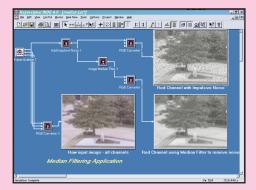
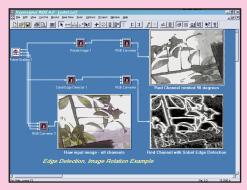


# **Examples**



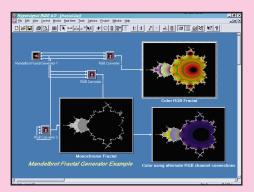
## Median Filtering Example

This worksheet provides an example of working with an image by splitting the image into its component color channels, RGB, and then adding impulsive noise to the image, and using a median filter to remove the noise from that channel.



## Edge Detection and Image Rotation

This example worksheet shows an image which has its red channel rotated 90 degrees and also sent through a Sobel Edge Detector. Note the ease at mixing and working with the RGB color planes.



## Mandelbrot Fractal Example

The Digital Image Processing Library supports fractal generation directly. A Mandelbrot Generator and a Chaos-based Fractal Generator are included in this library for a variety of fractal-based experiments.



**Advanced Image Processing Library** 

Optional Digital Image Processing Function Library for Hypersignal<sup>®</sup> Graphical Design Environments

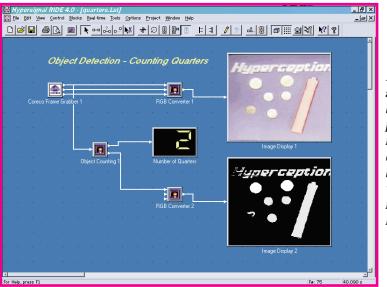


Image processing applications may be created and proof-of-concept research and development may be performed with this digital image processing library.

Object Detection example using Image Processing Library

## **Overview**

The Advanced Image Processing Library available for Hypersignal graphical design environments provides a specific set of image-related simulation blocks for image processing research and development. Adding these specialized image functions to Hypersignal is a great way to get the image processing engineer up and running in no time at all!

# **Capabilities and Color!**

The Advanced Image Processing Library uses a plane-based format to allow for monochrome and color processing of images using Red, Green, and Blue (RGB) planes of data; this format also has the additional advantage of allowing image data to be treated as matrix data with corresponding matrix operations possible on the image. Conversion routines between one-dimensional data and two dimensional data are included for performing a wide variety of image processing algorithms, using a mix of image processing specific functions and conventional one-dimensional functions.

Getting images into and out of the design environment may be accomplished through reading and writing image files in a variety of formats, including raw pixel data formats, and standard Windows BITMAP and AVI formats. A recent addition to the Image Library is the Frame Grabber function for direct capture of images from standard video cameras and capture cards. With the open software architecture of Hypersignal, custom and proprietary image capture, or frame grabber hardware, may be supported easily by creating a new block function for the hardware.

# **Advanced Image Processing Library**

### **Add Constant**

Add a constant to an image

Clip Image Clips an image by comparing with two specified threshold levels

Flip Image Flips an image

Image Negative Creates a negative image

Image Square Produces the square of an image

Image Square Root Calculates the square root of an image

Threshold Examines an image and outputs zero if the image element is not greater than the specified threshold

Zoom Image Zooms an image based on the specified parameters

Multiply by Constant Multiplies an image by a constant

Multiply Image Multiplies two input images

Add Image Adds two input images

Subtract Image Subtracts two input images

Rotate Image Rotates an image

**RGB Display** Displays an image in RGB format

**Isotropic Edge Detector** Detects the edges of an image using the Isotropic method

Laplace Edge Detector Detects the edges of an image using the Laplace method

Prewitt Edge Detector Detects the edges of an image using the Prewitt method

Roberts Edge Detector Detects the edges of an image using the Roberts method

**Sobel Edge Detector** Detects the edges of an image using the Sobel method

**2-D FFT** Performs a 2-dimensional FFT on input

# **Partial List of Functions**

### 2-D Inverse FFT

Performs a 2-dimensional Inverse FFT
Point Detector

Detects the isolated points on an image Horizontal Line Detector Detects the horizontal lines on an image

45 Degree Line Detector

Detects the 45 degree lines on an image Vertical Line Detector

Detects the vertical lines on an image

135 Degree Line Detector Detects the 135 degree lines on an image AVI Read

Reads an AVI file

Writes an AVI file Bitmap Read

Reads a Windows Bitmap file

Bitmap Write Writes a Bitmap to a disk file Maximum Filter

Performs a maximum filter on an image Median Filter

Performs a median filter on an image

Performs a minimum filter on an image Moving Average Filter

Performs a moving average filter on an image

Order Statistical Filter Performs a order statistical filter on an image Exponential Transform Histogram Performs the exponential transform histogram on an image

Histogram Calculates the histogram of an image Histogram Equalization

Performs a uniform histogram on an image Log Transform Histogram

Performs the log transform histogram on an image

Brightness Measures the average intensity of an image Contrast

Measures the variance of an image **AND Two Images** 

Performs the logical AND function on two input images

### **OR Two Images**

Performs the logical OR function on two input images

**XOR Two Images** Performs the logical XOR function on two input images

AND Constant Performs the logical AND function on an image with a constant

OR Constant Performs the logical OR function on an image with a constant

XOR Constant Performs the logical XOR function on an image with a constant

Add Gaussian Noise Adds noise with a Gaussian distribution to an image

Add Impulsive Noise Adds impulsive noise to an image

Add Laplacian Noise Adds noise with Laplacian distribution to an image

Add Uniform Noise Adds noise with a uniform distribution to an image

**Object Counting** Detects and counts objects

**Object Tracker** *Tracks an object(s) in an image* 

Sharpening Filter Performs a sharpening filter on the input image

Mandelbrot Fractal Generator Generates a Mandelbrot Fractal with specified parameters

Chaos Game Generator Generates a fractal based on the chaos game

**RGB Converter** Convert an RGB signal to the specified format

Image Delay Delay a specified number of images Sprite

Generates a Sprite image

Standard Video Frame Grabber Allows standard PC-based video cameras to acquire/process real-time images

The Leader in DSP

**Ordering Information** 

Part Number: HSWN2515 - Advanced Image Processing Library

## *Optional Image Processing Function Library for Hypersignal Graphical Design Environments*

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