#### DEVELOPMENT QUESTIONS OF IMAGE PROCESSING FILTERS FOR PITZ

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P

Photo Injector Test Facility

Zeuthen





#### > Intro

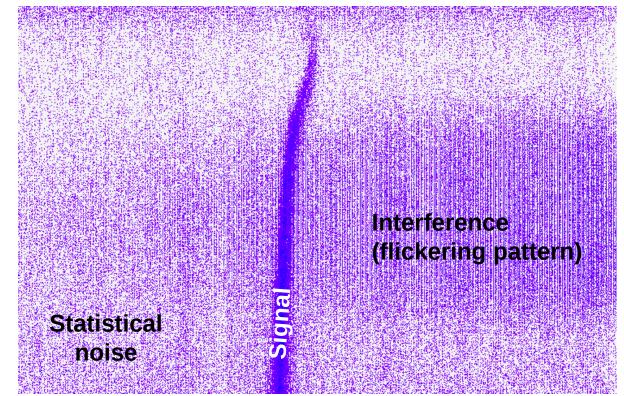
- Pure statistical analysis
- Frequency-gate based interference filter
- > Filters sky map
- Image processing existing filters and possible future developments.





### Any information we get contains "noise", "interference", "distortions".

- Noise is fought with statistical analysis
- Interference can be excluded by target filters (systematic)
- Distortions include measurement system imperfections

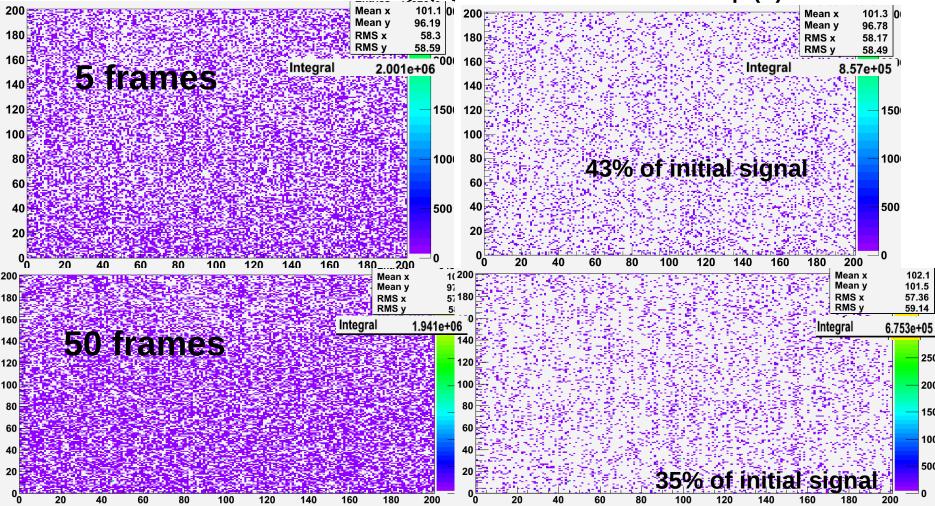






## Noise can be distinguished from (signal+noise)

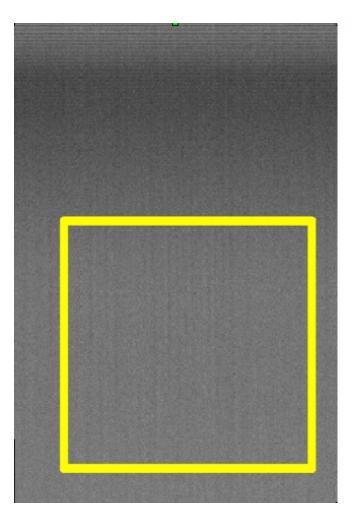
 Statistical properties: Mean, rms of dark frame for each pixel. Mean distribution has RMS of rms/sqrt(N) (N – number of frames). MeanDark+3\*rmsDark/sgrt(N) < MeanIllum+3\*rmsIllum/sqrt(N)</li>

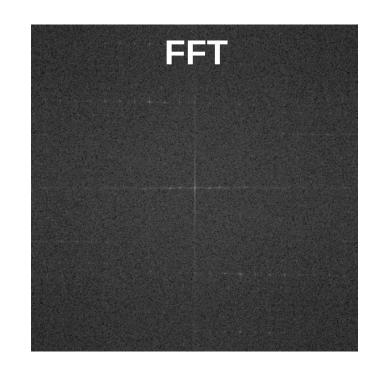


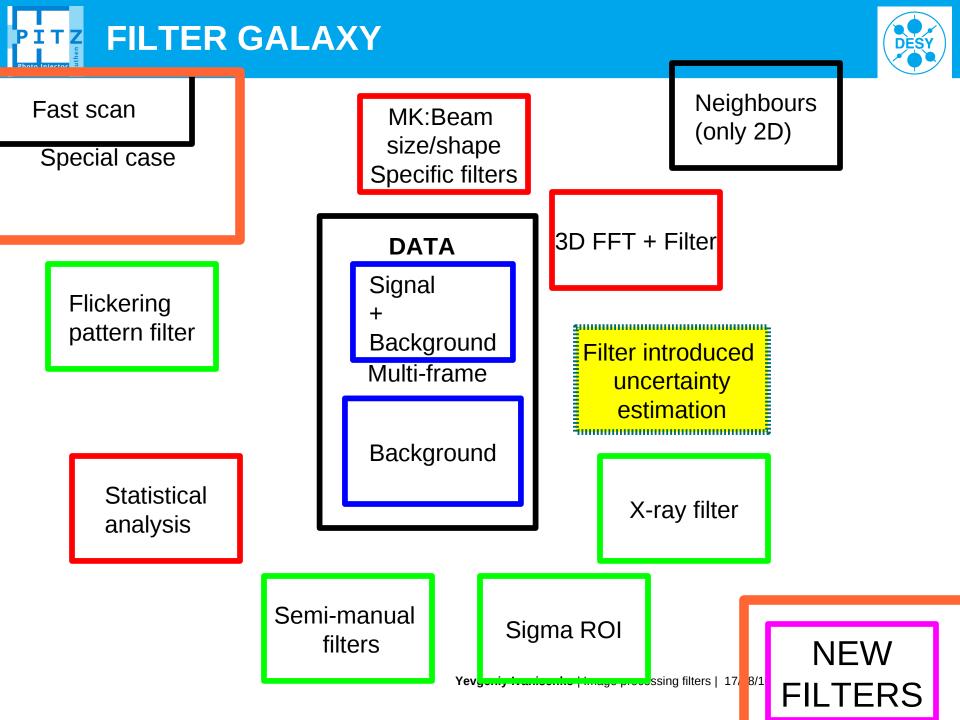




The noise is not random. One can use frequency filter. FFT of a pure random distribution is a random distribution The stars on FFT are signs of "interference".











- Mostly C/C++ ( ..., SW, DL, VM, LS, GA, YI, ...)
  Several developers at PITZ.

  - YI image processing library is 1300 lines of code, about 10 functions, still in development.
- The great image processing libraries unification (PITZ standard image processing library). To be or not to be?
- Filters benchmark is needed to judge on filter quality. Virtual filter test laboratory.
  - Artificially created ETHALON images with pseudo-real noise distributions, and with known properties of the signal distributions.
    - GA: Astra created objects
    - MK: Optics lab hardware tests (beam distr like light source)
- Video libraries are ported to MATLAB. Porting will be needed for the image processing libraries.





# > 1<sup>st</sup> step is to check the physical aspects of the existing filters

 PPS or a special group. Outcome – a manual and a physical description of the applied image transformations.

## > 2<sup>nd</sup> step: Unification and optimization of the code:

 Best scenario: we agree on common rules how one modifies his code with the smallest effort. It should not become the piece of programming art, but easy to understand and to use.