

# ADAMS

Advanced **D**ata mining **A**nd **M**achine learning **S**ystem

Module: adams-imaging



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# Chapter 1

## ADAMS

ADAMS has custom image processing support that does not rely on other libraries.

The following actors are available:

- `sink.ImageWriter` – writes an image container to a file using the specified writer.
- `transformer.BufferedImageTransformer` – performs a transformation using an existing transformer class on the incoming image and outputs another image again.
- `transformer.BufferedImageFeatureGenerator` – turns a `BufferedImageContainer` into an `weka.core.Instance` object to be used in WEKA. The attached meta-data in form of a report can be added to the output object as well.
- `transformer.ImageReader` – reads an image file using the specified image reader.

Figure 1.1 shows a flow<sup>1</sup> for reading images, blurring them using a gaussian blur transformer and displaying them side-by-side. Figures 1.2 and 1.3 show original and blurred image.

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<sup>1</sup>adams-imaging-gaussian\_blur.flow

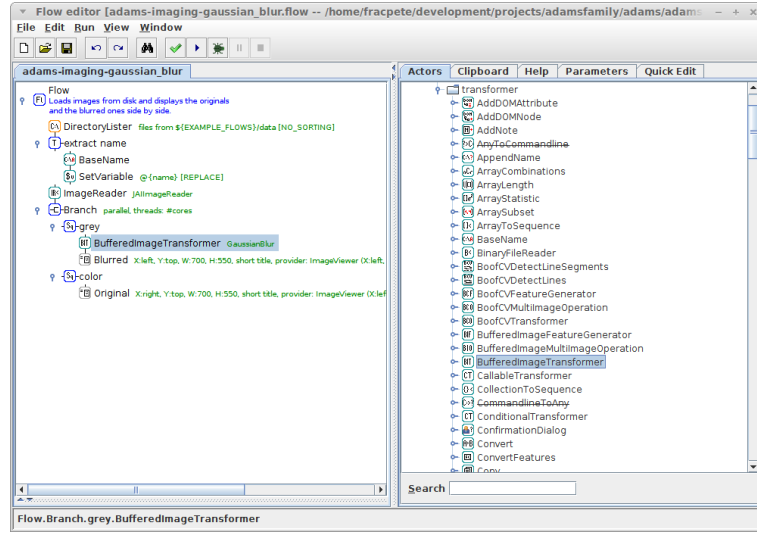


Figure 1.1: Flow for blurring images stored in a directory.

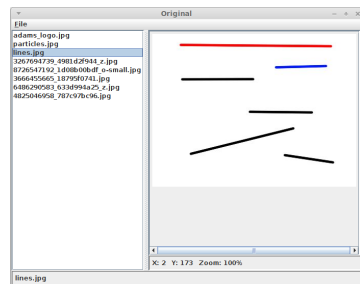


Figure 1.2: The original image.

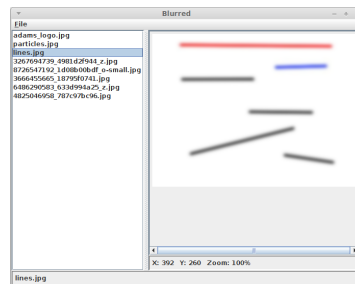


Figure 1.3: The blurred image.



## Chapter 2



# Java Advanced Imaging

Java Advanced Imaging (JAI) is an API to provide a simple, high-level programming model which allows developers to create their own image manipulation routines<sup>1</sup>.

Reading and writing images are done using the *ImageReader* transformer and *ImageWriter* sink:

- `ImageReader` – use the *JAIImageReader*
- `ImageWriter` – use the *JAIImageWriter*

Since the JAI actors, readers and writers use `BufferedImageContainer`, the `BufferedImageTransformer` and `BufferedImageFeatureGenerator` transformers can be used.

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<sup>1</sup>[http://en.wikipedia.org/wiki/Java\\_Advanced\\_Imaging](http://en.wikipedia.org/wiki/Java_Advanced_Imaging)



## Chapter 3

# LIRE

The Lucene Image Retrieval library [4] provides a wide range of feature generators that work on *BufferedImageContainer* objects:

- AutoColorCorrelogram
- BasicFeatures
- BinaryPatternsPyramid
- CEDD
- ColorLayout
- EdgeHistogram
- FCTH
- FuzzyColorHistogram
- FuzzyOpponentHistogram
- Gabor
- JCD
- JpegCoefficientHistogram
- LocalBinaryPatterns
- LuminanceLayout
- OpponentHistogram
- PHOG
- RotationInvariantLocalBinaryPatterns
- ScalableColor
- SimpleColorHistogram
- Tamura



## Chapter 4

# Object conversion

The following conversions are available to convert from one format into another:

- *ColorToHex* – turns a Color into its hexa-decimal notation.
- *HexToColor* – turns a color in hexa-decimal notation back into a Color object.



## Chapter 5

# OCR

A common task in image processing is *optical character recognition* (OCR). ADAMS offers a simple wrapper around the open-source *tesseract* engine [7]. The engine is available for Windows, Linux and Mac OSX. It supports multiple languages, however, these need to be installed in order to be actually available.

The following actors are available:

- *TesseractConfiguration* – standalone for configuring OCR, mainly to define where the tesseract executable is located.
- *TesseractOCR* – this transformer turns an image file into one or more text files, which need to be further processed in the flow then.<sup>1</sup>

By default, the *TesseractConfiguration* standalone uses the globally defined preferences as default values. In the preferences dialog (*Main menu* → *Program* → *Preferences* → *Tesseract*) you can specify the location of the tesseract executable and the default language (see Figure 5.1).

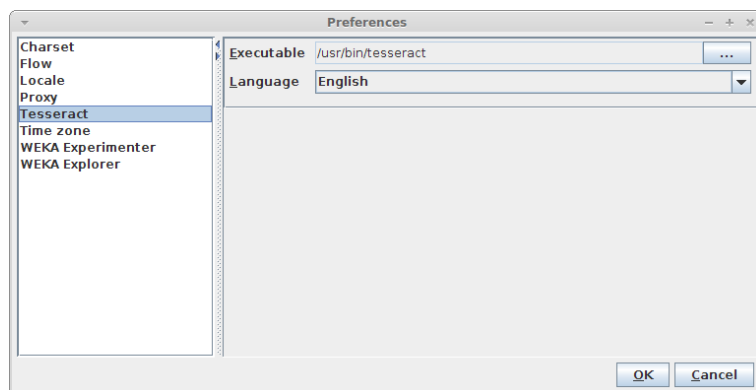


Figure 5.1: Preferences for tesseract.

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<sup>1</sup>adams-imaging-ocr.flow





## Chapter 6

# Interaction

The *PixelSelector* transformer allows the user to interact with the flow. The interaction with the user works as follows: an image viewer instance is displayed when the *PixelSelector* transformer receives an image token as input. The user then right-clicks on a pixel that he wants to process, e.g., labelling for WEKA data generation. After all the pixels have been selected and processed, the user then hits the *OK* button to close the dialog. The *PixelSelector* then forwards the image container with the attached, enriched report for further processing.

The *PixelSelector* transformer is very generic, which means the actor is responsible for the actions that the user can select from the right-click menu. This is done by selecting the appropriate actions from the list of available ones, e.g., *AddClassification* (package `adams.flow.transformer.pixelselector`), which is used for attaching classification labels to pixels. In order to make these selections visible not just in the report that is displayed on the right-hand side in the dialog, appropriate overlays can be selected as well, e.g., the *ClassificationOverlay* (package `adams.flow.transformer.pixelselector`) overlay, which displays the pixels with the associated labels on the screen.

Figure 6.1 shows a flow<sup>1</sup> that lets the user hand-label all JPG images in a directory and generated WEKA data from it. It uses a cropped region of 5x5 pixels around the selected pixels for the data generation. The user interface for selecting the pixels is shown in Figure 6.2 and a resulting dataset in Figure 6.3.

Of course, due to the interactive nature, labelling is performed on-the-fly and no record is kept. Once the image has been processed, the *PixelSelector* will forget about it. If you want to preserve the attached report, you can use the *ReportFileWriter* transformer to save the report to disk.

In order to re-use a previously saved report, you can use the *SetReportFromFile* or *SetReportFromSource* transformer to replace the default report in the image container after you loaded the image with the one stored on disk. This allows you to continue work with previously generated labels, saving you a lot of work.

Since the *SetReportFromFile* and *SetReportFromSource* transformers generate *ReportHandler* tokens, you need to explicitly cast the type of the tokens to the desired one, e.g., *BufferedImageContainer*, using the *Cast* control actor.

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<sup>1</sup>adams-imaging-pixelselector.flow

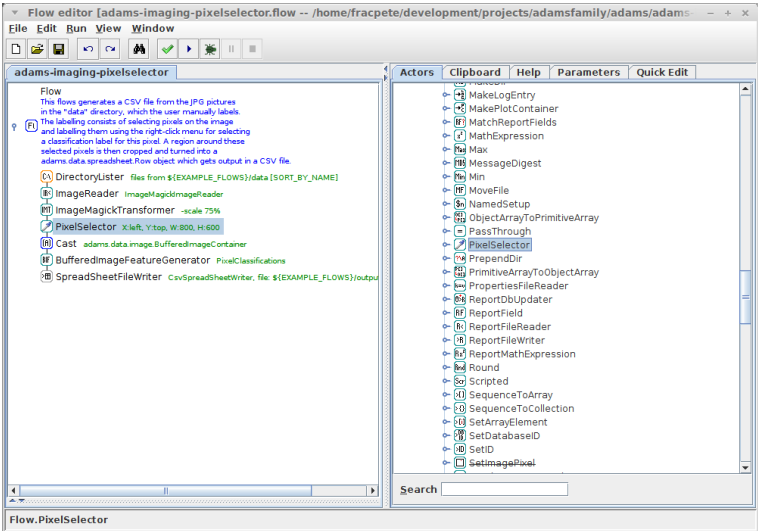


Figure 6.1: Flow for generating ARFF file from user-labelled pixels.

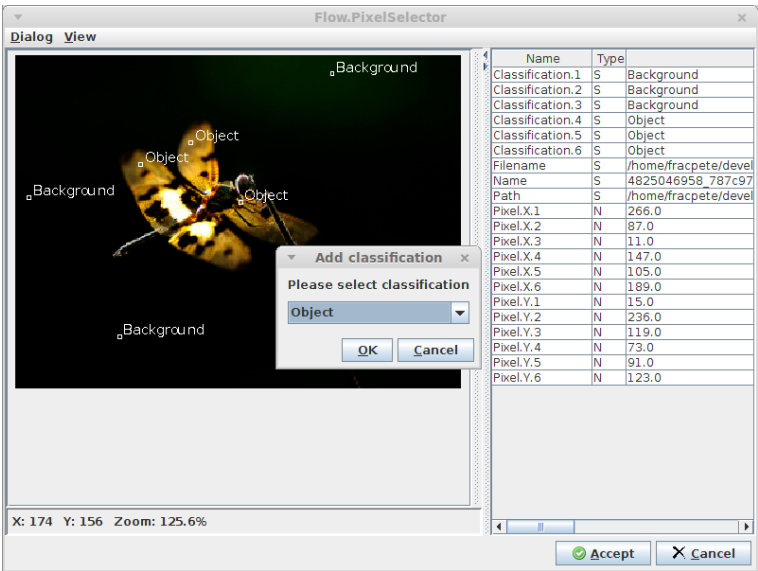


Figure 6.2: User interface for labelling pixels, displaying some pixels labelled already.

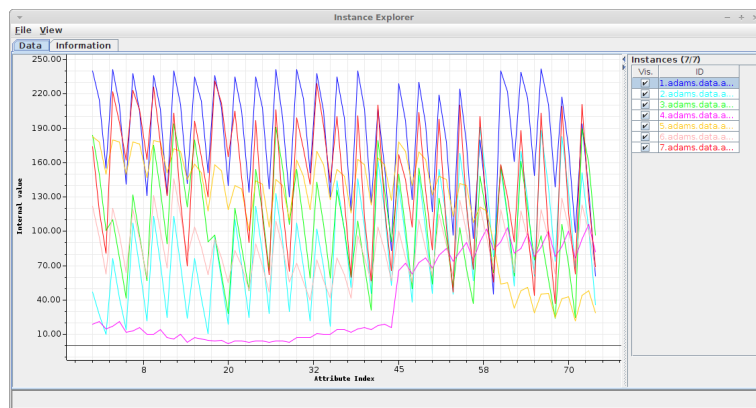


Figure 6.3: Example dataset generated using the PixelSelector.



## Chapter 7

# Feature output

Of course, the data can be turned into a format that is suitable for machine learning applications like WEKA ([8]). For JAI transformer tokens, the *BufferedImageFeatureGenerator* can be used to generate such output.



## Chapter 8

# Miscellaneous actors

The imaging module offers some more actors that have not been introduced yet. Available sources:

- *ColorProvider* – outputs `Color` objects generated by a configured color provider.
- *NewImage* – creates an image with a specific color and user-defined dimensions.

Available transformers:

- *DecodeBarcode* – allows extracting of barcodes like EAN and QRCode from images<sup>1</sup>.
- *Draw* – Performs draw operations on images, like setting pixels, drawing lines, rectangles, ovals, text, images<sup>2</sup> and even barcodes (e.g., EAN and QRCode)<sup>3</sup>.
- *transformer.ImageAnnotator* – allows the user to interactively annotate objects (i.e., attach labels) that were located in an image.
- *ImageInfo* – Allows you to obtain *width* and *height* information from an image.
- *ImageHistogram* – sink that displays the histogram of an image (gray of color).
- *ImageMetaData* – Extracts meta-data (EXIF or IPTC) from an image as spreadsheet using various libraries (e.g., Sanselan[6], Meta-Data Extractor[5]).<sup>4</sup>
- *ImageSharpness* – determines whether image is in focus or not.
- *LocateObjects* – provides a framework for algorithms that locate objects in images.
- *transformer.MergeObjectLocations* – merges objects locations in the current image container with the ones obtained from a report available from storage.

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<sup>1</sup>adams-imaging-barcode.flow

<sup>2</sup>adams-imaging-draw.flow

<sup>3</sup>adams-imaging-barcode.flow

<sup>4</sup>adams-imaging-meta\_data.flow





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