ToollP

Visual Programming for Image Processing

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ToolIP what is it ?

ToolIP stands for : • Tool for Image Processing

- Visual Programming Tool for Image Processing
- Editing Graphs, no Image Processing Functionality
- Algorithms and Visualization via Plugins



ToollP Origins and History

2005 and before	Surface Inspection Tasks
2005	General C++ plugin framework (MABlibCore)
2006	Algorithm nodes (MASClib) and Graph Runner (no GUI)
2008	simple GUI, step by step execution, no flow control
2009 - Today	improved GUI, automatic parallel execution, dynamic parameters, flow control, new parallel Graph Runner



Algorithm graph in xml

<?xml version = '1.0' encoding = 'UTF-8'?> <!DOCTYPE graph> <graph stacksize="15" nodes="15" > <stack in>0</stack in> <stack out>4</stack out> <param name="StackOutSources" >1</param> <param name="CallerStackOut" >1</param> <param name="DebugLevel" >3</param> <node plugin="%ITWMDIR%/bin/utility::ConvertType" id="0" > <stack in>0</stack in> <stack out>1</stack out> <param name="out type" >IMAGE GREY F</param> </node> <edge from="0" to="1" /> <node plugin="%ITWMDIR%/bin/segmentation::FeatureSegmentation"</pre> id="1" > <long id="minimum region size" >50</long> <double id="split threshold" >0.15</double> <double id="merge threshold" >0.25</double> <stack in>1</stack in> <stack_out>2</stack_out> <string id="feature plugin" >%ITWMDIR%/bin/feature::Haralick </string> </node> <edge from="1" to="2" />

<node plugin="%ITWMDIR%/bin/utility::Normalize" id="2" > <stack_in>2</stack_in> <stack_out>3</stack_out> </node>

<edge from="2" to="3" />

<node plugin="%ITWMDIR%/bin/utility::ConvertType" id="3" > <stack_in>3</stack_in>



ToollP what does it look like ?



ToolIP why is it interesting?

- Selfexplaining to use, no programming necessary
- Can use graphs at the customer site
- Easy to extend, add new Algorithms
- Cross platform works on linux and windows
- Almost no overhead compared to compiled code



ToolIP includes MASClib





Using Plugins and Algorithm Graphs from C++

```
// read "Lena.png" from file
```

```
CImage *pImgIn = RunPlugin("%ITWMDIR%/bin/utility::ReadImage", "filename",
    "Lena.png");
```

// apply the average3d filter to pImgIn

std::string plugin path = "%ITWMDIR%/bin/filter::Average3d";

```
CImage *pImgOut = RunPlugin( plugin_path, pImgIn, "step_x", 3, "step_y", 3);
```

// subtract pImgOut from pImgIn inplace

RunPlugin(pImgOut,"%ITWMDIR%/bin/arithmetic::Subtract", pImgIn,pImgOut,"upcast", true);



Using Plugins and Algorithm Graphs from C++

```
// save pImgOut in ASCII format
```

```
RunPlugin("%ITWMDIR
%/bin/utility::SaveASCII",pImgOut,"filename","laplace.asc");
```

• An algorithm created in ToolIP can be called too as follows:

// rotate input image by 17 degrees using the graph Rotate.xml

```
CImage *pImgRot = RunGraph( "Rotate.xml" , pImgIn, "angle", 17.0,
      "bg_value", 125.0);
```



Thank You for Your Attention!







ToolIP GUI Nodes









ToollP GUI Node Property Dialog

utility::ConvertType (image::utility)			utility::ConvertType (image::utility)	
ine Edit XML 1	Mappings Description		Line Edit XML Mappings Descrip	ition
out_type (string) IMAGE_GREY_F -		-	<pre><rr></rr></pre>	
			<config xmins:schema="http://www.itwm.fbg.de/ma</config 	ab/Mablib2Core
swap_msb_lsb (bool)	false		xmins:val="http://www.itwm.fhg.de/mab/Ma xmins:ser="http://www.itwm.fhg.de/mab/Ma	iblib2Core/XML ablib2Core/XML
			<pre><string id="out_type" run_once"="" val:envalues="IMAG <bool id=">false </string></pre>	E_GREY_F, IM
			<bool id="swap_msb_lsb">false</bool>	
New Parameter				()
Dire		Cancol		Cancol



ToollP GUI Node Property Dialog

utility::ConvertType (image::utility)		utility::ConvertType (image::utility)
Line Edit XM	L Mappings Description	 Line Edit XML Mappings Description
Parameter Subgraph parameter		BRIEF * @brief Class to convert the type of the input image
2 m 1 L 2		* * Converts the type of the input image to IMAGE_GREY_8, IMAGE_GREY_F, * or IMAGE_BINARY_FG. *
		NOTE * @note The input image must be of type



ToollP GUI Plugin Window







