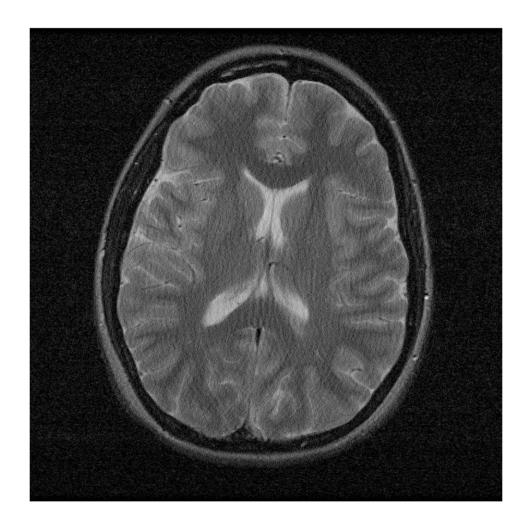
c) only FOV function with penalty = 1:

obj: 12.563048 goes to obj: 0.000000

d) all the functions together

obj: 13250599996.589382 goes to obj: 75965666.847693

The corrupted brain image that is to be filtered is:



The fnlCg code:

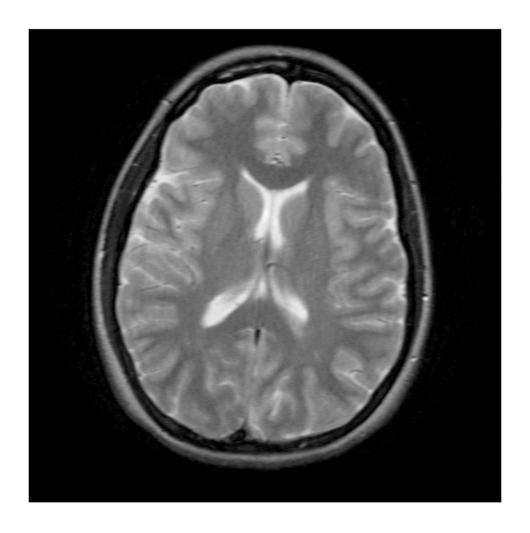
```
k = 0;
% copmute g0 = grad(Phi(x))
g0 = wGradient(x,sampler,data, param);
dx = -q0;
% iterations
while(1)
% backtracking line-search
    % pre-calculate values, such that it would be cheap to
compute the objective
    % many times for efficient line-search
    f0 = objective(x,dx, 0, sampler,data, param);
    t = t0;
        [f1] = objective(x,dx, t,sampler,data, param);
    lsiter = 0;
    while (f1 > f0 - alpha*t*abs(g0(:)'*dx(:)))^2 &
(lsiter<maxlsiter)
        lsiter = lsiter + 1;
        t = t * beta;
        [f1] = objective(x,dx, t,sampler,data, param);
    end
    if lsiter == maxlsiter
        disp('Reached max line search,.... not so good... might
have a bug in operators. exiting... ');
        return;
    end
    % control the number of line searches by adapting the
initial step search
    if lsiter > 2
        t0 = t0 * beta;
    end
    if lsiter<1</pre>
        t0 = t0 / beta;
    end
```

```
x = (x + t*dx);
    %---- uncomment for debug purposes
    disp(sprintf('%d , obj: %f ', k,f1));
    %conjugate gradient calculation- Dont touch
    g1 = wGradient(x,sampler,data, param);
   bk = g1(:)'*g1(:)/(g0(:)'*g0(:)+eps);
    g0 = g1;
    dx = -g1 + bk* dx;
    k = k + 1;
    %TODO: need to "think" of a "better" stopping criteria ;-)
    if (k > Itnlim) | (norm(dx(:)) < gradToll)</pre>
        break:
    end
end
return;
function [res] = objective(x,dx,t,sampler,data, param)
%DEFINE obj
x = x + (t * dx);
b = data;
Ax = sampler .* fftshift(fft2(fftshift(x)));
obj = (Ax - b);
res=(obj(:)'*obj(:)) + (param.TVWeight * TV(x)) +
(param.FOVWeight * fov(x));
function grad = wGradient(x, sampler, data, param)
%Define this function
gradObj=gOBJ(x,sampler,data);
grad = (gradObj) + (param.TVWeight * gTV(x)) + (param.FOVWeight)
* gradFOV(x));
function gradObj = gOBJ(x,sampler,data)
% computes the gradient of the data consistency
%DEFINE gradObj
b = data;
```

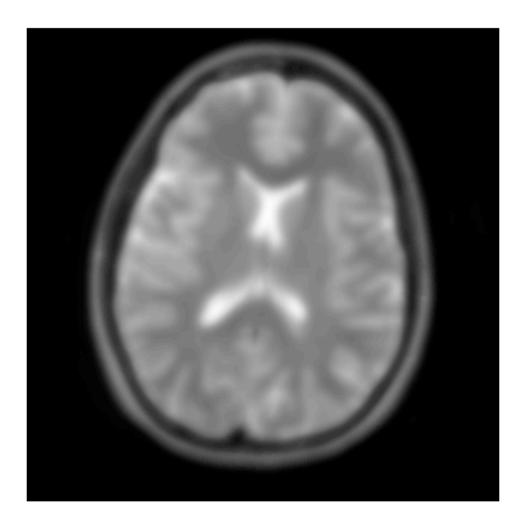
```
Ax = sampler .* fftshift(fft2(fftshift(x)));
AhAx = ifftshift(ifft2(ifftshift(Ax)));
Ahb = ifftshift(ifft2(ifftshift(b)));
gradObj = 2 * (AhAx - Ahb);
function qradTV = qTV(x)
% compute gradient of TV operator
gradTV=filter2([0 -1 1],filter2([1 -1 0], x))
+filter2([0;-1;1],filter2([1;
-1; 0], x));
%YOU MAY WANT TO ADD MORE FUNCTIONS AND GRADIENTS
function total variation = TV(x)
ux = filter2([1 -1 0], x);
uy = filter2([1; -1; 0], x);
ux2 = ux .* (conj(ux));
uy2 = uy .* (conj(uy));
mag = sqrt(ux2 + uy2);
totalvariation = sum(mag(:));
function fovMask = fovMask(data)
fieldRadius = 240/512;
[rows, cols] = size(data);
% X and Y matrices with ranges normalised to \pm -0.5
    (ones(rows,1) * [1:cols] - (fix(cols/2)+1))/cols;
y = ([1:rows]' * ones(1,cols) - (fix(rows/2)+1))/rows;
radius = sqrt(x.^2 + y.^2);
                                  % A matrix with every pixel =
radius relative to centre.
i = radius < fieldRadius;</pre>
data(i) = 0;
fovMask = data;
function fov = fov(x)
x = fovMask(x);
mag = abs(x) \cdot ^2;
fov = sum(maq(:));
function gradFOV = gradFOV(x)
x = fovMask(x);
qradFOV = 2*x;
```

```
The brain demo code:
close all; clear all;
load brain512
sampler=mask./pdf;
% Reconstruction Parameters
88888888888888888888888888888888
param.TVWeight = 0.77; % Weight for TV penalty
param.FOVWeight = 1;
% scale data
im dc = ifftshift(ifft2(ifftshift(data.*sampler))); % matrix E
has been defined here
data = data/max(abs(im dc(:)));
im dc = im dc/max(abs(im dc(:)));
res = im dc; %Initial degraded image supplied to fnlcg function
figure(300), imshow(abs(res), []);
% do iterations
tic
for n=1:5
   res = fnlCq(res,sampler,data, param); %initialize fnlcq
   im res = res;
   figure(100), imshow(abs(im res),[]), drawnow
end
toc
```

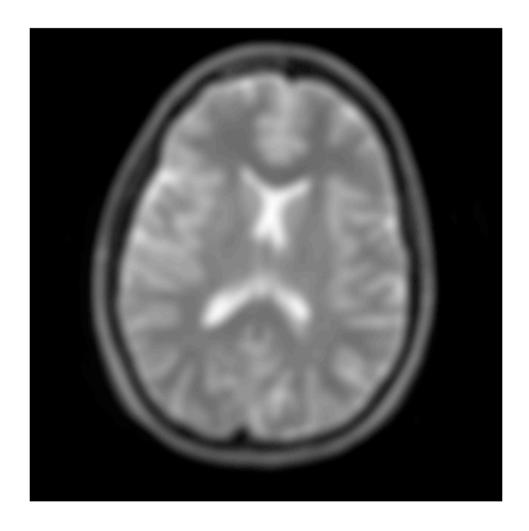
The brain image with TVWeight = 0.77 and FOVWeight = 1 (the final output):



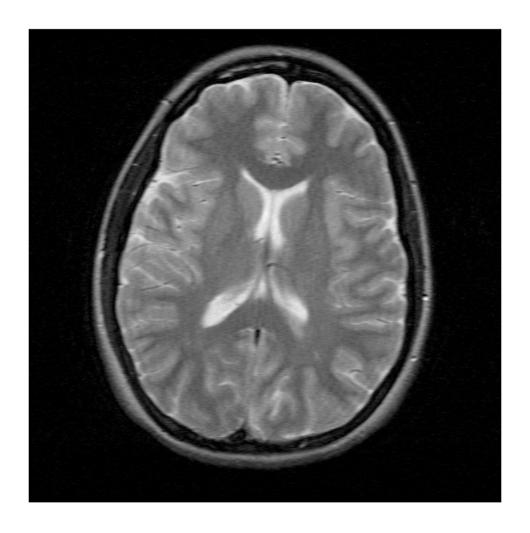
The brain image with TVWeight = 77 and FOVWeight = 0:



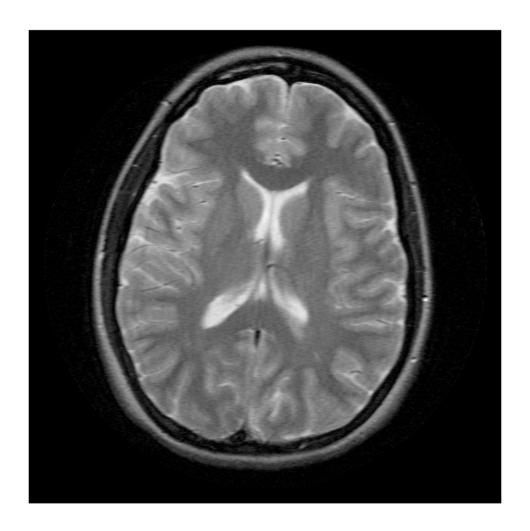
The brain image with TVWeight = 1000 and FOVWeight = 0:



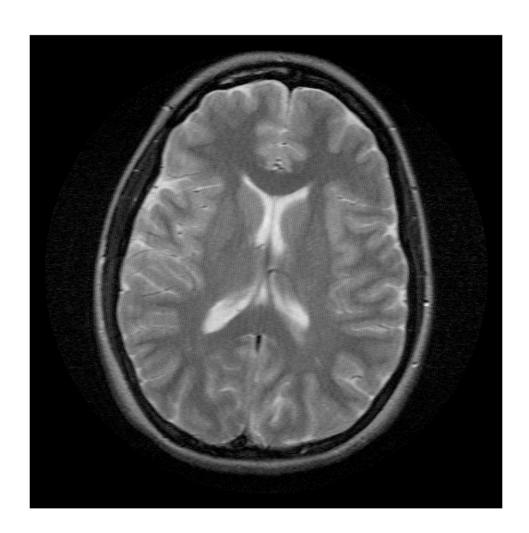
The brain image with TVWeight = 0.001 and FOVWeight = 0:



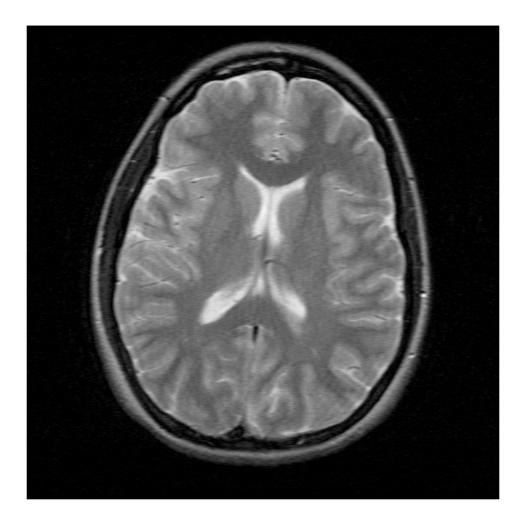
The brain image with TVWeight = 0 and FOVWeight = 77:



The brain image with TVWeight = 0 and FOVWeight = 200:



The brain image with TVWeight = 0 and FOVWeight = 0.001



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The Phantom image part

The corrupted phantom image that is to be filtered is:



The phantom demo code:

```
param.TVWeight = 5; % Weight for TV penalty
param.FOVWeight = 1;
% scale data
im dc = ifftshift(ifft2(ifftshift(data.*sampler))); % matrix E
has been defined here
data = data/max(abs(im dc(:)));
im dc = im dc/max(abs(im dc(:)));
res = im dc; %Initial degraded image supplied to fnlcg function
figure(300), imshow(abs(res), []);
% do iterations
tic
for n=1:5
   res = fnlCg(res,sampler,data, param); %initialize fnlcg
   im res = res;
   figure(100), imshow(abs(im res),[]), drawnow
end
toc
```

The phantom image with TVWeight = 5 and FOVWeight = 1 (the final output):



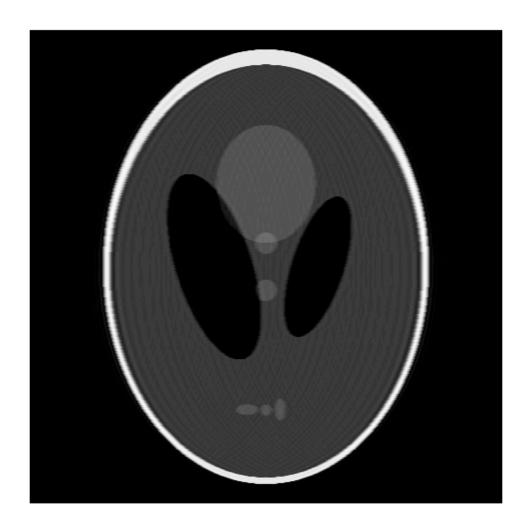
The phantom image with TVWeight = 555 and FOVWeight = 0:



The phantom image with TVWeight = 0.001 and FOVWeight = 0:



The phantom image with TVWeight = 0 and FOVWeight = 77:



The phantom image with TVWeight = 0 and FOVWeight = 0.0001:



The phantom image with TVWeight = 0 and FOVWeight = 1000:

