

Les étapes du traitement de l'analyse d'image

La capture → image brute

Prétraitement → niveaux de gris

Segmentation → image binaire

Post-traitement → régions d'intérêts

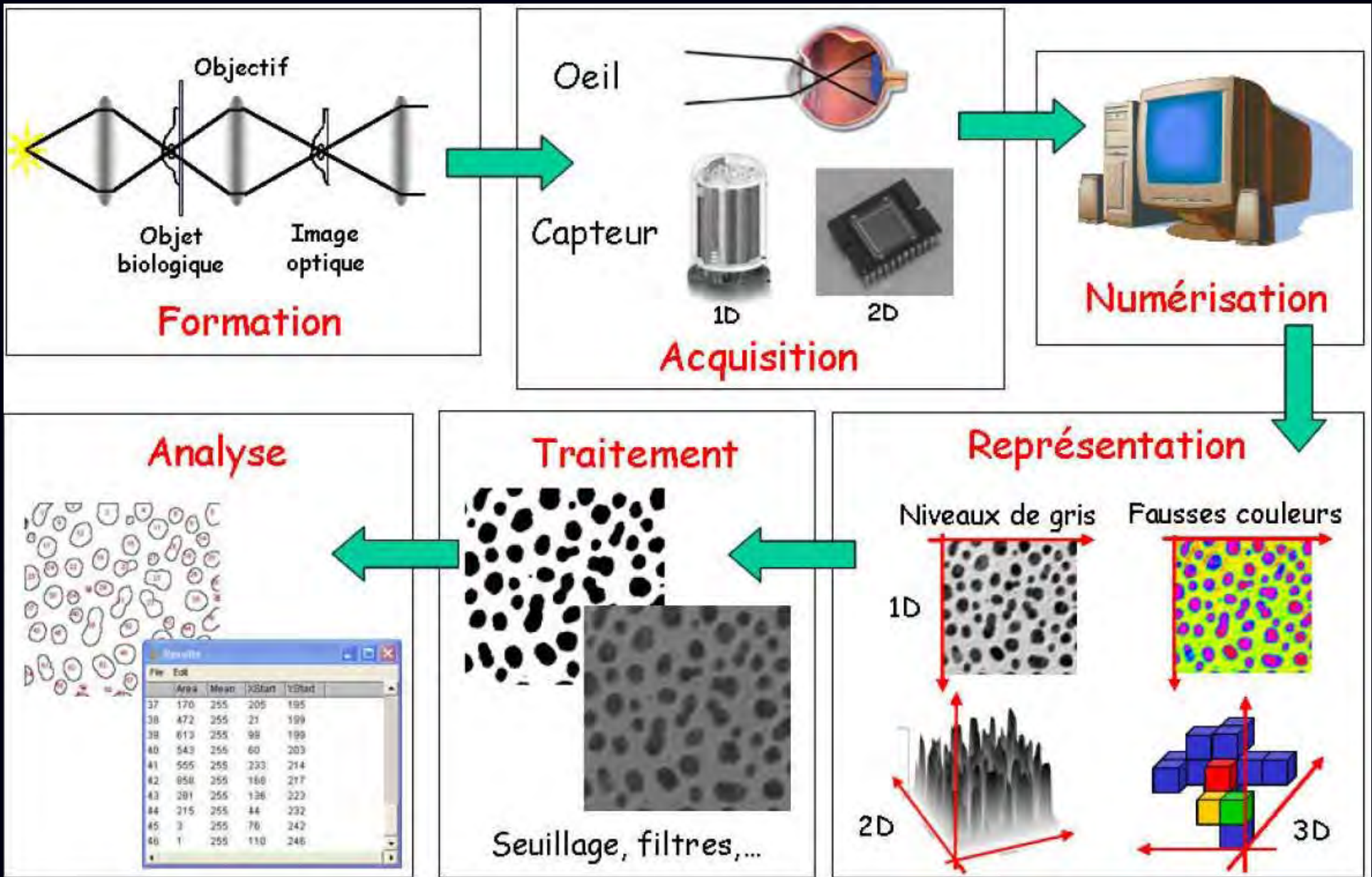
Quantification → données

Amélioration

Publication

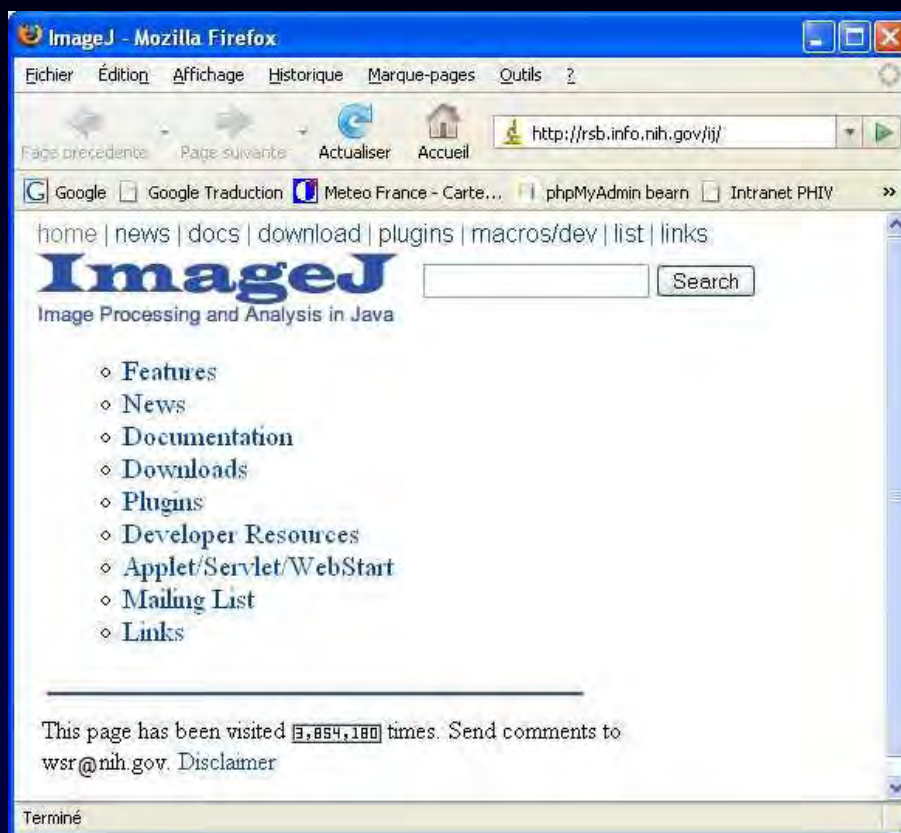


Le traitement et l'analyse d'images





ImageJ est un logiciel libre de traitement et d'analyse d'images



Traduction en Java du logiciel NIH Image
du National Institutes of Health (USA)
développé par Wayne Rasband

Il fonctionne sur de multiples plates-formes (Windows, Mac, Linux, Unix, ...).

<http://rsbweb.nih.gov/ij/>



Installation

home | news | docs | download | plugins | resources | list | links

Download

Platform Independent

To install ImageJ 1.44 on a computer with Java pre-installed, or to upgrade to the latest full distribution (including macros, plugins and LUTs), download [ij144.zip](#) (3MB) and extract the ImageJ directory. Use the *Help>Update ImageJ* command to upgrade to the latest pre-release version.

Mac OS X

Download [ImageJ 1.44](#) (5.4MB) as a double-clickable Mac OS X application. Includes [ImageJ64](#), which uses Java 1.6 in 64-bit mode on Intel Macs running OS X 10.5 or later. ([Instructions](#))

Linux

Download [ImageJ 1.44](#) bundled with 32-bit Java (46MB) or with 64-bit Java (40MB). Both versions include Java 1.6.0_20 from Sun and the ImageJ source code. ([Instructions](#))

Windows

Download [ImageJ 1.44](#) bundled with 32-bit Java 1.6.0_20 (28MB), with 64-bit Java 1.6.0_20 (24MB; requires 64-bit Windows) or without Java (3MB). ([Instructions](#))

Ouverture de ij144-jdk6-setup.exe

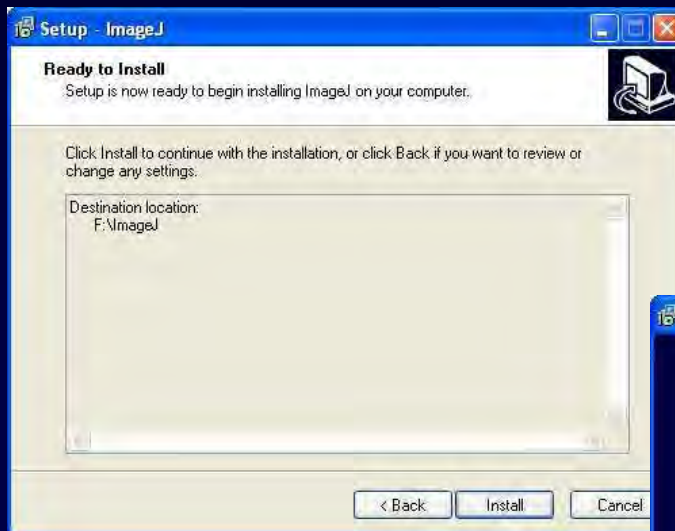
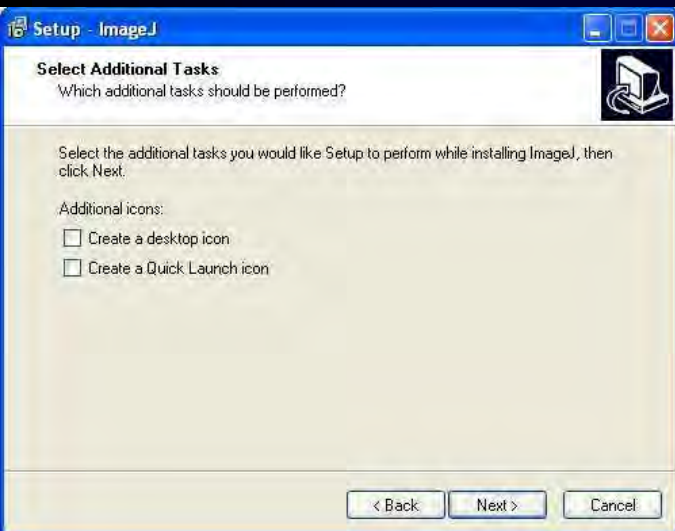
Vous avez choisi d'ouvrir

- ij144-jdk6-setup.exe**
qui est un fichier de type : Binary File
à partir de : http://rsbweb.nih.gov

Voulez-vous enregistrer ce fichier ?



Installation



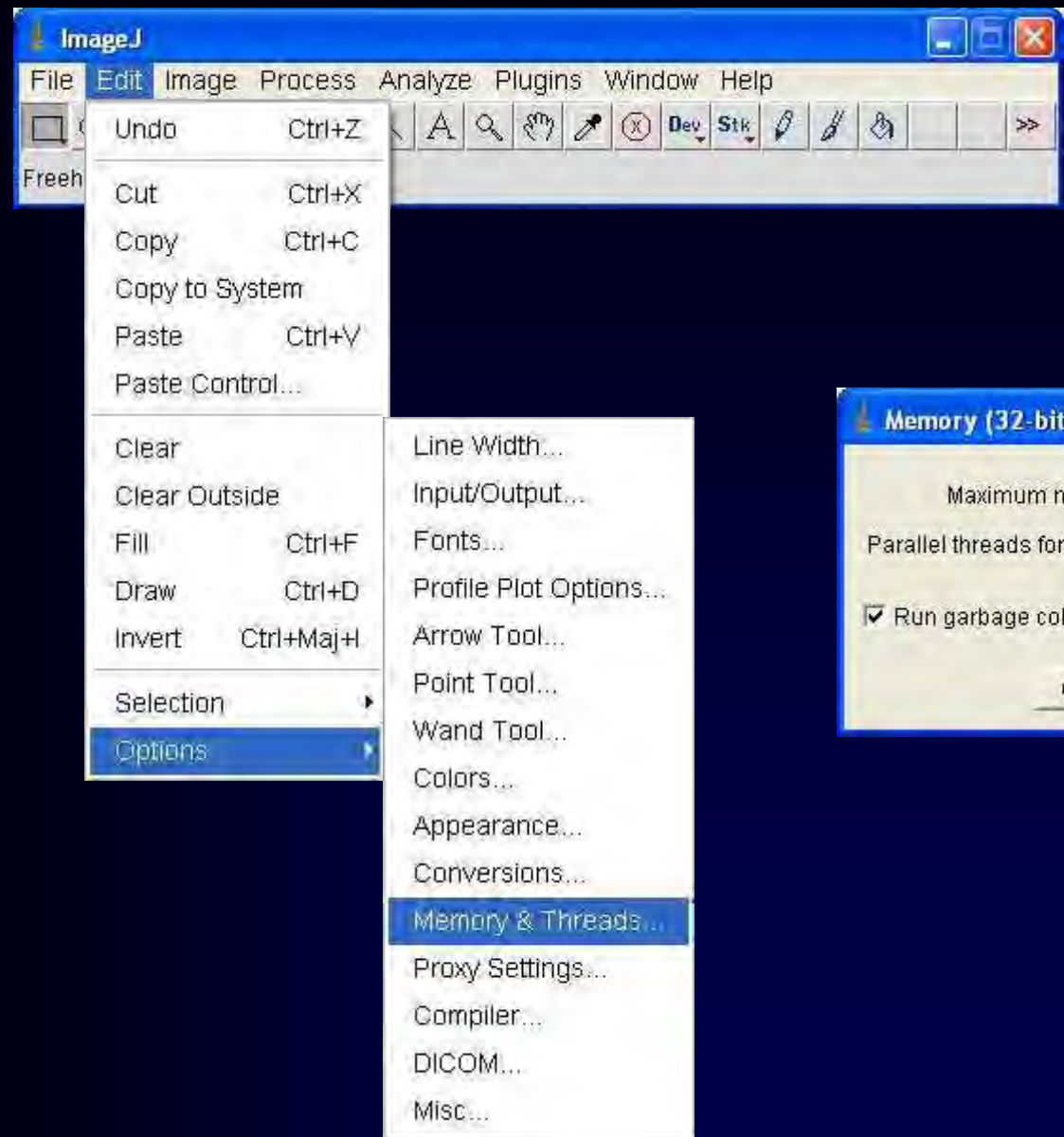


Configuration



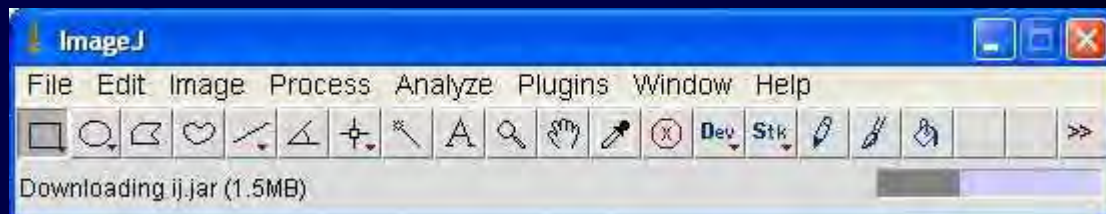
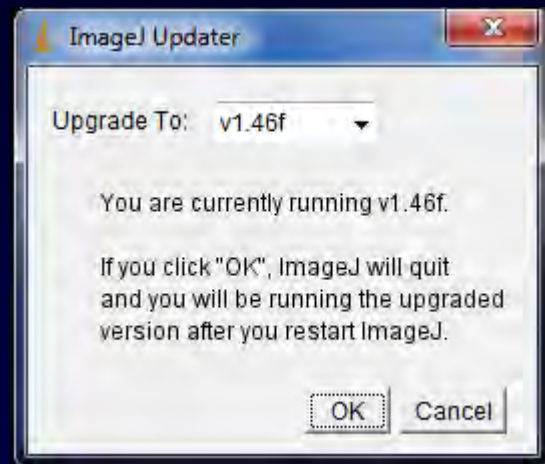
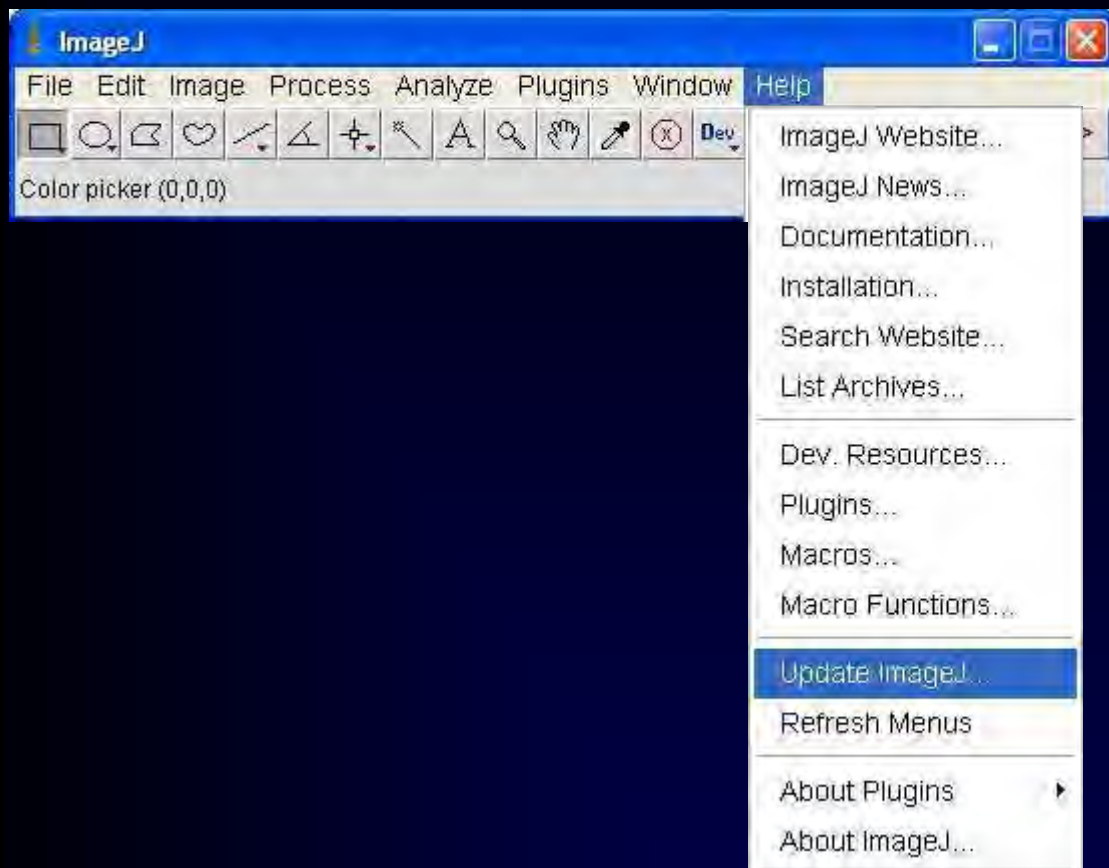


Configuration



Edit → Option → Memory & Treads...

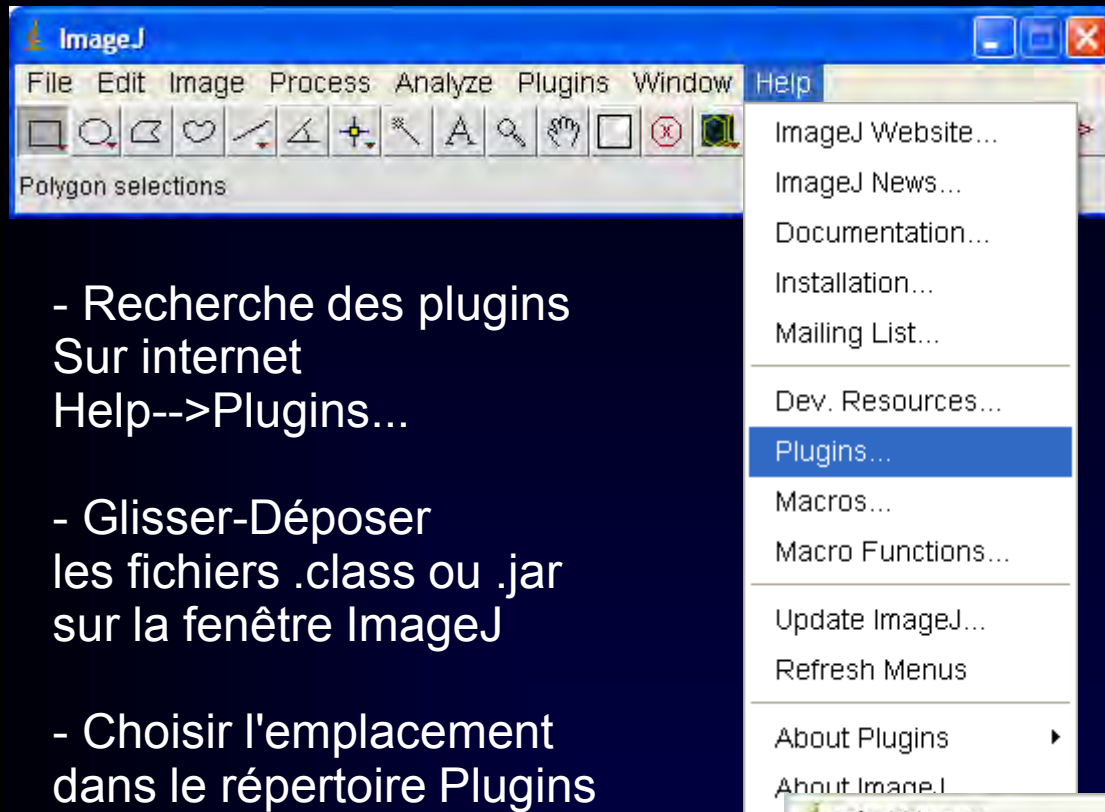
Mise à jour



Help → Update ImageJ...



Installation de Plugins



- Recherche des plugins
Sur internet
Help-->Plugins...

- Glisser-Déposer
les fichiers .class ou .jar
sur la fenêtre ImageJ

- Choisir l'emplacement
dans le répertoire Plugins

- Mettre à jour les menus
Help--> Refresh Menus

- Apparition de la
nouvelle commande
dans le menu Plugins

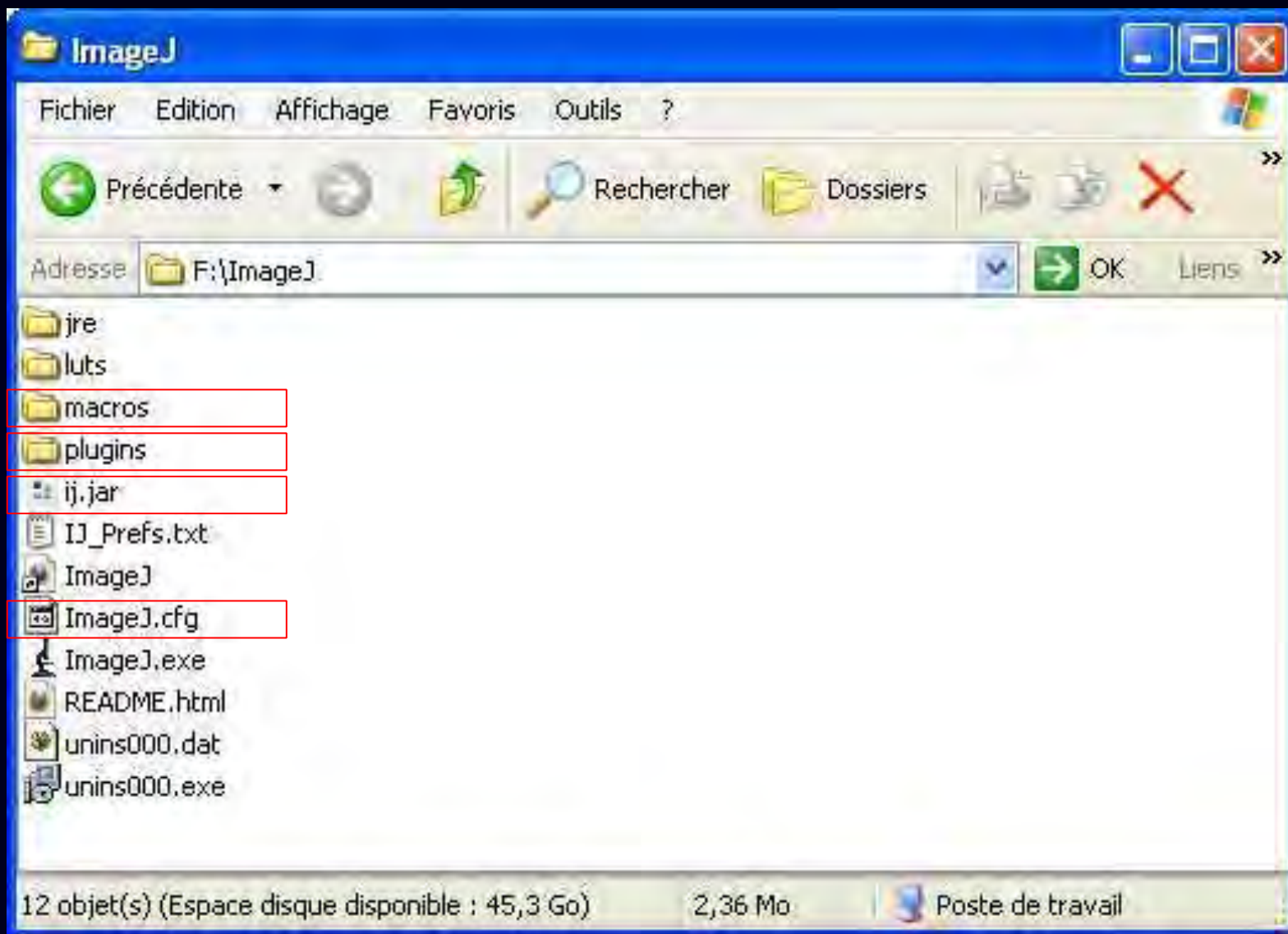


Help→ Plugins...

Help→ Refresh Menus



Dossiers ImageJ





Topic 01 - Installation, configuration, help and updates



Les bases pour l'utilisation d'ImageJ



Interface



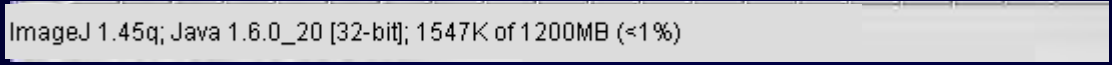
Barre de menu



Barre d'outils



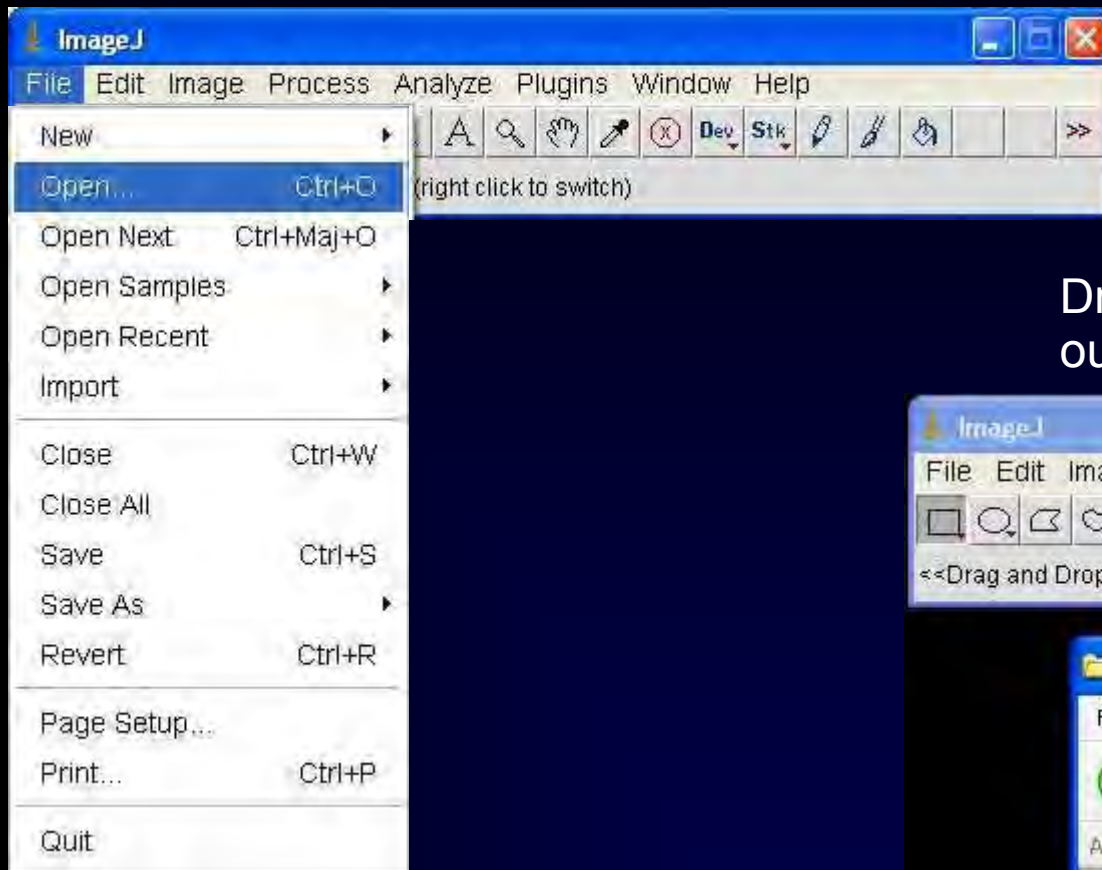
Barre d'état



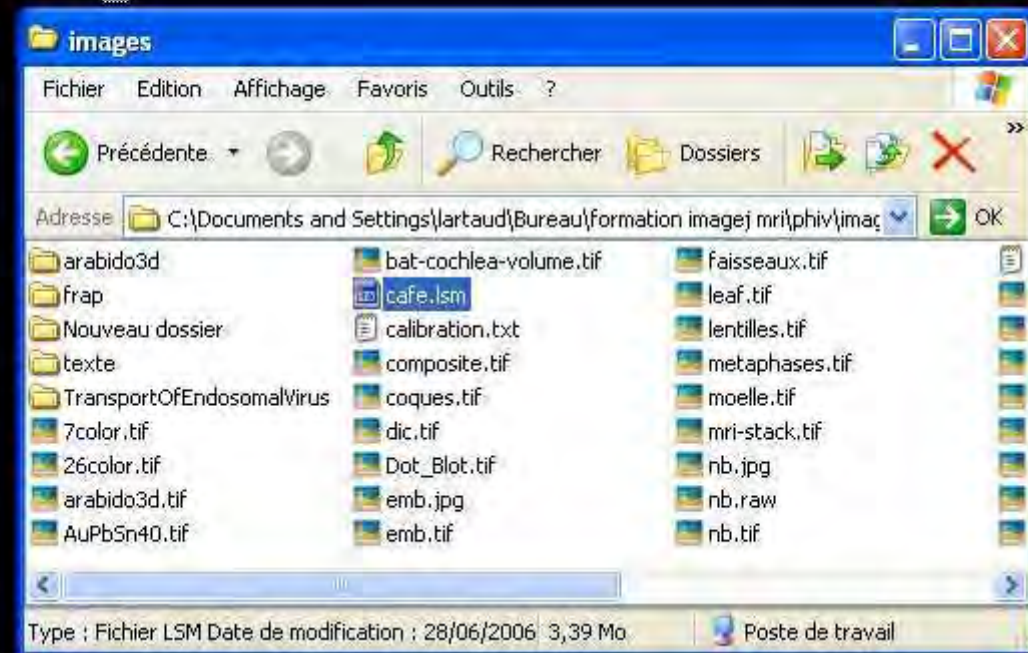


Ouvrir une image

File → Open...



Drag and Drop sur la fenêtre
ou l'icône

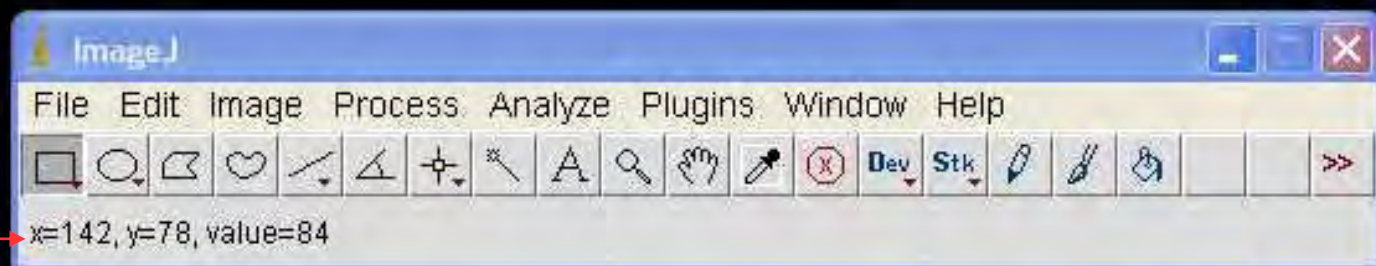


File → Open ...

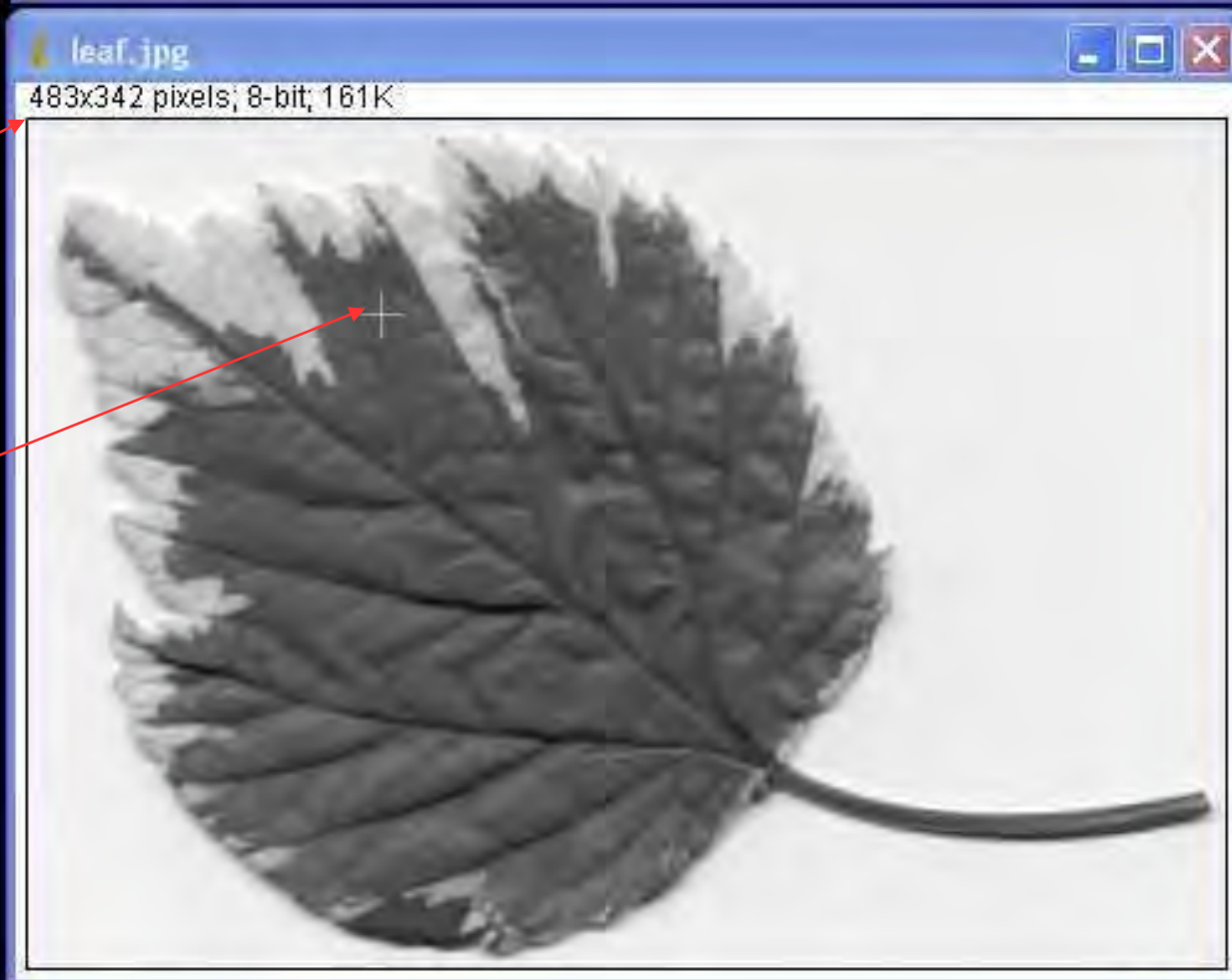


Informations pixel

Informations sur le pixel
sous le curseur de la souris
position en x,y
et valeur en niveau de gris



Informations image



Curseur de souris



Zoom

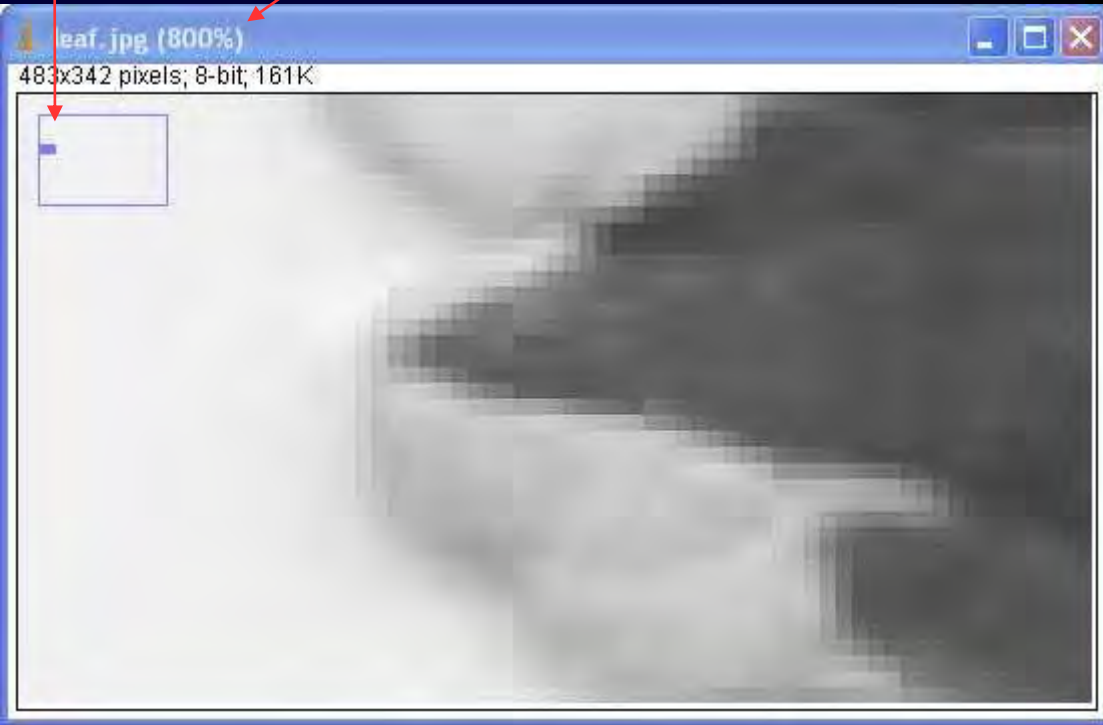
Touche « - »



Touche « + »

Zone affichée

Rapport affichage/image



Déplacement de l'image dans la fenêtre
Avec la souris et la barre d'espace appuyée

Outils de sélection (ROI)

Rectangl
e

Ovale

Polygone

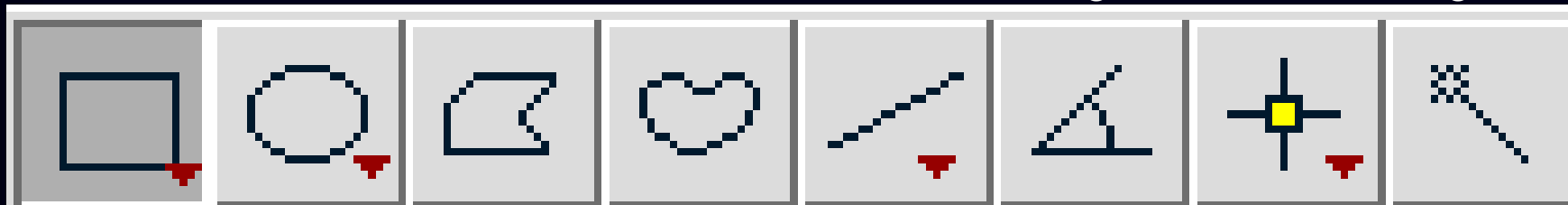
À main levée

Ligne

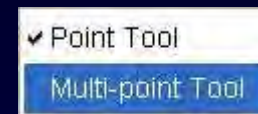
Angle

Point

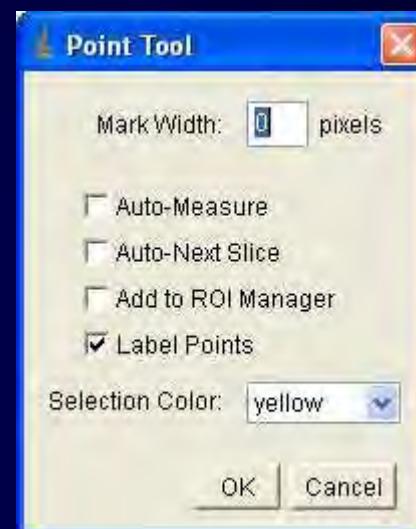
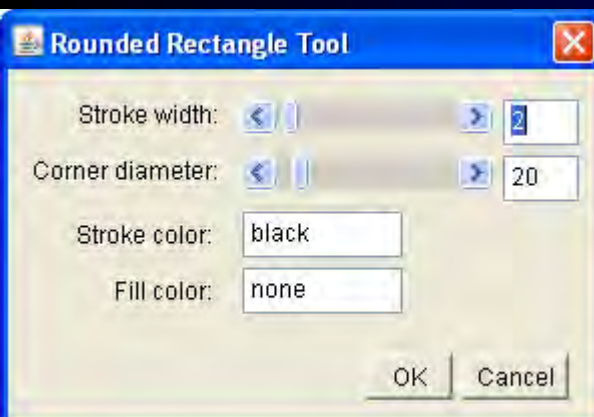
Baguette



Choix d'outils différents : Clic droit sur triangle rouge



Options : Double clic sur l'icône de l'outil



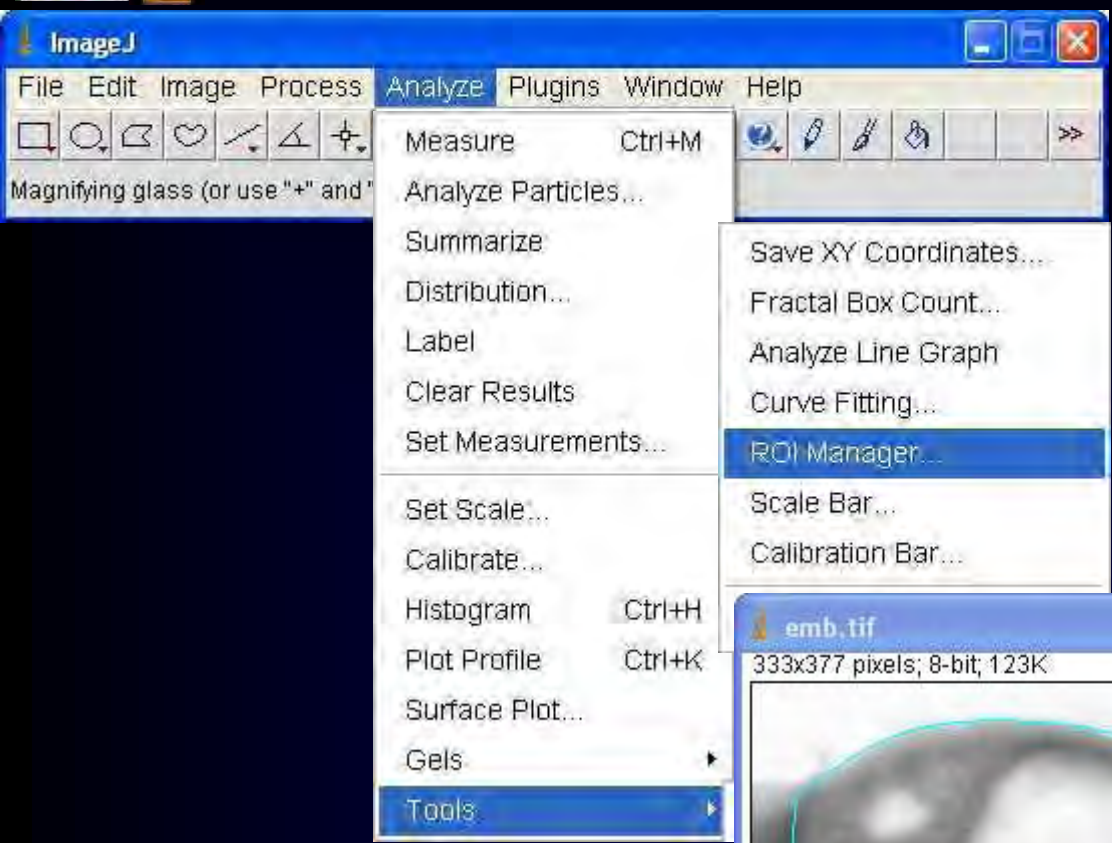
Ajouter à la sélection : Maj-clic

Supprimer de la sélection : Alt-clic

Retrouver la sélection : Edit → Selection → Restore Selection

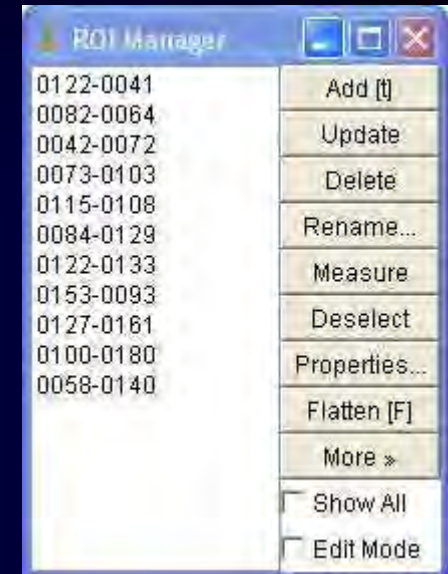
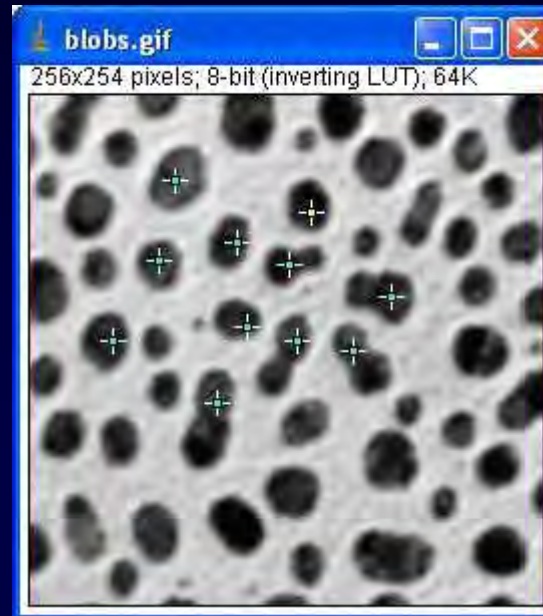
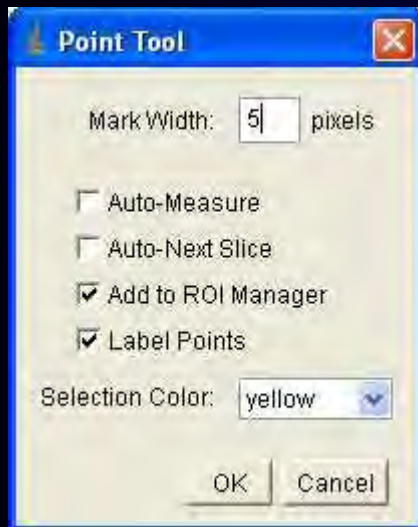


ROI Manager



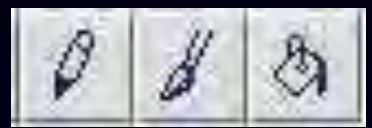
Analyse → Tools → ROI Manager...

Outil Point pour le comptage





Dessin

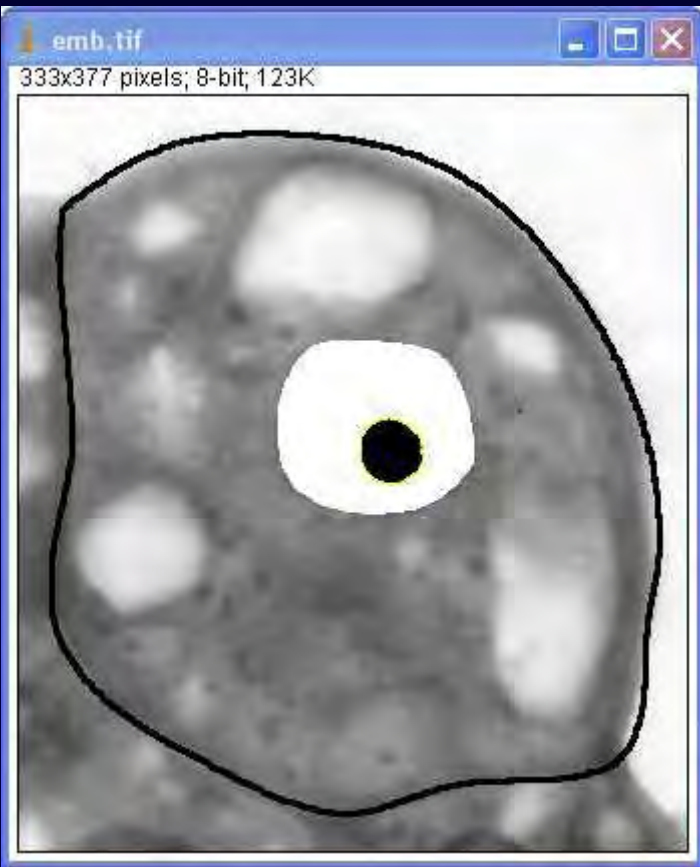


ImageJ

File Edit Image Process Analyze Plugins Window Help

- Undo Ctrl+Z
- Cut Ctrl+X
- Copy Ctrl+C
- Copy to System
- Paste Ctrl+V
- Paste Control...
- Clear**
- Clear Outside
- Fill Ctrl+F
- Draw Ctrl+D
- Invert Ctrl+Maj+I
- Selection
- Options

Clear → Noyau
 Fill → Nucléole
 Draw → Cellule



Edit → Clear...



Annotations

The screenshot shows the ImageJ software interface. The 'Analyze' menu is open, and the path 'Tools -> Scale Bar...' is highlighted. Other menu items include Measure (Ctrl+M), Analyze Particles..., Summarize, Distribution..., Label, Clear Results, Set Measurements..., Set Scale..., Calibrate..., Histogram (Ctrl+H), Plot Profile (Ctrl+K), Surface Plot..., Gels, and Tools. The Tools submenu is also visible, showing options like Save XY Coordinates..., Fractal Box Count..., Analyze Line Graph, Curve Fitting..., ROI Manager..., Scale Bar..., Calibration Bar..., and Color Histogram.



The ScaleBar Plus dialog box is shown with the following settings:
Width in µm: 25.6
Height in pixels: 5
Font Size: 20
Color: Black
Background: None
Location: At Selection
 Bold Text Hide Text
 Serif Font
Buttons: OK, Cancel

Analyse → Tools → Scale Bar...



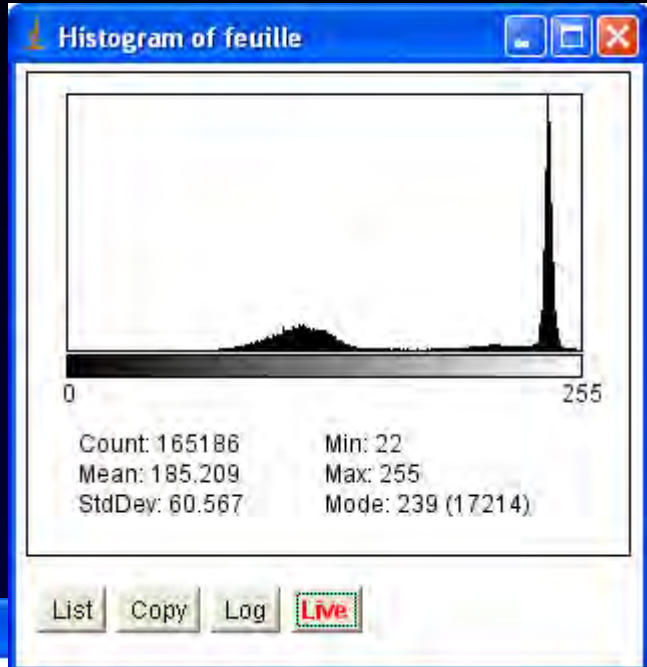
Histogramme

ImageJ

File Edit Image Process Analyze Plugins Window Help

Magnifying glass (or use "+" and "-")

- Measure Ctrl+M
- Analyze Particles...
- Summarize
- Distribution...
- Label
- Clear Results
- Set Measurements...
- Set Scale...
- Calibrate...
- Histogram Ctrl+H**
- Plot Profile Ctrl+K
- Surface Plot...
- Gels ▶
- Tools ▶



Analyse → Histogram



Seuillage

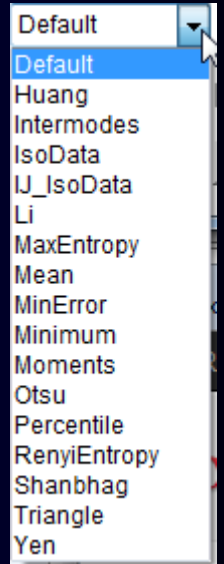
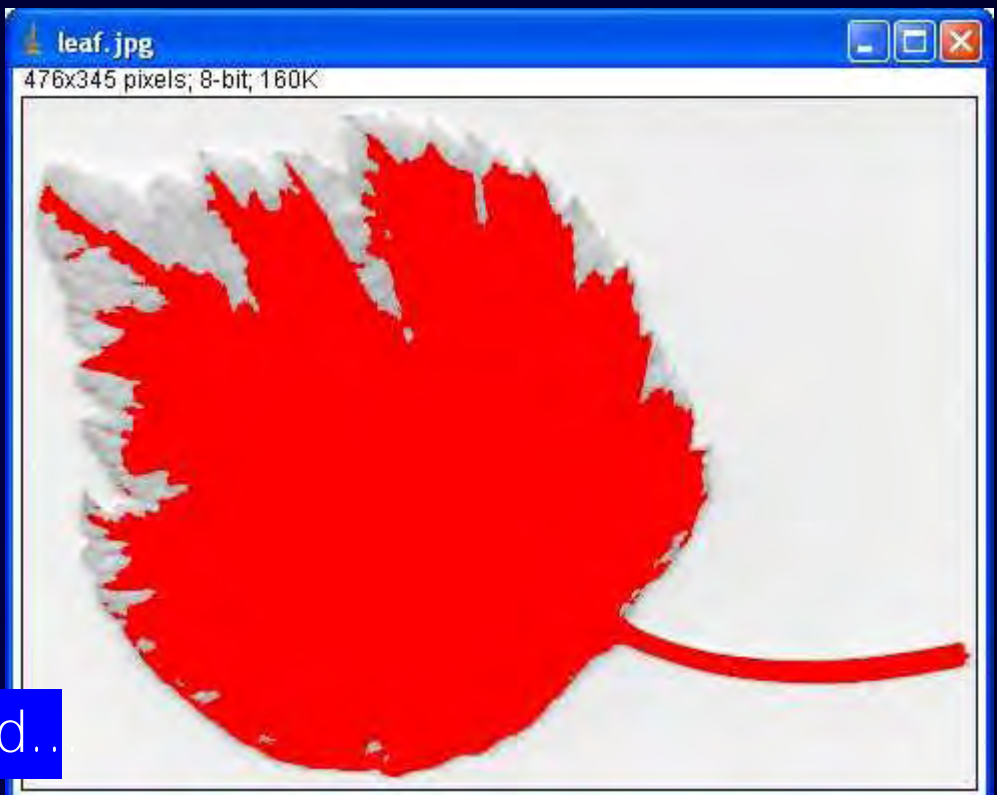
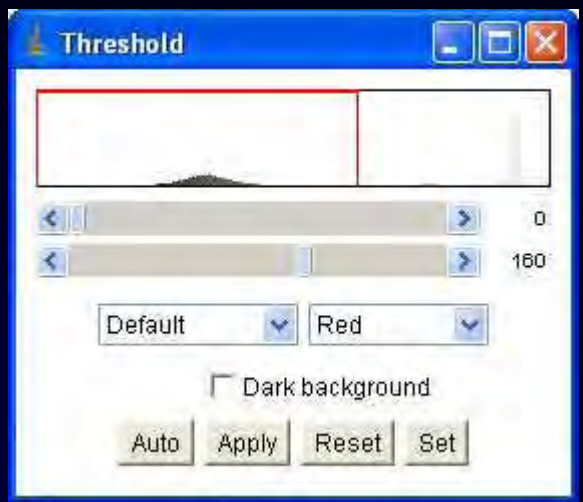
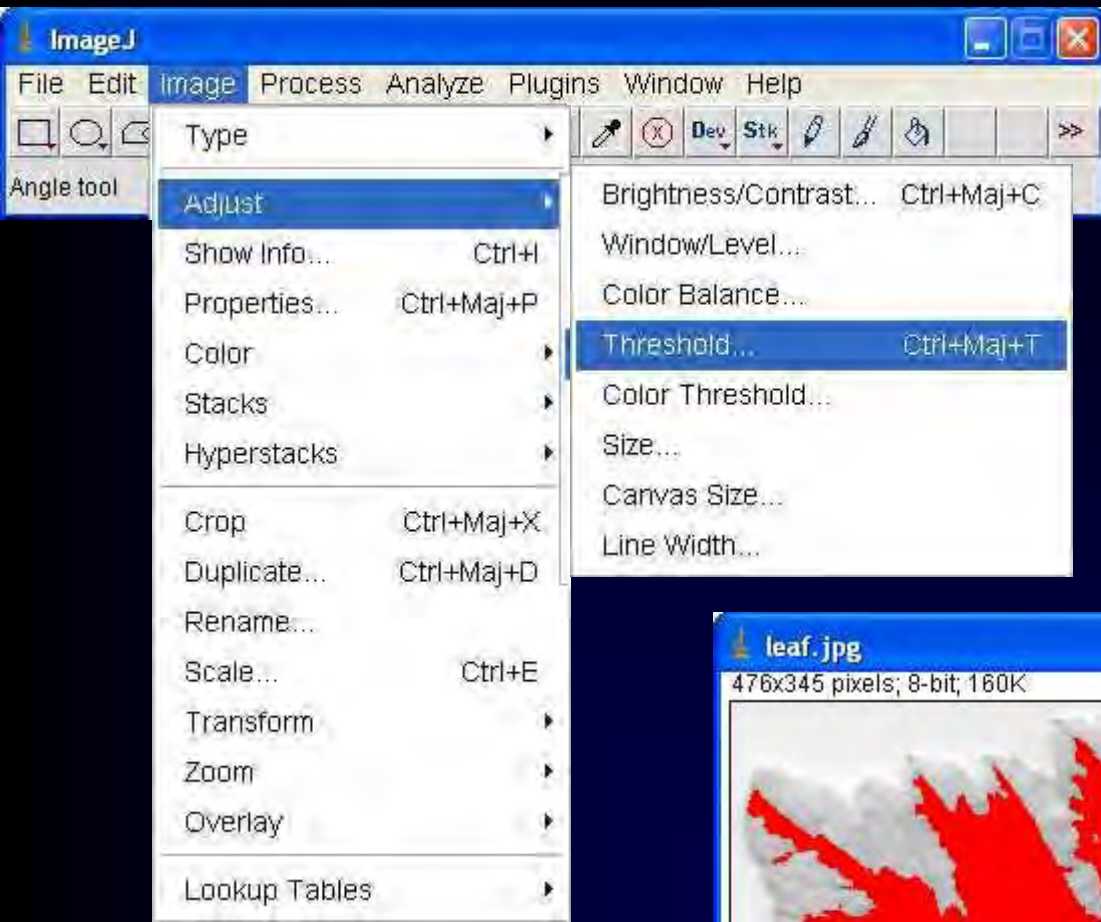


Image → Adjust → Threshold...



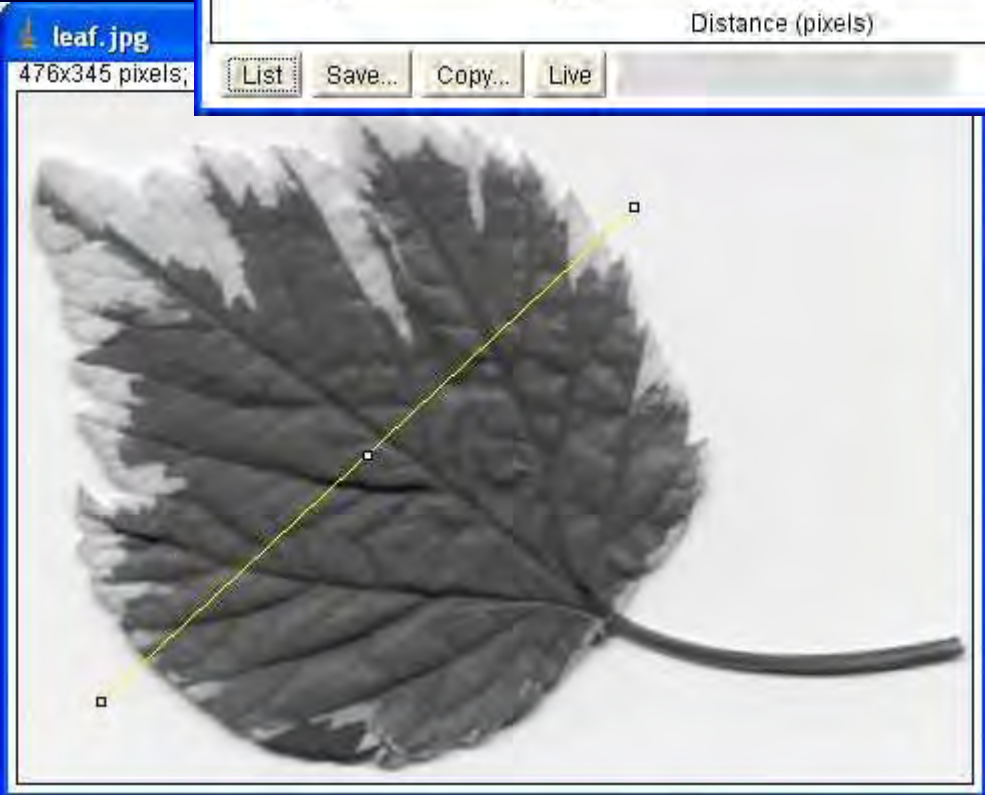
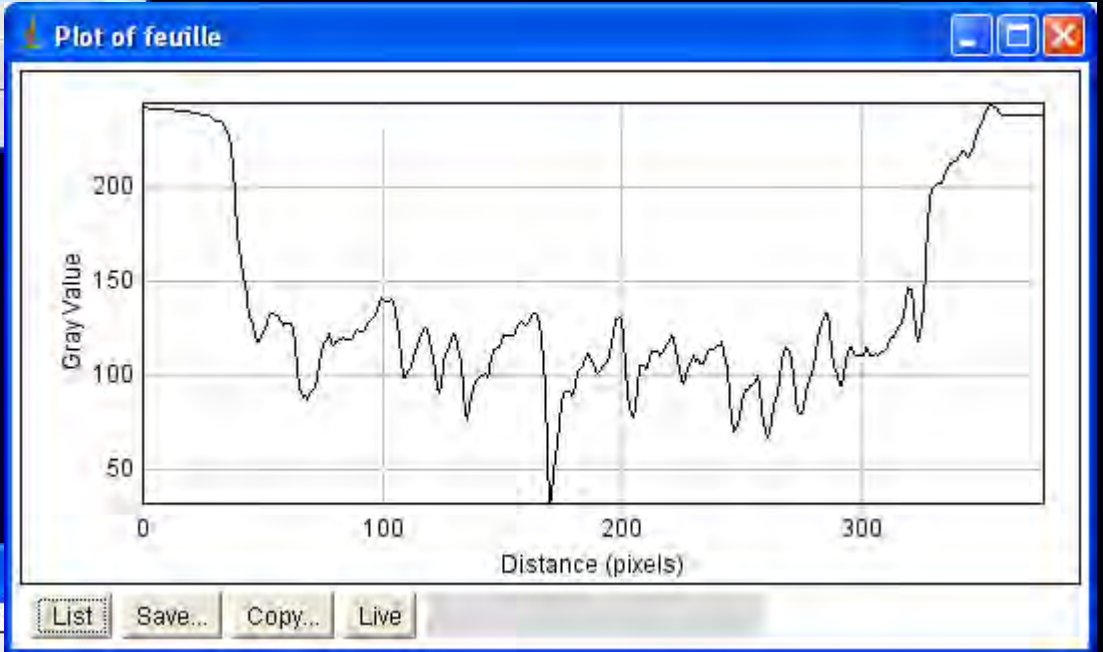
Plot Profile

ImageJ

File Edit Image Process Analyze Plugins Window Help

Magnifying glass (or use "+" and "-")

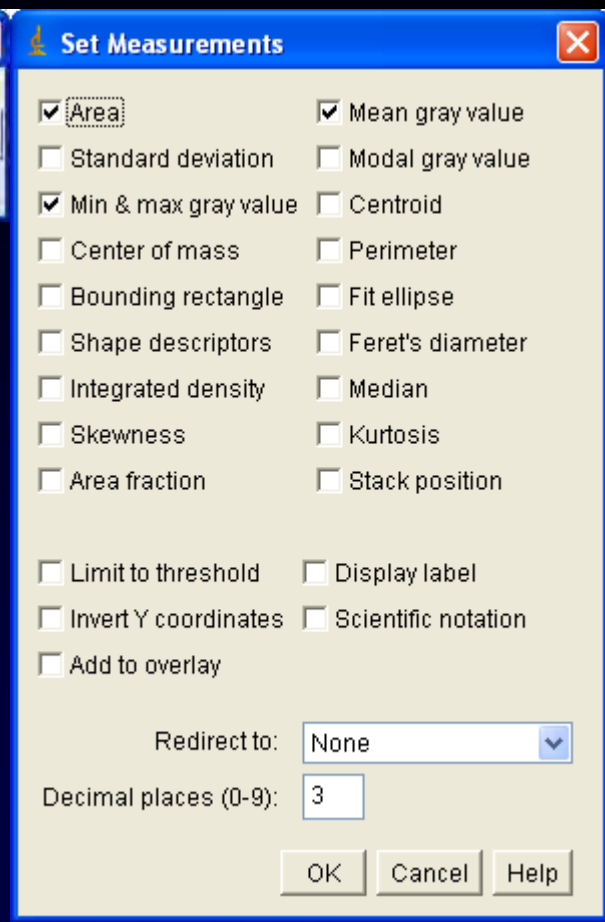
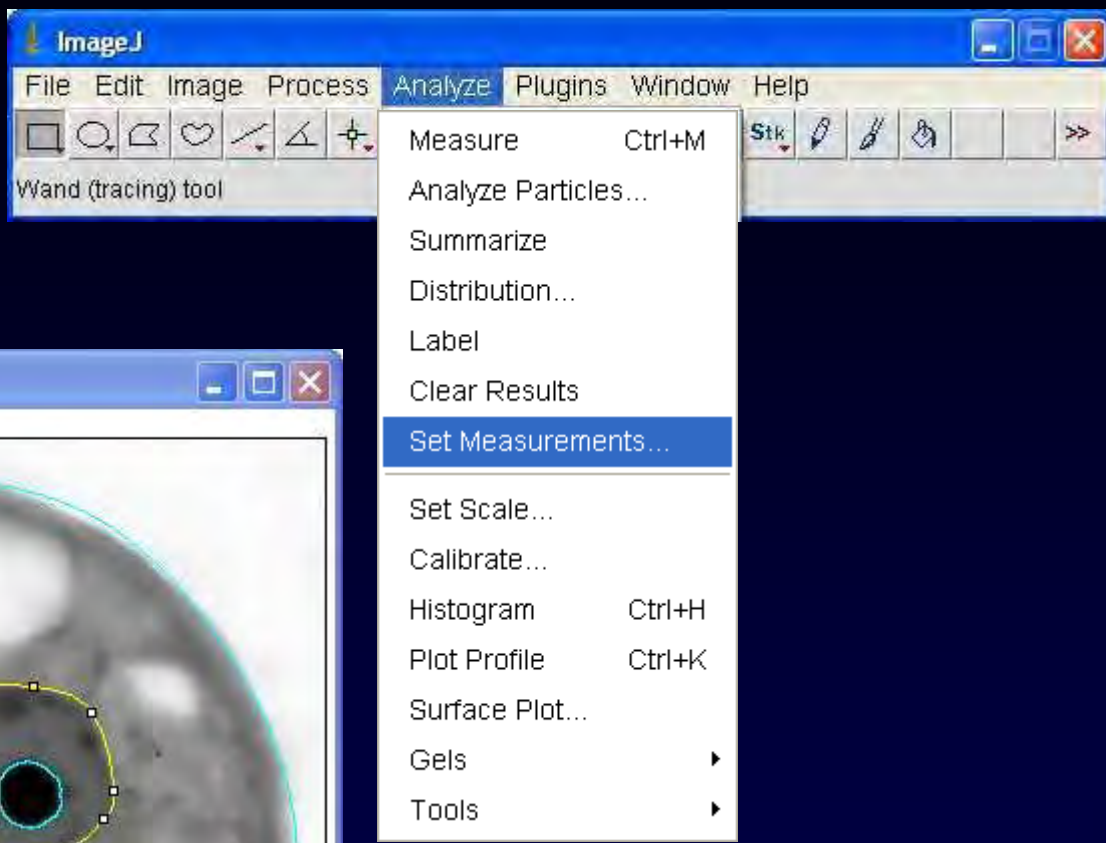
- Measure Ctrl+M
- Analyze Particles...
- Summarize
- Distribution...
- Label
- Clear Results
- Set Measurements...
- Set Scale...
- Calibrate...
- Histogram Ctrl+H
- Plot Profile Ctrl+K**
- Surface Plot...
- Gels
- Tools



Analyse → Plot Profile



Mesures de sélection

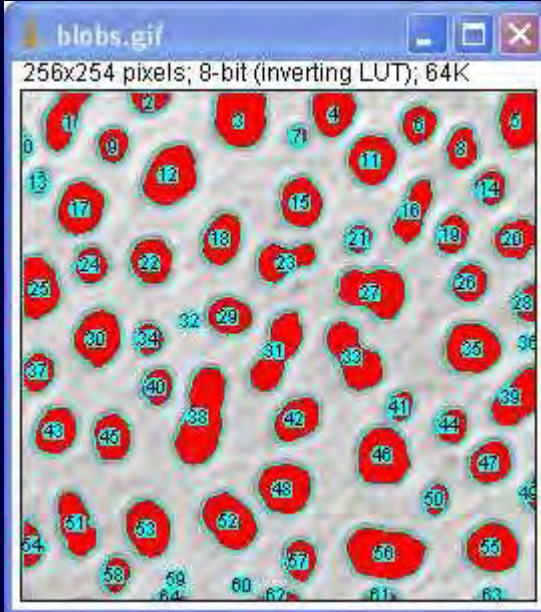
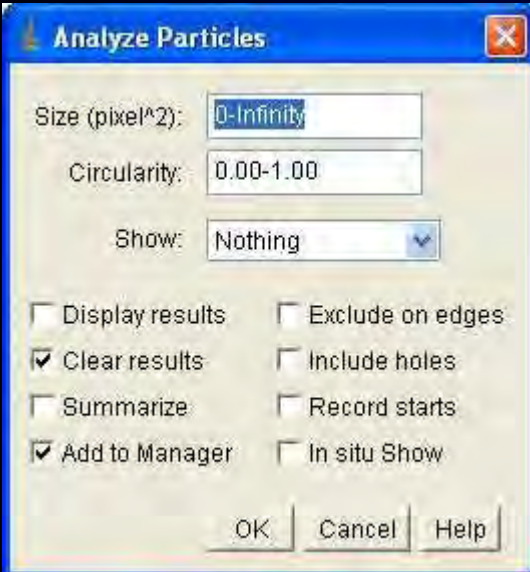


File	Edit	Font	Results	
	Area	Mean	Min	Max
1	7154	81.665	0	141

Analyse → Measure



Mesures d'objets



	Area	Mean	Min	Max
1	433	190.855	128	232
2	185	179.286	128	224
3	658	205.617	128	248
4	434	217.327	128	248
5	477	212.143	128	248
6	285	204.295	128	248
7	81	161.481	128	200
8	272	174.842	128	224

Analyse → Analyze Particles...



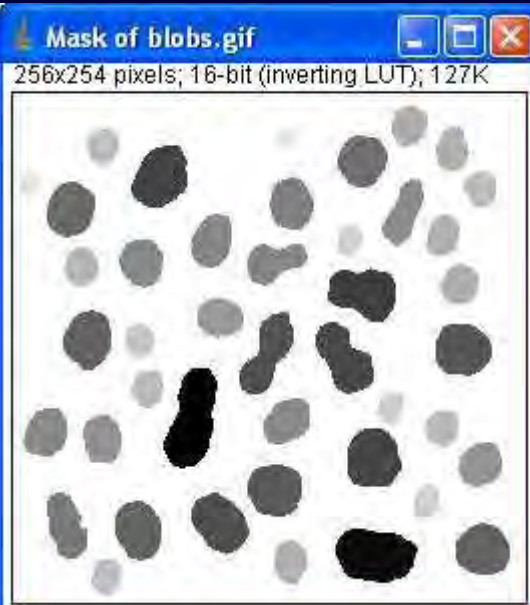
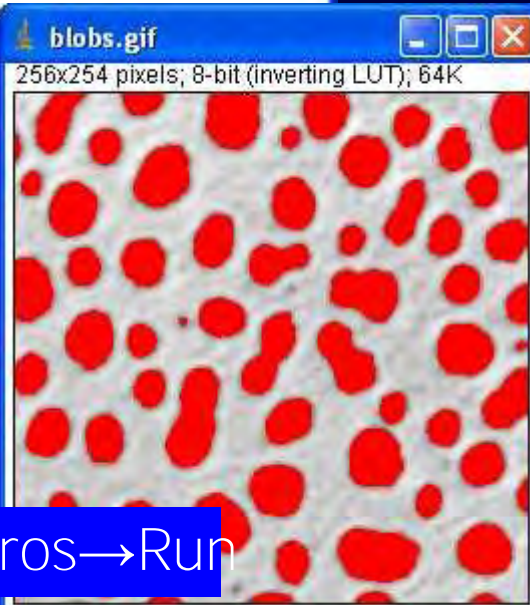
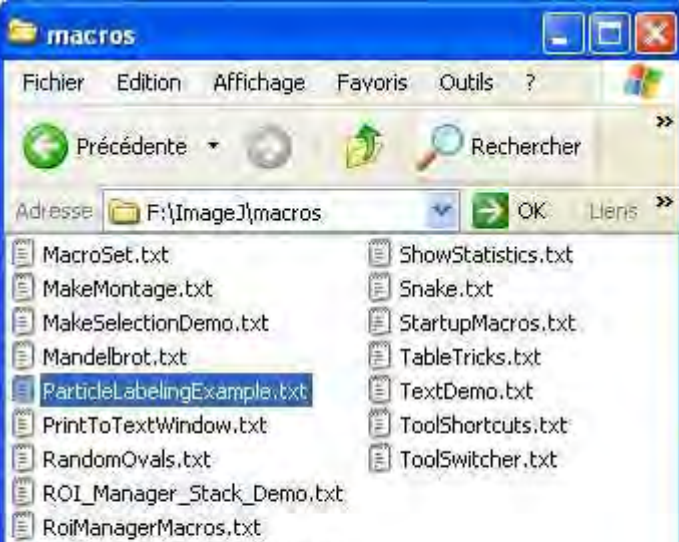
Macro



```

ParticleLabelingExample.txt
File Edit Font Macros Debug
// This macro labels the blobs from the 'Blobs' test image
// according to their area.

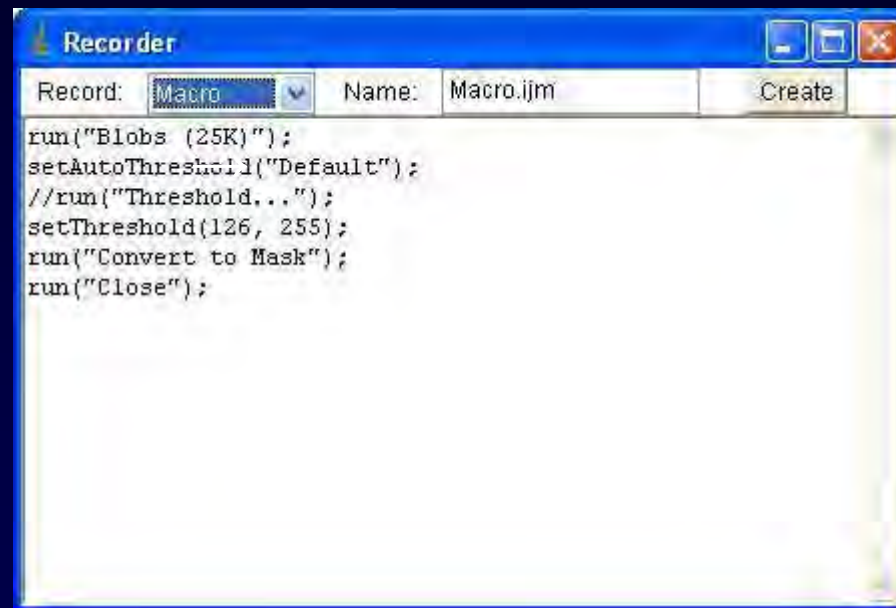
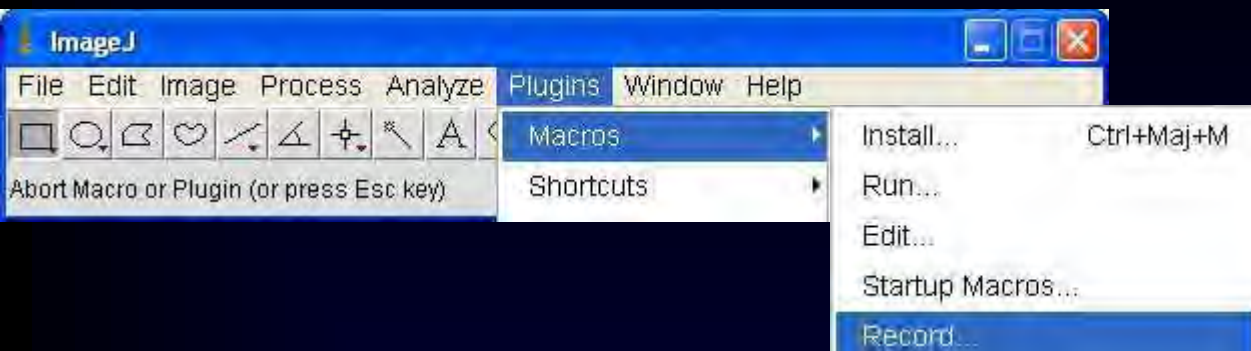
run("Set Measurements...", "area center redirect=None decimal=3");
run("Blobs (25K)");
setThreshold(125, 248);
run("Analyze Particles...",
    "minimum=1 maximum=999999 bins=20 show=Masks display ext");
selectWindow("Mask of blobs.gif");
run("16-bit");
for (i=0; i<nResults; i++) {
    doWand(getResult("XStart", i), getResult("YStart", i));
    setColor(getResult("Area", i));
    fill();
}
    
```



	Area	XM	YM	XStart	YStart
37	170	206.414	203.488	205	195
38	472	26.319	215.160	21	199
39	613	103.332	214.269	99	199
40	543	62.664	217.835	60	203
41	555	234.522	227.816	233	214
42	858	180.452	230.218	168	217
43	281	138.466	233.655	136	223
44	215	46.542	240.989	44	232
45	3	76.827	242.827	76	242
46	1	110.500	246.500	110	246

Plugins → Macros → Run

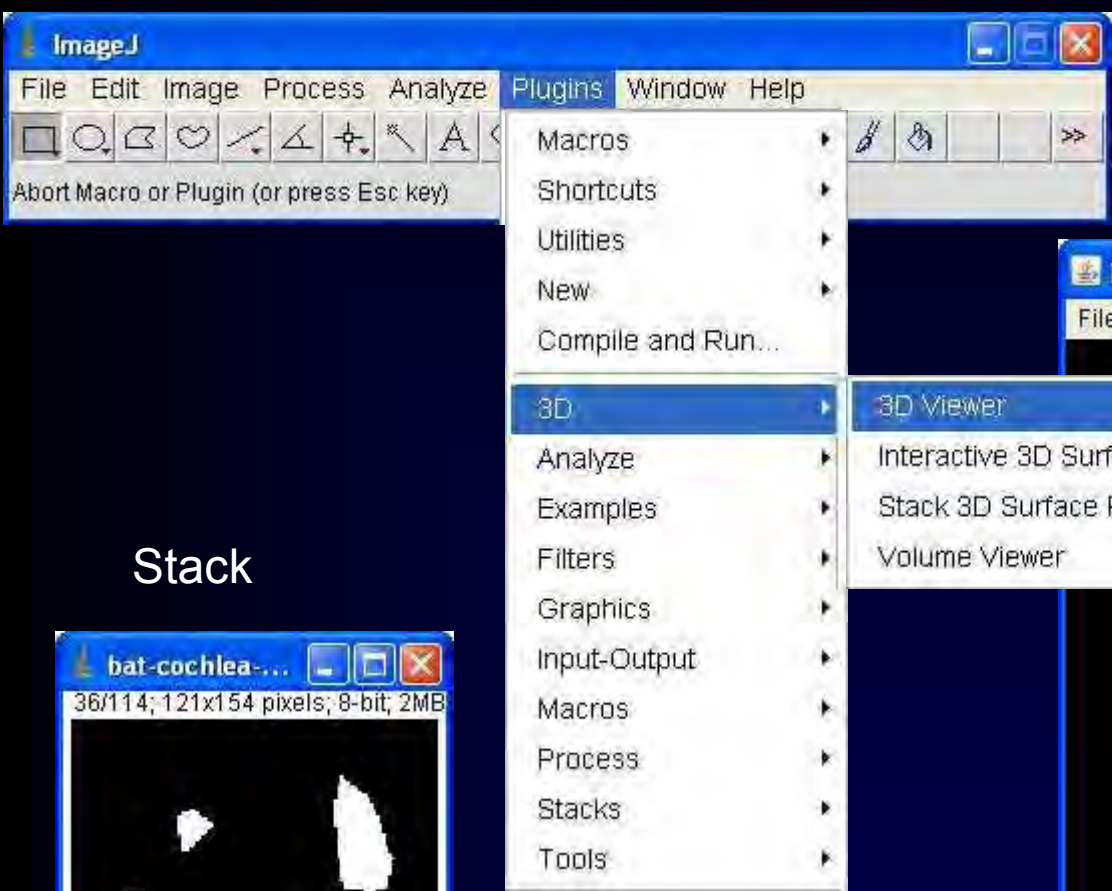
Enregistrement de macro



Plugins → Macros → Record...



Plugins



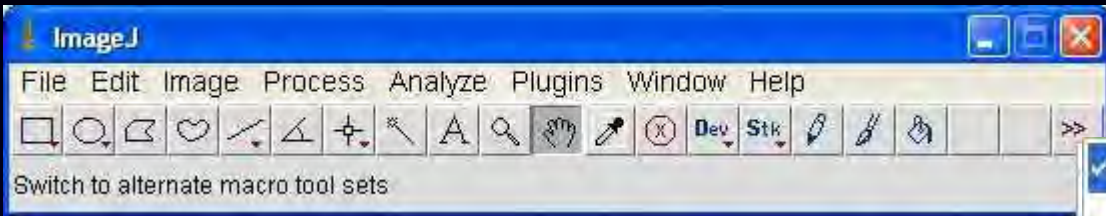
Stack



Plugins → 3D → 3D Viewer



Barres d'outils

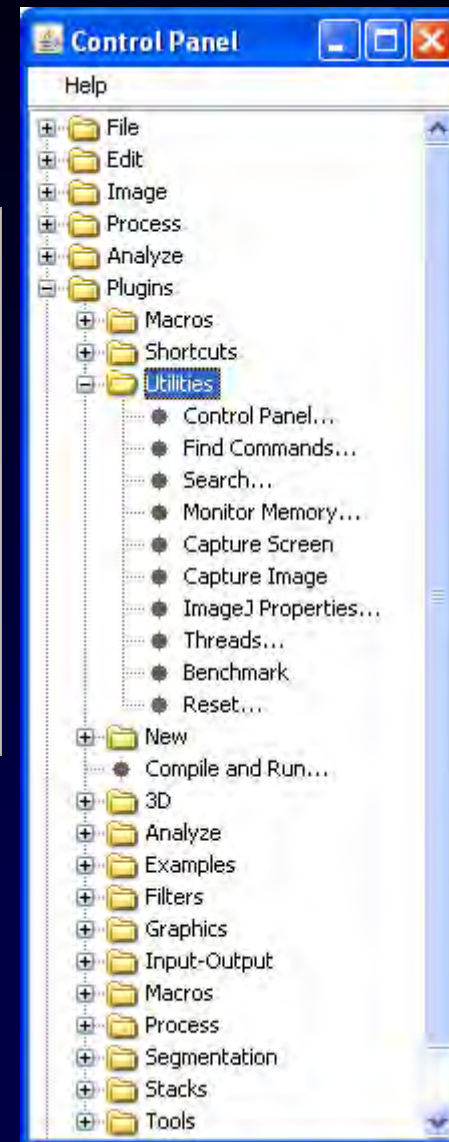
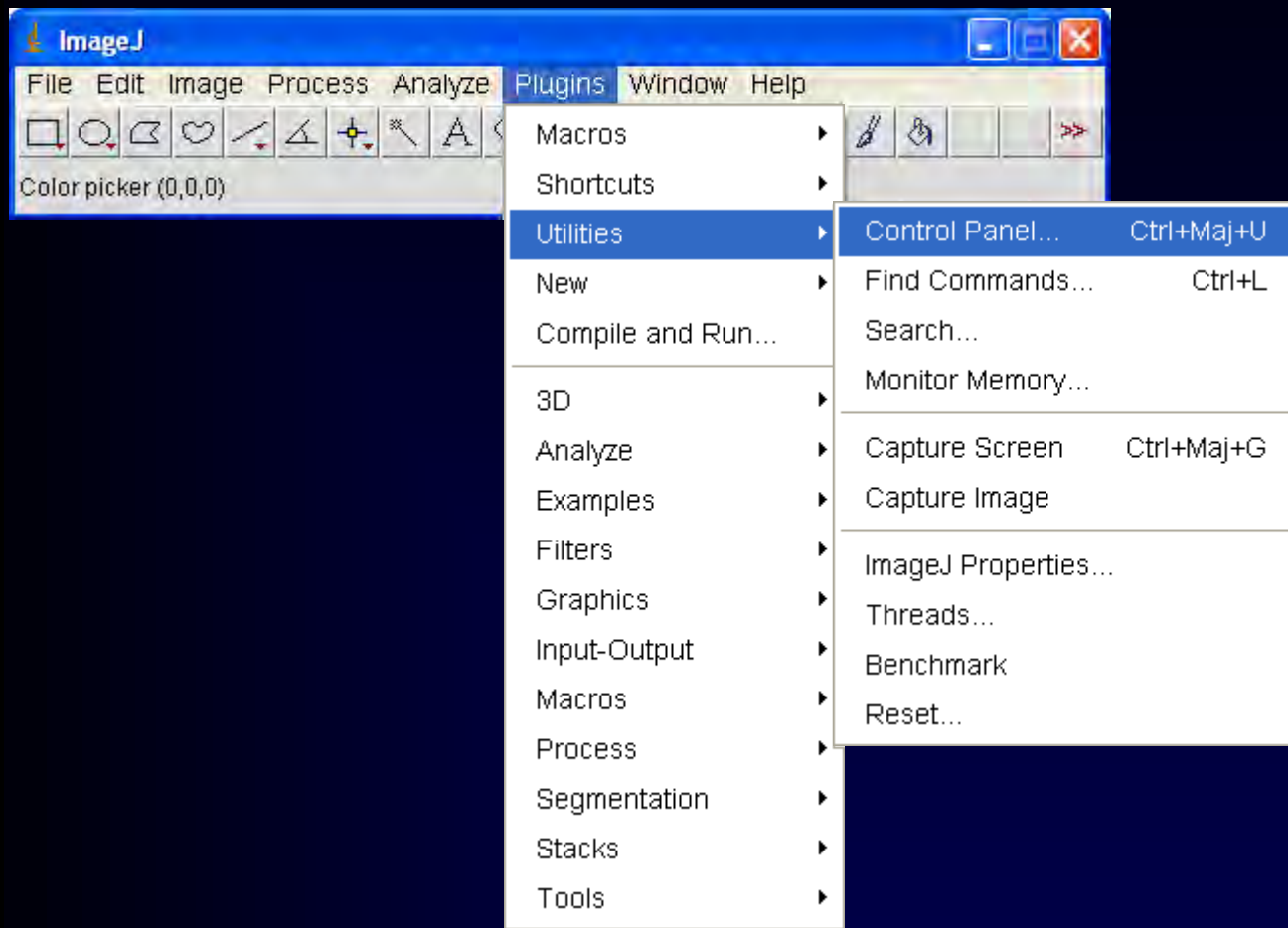


- Startup Macros
- Arrow Labelling Tools
- Drawing Tools
- Example Icons
- Lookup Tables
- Luts Macros and Tools Updater
- Magic Montage
- Plugins
- Scale Bar Tools for Microscopes
- Stack Tools
- Toolset Creator
- Help...





Panneaux de commandes



Plugins → Utilities → Control Panel



Topic 02 – Basic tools 1

Topic 03 – Basic tools 2



L'image numérique

Les Prétraitements

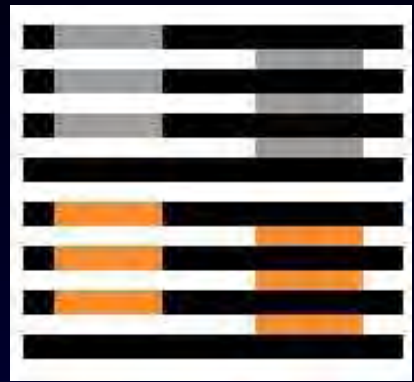
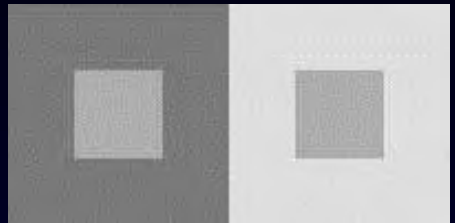
La Segmentation

Les Post-traitements

La Quantification



Image et perception



Checker-shadow illusion:
The squares marked A and B
are the same shade of gray.

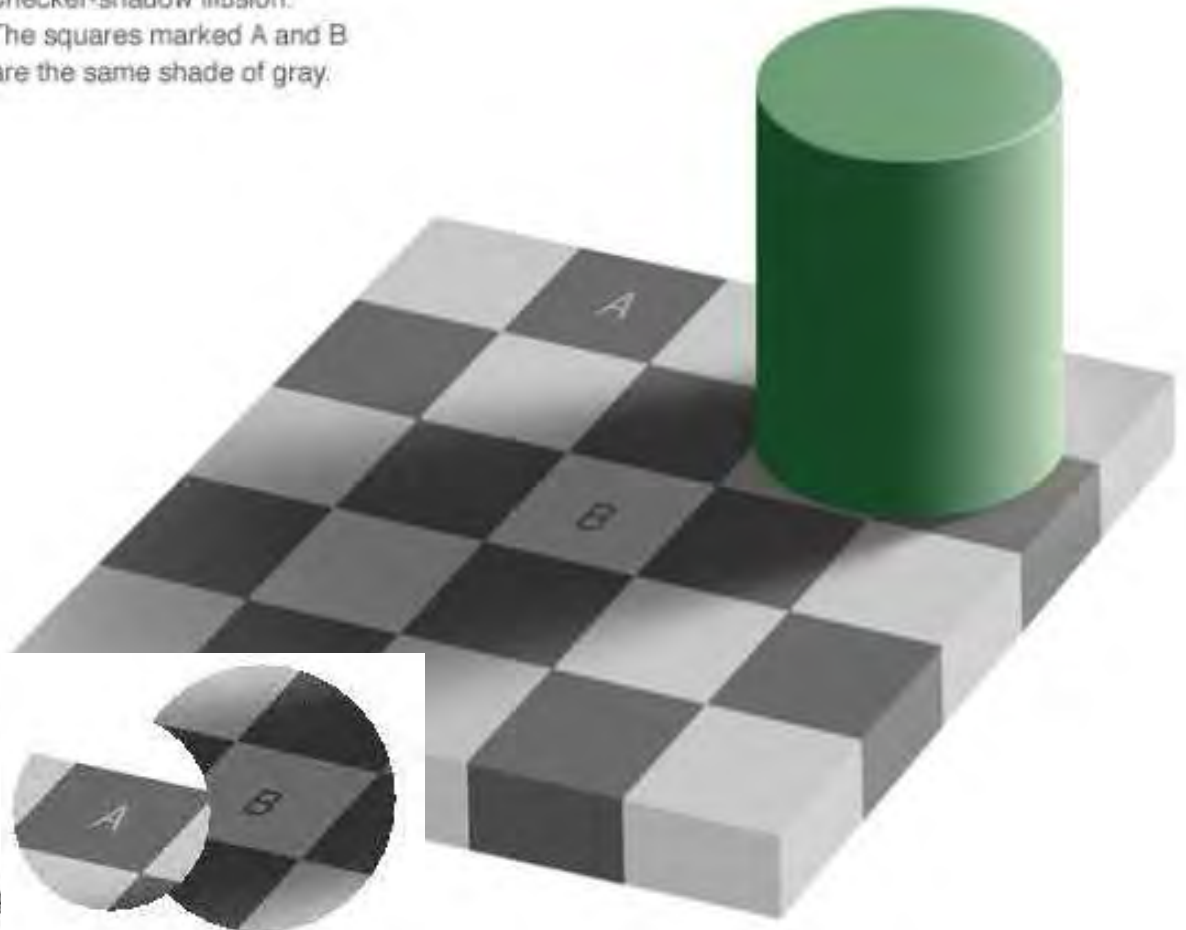
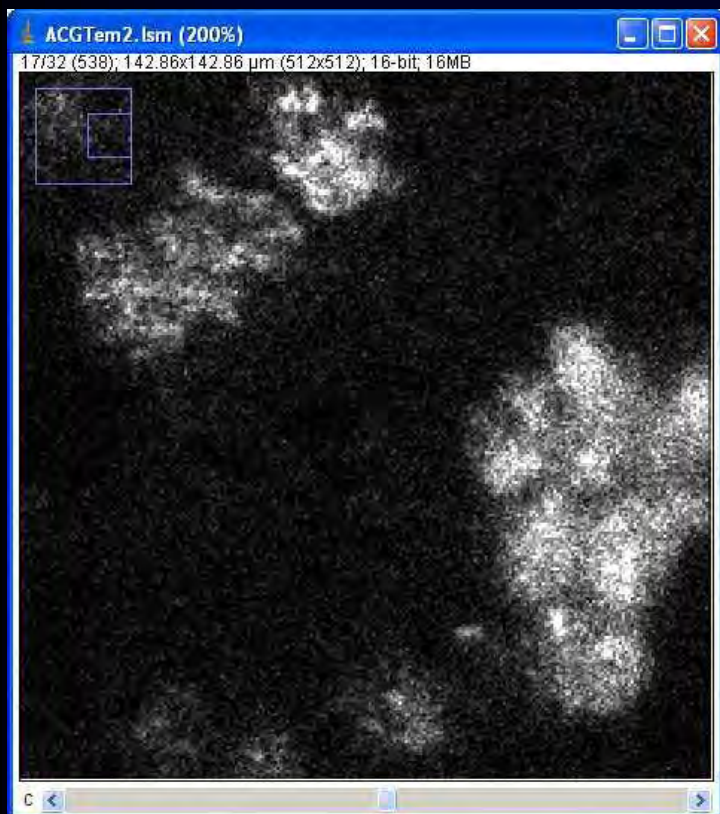
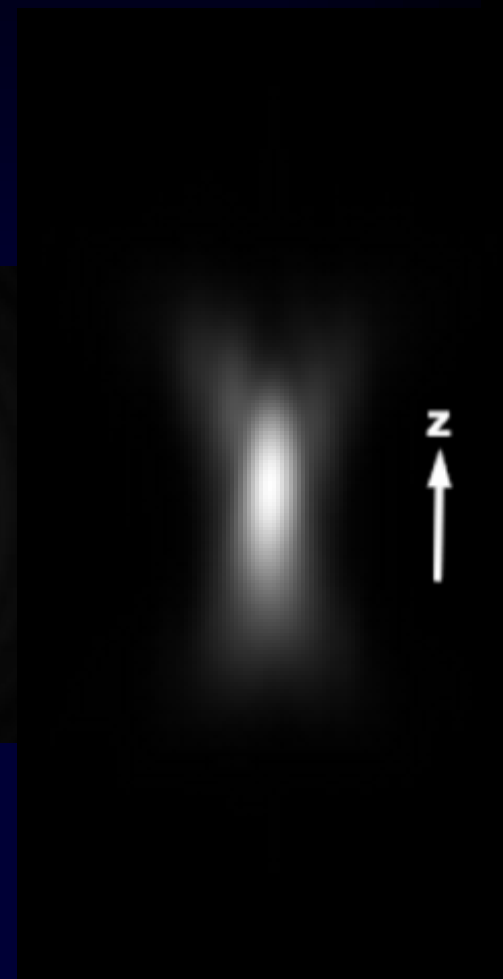
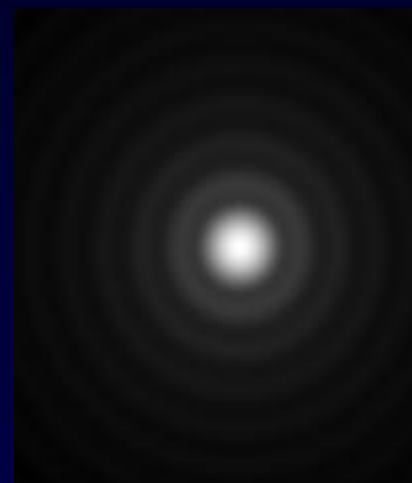


Image et déformations

Bruit



PSF



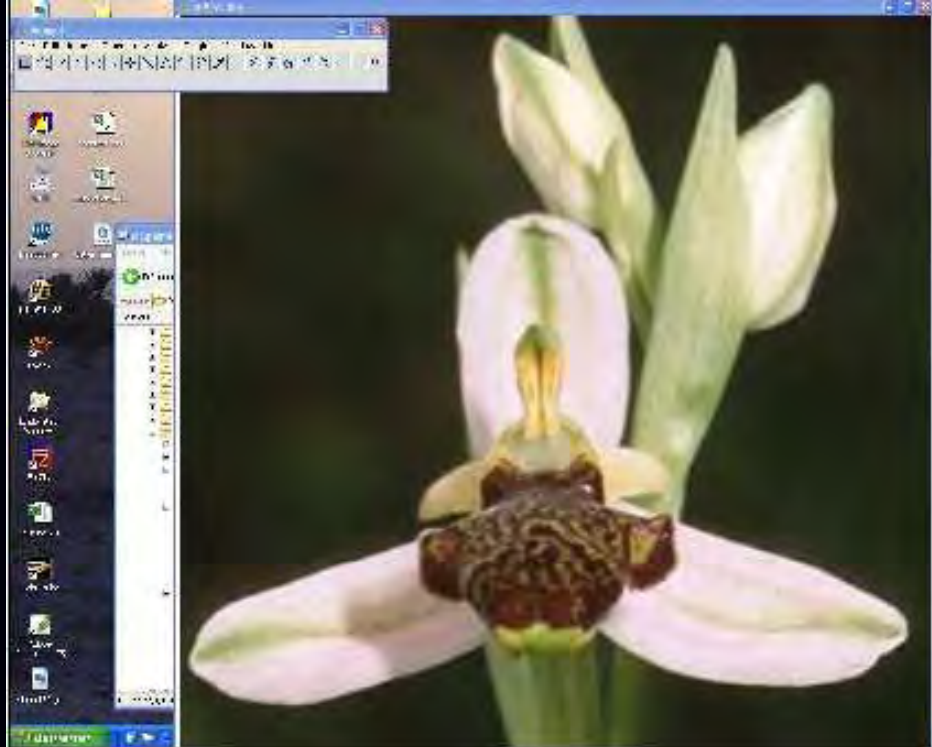


Résolutions : Nombre de pixels par pouce à l'affichage

1024*1024
1 Mega pixels



Ecran 72 dpi

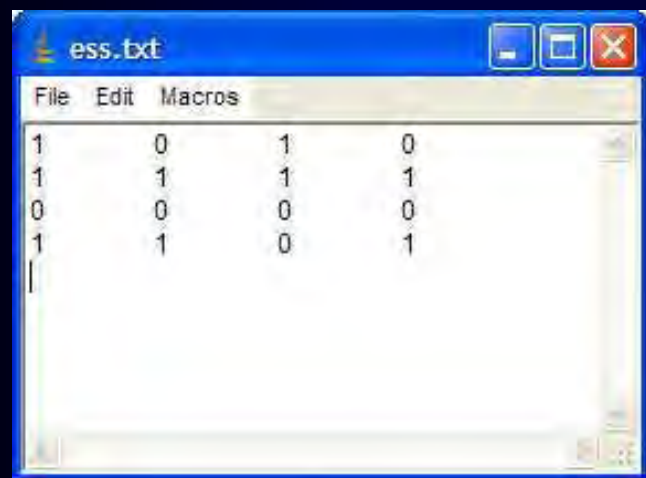
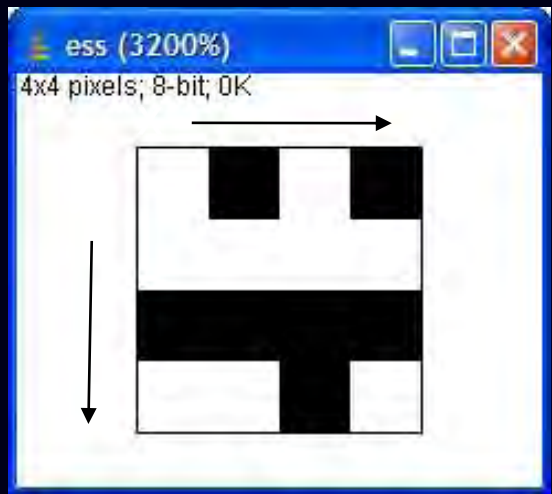


Impression 300 dpi





Codage binaire





Codage

1bit → 2 valeurs

3bits → 8 valeurs

5bits → 32 valeurs

*Sans titre-4.0 (indexée, 1 calque) 282x565

Fichier Édition Sélection Affichage Image Calque Ou



Navigation icons

*Sans titre-4.0 (indexée, 1 calque) 282x565

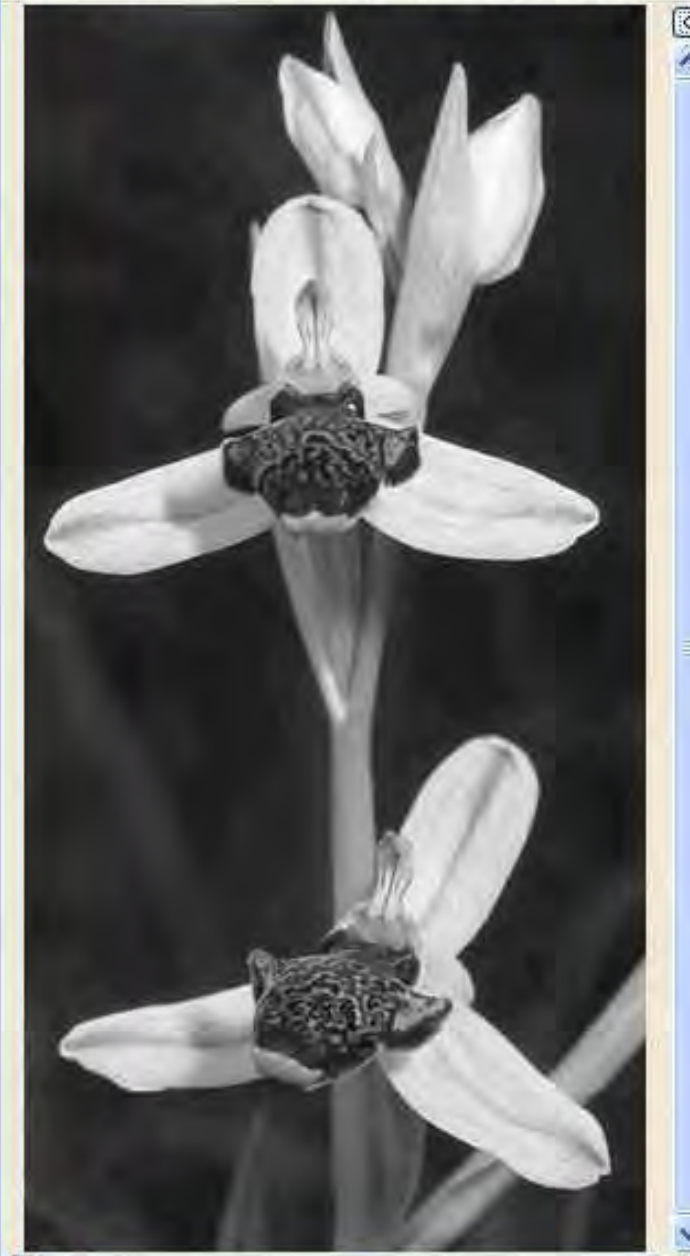
Fichier Édition Sélection Affichage Image Calque Ou



Navigation icons

*Sans titre-4.0 (indexée, 1 calque) 282x565

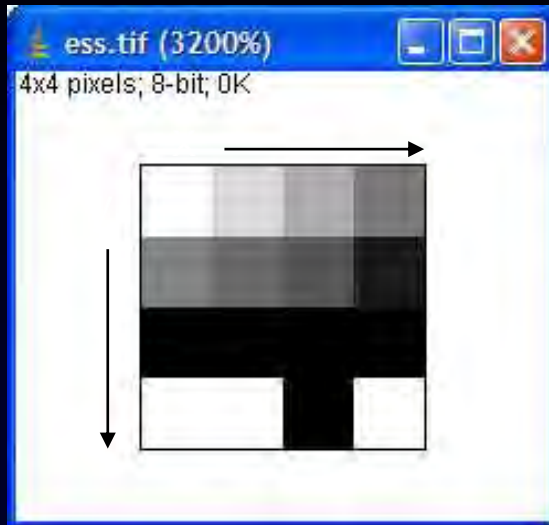
Fichier Édition Sélection Affichage Image Calque Ou



Navigation icons



Codage 8 bits 0→255 Valeurs de Niveaux de gris

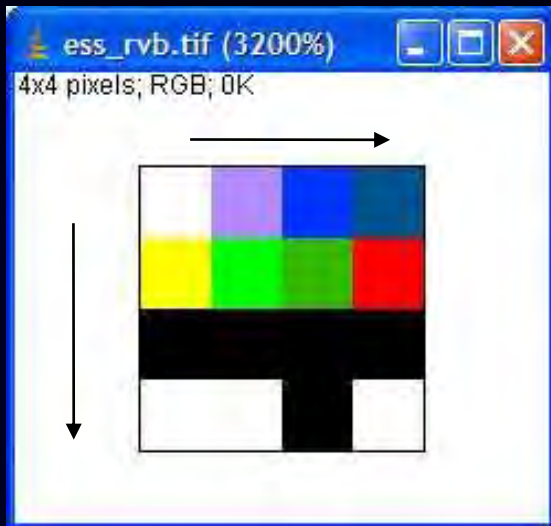


File	Edit	Macros	
255	217	172	123
130	106	87	27
0	0	0	0
255	255	0	255





Codage couleur 24 bits RVB



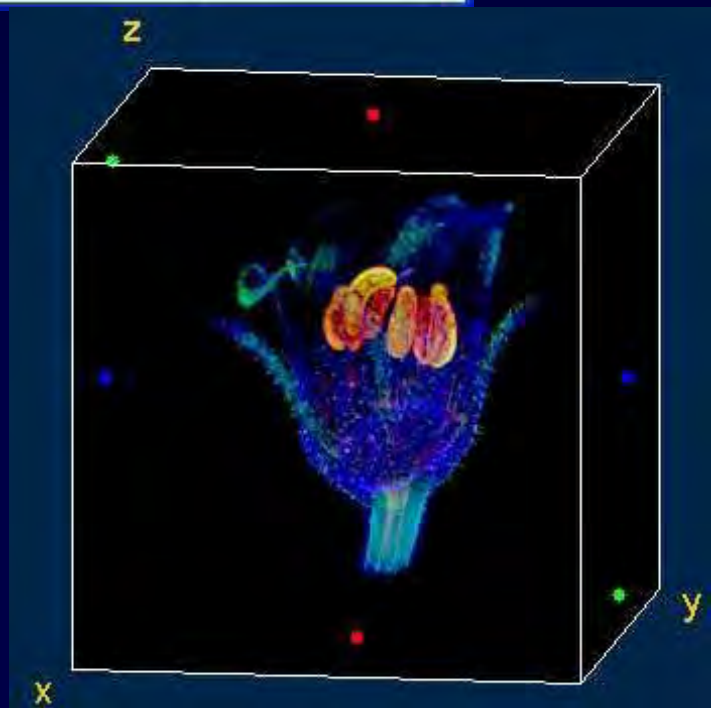
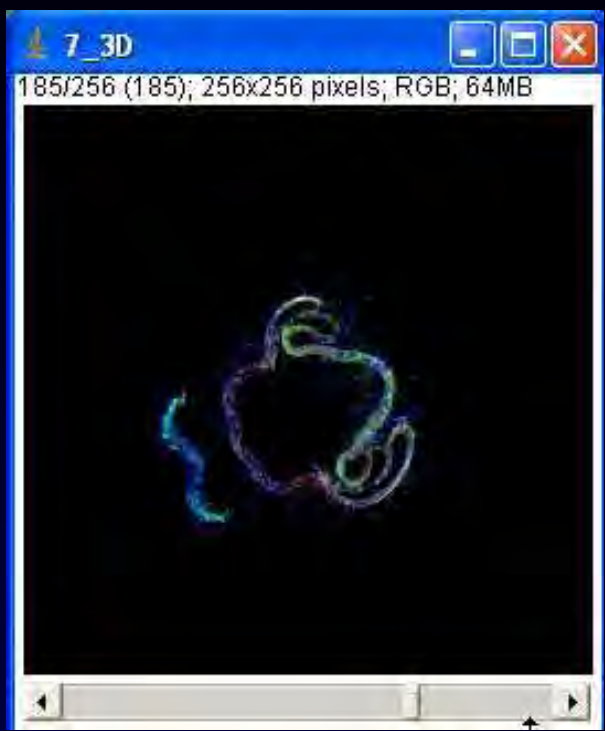
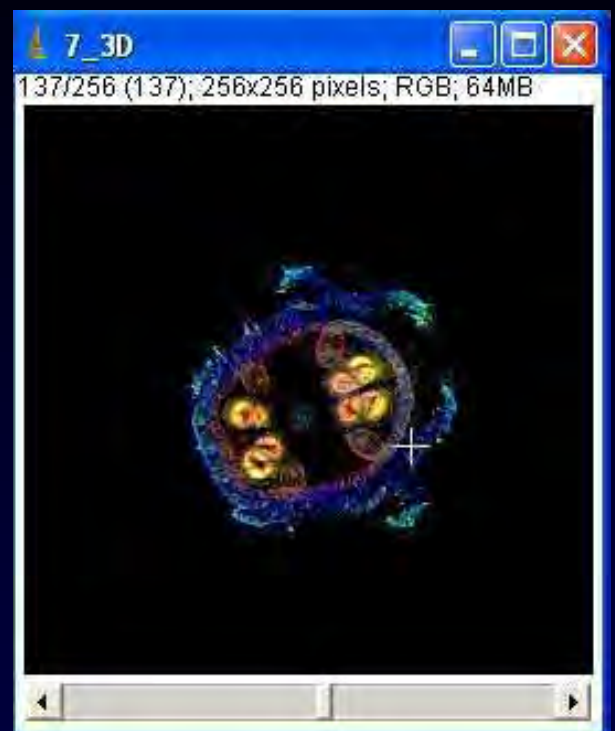
ess_rvb.txt

File	Edit	Macros		
255,255,255	180,139,125	0,54,255	0,82,139	
255,255,0	0,255,0	51,185,0	255,0,0	
0,0,0	0,0,0	0,0,0	0,0,0	
255,255,255	255,255,255	0,0,0	255,255,255	





Piles d'images : Stack





Format d'image

8bit [0,255]

16bit [0,65 535],

32bit [-3.4*10³⁸ , +3.4*10³⁸]

8bit color (LUT)

RGB 24bit [(0.0.0),(255.255.)]

Stack

HyperStack

Format de fichier

RAW : image brute

TIFF : sans perte + metadonnées

JPEG : compression avec perte d'information

LSM : format propriétaire de chez Zeiss

OME-TIFF : format Open Microscopy Environment



Topic 04 – What is a digital image?



L'image numérique

Les Prétraitements

Amélioration de la visualisation

Filtres et opérations

La Segmentation

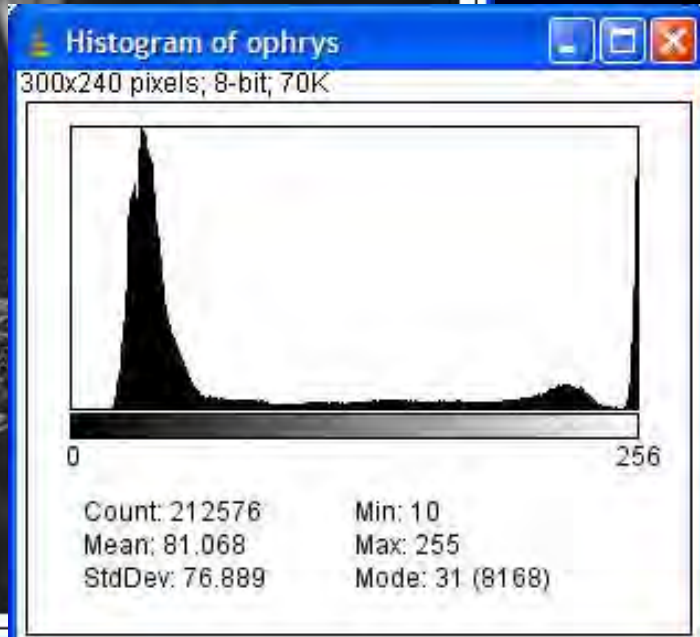
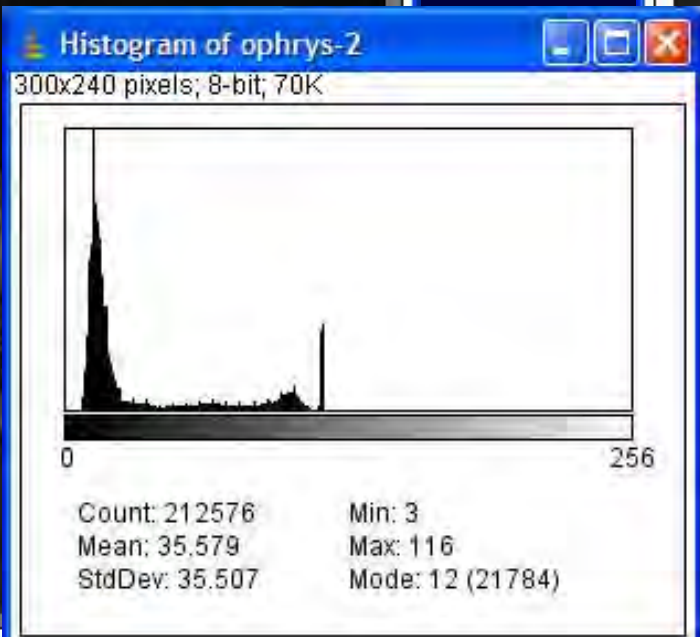
Les Post-traitements

La Quantification



Histogramme

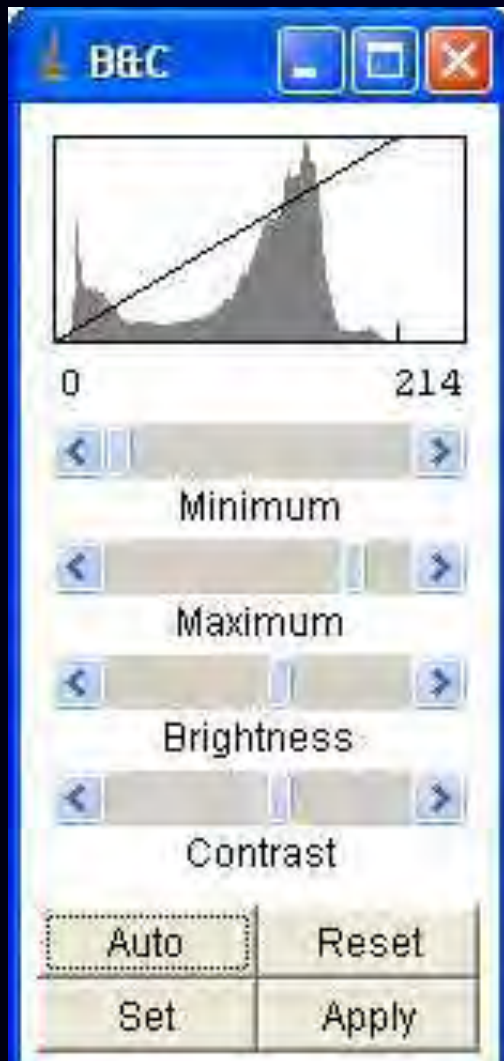
Dynamique = [valeur_mini , valeur_maxi]





Corrections linéaires

Luminosité Contraste



← Mini

← Maxi

← Luminosité

← Contraste

Niveaux

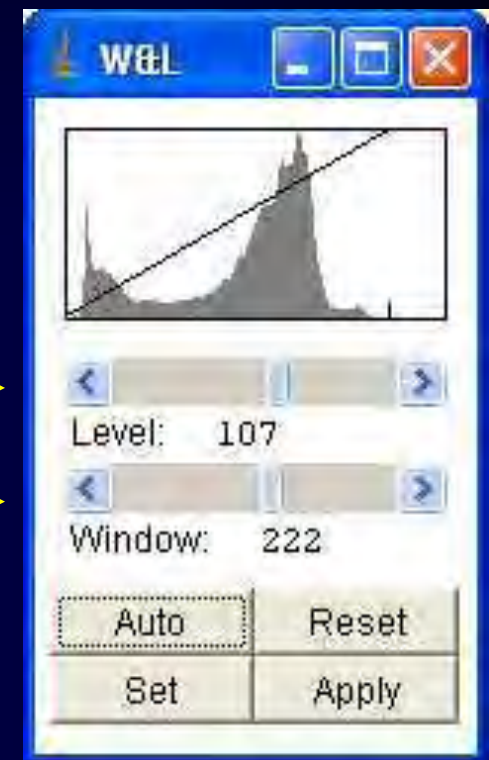


Image → Adjust → Brightness/Contrast...



Correction non linéaire : Egalisation de l'histogramme

Densité de probabilité normalisée pour aplatir l'histogramme



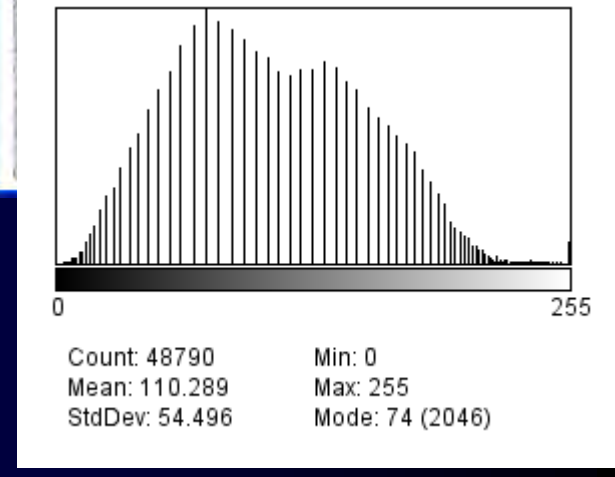
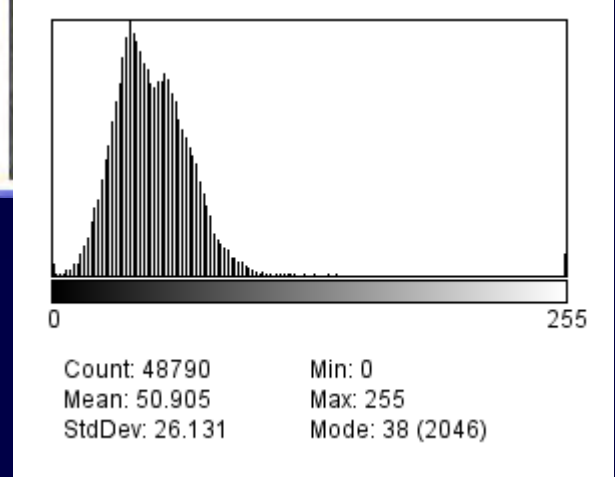
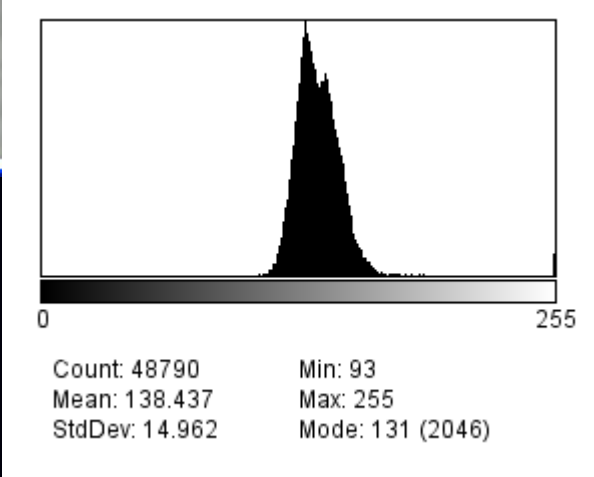
Enhance Contrast

Saturated Pixels: %

Normalize

Equalize Histogram

OK Cancel



Normalisation

Egalisation

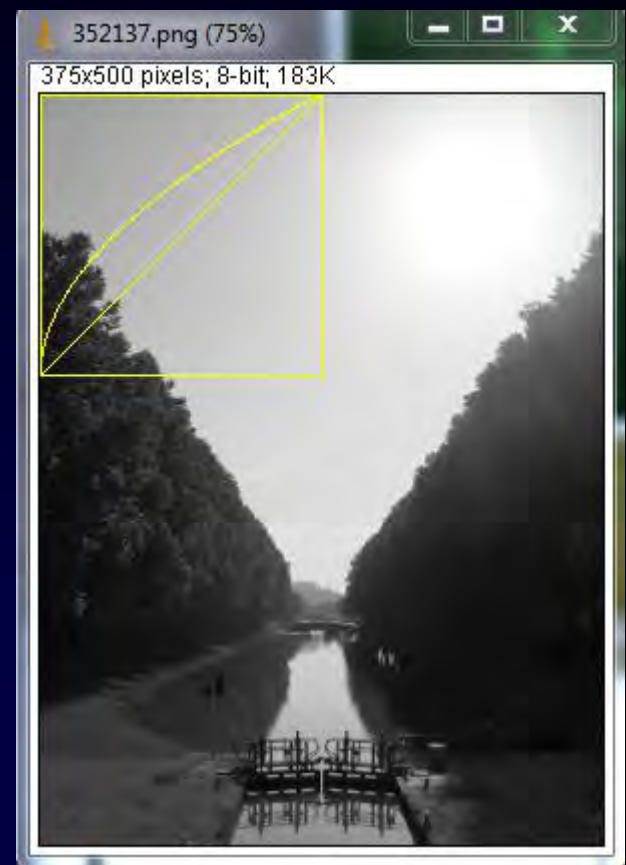
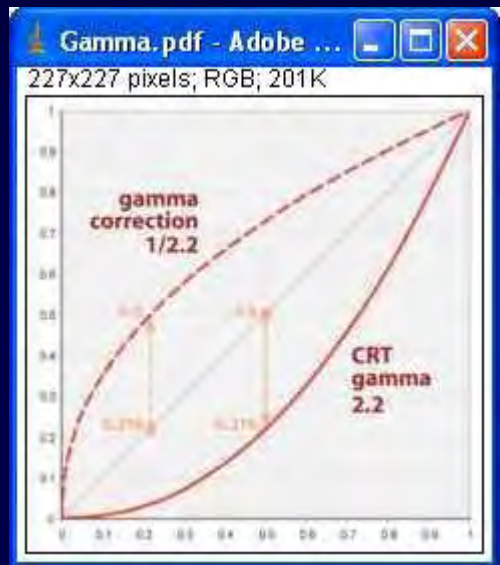
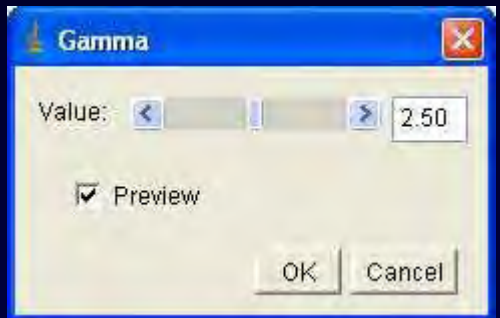
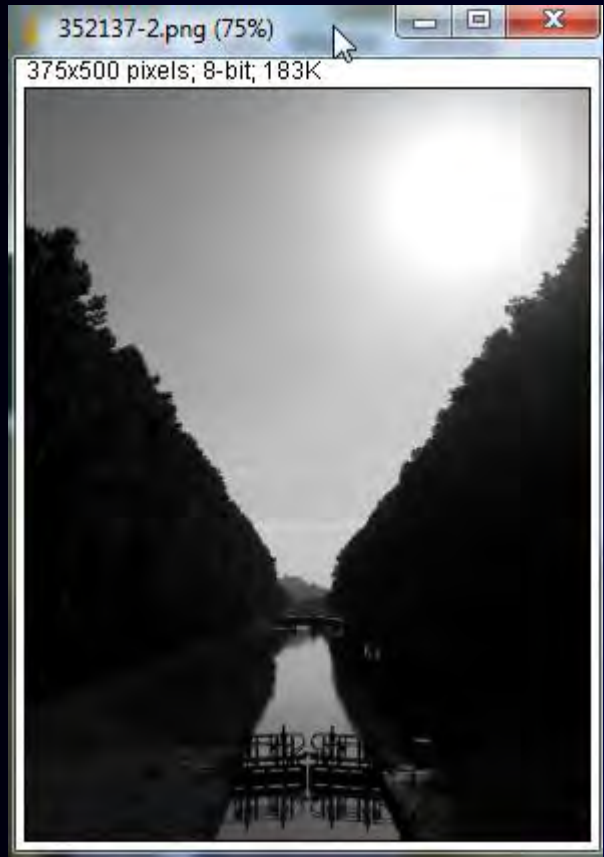
Process → Enhance Contrast



Correction non linéaire du Gamma

$$y = \text{range} * (x / \text{range}) ^ \text{gamma}$$

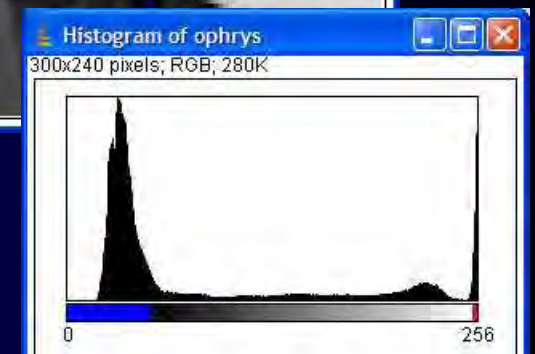
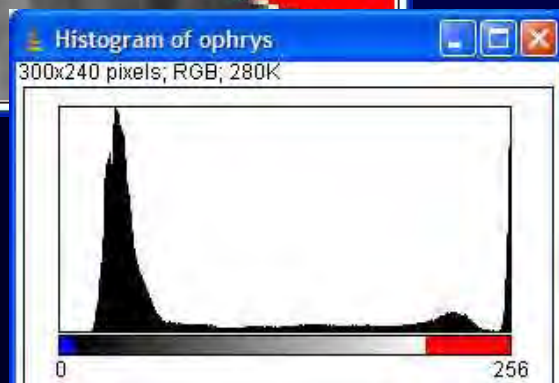
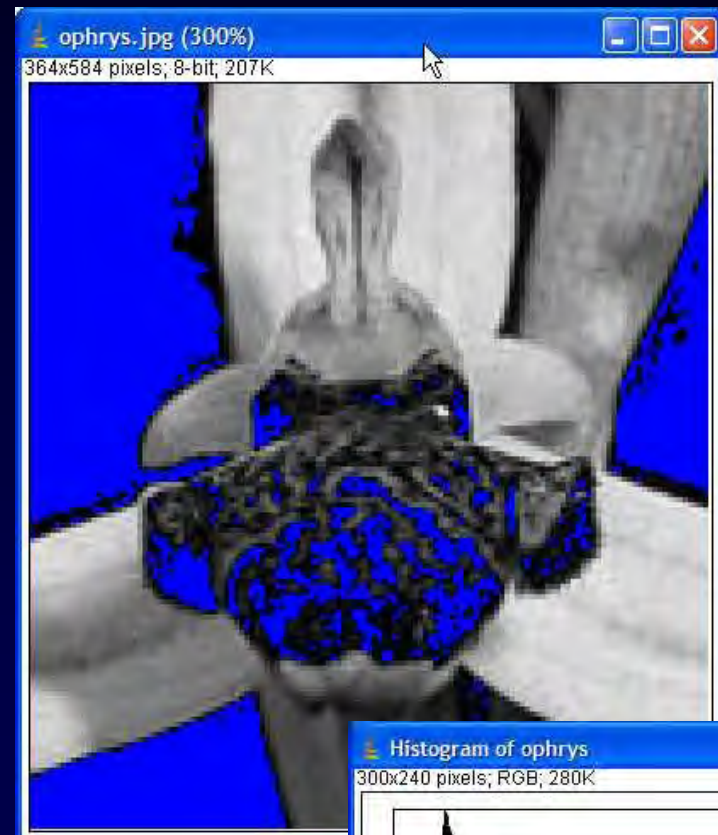
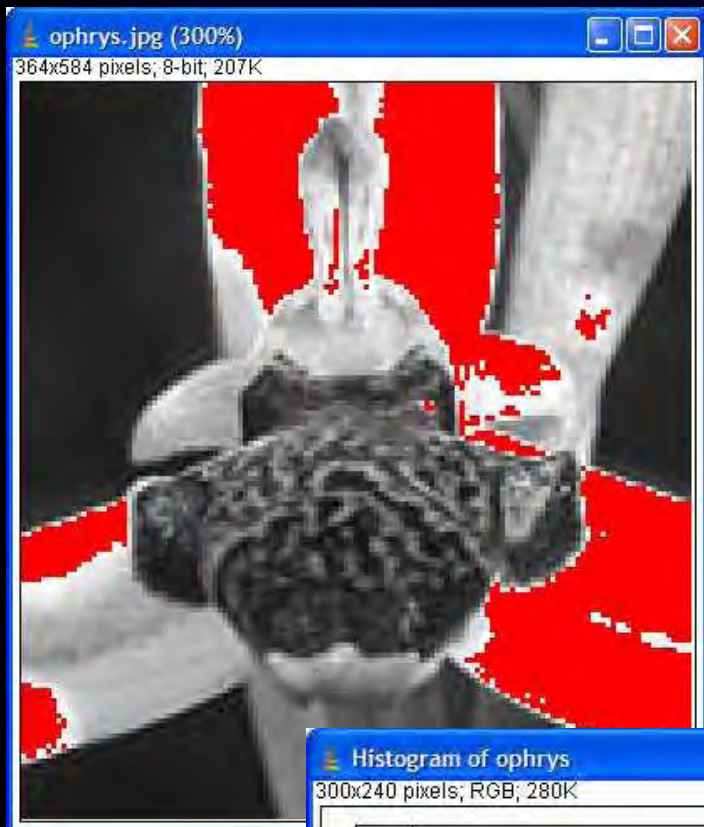
range = gamme de valeurs des pixels de l'image



Process → Math → Gamma...

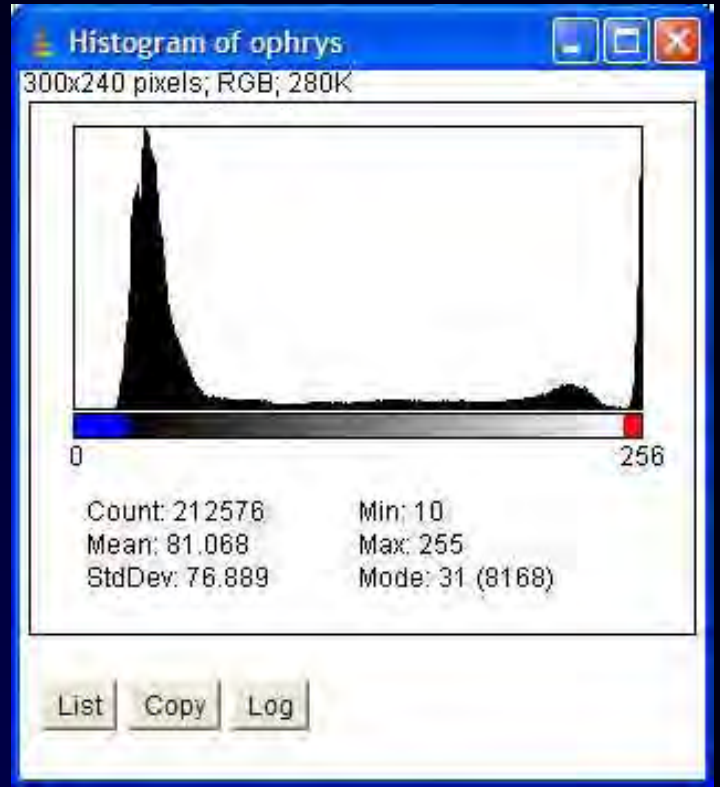
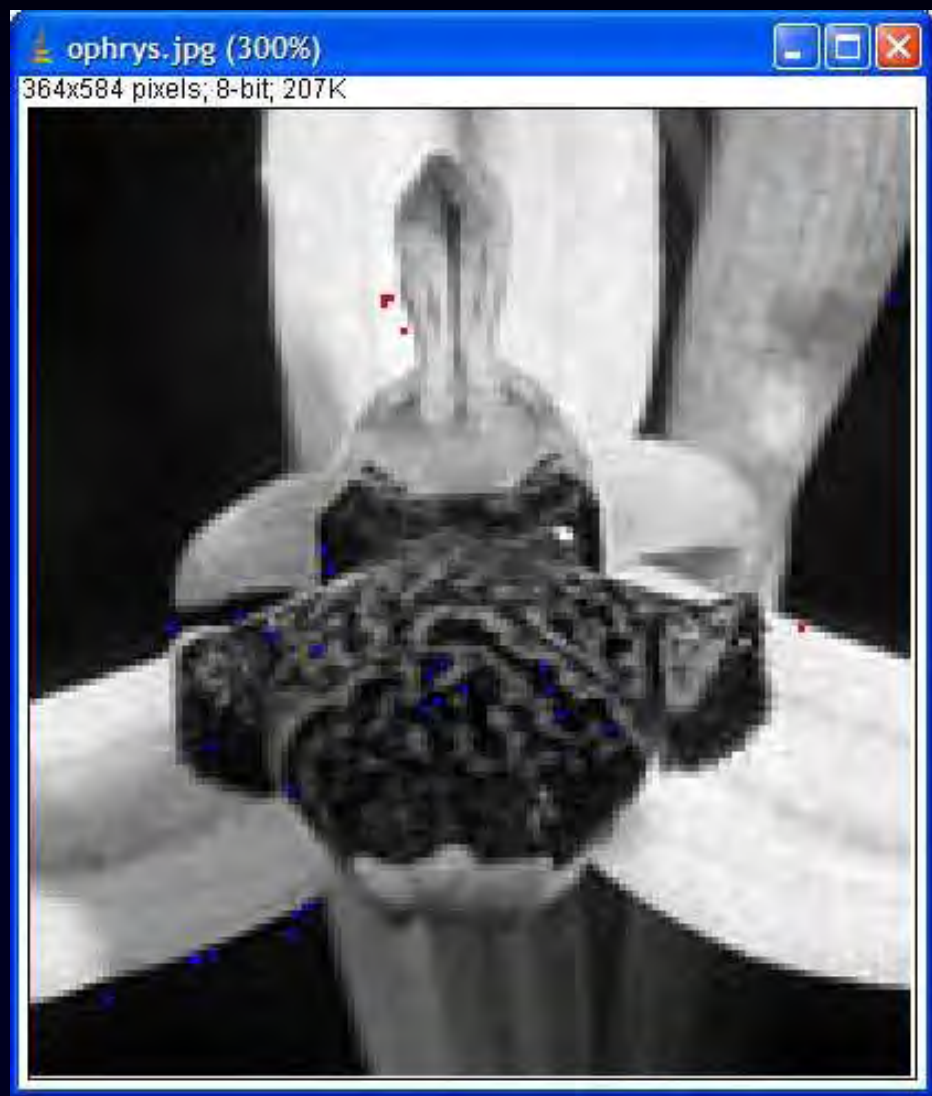


Réglages avec la LUT Hi Lo



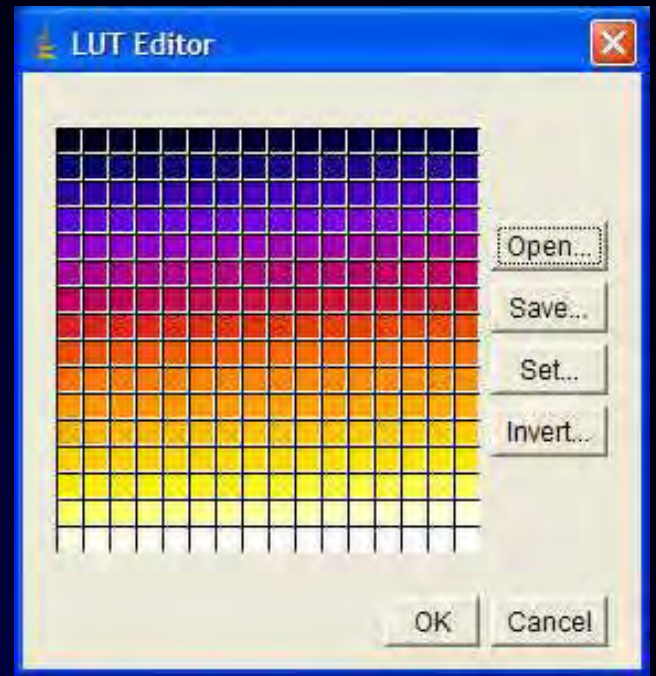
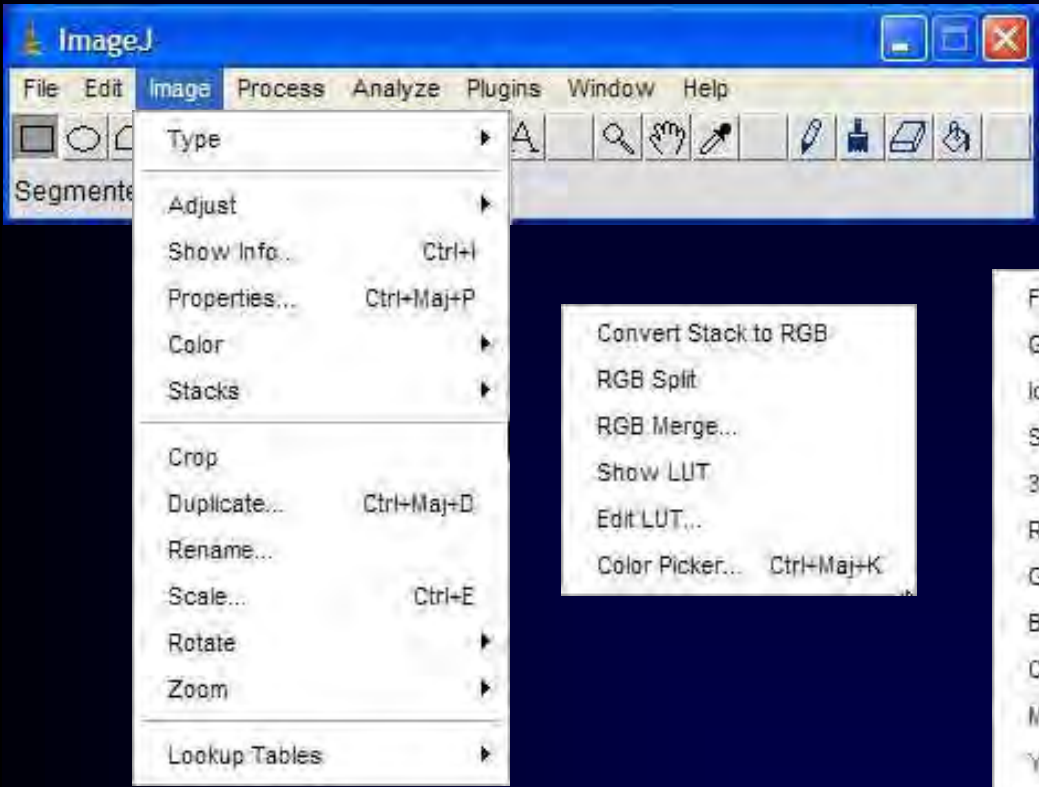


Réglages avec la LUT Hi Lo





Outils LUT dans ImageJ



Réglages d'images composites

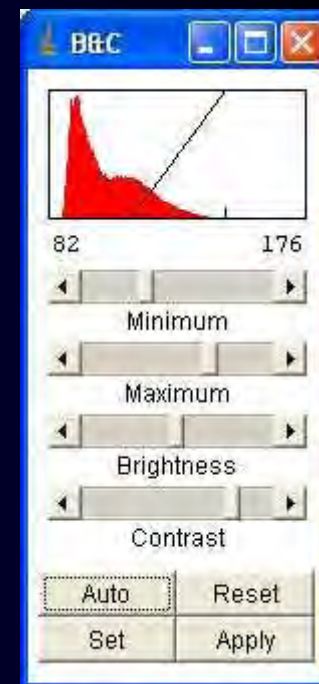
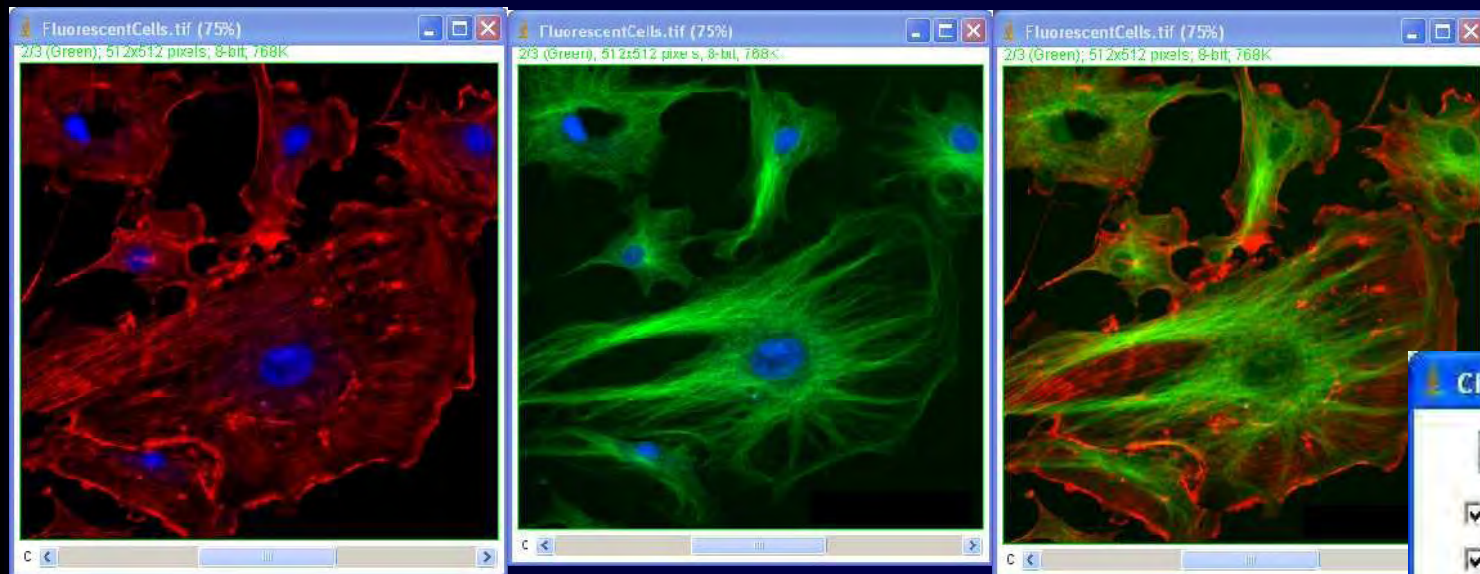
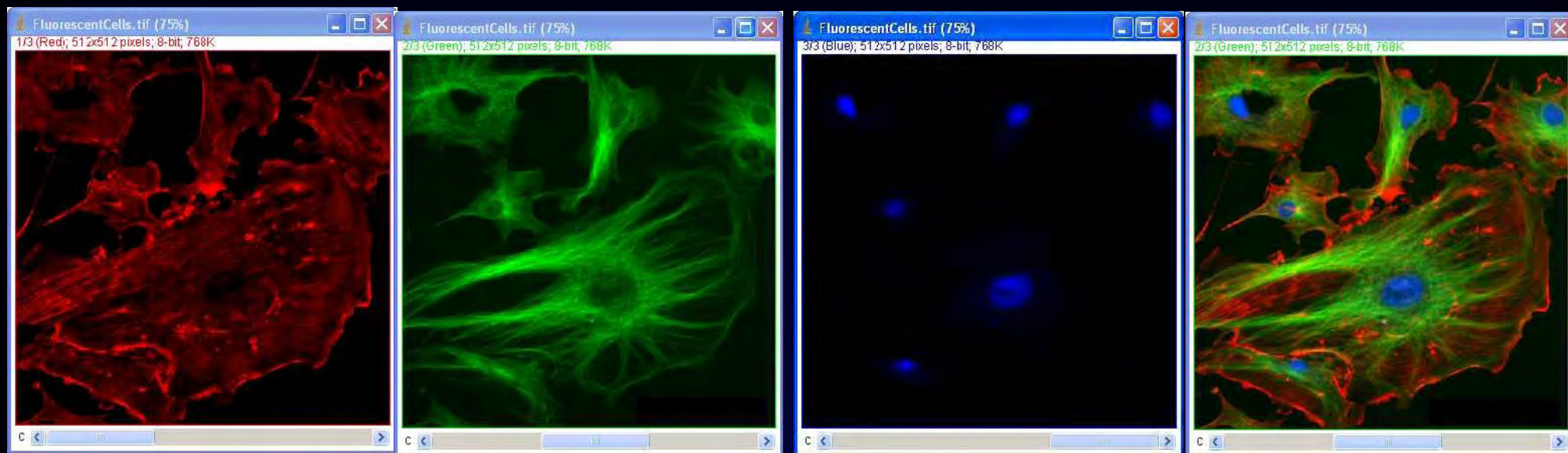


Image → Color → Make Composite



Topic 05 – Brightness and Contrast Adjustment



L'image numérique

Les Prétraitements

Amélioration de la visualisation
Filtres et opérations

La Segmentation

Les Post-traitements

La Quantification

Filtres de convolution

Noyau

1	1	1
1	4	1
1	1	1

$$\Sigma=12$$

Image source

100	100	100	100	100
100	100	100	100	100
100	100	200	100	100
100	100	100	100	100
100	100	100	100	100

Produits du noyau
et de la source

100×1	100×1	100×1
100×1	200×4	100×1
100×1	100×1	100×1

$$\Sigma=1600$$

Image résultante

100	100	100	100	100
100	108	108	108	100
100	108	133	100	100
100	100	100	100	100

Le pixel cible prend la valeur de la somme des produits normalisée

$$1600/12=133$$



Filtres de convolution

Image source

100	100	100	100	100
100	100	100	100	100
100	100	200	100	100
100	100	100	100	100
100	100	100	100	100

Noyau

1	1	1
1	4	1
1	1	1

*

=

Image résultante

100	100	100	100	100
100				100
100				100
100				100
100	100	100	100	100



Filtres de convolution

Image source

100	100	100	100	100
100	100	100	100	100
100	100	200	100	100
100	100	100	100	100
100	100	100	100	100

Noyau

1	1	1
1	4	1
1	1	1

Image résultante

100	100	100	100	100
100	108			100
100				100
100				100
100	100	100	100	100

100*1	100*1	100*1
100*1	100*4	100*1
100*1	100*1	200*1

Somme / 12 = 108



Filtres de convolution

Image source

100	100	100	100	100
100	100	100	100	100
100	100	200	100	100
100	100	100	100	100
100	100	100	100	100

Noyau

1	1	1
1	4	1
1	1	1

Image résultante

100	100	100	100	100
100	108	108		100
100				100
100				100
100	100	100	100	100

100*1	100*1	100*1
100*1	100*4	100*1
100*1	200*1	100*1

Somme / 12 = 108



Filtres de convolution

Image source

100	100	100	100	100
100	100	100	100	100
100	100	200	100	100
100	100	100	100	100
100	100	100	100	100

Noyau

1	1	1
1	4	1
1	1	1

Image résultante

100	100	100	100	100
100	108	108	108	100
100				100
100				100
100	100	100	100	100

100*1	100*1	100*1
100*1	100*4	100*1
200*1	100*1	100*1

Somme / 12 = 108



Filtres de convolution

Image source

100	100	100	100	100
100	100	100	100	100
100	100	200	100	100
100	100	100	100	100
100	100	100	100	100

Noyau

1	1	1
1	4	1
1	1	1

Image résultante

100	100	100	100	100
100	108	108	108	100
100	108			100
100				100
100	100	100	100	100

100*1	100*1	100*1
100*1	100*4	200*1
100*1	100*1	100*1

Somme / 12 = 108



Filtres de convolution

Image source

100	100	100	100	100
100	100	100	100	100
100	100	200	100	100
100	100	100	100	100
100	100	100	100	100

Noyau

1	1	1
1	4	1
1	1	1

Image résultante

100	100	100	100	100
100	108	108	108	100
100	108	133		100
100				100
100	100	100	100	100

100*1	100*1	100*1
100*1	200*4	100*1
100*1	100*1	100*1

Somme / 12 = 133



Filtres de convolution

Image source

100	100	100	100	100
100	100	100	100	100
100	100	200	100	100
100	100	100	100	100
100	100	100	100	100

Noyau

1	1	1
1	4	1
1	1	1

Image résultante

100	100	100	100	100
100	108	108	108	100
100	108	133	108	100
100				100
100	100	100	100	100

100*1	100*1	100*1
200*1	100*4	100*1
100*1	100*1	100*1

Somme / 12 = 108



Filtres de convolution

Image source

100	100	100	100	100
100	100	100	100	100
100	100	200	100	100
100	100	100	100	100
100	100	100	100	100

Noyau

1	1	1
1	4	1
1	1	1

Image résultante

100	100	100	100	100
100	108	108	108	100
100	108	133	108	100
100	108			100
100	100	100	100	100

100*1	100*1	200*1
100*1	100*4	100*1
100*1	100*1	100*1

Somme / 12 = 108



Filtres de convolution

Image source

100	100	100	100	100
100	100	100	100	100
100	100	200	100	100
100	100	100	100	100
100	100	100	100	100

Noyau

1	1	1
1	4	1
1	1	1

Image résultante

100	100	100	100	100
100	108	108	108	100
100	108	133	108	100
100	108	108		100
100	100	100	100	100

100*1	200*1	100*1
100*1	100*4	100*1
100*1	100*1	100*1

Somme / 12 = 108



Filtres de convolution

Image source

100	100	100	100	100
100	100	100	100	100
100	100	200	100	100
100	100	100	100	100
100	100	100	100	100

Noyau

1	1	1
1	4	1
1	1	1

Image résultante

100	100	100	100	100
100	108	108	108	100
100	108	133	108	100
100	108	108	108	100
100	100	100	100	100

200*1	100*1	100*1
100*1	100*4	100*1
100*1	100*1	100*1

Somme / 12 = 108



Filtres de convolution

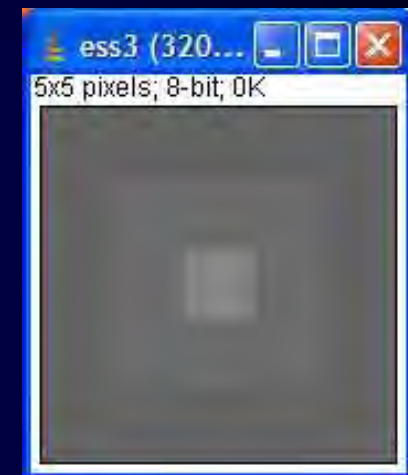
100	100	100	100	100
100	100	100	100	100
100	100	200	100	100
100	100	100	100	100
100	100	100	100	100

*

1	1	1
1	4	1
1	1	1

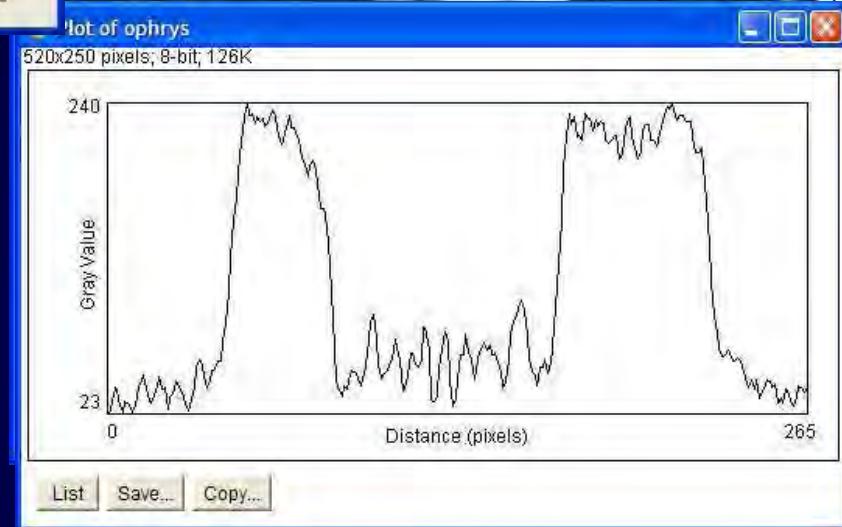
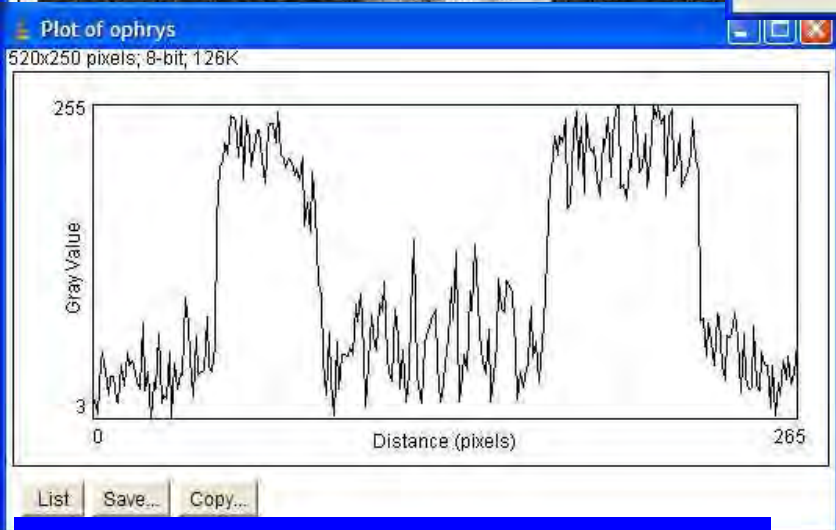
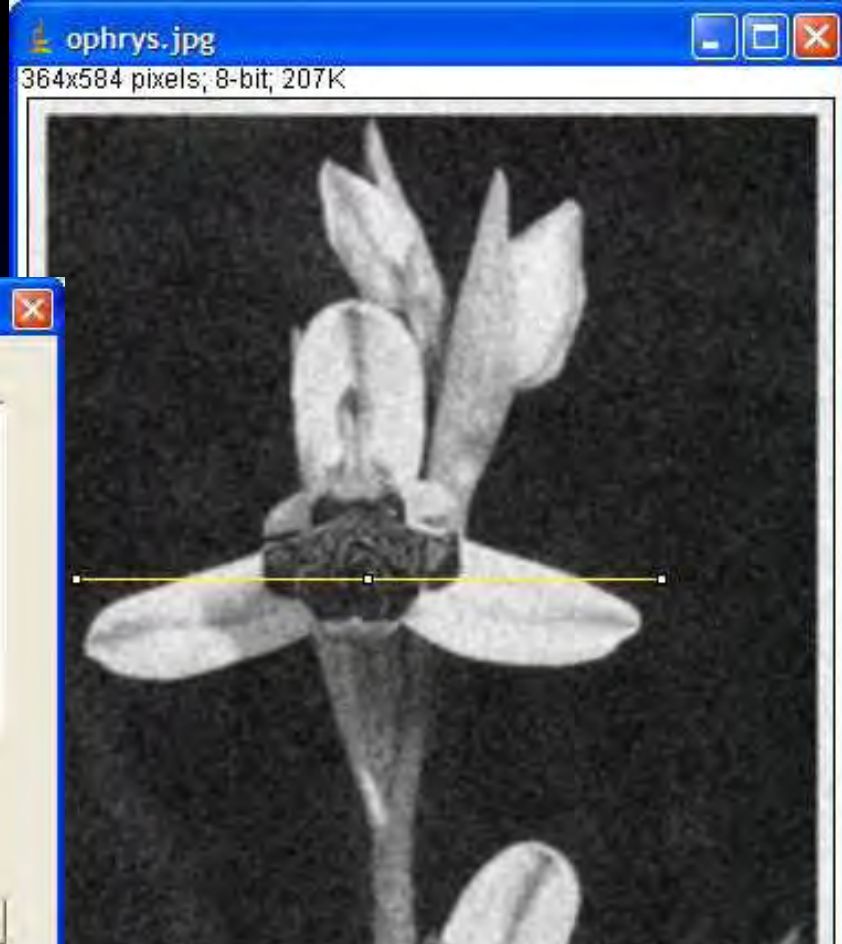
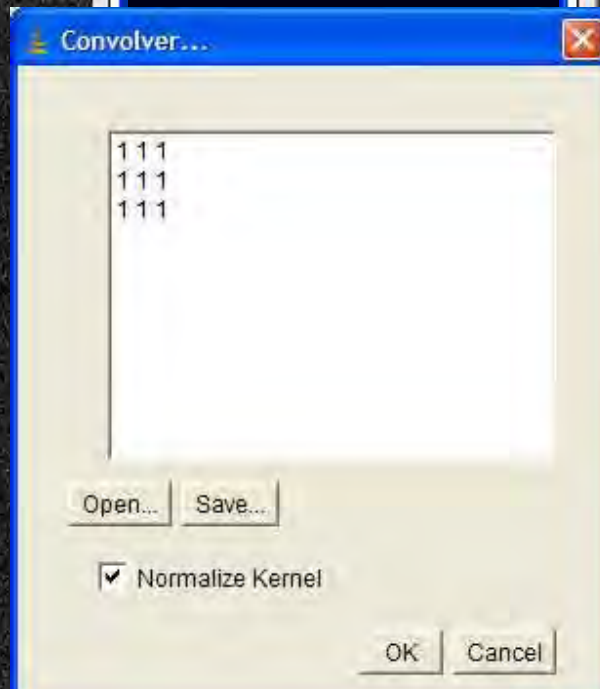
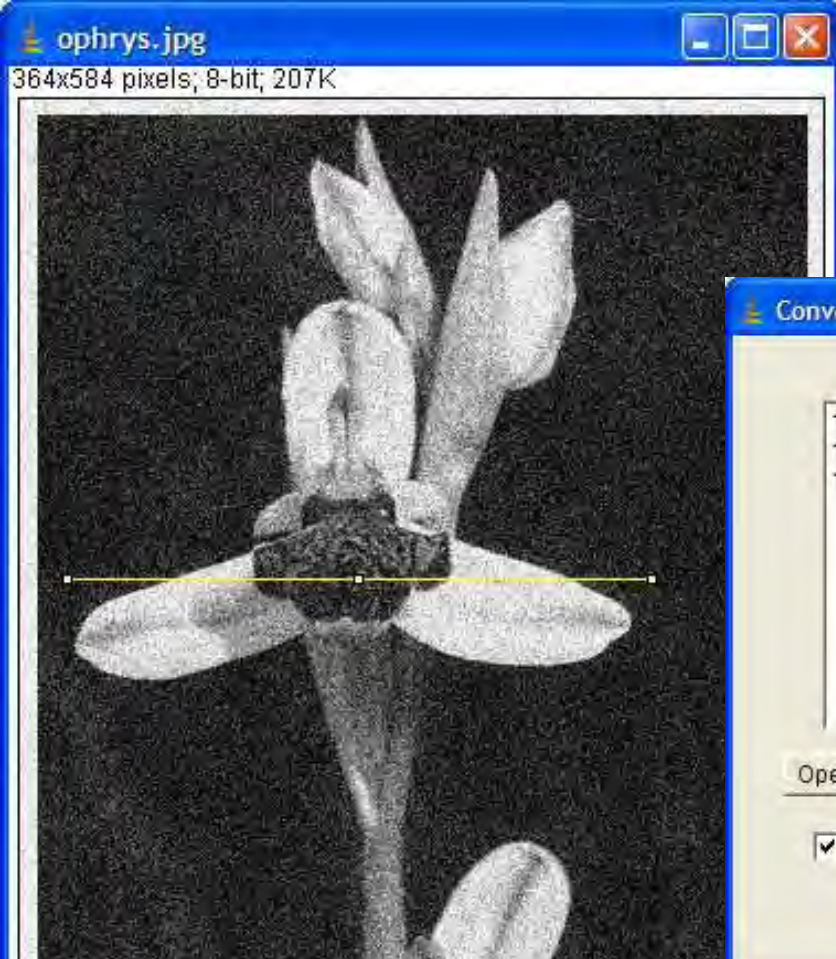
=

100	100	100	100	100
100	108	108	108	100
100	108	133	108	100
100	108	108	108	100
100	100	100	100	100

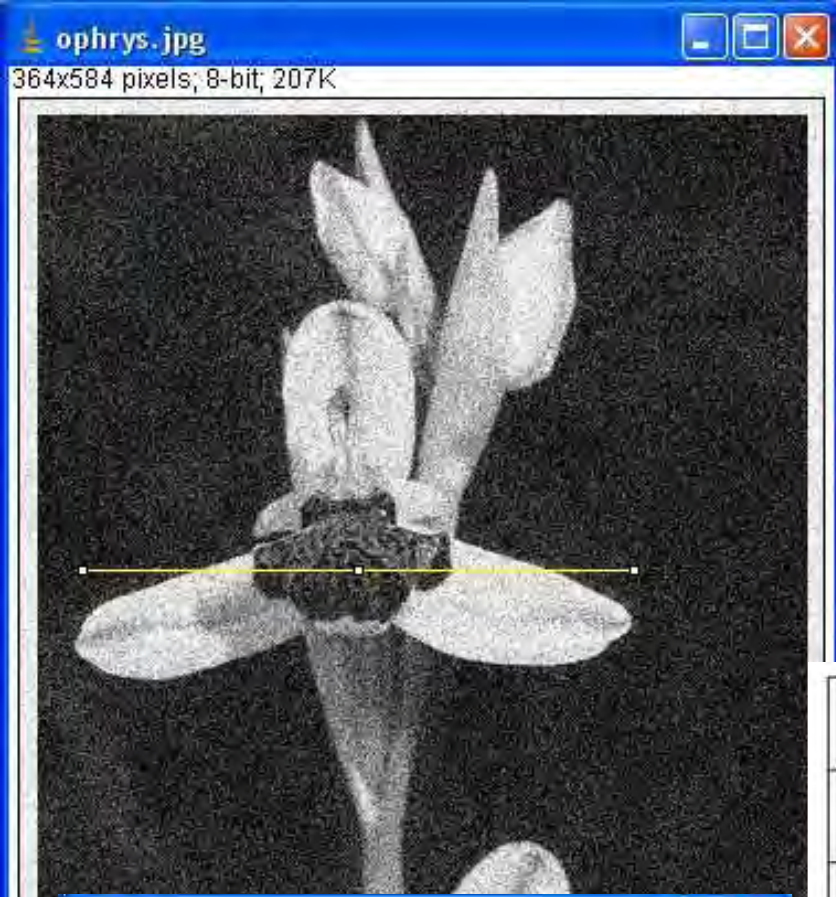


Le résultat d'un tel filtrage est un lissage de l'image, il s'agit d'un **filtre passe-bas**.

Filtre passe-bas moyen



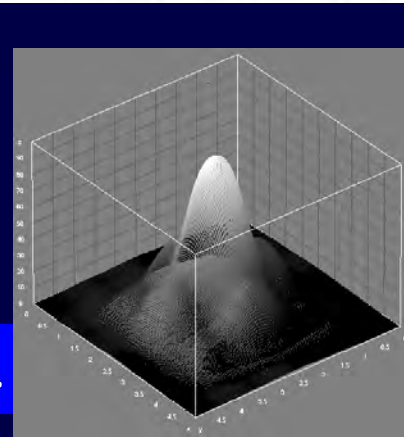
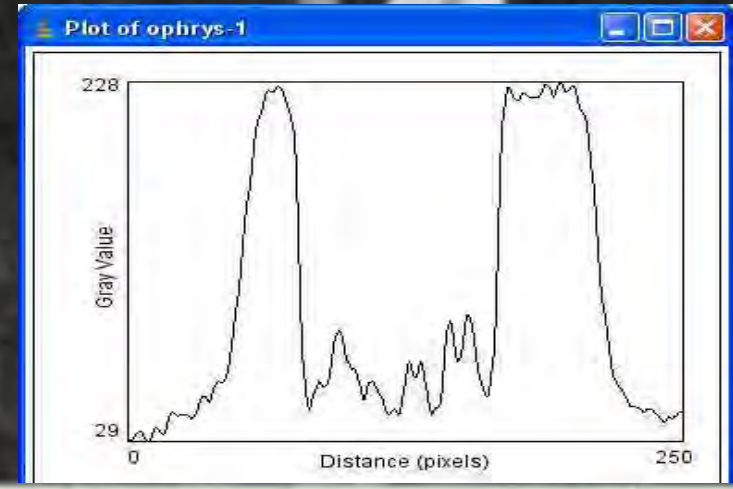
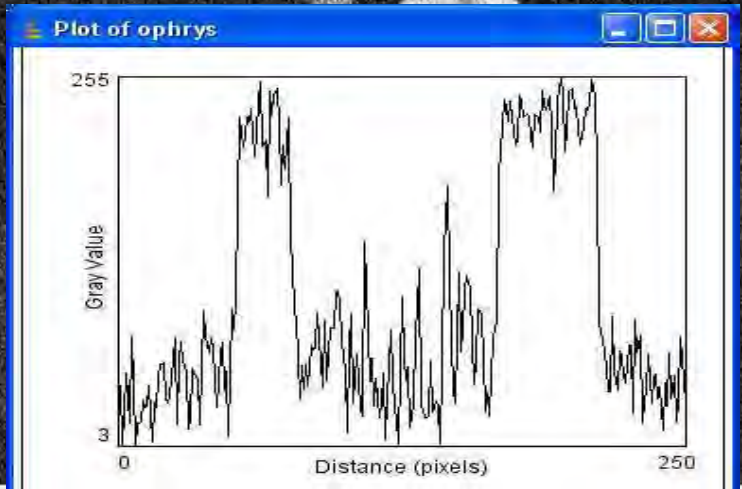
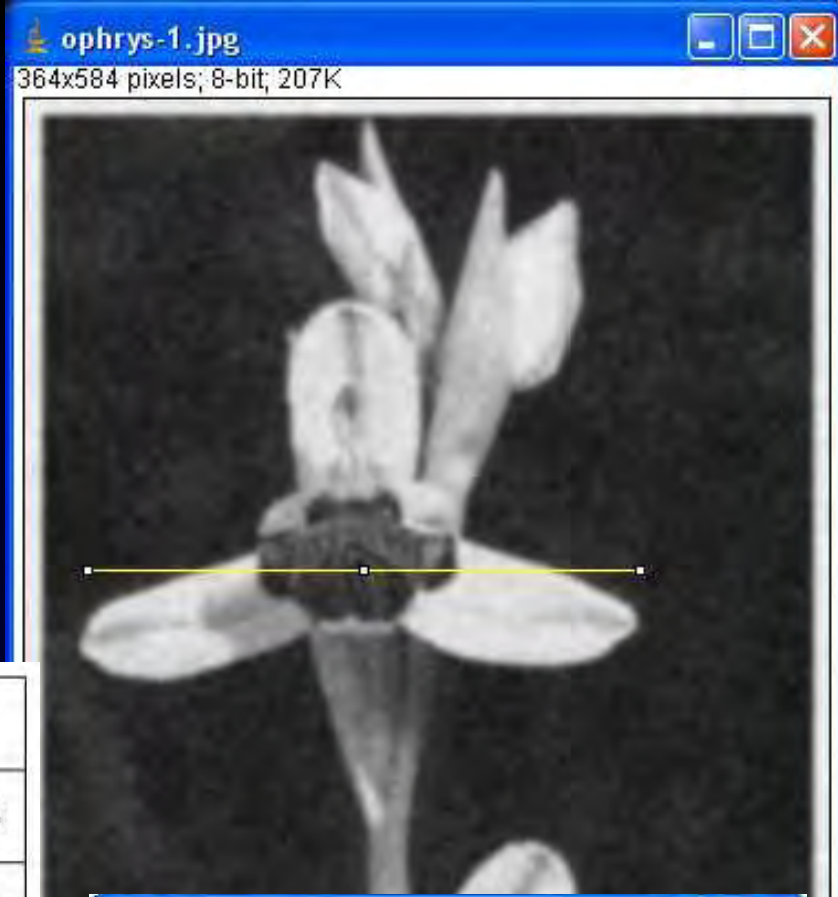
Process → Filters → Convolve...



Filtre Gaussien

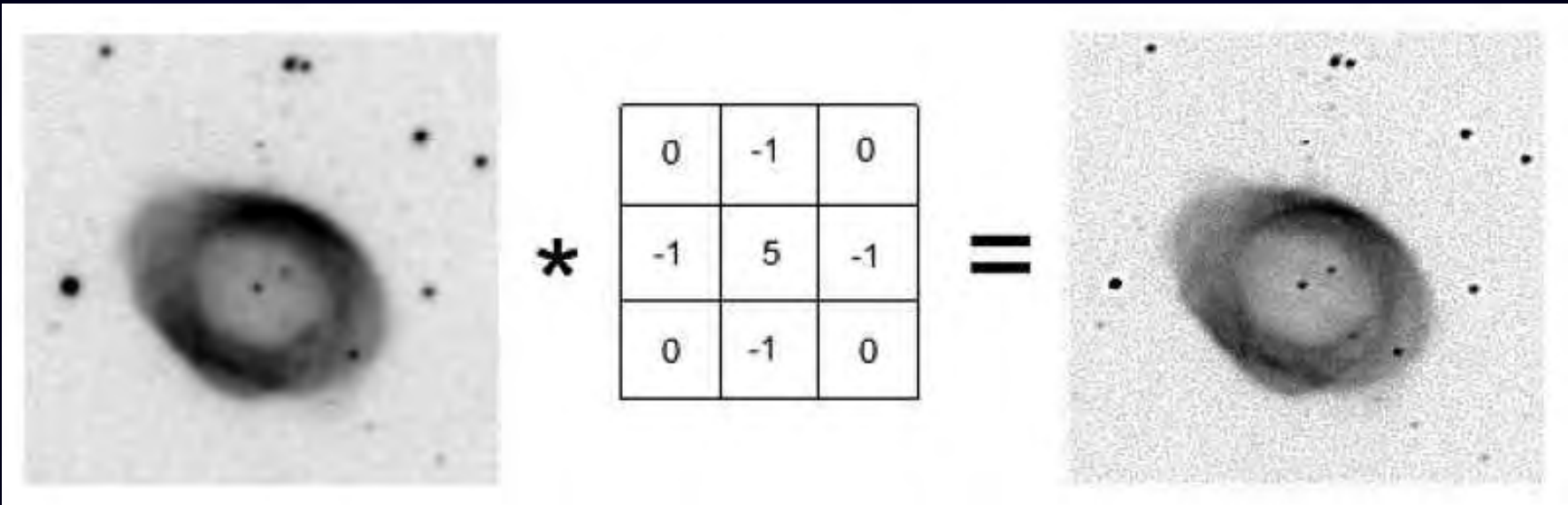


0	0.6	1.7	0.6	0
0.6	13	36	13	0.6
1.7	36	100	36	1.7
0.6	13	36	13	0.6
0	0.6	1.7	0.6	0



Process → Filters → Gaussian Blur.

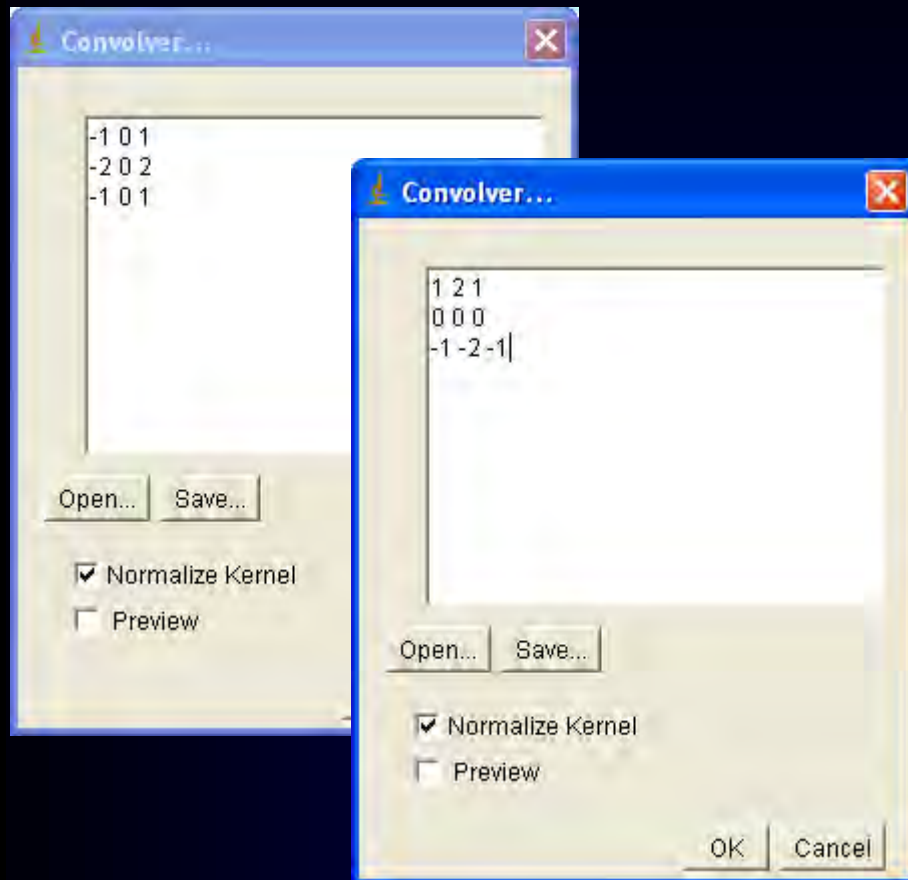
Filtres Passe-haut



Le résultat est une accentuation des détails et du contraste mais aussi une augmentation du bruit



Filtre Détection de bords



Les images sont convoluées
par les filtres de Sobel
Le résultat est la racine carrée
de la somme des carrés des images

Process → Finds Edges


$$\sqrt{D_x^2 + D_y^2}$$



Filtre non linéaire : le filtre médian

Un filtre médian affecte au pixel central la valeur médiane de la série :

15	18	14
29	27	13
12	19	21

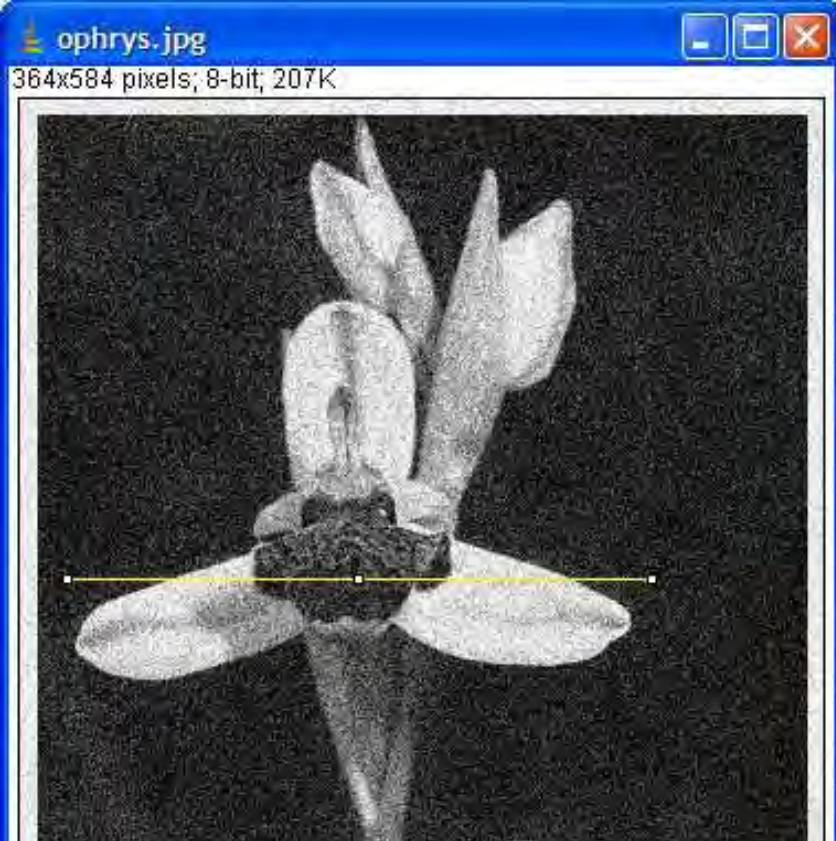


15	18	14
29	18	13
12	19	21

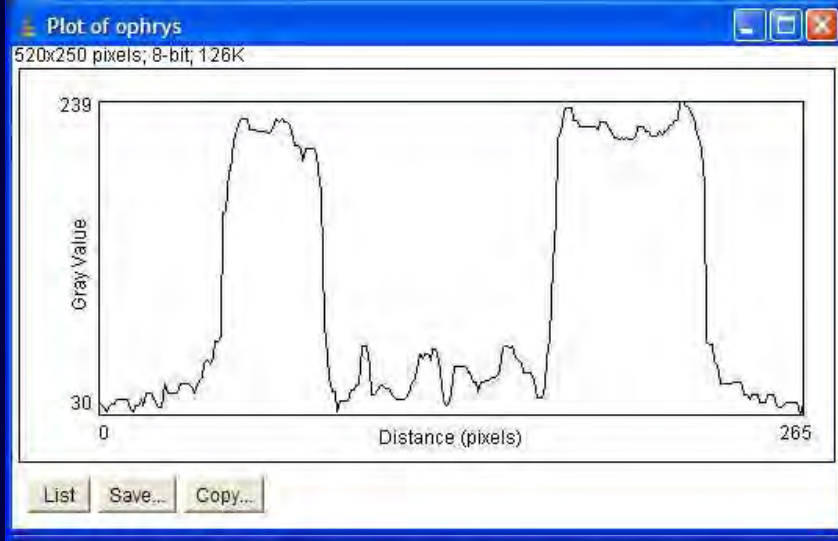
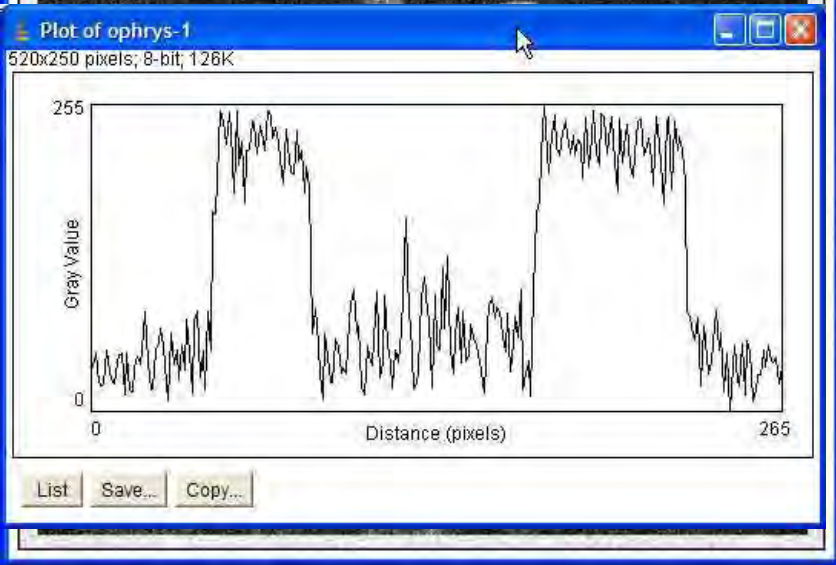
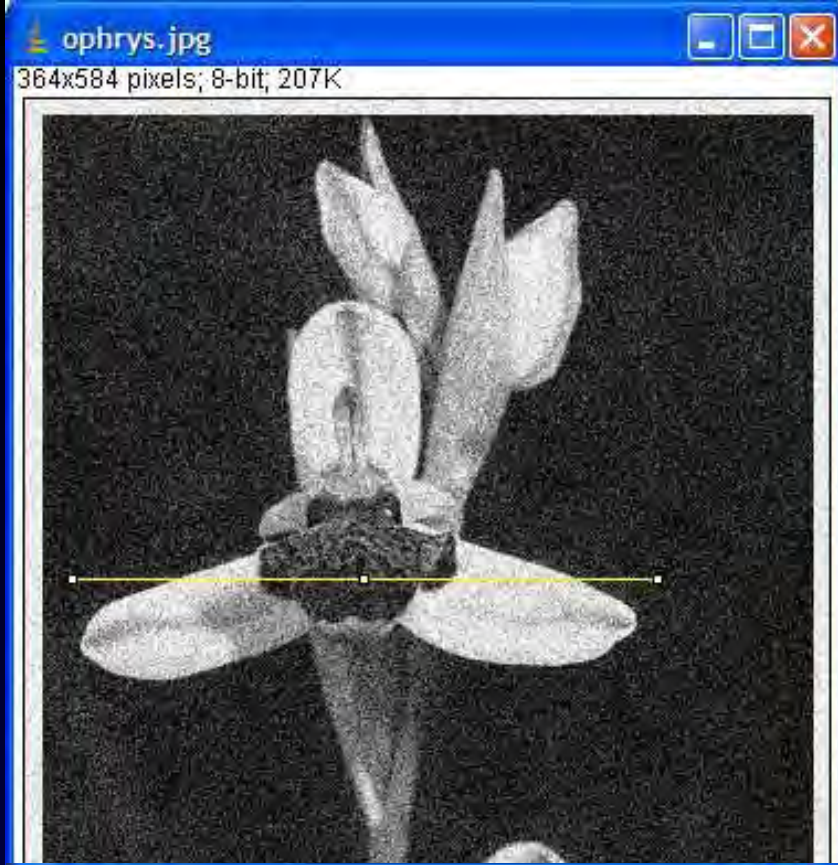
La valeur médiane de : 12,13,14,15,18,19,21,27,29 est **18**.

Filtre min → **12**

Filtre max → **27**

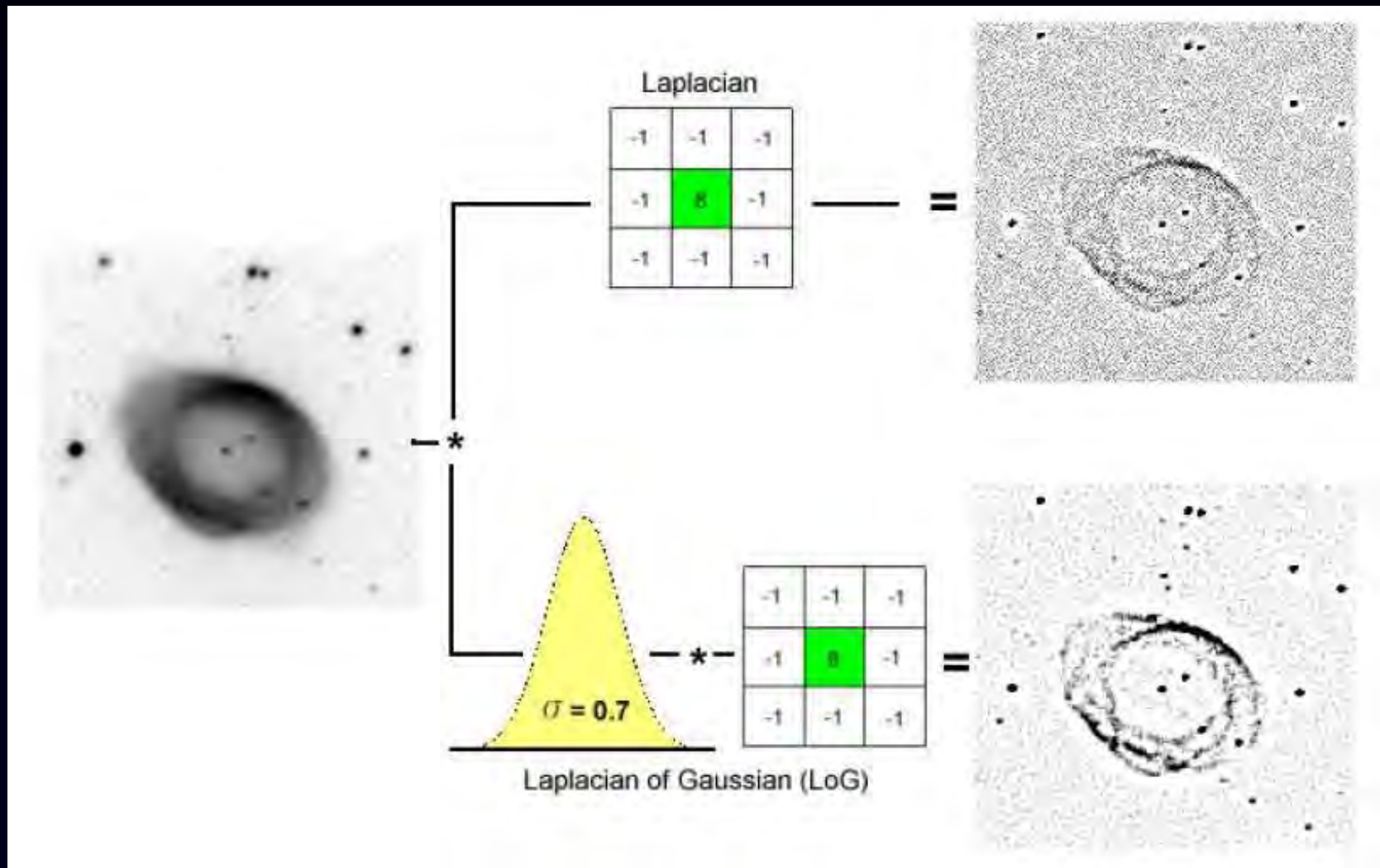


Filtre médian



Process → Filters → Median...

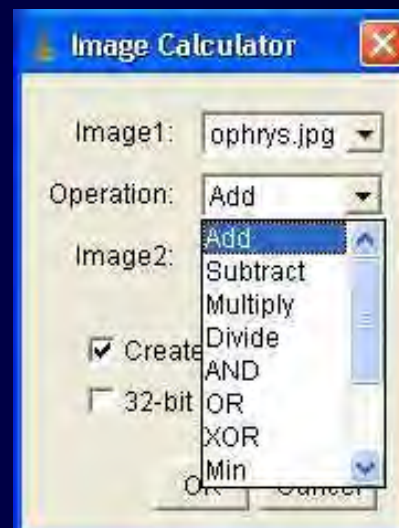
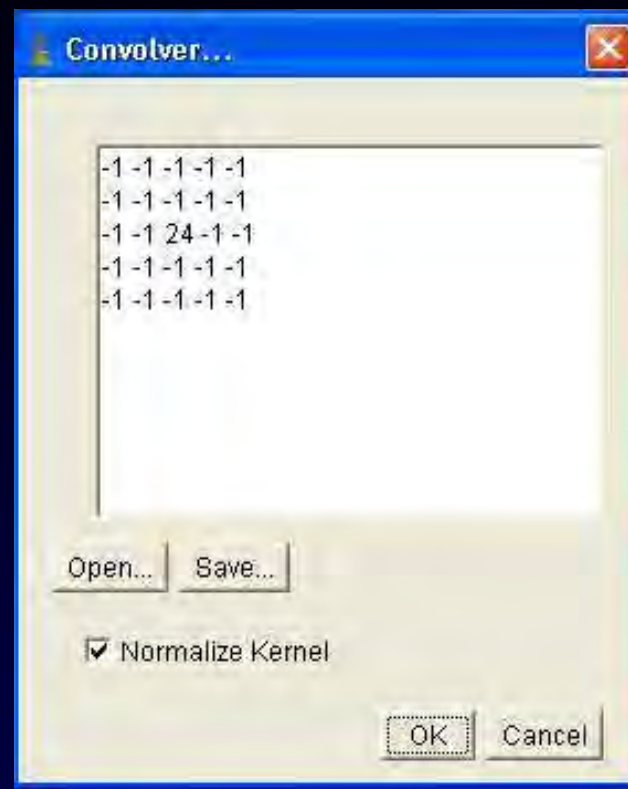
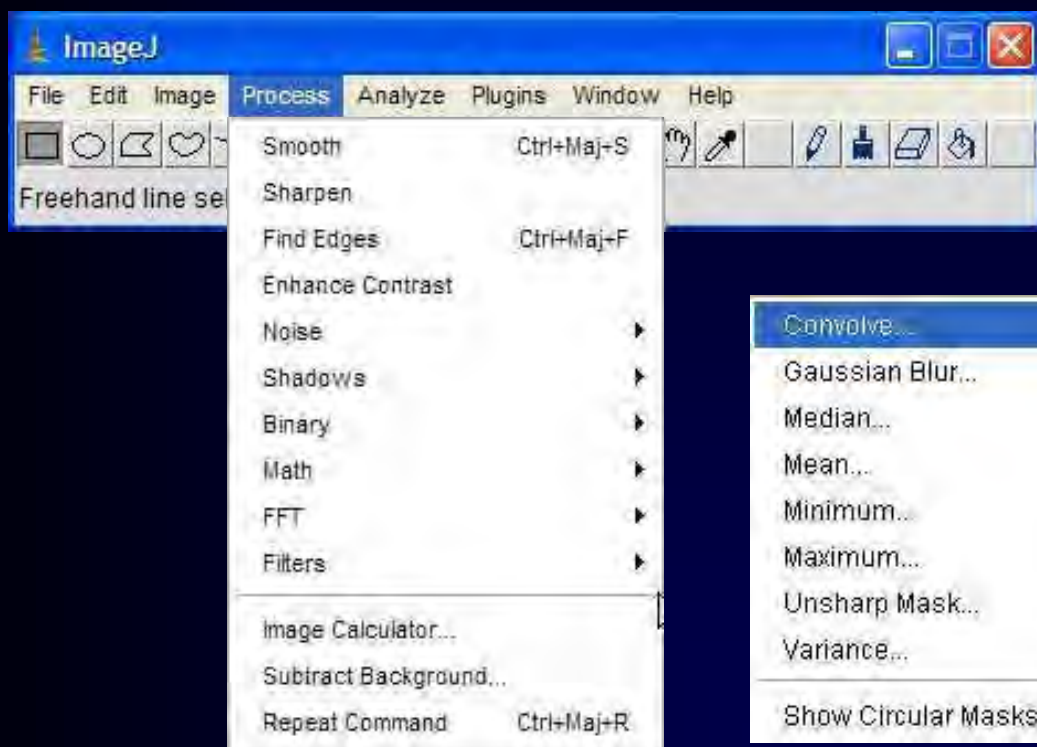
Combinaison Gaussien Laplacien



Les propriétés de réduction de bruit des filtres Gaussiens peuvent être utilisées en combinaisons avec d'autres filtres qui au contraire génèrent du bruit, comme les filtres Laplaciens. On peut par exemple choisir d'appliquer d'abord un filtre Gaussien pour réduire le bruit, avant d'appliquer un filtre Laplacien pour détecter les points autour desquels les variations de luminosité sont importantes.



Filtres et Opérations dans ImageJ





Topic 06 – Noise and filter

Correction du fond

Sources de dégradation

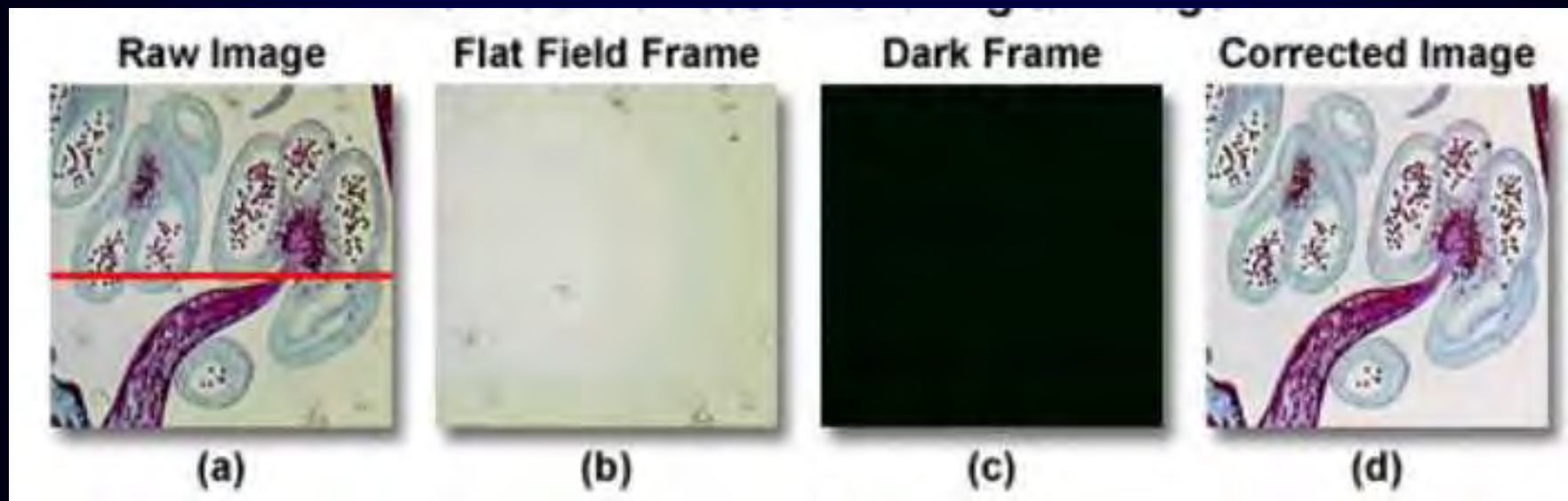
- Bruits de la caméra: bruit aléatoire, «pixels chauds», bruits périodiques
- Illumination non-homogène

Correction à la capture

Fixer les réglages microscope – acquisition

Captures moyennées d'un champs noir CN (en coupant le trajet optique)
d'un champs clair CC (lame sans échantillon) et de l'échantillon

Image corrigée = $(\text{échantillon} - \text{CN}) / (\text{CC} - \text{CN}) * 255$





Correction du fond

Correction après la capture

Bruit aléatoire : filtre gaussien ou médian mais perte de détail

Pixels chauds : filtrer les pixels saturés isolés

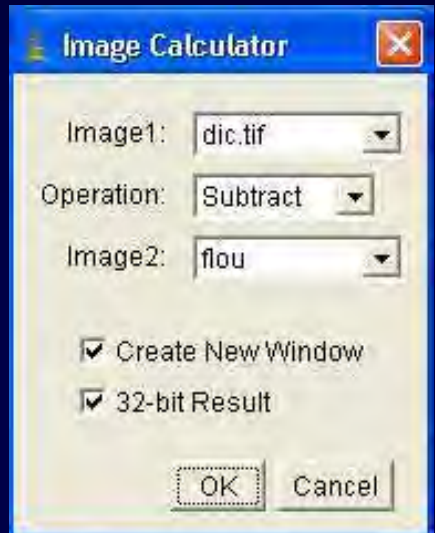
Bruit périodique : filtre de Fourier

Illumination non-homogène :

- Soustraire la même image très floue (filtre gaussien très large)
- Algorithme « rolling ball » (ImageJ Process → Subtract Background)
- Toute une série de plugins implémentés dans ImageJ (Fitting a polynomial surface)



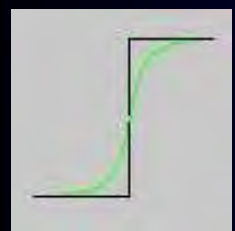
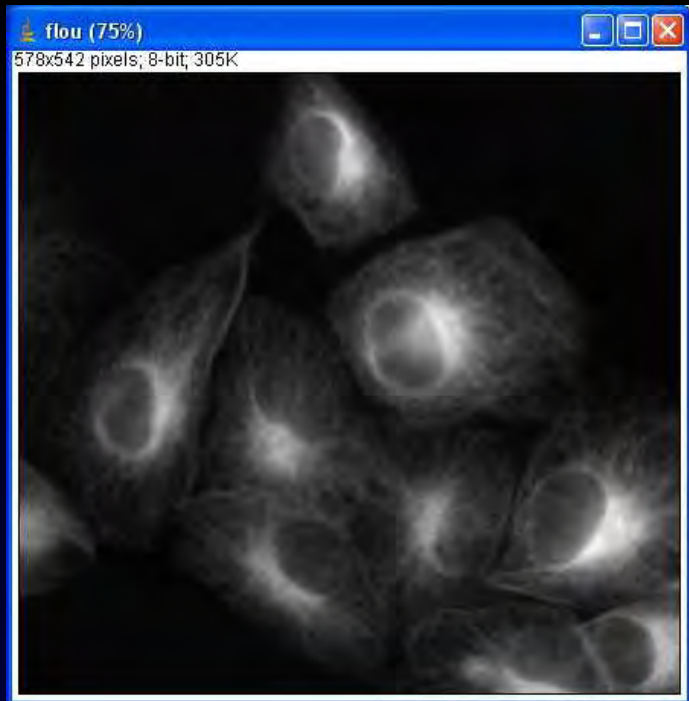
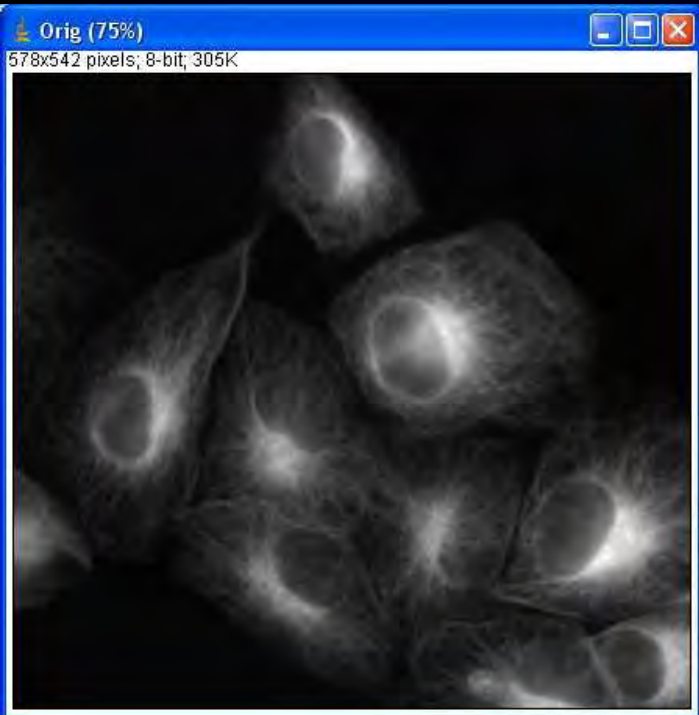
Masquer le fond





Masque de Flou

1 1 1
 1 1 1
 1 1 1



Orig –(Flou – Orig)

Flou - Orig



Topic 07 – Background correction Unsharp masking



L'image numérique

Les Prétraitements

La Segmentation

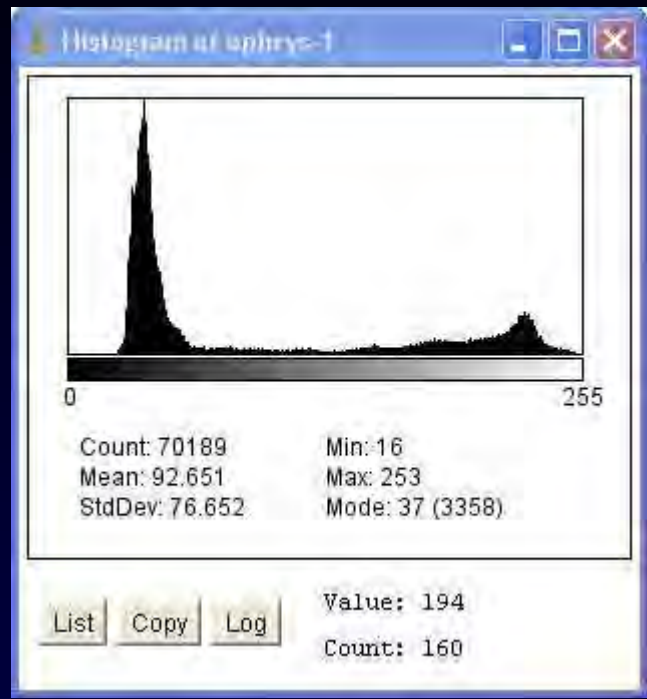
Permet de séparer les régions d'intérêt du fond.

Les Post-traitements

La Quantification



Le Seuillage automatique



Threshold

Default [v] Red [v]

Dark background

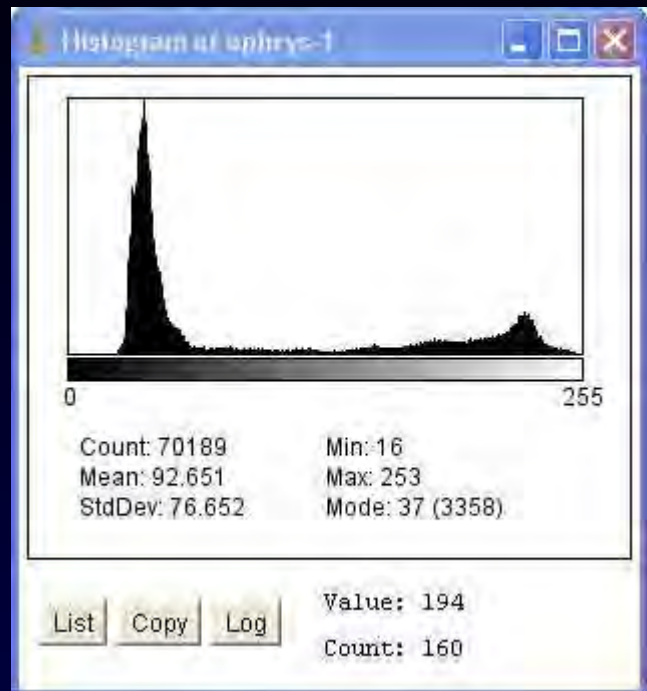
Auto Apply Reset Set

- Default
- Huang
- Intermodes
- IsoData
- IJ_IsoData
- Li
- MaxEntropy
- Mean
- MinError
- Minimum
- Moments
- Otsu
- Percentile
- RenyiEntropy
- Shanbhag
- Triangle
- Yen

Image → Adjust → Threshold...



Le Seuillage automatique



Threshold

Default Red

Dark background

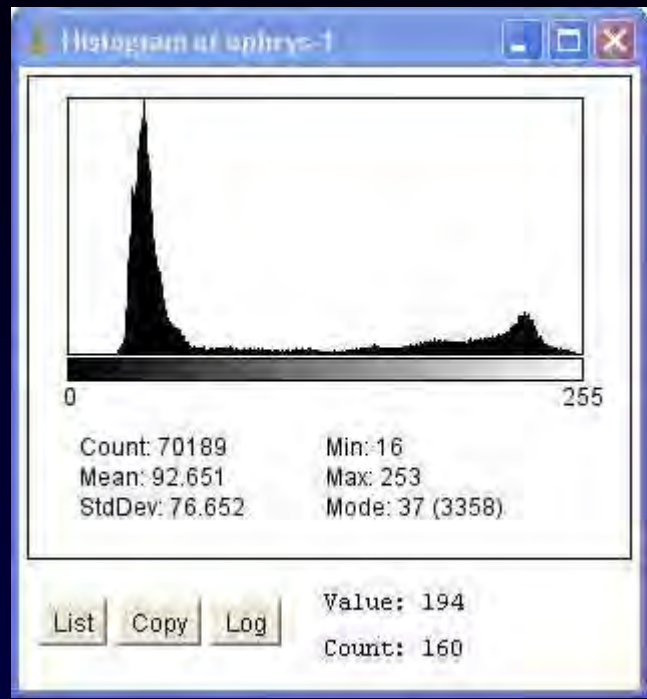
Auto Apply Reset Set

- Default
- Huang
- Intermodes
- IsoData
- IJ_IsoData
- Li
- MaxEntropy
- Mean
- MinError
- Minimum
- Moments
- Otsu
- Percentile
- RenyiEntropy
- Shanbhag
- Triangle
- Yen

Image → Adjust → Threshold...



Le Seuillage automatique



Default Red

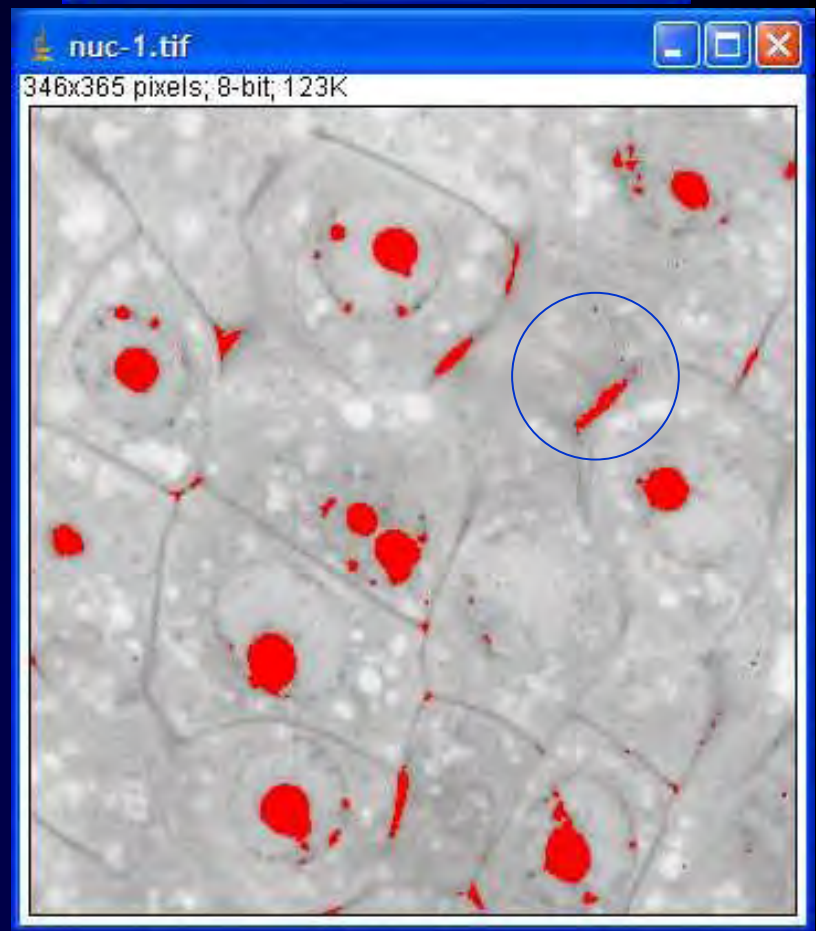
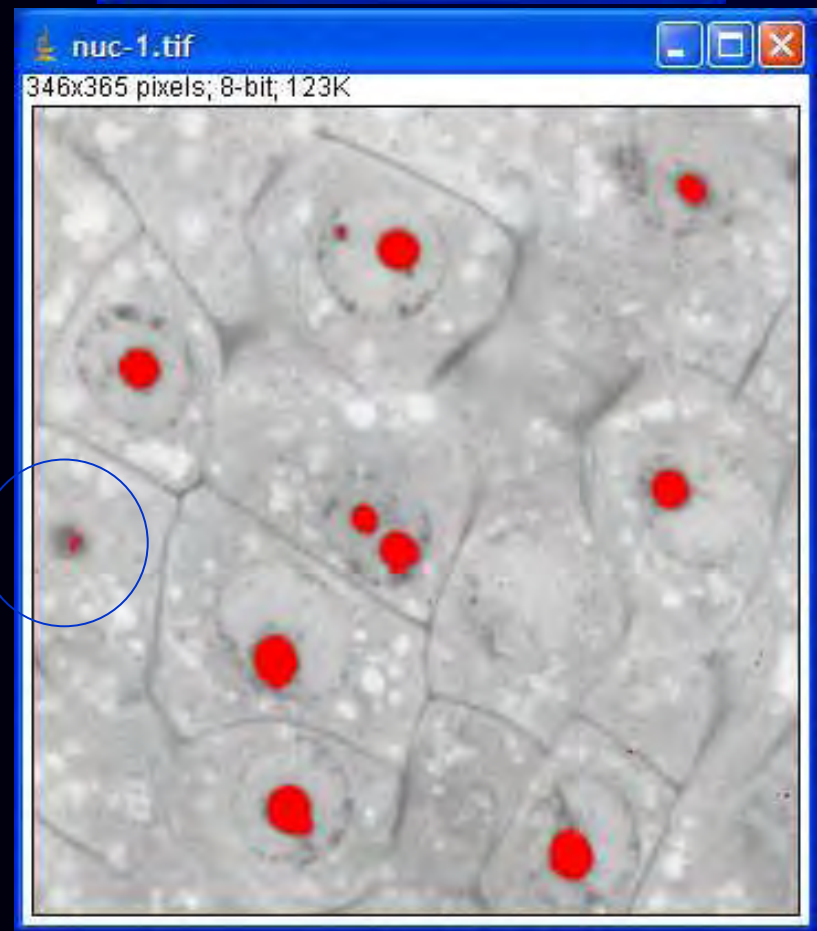
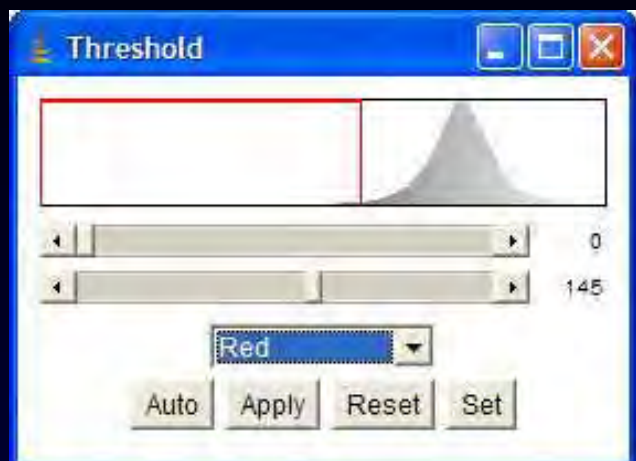
Dark background

Auto Apply Reset Set

Image → Adjust → Threshold...



Le Seuillage manuel





Le Seuillage automatique

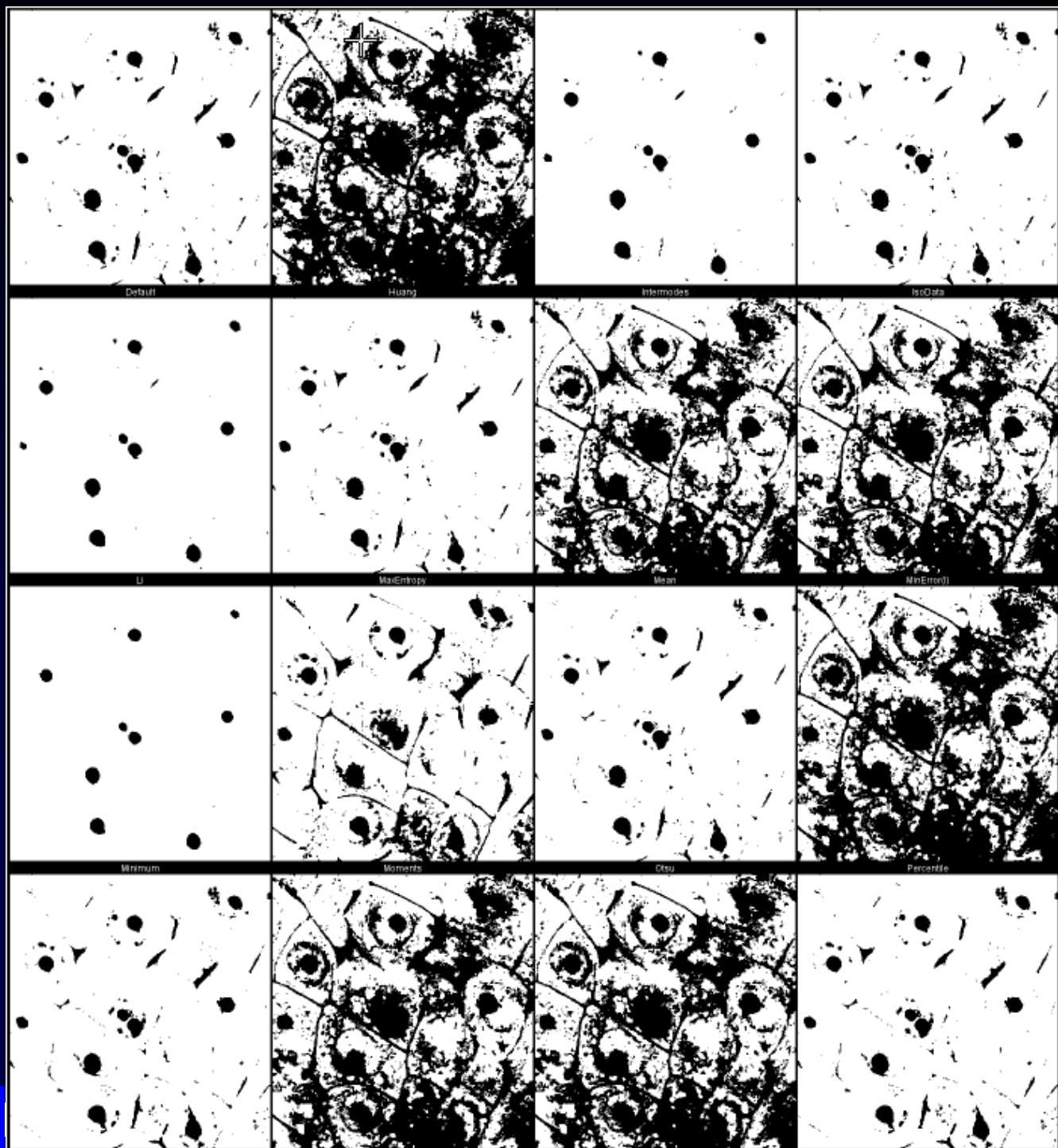
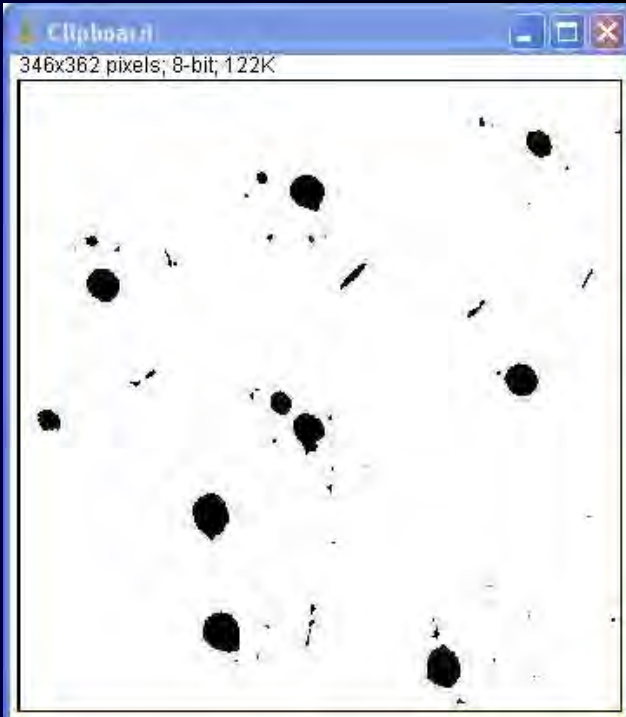
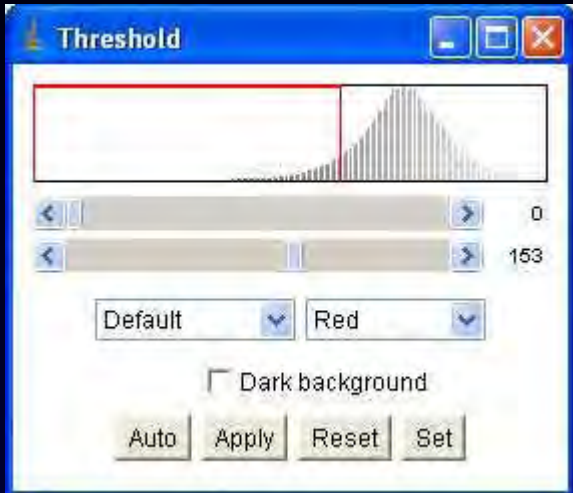
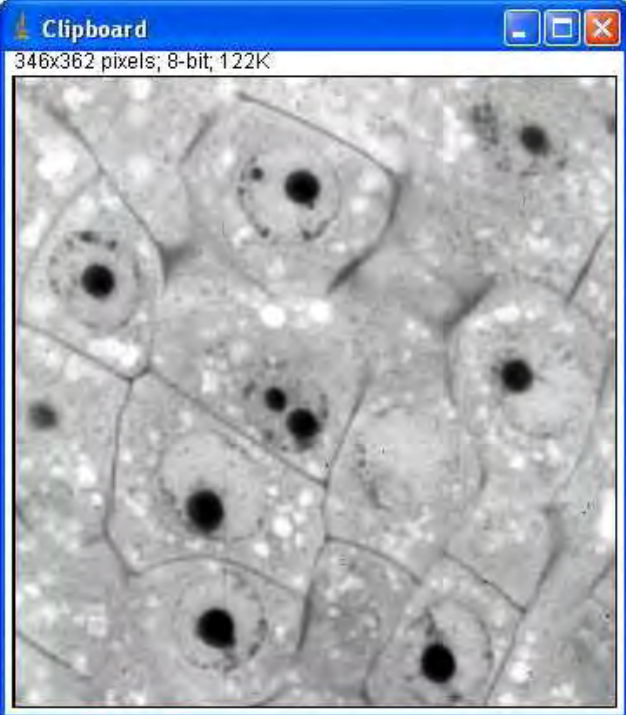


Image → Adjust → AutoThresho

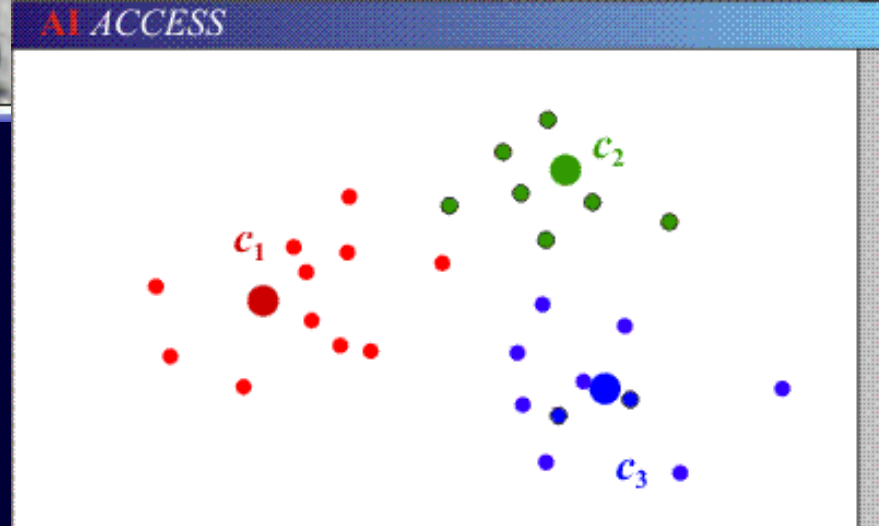
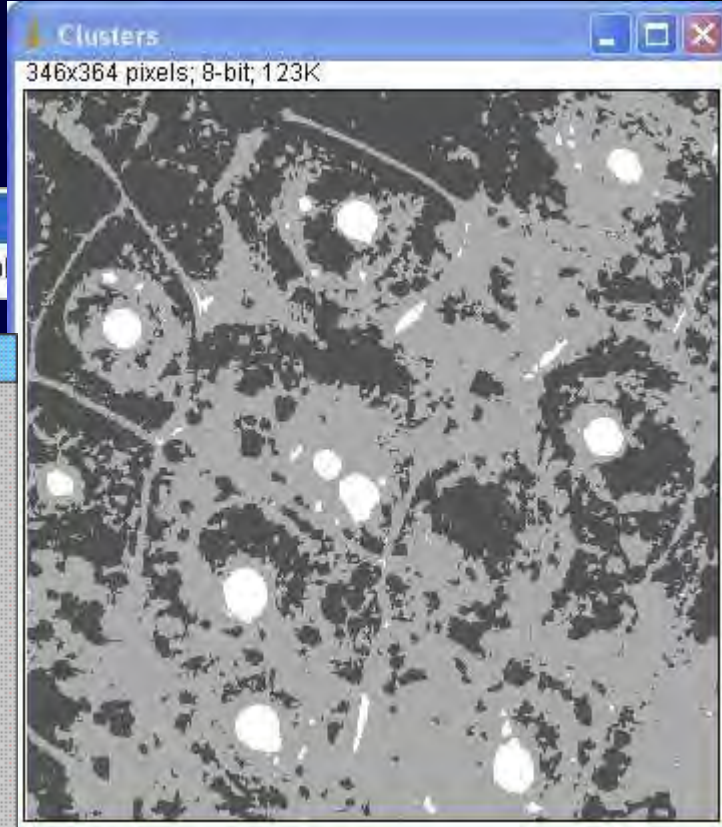
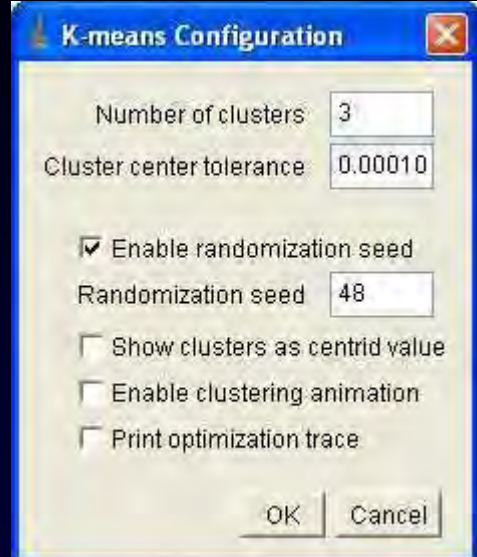
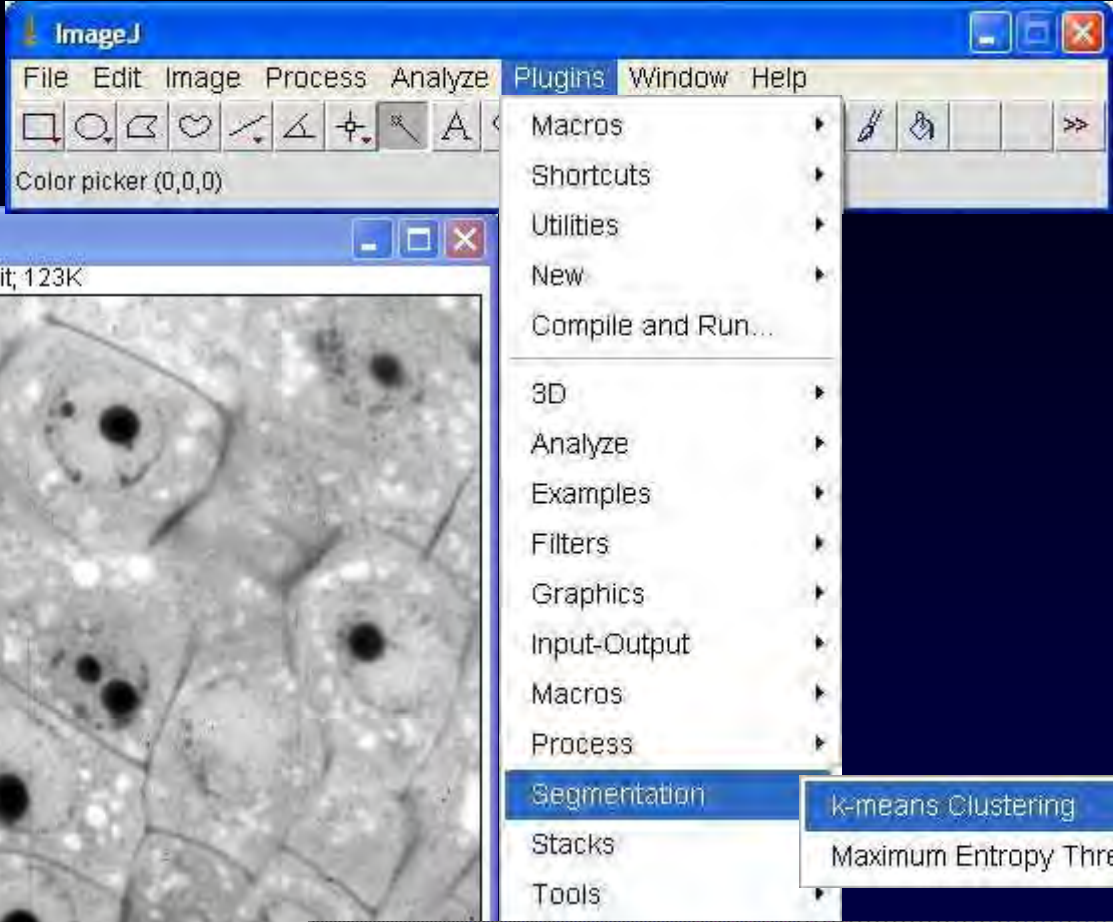


Seuillage local automatique



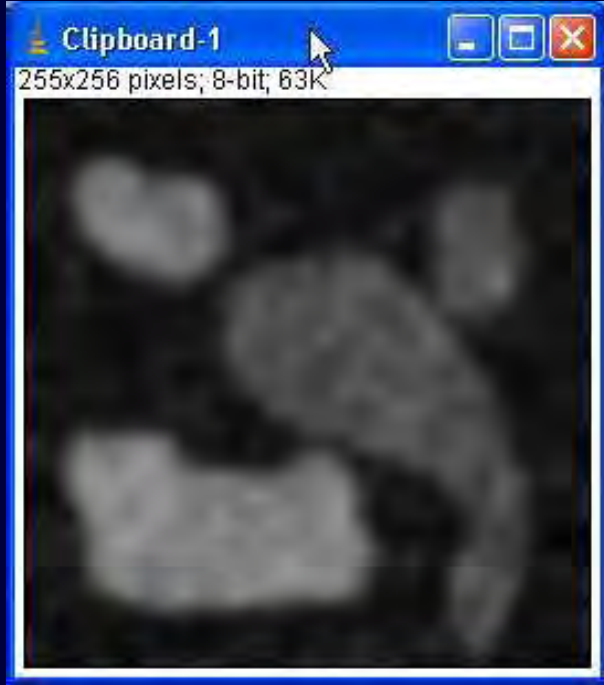
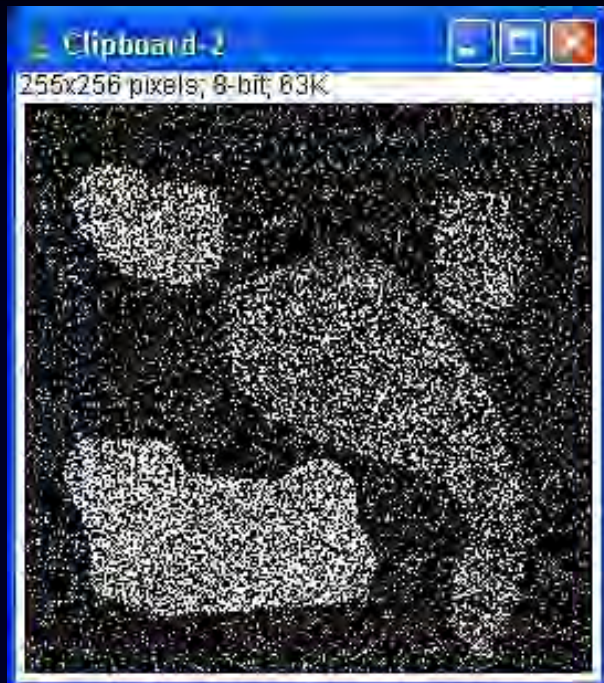


Plugin k-mean clustering





Filtrage avant le seuillage





FFT filtres dans le domaine de Fourier



Couleur et segmentation séparation RGB

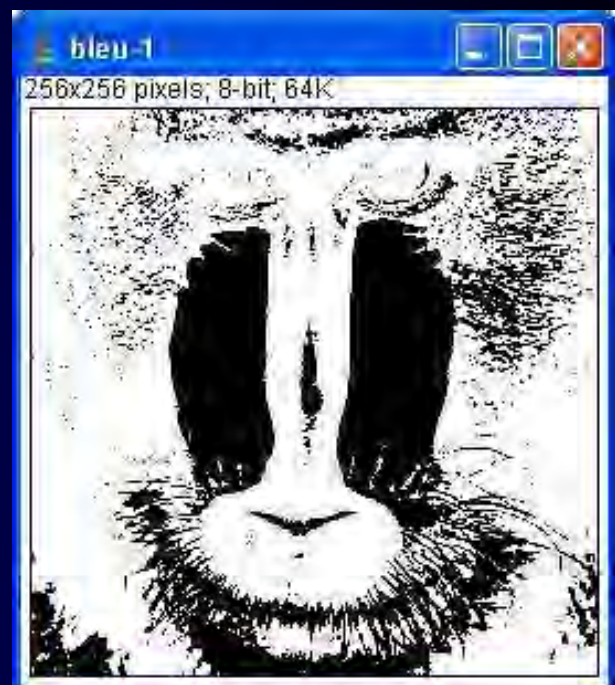


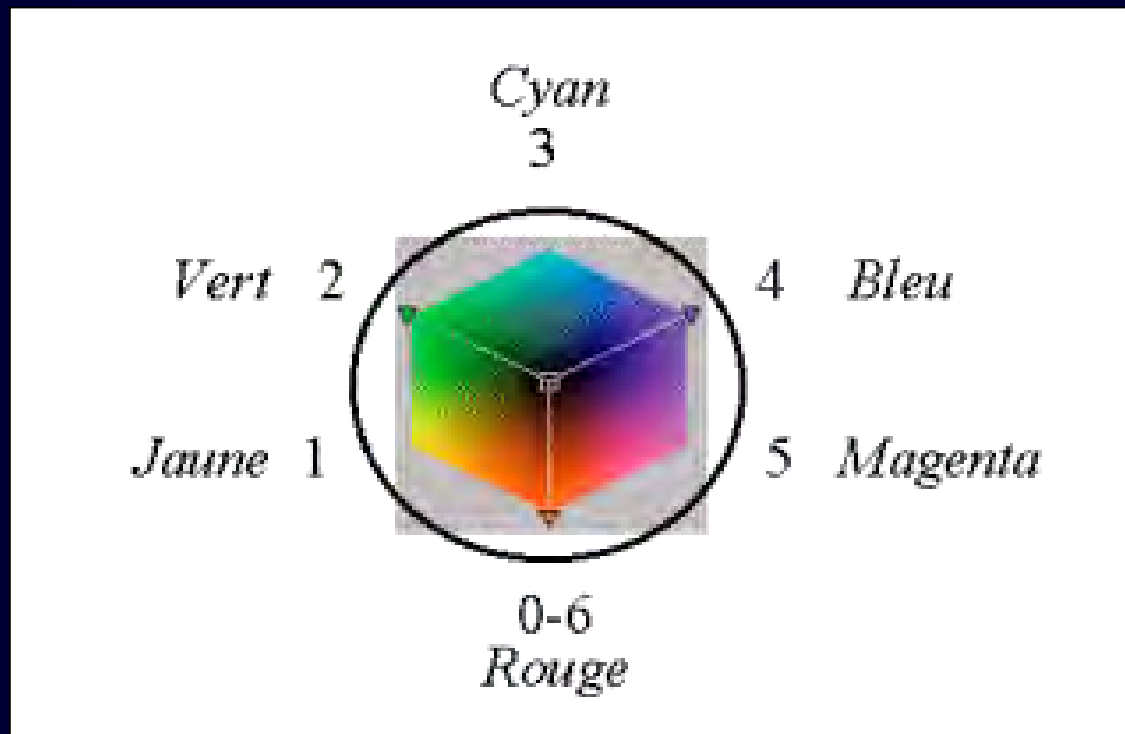
Image → Color → Split Channels...

Décomposition HSI

la Teinte ou Hue se référant à la couleur
codée de 0 à 6 correspond à une distribution cyclique des couleurs
le noir, le blanc et les nuances de gris sont codés à 0, comme le rouge

la Saturation : mesure de l'absence de blanc dans une couleur
le " rouge pompier " étant une couleur saturée et le rose une couleur non saturée

l'Intensité ou Luminance : mesure de l'intensité d'une couleur, distinction entre clair et foncé





Couleur et segmentation séparation HSI

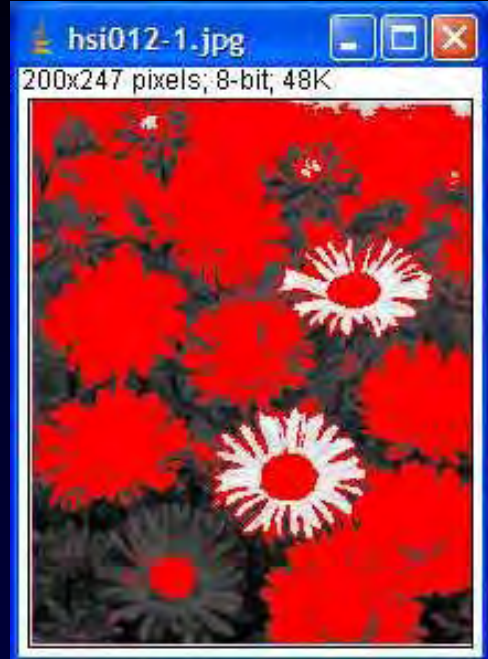
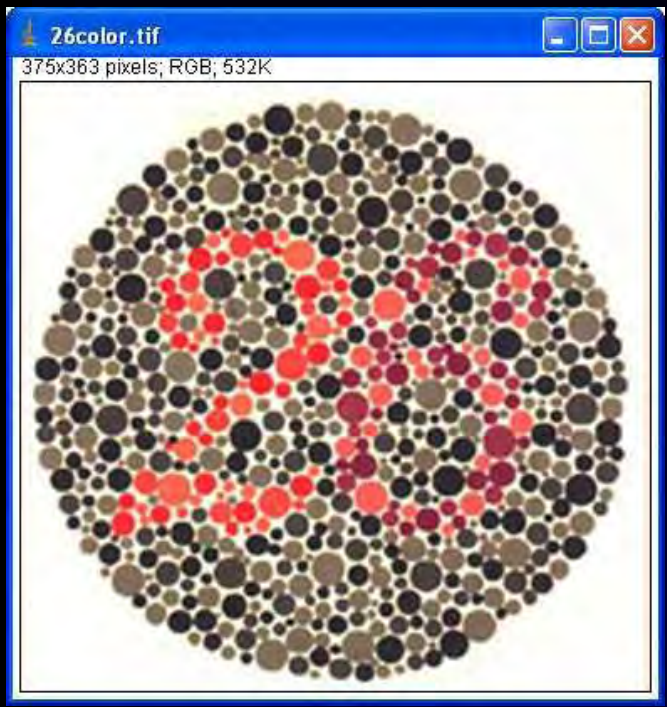


Image → Type → HSB Stack..

Seuillage couleur



Threshold Color (experimental)

Hue

Saturation

Brightness

Thresholding method: Default

Threshold color: B&W

Color space: HSB

Dark background

Original Filtered Select Sample

Stack Macro Help

- Default
- Huang
- Intermodes
- IsoData
- IJ_IsoData
- Li
- MaxEntropy
- Mean
- MinError
- Minimum
- Moments
- Otsu
- Percentile
- RenyiEntropy
- Shanbhag
- Triangle
- Yen

HSB

RGB

Lab

YUV

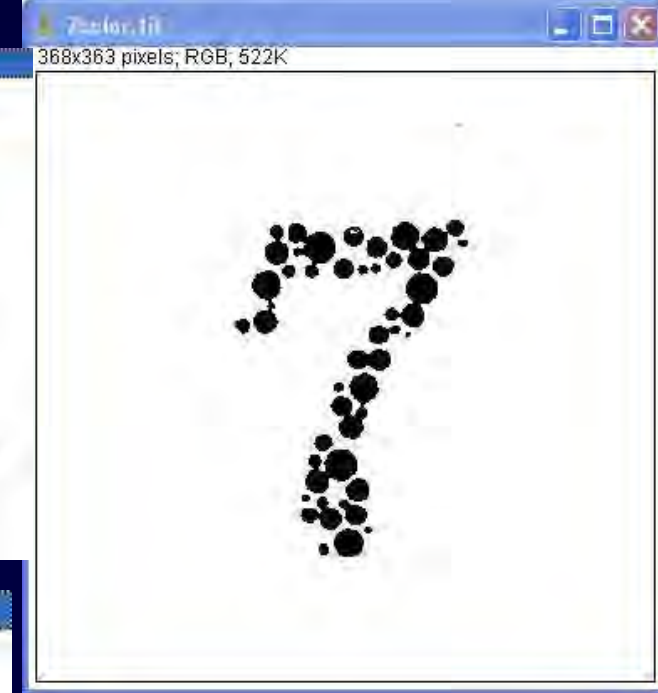
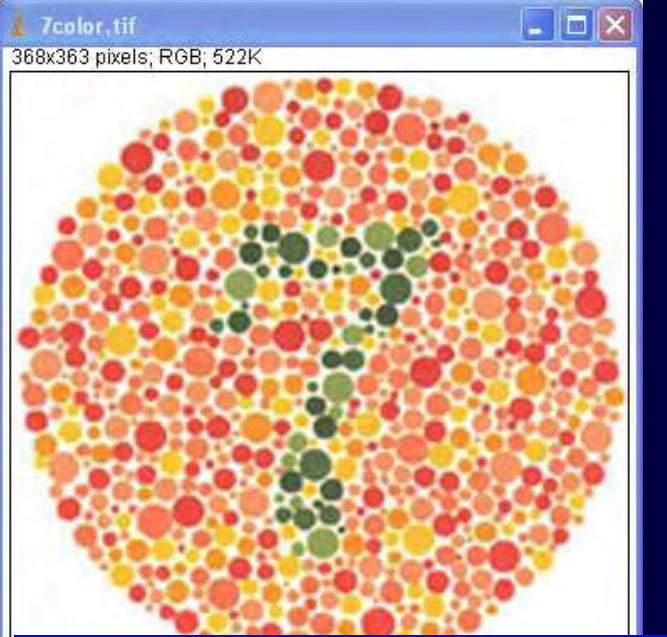
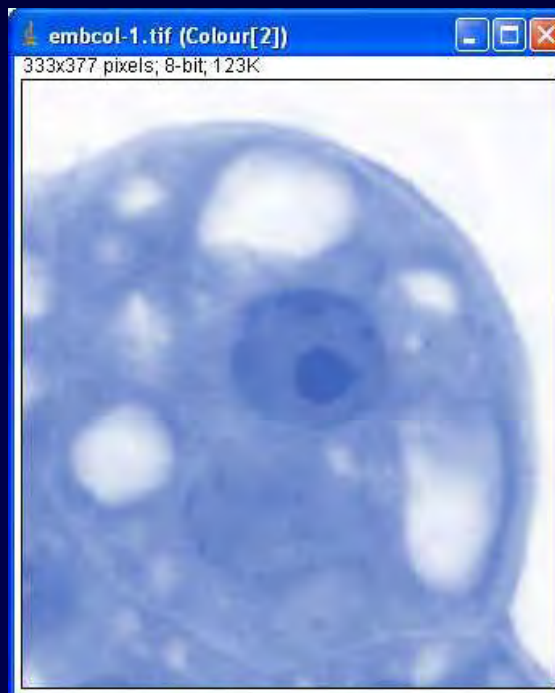
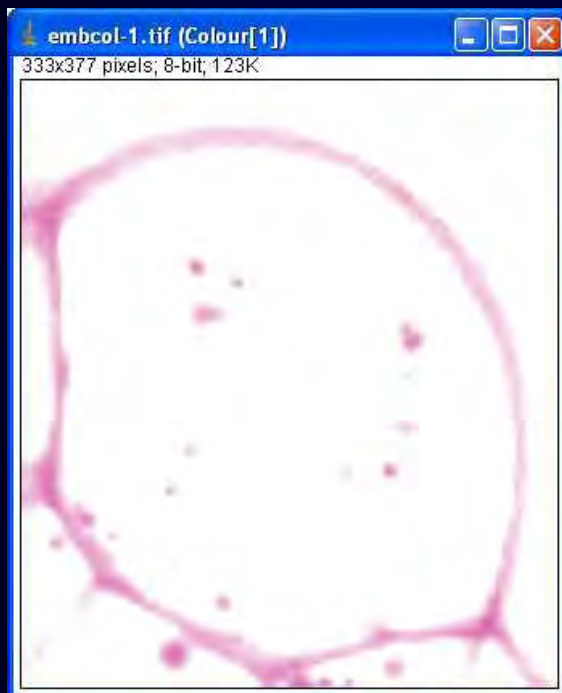
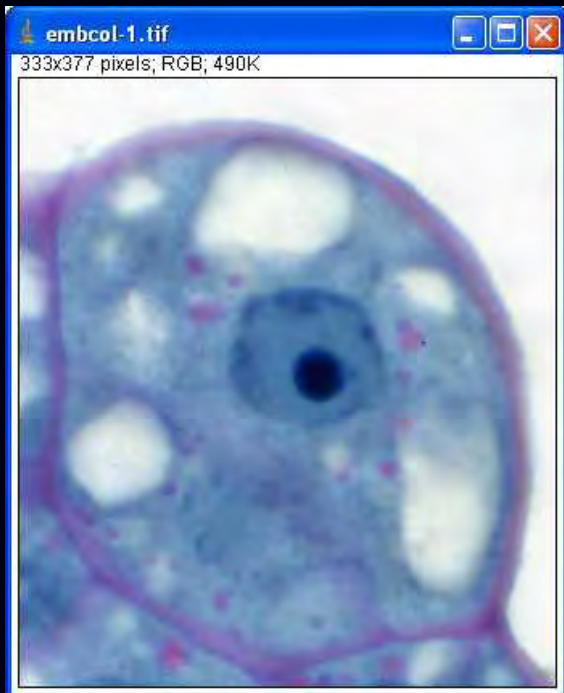


Image → Adjust → Color Threshold.



Plugin Colour Deconvolution





Topic 08 – Segmentation



L'image numérique

Les Prétraitements

La Segmentation

Les Post-traitements

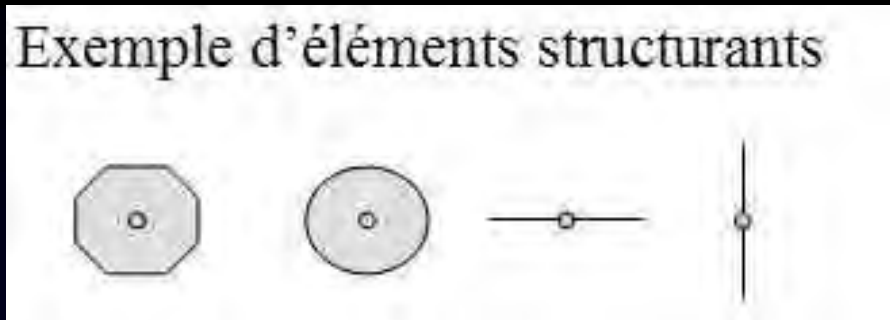
Transformations de
morphologie
mathématique

La Quantification



Principe

Elément structurant



On déplace l'élément structurant sur toute l'image

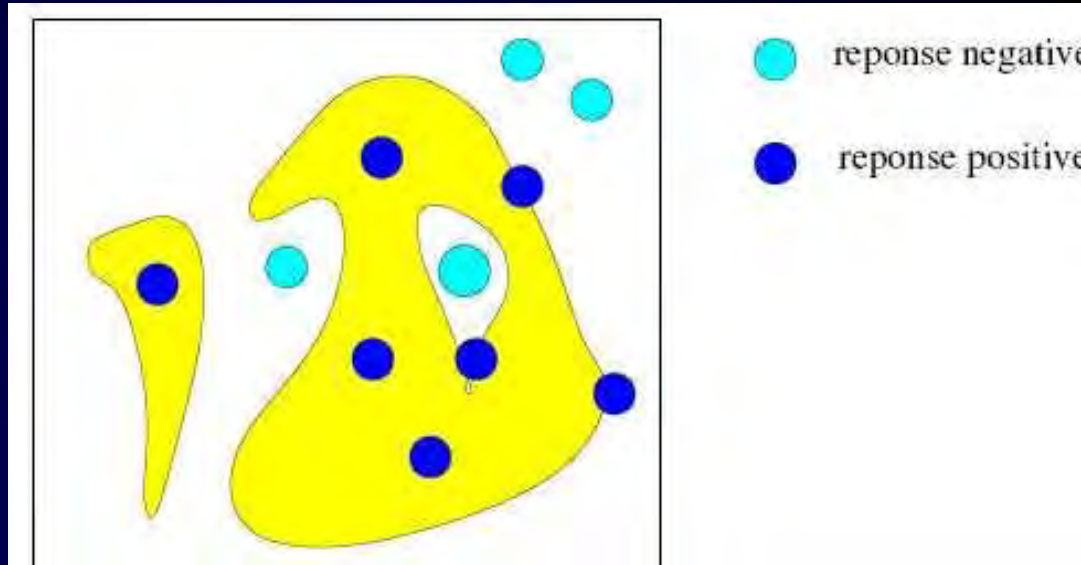
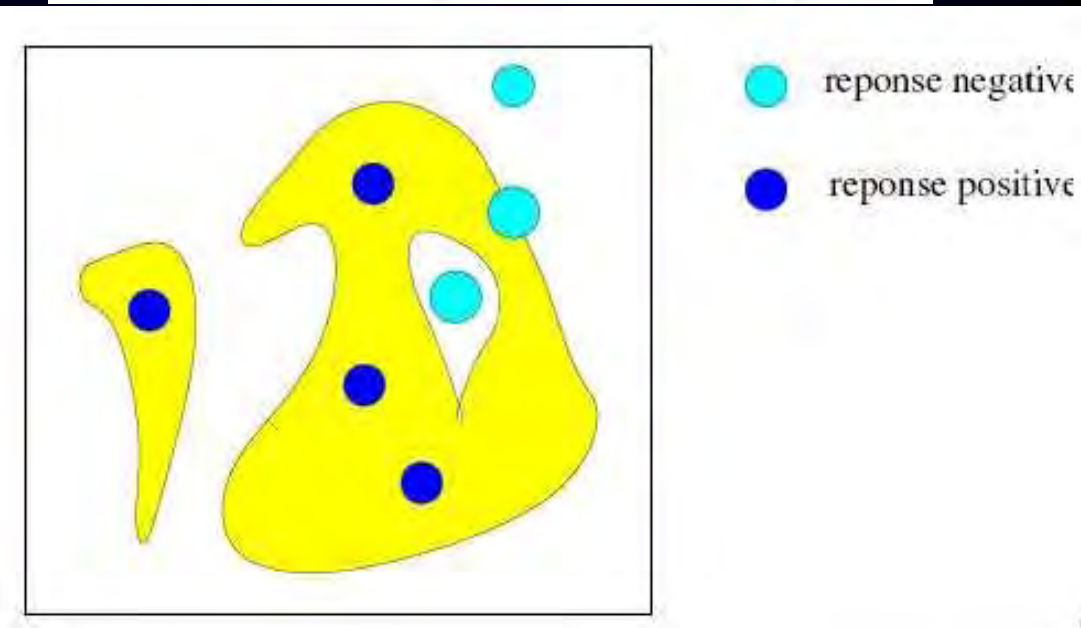
Le pixel sera noir si:

l'élément structurant est inclus dans un objet de l'image

→ EROSION

l'élément structurant touche un objet de l'image

→ DILATATION





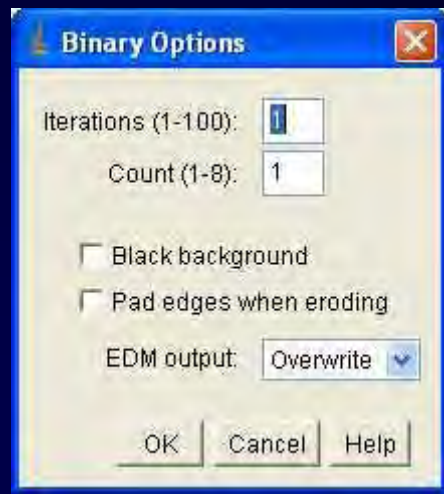
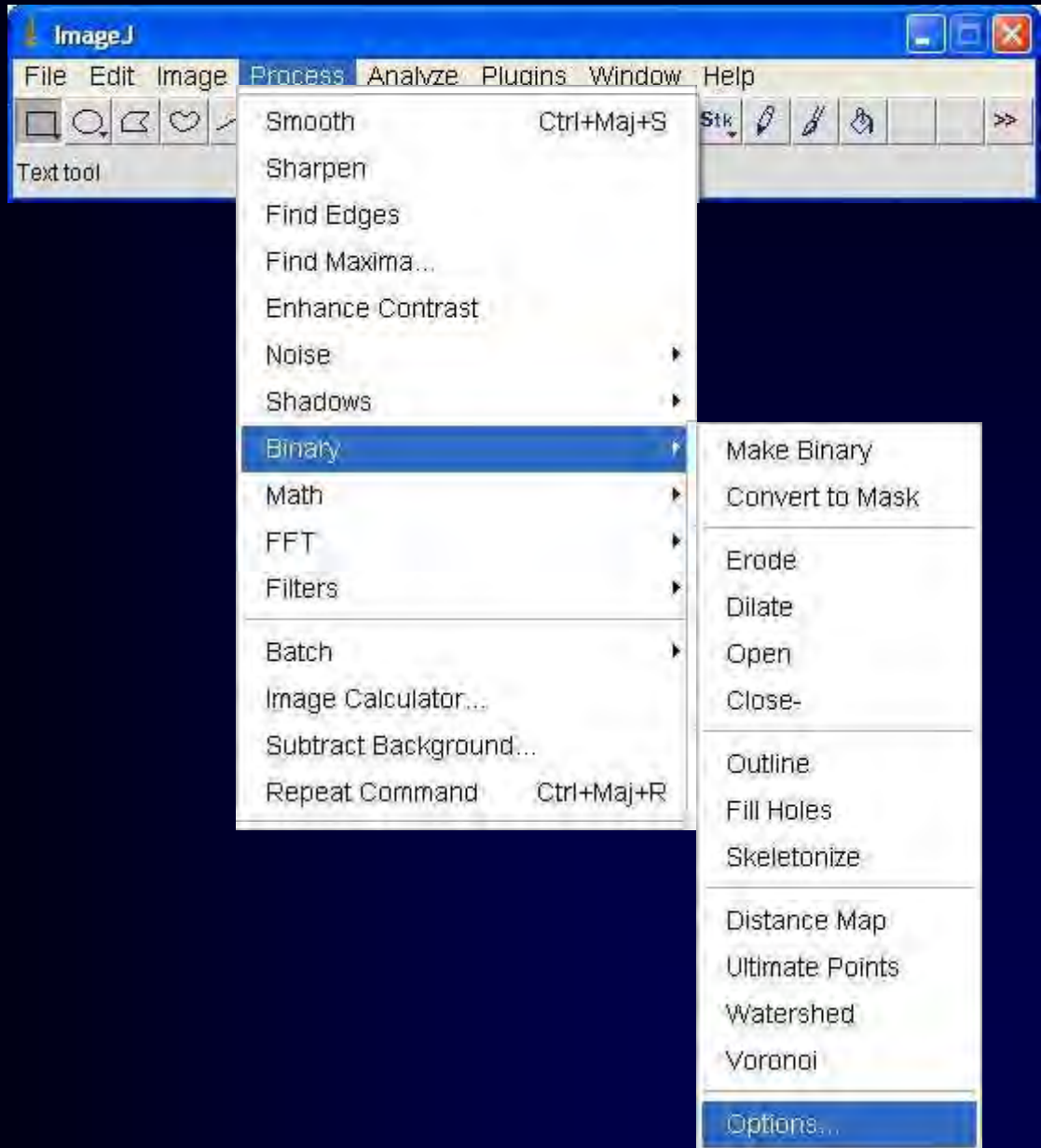


Morpho_math





Menu Binary

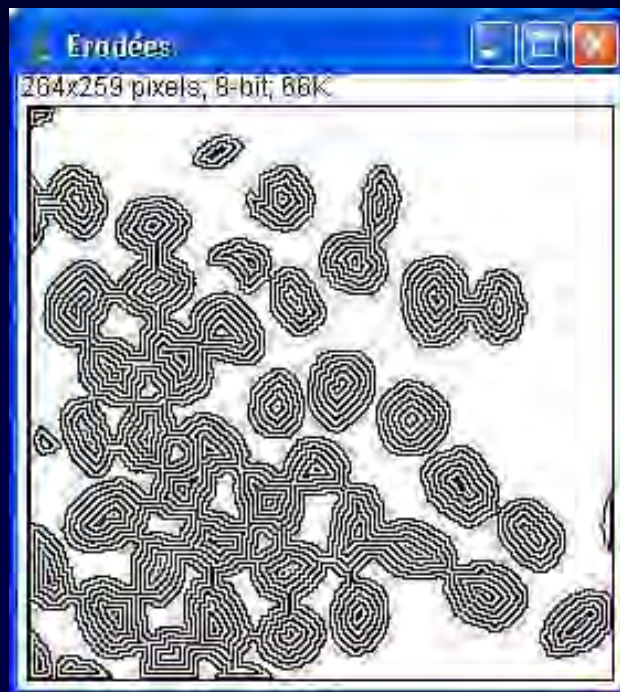


Process → Binary → Options



Erodé Ultime

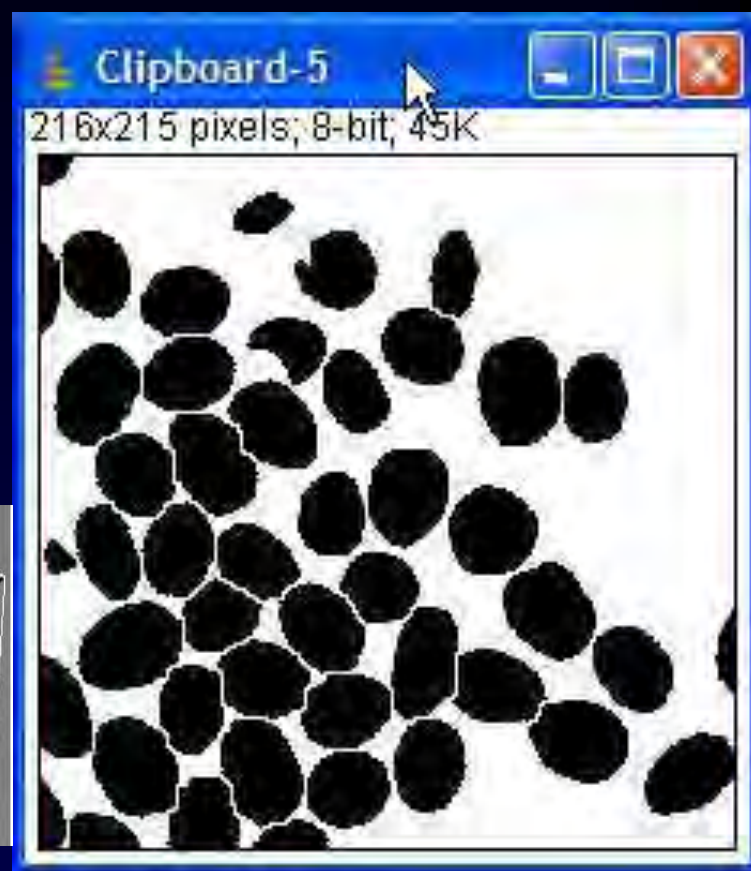
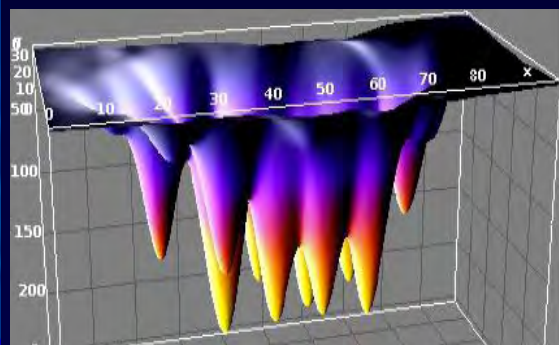
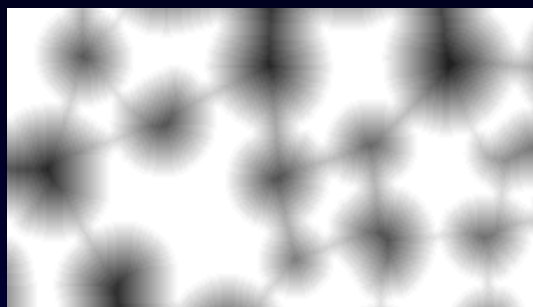
L'érodé ultime : la dernière fraction de l'objet restant avant sa disparition lors d'érosions répétées.



Process → Binary → Ultimate Points



La ligne de partage des eaux : watershed

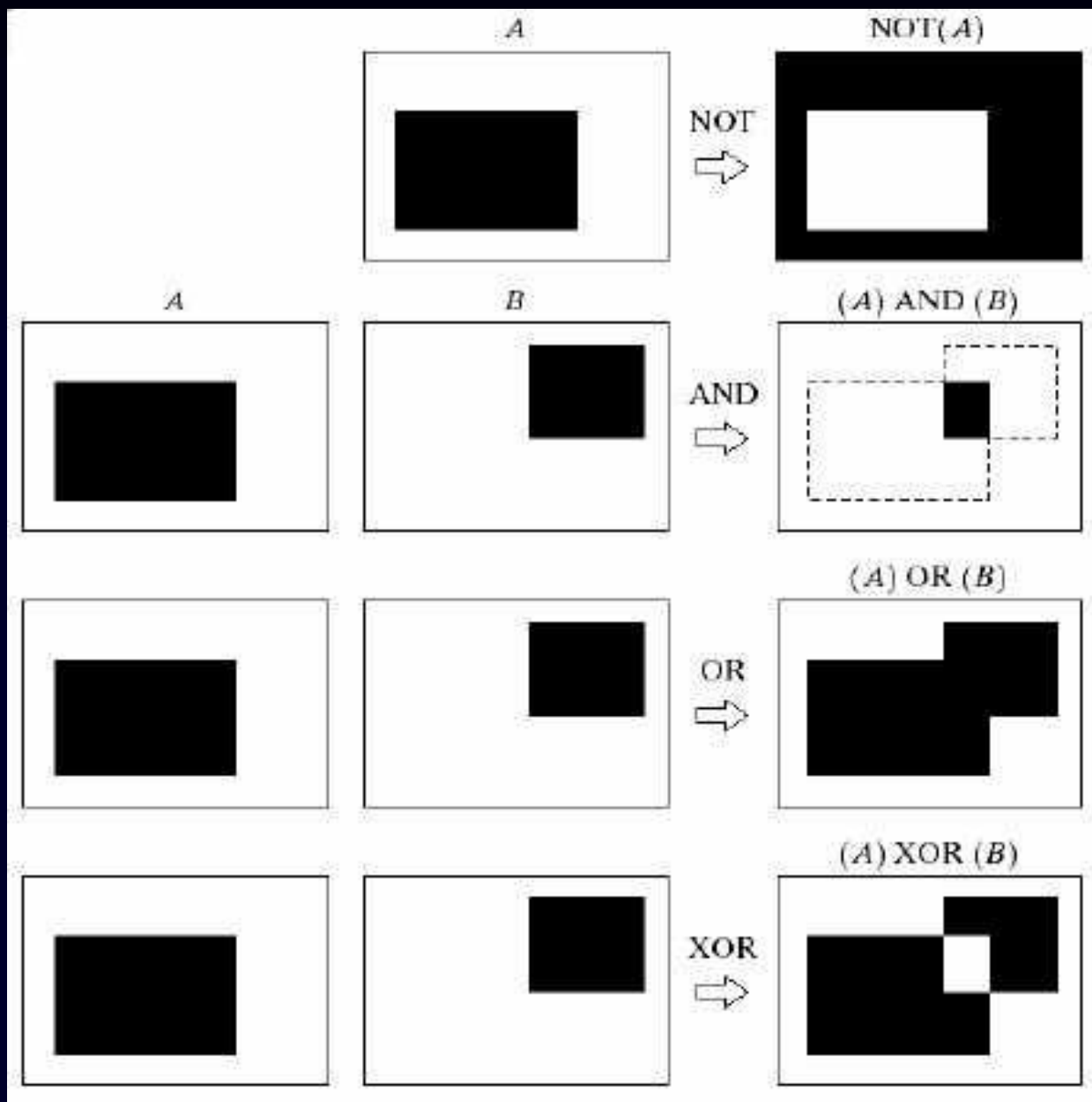


Cette transformation morphologique est la principale méthode de segmentation d'images proposées par la morphologie mathématique.

Process → Binary → Watershed

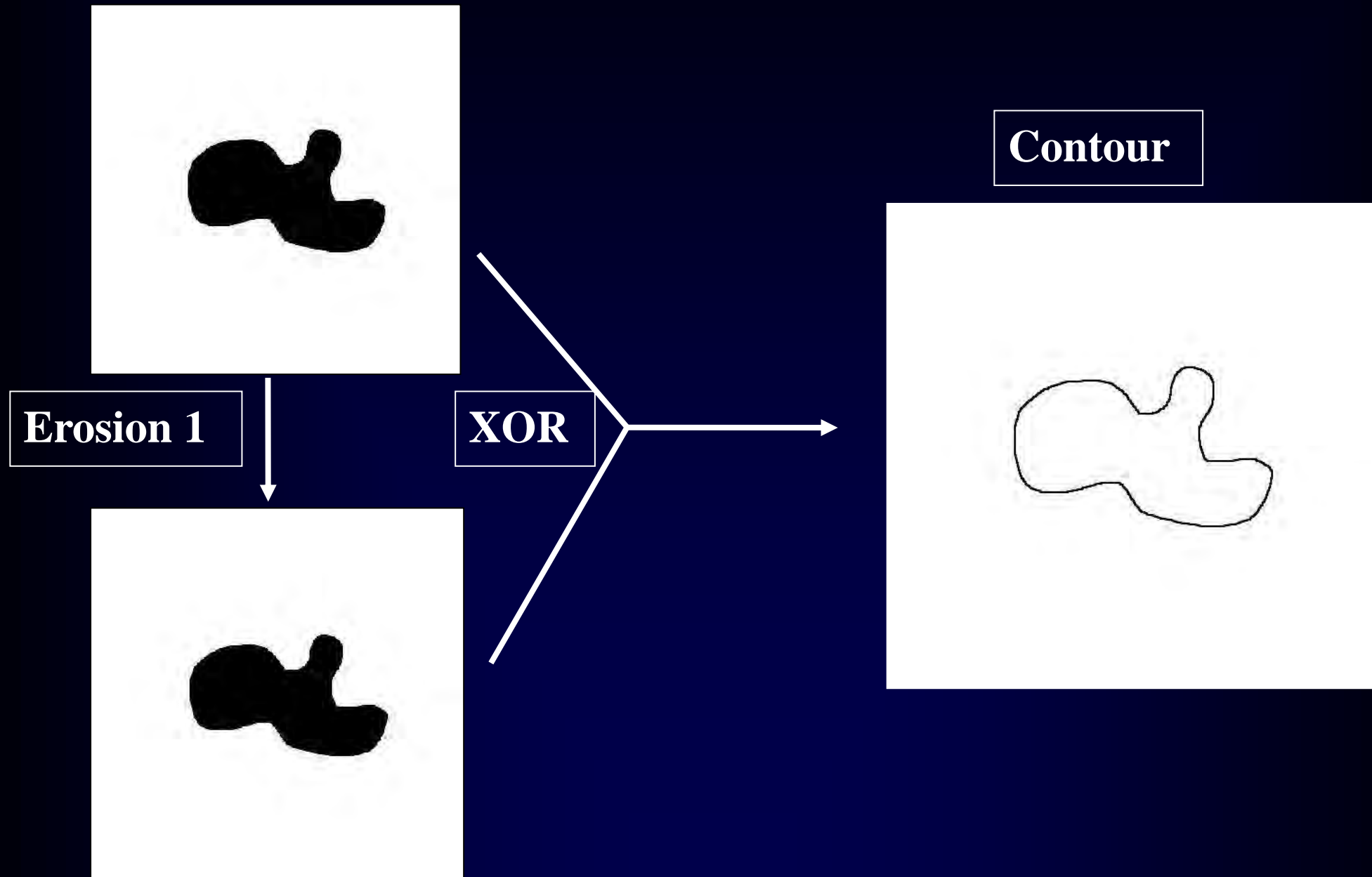


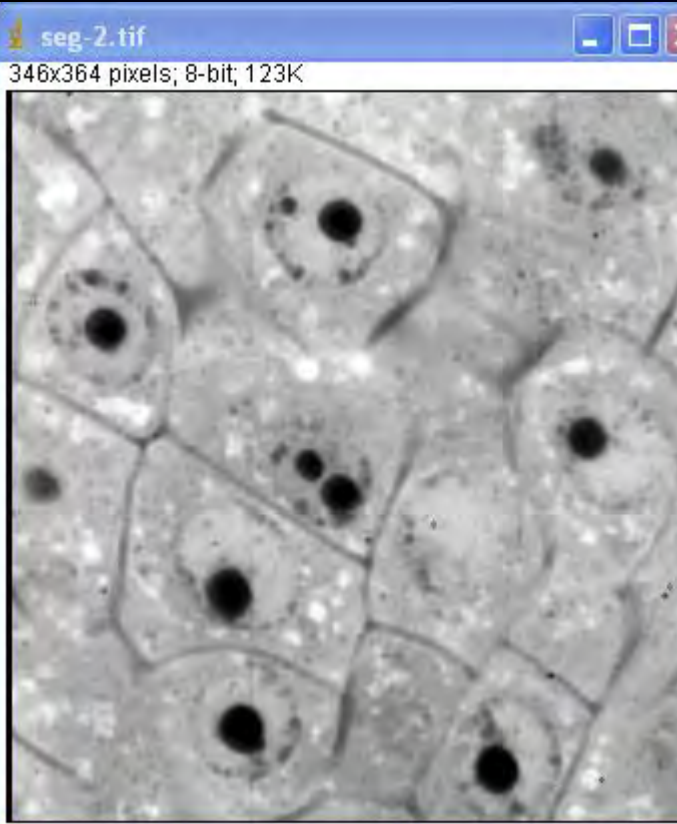
Opérations logiques



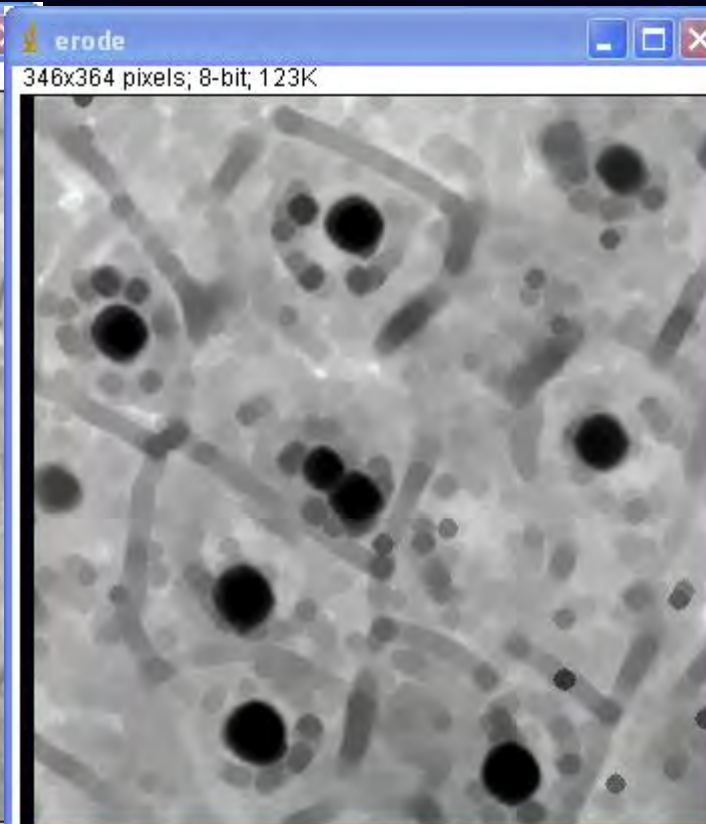


Construction d'une fonction contour

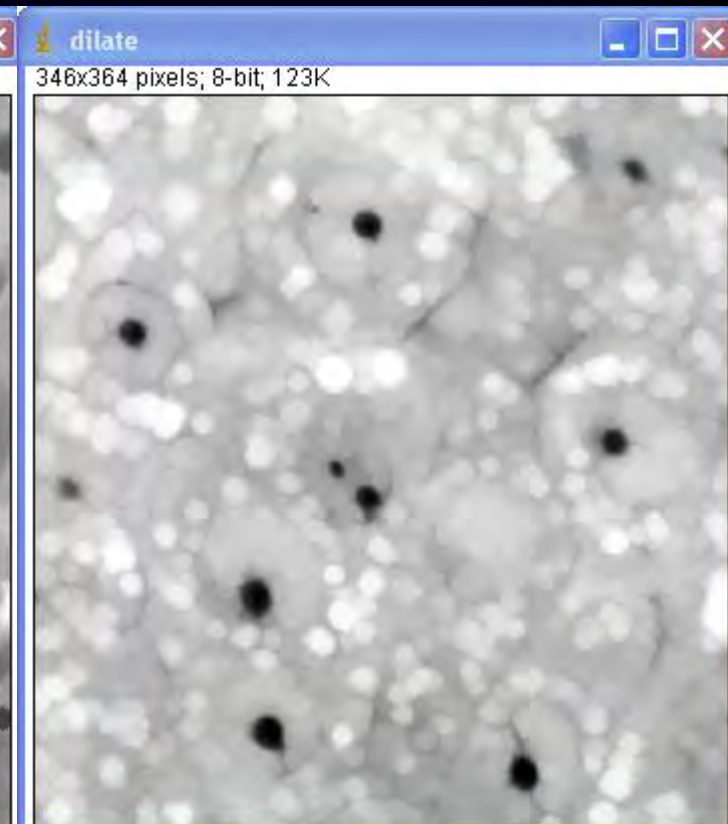




**Plugin
Grayscale Morphology**



**Erosion
agrandit les zones
sombres**

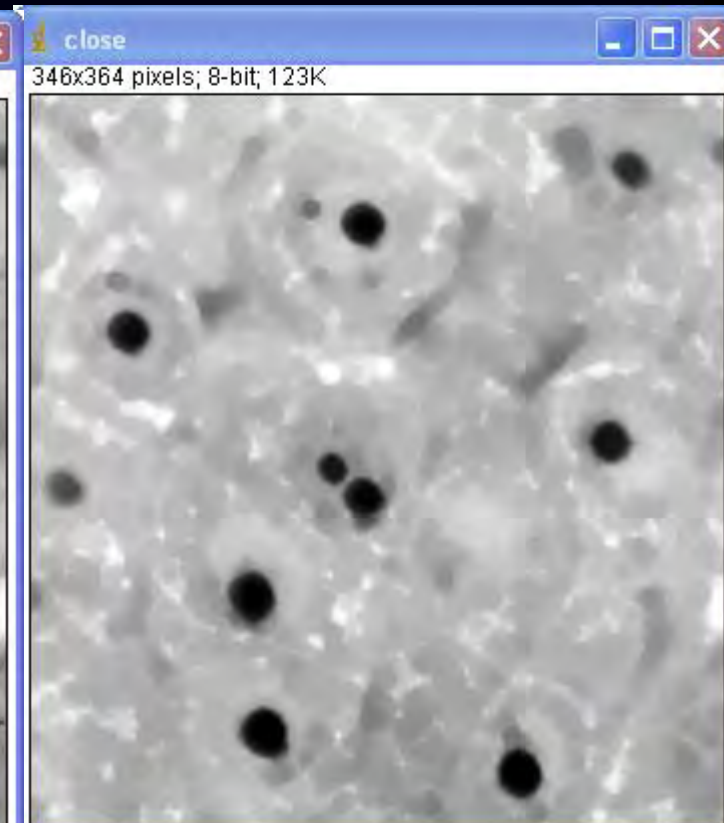
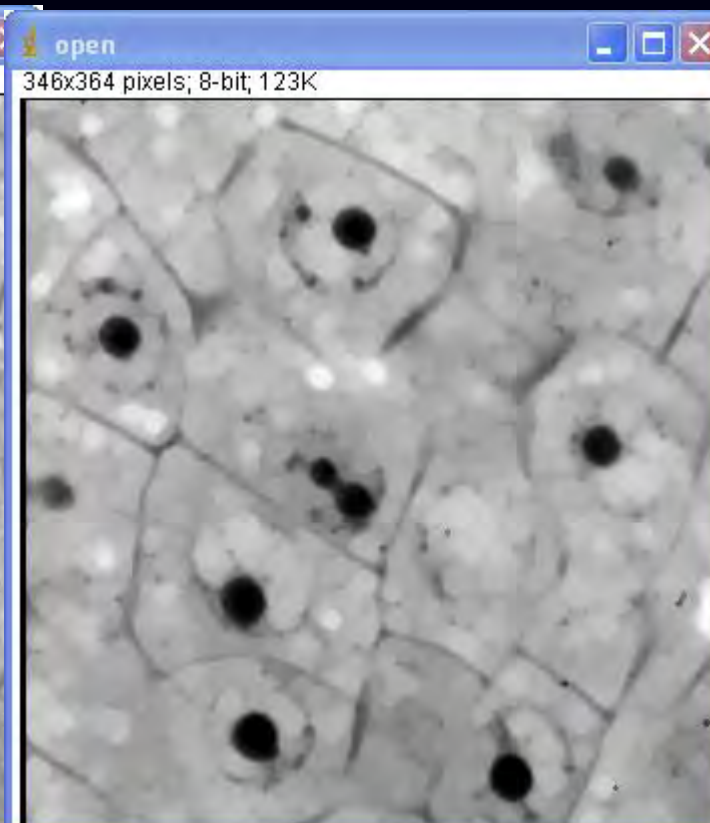
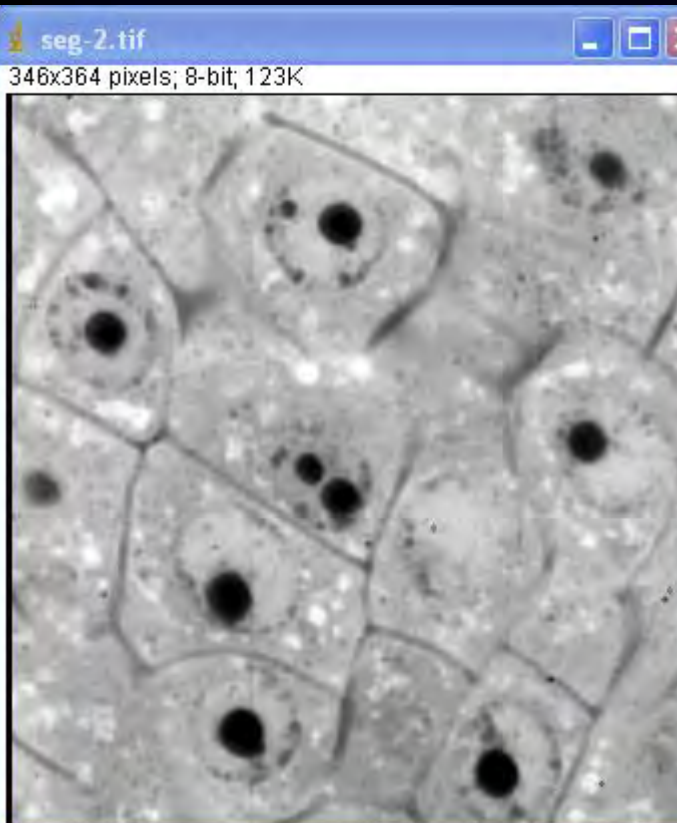


**Dilatation
agrandit les zones
claires**

Plugins → Morphology → Gray Morphology



Morpho_math en niveaux de gris



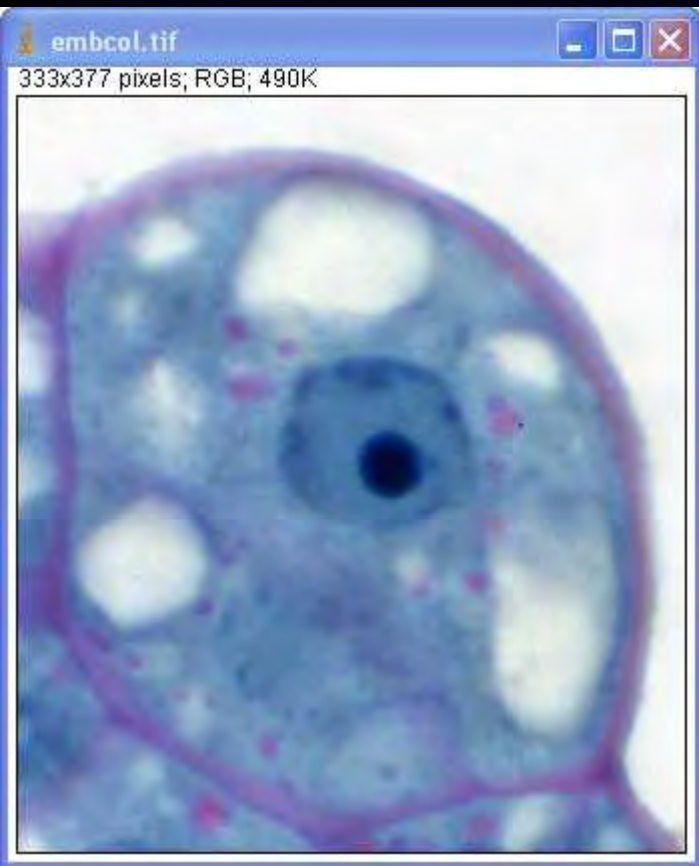
Ouverture
Erosion puis
Dilatation
supprime les petites
zones claires

Fermeture
Dilatation puis
Erosion
supprime les petites
zones sombres

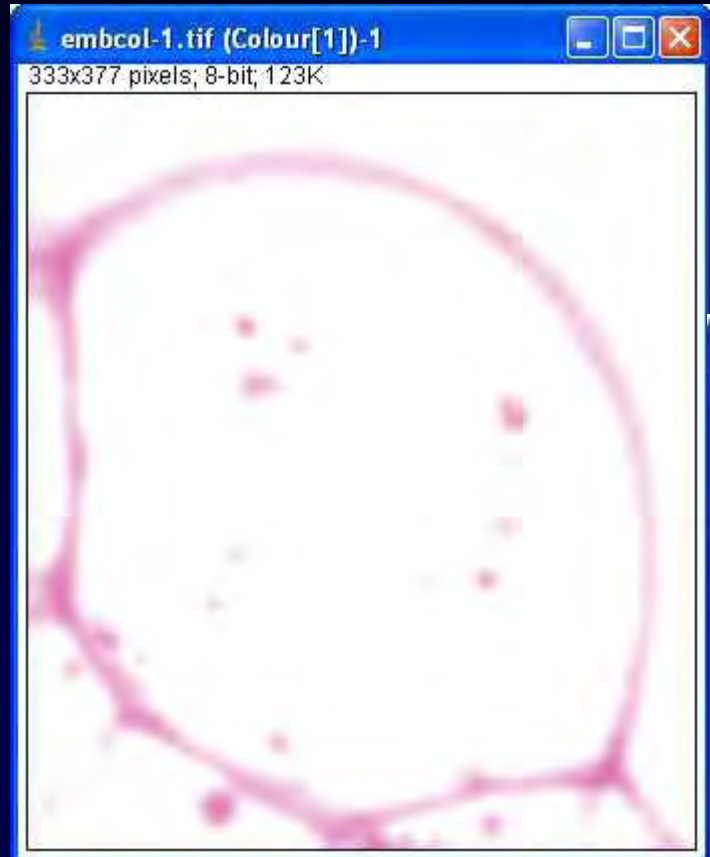
Plugins → Morphology → Gray Morphology



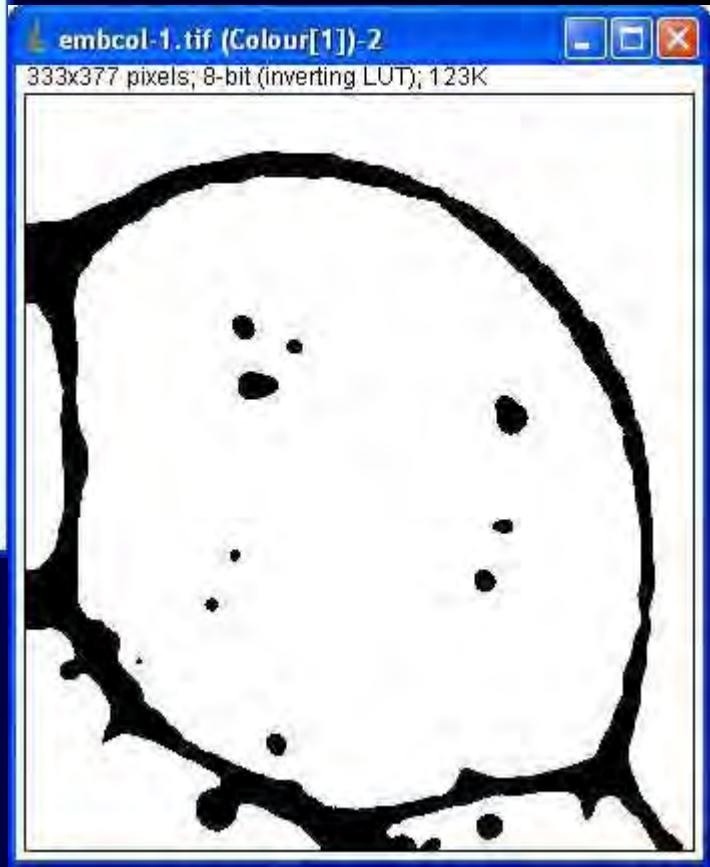
Exemple



Colour Deconvolution



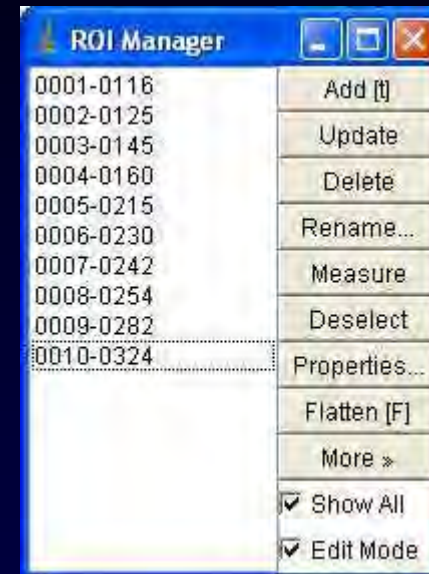
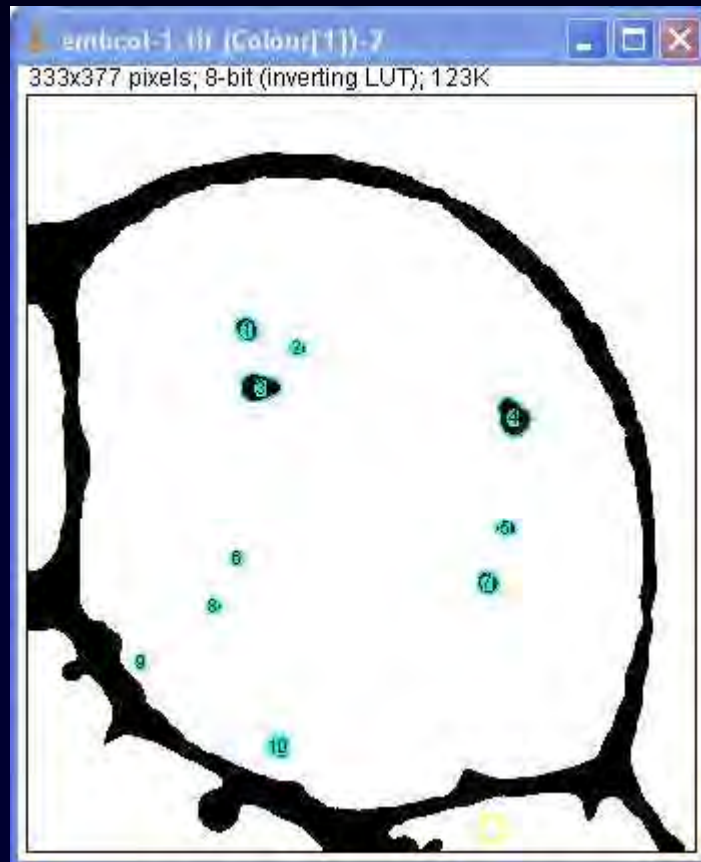
Seuillage





Exemple

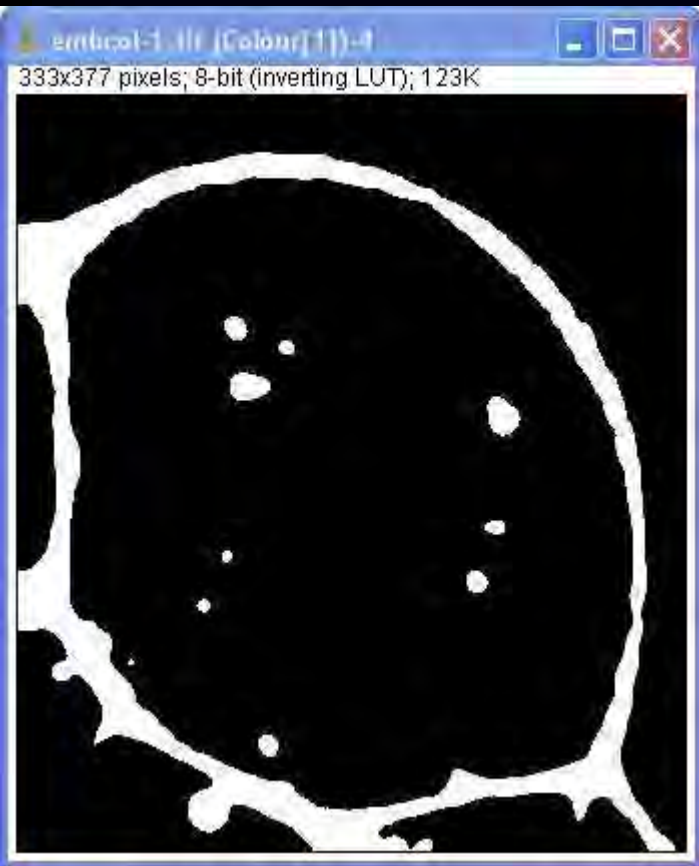
Analyse particules → ROI Manager





Exemple

Inversion



Boucher les trous

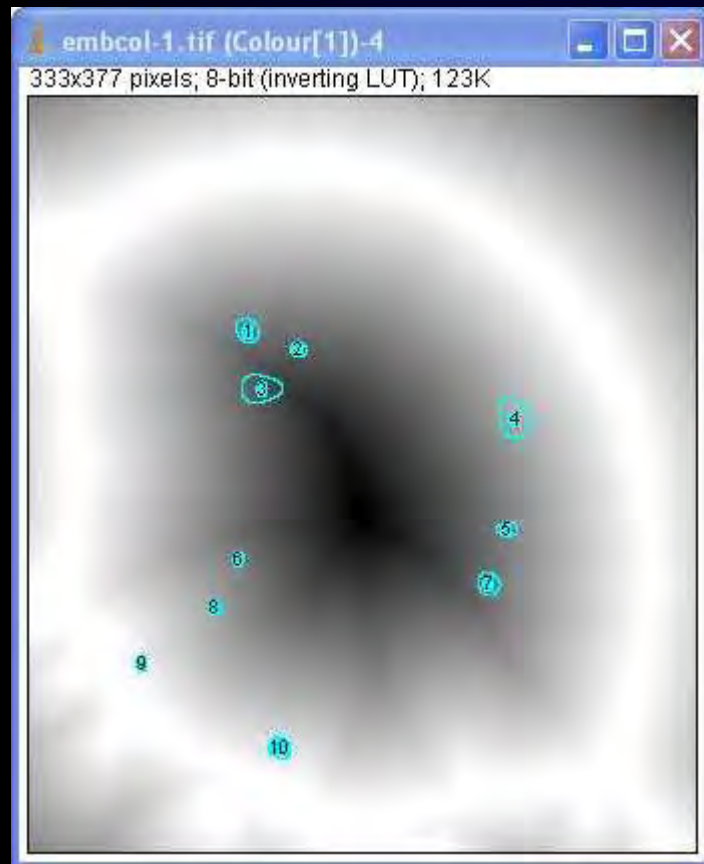
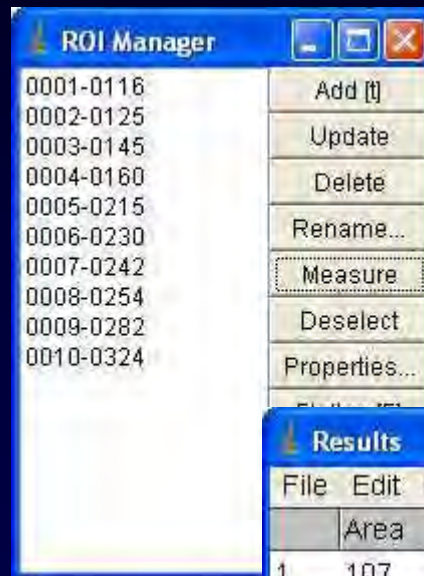


Carte des distances

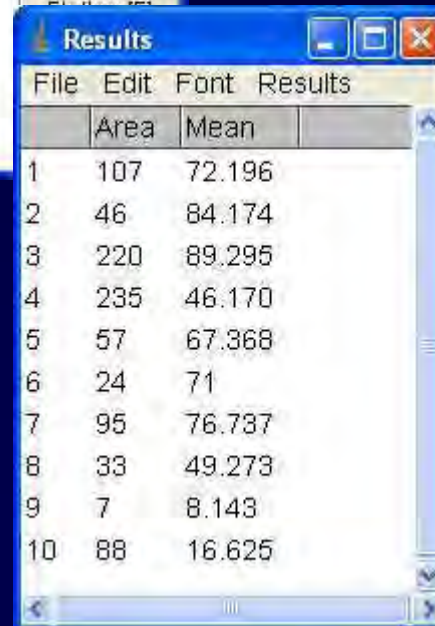


Exemple

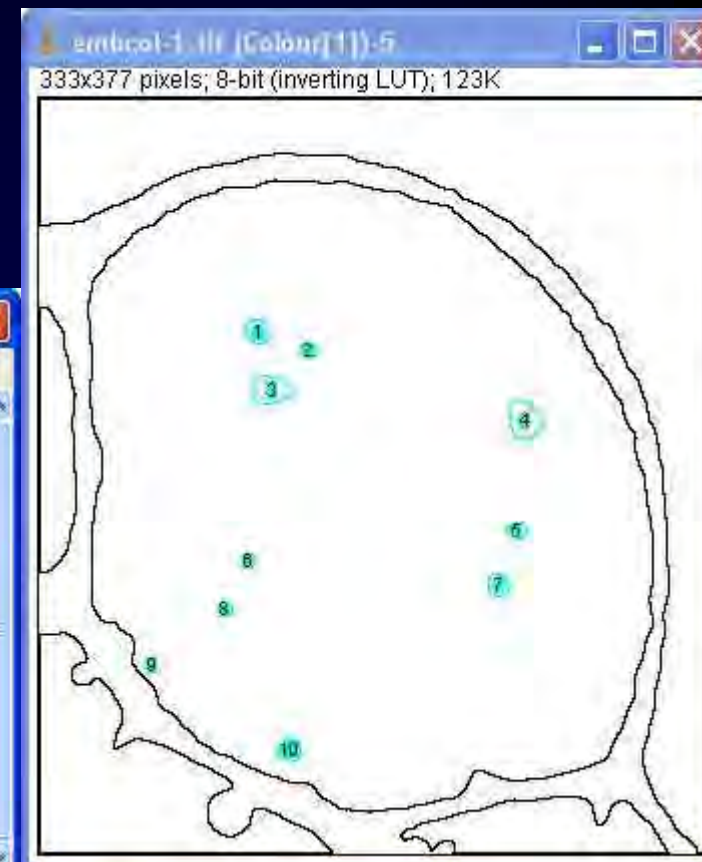
Mesures des moyennes de niveaux de gris sur la carte des distances →
 Estimation de la position des grains d'amidon dans la cellule

ROI ID	Area	Mean
0001-0116		
0002-0125		
0003-0145		
0004-0160		
0005-0215		
0006-0230		
0007-0242		
0008-0254		
0009-0282		
0010-0324		



File	Edit	Font	Results	Area	Mean
1				107	72.196
2				46	84.174
3				220	89.295
4				235	46.170
5				57	67.368
6				24	71
7				95	76.737
8				33	49.273
9				7	8.143
10				88	16.625





Topic 09 – Mathematical Morphology



L'image numérique

Les Prétraitements

La Segmentation

Les Post-traitements

La Quantification



Mesures

ImageJ

File Edit Image Process Analyze Plugins Window Help

Segmented line selections

Analyze menu items:

- Measure (Ctrl+M)
- Analyze Particles...
- Summarize
- Distribution...
- Label
- Clear Results
- Set Measurements...
- Set Scale...
- Calibrate...
- Histogram (Ctrl+H)
- Plot Profile (Ctrl+K)
- Surface Plot...
- Gels
- Tools

Analyze Particles

Size (pixel²): 0-Infinity

Circularity: 0.00-1.00

Show: Nothing

Display results Exclude on edges
 Clear results Include holes
 Summarize Record starts
 Add to Manager In situ Show

OK Cancel Help

Set Measurements

Area Mean gray value
 Standard deviation Modal gray value
 Min & max gray value Centroid
 Center of mass Perimeter
 Bounding rectangle Fit ellipse
 Shape descriptors Feret's diameter
 Integrated density Median
 Skewness Kurtosis
 Area fraction Stack position

Limit to threshold Display label
 Invert Y coordinates Scientific notation

Redirect to: None

Decimal places (0-9): 3

OK Cancel Help

Histogram of Cellules

300x240 pixels; 8-bit; 70K

Count: 1655680 Min: 0
 Mean: 177.263 Max: 255
 StdDev: 54.860 Mode: 248 (64439)

List Copy Log Value: 238
 Count: 10284

Set Scale

Distance in Pixels: 1200

Known Distance: 1.00

Pixel Aspect Ratio: 1.0

Unit of Length: inch

Scale: 1200 pixels/inch

Global

OK Cancel

Plot of Cellules

620x250 pixels; 8-bit; 126K

Gray Value

Distance (inches)

List Save... Copy... X=0.43, Y=244.3



Mesures

- Longueur
- Surface
- Périmètre
- Moyenne des valeurs de niveaux de gris
- Niveau de gris le plus fréquent (sommet de l'histogramme)
- Min et Max des niveaux de gris
- Centroid : moyenne des x,y
- Center off mass : moyenne des x,y pondérée par les intensités de niveaux de gris
- Circularité : $4\pi(\text{surface} / \text{périmètre}^2) = 1$ pour un cercle
- Etc ...



Topic 10 – Quantification