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Overview of OSSIM and ImageLinker

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Overview of OSSIM Filters

Overview of Open Source Software Image Map (OSSIM)

- Open source, written in C++ language
- Library to perform wide variety of remote sensing, image processing, GIS tasks.
- Ability to read in and process very large satellite images (6+ GB), shape files, DEMs, and much more.
- Highly accurate sensor models to determine precise lat/lon for image coordinates.
- Extendable, can create new detection/analysis algorithms.

OSSIM Open Source Software Links

Open Source Software Image Map (OSSIM)

Download OSSIM: http://download.osgeo.org/ossim/

OSSIM Project website: http://www.ossim.org
OSSIM Wiki: http://trac.osgeo.org/ossim/
OSSIM Project tutorials: http://download.osgeo.org/ossim/tutorials/
OSSIM API Documentation: http://trac.osgeo.org/ossim/doxygen/
OSSIM Mailing list: https://lists.sourceforge.net/lists/listinfo/ossim-developer

Basic OSSIM Filters and Operations

- 3x3 Convolution
- Band Averaging
- Band Merging
- Band Clipping
- Mosaic
- Brightness Match (mosaicing function)
- Band Select
- Band Math (Equation Combiner)
- FFT
- Grid PolyCutter
- MaskFilter (apply shape file to image)
- Histogram Remapper
- Histogram Threshold
- Gaussian Filtering
- Mean/Median Filtering
- Sharpening Filter
- Topographic Correction
- Color Conversions (HSI to RGB, etc)
- Pixel Flipper (assign source value to destination value)
- Rlevel Filter (select resolution level)
- Image Scaling Filter
- Watermark Filter
- 1-D Convolution Filter

OSSIM Plugins Provide Additional Functionality

- CFAR Detector (we will show you how to load this one)
- Additional Image Handlers (RS2, TSX, CEOS, Landsat, etc)
- Support for new image formats (JPEG2000, PNG, etc)
- All of these come in the plug-ins folder
- To compile some of these you'll need specialized libraries; for example, JPEG2000 requires the kakadu library which you need to buy ($$)

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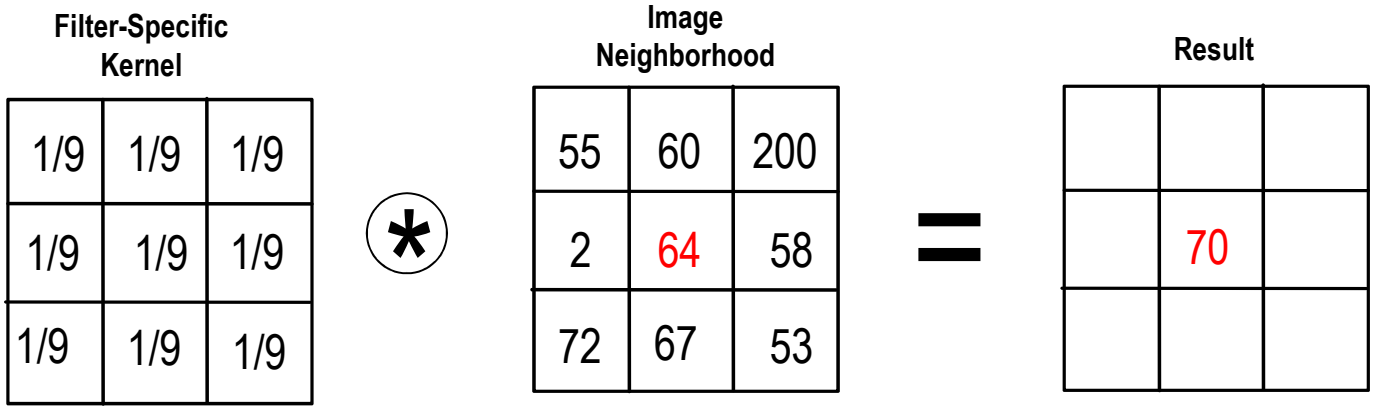
Noise Filtering Example

Image Filtering - Convolution

- Image filtering techniques can be used to help reduce noise in an image
  - Smoothing Filter (Mean Filter) – calculating the mean of a neighborhood of pixels



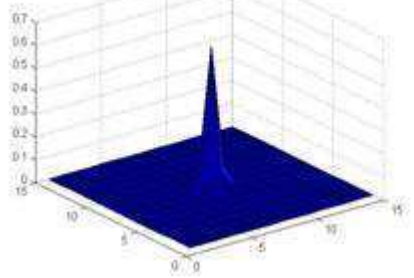
$$1/9 * (55+60+200+2+64+58+72+67+53) = 70$$

Noise Filtering Overview - Types

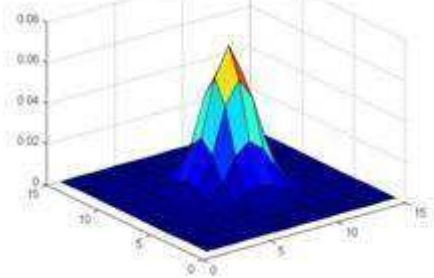
- Several approaches for noise filtering
  - Mean filtering – linear filter, with kernel, where the new value at every pixel is the mean of the pixels in it's 3x3 neighborhood (blurs and removes high noise)
  - Median filtering – non-linear, no kernel, similar to mean filtering using the median of the pixel values (gets rid of salt and pepper noise)
  - Gaussian filtering – 3x3 convolution filter where the kernel is a 2D Gaussian function. Has the effect of smoothing the image.

$$h(x,y) = \frac{1}{2\pi\sigma^2} e^{-\frac{x^2+y^2}{2\sigma^2}}$$

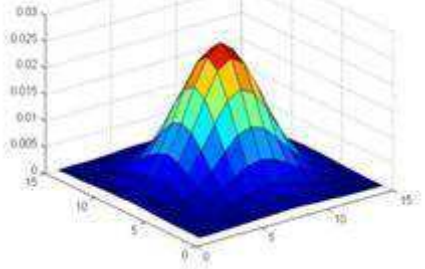
Gaussian filter size 15x15 with σ=.5



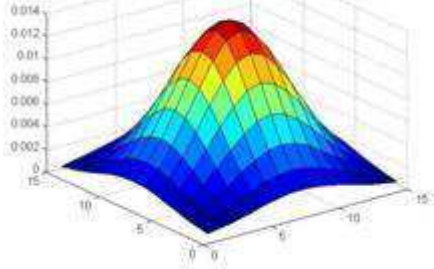
Gaussian filter size 15x15 with σ=1.5



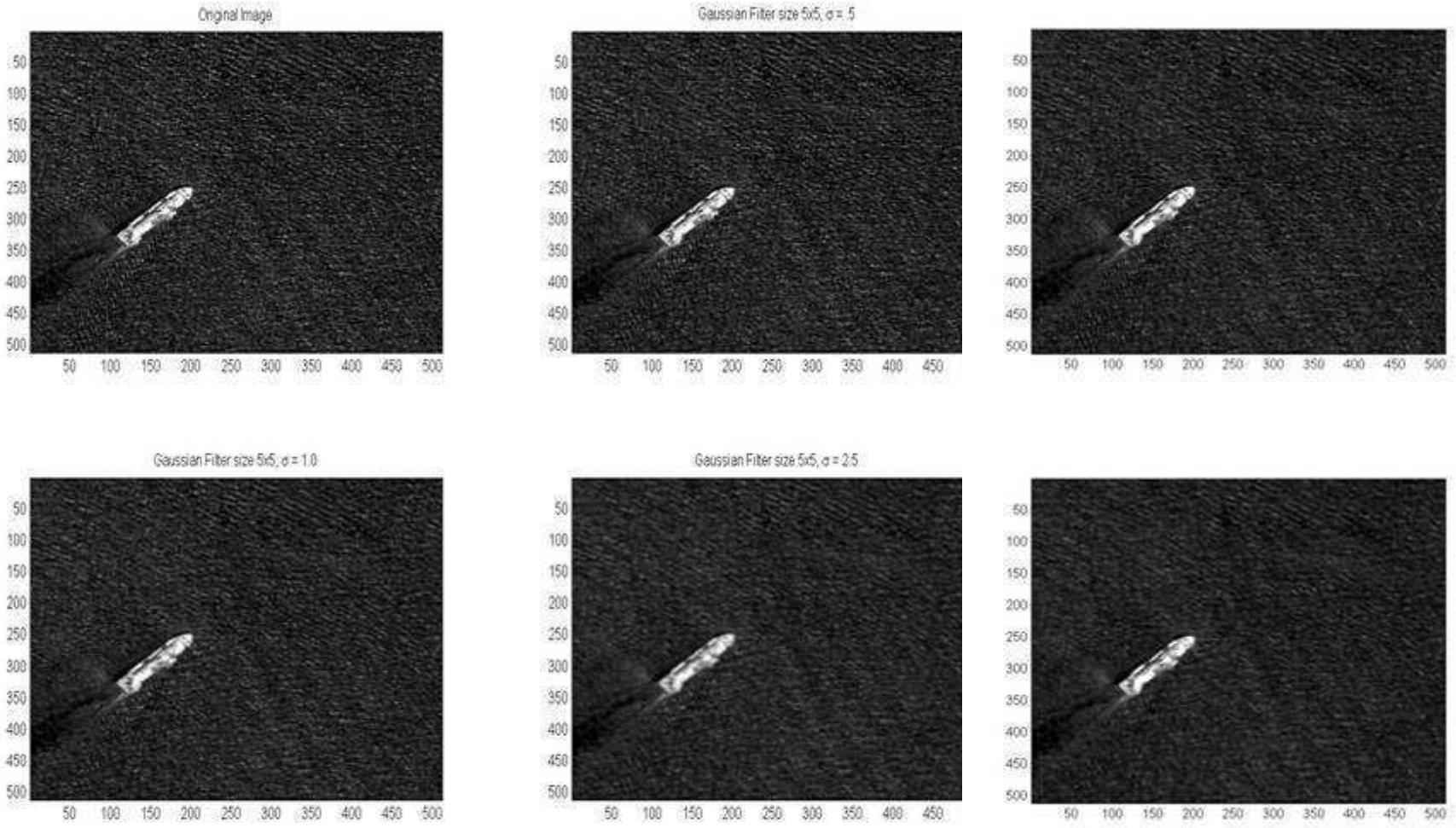
Gaussian filter size 15x15 with σ=2.5



Gaussian filter size 15x15 with σ=3.5



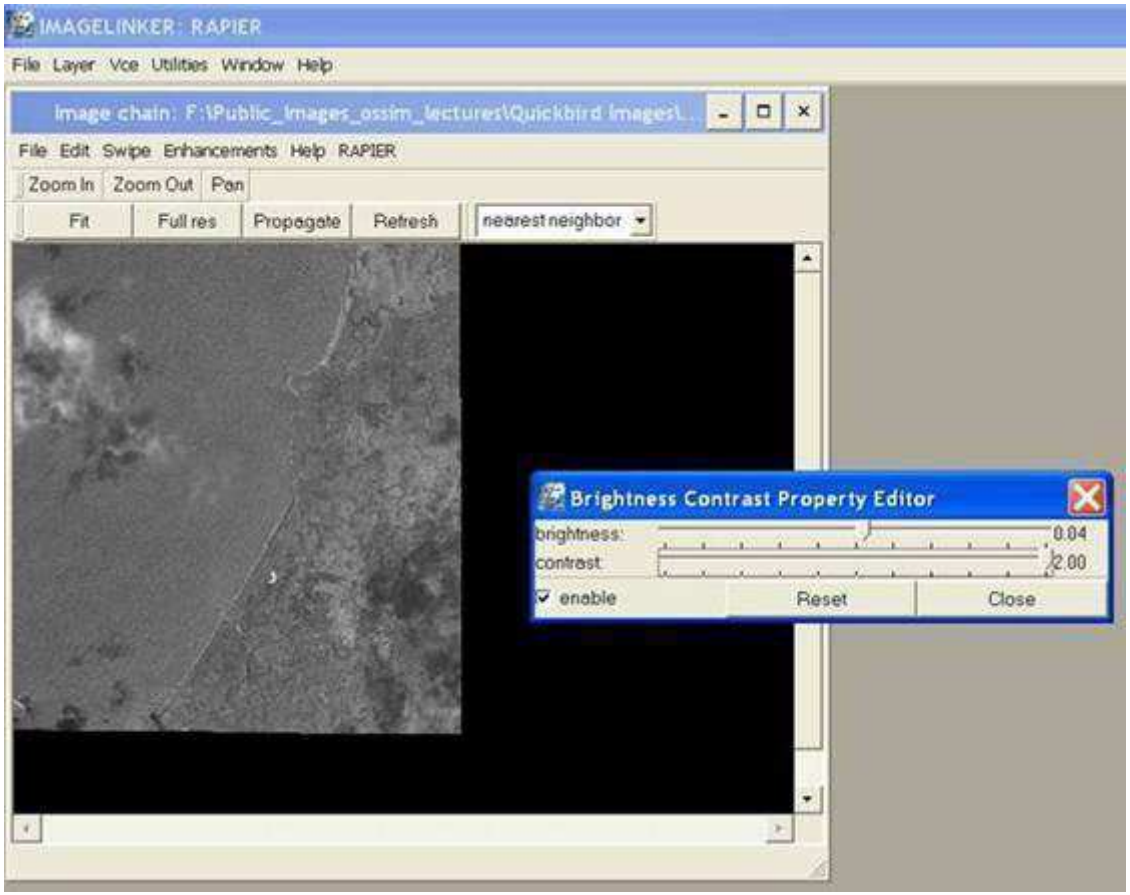
Noise Filtering Overview - Gaussian



Noise Filtering Example

- File → Open
- ..\02_ImageLinker\Images\2.1.11_pan_imagen1.tif

- On the Image menu, choose Enhancements ->Brightness Contrast.
- Adjust the contrast to 2.0 and brightness to .04.



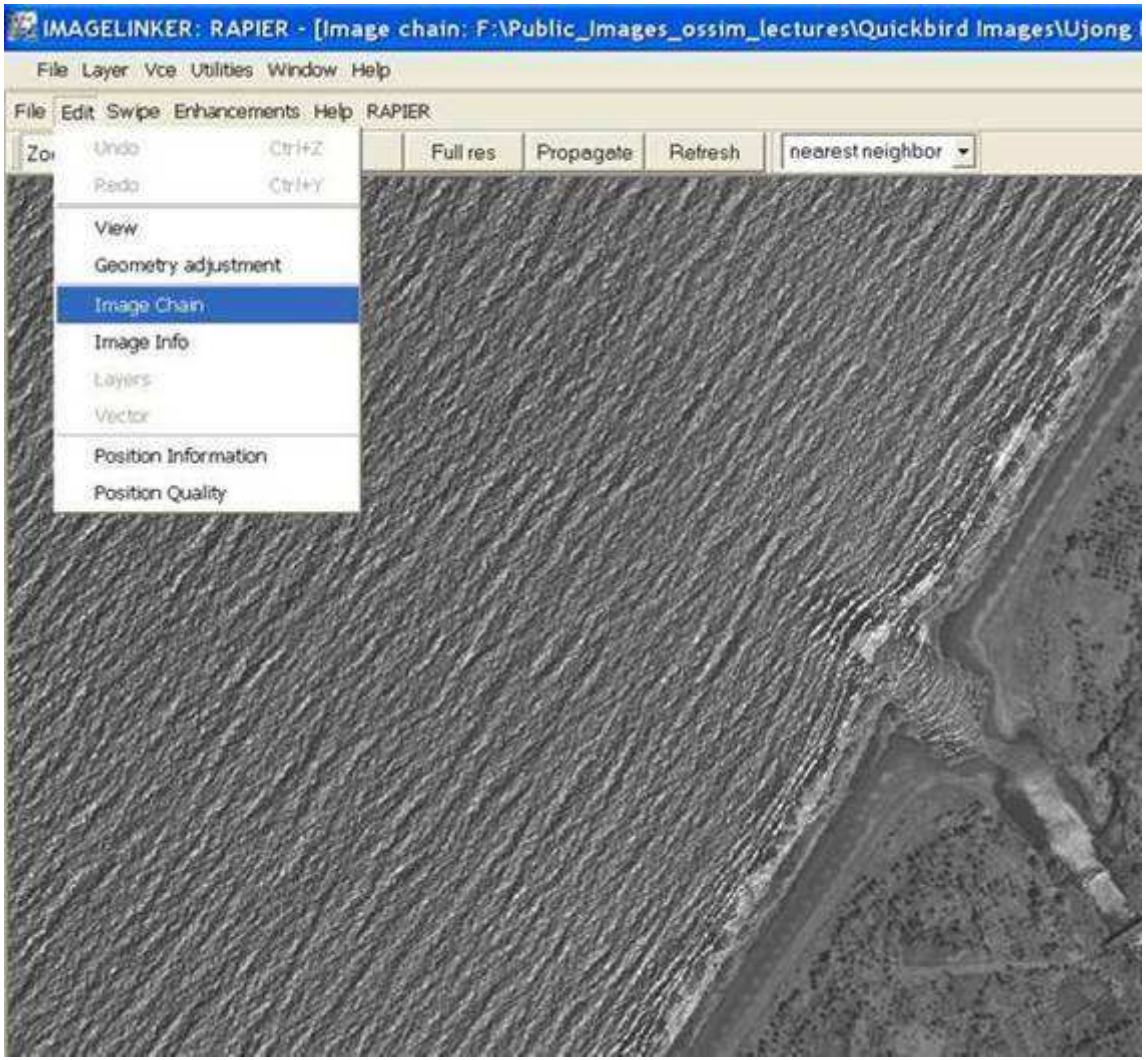
Noise Filtering Example (cont)

- Pan around the image and zoom in. What do you notice about the texture of the ocean? Is it smooth or rough?

- Now, we will apply several smoothing filters to the image and observe the effects.

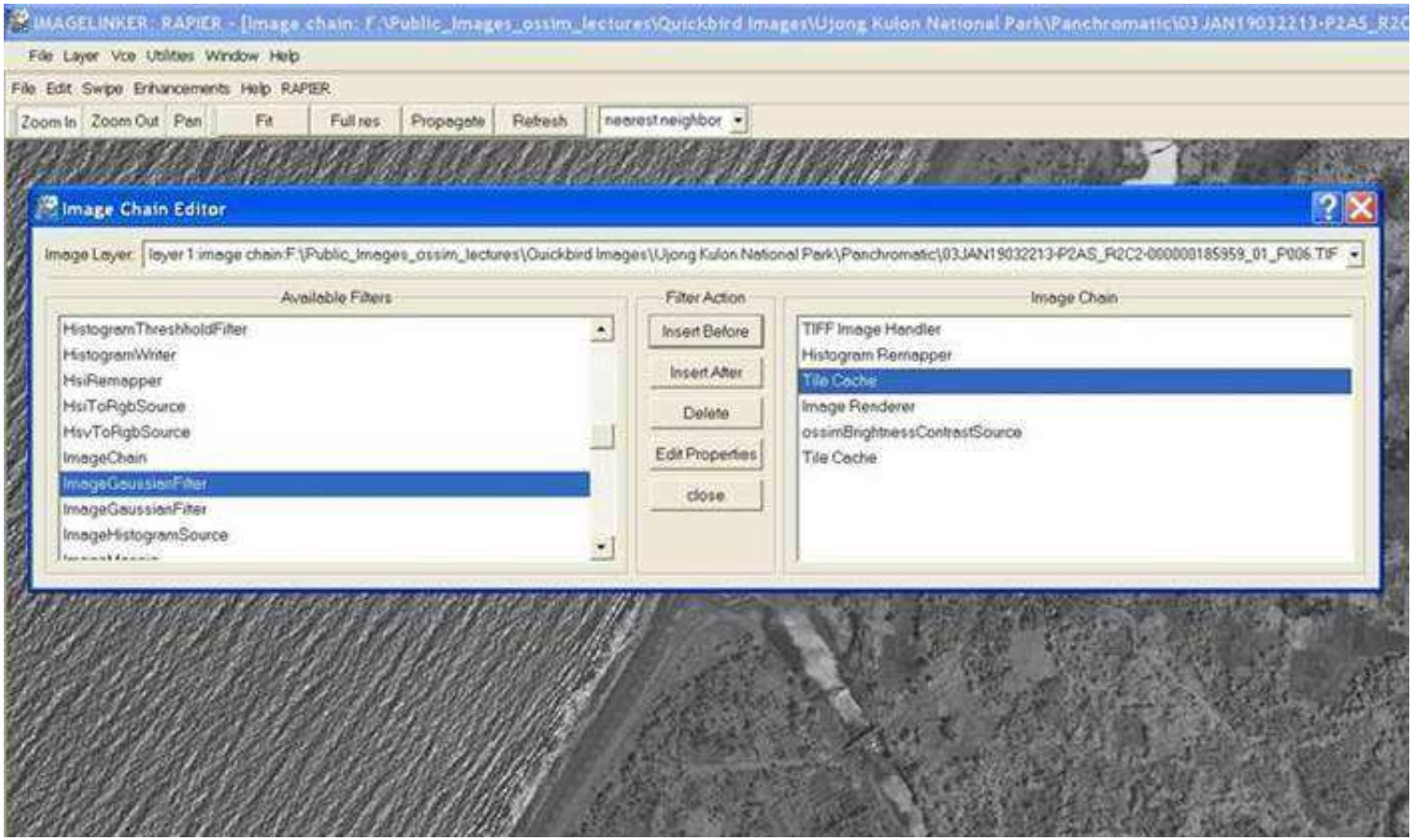
Noise Filtering Example (cont)

- From the image menu, select Edit->Image Chain



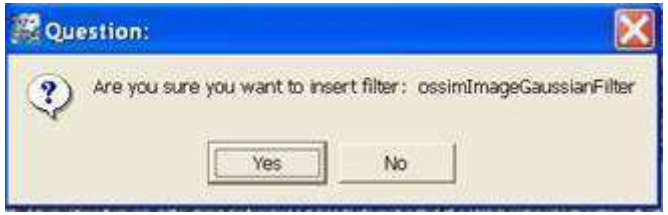
Noise Filtering Example (cont)

- On the left, under Available Filters, scroll down to the ImageGaussianFilter and select it.
- On the right, select the first occurrence of Tile Cache (the top one).
- Now, hit the Insert After button.

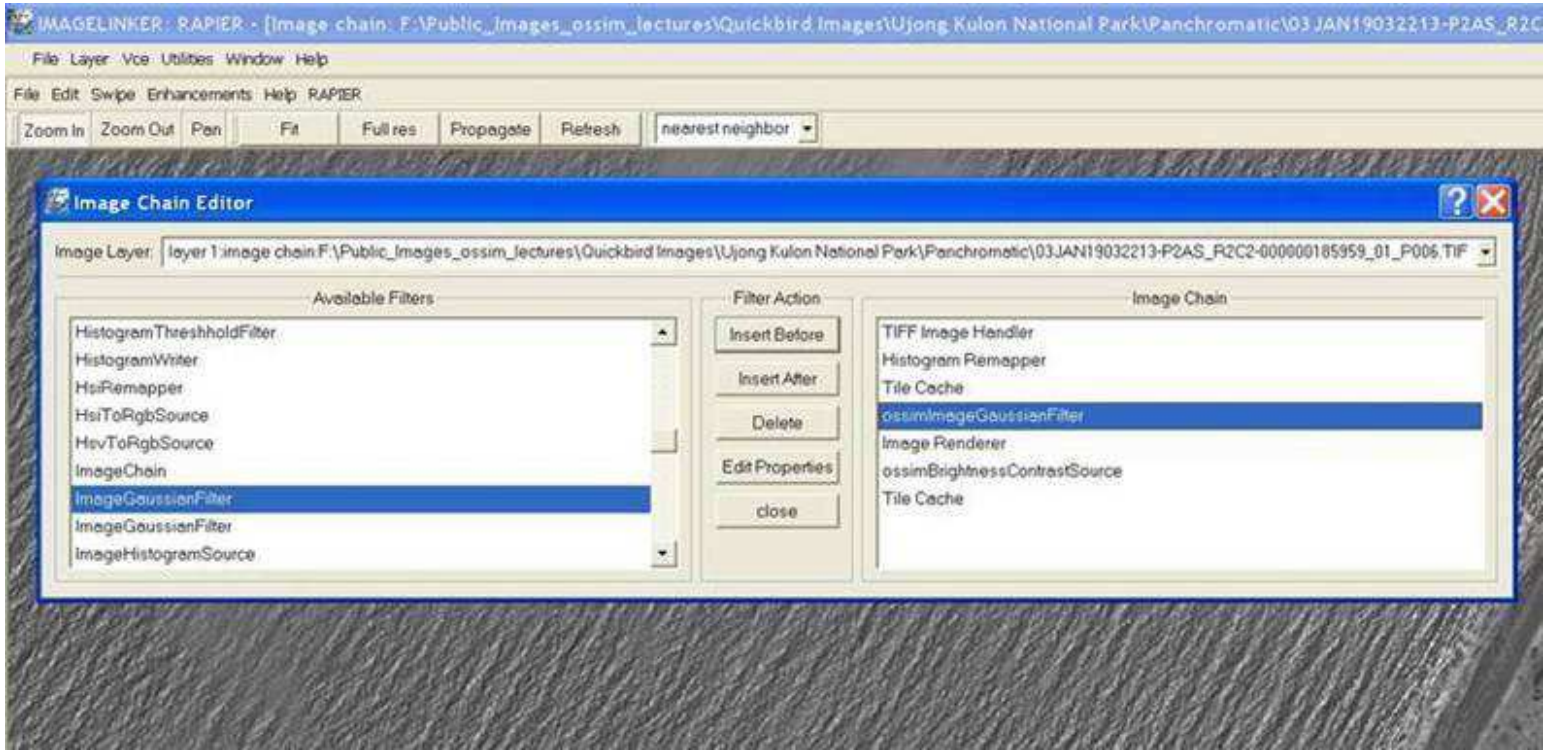


Noise Filtering Example (cont)

- You'll see the message, "Are you sure you want to insert filter : ossimImageGaussianFilter."
- Select *Yes*

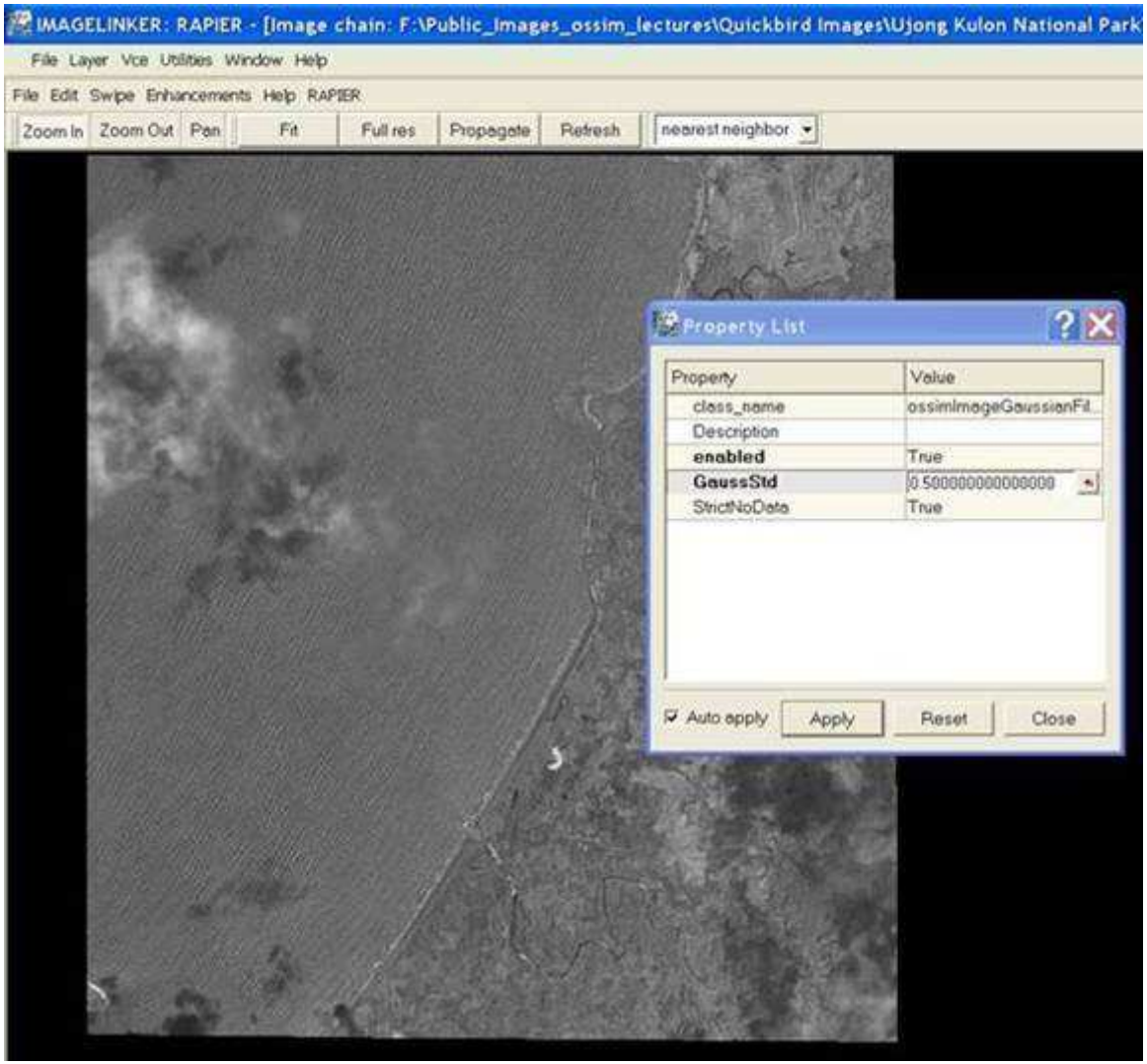


- You should now see the filter on the right hand side, and the image should change slightly.



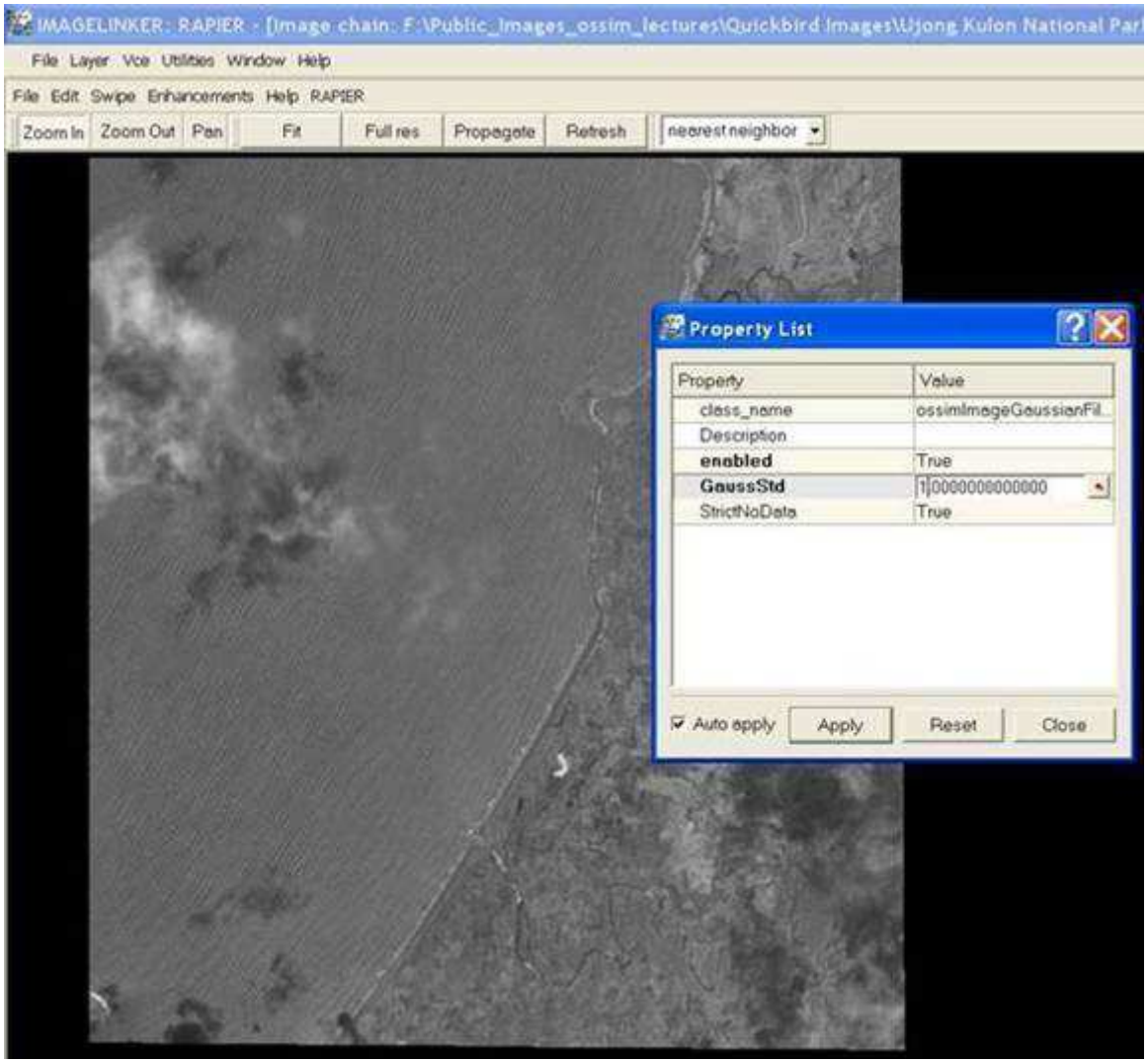
Noise Filtering Example (cont)

- Hit the Full res button then the Fit button to zoom out to the entire image.
- Select the ossimImageGaussianFilter and then hit Edit Properties.
- You'll see the Gaussian Std value is set to 0.5 by default.
- Close the Image Chain Editor (larger window)



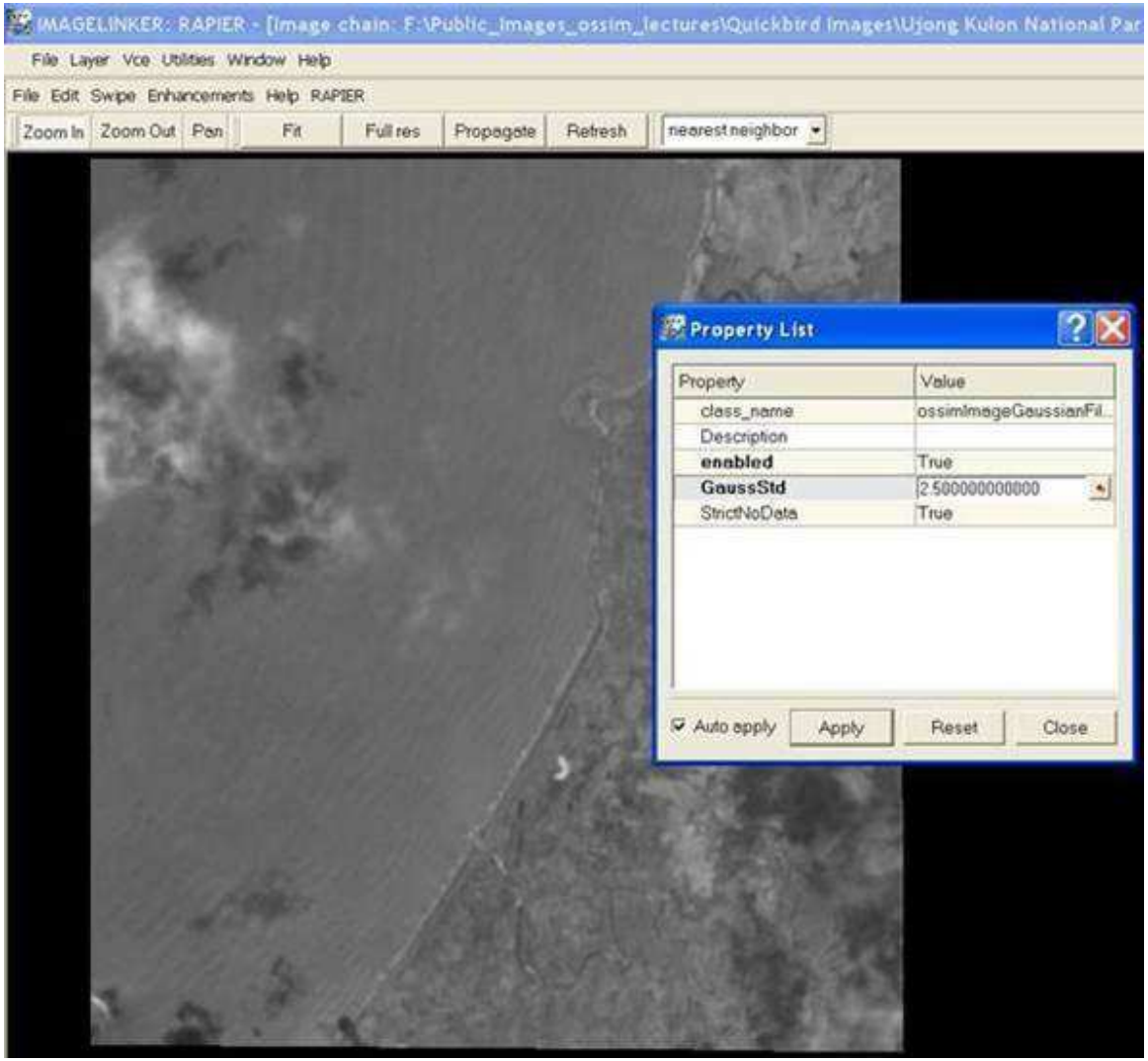
Noise Filtering Example (cont)

- Now change the std value to be 1 (press RETURN after entering to get the change to take place).
- Notice the effect this has on the image



Noise Filtering Example (cont)

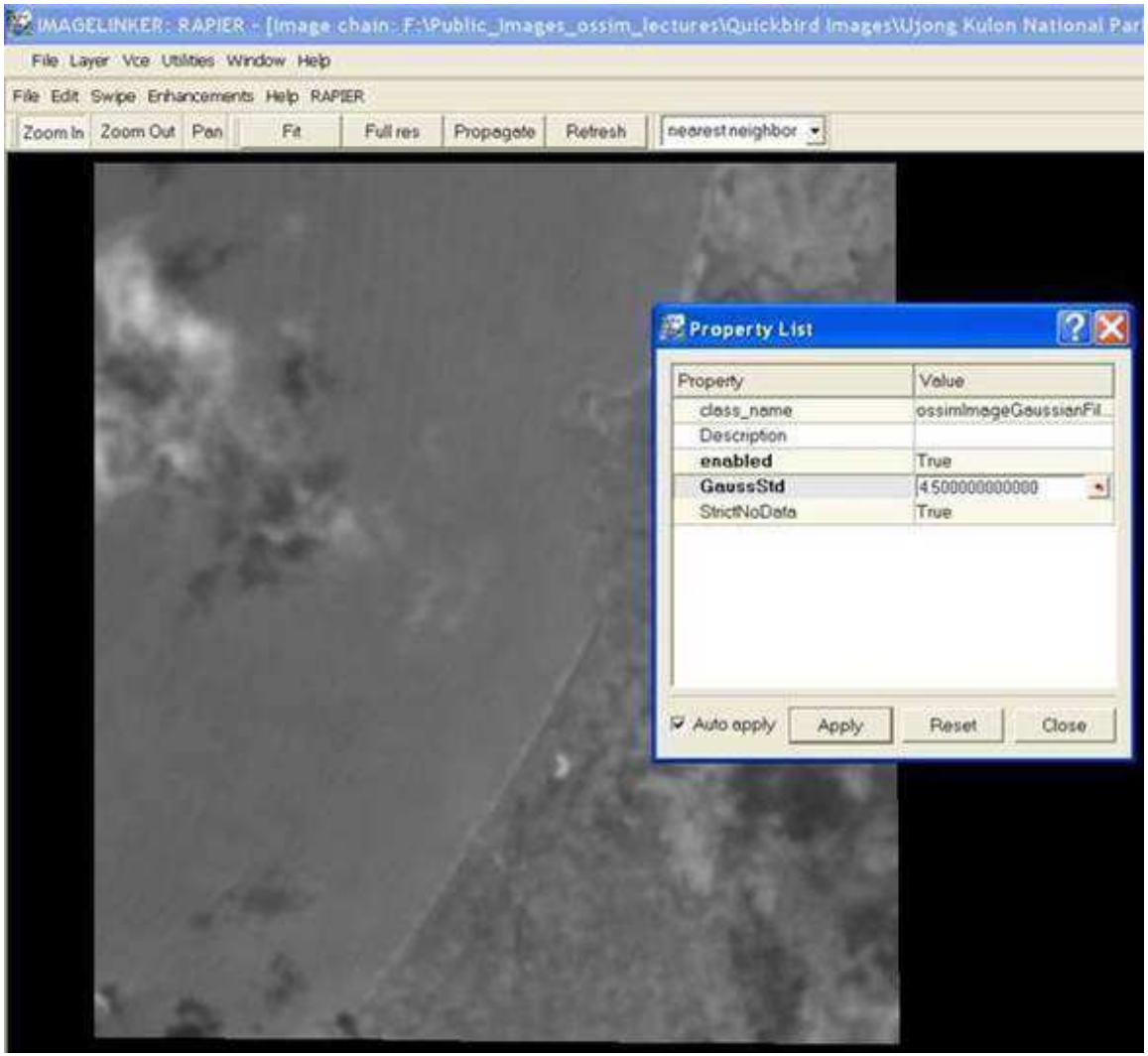
- Now change the std value to 2.5 (press RETURN).



Noise Filtering Example (cont)

- Finally, change the value to 4.5 (press RETURN).

- Zoom in on the water region of the image, notice the effect on the ripples/noise.



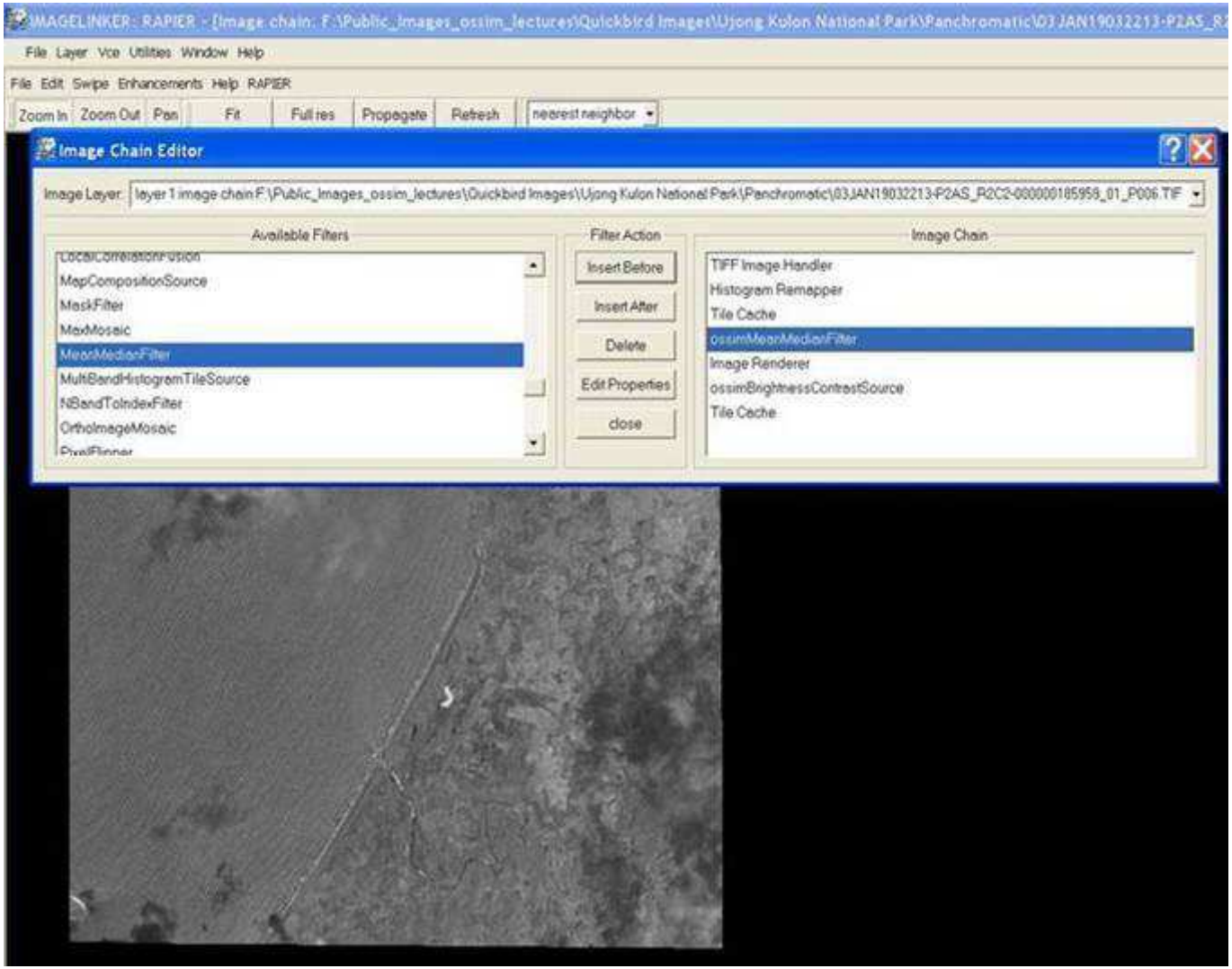
Noise Filtering Example: Median/Mean Filtering

- Open the image chain again by selecting Edit->Image chain.

- On the right hand side, select the ossimImageGaussianFilter and hit delete.
- You'll see the message, "Are you sure you want to delete filter: ossimImageGaussianFilter. Select *Yes*

Noise Filtering Example: Median/Mean Filtering

- Now, scroll down to MeanMedianFilter.
- Select Tile Cache (the top one) on the right and choose Insert After.
- You should see the filter on the right

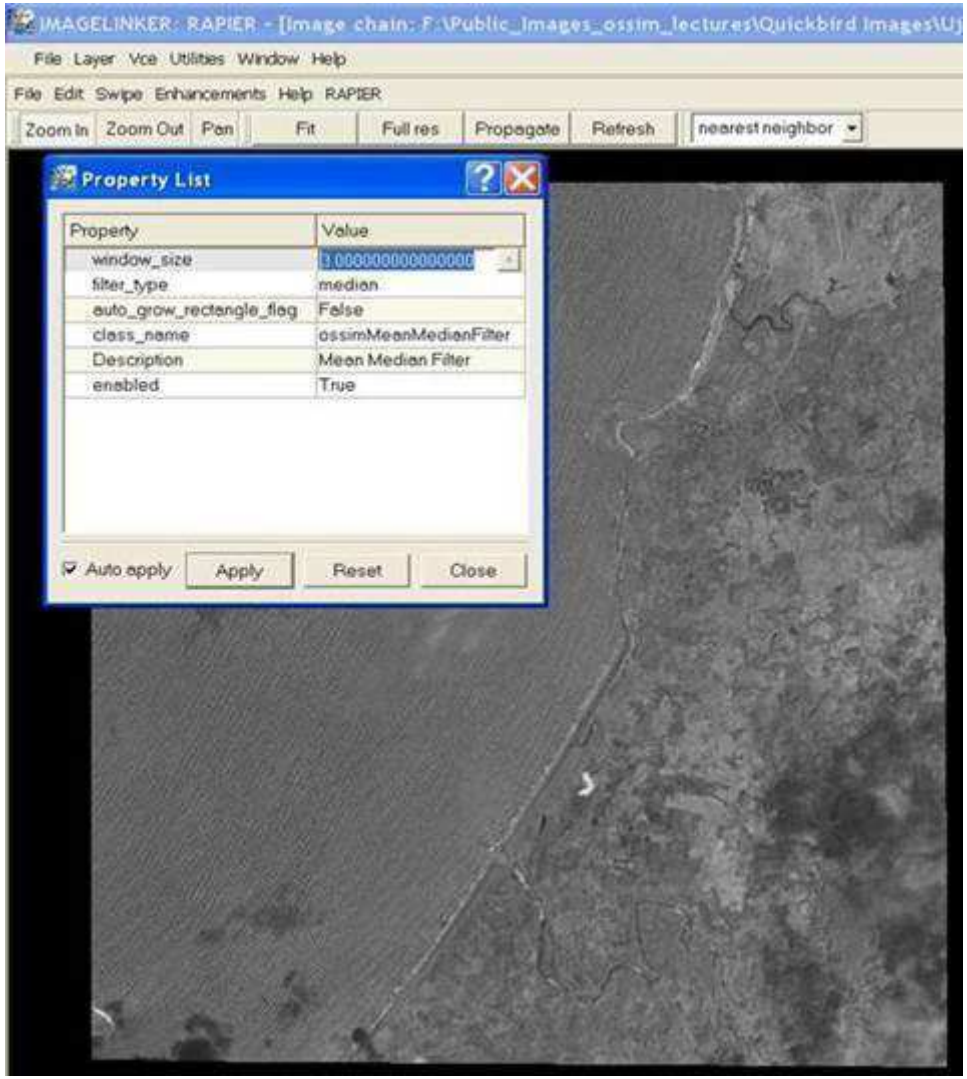


Noise Filtering Example: Median/Mean Filtering

- Highlight the ossimMeanMedianFilter, and select Edit Properties.

- Close the Image Chain Editor.

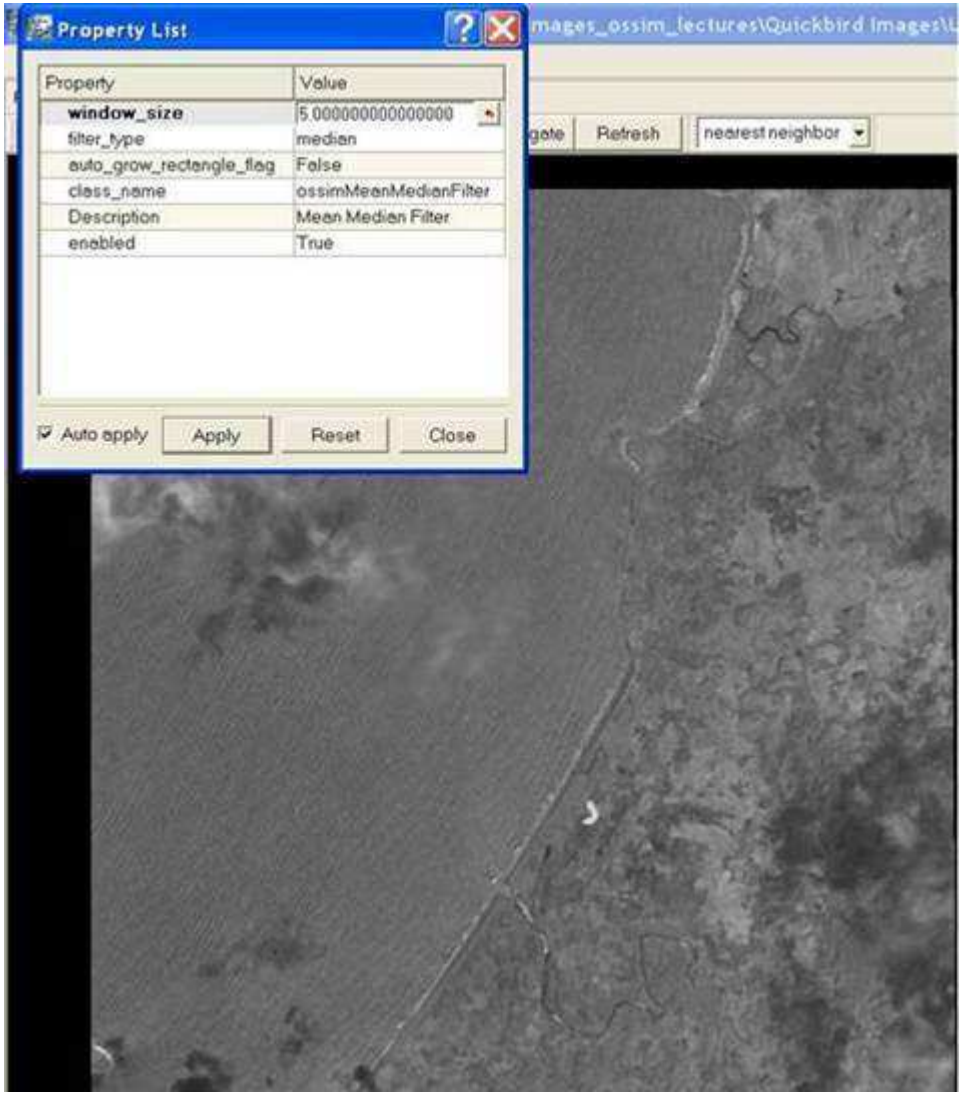
- You should see several properties:
- Window_size – size of window for which mean or median is found
- Filter_type – mean or median, with different variations on how to handle image data
- auto_grow_rectangle_flag – flag to grow regions



Noise Filtering Example: Median/Mean Filtering

- Change the window_size to 5.0 (and press RETURN) and observe the effect

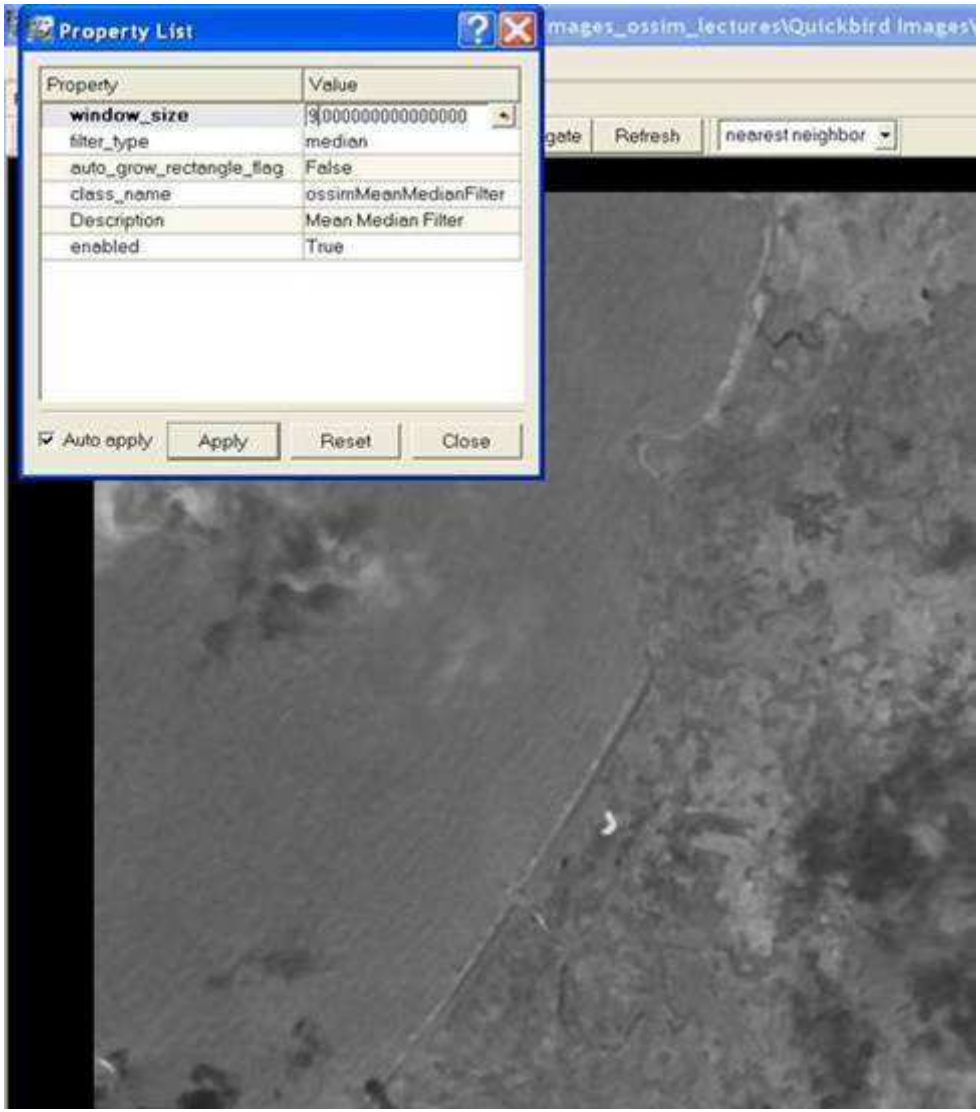
- What similarities and differences does this method for smoothing have with the GaussianFilter?



Noise Filtering Example: Median/Mean Filtering

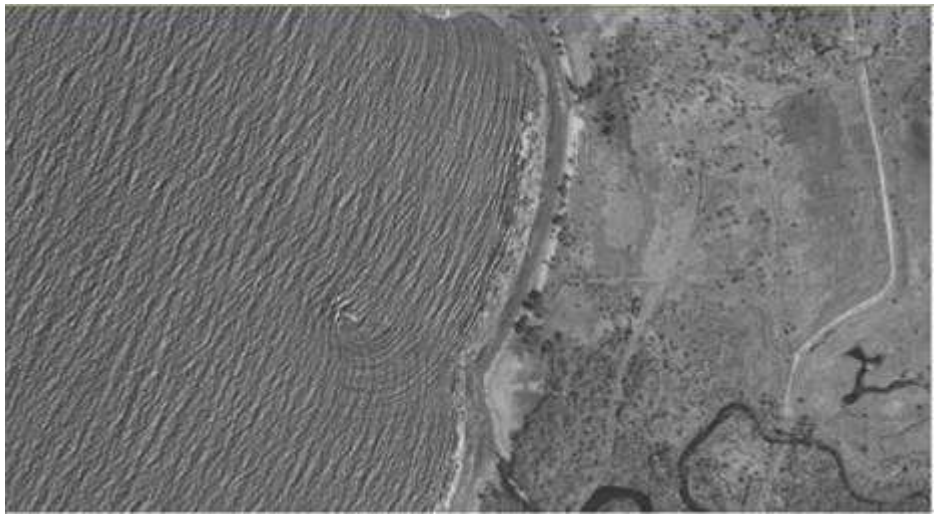
- Change the window_size to 9.0 and observe the effect

- Change the window_size and the filter type between Median and Mean, and note the effect on the image

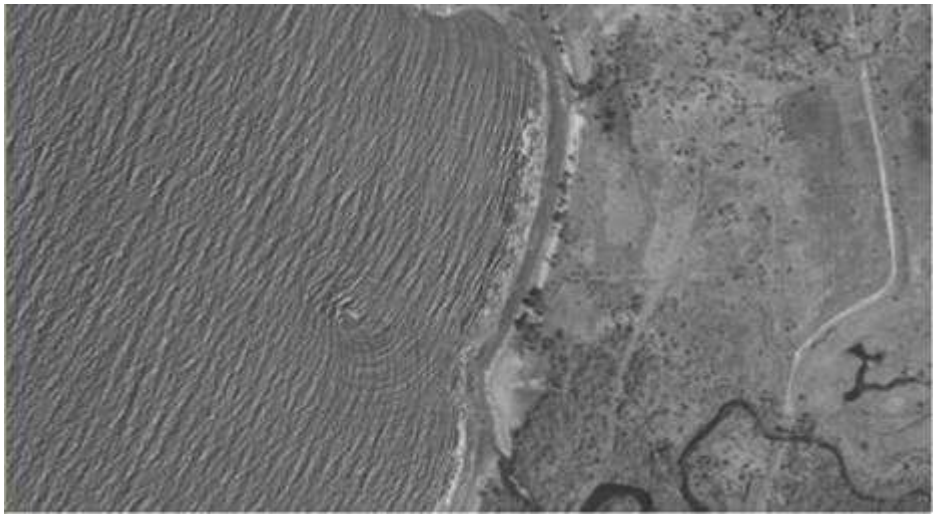


Comparison of Various Smoothing Methods

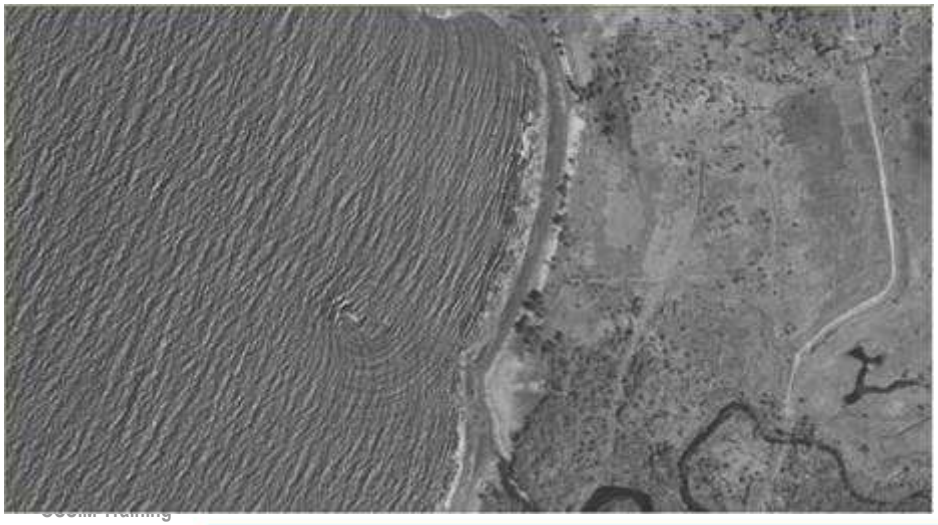
3x3 Mean



Gaussian Filter std 1.5



3x3 Median



Gaussian Filter std 1.5

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Image Sharpening

Image Sharpening Techniques

Step 1: Convolve the Laplacian kernel with the image.

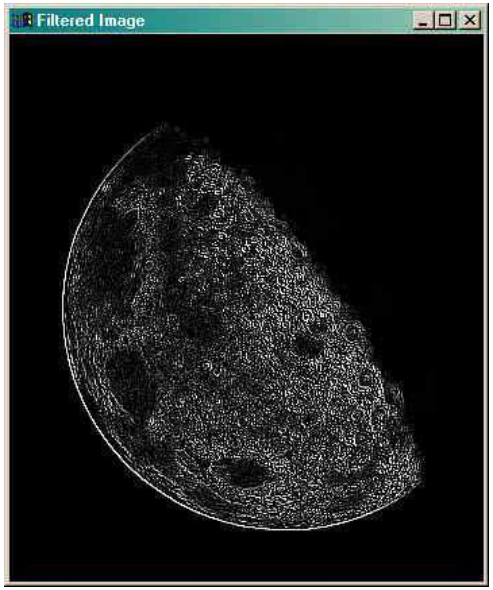
Original Image

*

-1	-1	-1
-1	8	-1
-1	-1	-1

Laplacian Kernel

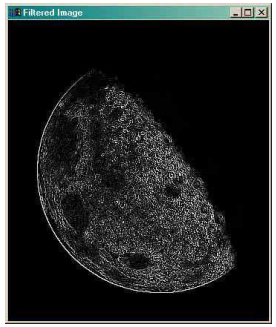
=

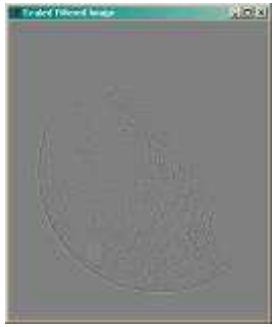


Filtered Image

Image Sharpening Techniques (cont.)

Step 2: Rescale the filtered image to be between 0 and 255 (for an 8 bit image).





Step 3: Add the rescale filtered image to the original image, and rescale results again.

Original Image Sharpened Image

Image Sharpening Example

- Open the image ..\02_ImageLinker\images\ILexample\L71189056_05620021230_HRF.fst

- Image Sharpening Filters are used to enhance the edges of blurry images.

- Often times used in low resolution imagery to visualize details.

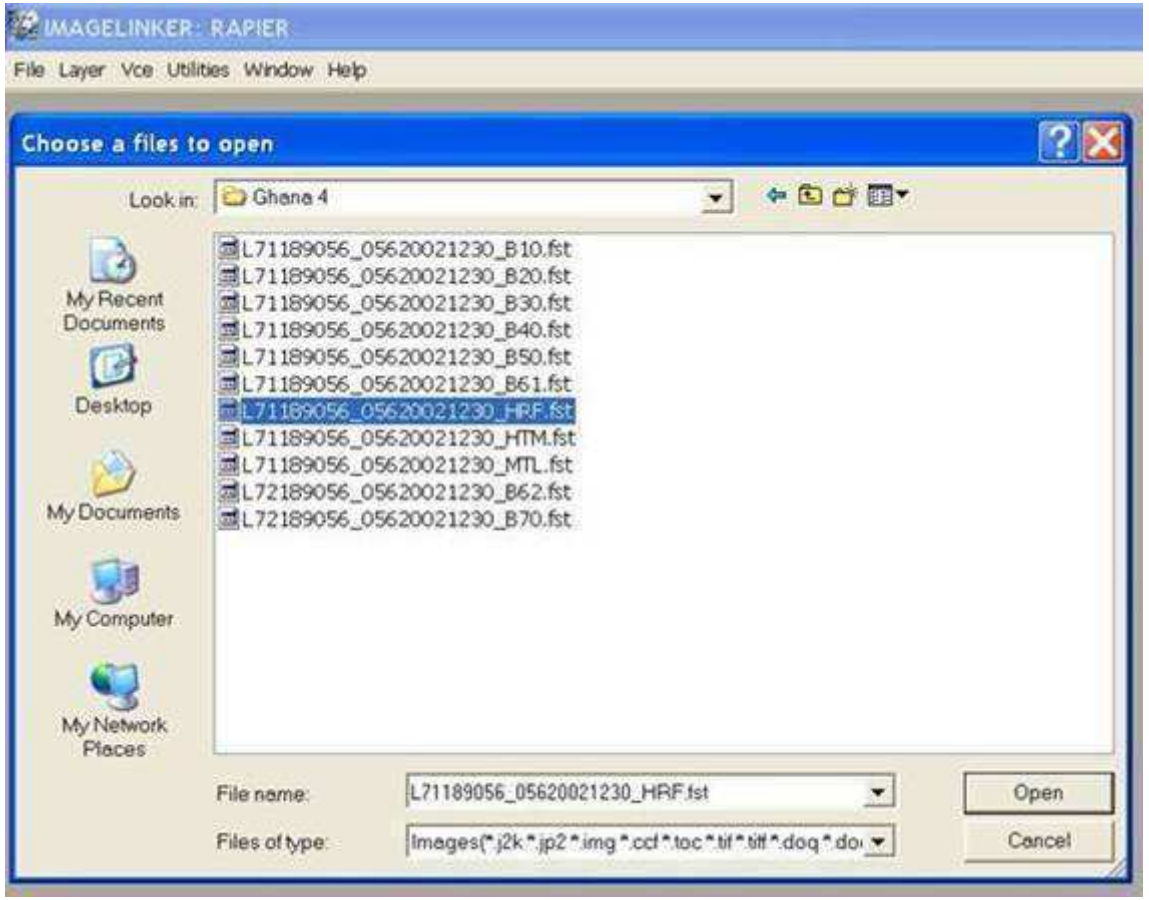


Image Sharpening Example

- Choose Enhancements->Band selection

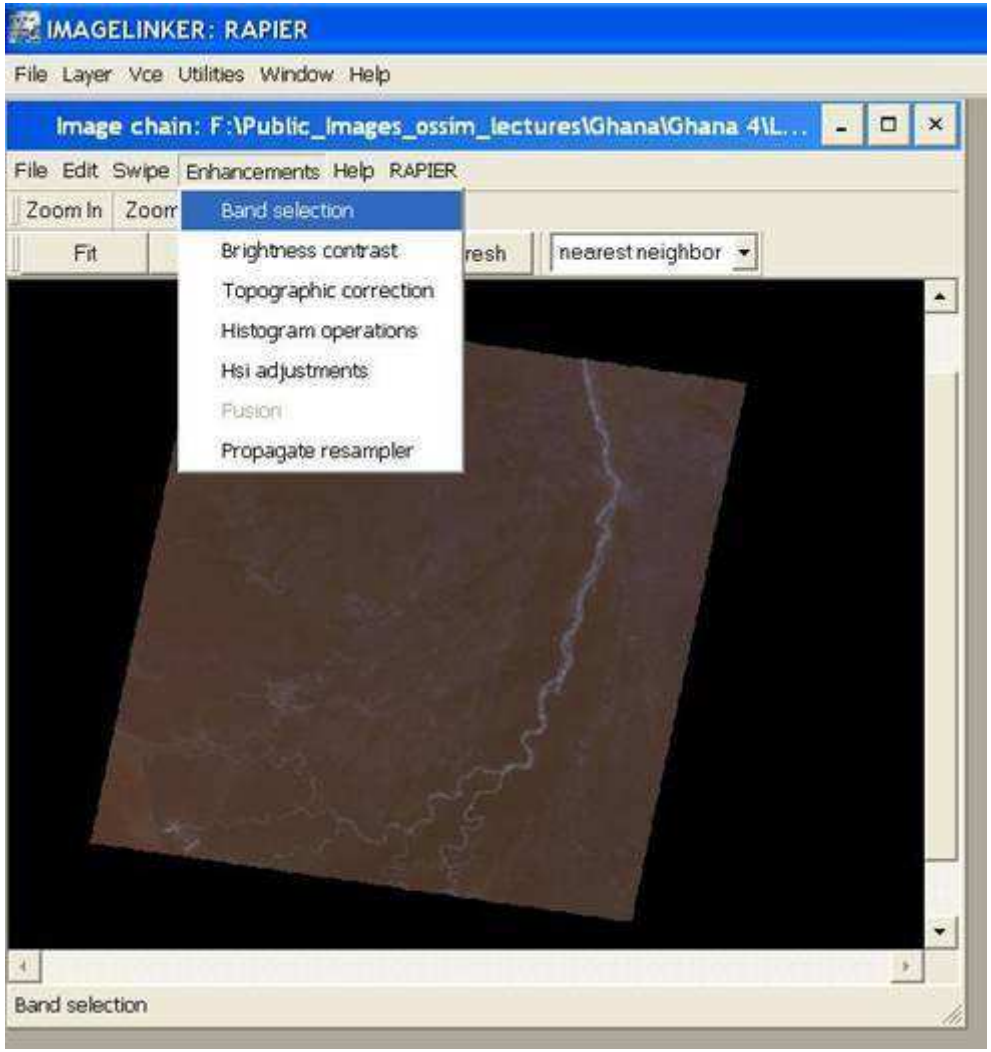


Image Sharpening Example

- Click the True bubble.
- Select bands 6, 5, 4 and hit apply.

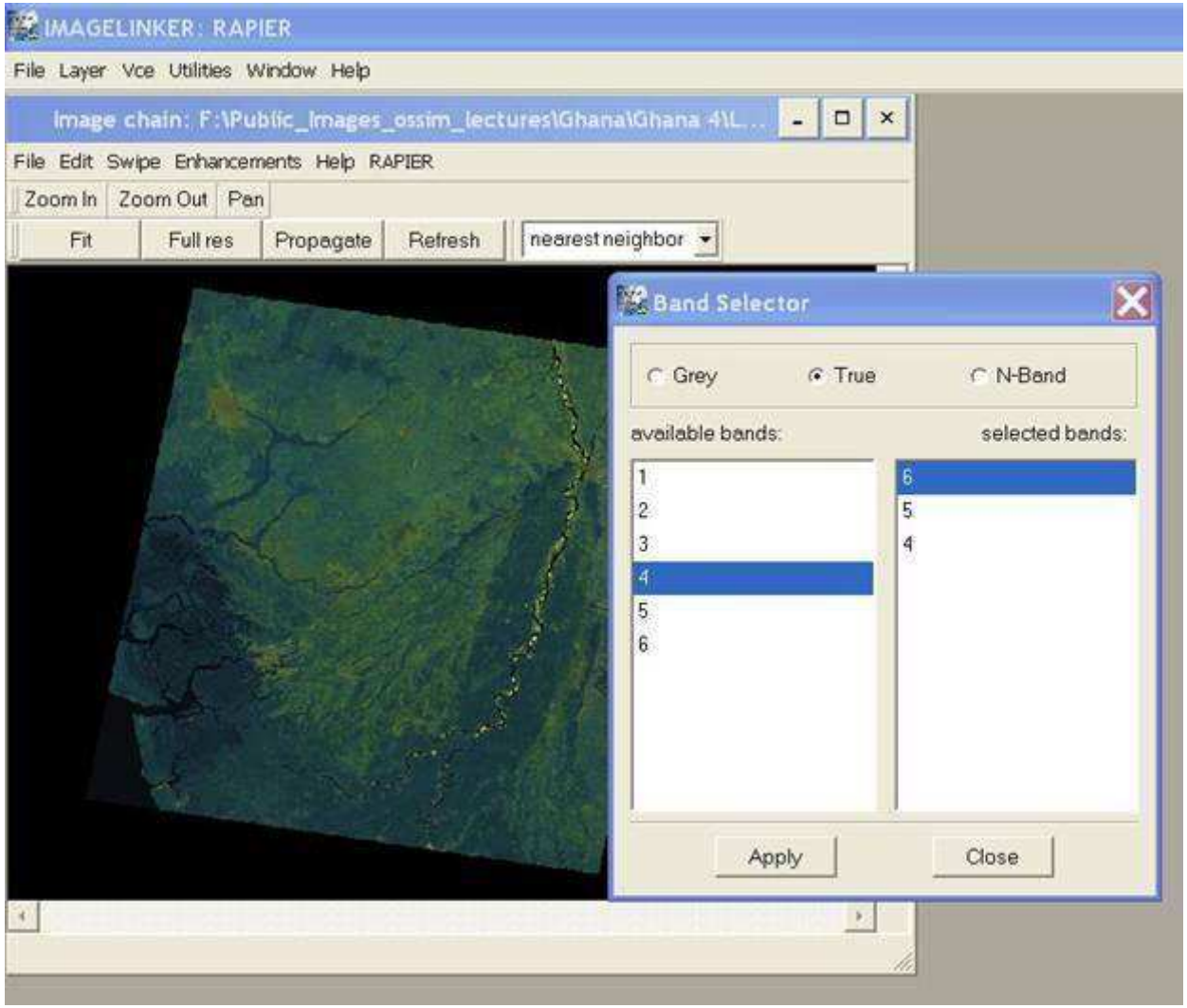


Image Sharpening Example

- Open the image chain.
- On the left, scroll down to ImageSharpenFilter.
- On the right, select Landsat.
- Click Insert After to insert the sharpen filter.

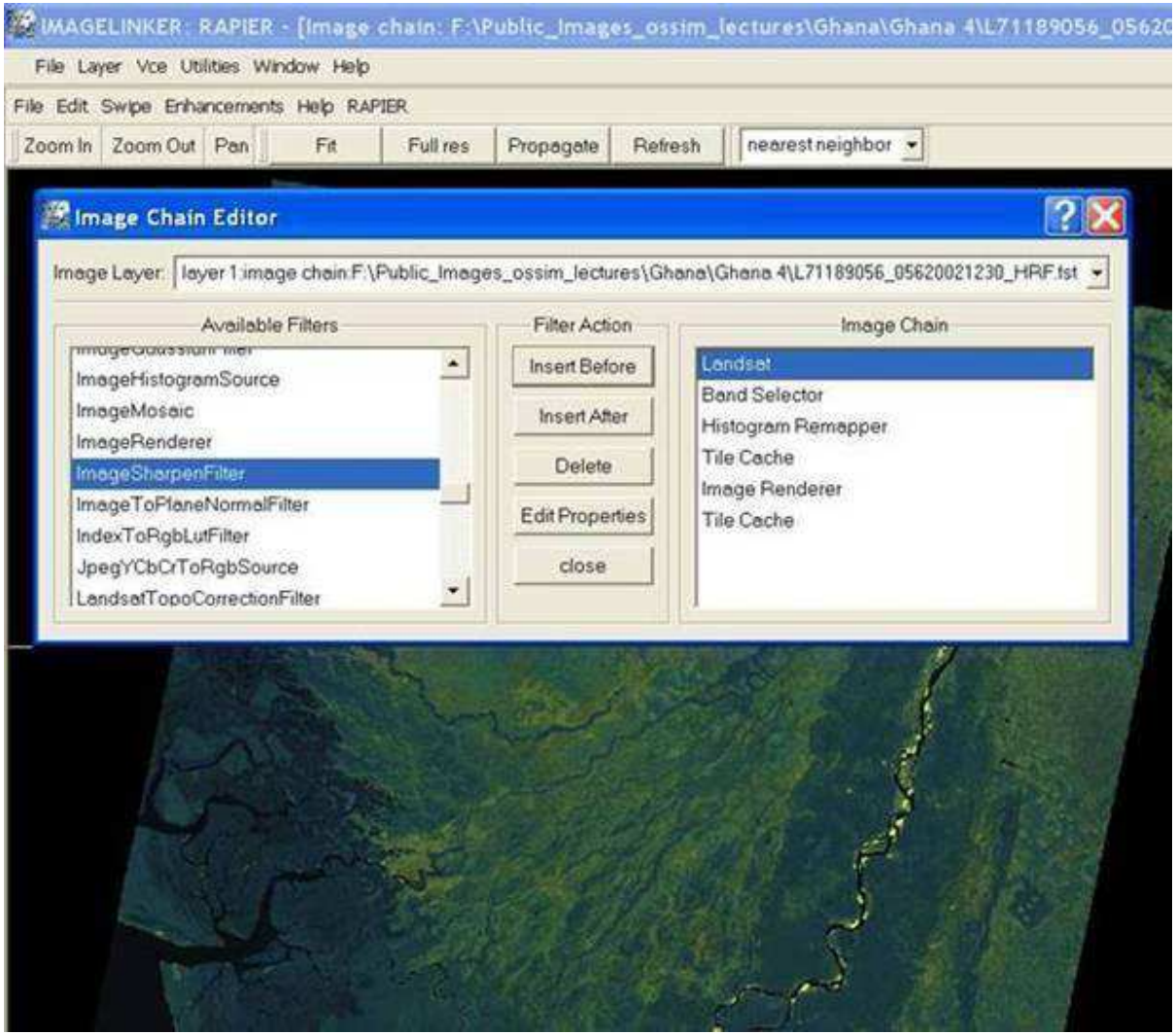


Image Sharpening Example

- The image should appear sharper.
- Click on the Edit Properties button for the Sharpen filter.
- Close the image chain editor.
- Zoom in and pan around. Enable and disable the sharpen filter and observe the result

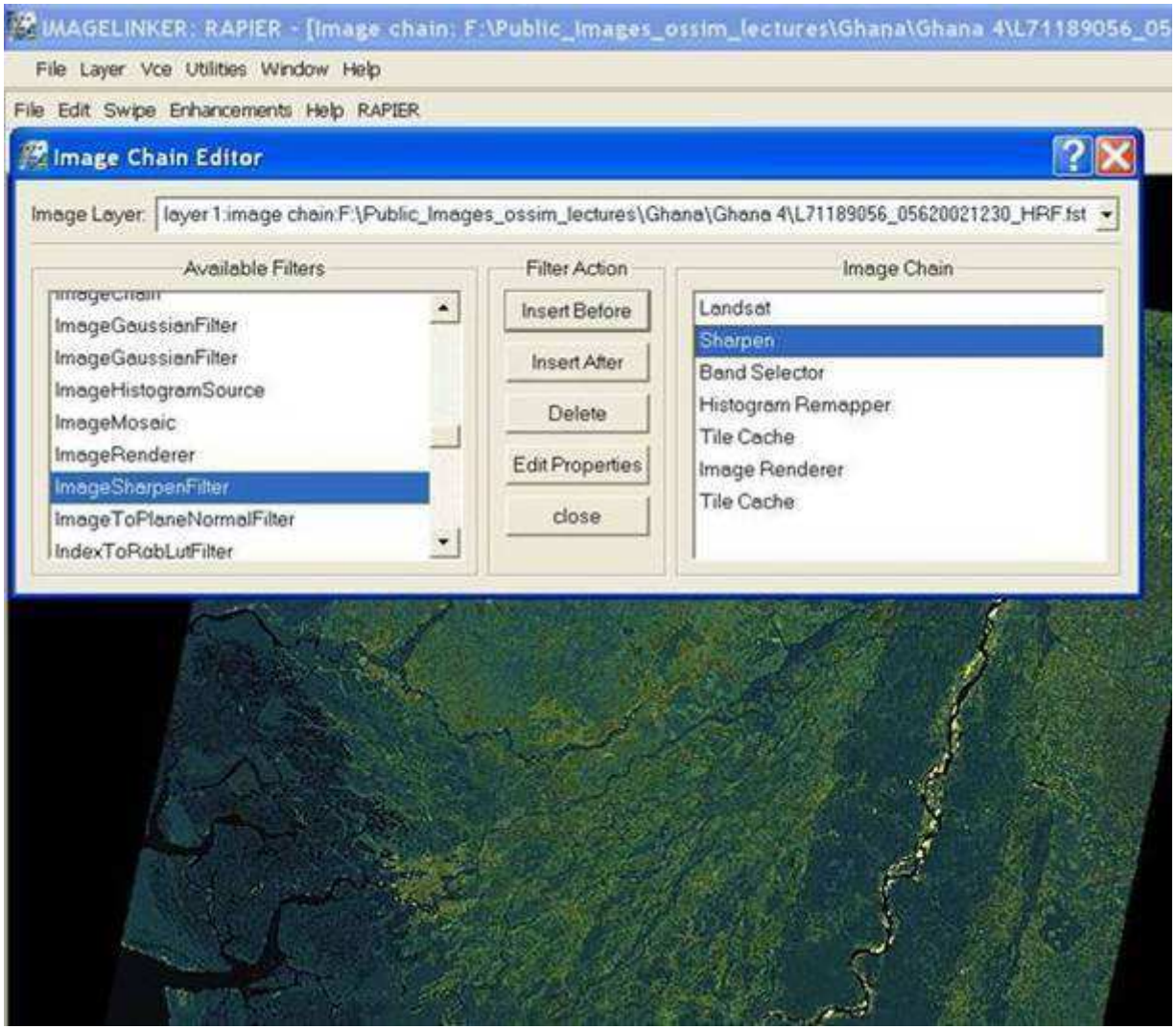


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Image Sharpening Example

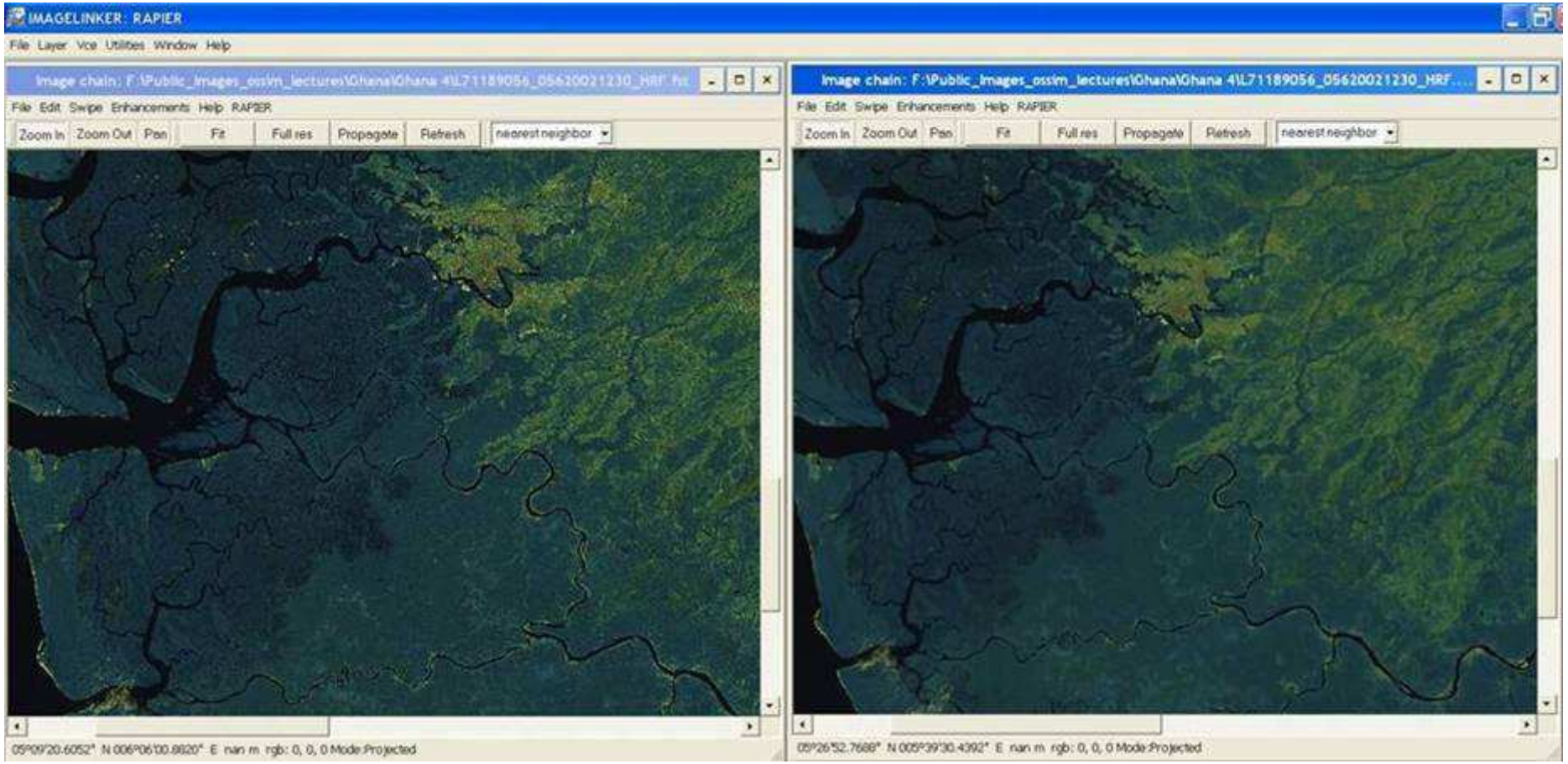

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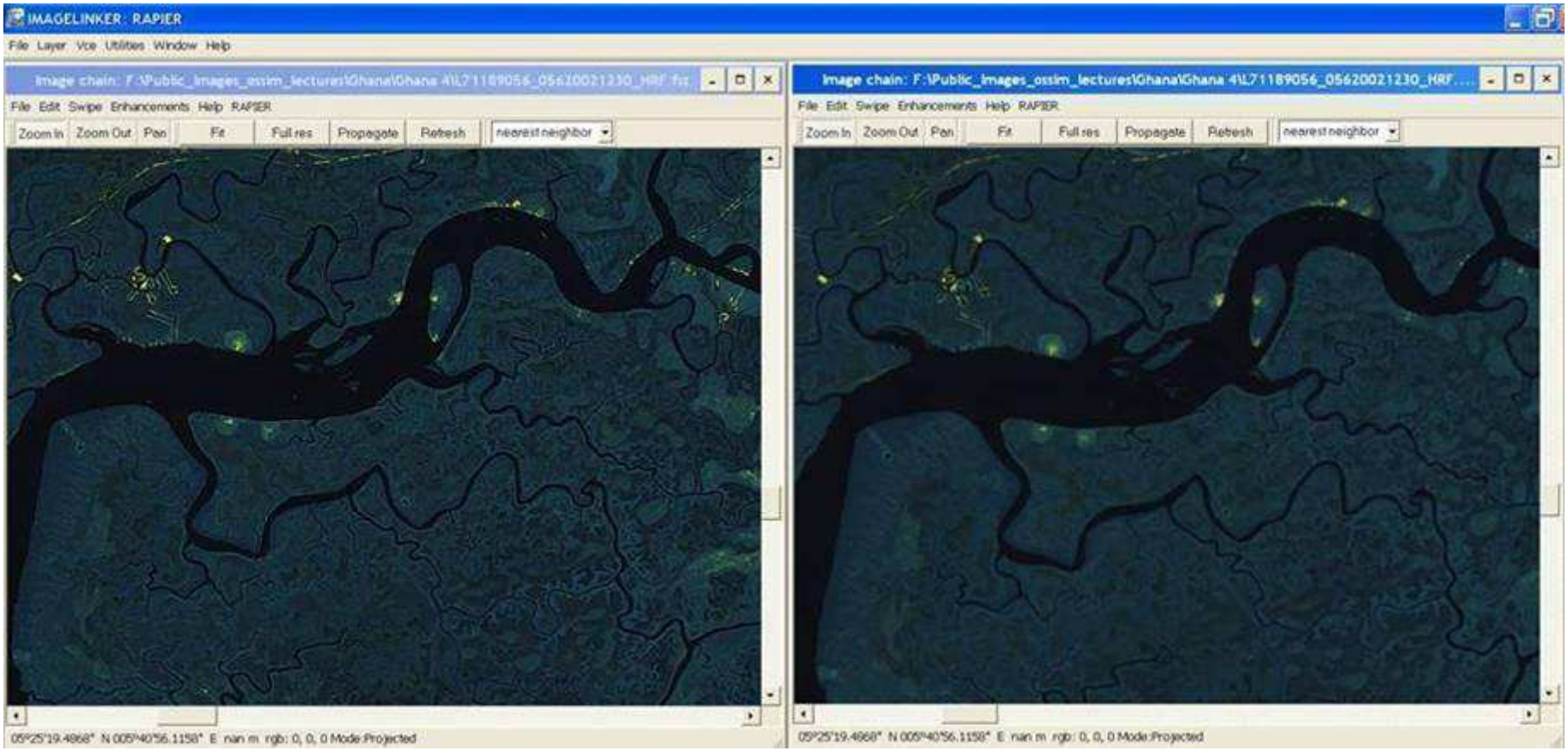
Image Sharpening Example



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Edge Detection

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Edge Detection Overview

- Identifies sharp changes in image brightness
- Gradient operators are used to compute the brightness discontinuity in the image
- Thresholding the gradient image will produce an edge image
- Examples: Canny, Sobel, Roberts Cross

Original Image

Canny

Sobel

Roberts Cross

Canny Edge Detection

Step 1: Smooth Image

Remove noise by smoothing the image using a Gaussian kernel.

$\frac{1}{115}$

2	4	5	4	2
4	9	12	9	4
5	12	15	12	5
4	9	12	9	4
2	4	5	4	2

Discrete approximation to Gaussian function with σ=1.4

$$h(x,y) = \frac{1}{2\pi\sigma^2} e^{-\frac{x^2+y^2}{2\sigma^2}}$$

Step 2: Compute Edge Strength

-1	0	+1
-2	0	+2
-1	0	+1

Gx

+1	+2	+1
0	0	0
-1	-2	-1

Gy

The magnitude (edge strength) of the gradient is computed using the formula:

$$|G| = |Gx| + |Gy|$$

Canny Edge Detection (continued)

Step 3: Compute the edge direction

$$\Theta = \tan^{-1}(Gy / Gx)$$

Step 4: Group the edge direction to one of the four angles

0 degree
45 degree
90 degree
135 degree

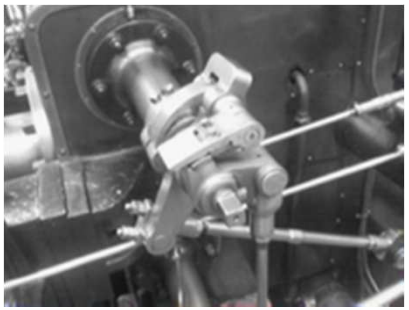
Step 5 : Apply Non-maximum suppression.

Trace along the edge and set pixel values to zero that is not considered an edge. The output edge image will appear as a thin line.

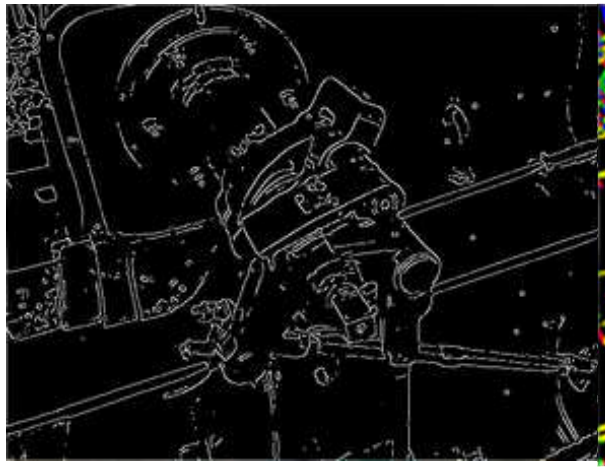
Step 6: Eliminate streaking using hysteresis thresholding.

Hysteresis uses two threshold values, T1 and T2. Any pixel greater than T1 is considered an edge pixel. Any pixels connected to the edge pixel and greater than T2 are set as final edge pixels.

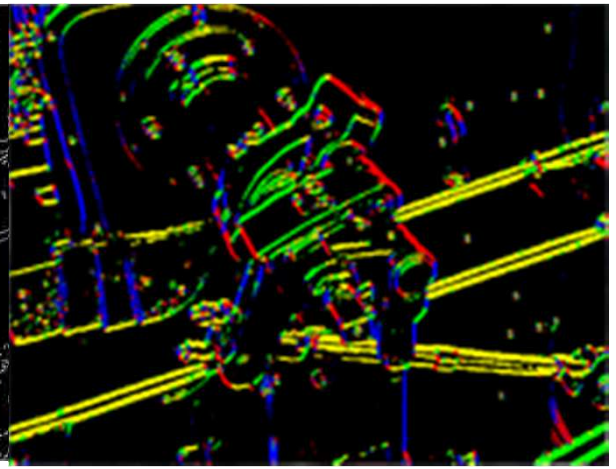
Canny Edge Detection: Edge Map



Original Image



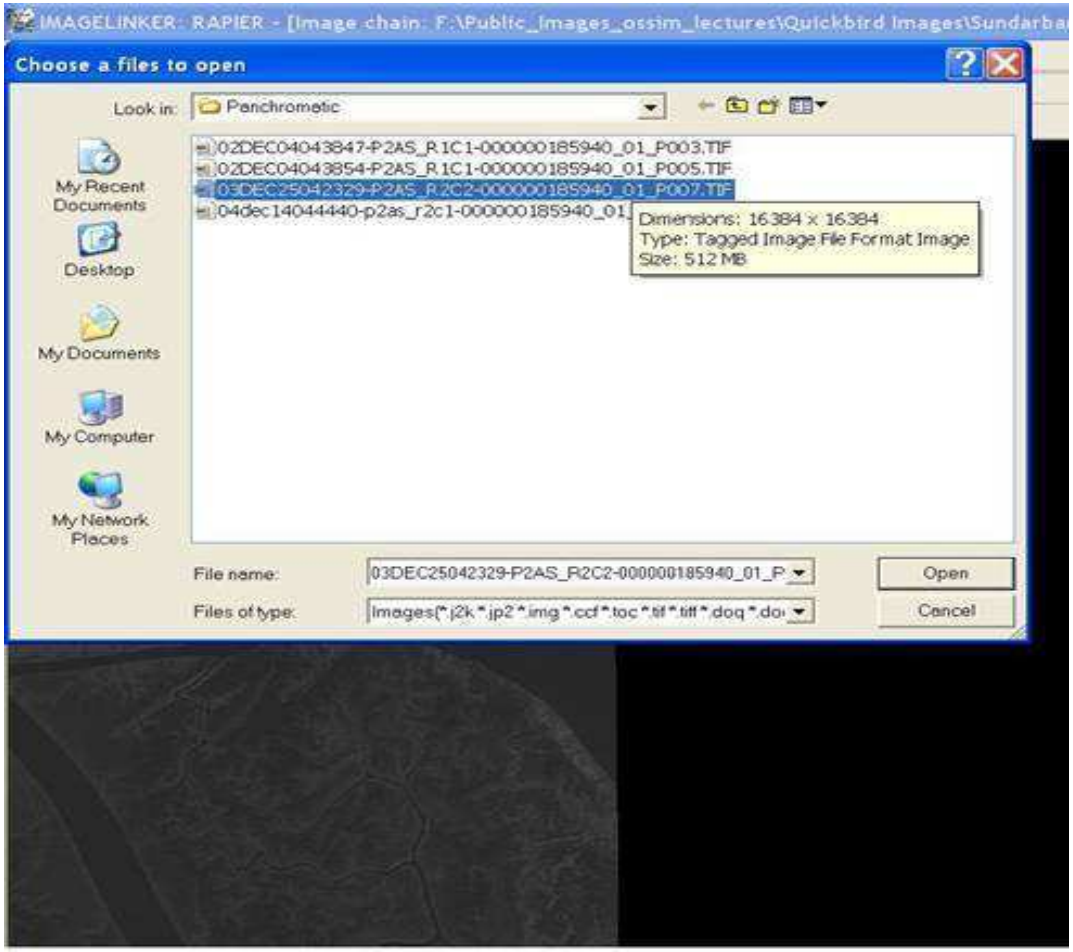
Edge Detected Image



Edge Map (Each Edge Direction is a Different Color)

Edge Detection for Mapping River Systems

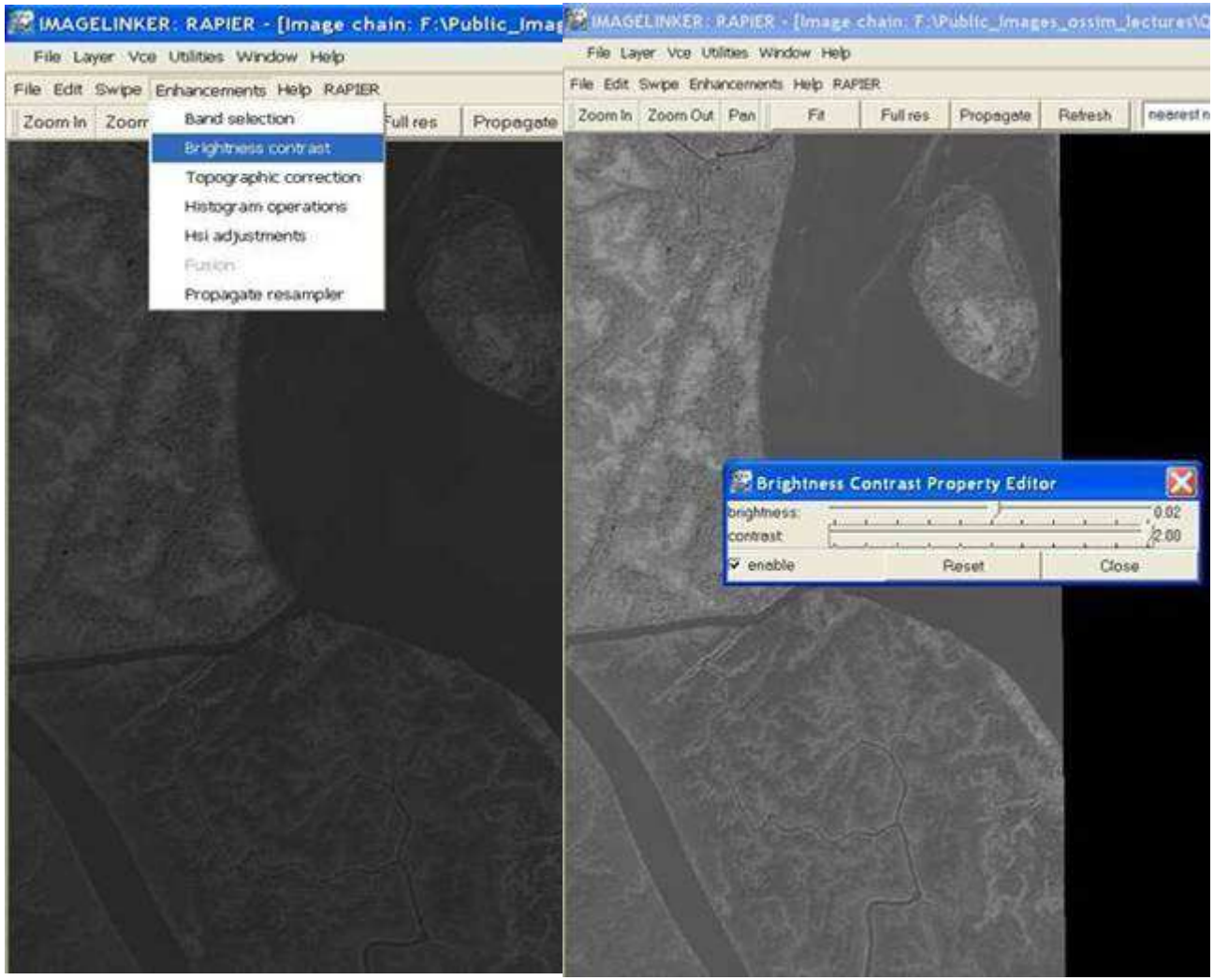
- Open the image
  2.1.41_pan_imagen3.tif



Edge Detection for Mapping River Systems

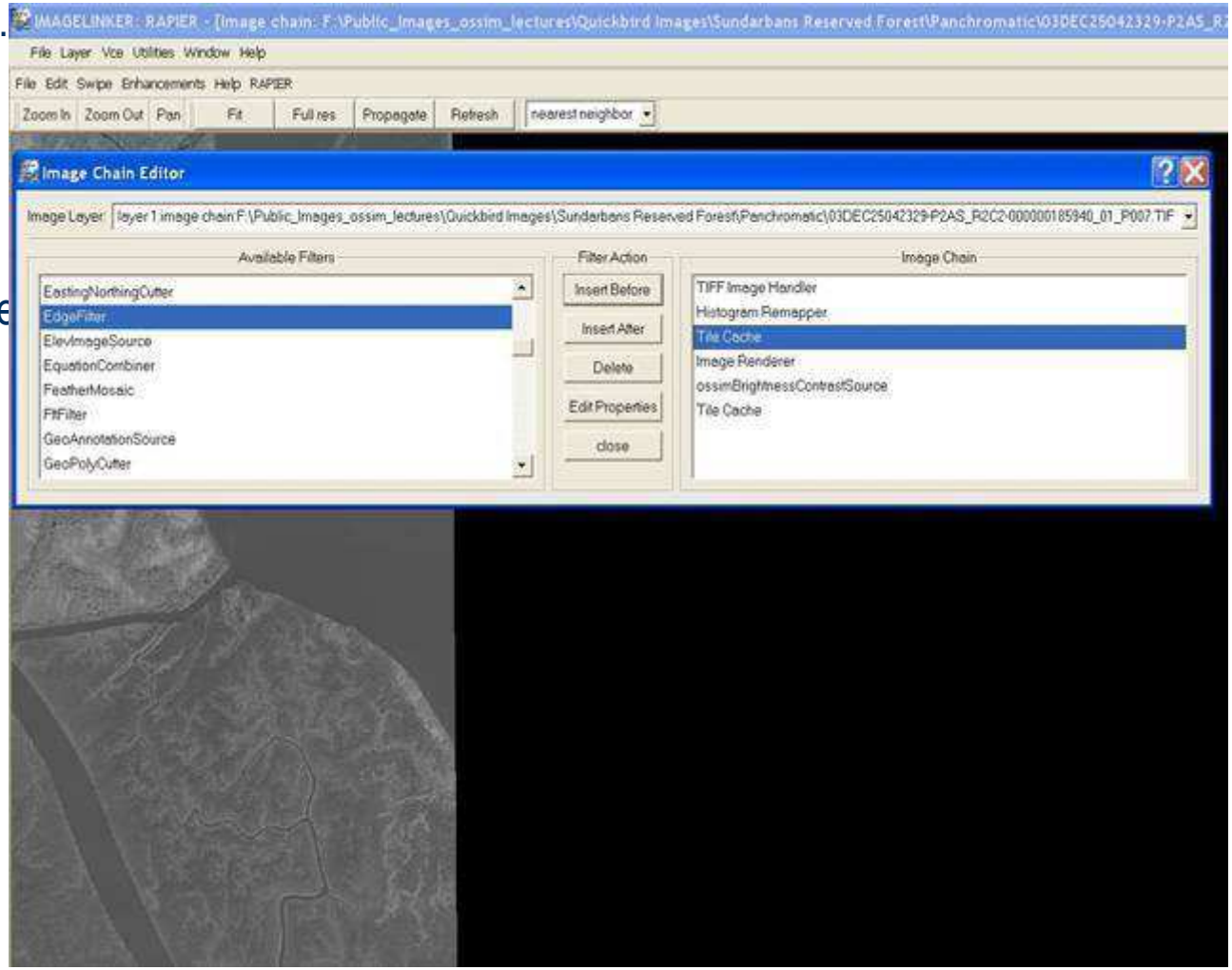
- On the image menu, select Enhancements -> Brightness contrast

- Adjust the contrast to 2.0 and the brightness to .04



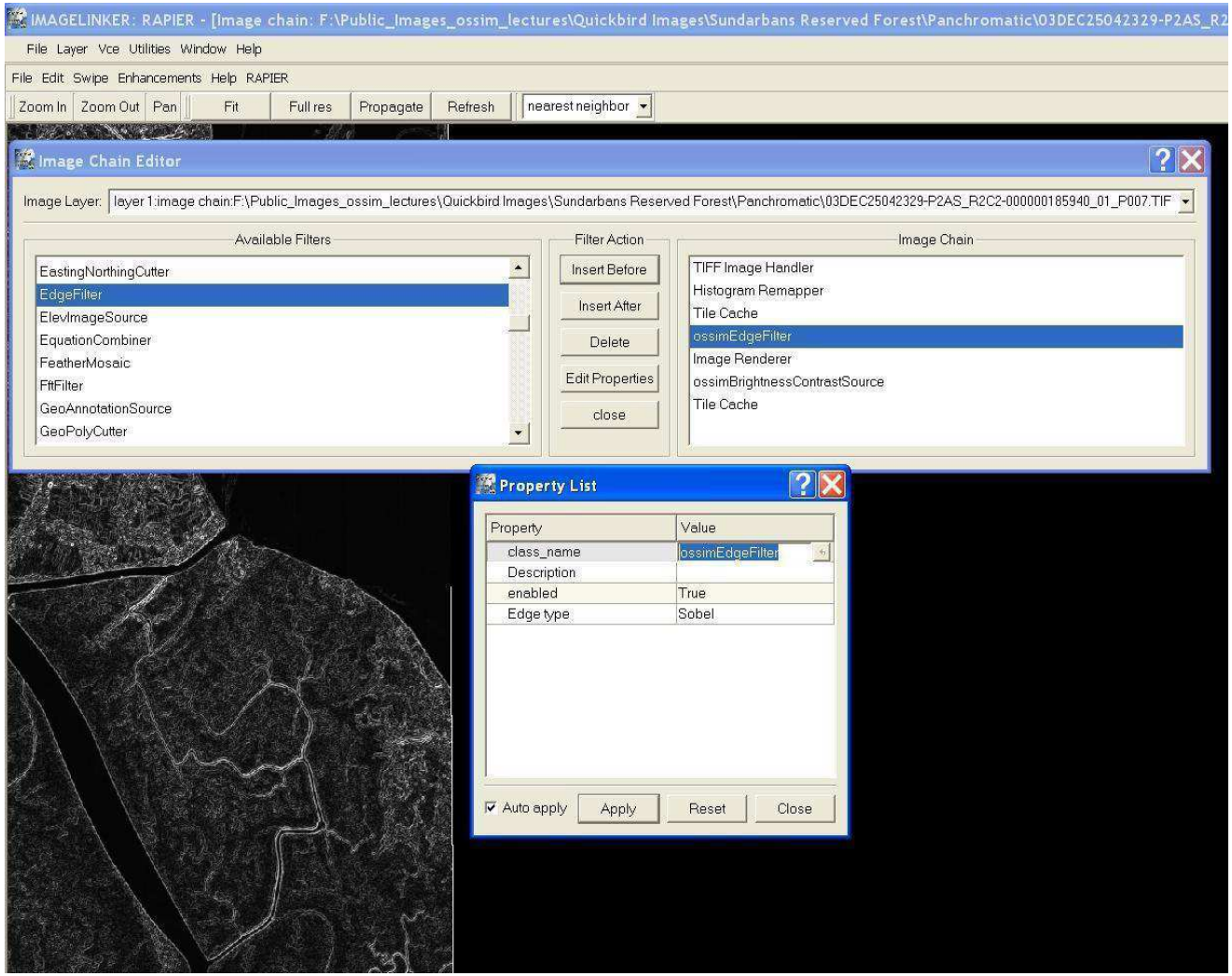
Edge Detection for Mapping River Systems

- Open the Image Chain Editor.
- On the left, scroll down to EdgeFilter and highlight it.
- On the right, select Tile Cache (top one).
- Select Insert After.



Edge Detection for Mapping River Systems

- With the ossimEdgeFilter highlighted on the right, select the Edit Properties button.
- You should see an entry called Edge type which is set to Sobel
- Close the Image Chain Editor so you can view the image easier

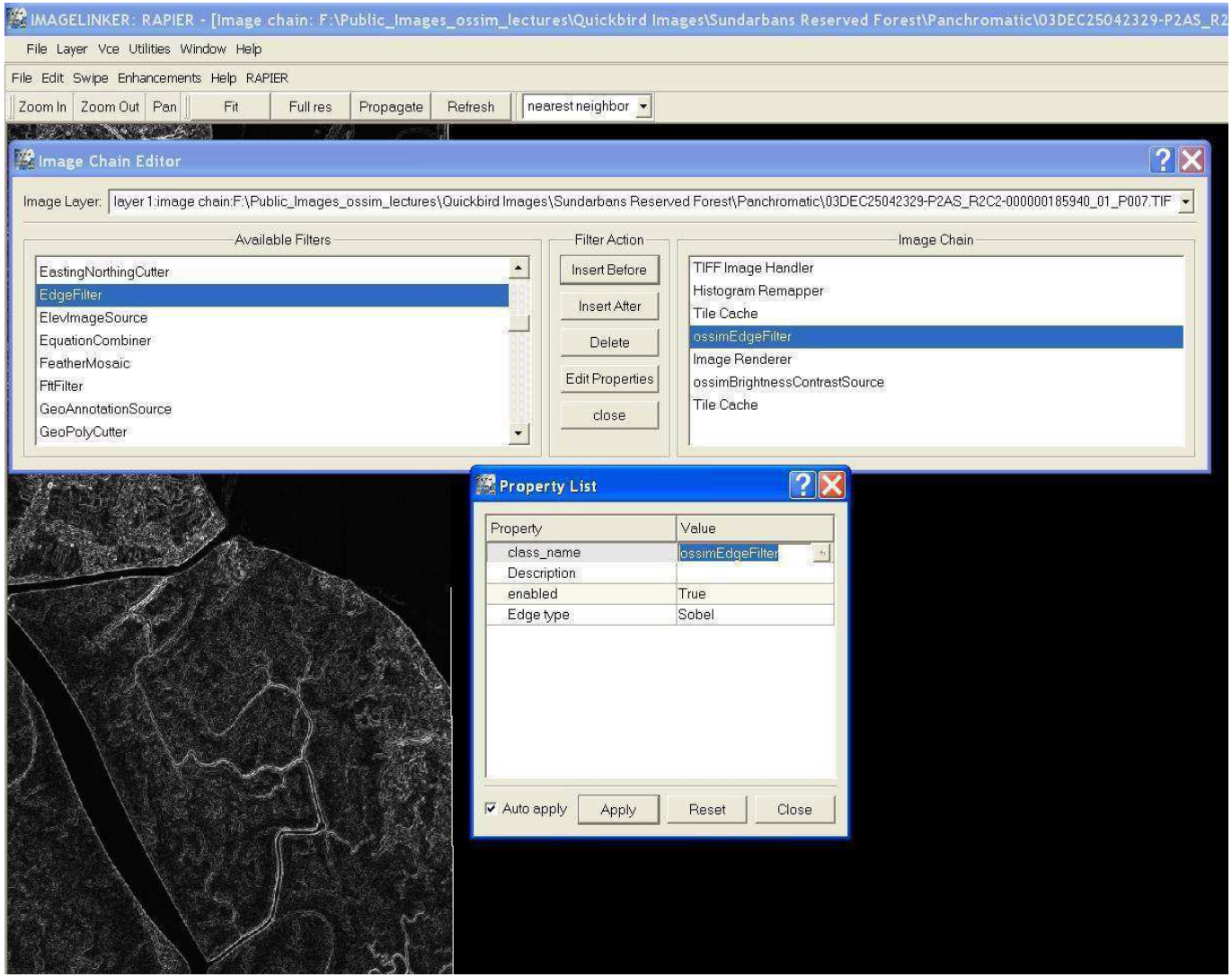


Edge Detection for Mapping River Systems

- Change the edge detector type, noting the differences.

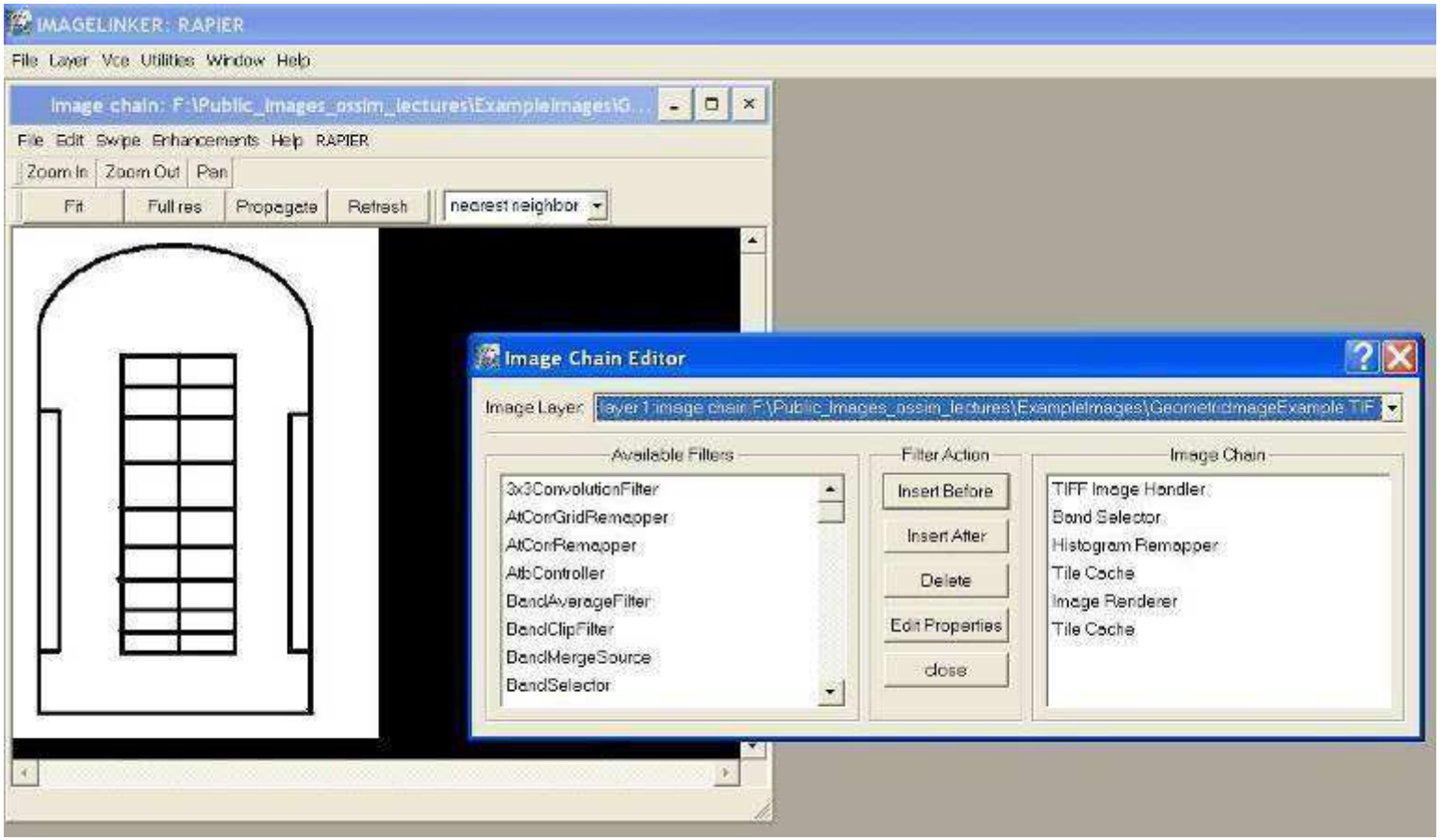
- Zoom in and pan around.
- Is the output of the edge filter here binary or gray scale?
- To make an “edge map”, what would be the next step?\

- Often a lack of strong edges provides useful information.
- What features lack strong edges?



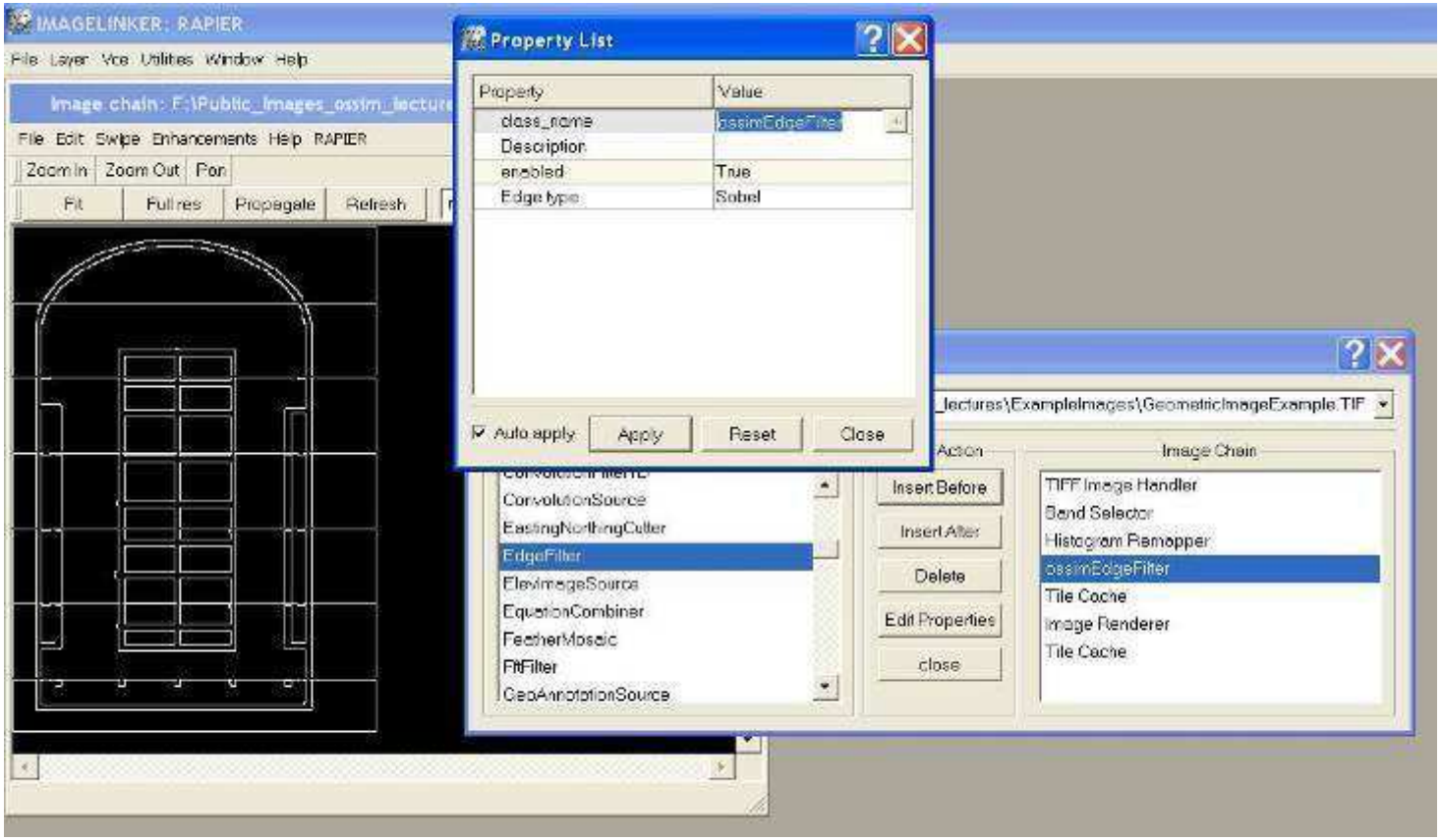
Edge Detection for Feature Extraction

- Open ..\02_ImageLinker\Images\GeometricImageExample.bmp
- Open the Image Chain Editor



Edge Detection for Feature Extraction

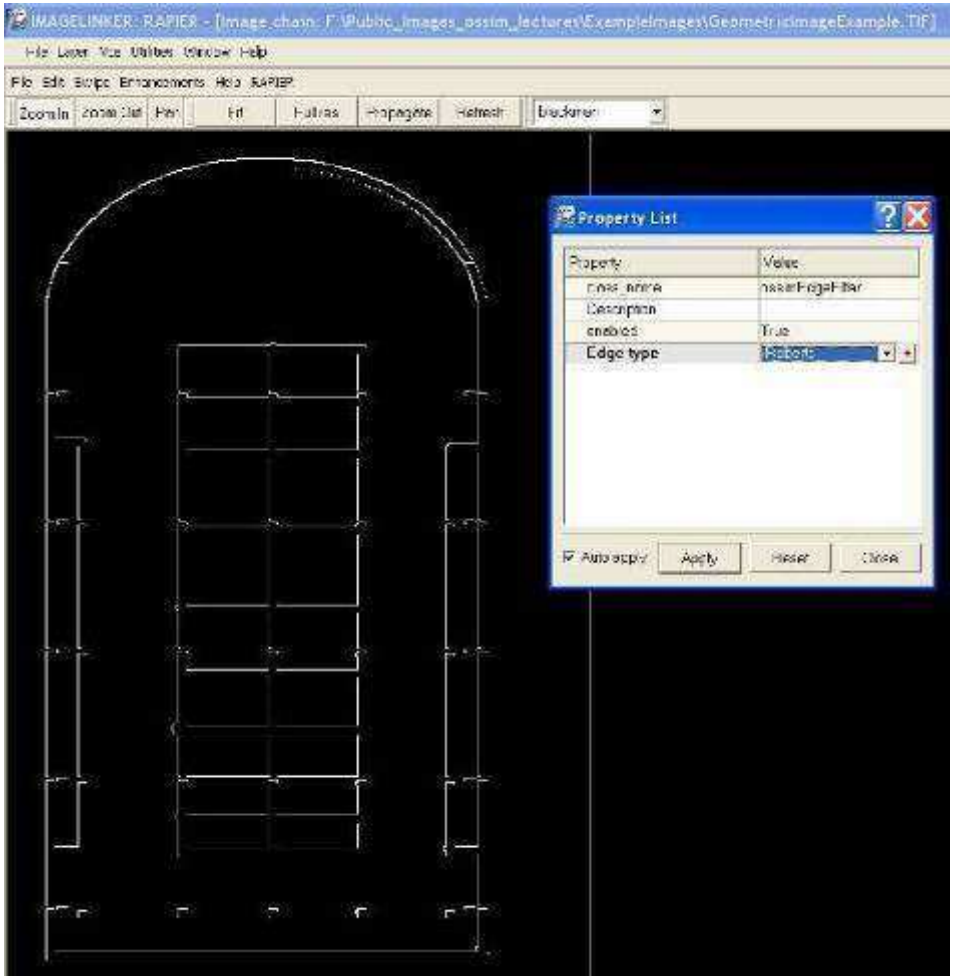
- Scroll down to EdgeFilter on the left and highlight Histogram Remapper on the right. Click Insert After.
- Highlight ossimEdgeFilter on the right and select Edit Properties



Edge Detection for Feature Extraction

- Close the Image Chain Editor.
- Change the Edge type, zoom in and observe the results.

- From here you could develop algorithms to extract parallel lines, curved lines, etc to determine more information about the object.



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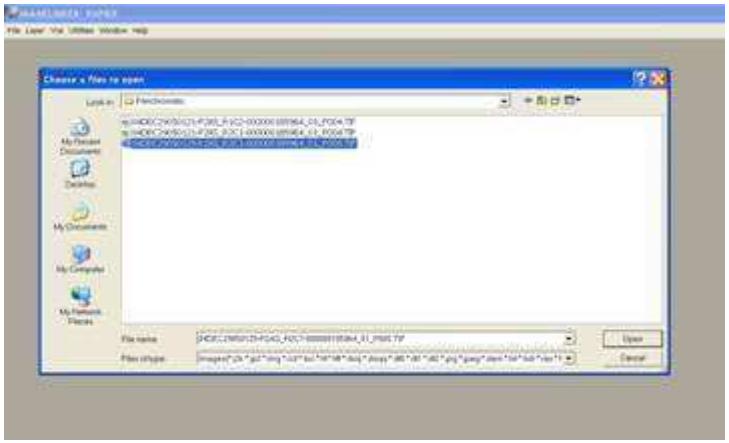
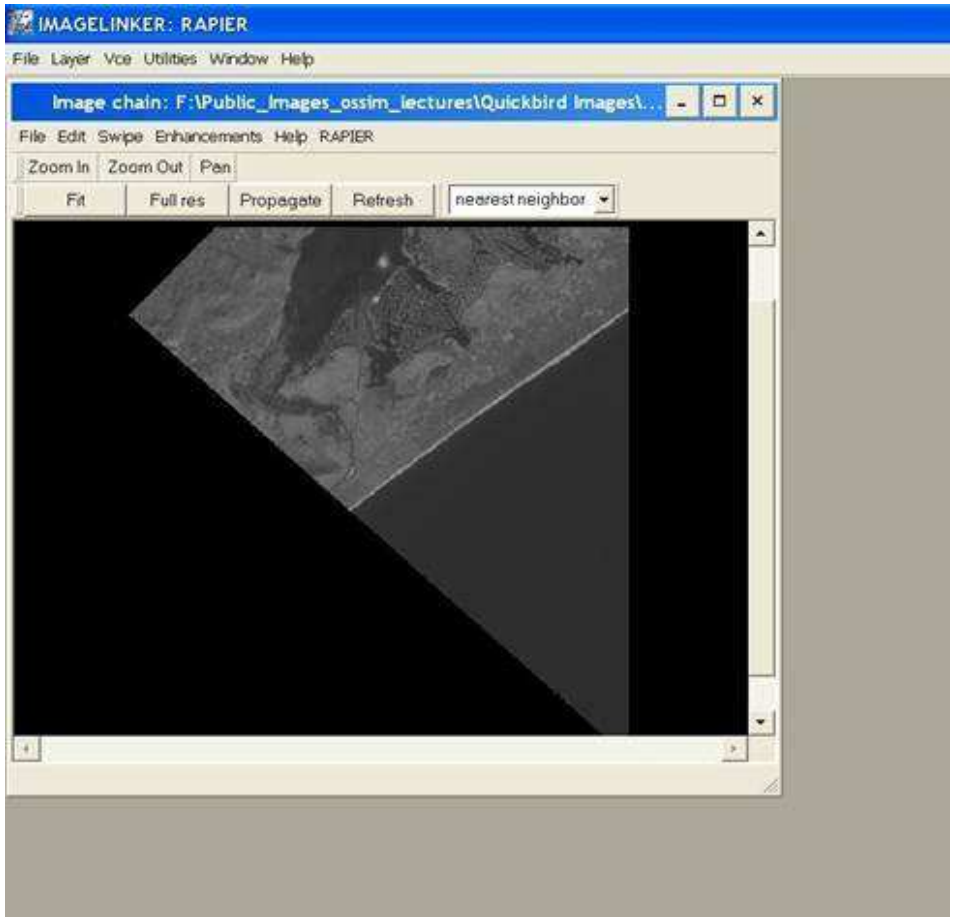
Pansharpening Example

Pansharpening Multi-spectral Imagery

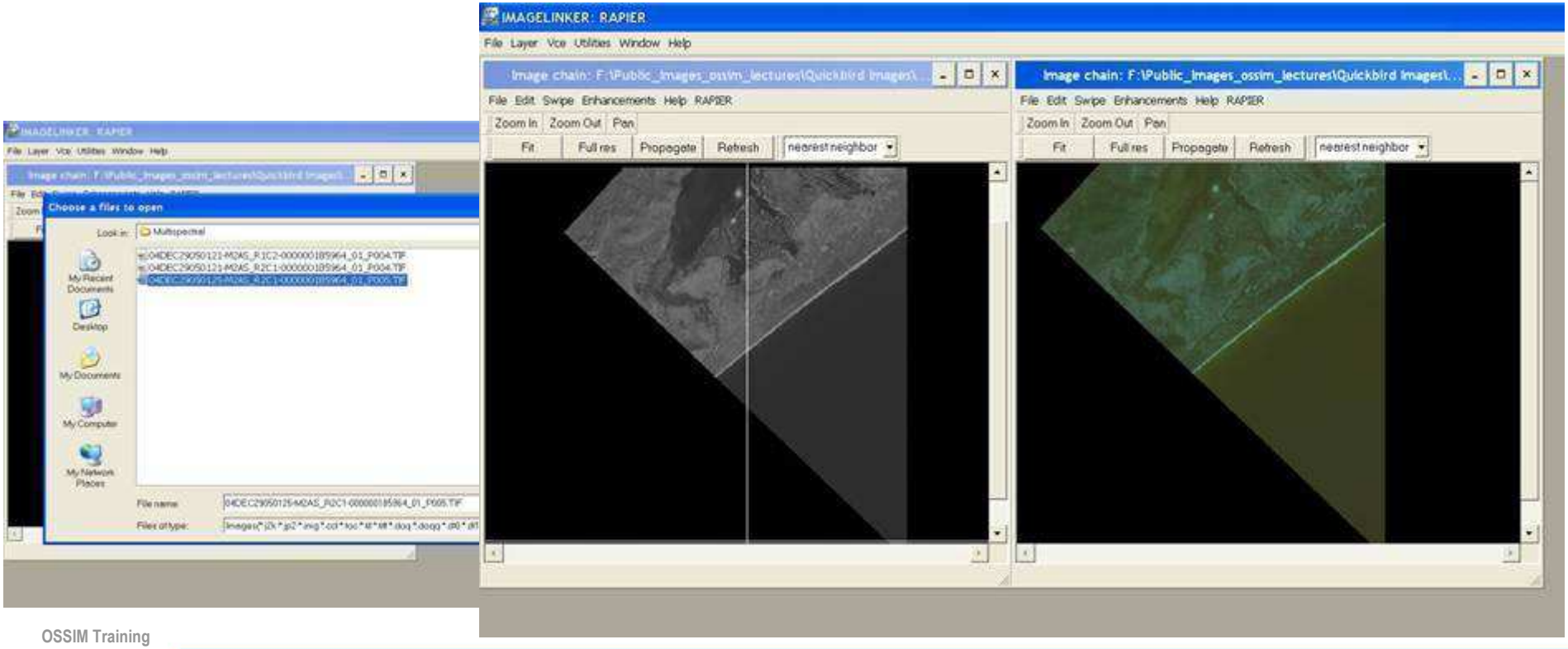
- Open the image 2.1.50_pan_imagen5.tif
- Select Enhancements->Brightness contrast
- Move contrast to 2.0, and brightness to .05
- Your display should appear similar to that shown to the right





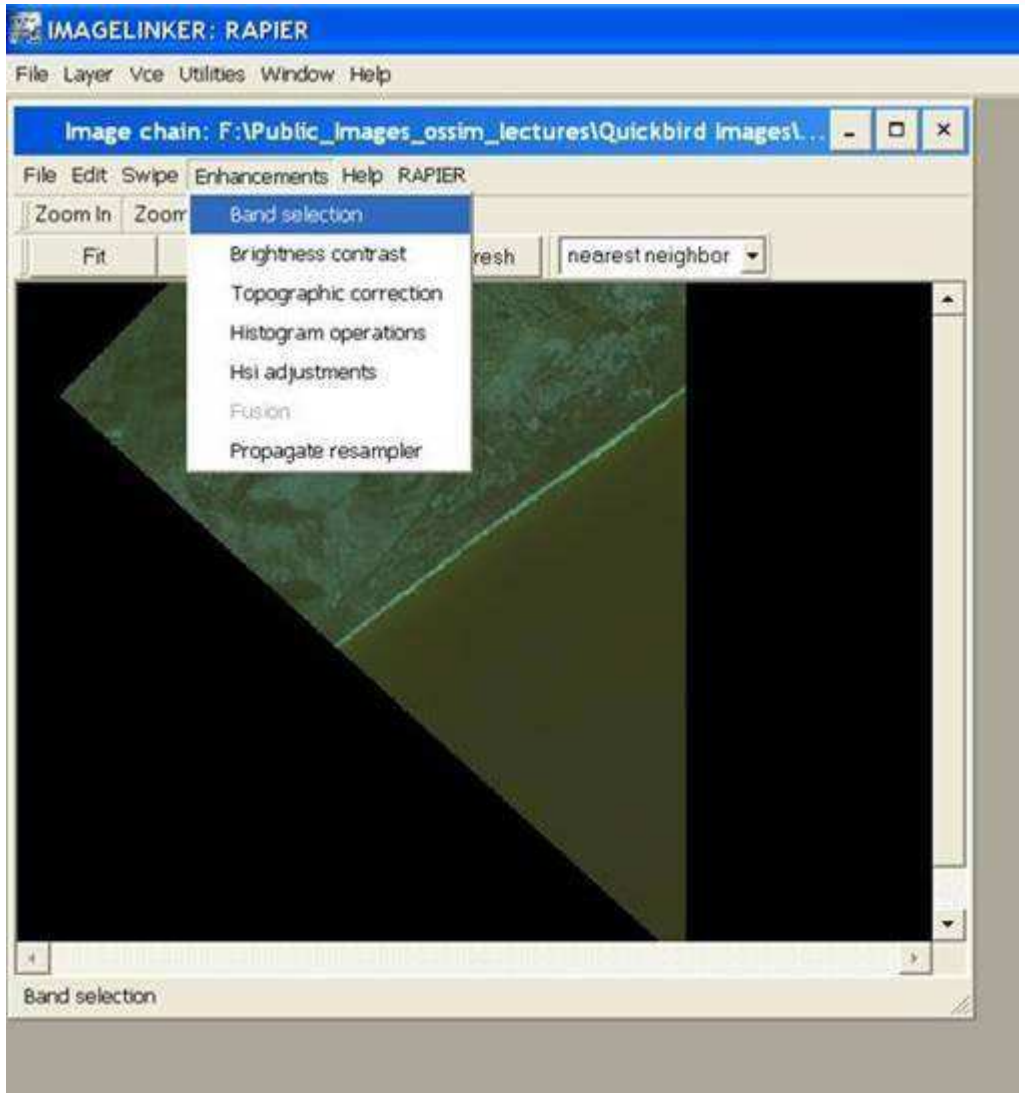
Pansharpening Multi-spectral Imagery

- Open the image 2.1.51_ms_imagen6.tif
- Select Enhancements->Brightness contrast
- Move contrast to 2.0, and brightness to .05

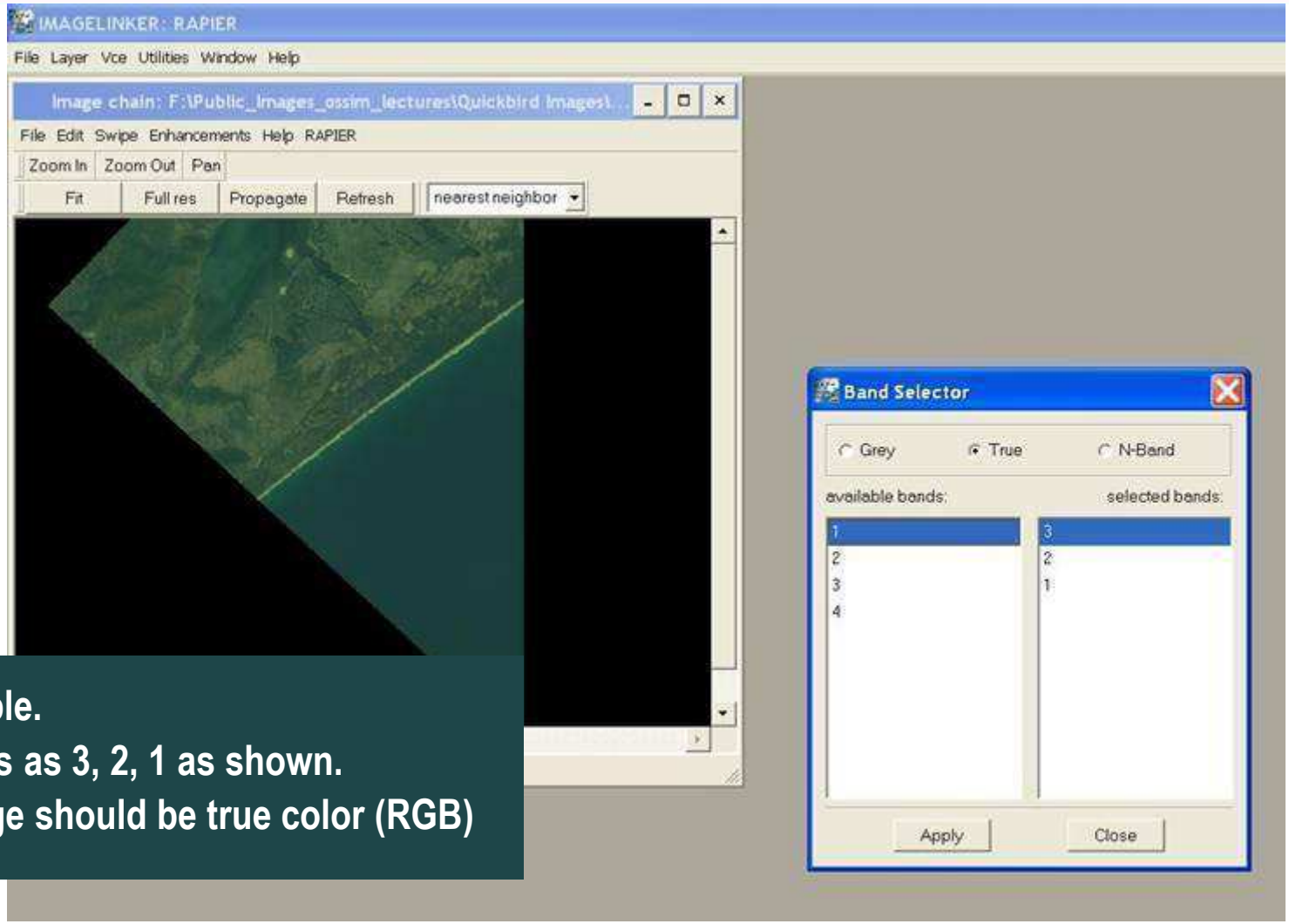


Pansharpening Multi-spectral Imagery

- On the Multispectral image menu, select Ehancements → Band Selection



Pansharpening Multi-spectral Imagery



Select the True bubble.
Select the 3 channels as 3, 2, 1 as shown.
Hit apply. Your image should be true color (RGB)

Pansharpening Multi-spectral Imagery

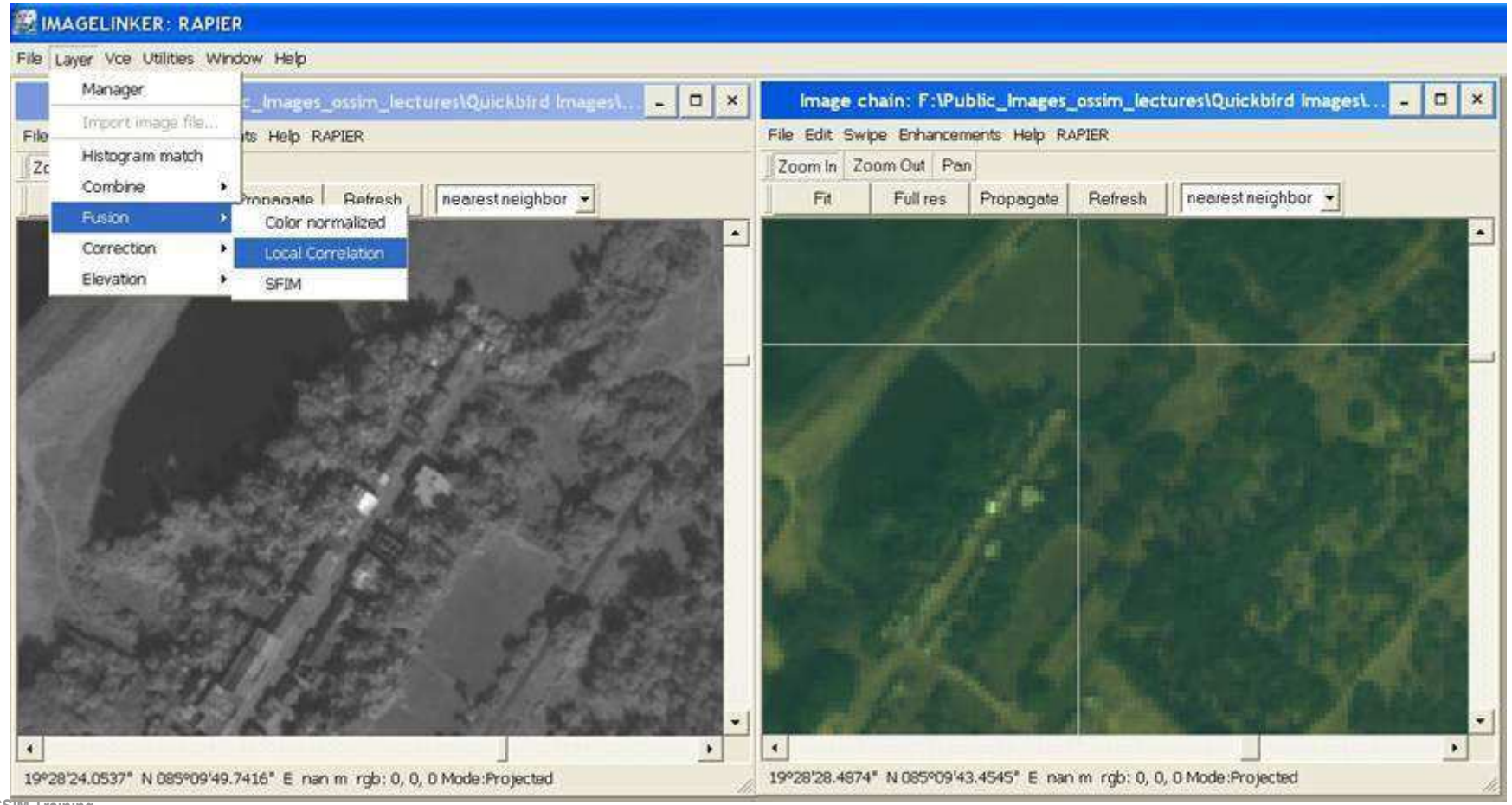
- Zoom in on various areas of the two images.
  - What do you notice about the resolution of the two images? Are they the same, or different?

- Multispectral imagery in general has 1/n the resolution of panchromatic imagery collected using the same imaging system (*where n = the number of bands*). In this case, the resolution is ¼.

- Panchromatic sharpening is a vector-space signal processing based method for fusing high resolution pan imagery with lower resolution multispectral imagery

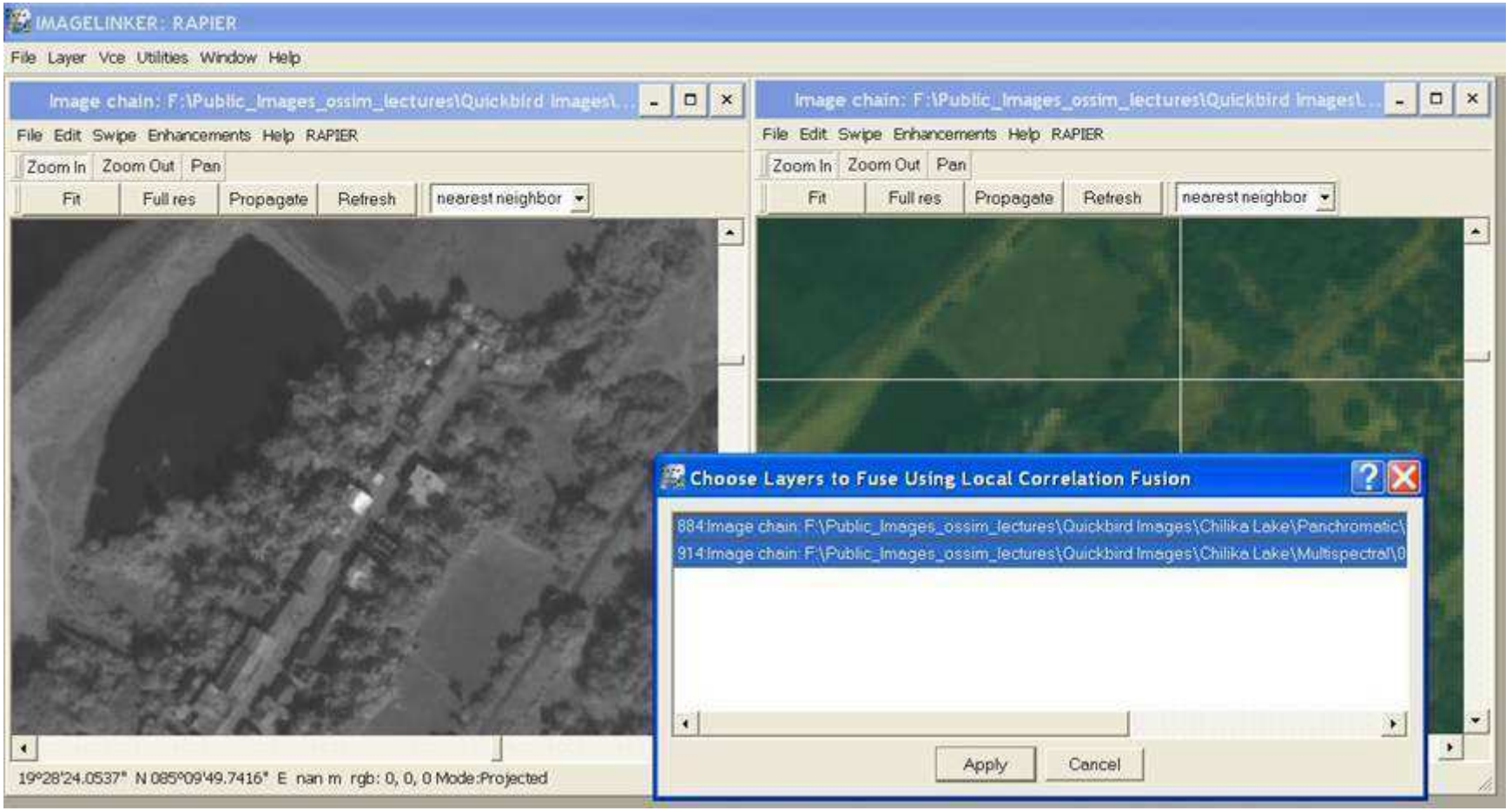
Pansharpening Multi-spectral Imagery

- Goto Layer → Fusion → Local Correlation



Pansharpening Multi-spectral Imagery

- Select the two images you want to merge



Pansharpening Results

- Zoom around and compare the original image to the new image

Original Image

Pan-Sharpened Image

Pansharpening Results

- Try the other two methods of pan-sharpening and note the differences.
- Color normalized
- SFIM (Smoothing filter-based modulation)

- Which method looks the best?

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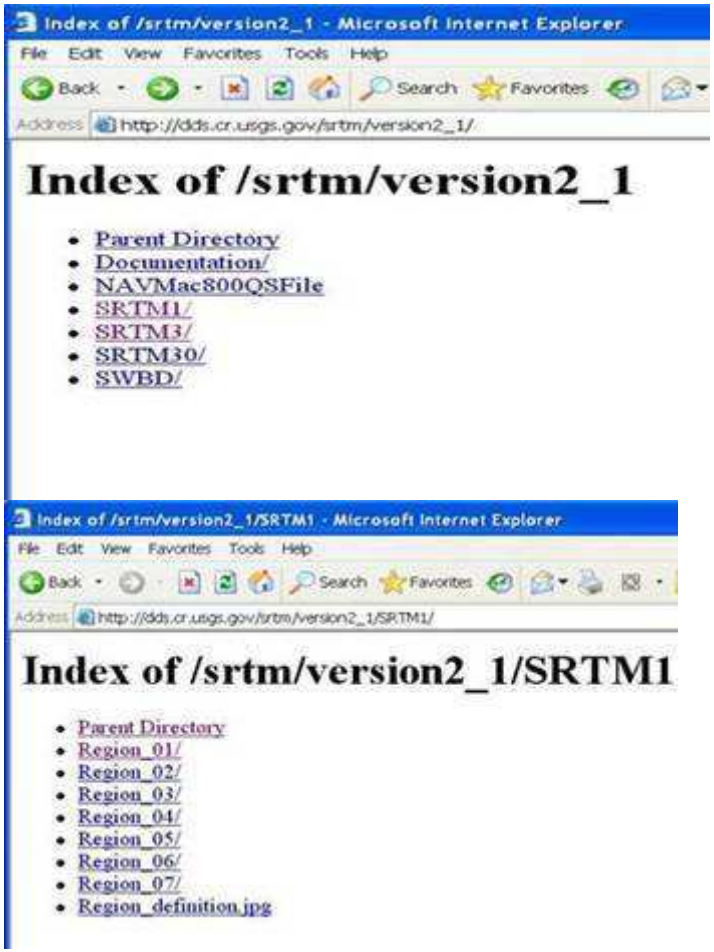
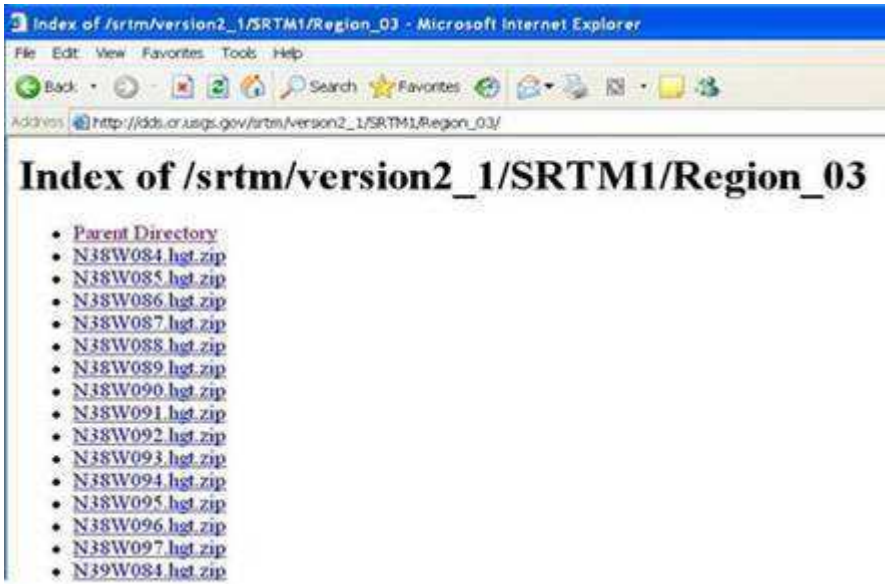
Orthorectification

Where to Find DEM's for Orthorectification

- http://dds.cr.usgs.gov/srtm/version2_1/ - List of DEM's for specific grids.
- SRTM1 – spacing of 1"
- SRTM3 – spacing of 3"
- SRTM30 – spacing of 30"
- Separated into grids. Must find grid relevant for image





How to generate DEM's

- Interferometric Synthetic Aperature Radar (two passes or single satellite equipped with two antennas (SRTM)).
  - Uses phase differences in returned signals to estimate height.
- Several methods of InSAR based DEM generation.
  - Tandem-X, follow on to TerraSAR-X will provide high resolution DEM's for the entire world.
- Stereoscopic image pairs using digital image correlation method – 2x optical images acquired different angles same pass (HRS instrument of SPOT5 satellite).

CE90 and LE90 Errors

- CE90 is circular error at 90% probability, and is a measure of the horizontal geodetic accuracy in an image.

- Vertical accuracies are defined by the LE90 measure. The measured elevation of a point should lie within +/- LE90 of it's true elevation.

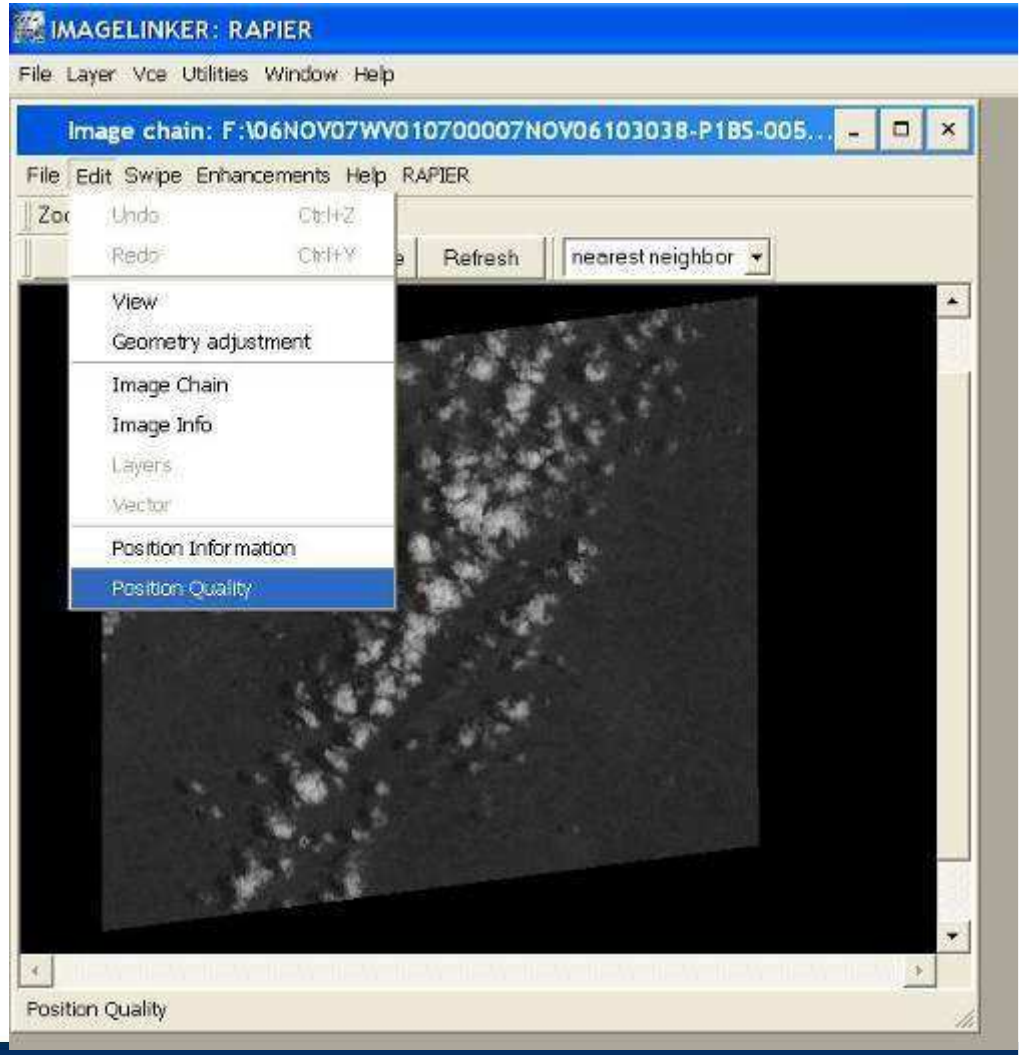
Applying DEM's to Orthorectify Imagery in ImageLinker

- Open the image \NextView_Quickbird and Ikonos\06NOV07WV010700007NOV06103038-P1BS-005738085010_01_P004_converted.ntf

Applying DEM's to Orthorectify Imagery in ImageLinker

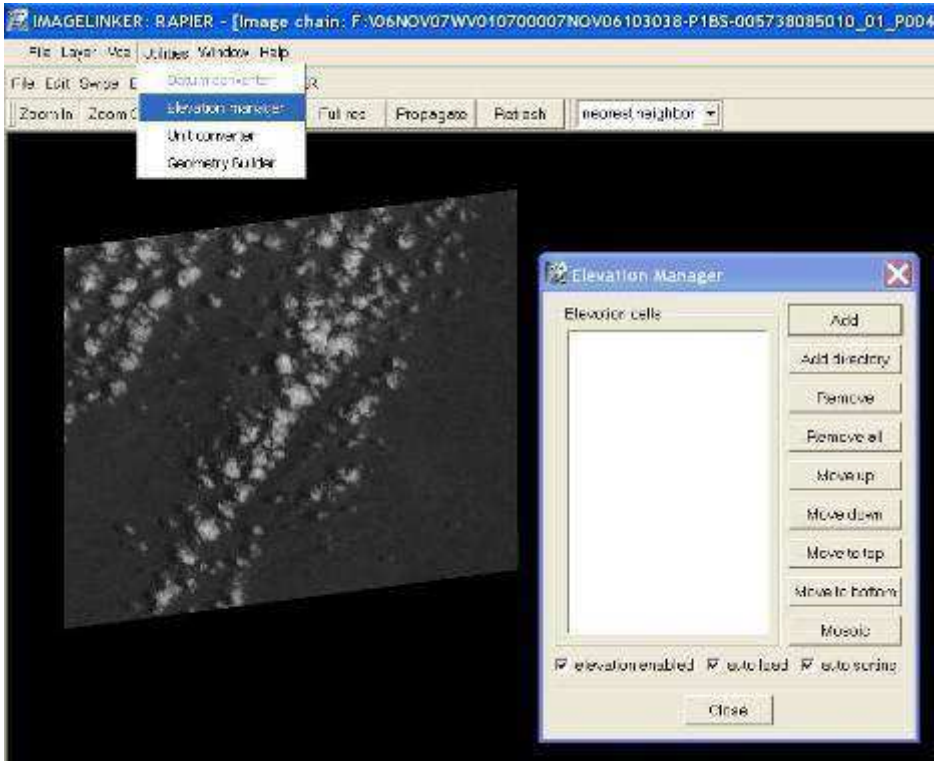
- In this case we've chosen to use a NITF file, this is because the NITF has more metadata (RPC coefficients) than geoTiffs and a more rigorous sensor model can be used with the metadata.

- Choose Edit → Position Quality and click somewhere specific on your image.
  - This tells you the lat/lon, height above ground, and CE90 and LE90 for that point on the image.
  - Note the values.



Applying DEM's to Orthorectify Imagery in ImageLinker

- From the Utilities menu select Elevation manager.
- On the Elevation Manager menu, click Add
- Navigate to /Elevation for ossimPlanet/N06W002.hgt
- Add/open this.
- Also, make sure that the options for auto load and elevation enabled are check in the boxes at the bottom.



Applying DEM's to Orthorectify Imagery in ImageLinker

- Go back to your image and click Refresh
- Choose Edit → Position Quality and click somewhere on your image.
  - This tells you the lat/lon, height above ground, and CE90 and LE90 for that point on the image.
  - Note the values.
- What happened???

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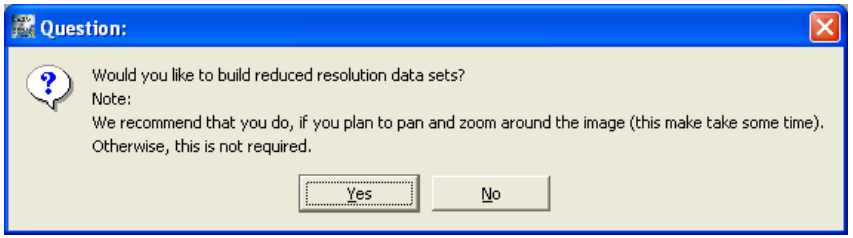
ossimRlevel Filter Example

OSSIM RLevel Overview

- .OVR Files
  - When opening an image for the first time in Imagelinker, the following window pops up

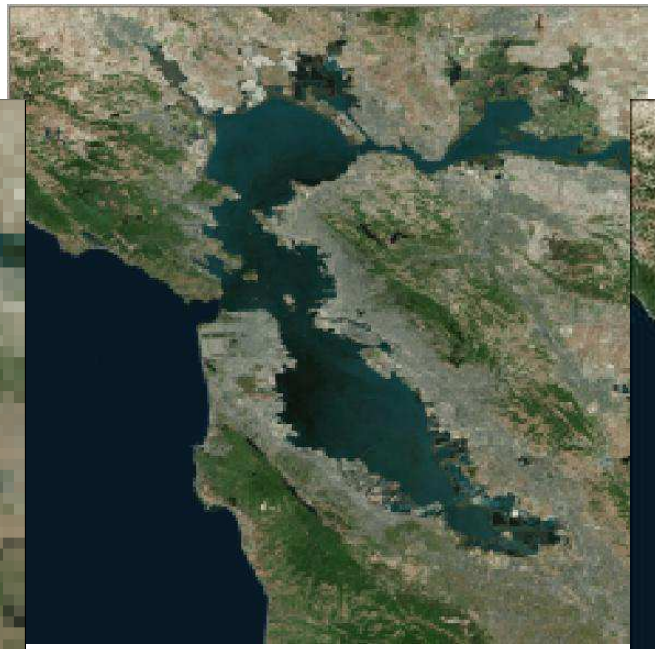


  - Two files are created when the user hits the yes button:
    - .OMD –metadata file
    - .OVR – multi resolution pyramid file
  - OSSIM creates resolution files to process image at different resolutions.

- What is a reduced resolution image?
  - A reduced pixel representation of an image computed by downsampling an image.

Different Resolution Levels

Low Resolution



Medium Resolution

High Resolution

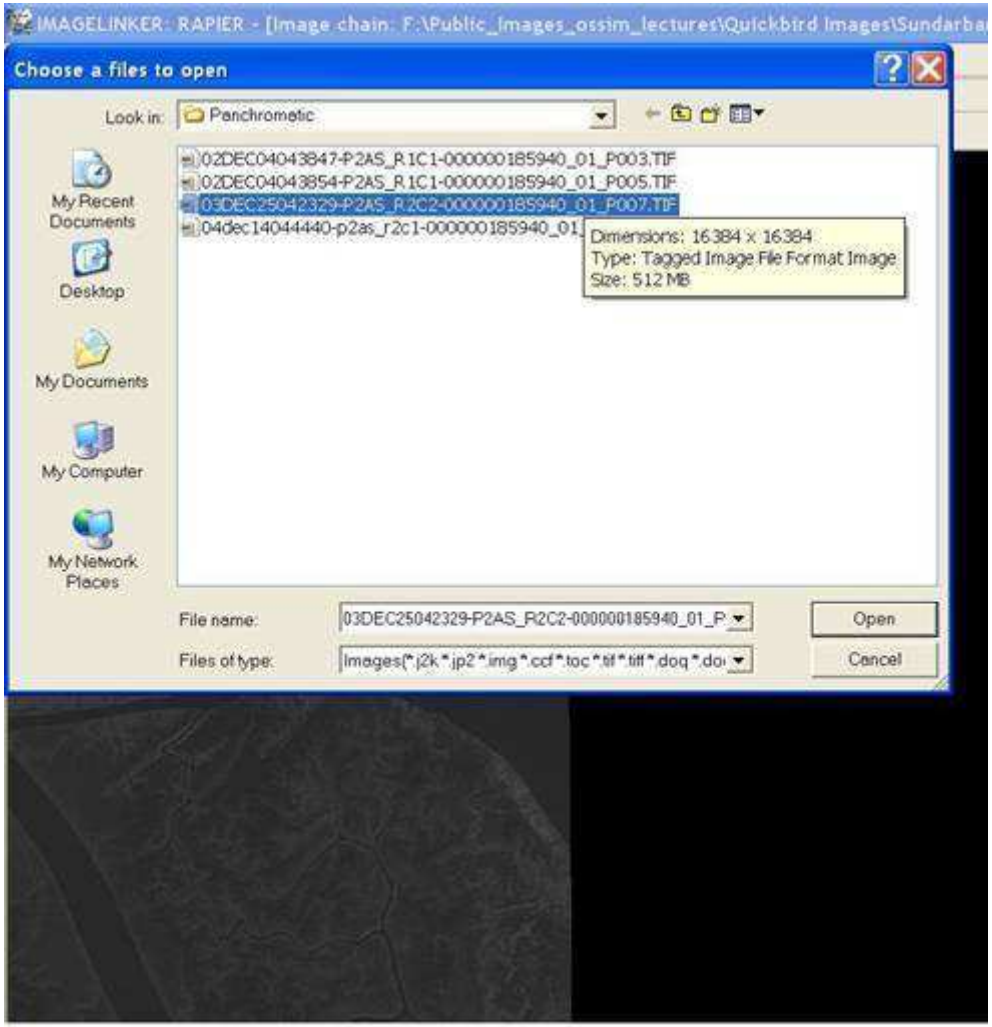
How Images are Downsampled

- Reason for downsampling?
  - Reduce memory
  - Speed up processing time
  - Image details are not important
- Number of Resolution Levels
  - Number of reduced resolution levels computed in Imagelinker is different for every image.
- Popular downsampling methods:
  - Nearest neighbor
  - Bilinear interpolation
  - Bicubic

OSSIM RLevel Filter

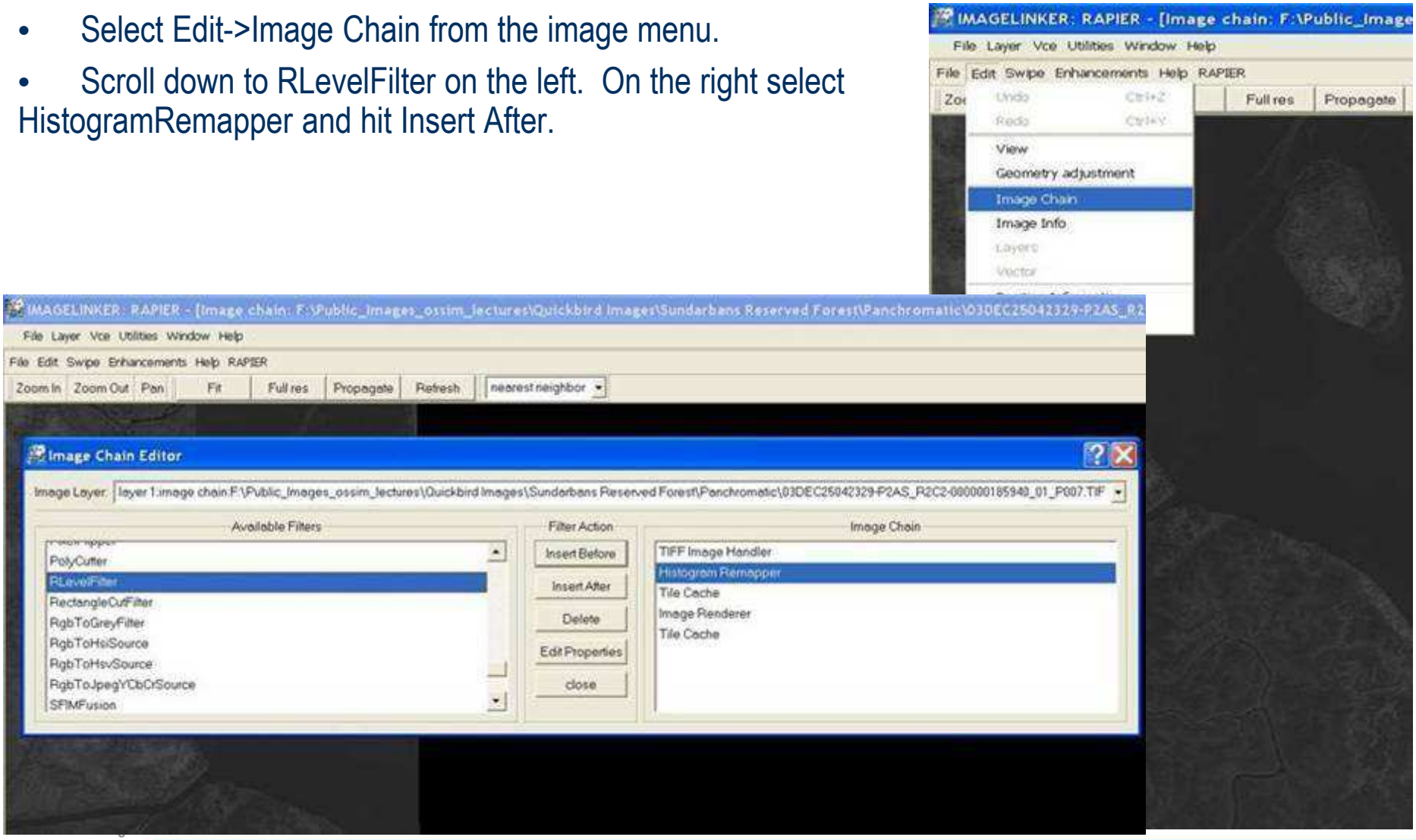
- Provides a convenient way to select resolution (from reduced resolution set)

- Open ..\02_ImageLinker\Images\
  2.1.71_pan_imagen8.tif



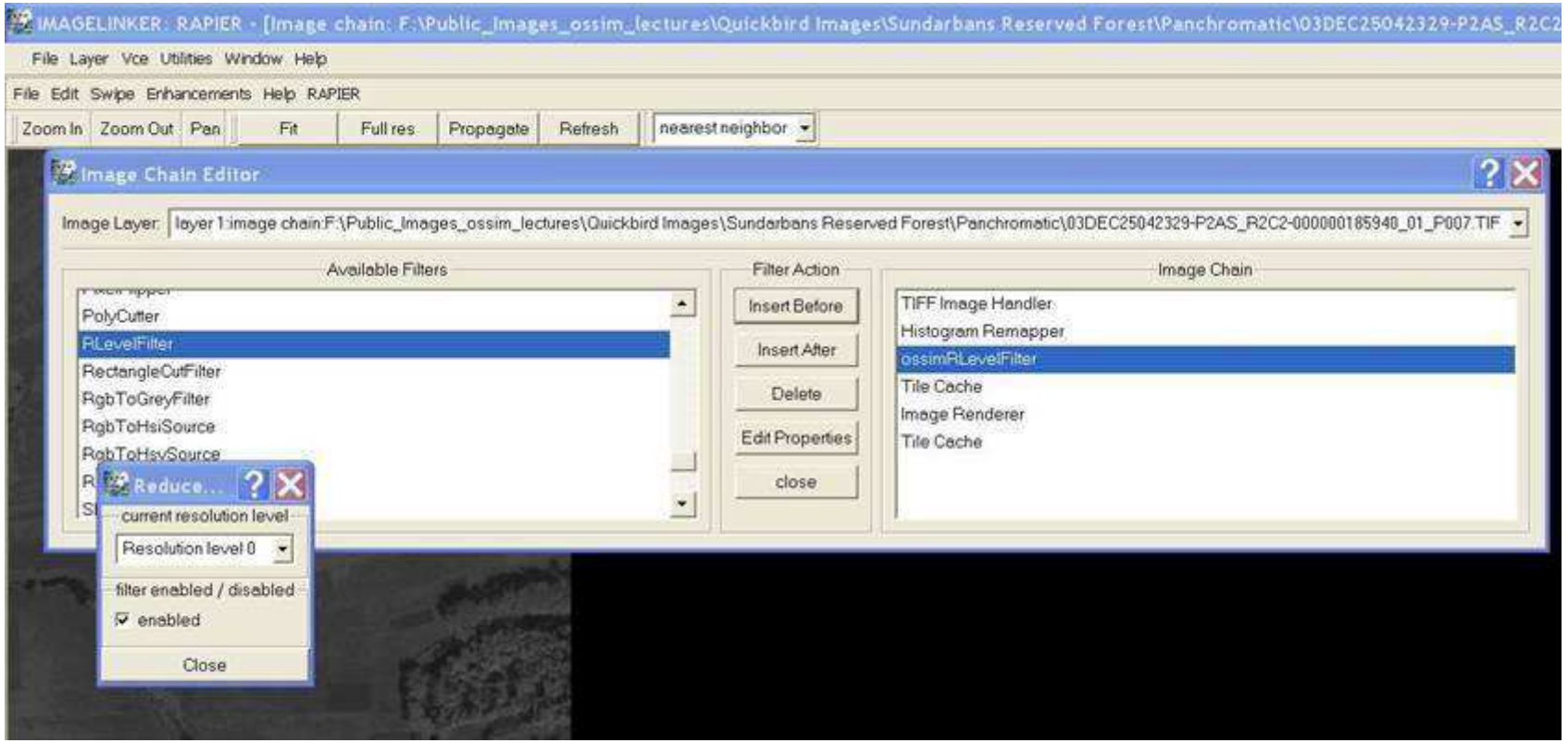
OSSIM RLevel Filter

- Select Edit->Image Chain from the image menu.
- Scroll down to RLevelFilter on the left. On the right select HistogramRemapper and hit Insert After.



OSSIM RLevel Filter

- Highlight ossimRLevelFilter on the right and select Edit Properties.
- Close the Image Chain Editor



OSSIM RLevel Filter

- On the drop-down menu, select Resolution level 8.
- On the image menu, hit Full Res, then Fit.
- What do you notice about the resolution of this image?
- What might the advantages be of processing a lower resolution version of the original image?

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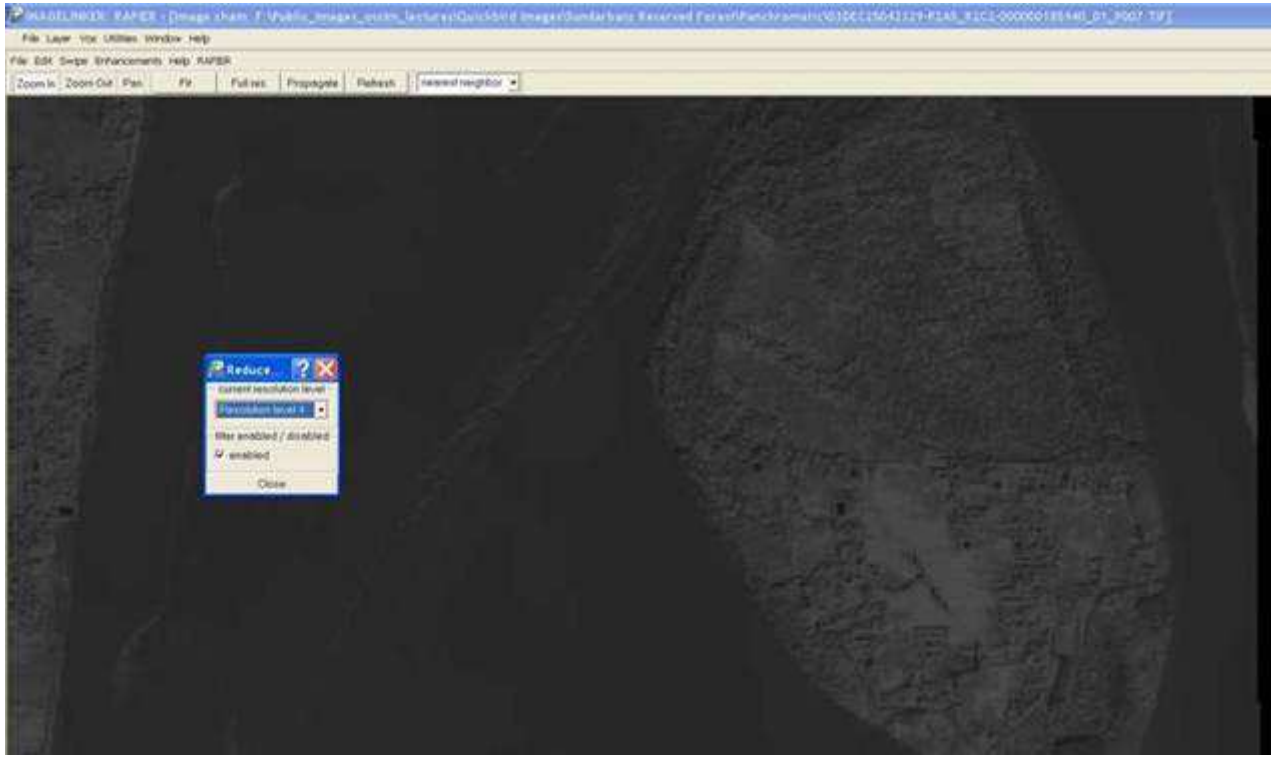
OSSIM RLevel Filter

Change the resolution to 7, then 6, and finally 4

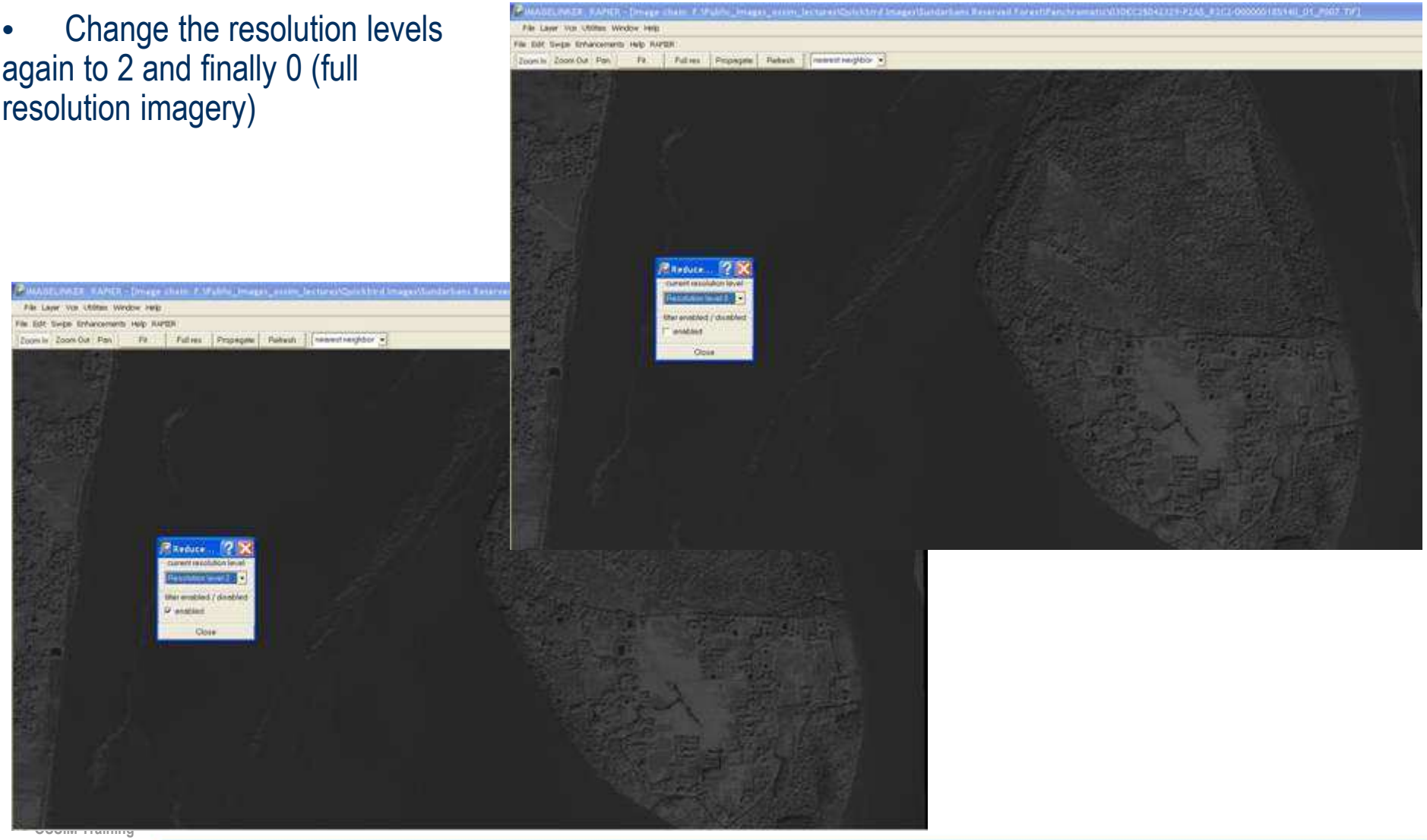
OSSIM RLevel Filter

- Zoom into the island area on the right of the image.



OSSIM RLevel Filter

- Change the resolution levels again to 2 and finally 0 (full resolution imagery)



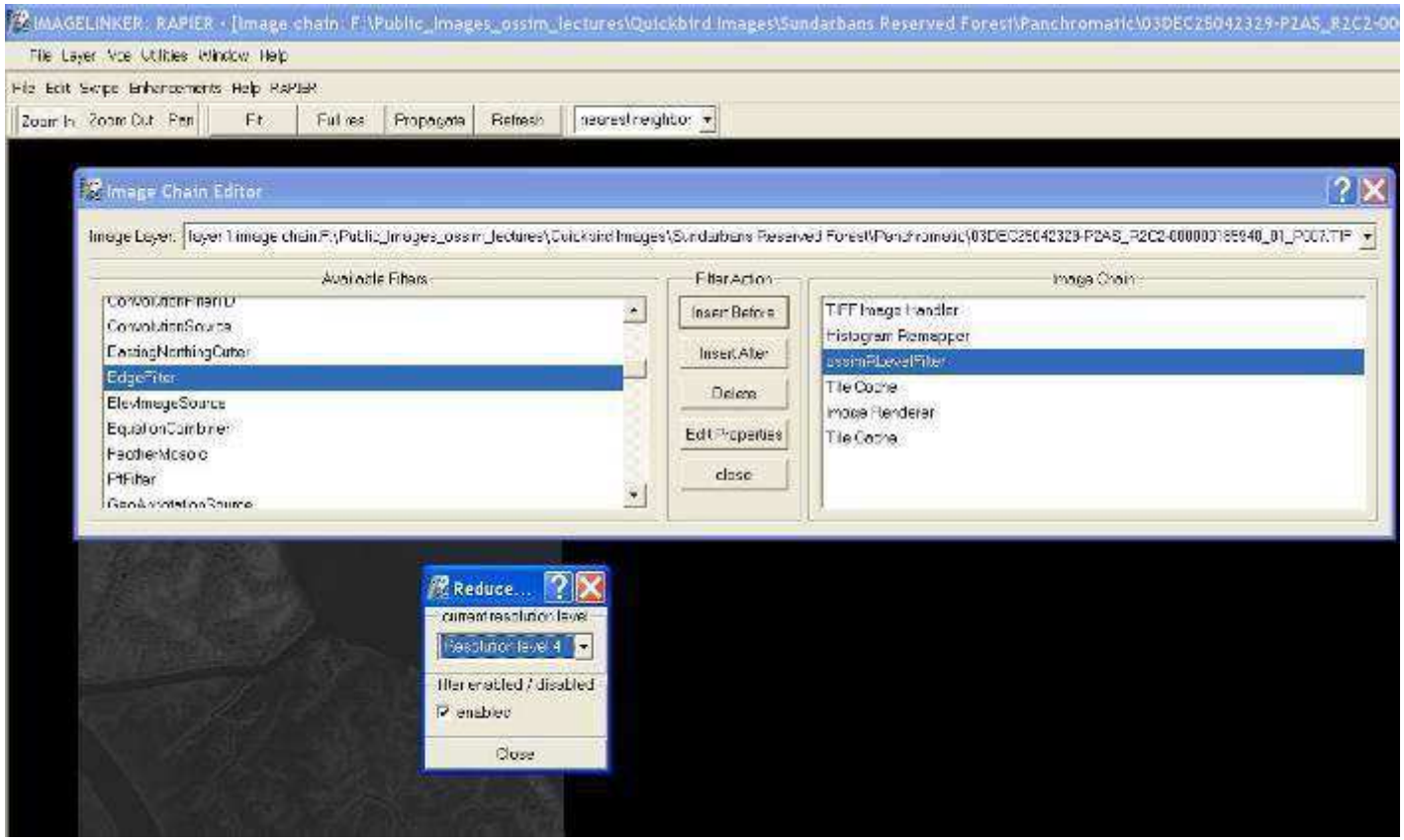
OSSIM RLevel Filter

- Now, let's add an edge filter to the image chain and observe the effect of changing the Resolution level. **Set the resolution level to 4.**

- Open the Image Chain for the image again.

- Scroll down to EdgeFilter on the left

- Insert the Edge Filter after the ossimRLevelFilter



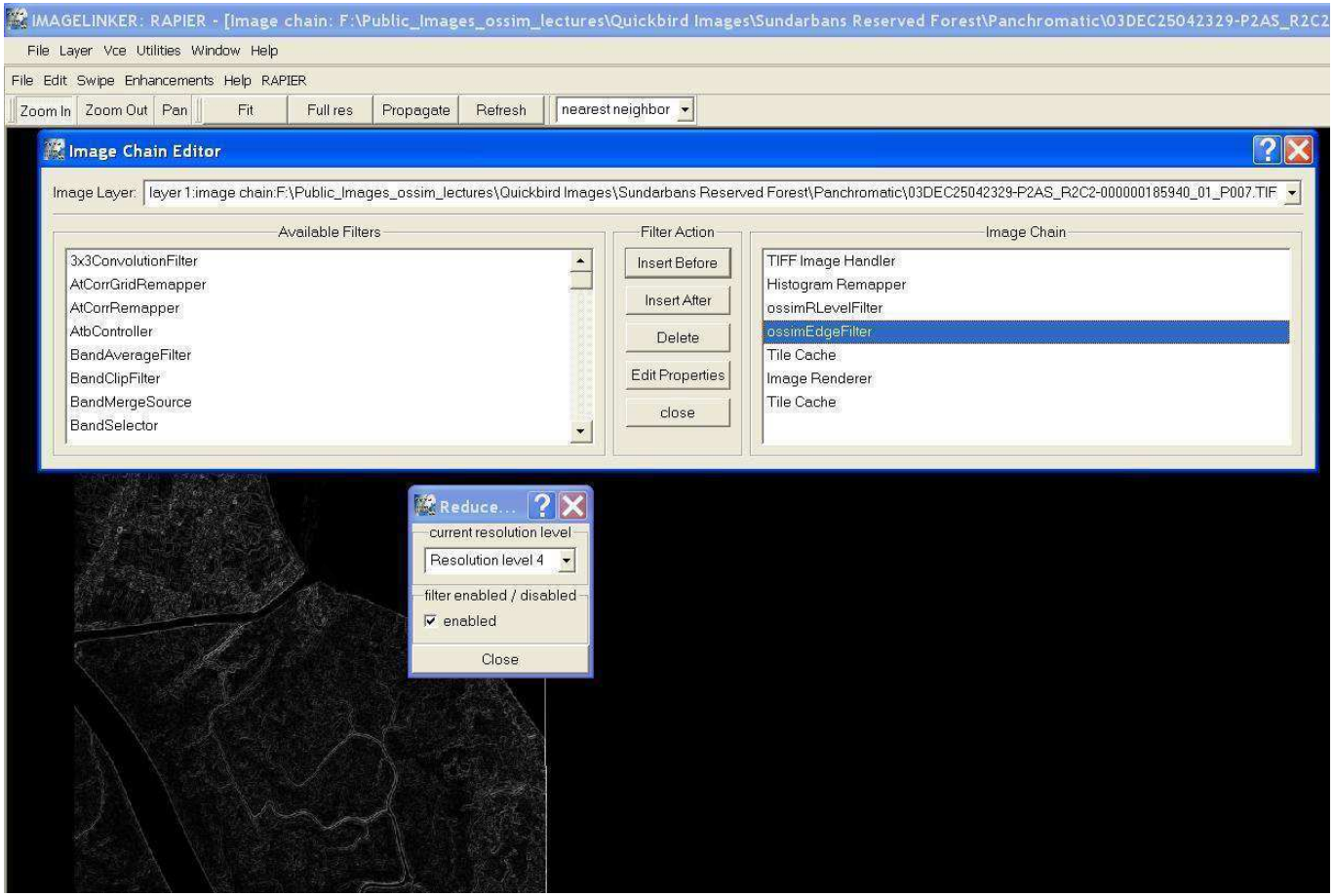
OSSIM RLevel Filter

- You should see the edge map displayed. **Close the Image Chain Editor.**

- Notice the edge map, and level of details displayed.

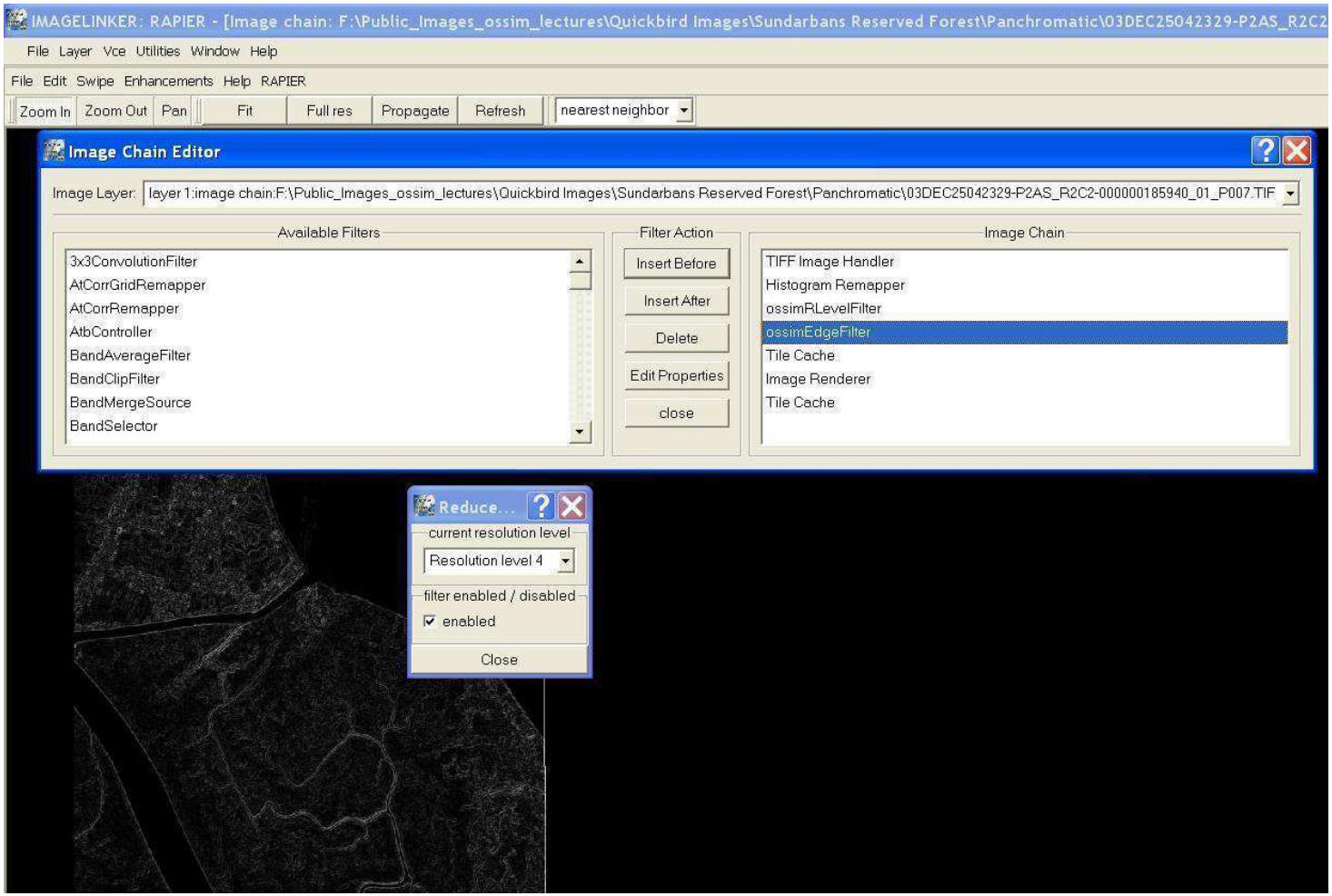
- Now change the Resolution Level to 5.

- What happens to the edge map?



OSSIM RLevel Filter

- Zoom in to a small area of the image. Set the resolution level to various levels and observe the change in behavior of the Edge filter.

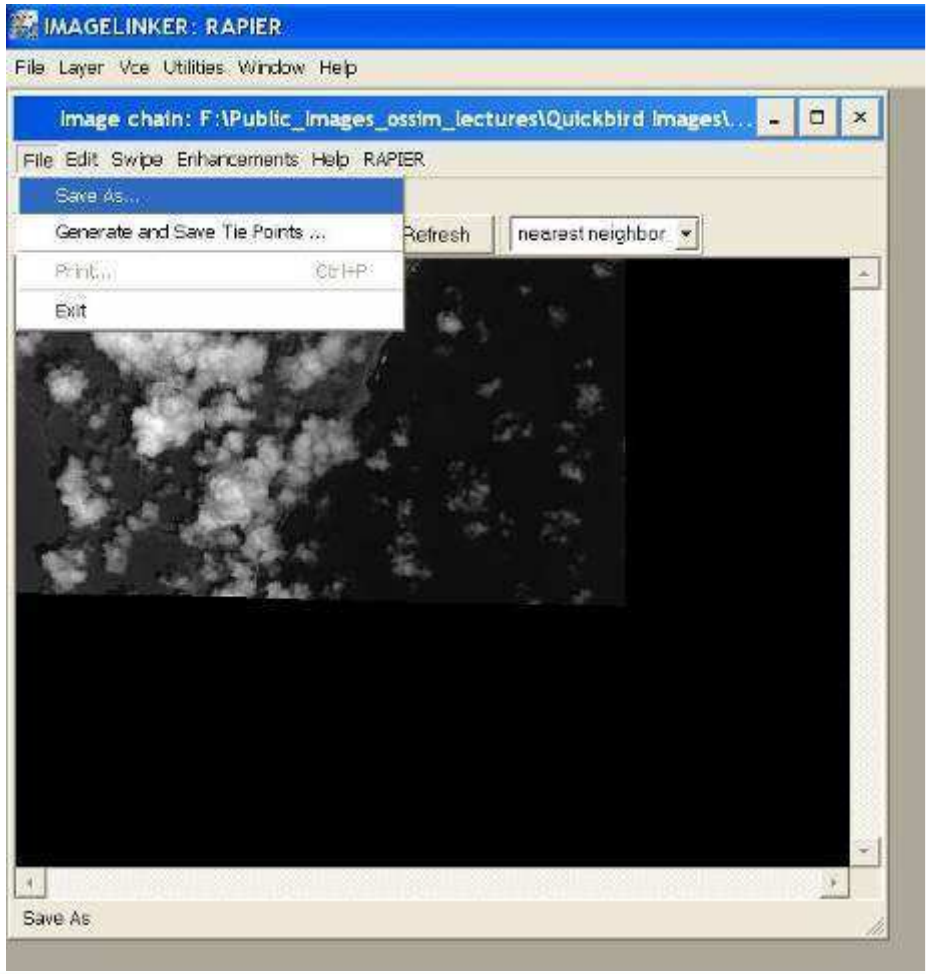


Saving Images with Reduced Resolution

- Open the image

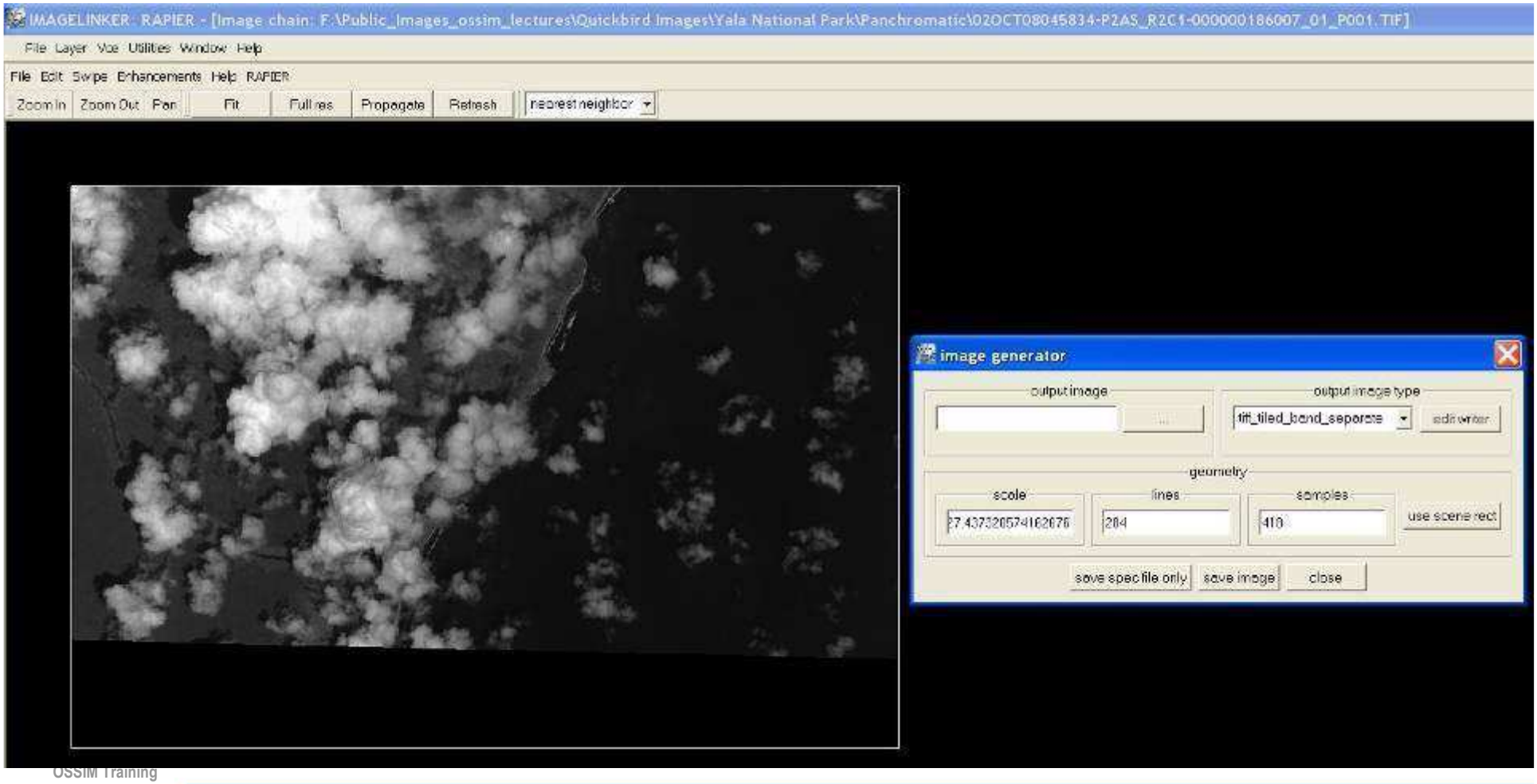
  ..\02_ImageLinker\Images\
2.1.81_pan_imagen9.tif

- In the Image menu, select File->Save As



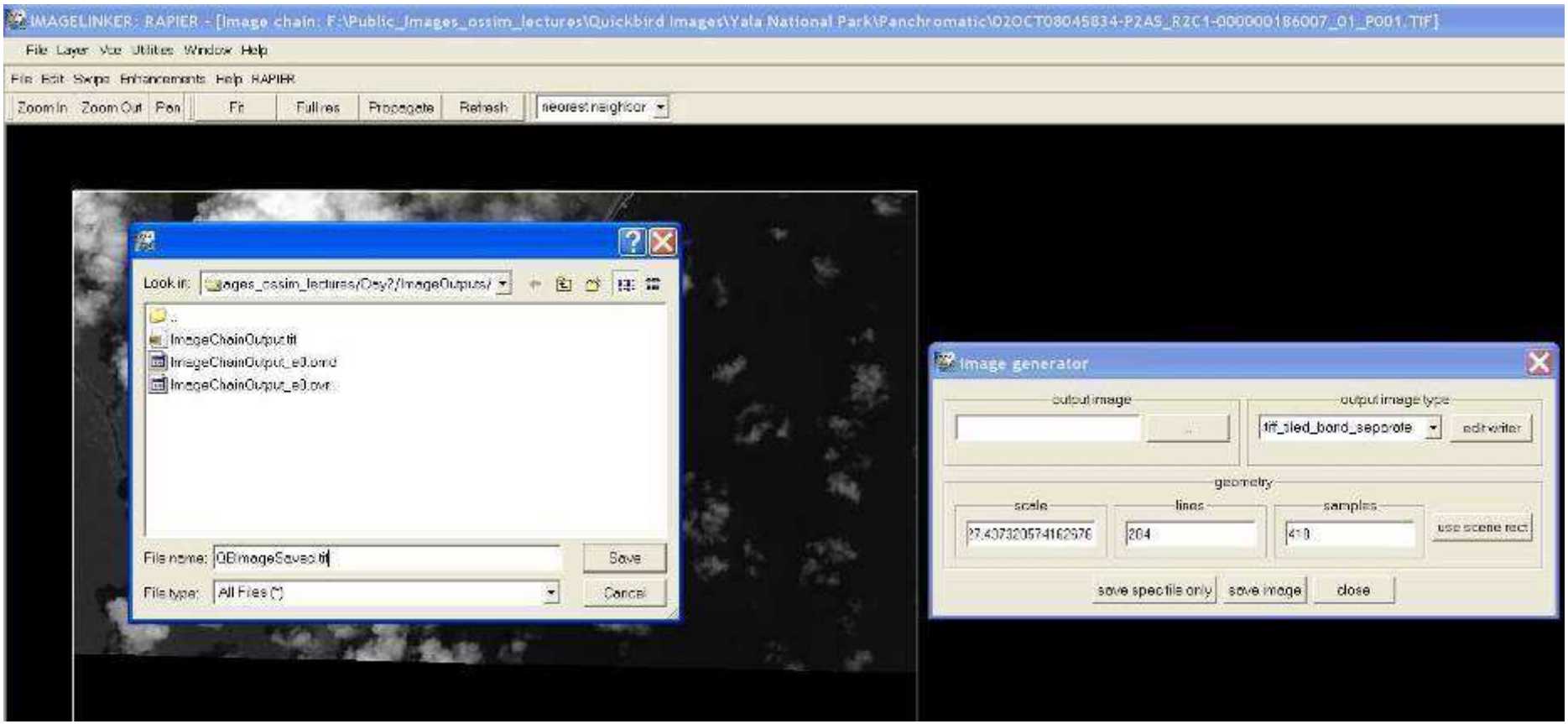
Saving Images with Reduced Resolution

- Click on the … next to output image.



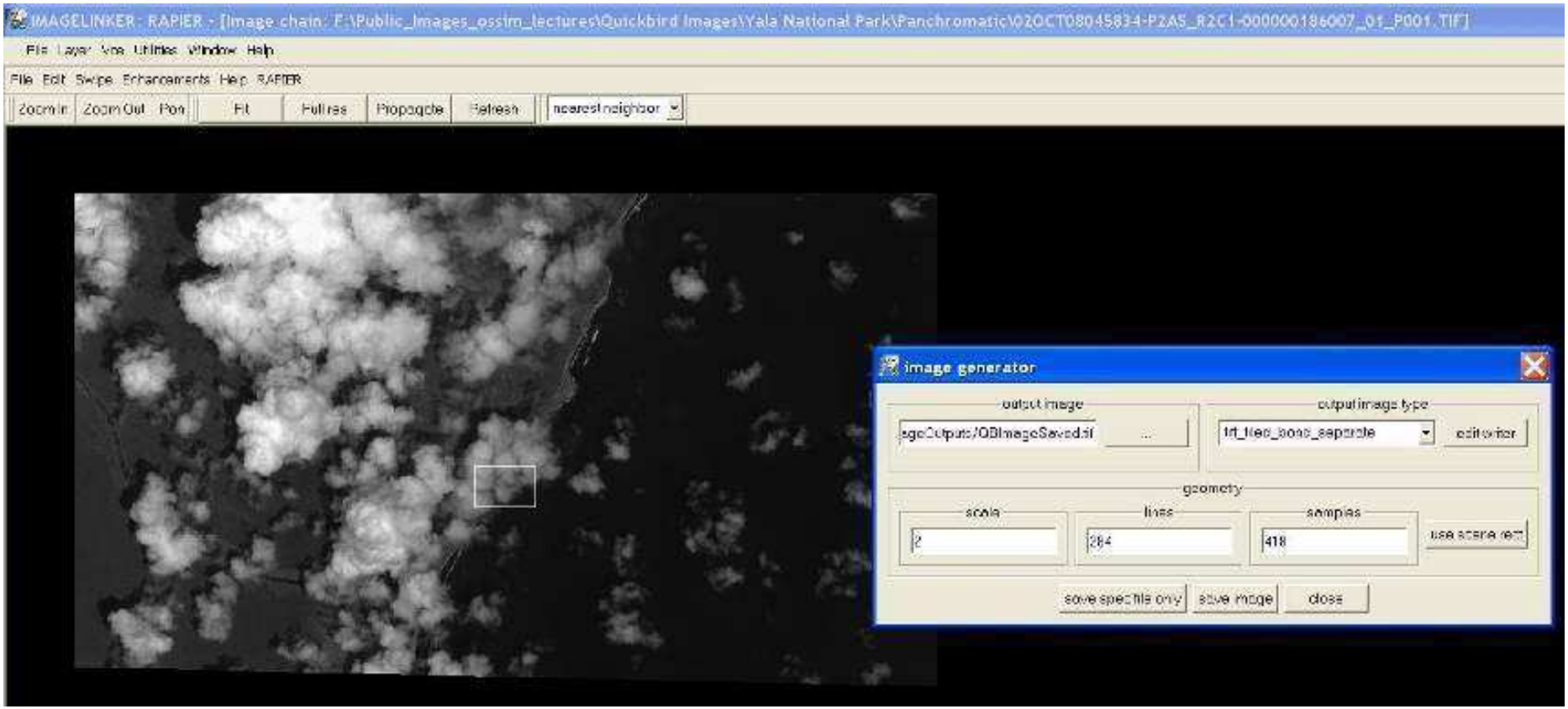
Saving Images with Reduced Resolution

- Save the image anywhere as QBImageSaved.tif



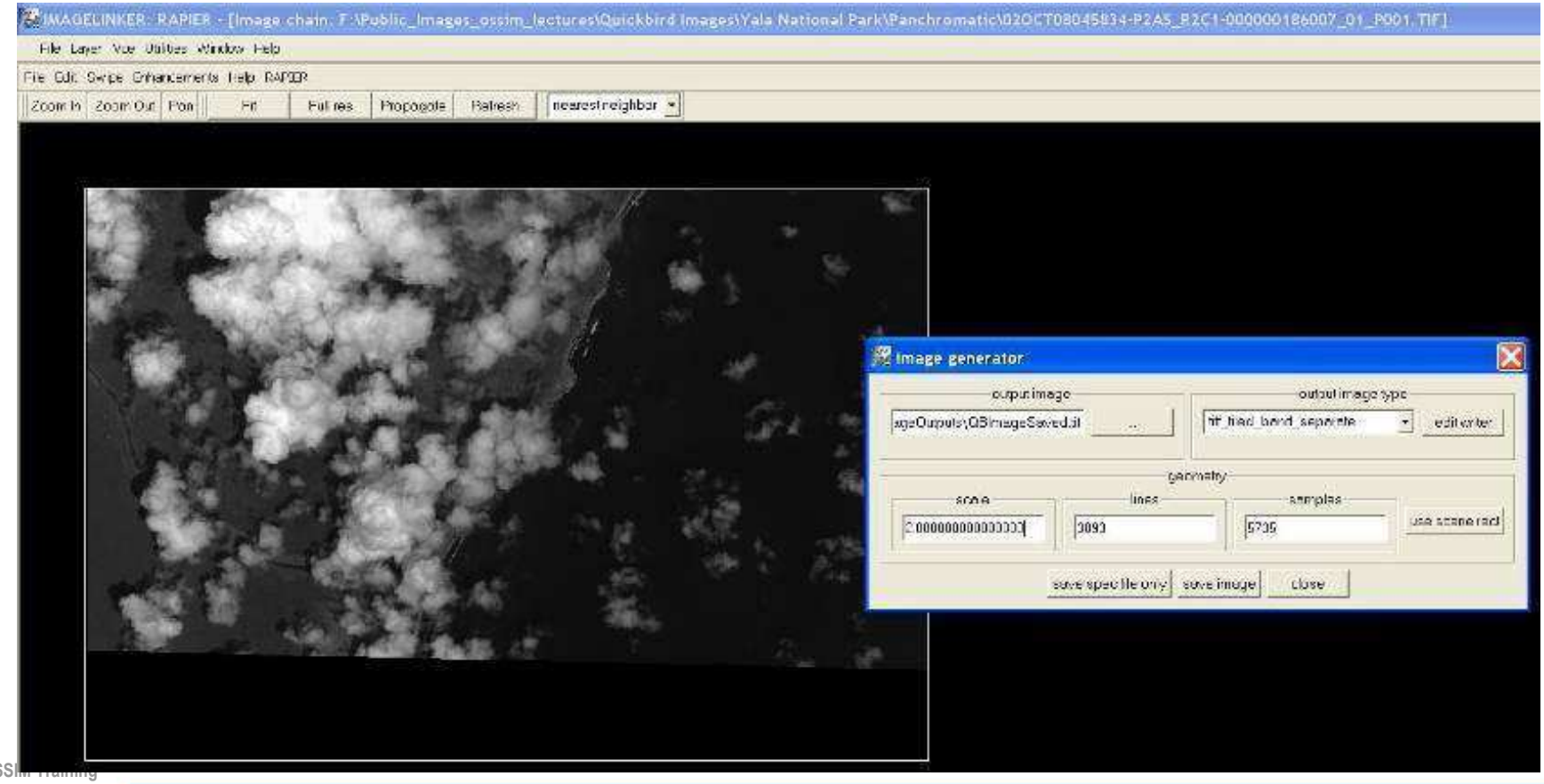
Saving Images with Reduced Resolution

- Click on the space under scale, enter 2, and hit enter.
- You should see the white box (representing the image to be saved) shrink.
- Notice that the lines and samples are very low.



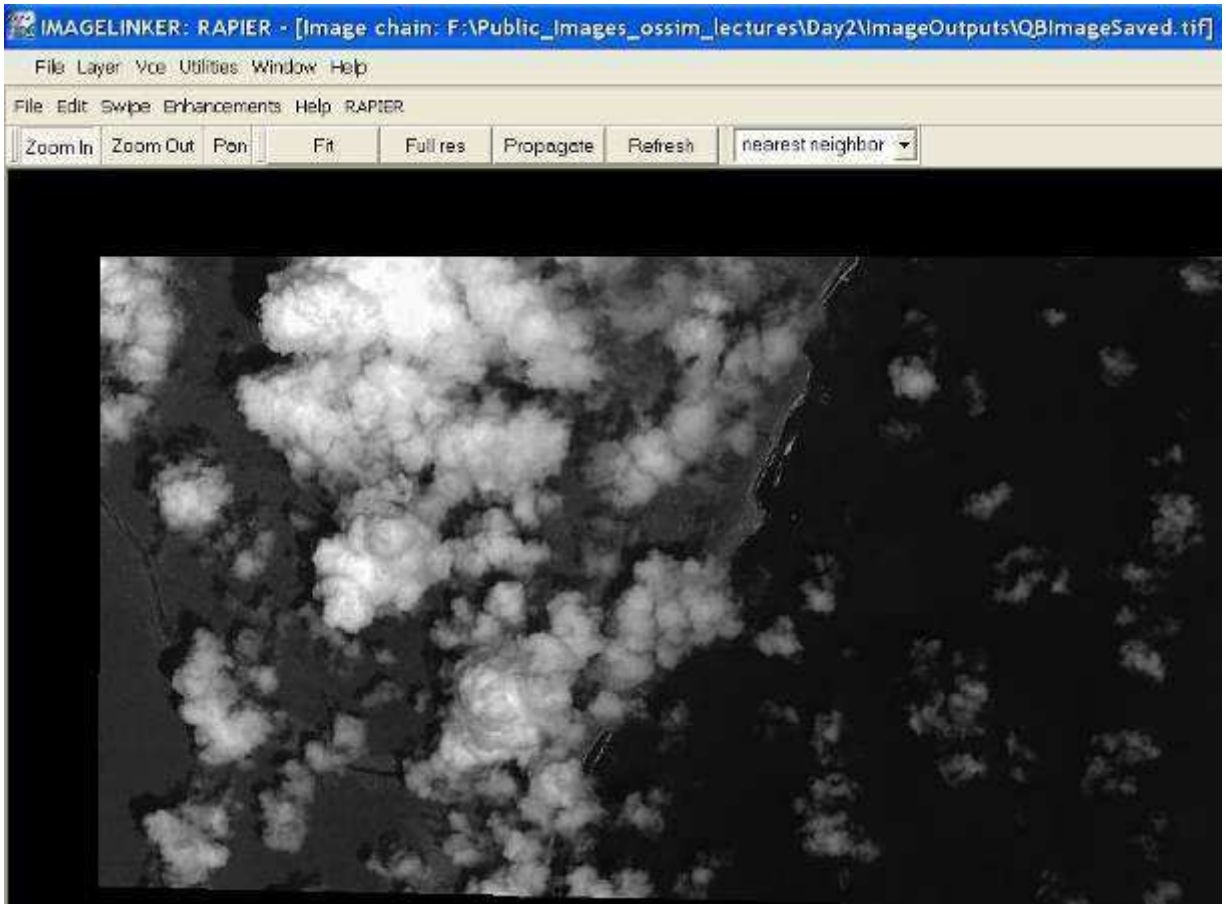
Saving Images with Reduced Resolution

- Click on use scene rect. You should see the white rectangle cover the entire image.
- Now click save image.



Saving Images with Reduced Resolution

- When the image is done saving, it will load in ImageLinker.
  - What do you notice about the image?



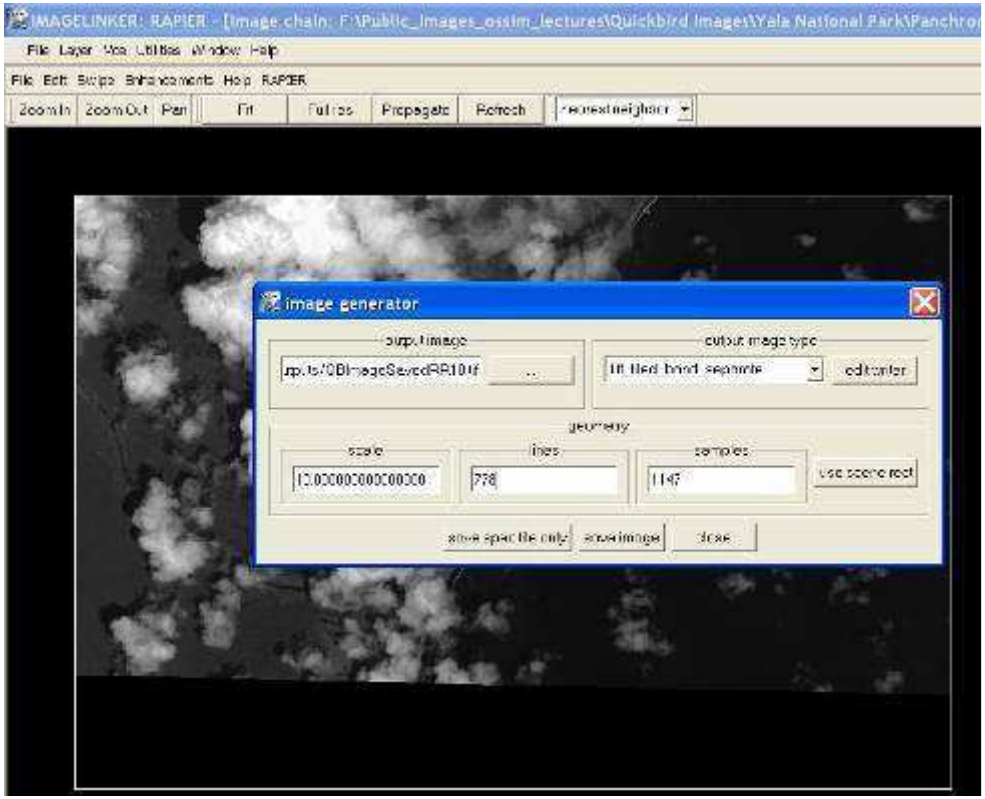
Saving Images with Reduced Resolution

- Now on the image generator menu, change scale to 10.0 and hit enter.
- Hit use scene rect.
  - What do you notice about the lines and samples?

•Click the … on output image and change the output name to QBImageSavedRR10.tif

•Click save image.

What do you notice about the amount of time it takes to save the image as compared to scale2?



Saving Images with Reduced Resolution

- Zoom in and pan around QBImageSavedRR10.tif.
- Does the Image appear to be of a lower resolution?

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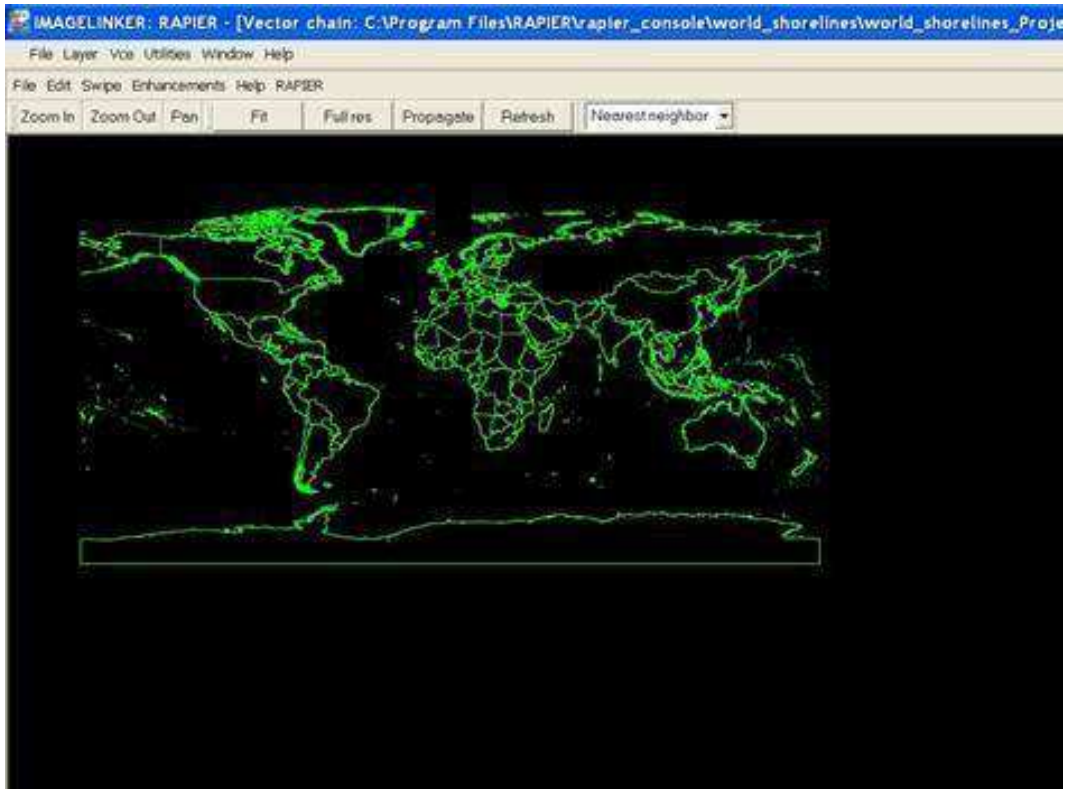
Overlaying the World Vector Shoreline (WVS)

World Vector Shoreline

- Very large low resolution vector delineating all of the world's shorelines.
- Can be used to mask out land (if looking at water), or mask out water (if looking at land).

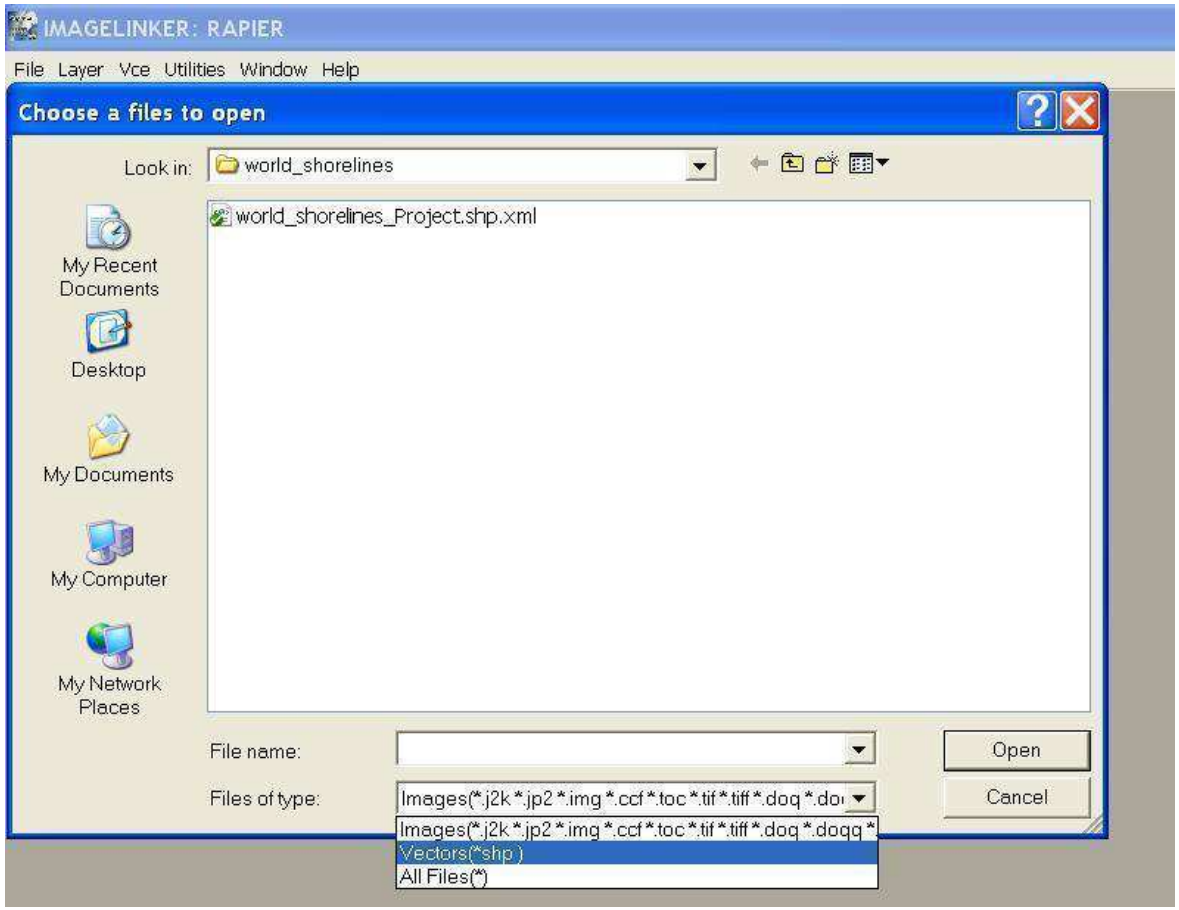


Overlaying the World Vector Shoreline onto an Image

- To open the WVS, select File->Open Image. Change the Files of Type selection to Vectors (*shp)

- Open file

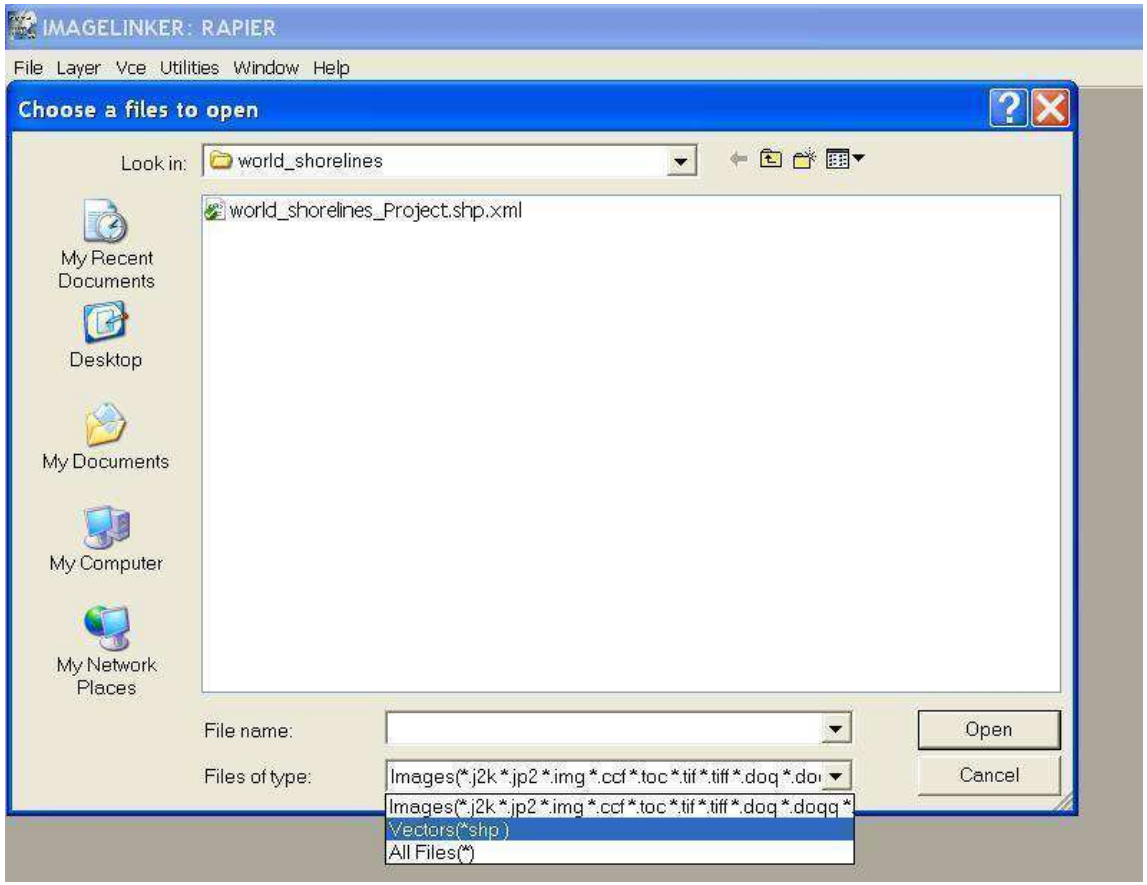
..\02_ImageLinker\Images\2.1.91_wvs.shp



Overlaying the World Vector Shoreline onto an Image

- Select world_shorelines_Project.shp, and hit open.

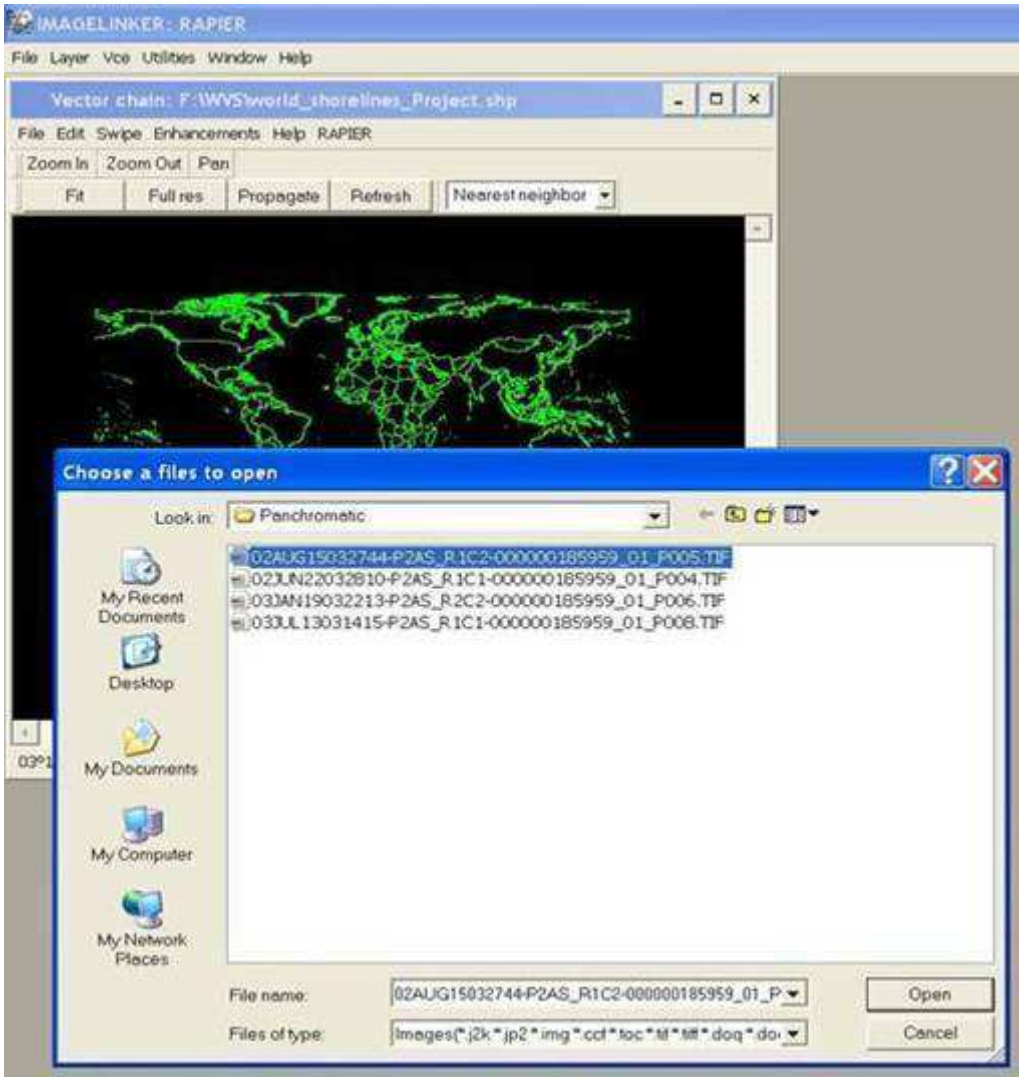
- It may take some time to load the WVS for the entire globe.



Overlaying the World Vector Shoreline onto an Image

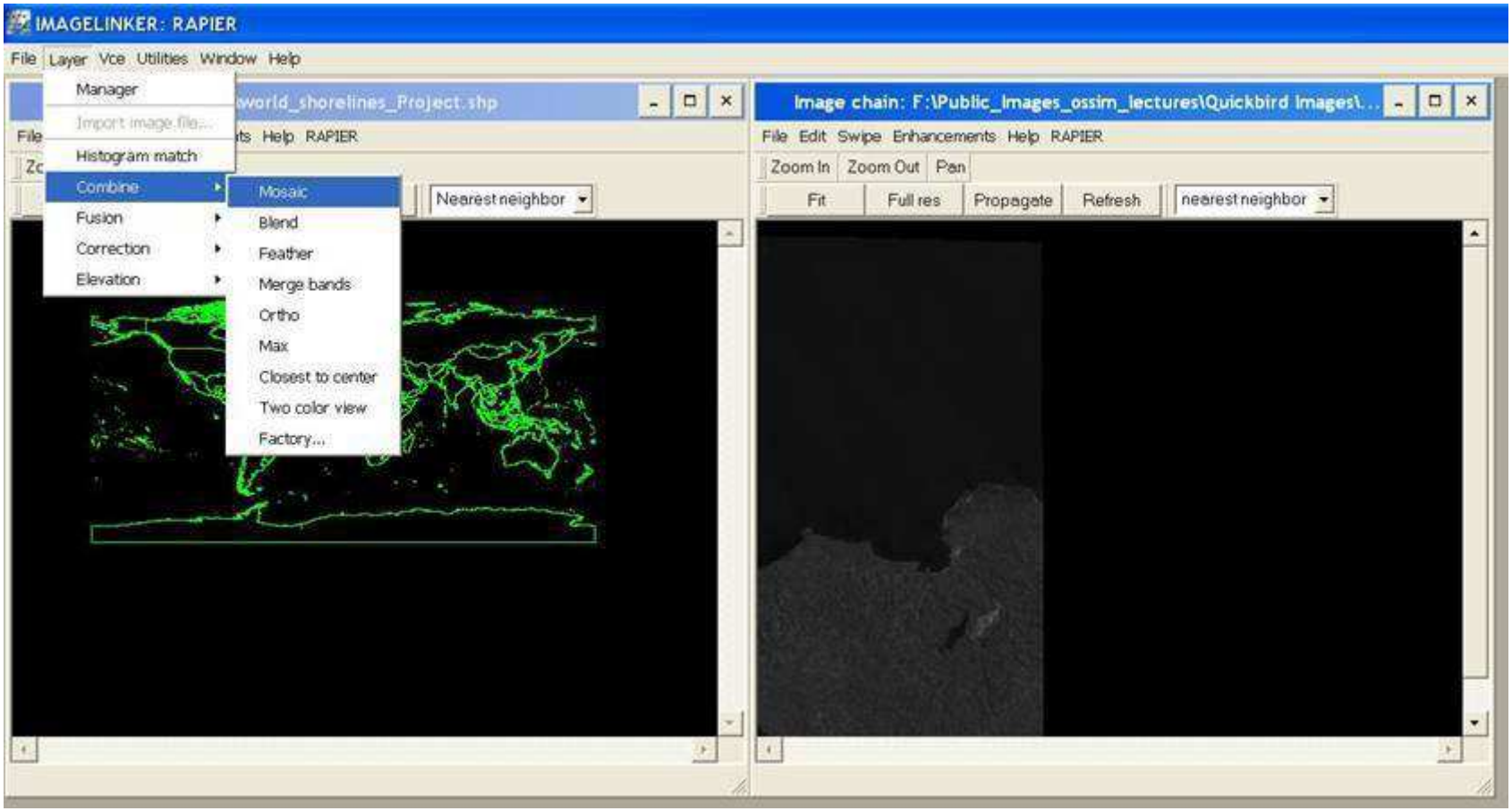
- Open the image

  ..\02_ImageLinker\Images\
2.1.93_pan_imagen10.tif



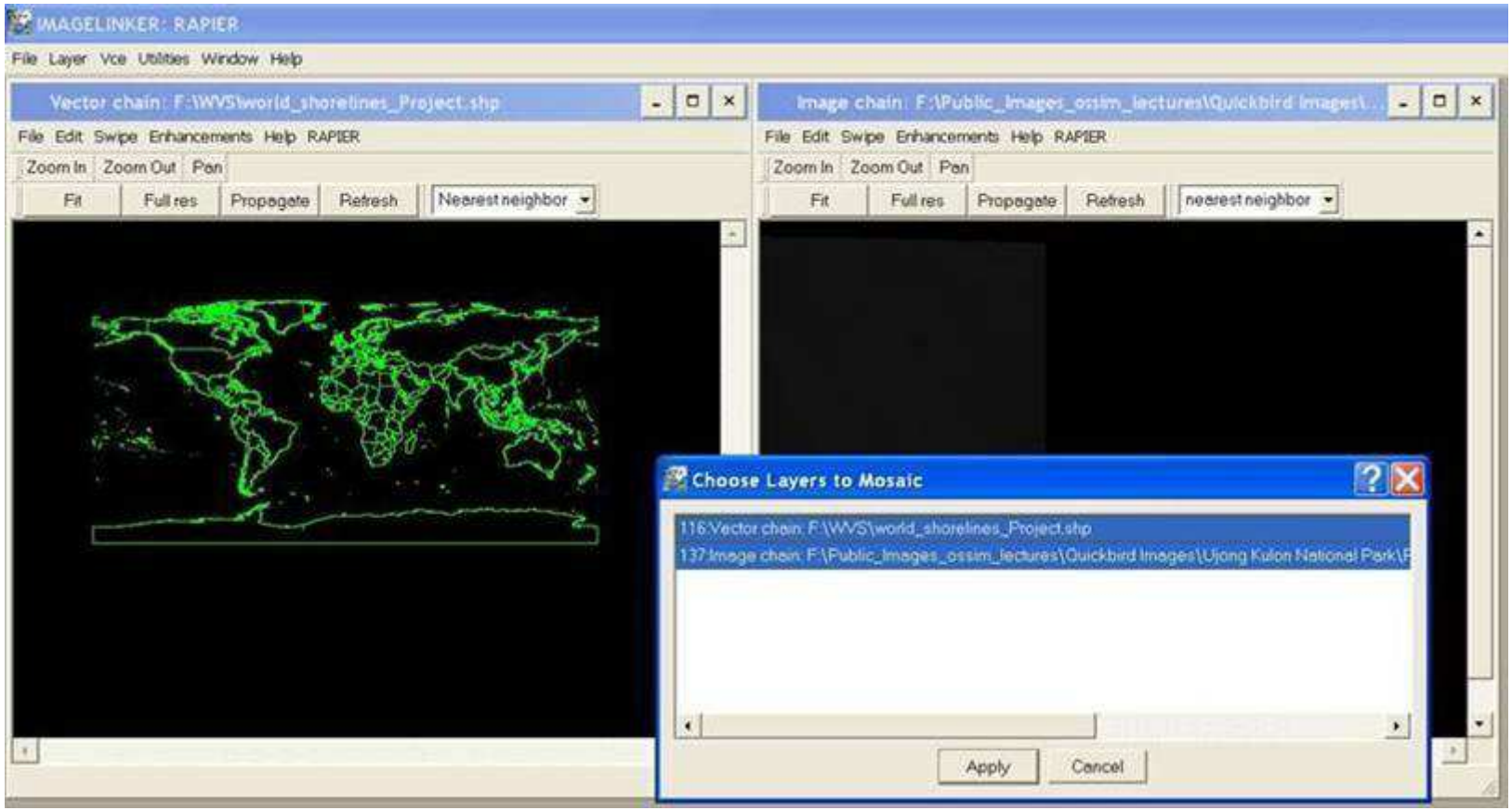
Overlaying the World Vector Shoreline onto an Image

- Select Layer->Combine ->Mosaic



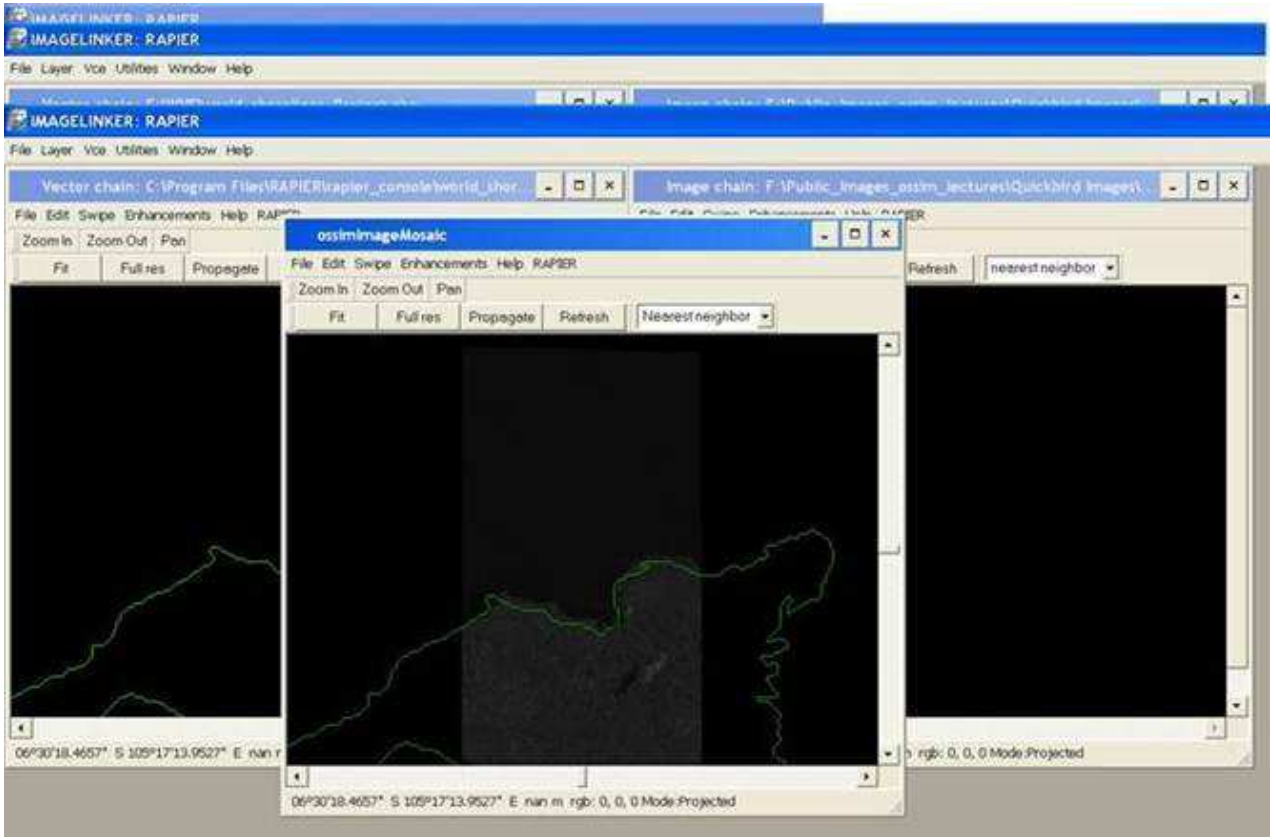
Overlaying the World Vector Shoreline onto an Image

- Choose the Image and the WVS layer to mosaic.
- Hit apply
- There will now be 3 displays, two of which have the WVS



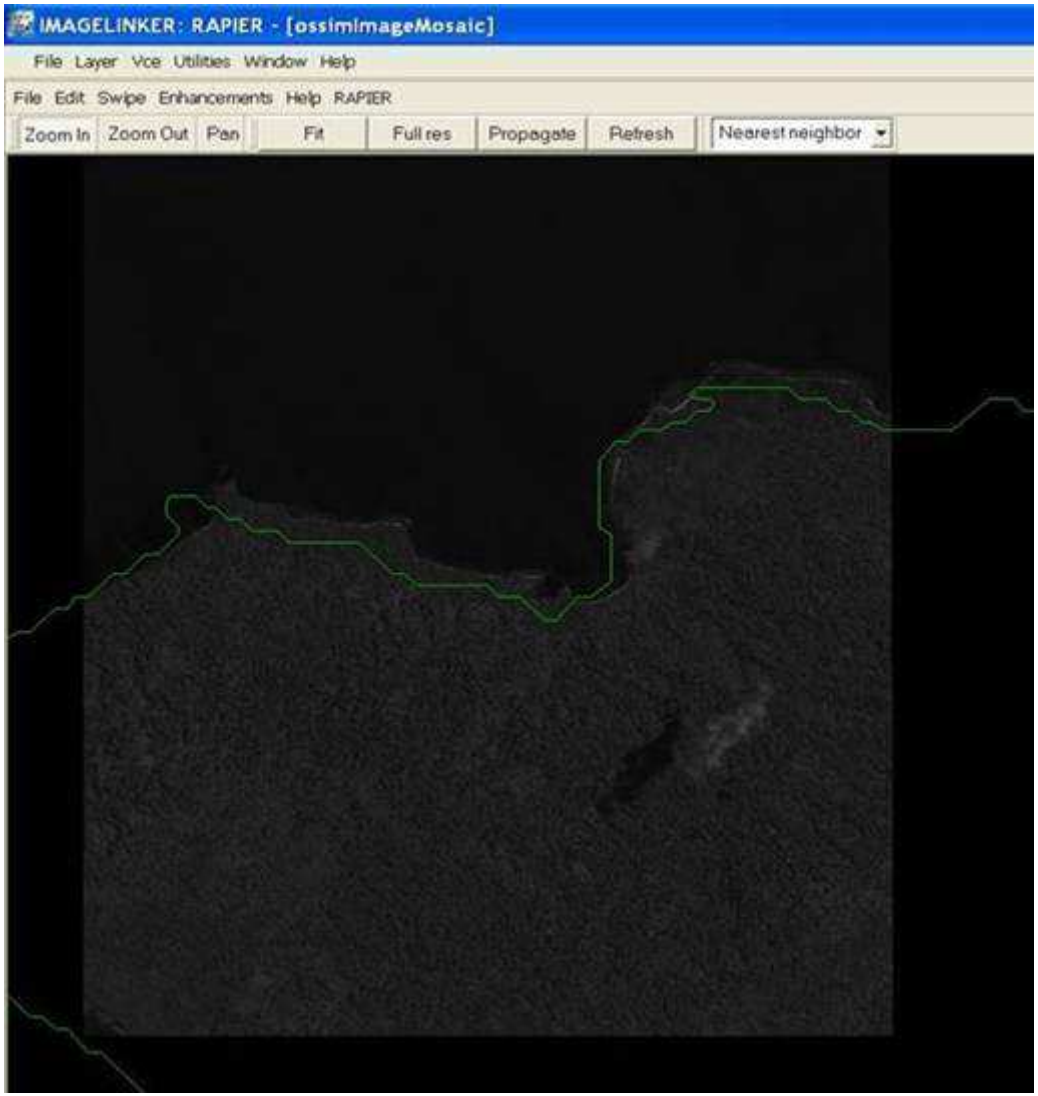
Overlaying the World Vector Shoreline onto an Image

- On the Image Chain image (not the Vector Chain or ossimImageMosaic), hit Full Res, then Fit.
- Then hit Propagate (on Image Chain Image). This should cause the mosaic to display the WVS and the Image.



Overlaying the World Vector Shoreline onto an Image

- Zoom in and examine the WVS overlay onto the image.
- Does the resolution of the WVS appear to be high or low? Does it follow the coastline exactly?
- What phenomena (natural and man-made) might cause errors in the WVS?



Conclusion

SPAWAR
Systems Center
PACIFIC

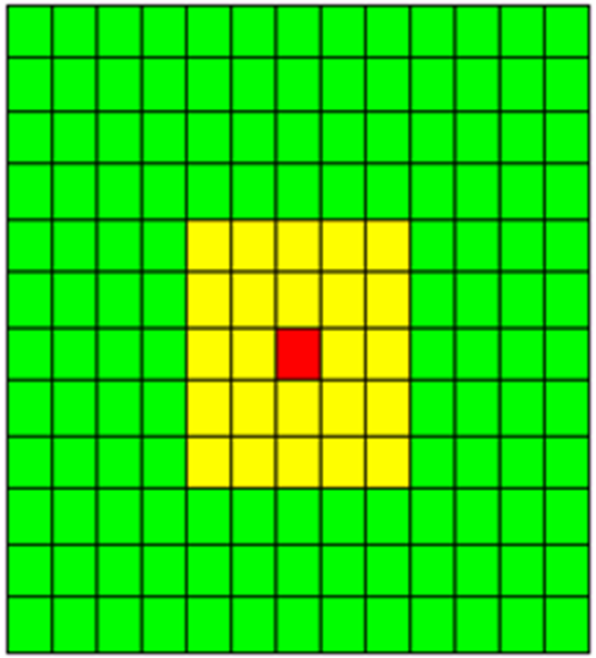
Loading the Contrib Plug-In to use the CFAR Filter

CFAR Algorithm Overview

1. Background clutter model parameter estimation from green area. (Common models include K-distribution, Weibull, Gaussian)
2. Threshold set to obtain a constant false alarm rate for the given probability model (P_{fa})
3. If target pixel value > threshold, mark as detect

Yellow area – guard window (does not contribute to paramater estimation)

Red pixel – target pixel



How are Ships Detected in SAR Imagery?

- Standard method is a **Constant False-Alarm Rate (CFAR)** Detector.
- There are several variants, including CA-CFAR (cell-averaging).

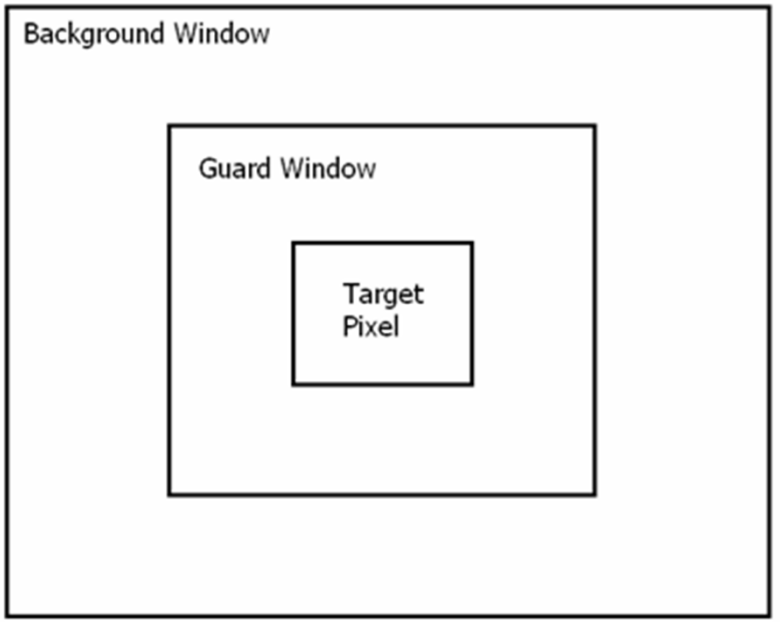
How Does CFAR Work?:

- Pass a sliding window across the image to obtain local clutter (background) statistics.
- Adaptively set a Threshold (T) based on a pre-chosen statistical model (T is related to the probability density function).

3. If the pixel magnitude (X) exceeds T, the pixel is considered part of a ship.

Disadvantages:

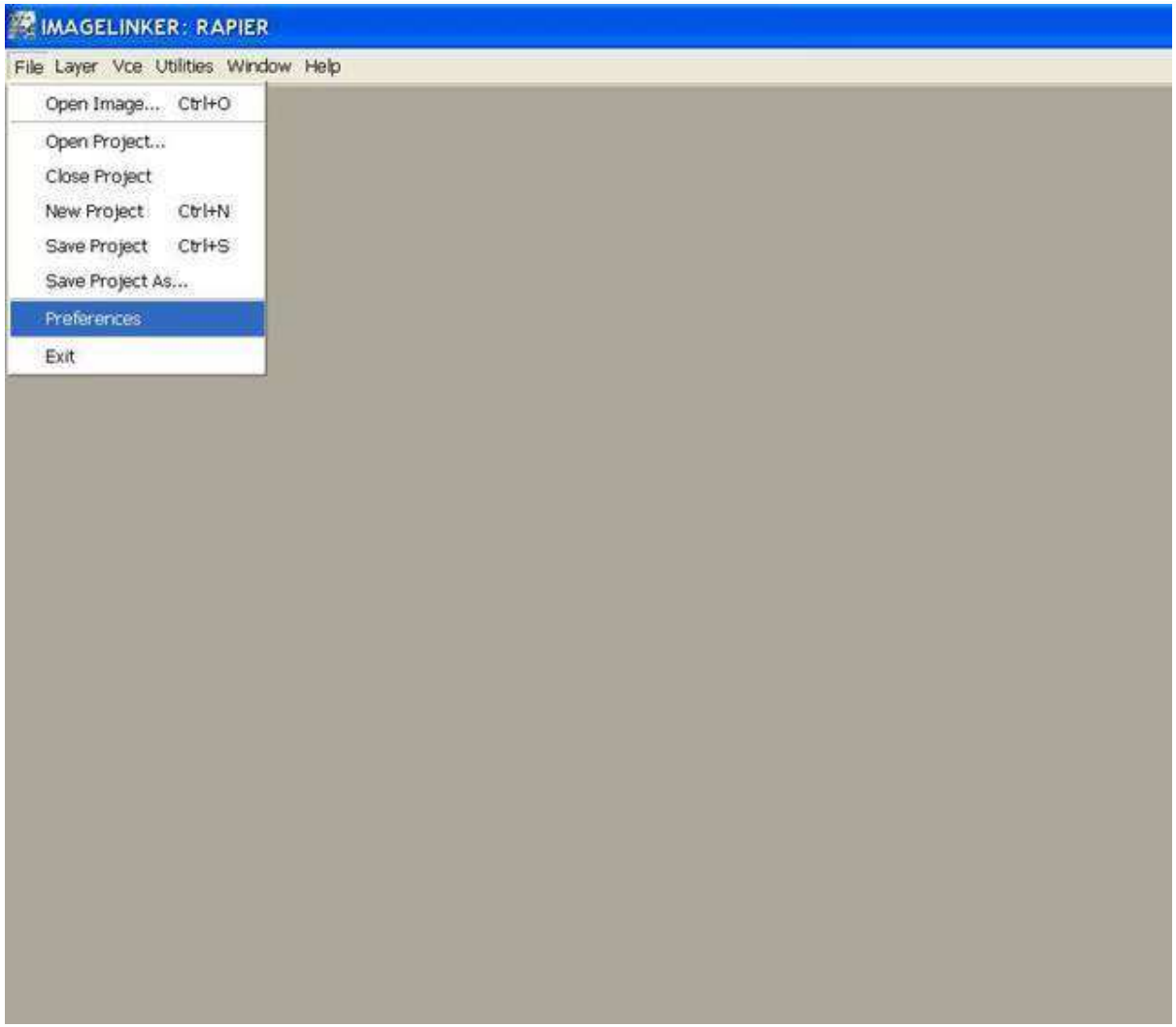
1. Must merge detected pixels together to form a ship.
2. Parameters of statistical models are difficult to estimate leading to poorly chosen thresholds.
3. Susceptible to false alarms (FA) due to ship sidelobes and sea-clutter.



Adding the CFAR Filter

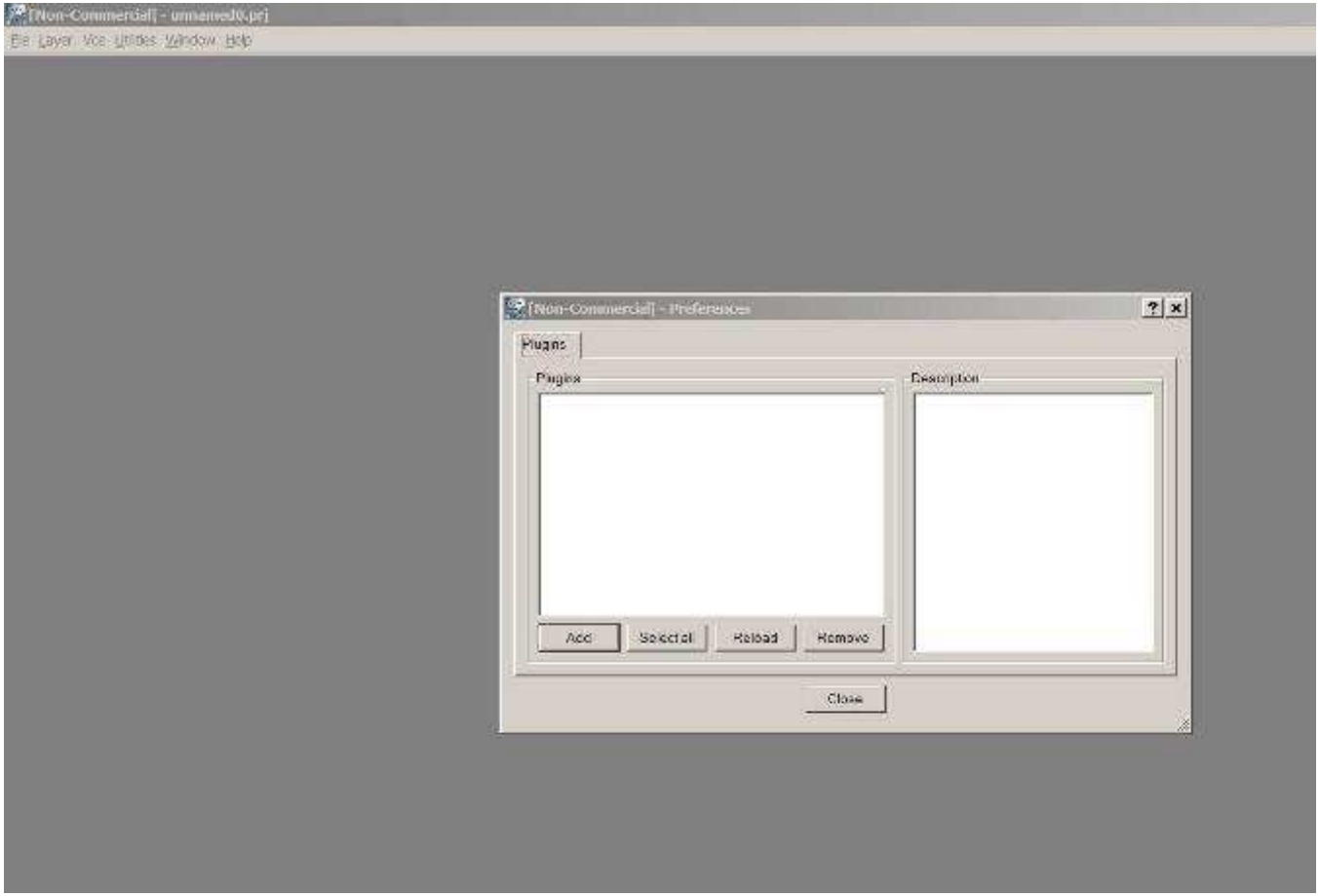
- First, we must add the contrib plugin to our ossim preferences so we have access to the CFAR filter.

- To do this, from the main ImageLinker menu, select File->Preferences



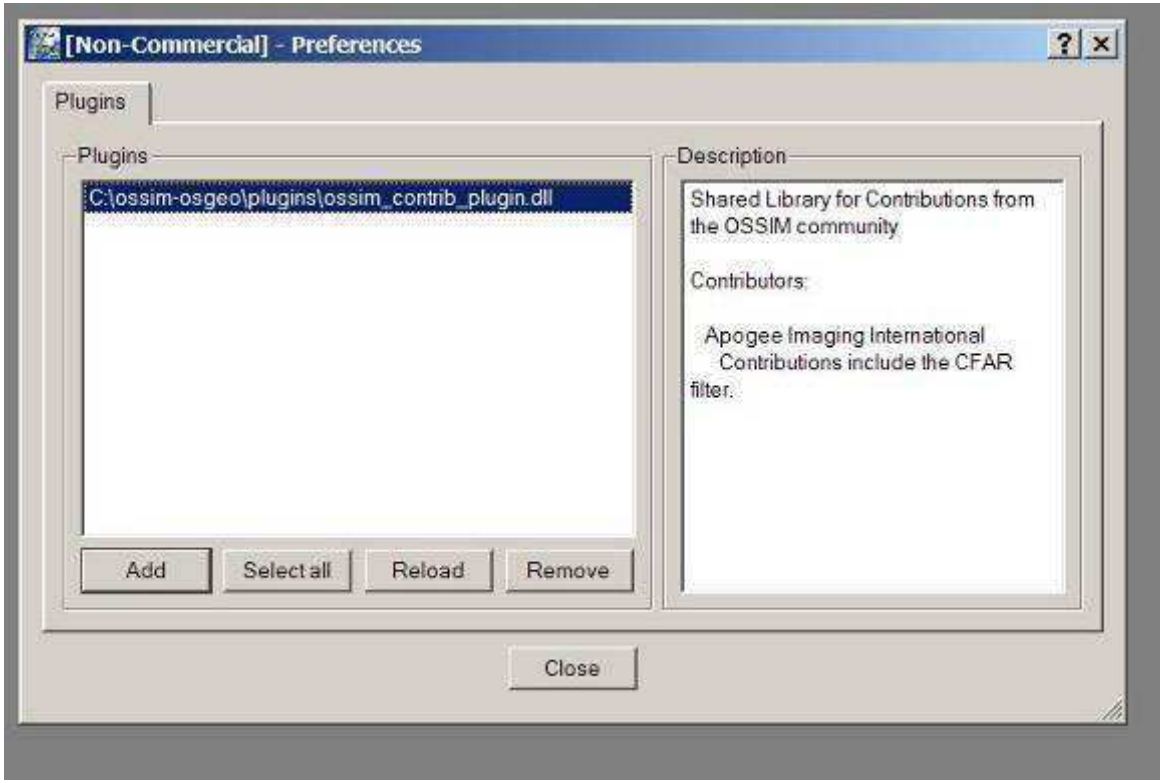
Adding the CFAR Filter

- You'll see the Plugin Dialog window open
- Select Add to add a new plugin



Adding the CFAR Filter

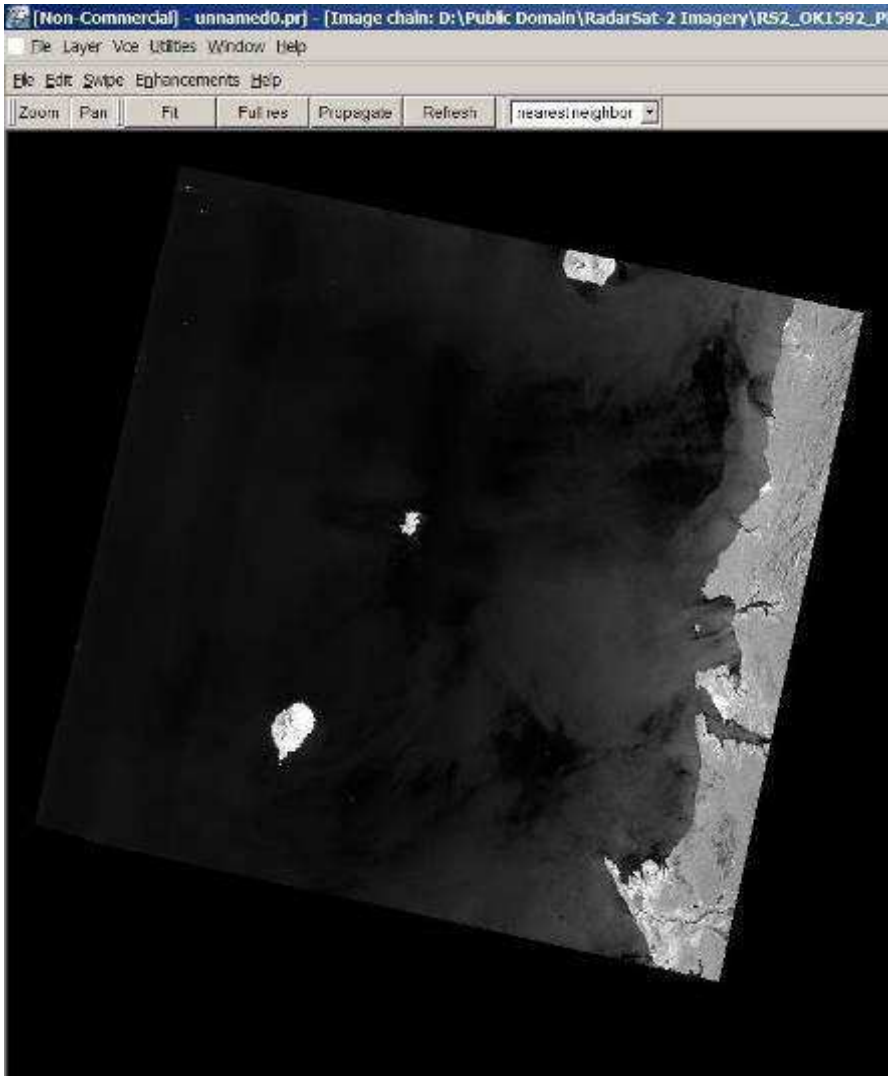
- Navigate to C:\ossim-osgeo\plugins
- Select ossim_contrib_plugin.dll and hit open.
- You should see the new plugin listed on the table.
- Select the contrib plugin. You should see details on the filters the plugin contains.



Applying the CFAR Algorithm to SAR Ship Detection

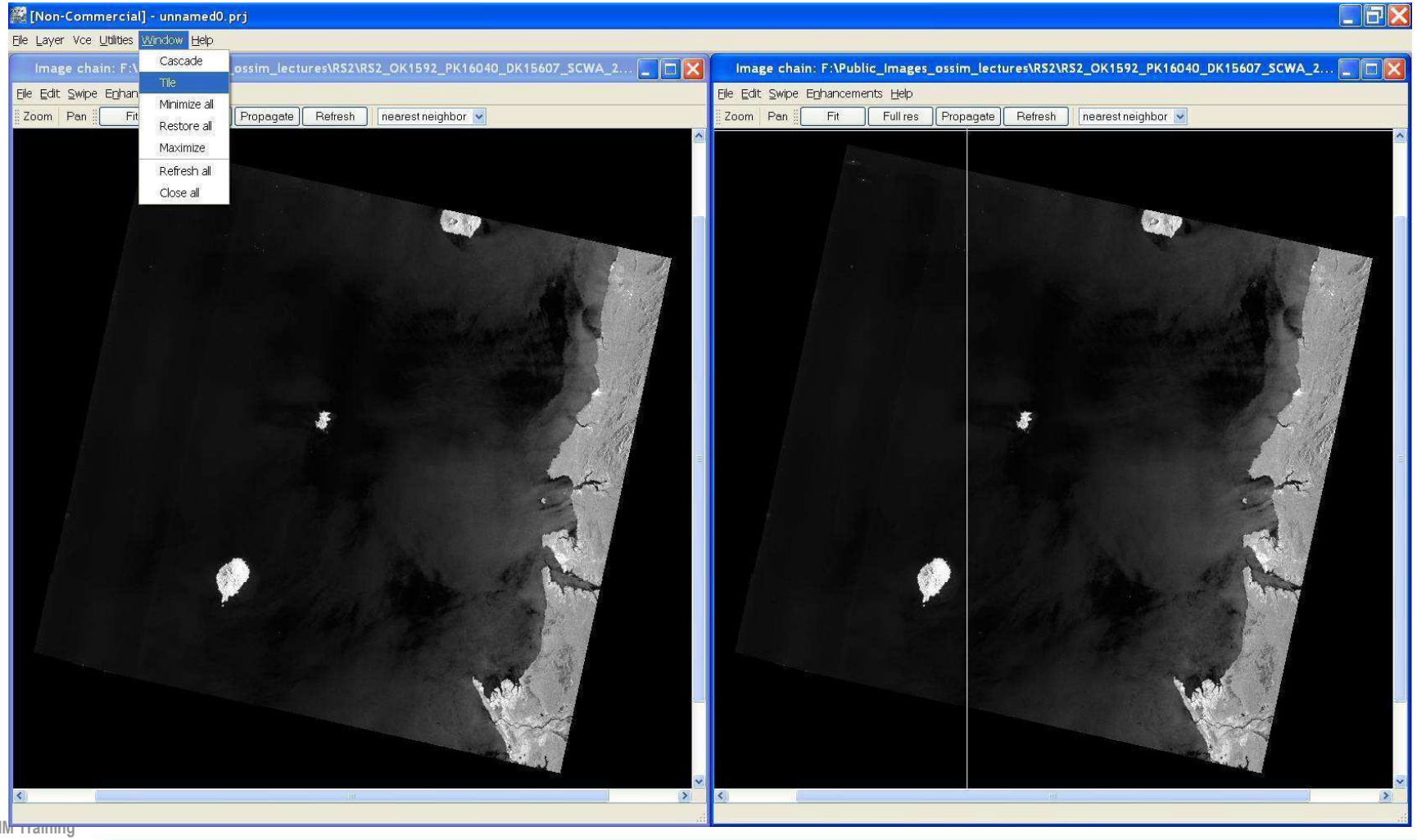
- Open the RadarSAT-2 Image \RadarSat-2 Imagery\RS2_OK1592_PK16040_DK15607_SCWA_20080515_051151_HH_HV_SGF\imagery_HH.tif

- Open this image a 2nd time so you have 2 copies of it open.



Applying the CFAR Algorithm to SAR Ship Detection

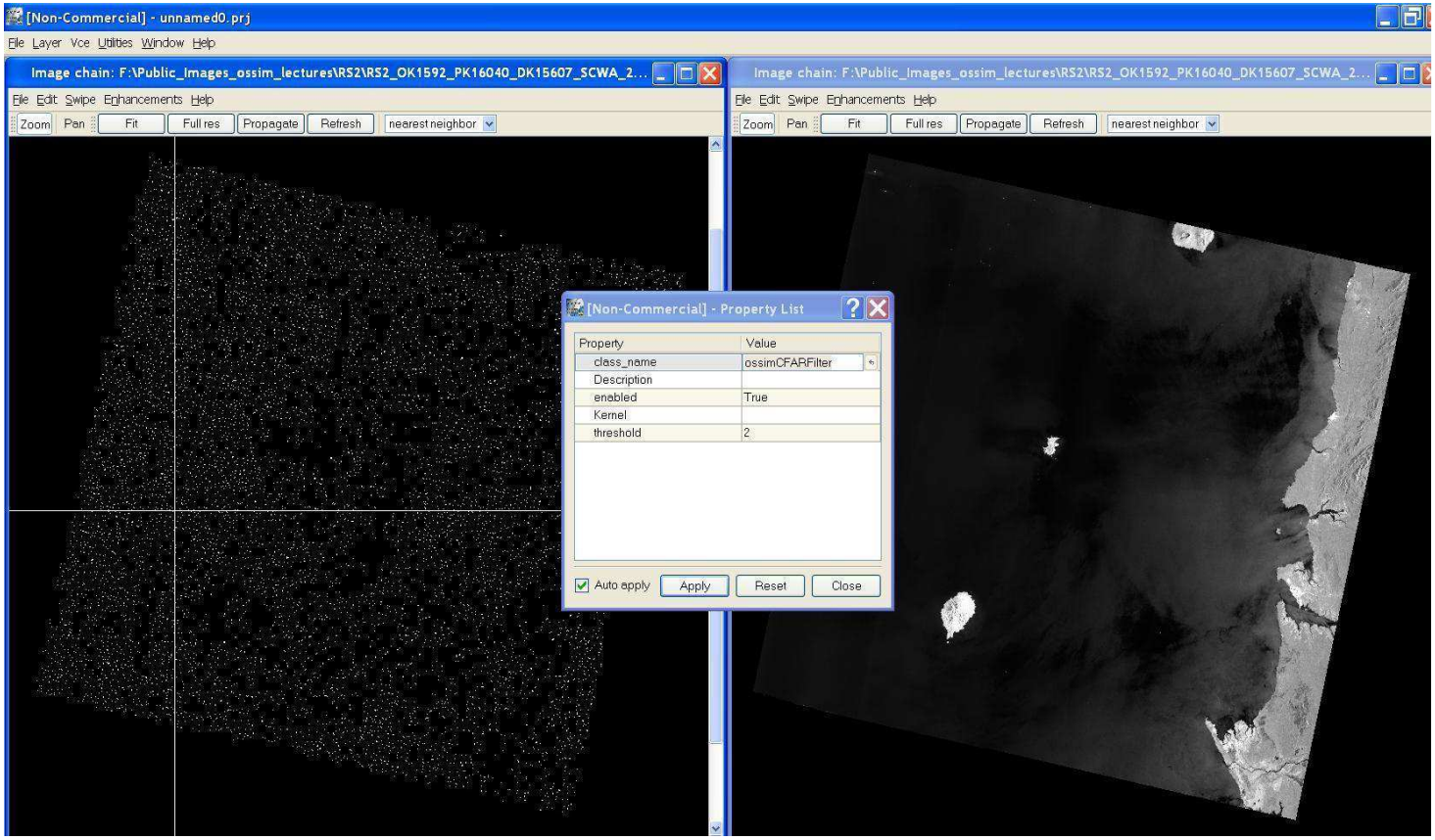
To view the images side by side, in the main menu select Window->Tile



Applying the CFAR Algorithm to SAR Ship Detection

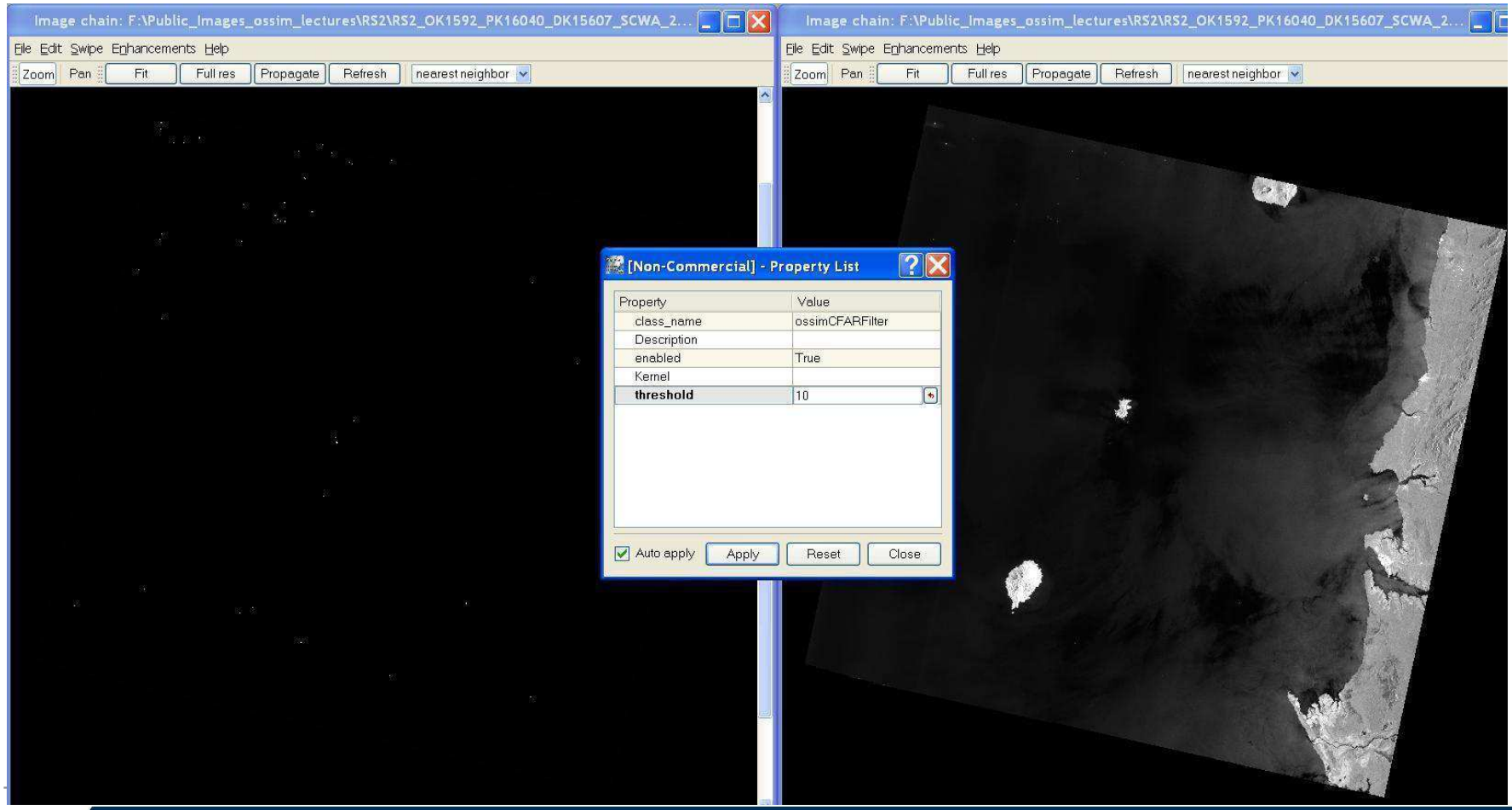
- On one of the images Goto Edit → Image Chain.
- Add the CFAR Filter after the TIFF Image Handler

- On one of the images Goto Edit → Image Chain.
- Add the CFAR Filter after the TIFF Image Handler.
- Highlight the CFAR detector and click on Edit Properties.
- Close the Image Chain Editor.



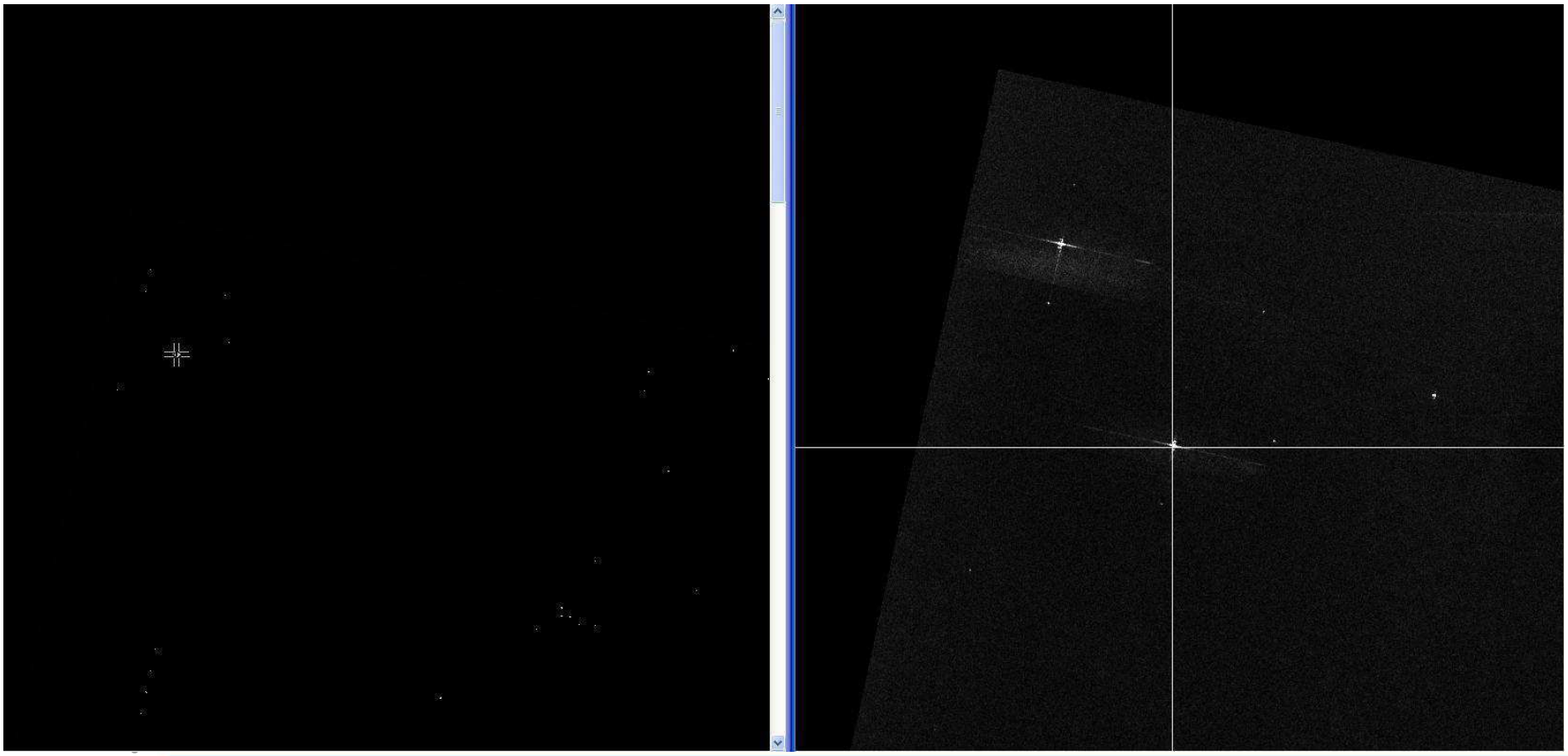
Applying the CFAR Algorithm to SAR Ship Detection

- Change threshold value to a higher value, like 10.
- What effect does this have on the resulting binary image?



Applying the CFAR Algorithm to SAR Ship Detection

- Zoom into the upper left area of each image. Moving the mouse over one image will move the white cross-hair over the other.
- Look at several ships. Are they detected?



Applying the CFAR Algorithm to SAR Ship Detection

- This CFAR detector has 5 steps, which you can look at in more detail by looking at the CFAR code in ossim_trunk/ossim_plugins/contrib/ossimCFARfilter.cpp
- 1) Find Mean with a small window use convolution
- 2) Find Mean with a large window with a hole in the middle
- 3) Find Std.dev. of the large window - std. dev = sqrt(mean of squares - square of means) So square and convolve again to obtain mean
- 4) Find k-statistics using formula per pixel
- 5) Threshold k-statistics.

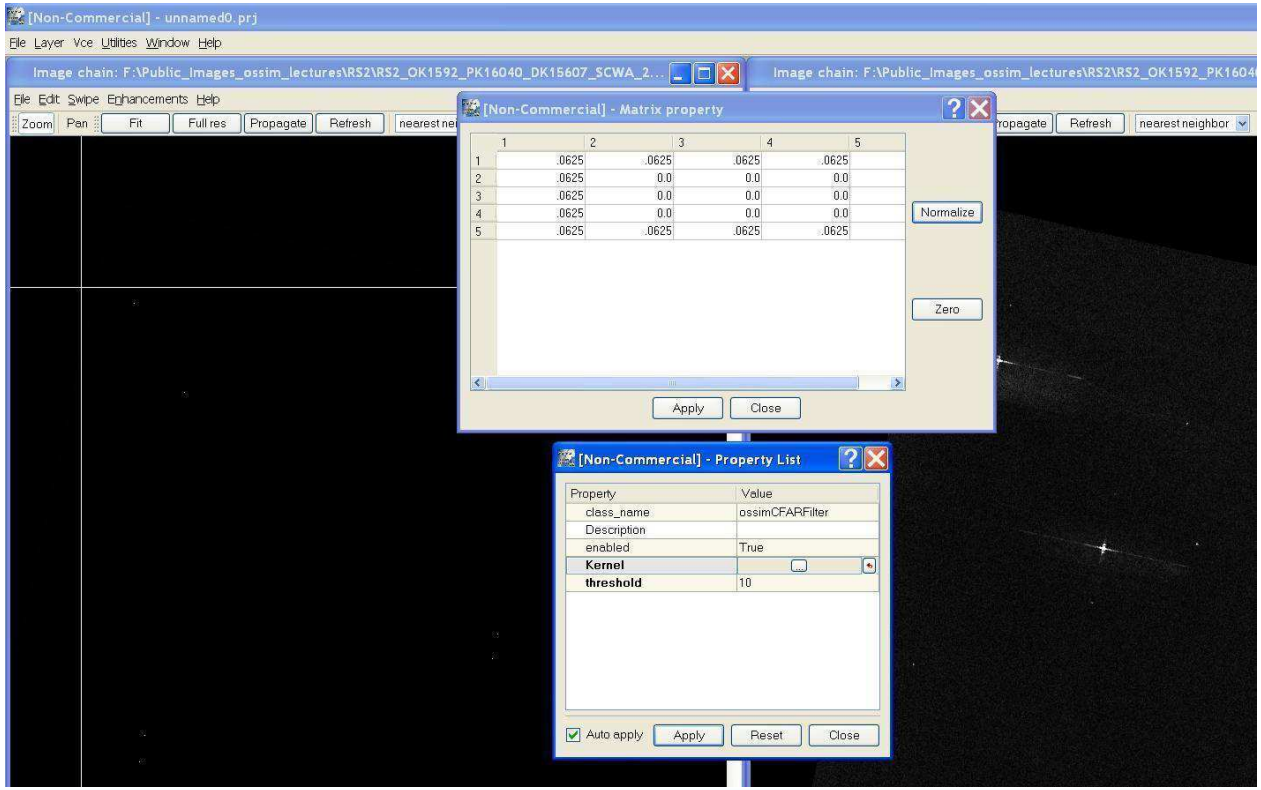
- The CFAR detector uses convolution to estimate the Mean and Variance. By default the kernel finds the average of the outside pixels in a 5x5 window.

- Now we'll modify the kernel and observe the results.

Applying the CFAR Algorithm to SAR Ship Detection

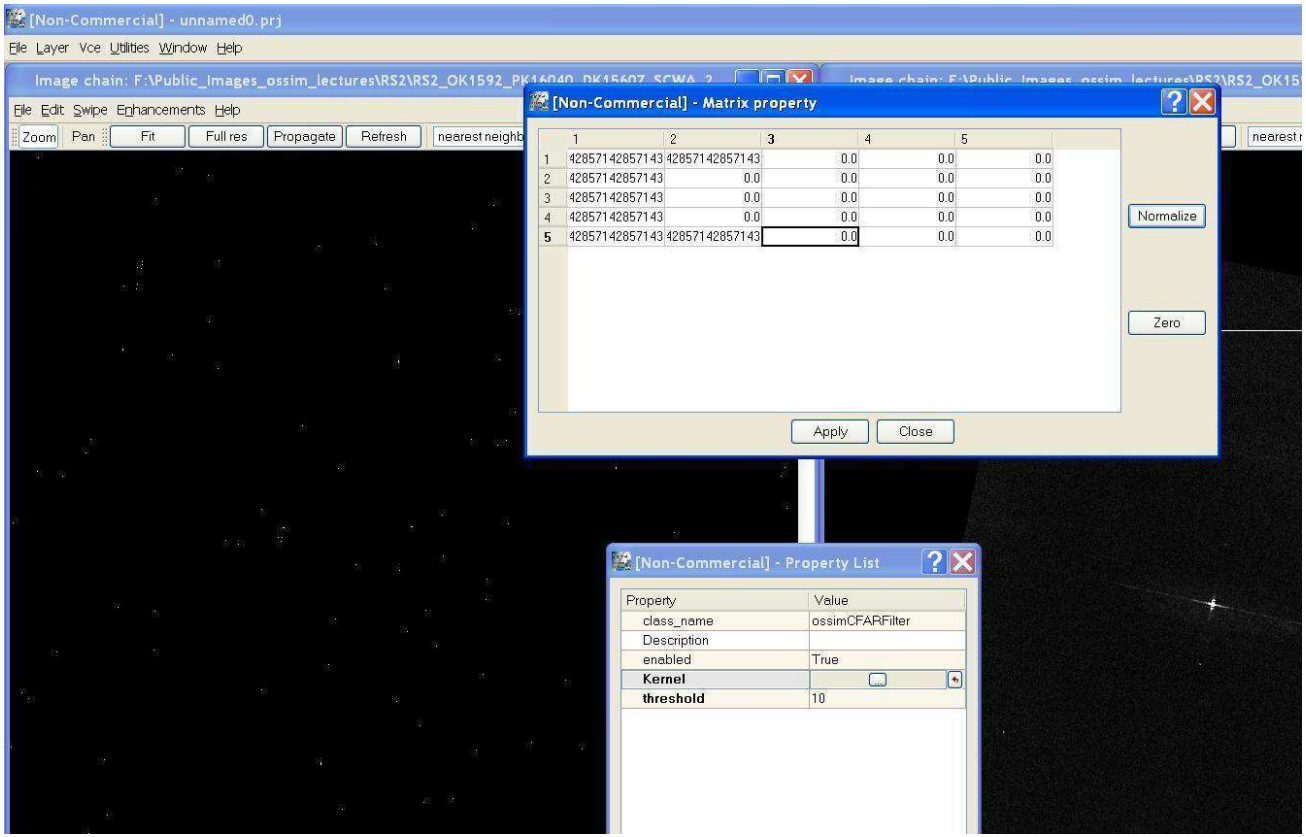
- Open up the Image Chain Editor again and open the properties for the CFAR detector. Close the ICE.

- Click the … button next to Kernel. Expand the window to see the entire Kernel.



Applying the CFAR Algorithm to SAR Ship Detection

- First hit Zero to make all the coefficients 0.
- Try making the only the outside pixels left of colum 3 equal to 1, then hit Normalize.



Applying the CFAR Algorithm to SAR Ship Detection

- What modifications to the CFAR detector might improve it's performance?
- For higher resolution images where we may need a larger guard window?