

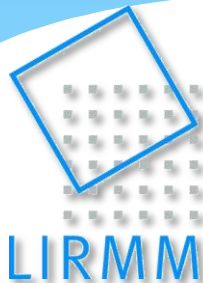
Visualization and analysis of very large 3D images

ANAS KHARBOUTLY

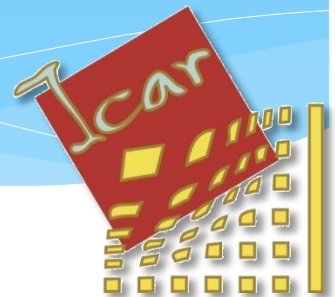
UM2 - Master 2 Informatics - IMAGINA

SUP. BY: GÉRARD SUBSOL

Montpellier 03.06.2013



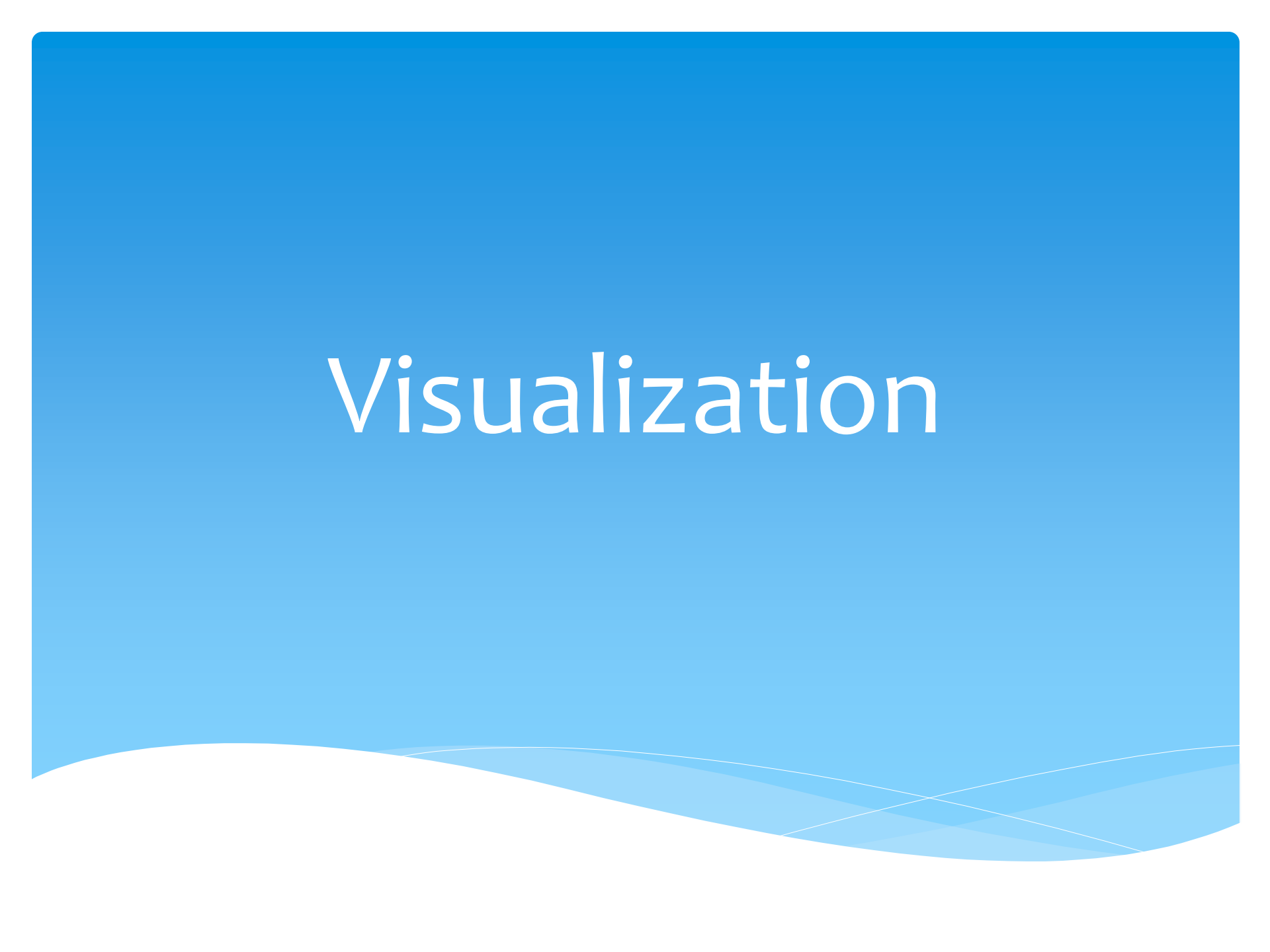
Laboratoire
d'Informatique
de Robotique
et de Microélectronique
de Montpellier



The Main Problem

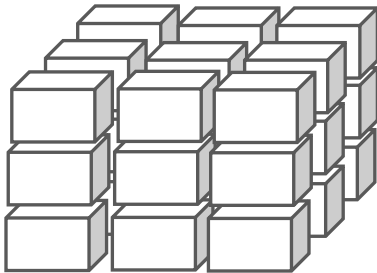
- * Visualization and analysis of very large 3D images
 - * Very large 3D images: $2000 \times 2000 \times 2000$ voxel
 - * Problems:
 - ✗ Memory size
 - ✗ Time
 - ✗ Visualization window

Visualization

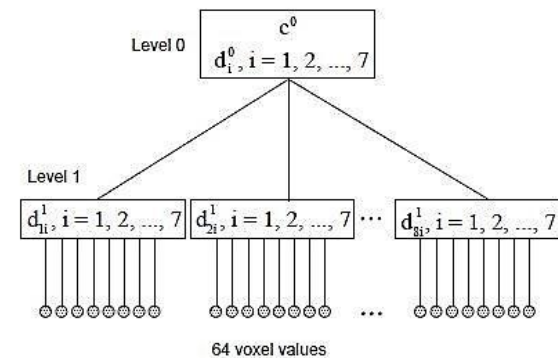
The background of the slide is a solid blue color. At the bottom, there are several overlapping, wavy white lines that create a sense of depth and movement, resembling a stylized horizon or a series of waves.

Visualization

1. Blocks Decomposition



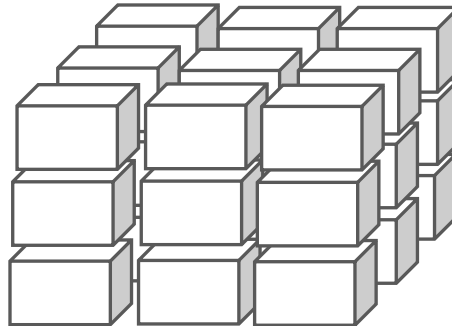
2. Multi-scale coding[*]



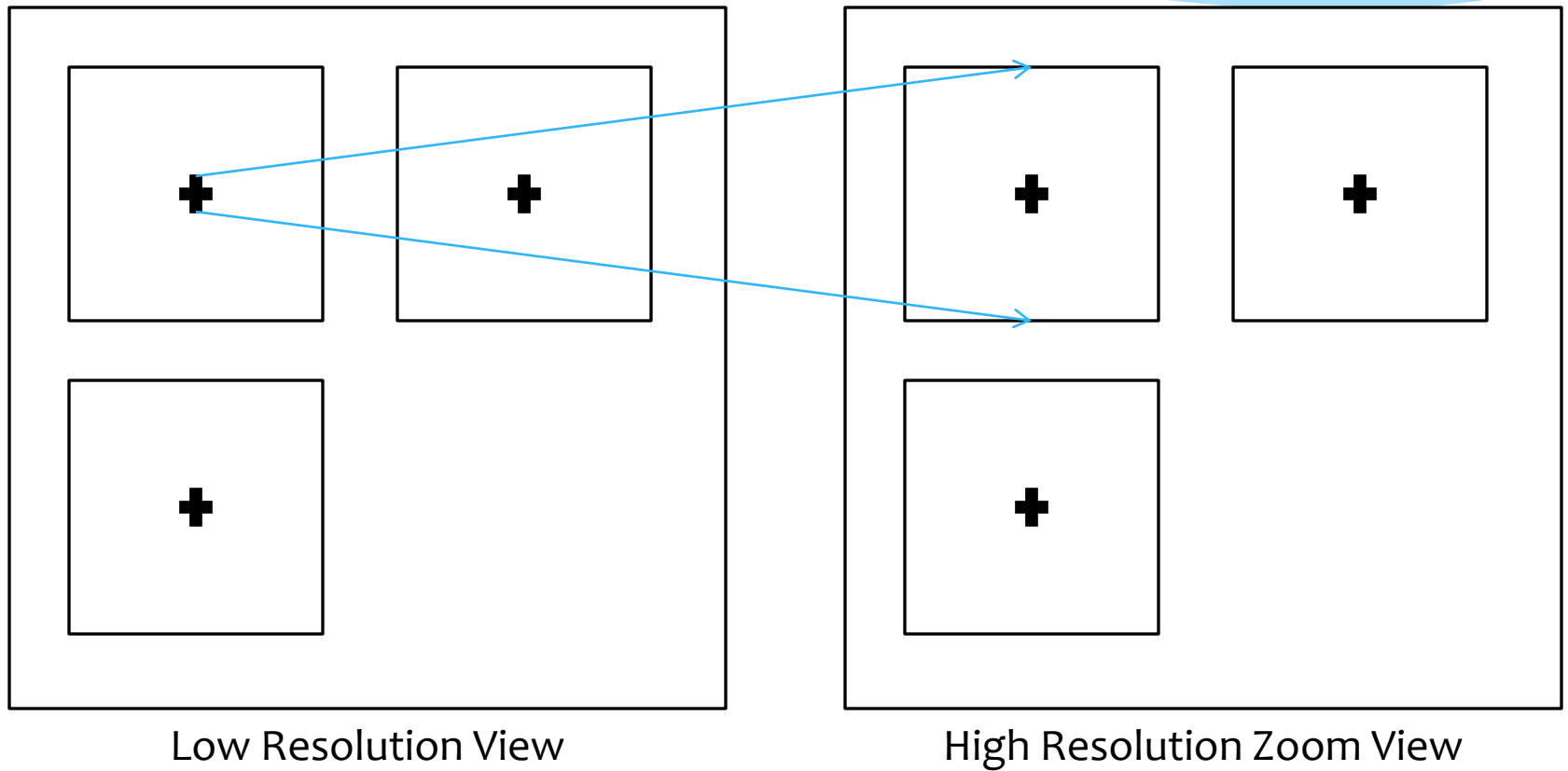
[*] Ihm, I., Park, S.: Wavelet-based 3D compression scheme for very large volume data. In: Graphics Interface '98, 107.116, 1998.

Visualization

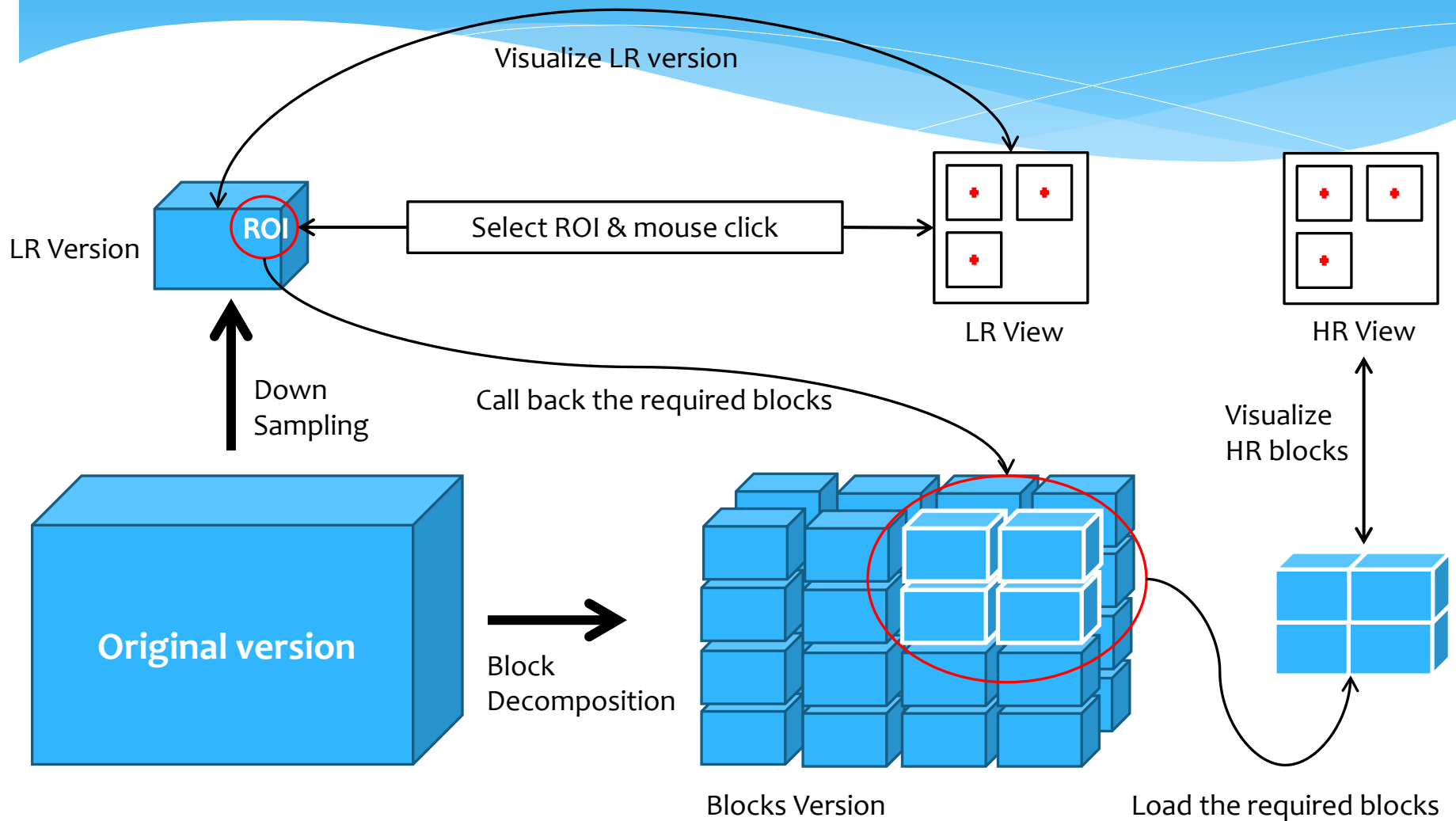
1. Blocks Decomposition



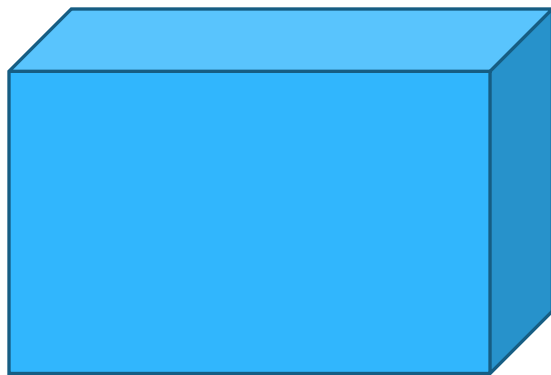
Visualization



Visualization

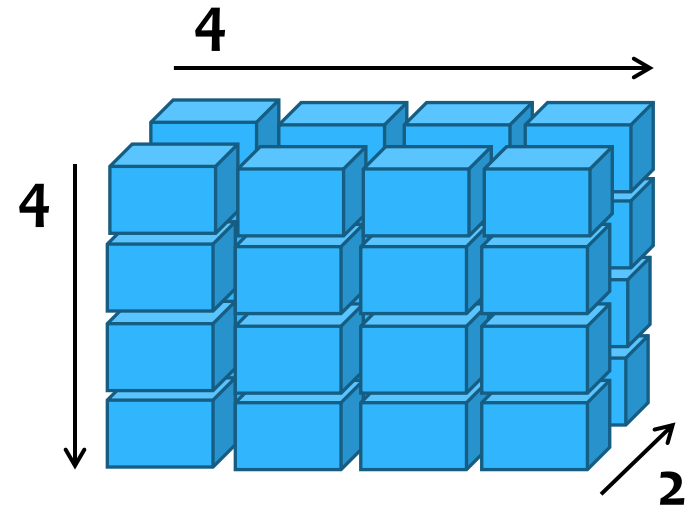


Block Decomposition



Original Version

Block
Decomposition



Blocks Version

Decomposition Factor (4,4,2)

Visualization Parameters

- * Decomposition Factor: **Two matters!**
 1. Block size & Required memory
 2. Number of blocks & Required time

Visualization Parameters

1. Block size & Required memory (2D)

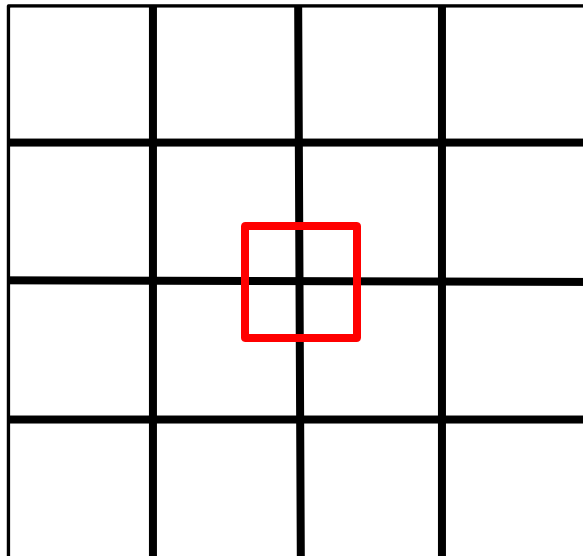


Image size

800 * 800

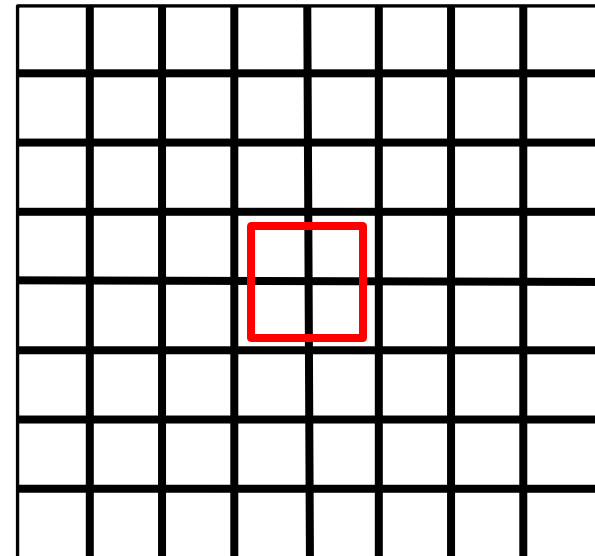
Window size

100 * 100

Decomposition Factor (4,4)

Block size: 200 * 200 : 40 000

Required Memory: 4 * (200*200) : 160 000



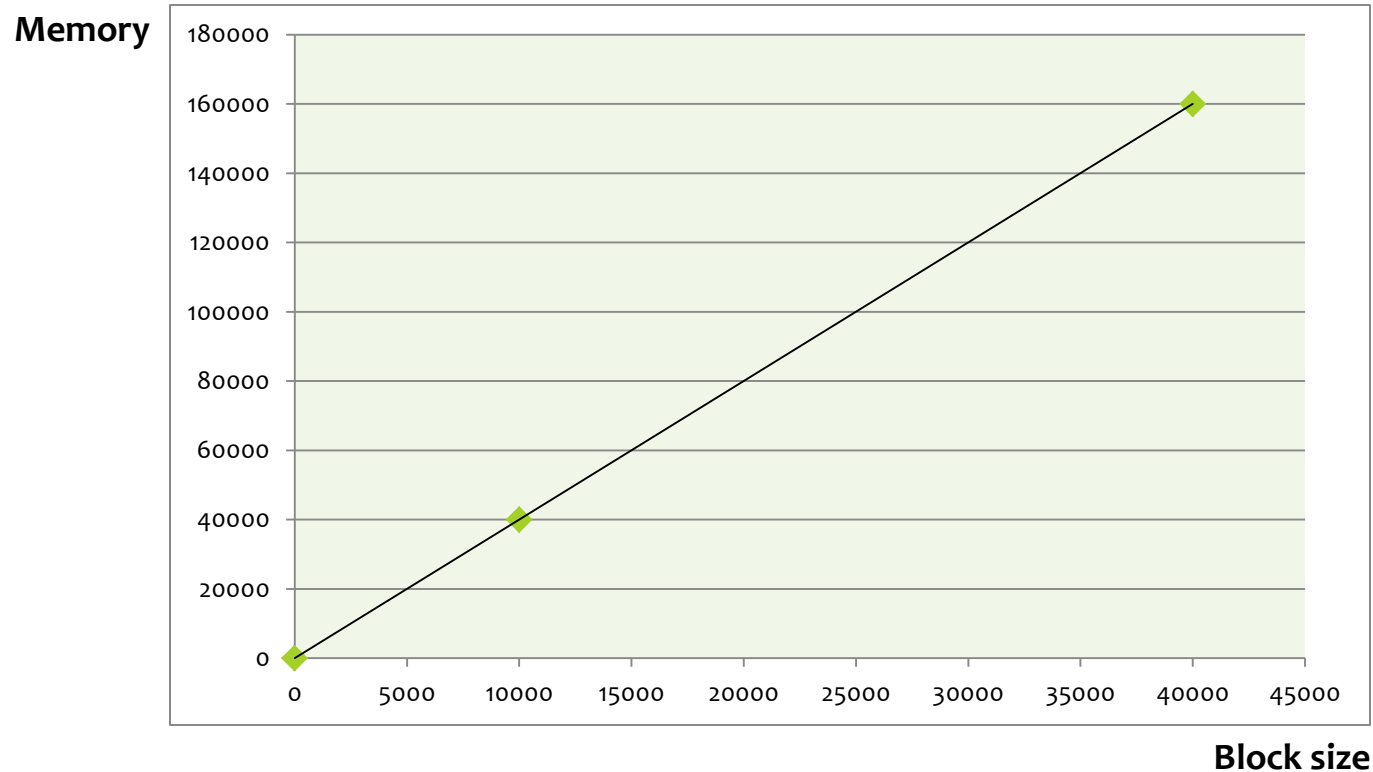
Decomposition Factor (8,8)

Block size: 100 * 100 : 10 000

Required Memory: 4 * (100*100) : 40 000

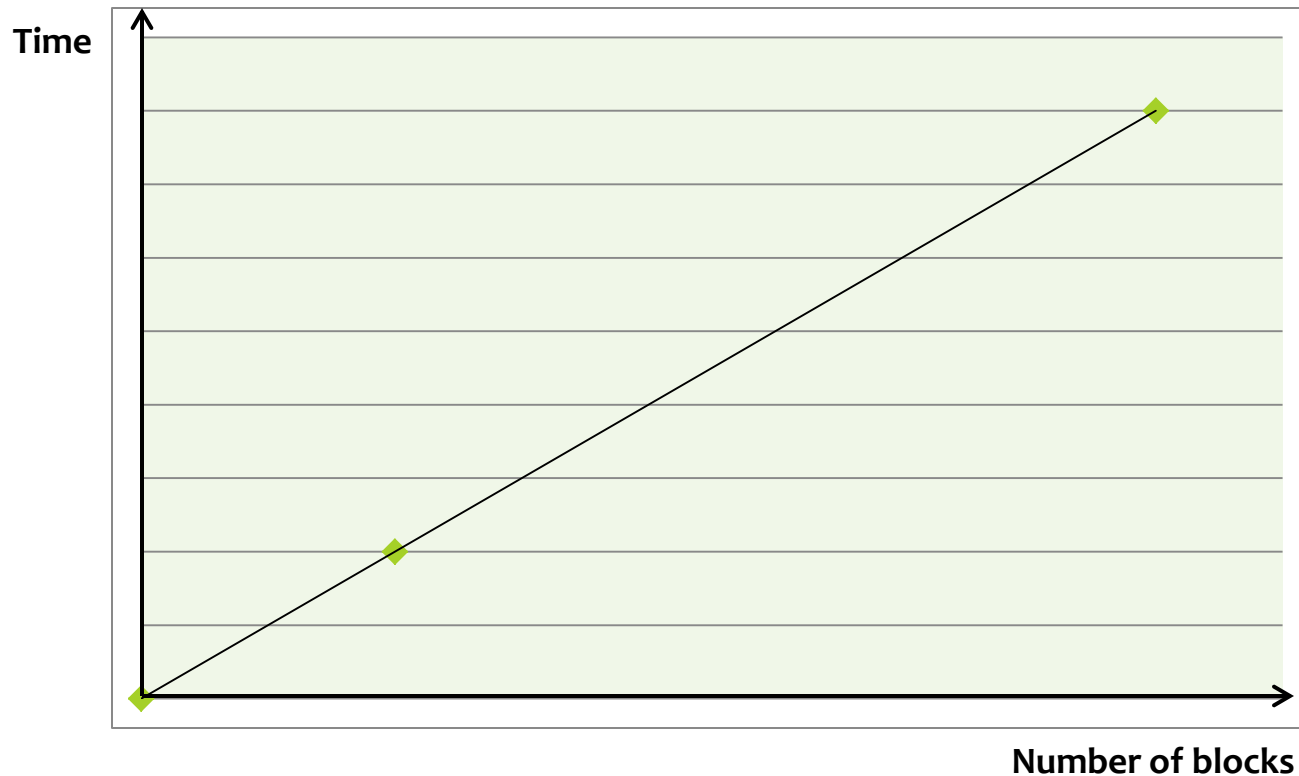
Visualization Parameters

1. Block size & Required memory (2D)



Visualization Parameters

2. Number of blocks & Required time

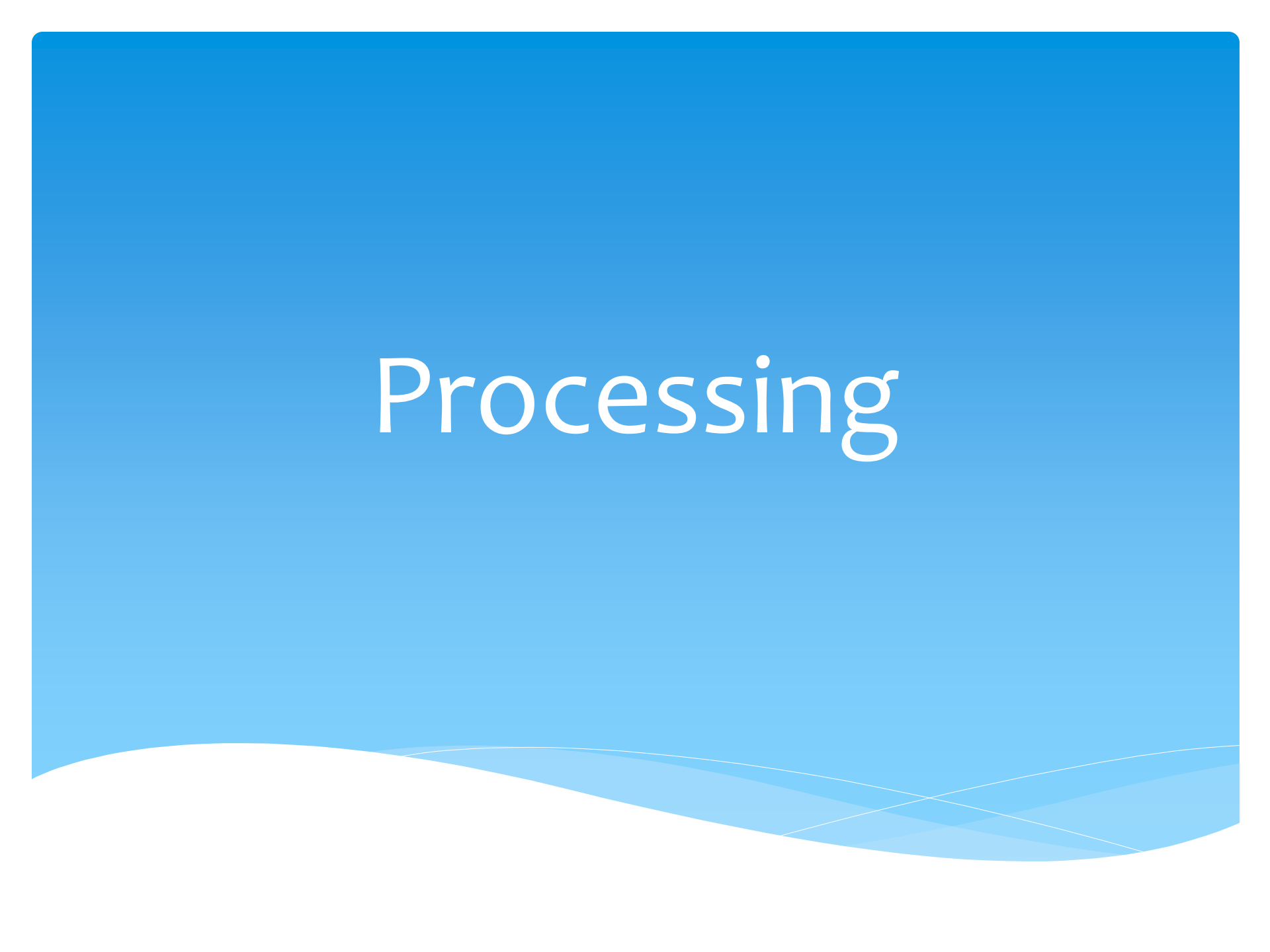


Visualization Parameters

- * Down sampling parameters
 - * Down sampling factor along each axis
- * Block decomposition parameters
 - * Number of blocks along each axis
 - * Configuration file (DF, BS, ZS)

Application of Visualization

Processing

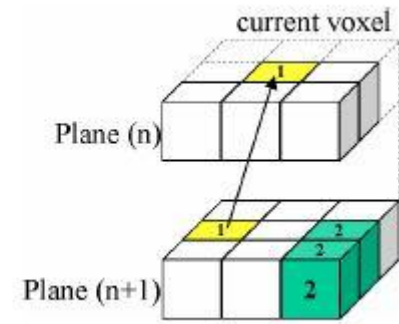
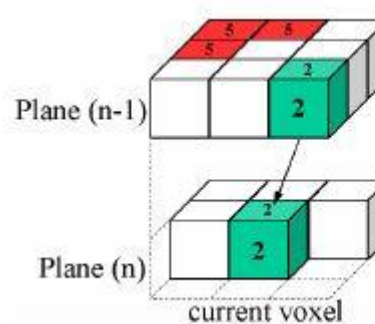
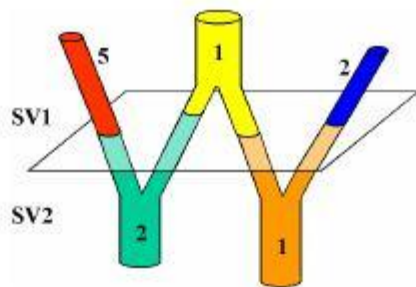
The image features a solid blue background with a white wavy line at the bottom. The word "Processing" is written in a white, sans-serif font, centered horizontally and positioned in the upper half of the image.

Processing

1. Extract the connected components
2. Erosion
3. Dilation
4. Thresholding

Processing

1. Extract the connected components^[*]



[*] L.Apostol and F.Peyrin, Connectivity analysis in very large 3D microtomographic images.

Processing

1. Erosion
2. Dilation
3. Thresholding

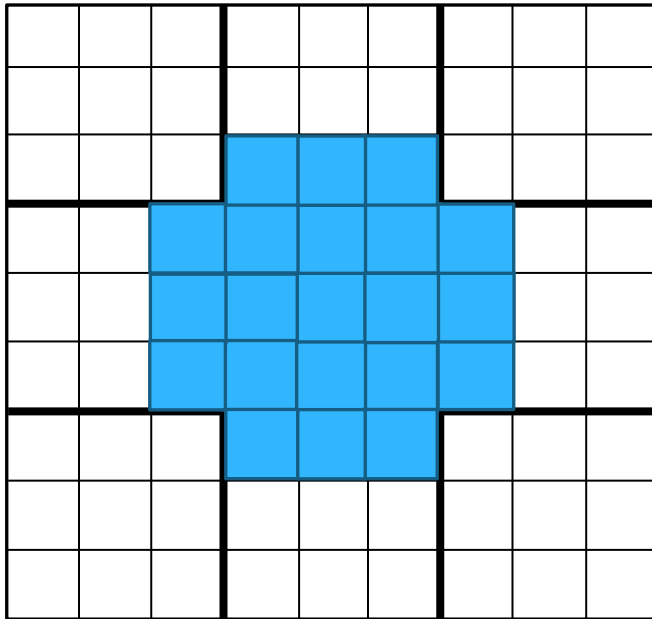
Processing Sections

1. Preview the process list
2. Select a process and provide the parameters
3. Apply on LR version and show the result
4. Select ROI to apply this process
5. Add this process to the process list
6. (Creating a process list file and load an existing one)

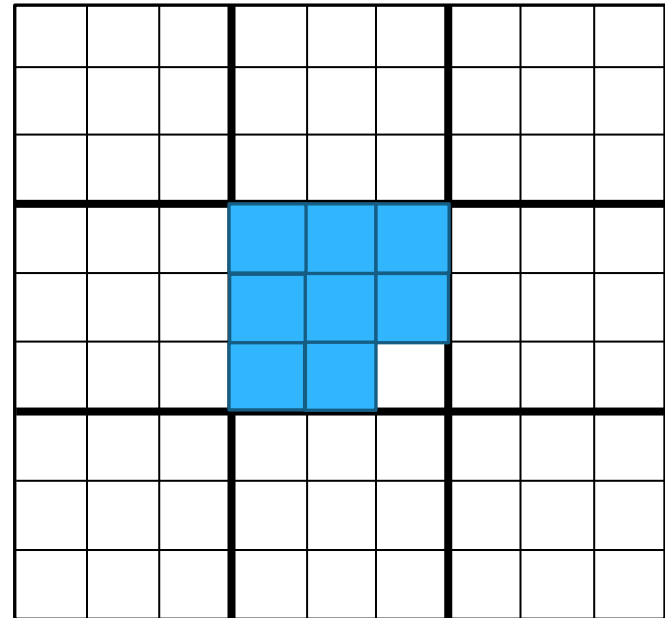
Processing Problems

1. Problems of applying process's operators
 1. Erosion
 2. Dilation

Processing

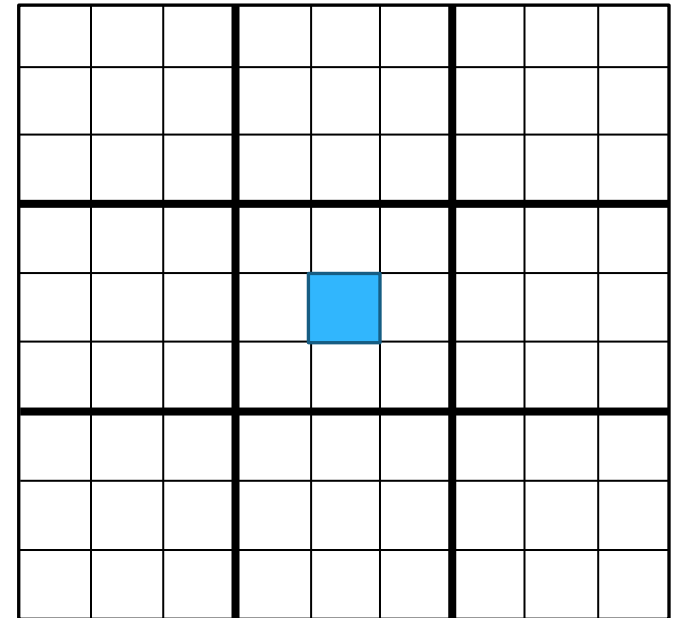
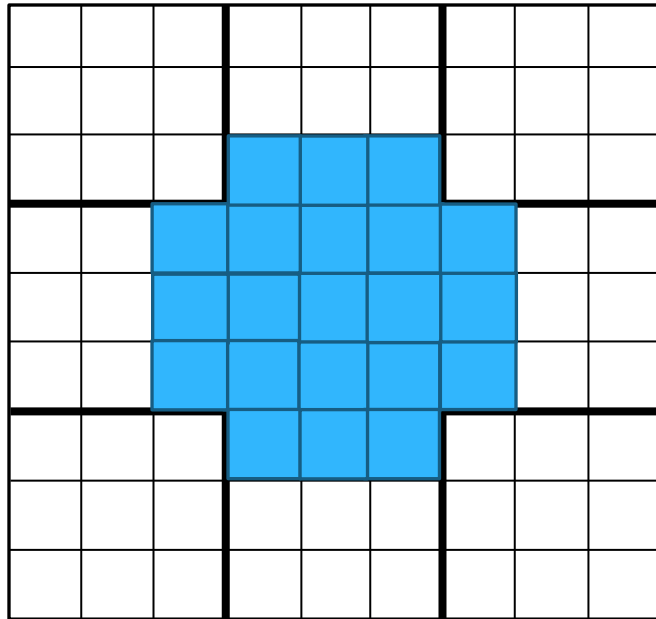


Problem of Erosion



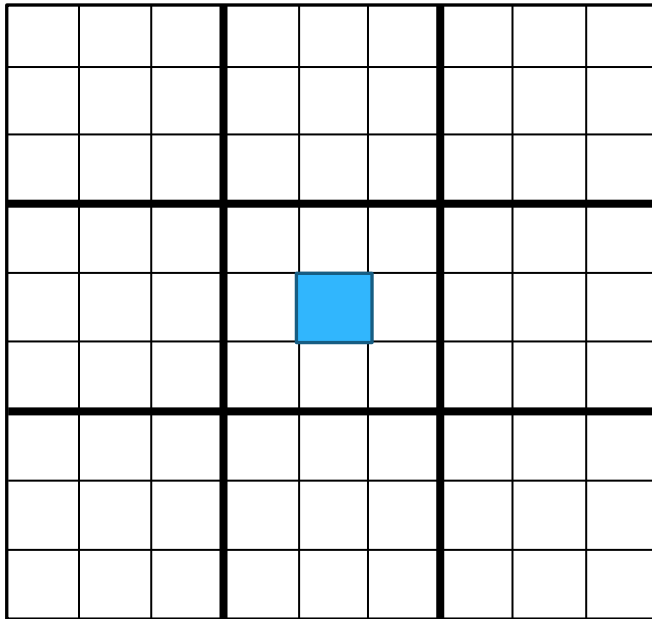
Problem of Dilation

Processing Problems

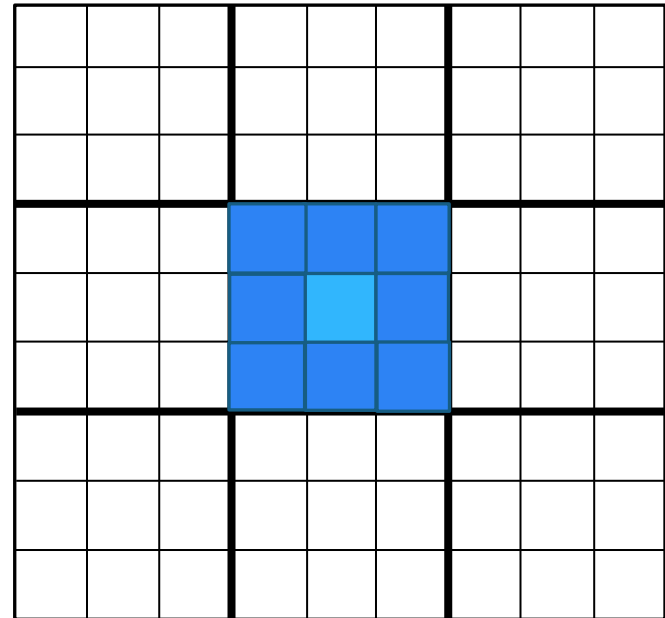


Problem of Erosion

Processing Problems

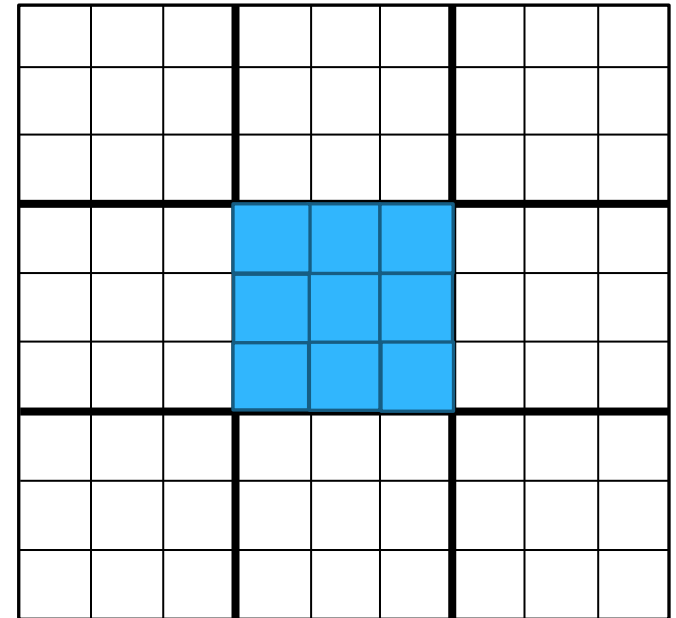
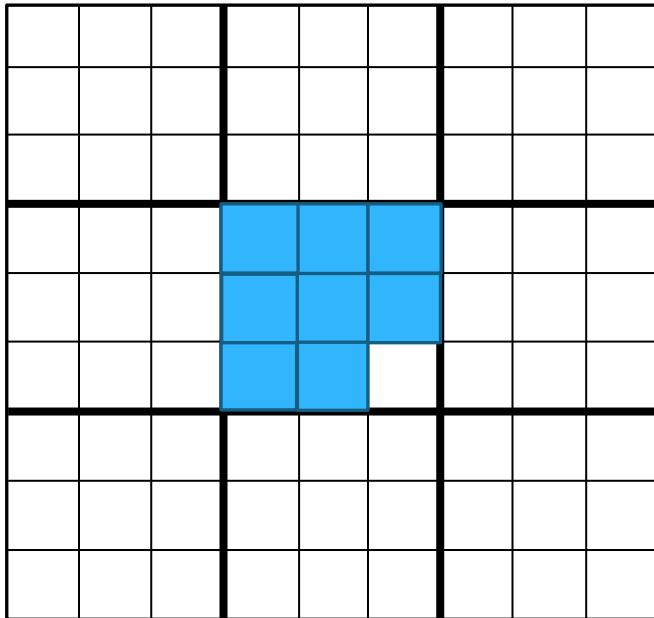


Erosion on the blocks



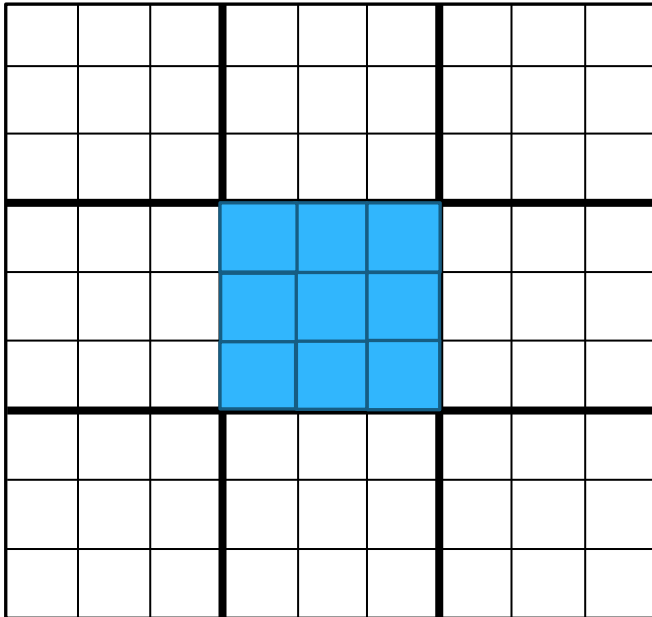
Correct Erosion

Processing Problems

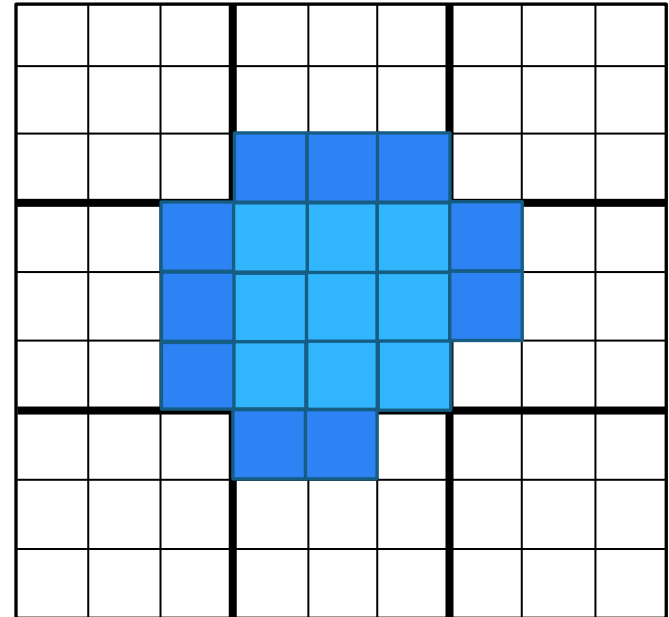


Problem of Dilation

Processing Problems



Dilation on the blocks



Correct Dilation

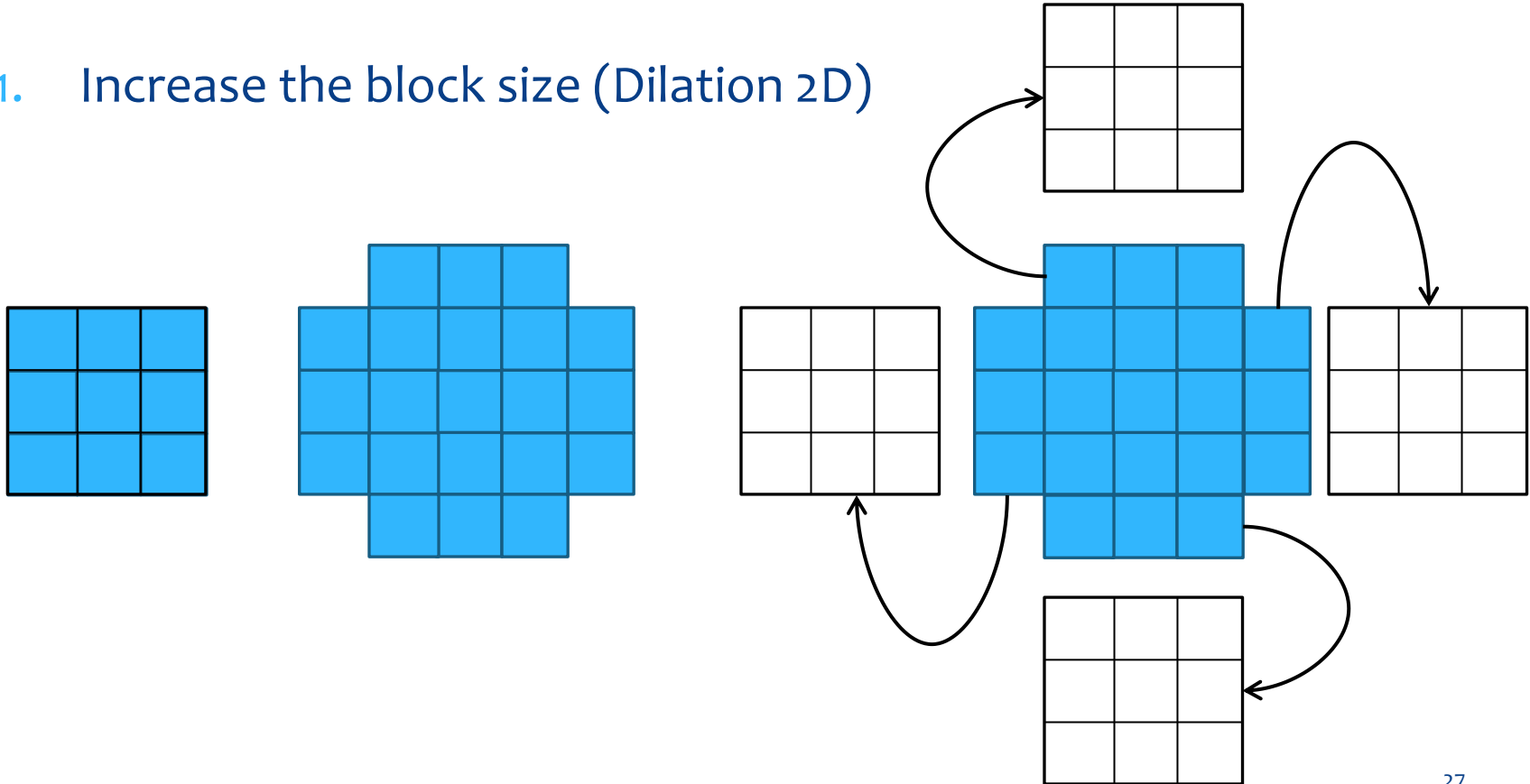
Processing Problems

To get deal with such kind of problems: Two point of view

1. Increase the block size
2. Apply the process on the block's neighbors.

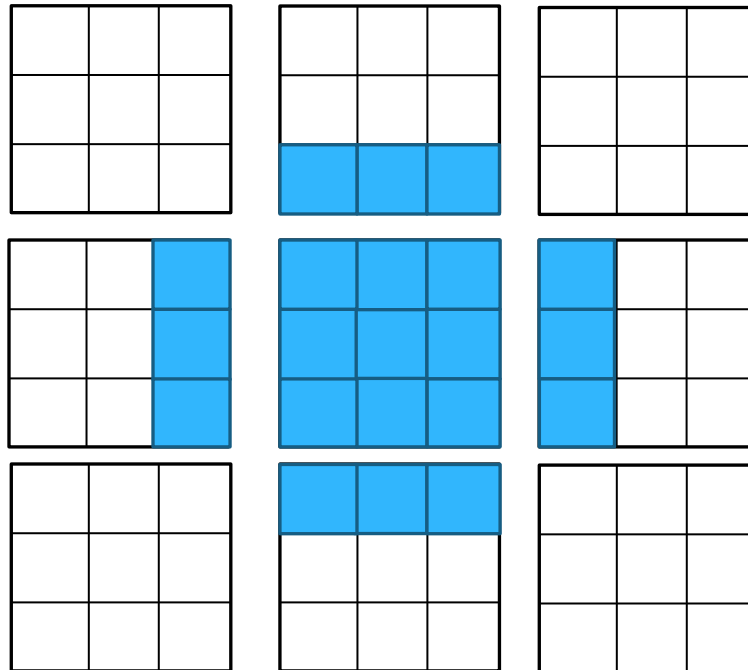
Processing Problems

1. Increase the block size (Dilation 2D)



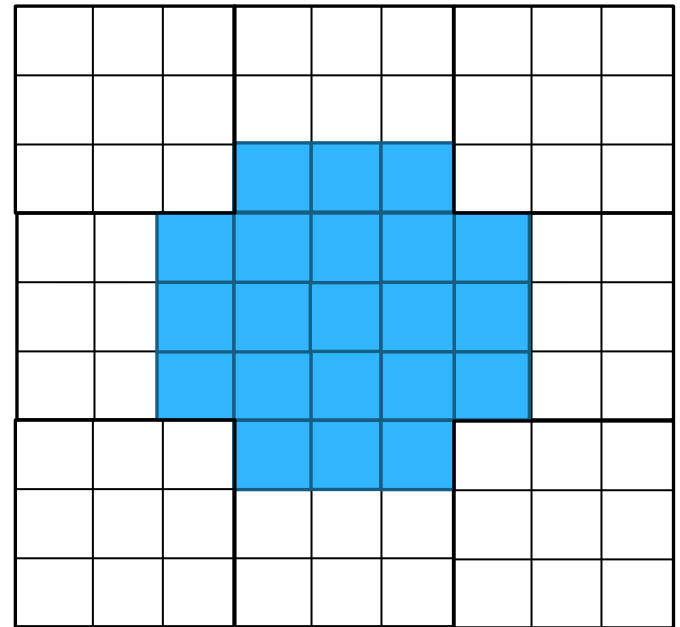
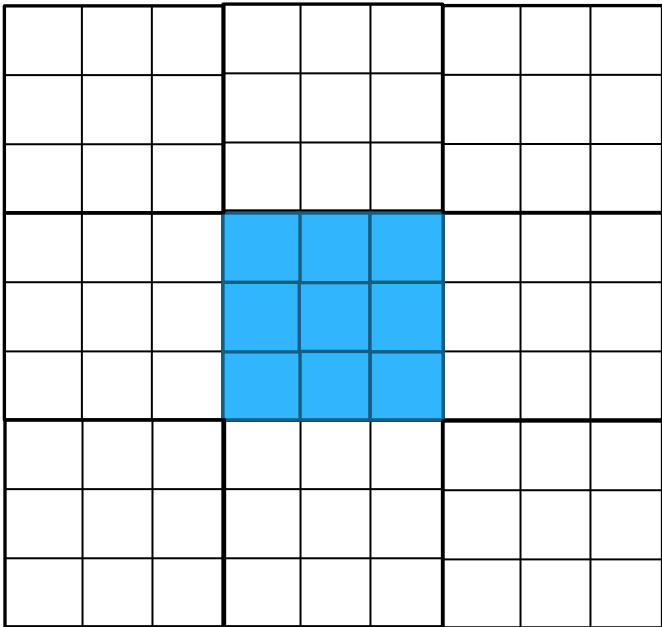
Processing Problems

1. Increase the block size (Dilation 2D)



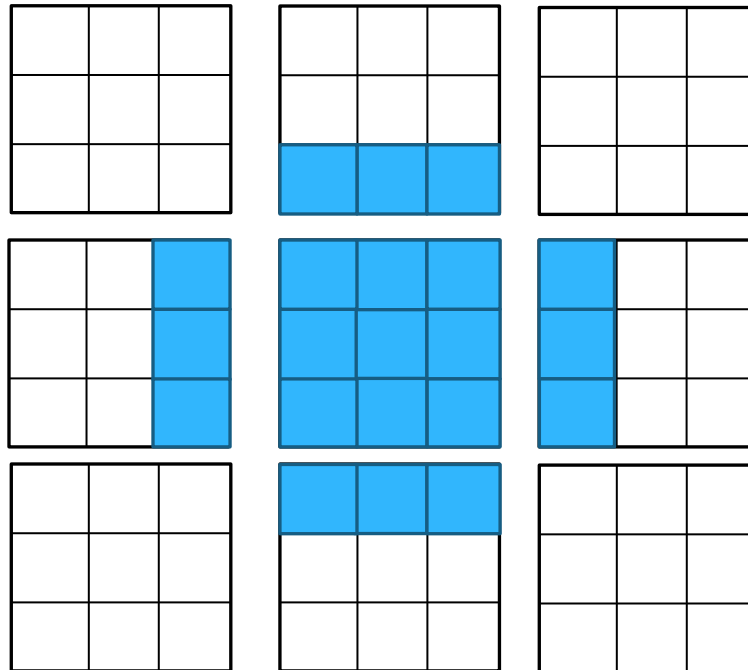
Processing Problems

1. Apply the process on the block's neighbors (Dilation 2D)



Processing Problems

2. Apply the process on the block's neighbors (Dilation 2D)



Merci de votre attention





Questions