Image Processing for Physicists

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Background Pierre Thibault [pi-er ti-bo]

- From Québec
- PhD USA
- Postdoc #1: Switzerland
- Postdoc #2: Germany
- Academic work: UK
- UniTS since Sept. 2020





My research:

- [–] X-ray imaging and tomography
- Specifically: new methods that exploit coherence and redundancy in datasets (→ involve heavy reconstruction algorithms)

http://s-baxit.optimato.eu

Syllabus

- 1. Spatial Domain
- 2. Fourier Domain
- 3. Sampling & Interpolation
- 4. Image Representations
- 5. Characterization Of Detection Systems
- 6. Imaging Systems & Wave Propagation
- 7. Interferometric Imaging And Imaging Of Far-Field Fourier Amplitudes
- 8. Tomography
- 9. Least Squares Optimization
- 10. Constrained Optimization & Maximum Likelihood Optimization

Philosophy

Techniques

Core knowledge of most common mathematical and numerical tools for imaging and microscopy, from a physicists view point.

Coding skills

Opportunity to improve (python) coding proficiency (more *scripting* than *programming*).

Decoding

Learning the terminologies to understand quickly research work that use imaging.

Critical thinking

Lean to identify the proper tools for a specific imaging need, analyse and criticise image processing operations found in the literature.

Admin

- In person (+ remotely if needed)
- Room T20 (department of physics)
- Tue Thur 11:00-13:00
- Lectures + tutorials
- Weekly exercises (python)
- Final assessment: mid-February, oral

What is an image?

• We adopt the definition:

"Spatial representation of information"

- 2D (most common)
- 2D multichannel (color)
- 2D timeseries (movies)
- 3D (tomographic data, ...)
- 1D (why not?)







source: http://www.wikipedia.org

HOPG

4 0 Å

AFM

STM



source: http://www.wikipedia.org







source: http://www.ati.ac.at/~neutropt/experiments/Radiography/radiography.html



Brain MRI (T1, T2, FLAIR)

http://www.mrforschung.med.uni-goettingen.de

Probe

Interaction



source: http://www.wikipedia.org



source: http://www.wikipedia.org



source: http://www.wikipedia.org

Fundamentals of Imaging

Information

Probe analysis, feature extraction, ... Interaction Information Detection source: J. Dik, et al. Anal. Chem. 80, 6436-6442 (2008) Processing



Error correction, artifact reduction, ...



source: E. M. Abu Anas et al. Phys. Med. Biol. 55 6911 (2010)

→ Probe

Interaction

Detection

Processing

Display



source: http://www.aztechradiology.com

source: http://www.wikipedia.org

Fundamentals of Imaging

Information

Extraction of information not always straightforward



Airy disc



ruptured aorta (deadly)

Extraction depends on level of education

We are part of the imaging system!

Interaction Information Detection Processing Display Interpretation Fundamentals of Imaging

Probe

Digitization, sampling, quantization

Data (nowadays) almost always discrete

Discrete representation of a continuous function





Digitization, sampling, quantization

What is a pixel?

sample of continuous function,

with coordinates and value(s)

- value at coordinate

- mean over pixel area

NOT a box-like image feature



Digitization: sampling + quantization

Digitization in space:

sampling

Digitization in 'intensity':

quantization



source: http://www.wikipedia.org

Digitization: sampling + quantization

Albert Einstein, 1948

2048 x 2048

128 x 128



Albert Einstein, 1948

Digitization: sampling + quantization

16 bit = 16.777.216 levels

2 bit = 4 levels











Loss of information (fine details) 2048 x 2048 128 x 128



Change sampling

and quantization



2048 x 2048 cubic



Interpolation

Various interpolation methods available



Field of view

Sampling restricted to field of view of detector

Stitching of multiple

fields of view

Venus surface from Magellan orbiter

source: http://www.wikipedia.org

Accounting for missing data?

Dynamic range



source: http://www.wikipedia.org

Image noise

Is (unfortunately) always present

Characterization by source



source: http://wikipedia.org

source: http://nasaimages.org

Image noise

Is (unfortunately) always present

Characterization by source

Characterization by density function

Gaussian distribution







Fat-tail distributions



source: http://www.wikipedia.org

Image noise

Is (unfortunately) always present

Characterization by source

Characterization by density function

Characterization by spatial correlations white noise pink noise



source: http://www.wikipedia.org

Signal and contrast



e.g. Fringes.

Contrast and noise

- Higher contrast, higher noise intrinsic to the image
- constant contrast-to-noise





SNR and CNR



Ethics of image processing



Nikolai Yezhov removed from original photo (1937)

Ethics of image processing



Helper removed from Mussolini's "sword of Islam" photo (1937)

Ethics of image processing

EDITORIALS

Not picture-perfect

Nature's new guidelines for digital images encourage openness about the way data are manipulated.

Researchers struggle to amass good data and present them in as clear a fashion as possible. But what do we mean by 'clear' when it comes to images? In days gone by, whether we liked it or not, data acquired at the bench were not much different from what was published. In a biomedical lab, for example, samples NATURE Vol 439 23 February 2006

that had been radio-labelled and separated on a gel were recorded on X-ray film. Composite figures were assembled, with lettering carefully placed around the mounted film. If a control was forgotten or a gel was uneven, the graduate student or postdoc was sent back into the lab to get it right 'for publication'. If a speck of dust on the film obscured data in the original photograph, another picture was taken. Slicing films to rearrange the order of samples, or to splice in a control group that was actually part of another gel, was not common because it took almost as much skill to do that as to rerun the experiment.

It is doubtful that scientists were more angelic then than now. It is

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Ethics of image processing

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"In short, any digital technique that isn't applied to the entire image is suspect and needs to be explicated to the reader."

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NATURE Vol 439 23 February 2006

When spatial information is more than a scalar



Source: http://apod.nasa.gov/apod/ap070505.html









3-channel images

RGB





The eye as a light detector





Color spaces

- Real signal : LMS (cone response)
- Standard: CIE XYZ
 - "Commission Internationale de l'éclairage"
 - XYZ : just a linear transform from LMS
- Most displays: RGB (ve
 - Again, just a linear transform from XYZ
- Most printed support: CMYK
 - Go to 4 colors to save ink (maximize black)



Source: http://de.wikipedia.org/wiki/Lab-Farbraum

Color vision deficiencies



Color vision deficiencies

Normal vision



Deuteranopia (insensitivity to green)



The human eye

The good

- Good spatial resolution (< 1mm)
- Very large dynamic range $(> 10^6)$ and automatic threshold
- Energy discrimination (colors)
- Long life-time, energy efficient, low carbon footprint

The bad

- Relatively low sensitivity (> 500 photons/s to register a conscious signal
- Low speed (10 Hz)
- Slow trigger

Image storage

• TIFF:

- [–] high dynamic range possible
- lossless and lossy compression
- JPG:
 - lossy compression
- PNG:
 - lossless compression

• For scientific purposes: select the format that incurs no data degradation (TIFF, other general data formats (matlab, hdf5, ...)

