Tools in Scientific Computing
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Lecture - 42
Balloon problem and viscous fingers

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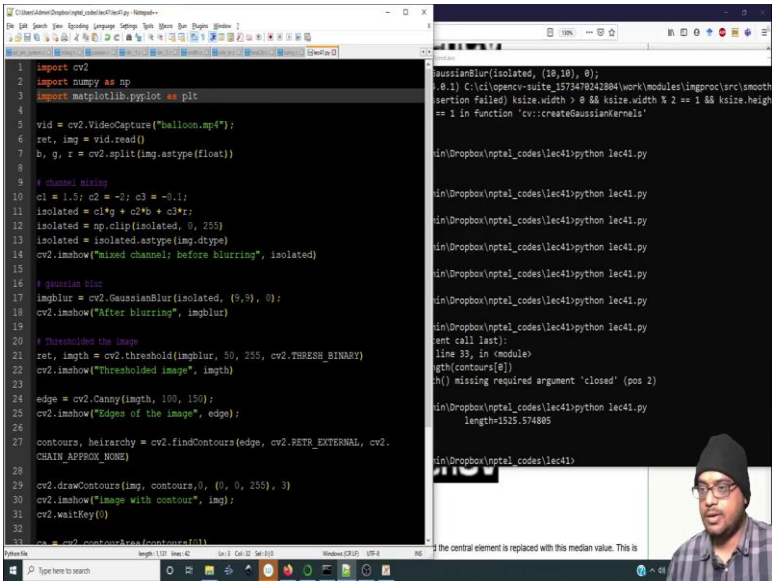

Hello again, welcome to this next lecture where we going to proceed with the image processing part. So, so far we have figured out what the thresholded image looks like. Now, what we are going to do is actually find out the contour on that image; the contour that before, but before that we have to first detect the edge. So, let us do that. So, we are going to say edge = cv2.Canny image threshold.

Whatever we thresholded Canny lower limit Canny upper limit and yeah that is it. Then we will do cv2.imshow("Edges of the image", edge) we will say edges of the image we are going to plot edge. Let us see what we get.

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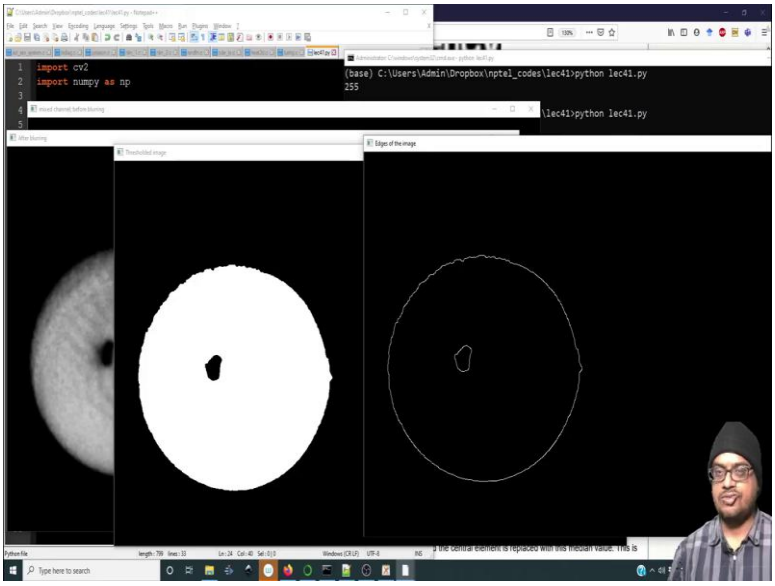

So, this is what we obtain as the edge of the image it is quite nice to be honest. And so what did we start with? We started with an image which had or a frame which had my hand bunch of other things and thanks to the very first step in which we mixed the modes or mix the signals or mix the channels rather.

We were able to get rid of all those things we smoothened the image actually even if we do not smoothen the image nothing much changes, but it is always a good thing to smooth it ok. For finding out contours and all it is always a good idea to have less information. Then we have 2 contours, one is the two edges one is the outside thing another one is the inside thing.

So, the inside thing it comes up because of that reflection of the light nothing else, but we will see once we detect the contours that it will it will not cause a lot of image a lot of issues. So, now that we found out the edges of the image we are going to pass the edges to find out the contours. Well you could have done it directly with the thresholded image as well, but regardless.

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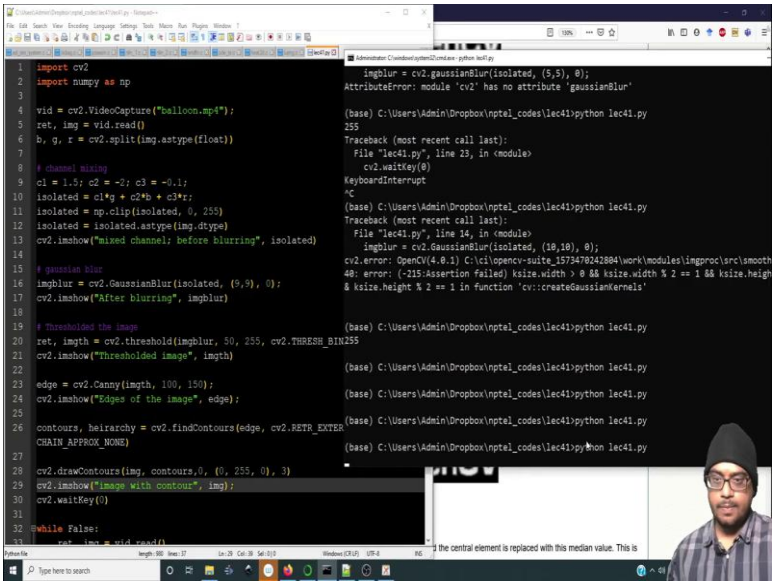

So, we are going to do contours hierarchy well, you can call them anything you want is equal to cv2.findContours you are going to pass the image from which you want to find then you going to say RETURN EXTERNAL and you are going to CHAIN APPROX NONE. So, the findContours function it requires the image then it requires information about how you want to return the contour. So, RETR EXTERNAL means in that image.

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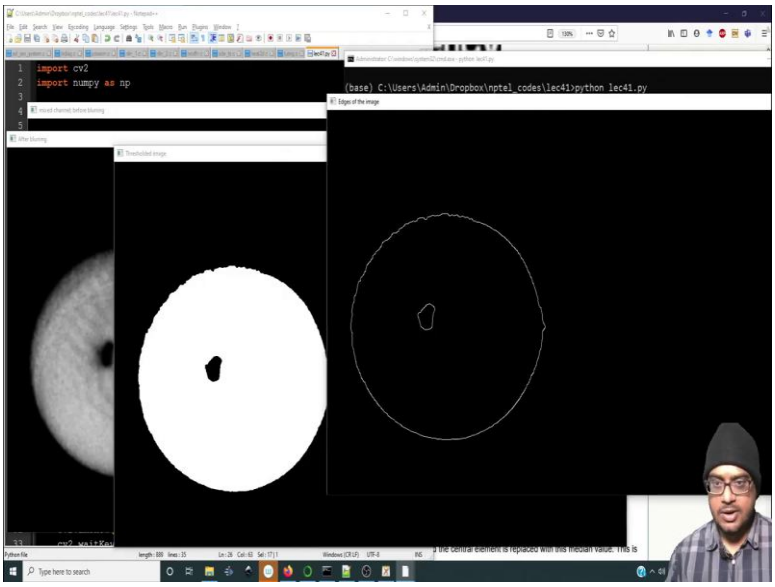

So, let me run this. So, when it is going to detect these two contours it is going to give you only the parent contour because inside that parent contour there is a child contour as well. So, you are going to remove that contour from the list alright.

So, this is a very important thing you only want the biggest contour or the enclosing contour if you do not do this it is you are going to get this contour as well or you do not want that then you do cv2.CHAIN_APPROX_NONE so.

Is the purpose of CHAIN APPROX NONE, if you have for example, a straight line and you do not want to save all the points on the line we can simply save the two points. So, if you do CHAIN APPROX simple you are going to save the end points you are going to interpolate once you start doing something with it, but in in this case we have a complicated surface. So, we do CHAIN APPROX NONE right.

This helps you obtain the various contours not the various contour, but the largest contour. So, now, once we know what the contours are we will do cv2.DRAW on oops cv2.drawContours then we are going to plot the contour on the original image.

So, the original image was this alright. So, drawContours on image we are going to draw the contours we are going because there is only one contour. So, 0 means, so if you do minus 1 you going to plot all the contours 0 is the id of the contour.

In this case you have only one contour. So, contour 0 is the equivalent of this, then you need to specify the color of the contour. So, color will be specified as the tuple like this and we have to give the line thickness of the contour. So, it is going to overlay the contour on the image and show it alright.

So, let me save this and let me see what happens where is the original image? So, we need to show the image again cv2.imshow("image with contour", img) we have to give the name image with contour image alright.

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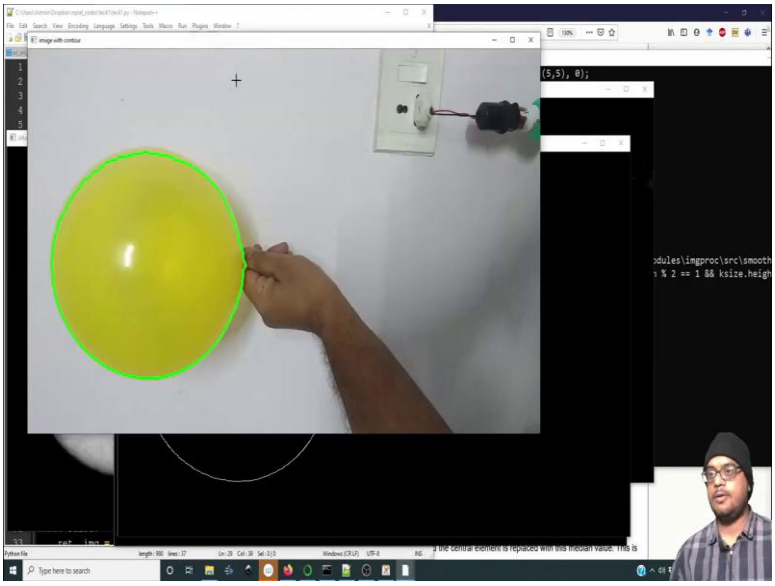

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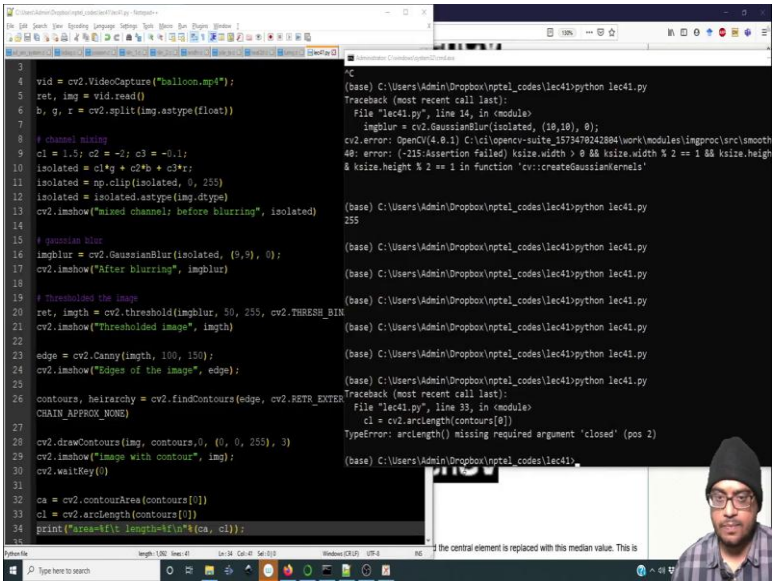

This is great we have detected the contour of the balloon. So, to 0, 255, 0 means b g r. So, g, so then the color of the contour becomes green. In case you want a red contour then, we instead of g channel to 255 we are going to set it to this to 255. So, this is going to make the contour to be red ok.

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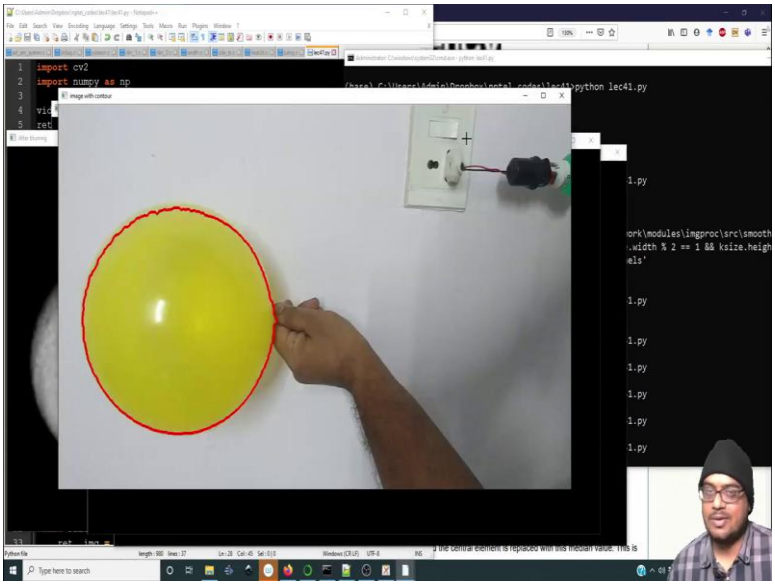

It is as simple as that. So, so far what we have done is great we have identified the contour we have plotted the contour, now we have also want the area of the contour right. So, what is the area of the contour? So, thankfully we have functions which help us in finding out the area the perimeter of the contour.

So, its cv2.contourArea(contours[0]). So, this is the main contour in case you have other contours you have to give different indices like this, but because we have only one contour it is going to be contour[0].

We also have cv2.arcLength(contours[0], True) and we are going to give contours[0] right. So, these two should give us the area equals %f\t and length equal to %f\n. % we are going to call this ca and we are going to call this cl. So, then (ca, cl). So, let us see what happens when we run this let me close all the images. So, the argument is required ok.

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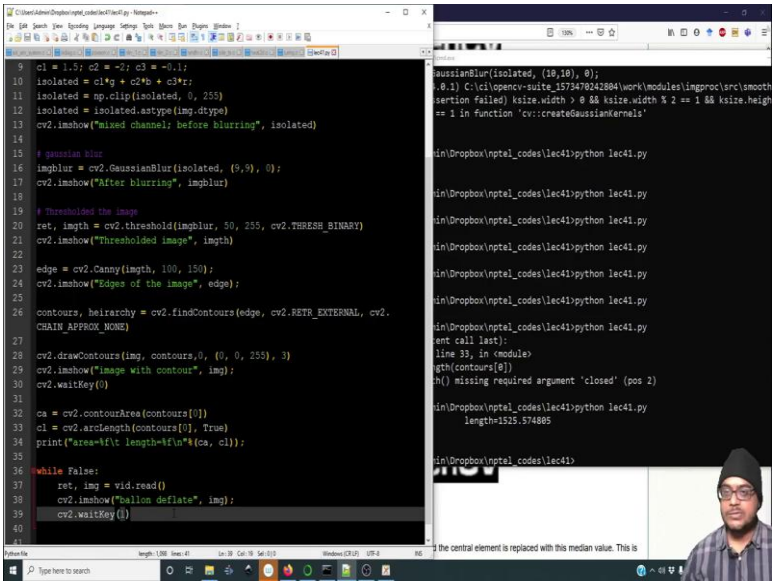

So, the arcLength also requires another argument which helps in telling whether it is a closed contour or an open contour. So, if it is a closed contour we have to tell True if it is an open contour we have to say false. So, the area is this and the arc length is this. Well great if you divided by 2π you get the projected radius that is fine I am not going to do that because it is quite trivial to do what we have to do is to wrap all of this inside a for loop that is it ok.

We have to now wrap all of this inside the for loop and then, we are done sort of ok. Let me see whether I can invoke my plot lib.

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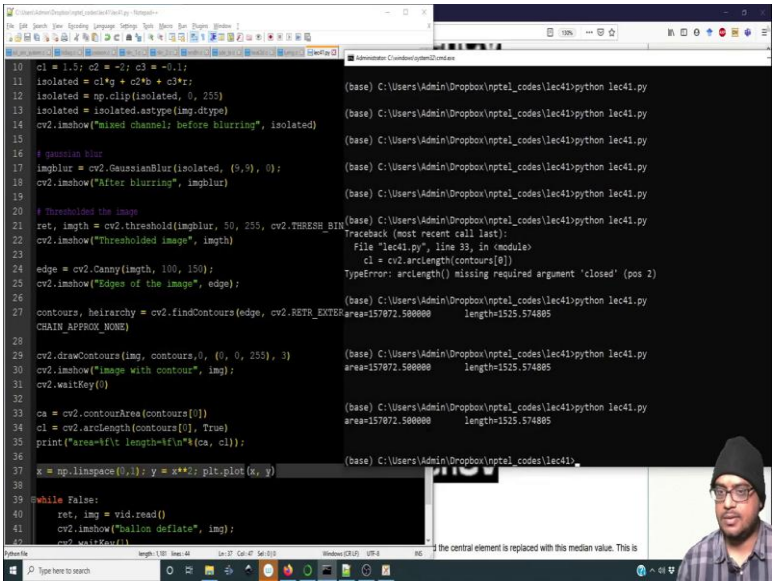

So, import matplotlib.pyplot as plt and x = np.linspace (0, 1) , $y = x^2$ here cannot plot x, y. So, let me see if it executes this in this because in, but it does not show the plot and that is ok. We can dump it to a file, we can read the file, later on no harm done ok. Let us not bother with this if you are using spider or something this will be very easy to do.

So, so far so good we have obtained this. Now we need to wrap everything. So, in order to wrap everything we will have to wrap all of this inside the appropriate program right.

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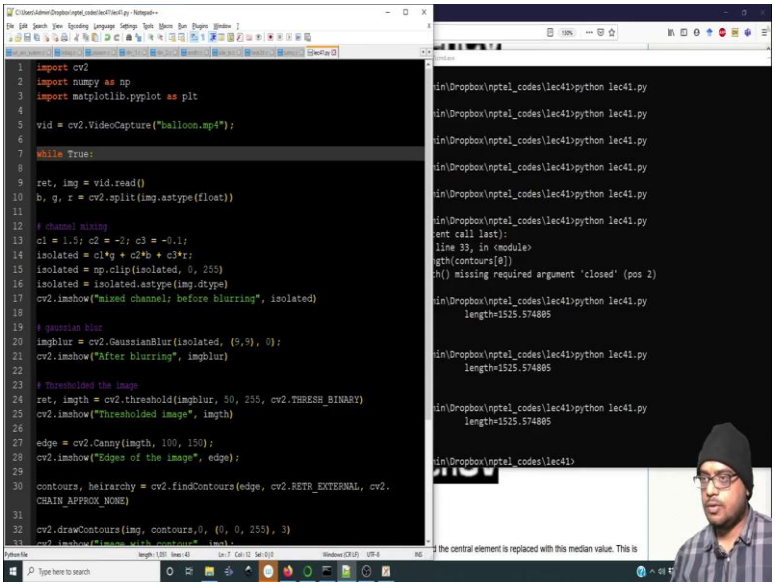

So, forget about this. So, we are going to say while True we are going to take all of this we are going to indent it alright.

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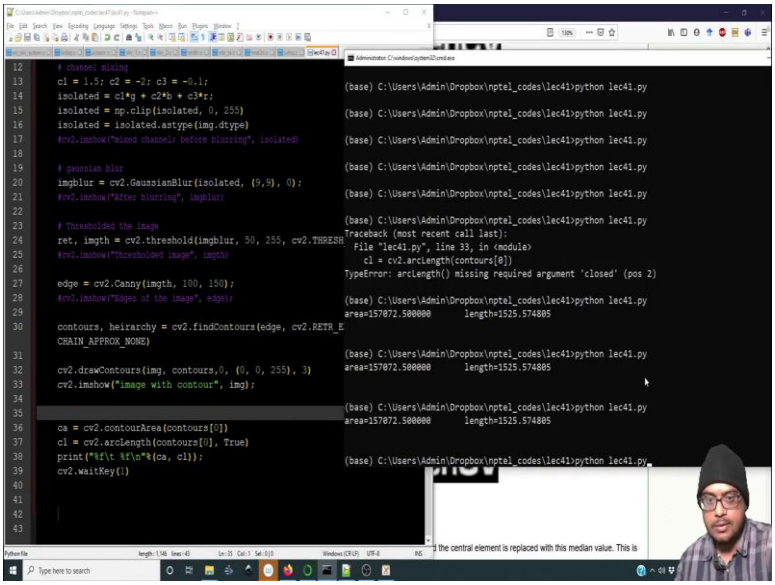

And instead of writing down area and length if we going to simply output the percentage f I mean the area and the lengths. This waitKey we will make it as 1 and we are going to only show the last image we do not want to show the edges and all because in the end the manifestation of all that is through the red contour on the original image. So, the final image should be showing the balloon with the red contour alright.

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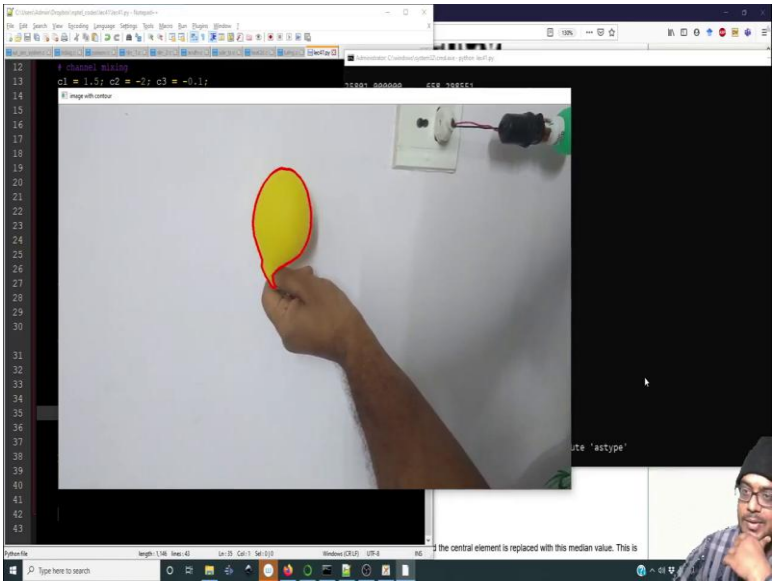

So, let us see what happens amazing. So, you can see that sometimes the internal thing is also showing. So, we need to find out a way of avoiding that internal thing I mean for the most of the part it does not really cause an issue perfect. So, for most of the part it does not cause an issue, but when it does cause an issue how do you get rid of that? Well, while printing the contour 0s as such you do not face an error ok.

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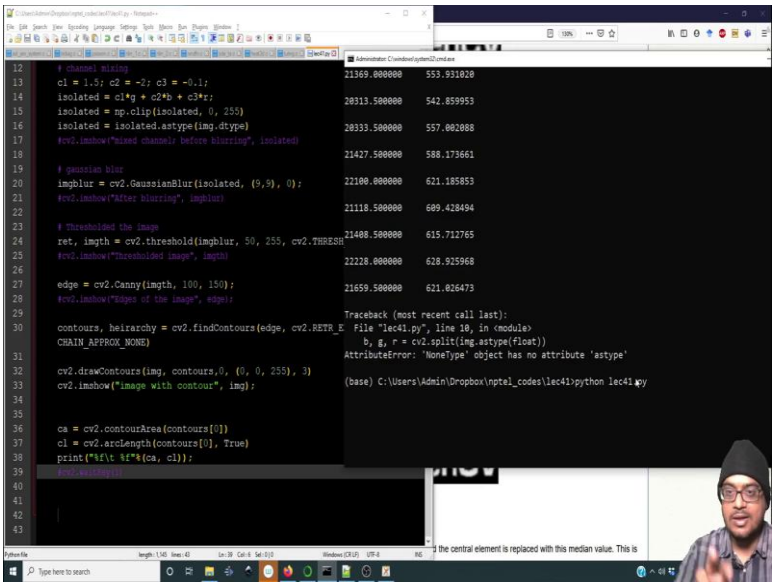

So, I tell you what, we are going to persist with this. Now how do you dump it to a file I am going to remove this percentage n.

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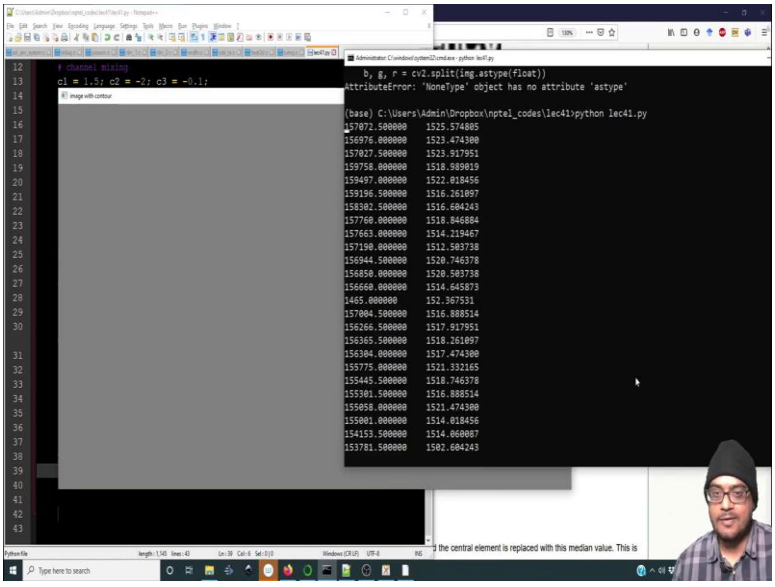

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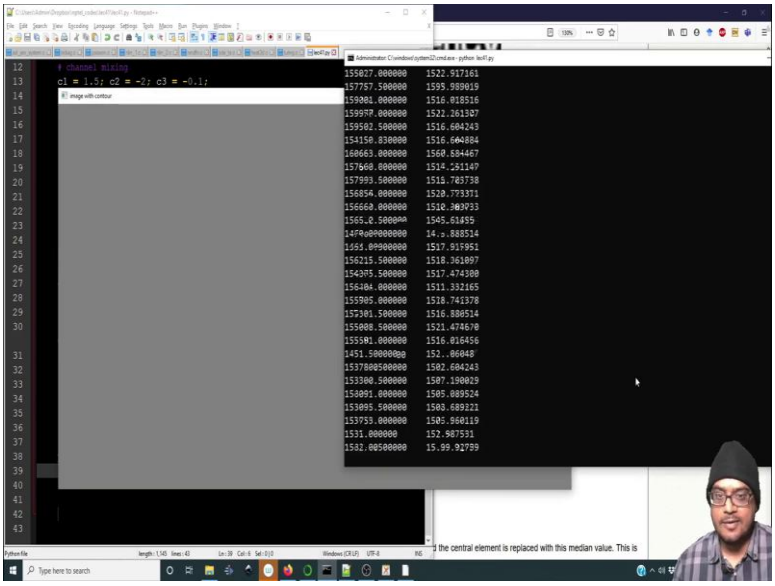

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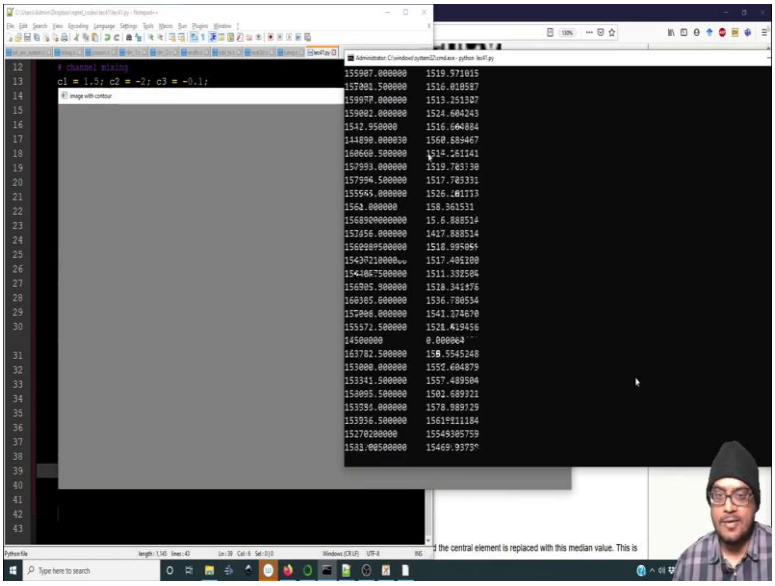

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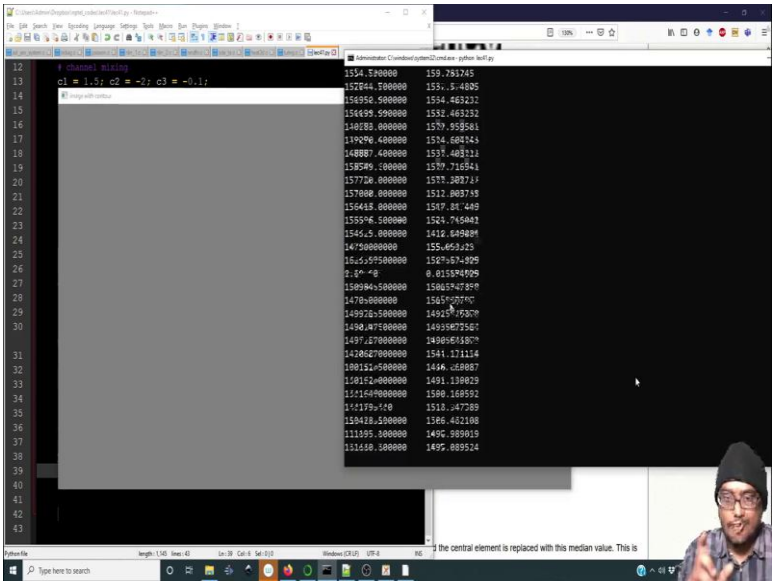

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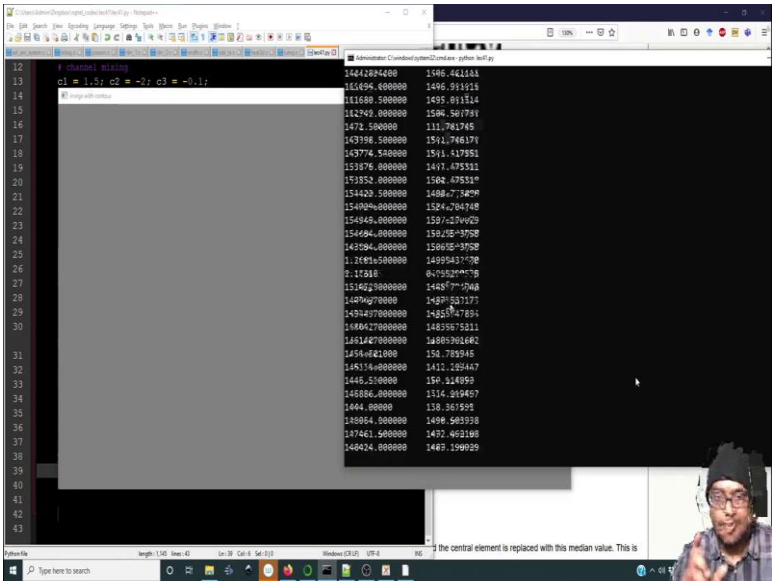

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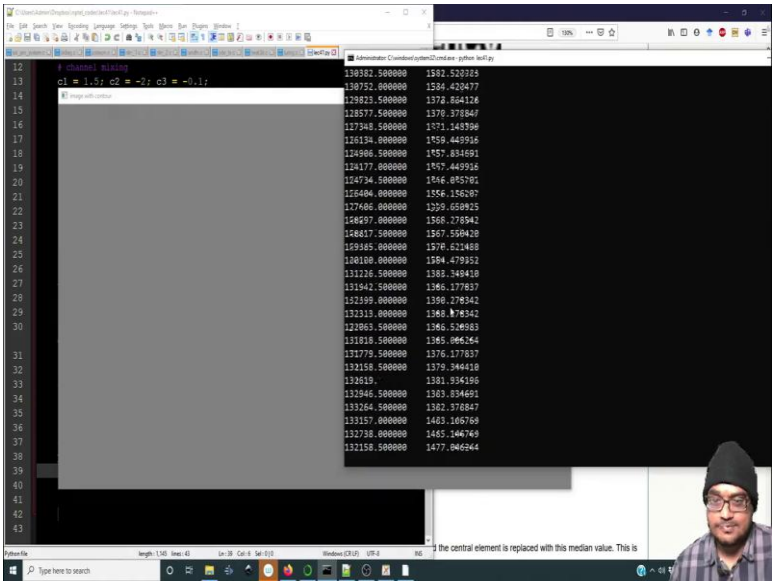

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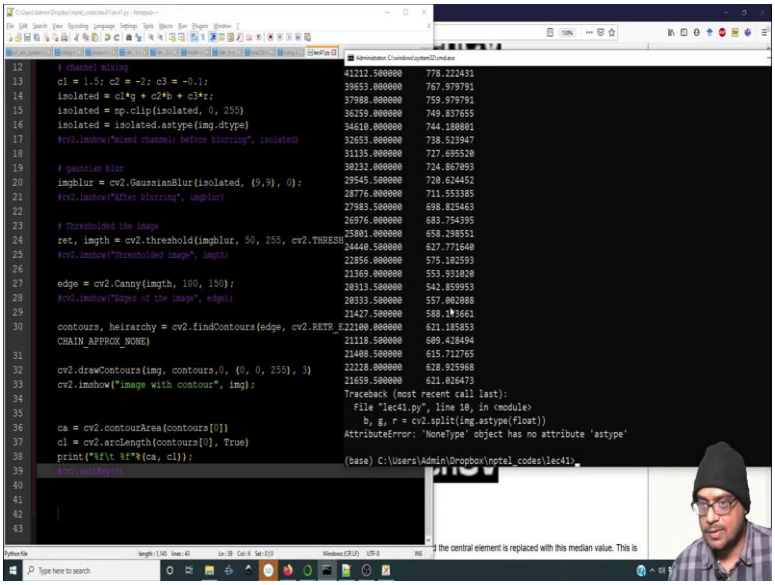

I am going to remove this because I do not want to see the image. I just want to look at the values on the command line ok. Sometimes you do have that small contour appearing right. So, let us try to fix that let us try to fix that alright this code execute alright. So, over here we have the contours and the hierarchy now we need to extract the largest contour ok.

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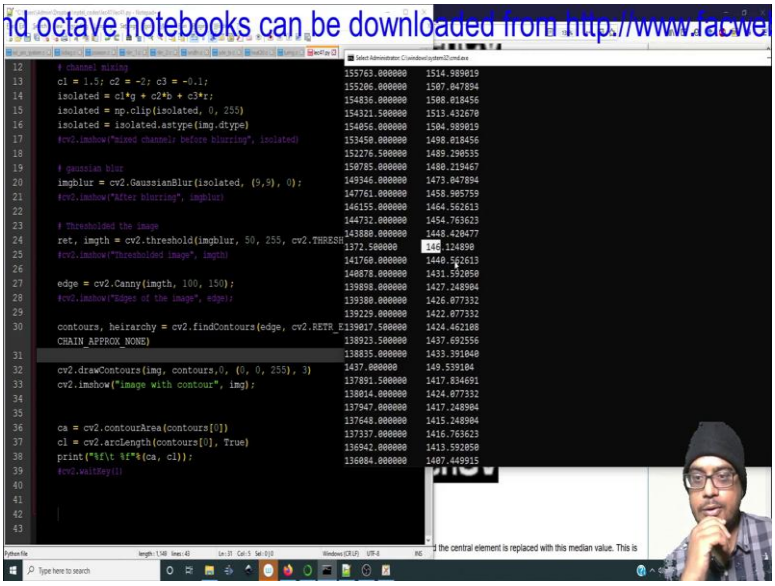

So, before that let us see some whether we can find some common trend, when we have the smaller contour the area of that smaller contour is quite small. So, it is like 1372, 1445, 1451 and so on. So, the larger contour is significantly larger than the smaller contour. So, that gives us a clue on how we can isolate the larger contour ok.

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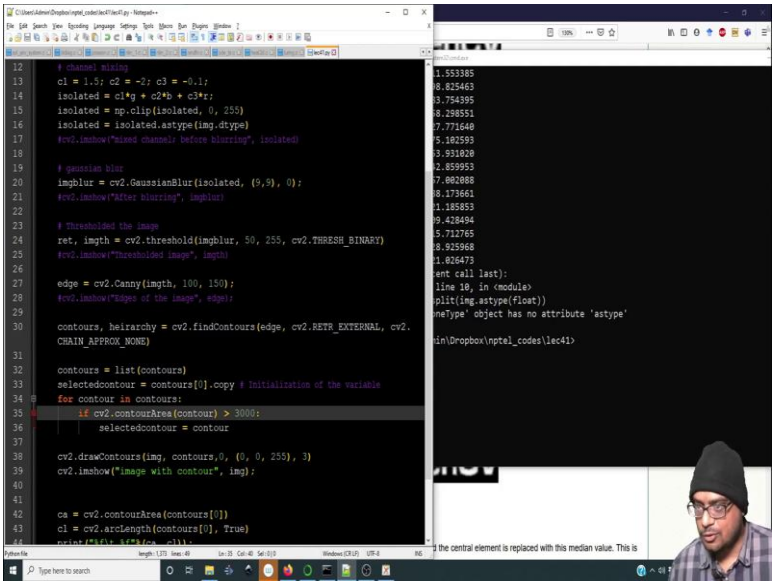

So, once we have obtained the contours we are going to take the contours and convert it to a list contours equal to list contours after converting it to a list. Let us take the selected contour or let us take the 0th contour and assign it to a selectedcontour. So, in the end the

selectedcontour will be the largest contour, but we can assign selectedcontour default as the 0th contours 0 ok dot copy we going to make a copy of it.

So, now for contour in contours that is it will loop over the different i ds of the contours. We will say if if cv2.contourArea(contour) > 2000 then selectedcontour = contour alright. So, it means that if that particular contour is having, so this is basically initialization of the variable initialization of the variable. It has I mean you could do without this as well.

Then once you have initialized if you find the contour in the contours list which has an area larger than 2000 you make it as a related contour. Well 2000 also I mean we could make it very well as 3000, well towards the end what is the area let us see. We do not want to discard those towards the end it is 21000. So, we can make it 3000 as well.

So, then it is the selected contour and once we found this, we want to plot only the selectedcontour. So, contours comma ok as so it turns out when I was using a smaller kernel for the Gaussian blur that is the smaller area for the Gaussian blur it was giving me lot of isolated contours as well.

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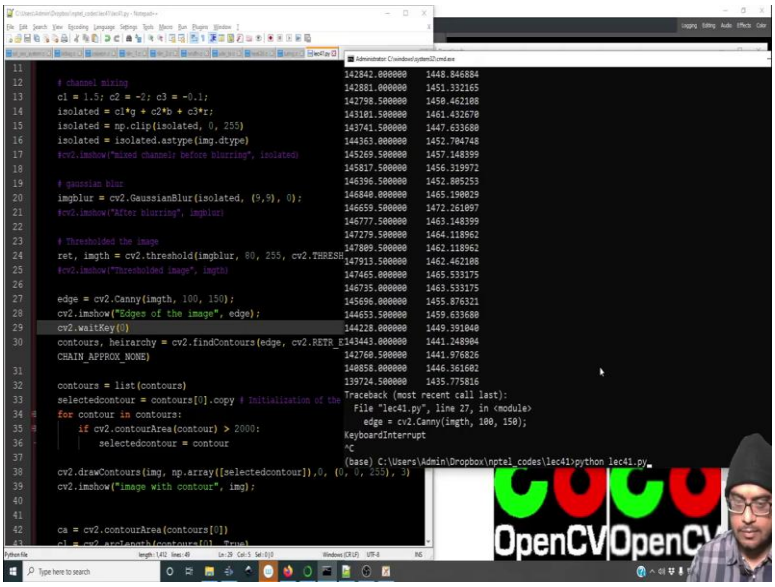

So, let me show you what I mean let me make it make the kernel size as 9 and let me show you the edge detected after making the kernel size 9.

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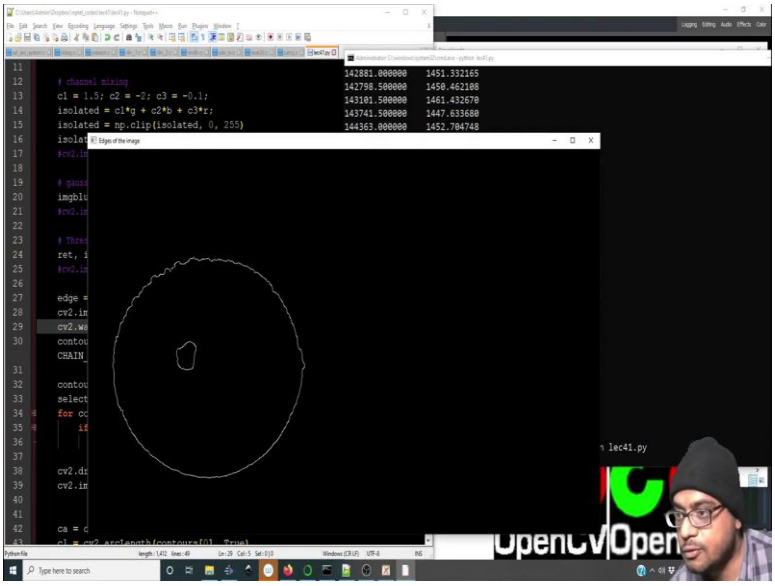

So, let me run this. So, if you look closely I am not sure I will be able to zoom it go ahead there is a small contour pocket near this which is not actually joined ok and that gives us a bunch of broken contours which are not helping our cause.

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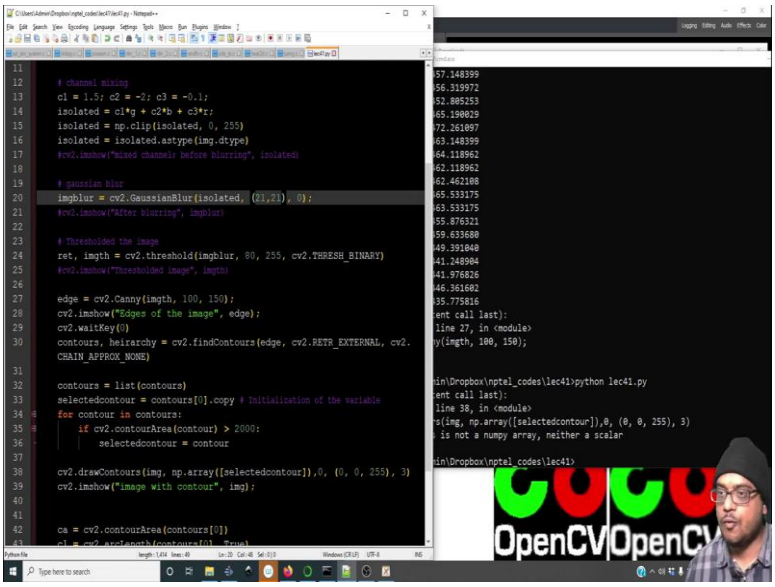

So, we need to blur it with a larger kernel here in this case its 21 after blurring we will remove those isolated pockets its more smooth now ok.

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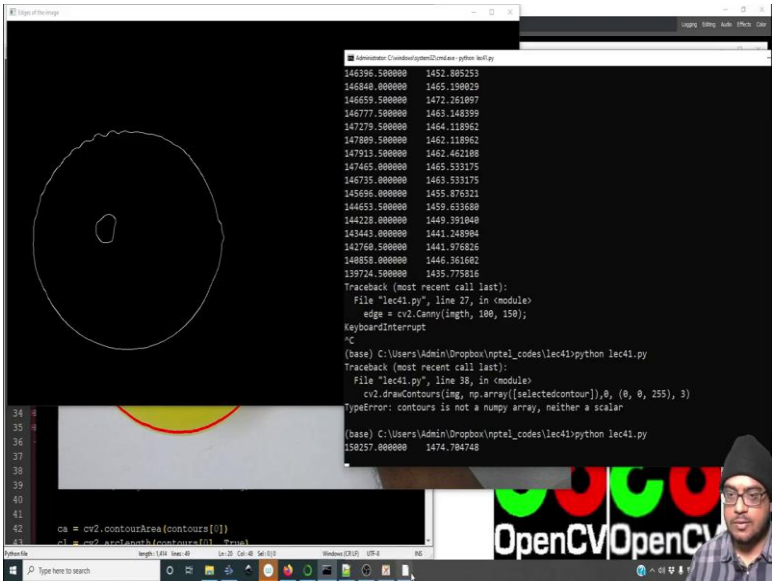

So, let me stop this. So, let me comment out the ok. So, what happens is you have the selectedcontour initialized in the contourArea is larger than 2000 you make the contour to be in the selected contour then you cast it to the form of an array and you plot the contour on top of the image.

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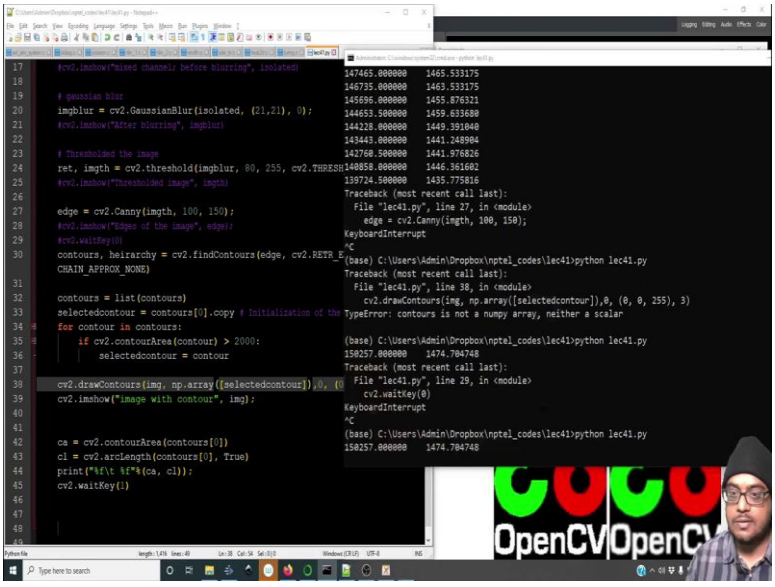

So, this is needed in order to plot the contour which was originally converted to a list. So, this helps it to convert back to the data structure that the contour is the draw contour function requires ok. So, once this is done we should be able to plot the largest contour.

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So, let me run this everything seems to be going as per plan. Wow it is nice silky great alright. So, now, we are getting a bunch of outputs let us pipe that output to a data file. So, that later on you can plot it as well. So, in order to do that we will put it to out dot that. Let me stop plotting all this we do not need to plot once we a certain what needs to be done.

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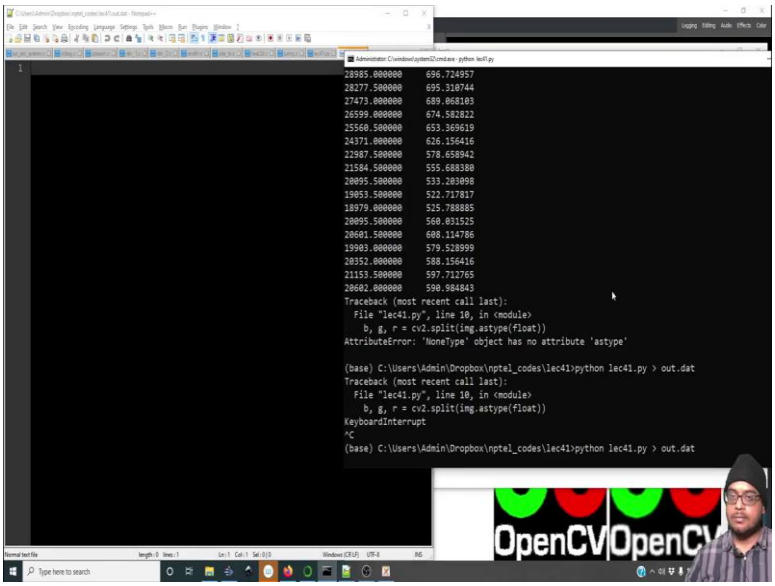

So, let me clear this file and let me re run it.

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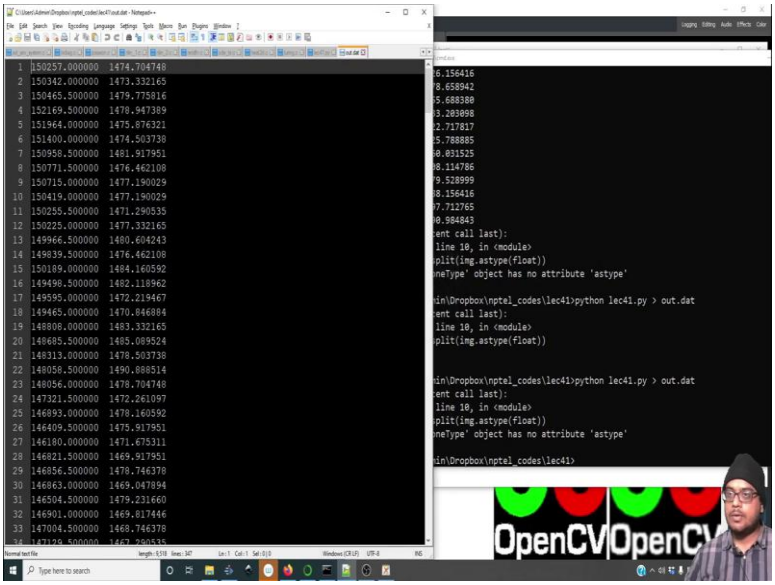

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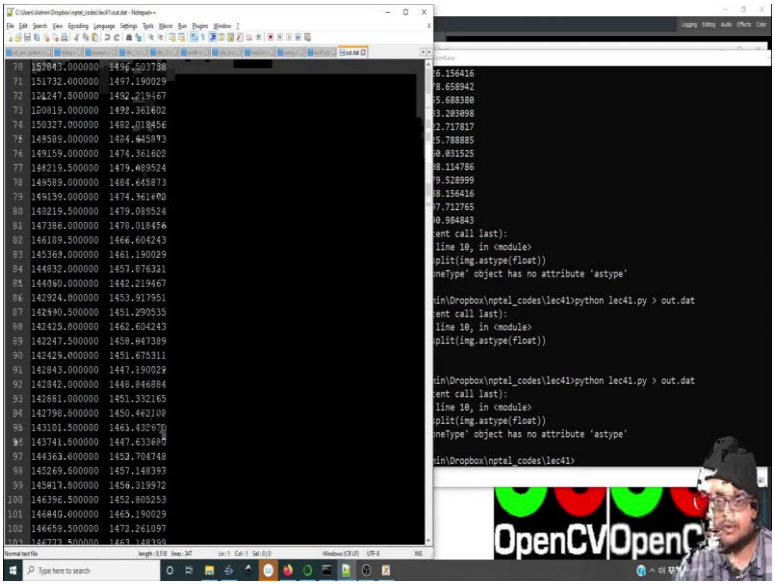

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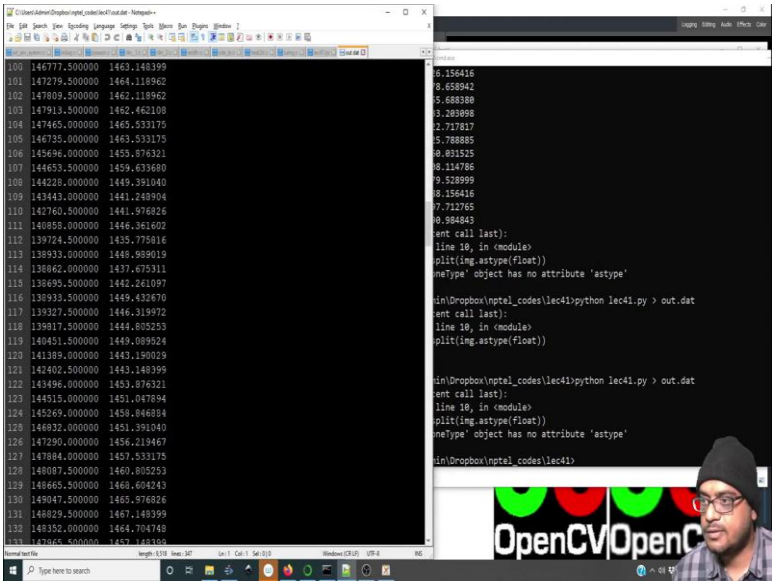

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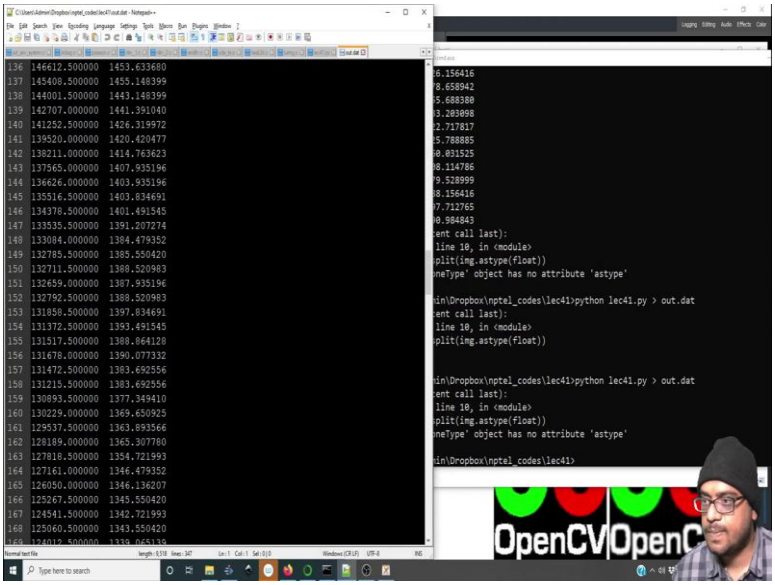

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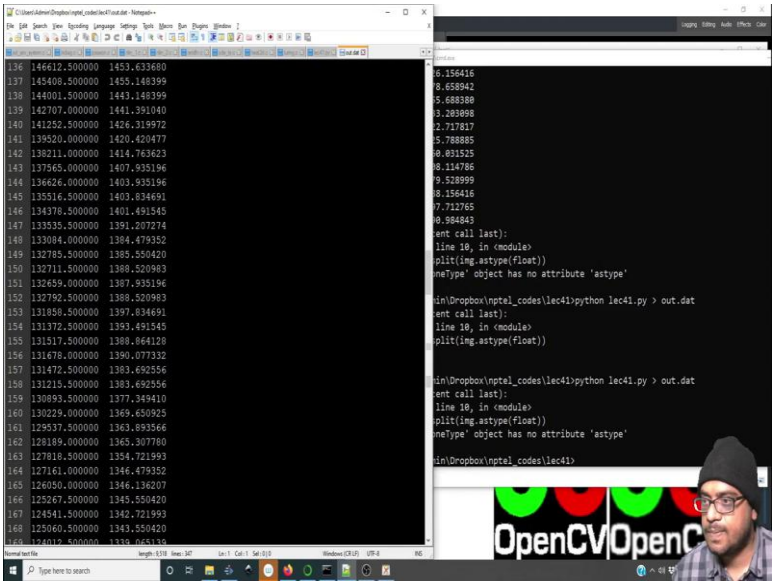

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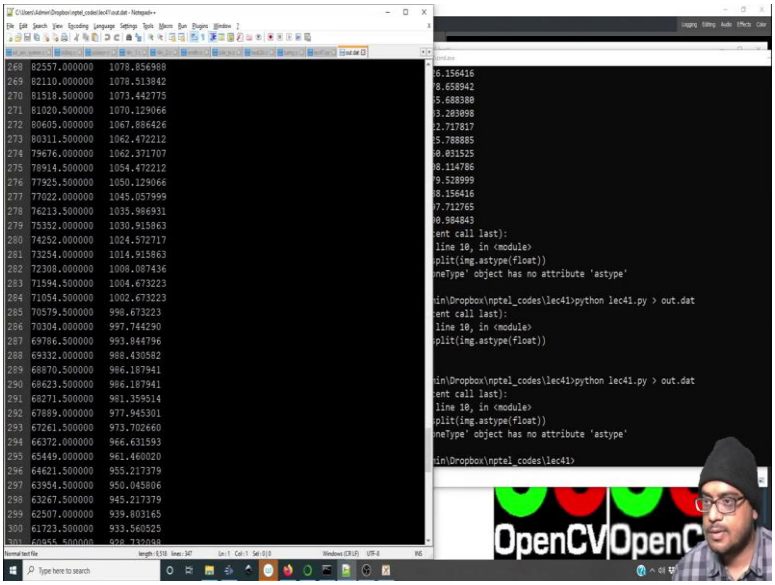

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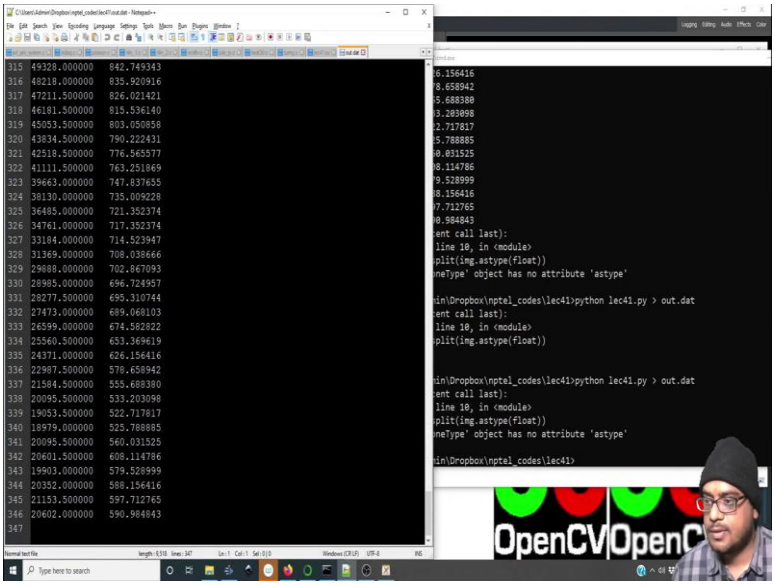

So, here we have all the areas and the perimeters ok. So, you can now load this file into python and plot it as well. So, with this in mind we have written a very easy problem. We have seen various concepts of blurring of isolation of mixing the channels finding out the edges finding out the contours ok.

The important thing is to smoothen out those edges otherwise then there will be small pockets of isolated contours which you do not want you want a nice single smooth contour. So, before concluding this lecture let me show you one more application of this for viscous fingering.

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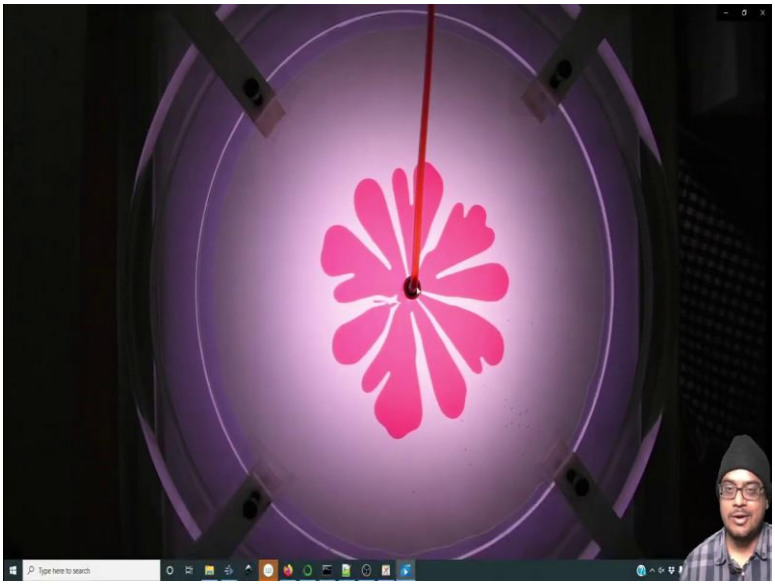
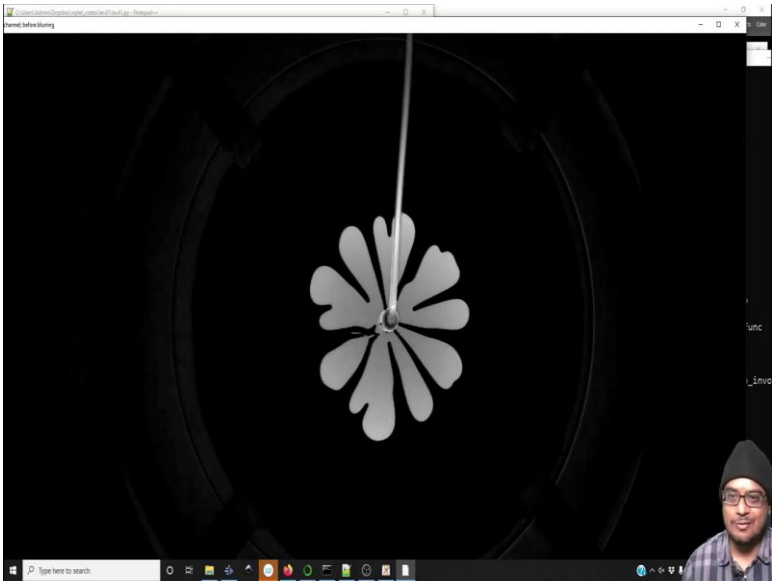


So, this is a video discourtesy of Dr. Saurab Mandal of the chemical engineering department and student Pooja Singh she is a PhD student and so, in this experiment viscous fluid is being displaced by a less viscous fluid and the less viscous fluid in this case is water and it is colored pink.

So, as you can imagine the initial channel mixing has to be such that the pink has to be more prominent than the background. So, let us see I have already encoded it with a bit of trial and error, the green channel has been biased to -2.12 the blue channel has been biased to 0.245 and the red channel has been biased to 1.359.

So, with the help of this I am just showing the channel before isolation the mixed channel. So, I am just showing the mix channel for now ok.

(Refer Slide Time: 21:36)



So, let me run this code ok. So, it takes a bit of time the video takes place after 6 seconds. So, you have to bear with me for with for this. So, let us let us just wait let us see what happens. So, as you can see the tube is quite prominent because the tube is carrying the liquid. Now once the liquid is being pushed you see that the front is nice and clear and once you threshold this it should be absolutely easy to find out the perimeter of the liquid ok.

The difficulty is this is and this is this has detached from the particular sample actually it will give you a bunch of contours. So, you have to loop over all contours to find out the perimeter I am not going to do that in this video, but maybe someone amongst you can do that anyway.

So, the point is once you find the appropriate bias of the channel, you can easily binarize the image. Now you can imagine how easy it will be to binarize this image because this is almost white everything is everything else is almost black ok. In addition to this because the tube is not moving you can sort of take the initial frame subtract the initial frame from all the frames to remove the tube, then you can sort of get a clear image of this fingering setup ok.

I am going to stop this over here. So, with this we end this particular lecture on image processing I know it is a bit power packed, but I have shown you all the important sort of

workflow there is to most of the image processing problems. And I really hope you will find all this very useful.

Special thanks to Shreyas Darshan professor Saurab Mandal and Pooja Singh for contributing to this particular video and the previous one as well. So, with this I take leave I will see you again next time bye.