

# The University of Aizu

## Advanced Image Processing and Algorithm

### Final project

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## 1. Brief introduction of program

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In this final project report, it shows the implement of Otsu method. I chose the original Otsu method to implement the multi-threshold by using graph structure and depth first search (DFS) algorithm.

### 1.1. Implement schema

The schema is very simple. It consists of two parts that the first part is the single threshold and the second is the multi-threshold. The single threshold is the original procedure of two class of Otsu method. The multi-threshold is implemented by using graph structure and DFS algorithm. The simple schema is as follows:

```
if(T==1){//Single threshold or not
    SingleThreshold();//Two classes
}
else{
    MultiThresholds();//Multi classes
}
```

In the *MultiThresholds()* , it will travel all possible combination of parameters of multi-threshold which can be represent by graph structure. For example,  $L=5$ ,  $M=4$ , the graph structure which is represented by matrix is as follows:

$$\begin{bmatrix} 1 & 1 & 1 & 0 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 1 & 1 & 1 \end{bmatrix}$$

In the DFS algorithm which is modified is as follows:

```
for(a=0;a<(L-(K-1));a++){//Each level
    dfs(a);
}
```

and

```
dfs(int v){
    if(counter<K){
        for(int a=0;a<L;a++){
            if(a>v && visited[a]==0){ //Next node must greater than current
                if(counter==(T-1)){
                    doMultiThresholding(t);//Each combination
                }
                dfs(a);
            }
        }
    }
}
```

The *counter* is index of threshold array. The *visited[]* is an array to record which node is travelled.

### 1.2. Environment

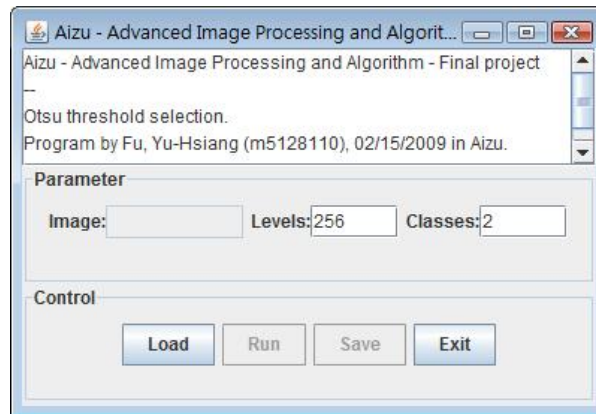
The experiment environment in this paper is HP Presario CQ45. The hardware is performed on Intel Dual Core Processor P7350 CPU, 4GB RAM and Microsoft Windows Vista Ultimate SP1 operating system. The software is performed on Java 1.6.0 Update 11 with IDE Gel RC40.

### 1.3. Operation steps

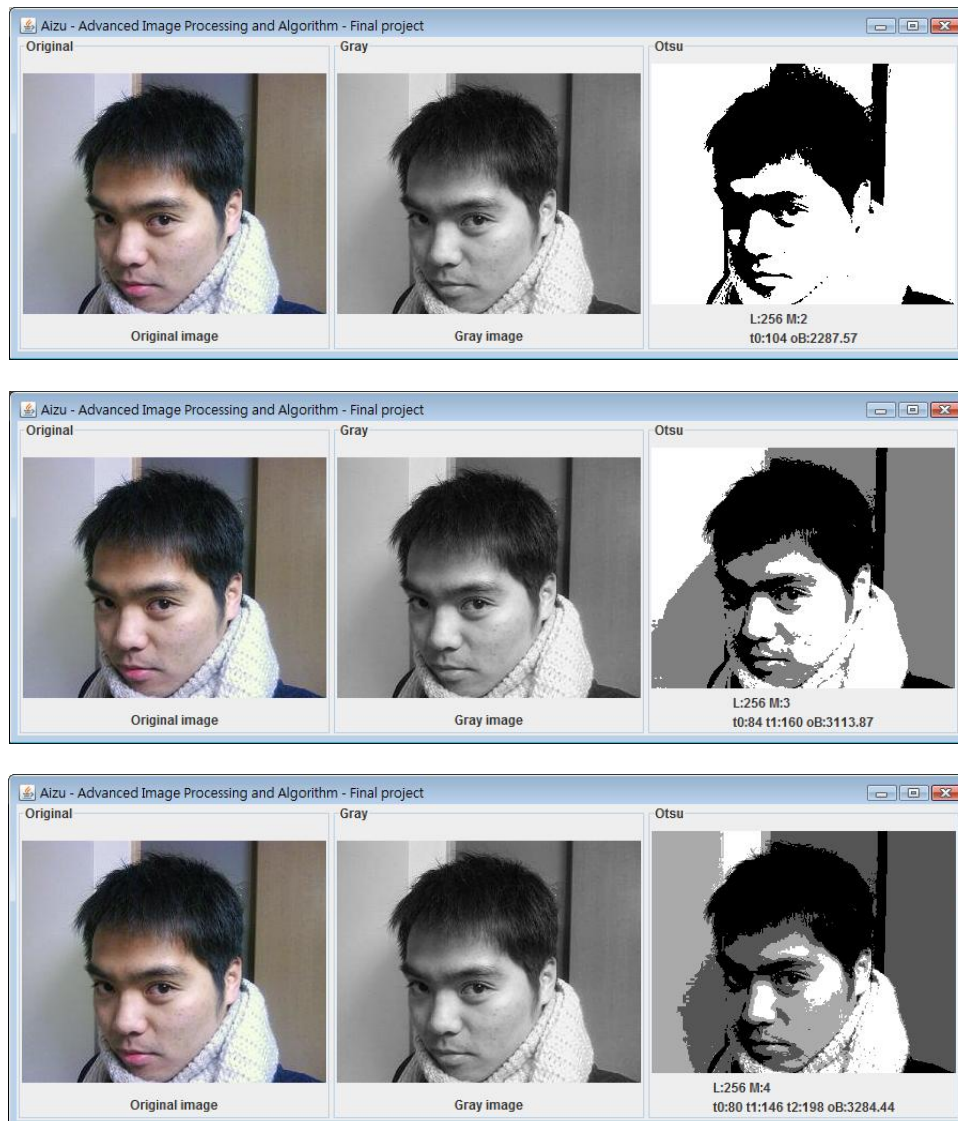
The program can be executed by using double-click on the "OtsuThresholdSelection.jar". The operation steps of program are as follows:

- Step1. "Load" an image.*
- Step2. Set the parameters.*
- Step3. "Run" the Otsu method.*
- Step4. "Save" the processed image*
- Step5. Repeat step2 to step4.*
- Step6. "Exit".*

## 1.4. Screenshots



**Figure 1.** The main window


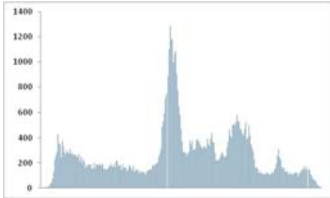
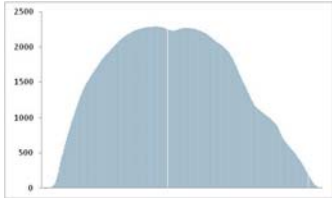

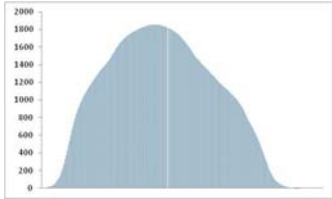

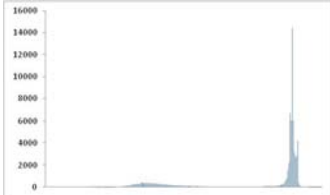
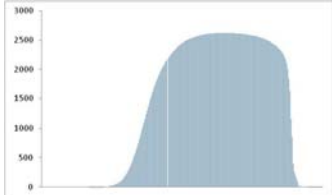


**Figure 2.** The results of each execution

## 2. Results of the implement

### 2.1. Test images

**Table 1.** The test images

File	Image	Histogram of gray level	Histogram of $\sigma_B^2$
alaric.jpg			
lena.jpg			
coins.jpg			

### 2.2. Results of test images

The table 2 shows the result of each execution with threshold(s), between-class variance variable  $\sigma_B^2$  and time.

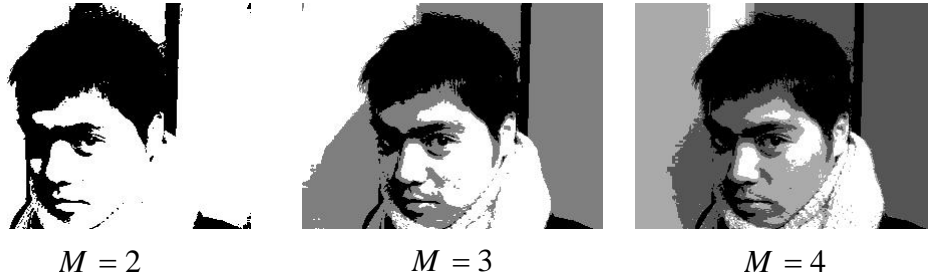
**Table 2.** The results of test images

Image	$M = 2$			$M = 3$			$M = 4$		
	$T$	$\sigma_B^2$	Time	$T$	$\sigma_B^2$	Time	$T$	$\sigma_B^2$	Time
Alaric	$t_0$ :104	2287.56	0.015	$t_0$ :84	3113.87	0.684	$t_0$ :80	3284.44	58.673
				$t_1$ :160			$t_1$ :146		
							$t_2$ :198		
coins	$t_0$ :166	2621.45	0.007	$t_0$ :122	2714.55	0.893	$t_0$ :106	2746.92	62.196
				$t_1$ :188			$t_1$ :148		
							$t_2$ :201		
Lena	$t_0$ :103	1853.06	0.008	$t_0$ :79	2307.08	0.766	$t_0$ :58	2503.40	68.813
				$t_1$ :145			$t_1$ :107		
							$t_2$ :159		

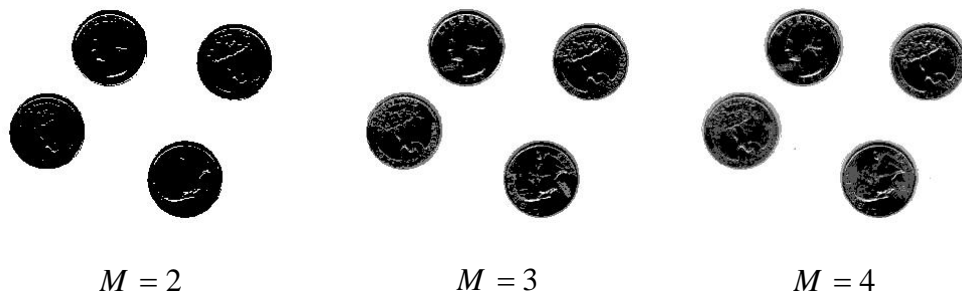
Time unit: ms (millisecond)

### 2.3. Results of processed images

The figures which are from Fig.3 to Fig.5 show the result of each execution with the variable  $M$  is form 2 to 4.



**Figure 3.** The results of image, Alaric



**Figure 4.** The results of image, coins



**Figure 5.** The results of image, Lena