

Earth observation image processing with the ORFEO ToolBox

Remote sensing real image processing

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Part of the presentation is derived for a tutorial given by J. Inglada and E. Christophe at IGARSS: "Pragmatic Remote Sensing". This content is provided under a Creative Commons Attribution-ShareAlike 3.0 Unported License. 

Why?

Common problems

- ▶ Reading images
- ▶ Accessing metadata
- ▶ Implementing state of the art algorithms → Reproducible research

⇒ to be able to **extract the most information**, we need to **use the best** of what is available: data, algorithms,...

What is Orfeo Toolbox (OTB)?

In the frame of CNES ORFEO Program

Goal

Make the development of new algorithms and their validation easier

- ▶ C++ library: provide many algorithms (pre-processing, image analysis) with a common interface
- ▶ Open-source: free to use, to modify, you can make your own software based on OTB and sell it
- ▶ Multiplatform: Windows, Linux, Unix, Mac

End of the story : 2011 - Launch of Pleiades 1A



Crédits : Pléiades 1A - CNES 2012

A bit of History

Everything begins (2006)

- ▶ Started in 2006 by CNES (French Space Agency), funding **several full-time developers**
- ▶ Targeted at high resolution images (Pleiades) but with application to other sensors
- ▶ 4 year budget, over 1,000,000€ recently renewed for 3 additional years

Moving to user friendly applications (2008)

- ▶ Strong interactions with the end-user community highlighted that **applications for non-programmers** are important
- ▶ Several applications for non programmers (with GUI) since early 2008
- ▶ Several training courses (3/5-day courses) given in France, Belgium, Madagascar, UNESCO, Hawaii. . .

A bit of history (2)

Monteverdi (2009)

- ▶ Modular software with GUI → Access to some of OTB filters
- ▶ Use first for technical courses (*Capacity Building*)
- ▶ User feedback : great interest for this type of tool

Interoperability (2011)

- ▶ Framework **OTB-Applications**
- ▶ Plugin based architecture
- ▶ one code → multiple targets
- ▶ Example : Quantum GIS plugins (*via Sextante*)
- ▶ In parallel : continue to add new algorithms added in the C++ library

Why doing that?

Is it successful so far?

- ▶ OTB user community **growing steadily** (programmers and application users)
- ▶ Presented at IGARSS and ISPRS in 2008, special session in IGARSS (2009,2010,2011)
- ▶ CNES is planning to extend the budget for several more years
- ▶ Value analysis is very positive (cf. Ohloh): **re-using is powerful**

Why make a multi-million dollar software and give it for free?

- ▶ CNES is not a software company
- ▶ One goal is to **encourage research**: it is critical for researchers to know what is in the box
- ▶ CNES makes satellites and wants to make sure the **images are used**
- ▶ if more people have the tools to use satellite images, it is good for CNES

How?

How to reach this goal?

Using the best work of others: do not reinvent the wheel

Many open-source libraries of good quality

- ▶ **ITK**: software architecture (streaming, multithreading), many image processing algorithms
- ▶ Gdal/Ogr: reading data format (geotiff, raw, png, jpeg, shapefile, ...)
- ▶ **OpenJPEG**: reading and writing of large data in jpeg2000 format
- ▶ Ossid: sensor models (Spot, RPC, SAR, ...) and map projections
- ▶ 6S: radiometric corrections
- ▶ and many other: libLAS (lidar data), Edison (Mean Shift clustering), libSiftFast (SIFT), Boost (graph), libSVM (Support Vector Machines)

⇒ all behind a common interface

A powerful architecture

Modular

- ▶ Easy to combine different blocks to do new processing

Scalable

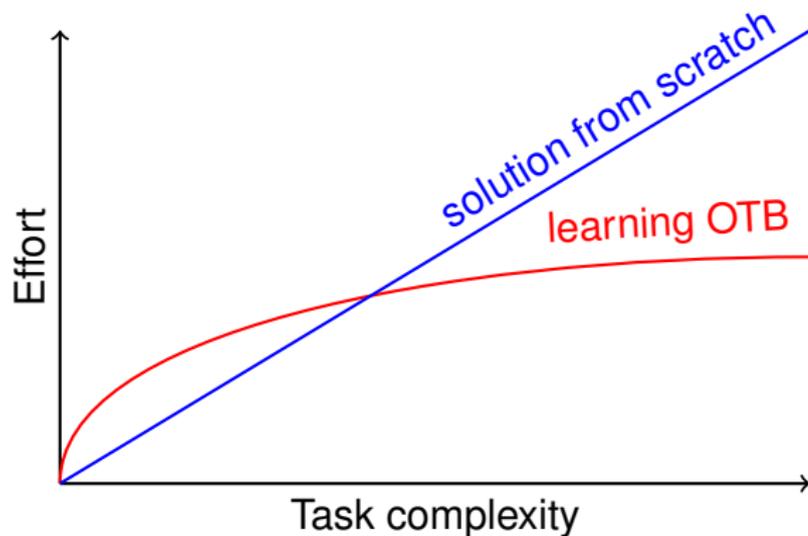
- ▶ Streaming (processing huge images on the flow) transparent for the user of the library
- ▶ Multithreading (using multicore CPUs) also

But a steep learning curve for the programmer

Advanced programming concepts

- ▶ Template metaprogramming (generic programming)
- ▶ Design patterns (Factory, Functors, Decorators, Smart Pointers, ...)

Steep learning curve



Ask questions

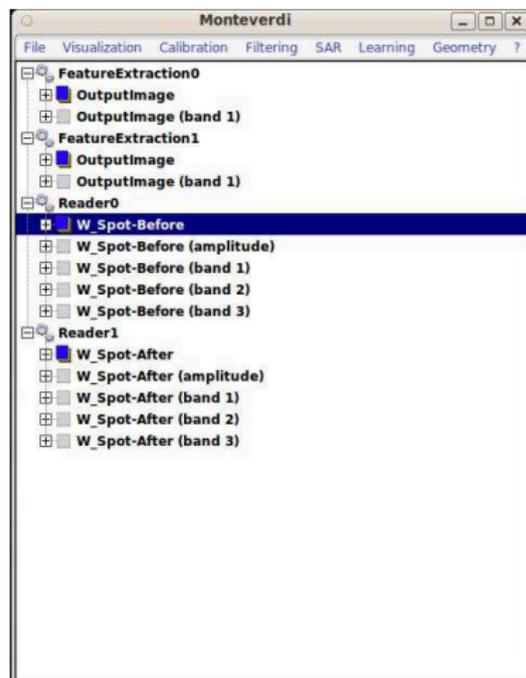
As for everything: easier when you're not alone

- ▶ Much easier if you have somebody around to help!
- ▶ We didn't know anything not so long ago...
- ▶ Not surprising that most software companies now focus their offer on support: help is important

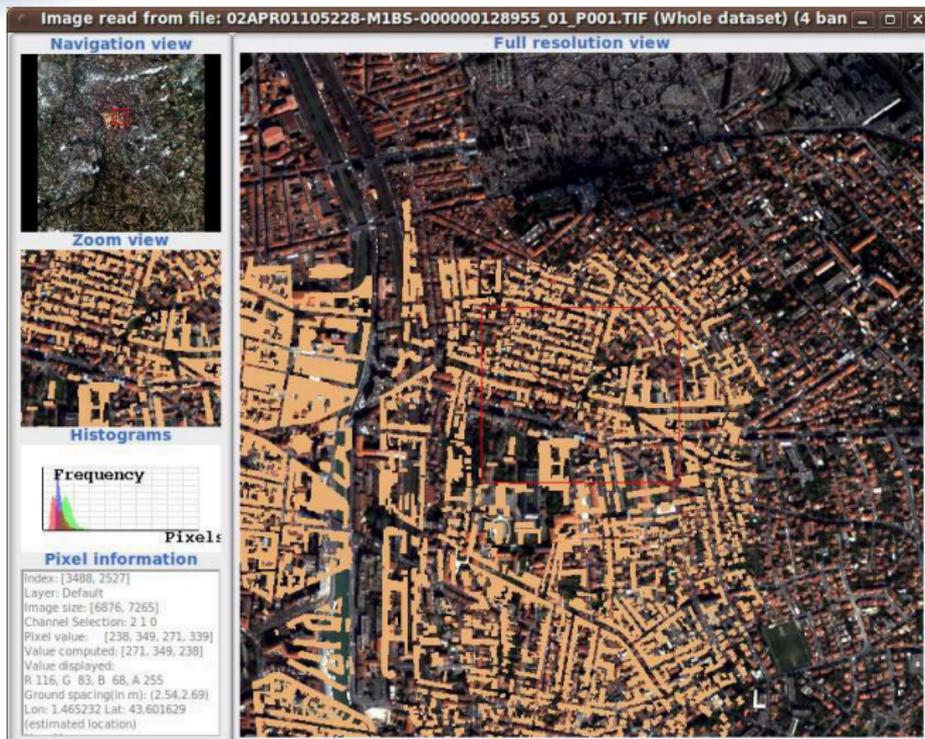
Making it easier for the users: Monteverdi

Module architecture

- ▶ Standard input/output
- ▶ Easy to customize for a specific purpose
- ▶ Full streaming or caching the data
- ▶ Graphical pipeline
- ▶ Classic : viewer, threshold...
- ▶ Advanced VHR image analysis : classification, feature extraction, fusion, change detection...



Making it easier for the users: Monteverdi



Bindings: access through other languages

Not everybody uses C++!

- ▶ Bindings provide an access to the library through other languages
- ▶ **Python**: available
- ▶ **Java**: available with also JVM (Clojure, Scala, etc. . .)
- ▶ **IDL/Envi**: cooperation with ITT VIS to provide a method to access OTB through idl/envi (working but no automatic generation)
- ▶ **Matlab**: ser contribution (R. Bellens from TU Delft)
- ▶ Other languages supported by Cable Swig might be possible (Tcl, Ruby. . .)

OTB-Applications

No C++ and no templates please!

- ▶ Get benefit of the OTB pipeline architecture from other software(auto magic I/O, streaming, threading, filters. . .)
- ▶ Plugin based architecture

Wrappers

- ▶ CLI interface
- ▶ GUI interface (QT)
- ▶ Python API
- ▶ QGIS plugins

Code!

```

#include "otbImage.h"
#include "otbImageFileReader.h"
#include "otbStreamingImageFileWriter.h"
#include "itkCannyEdgeDetectionImageFilter.h"
#include "itkRescaleIntensityImageFilter.h"

int main(int argc, char * argv[])
{
    typedef double PixelType;
    typedef otb::Image<PixelType> ImageType;

    typedef unsigned char OutputPixelType;
    typedef otb::Image<OutputPixelType> OutputImageType;

    typedef otb::ImageFileReader<ImageType> ReaderType;
    ReaderType::Pointer reader = ReaderType::New();

    reader->SetFileName(argv[1]);

    typedef itk::CannyEdgeDetectionImageFilter
    <ImageType, ImageType> FilterType;
    FilterType::Pointer filter = FilterType::New();

    filter->SetInput(reader->GetOutput());

```

I want some more (code)

```

typedef itk::RescaleIntensityImageFilter
<ImageType, OutputImageType> RescalerType;
RescalerType::Pointer rescaler = RescalerType::New();

rescaler->SetOutputMinimum(0);
rescaler->SetOutputMaximum(255);

rescaler->SetInput(filter->GetOutput());

typedef otb::StreamingImageFileWriter<OutputImageType> WriterType;
WriterType::Pointer writer = WriterType::New();

writer->SetFileName(argv[2]);

writer->SetInput(rescaler->GetOutput());

writer->Update();

return EXIT_SUCCESS;
}

```

Calling applications from Python

```
#!/usr/bin/python

# Import the otb applications package
import otbApplication

# The following line creates an instance of the ImageSVMClassifier
# application
ImageSVMClassifier =
    otbApplication.Registry.CreateApplication("ImageSVMClassifier")

# The following lines set all the application parameters:
ImageSVMClassifier.SetParameterString("in", "QB_1_ortho.tif")
ImageSVMClassifier.SetParameterString("imstat",
    "clImageStatisticsQB1.xml")
ImageSVMClassifier.SetParameterString("svm", "clsvmModelQB1.svm")
ImageSVMClassifier.SetParameterString("out", "classification.png")
ImageSVMClassifier.SetParameterOutputImagePixelType("out", 1)

# The following line execute the application
ImageSVMClassifier.ExecuteAndWriteOutput()
```

OTB access - Applications, Monteverdi...

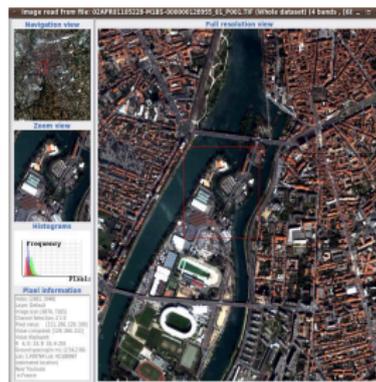
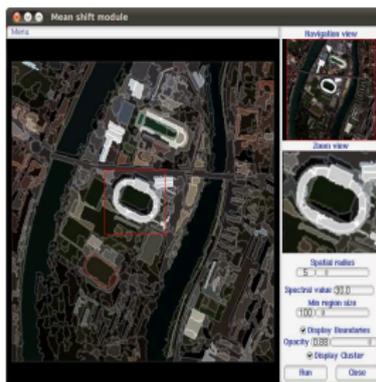
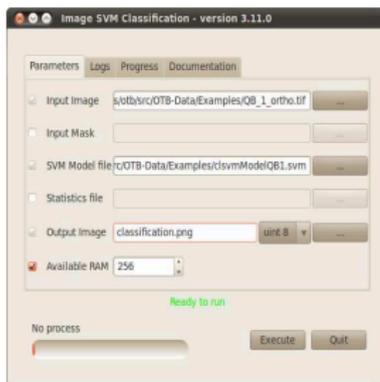


Image access

Pléiades data support

- ▶ Improve support for Jpeg2000 *via* OpenJPEG¹
- ▶ Metadata access (RPC model) *via* OSSIM²
- ▶ Metadata access(from DN to reflectance)
- ▶ Direct access to other resolution(thanks to Jpeg2000)
- ▶ Efficient visualization and navigation in Monteverdi

Uncompress Pleiades tiles PHR JPEG2000

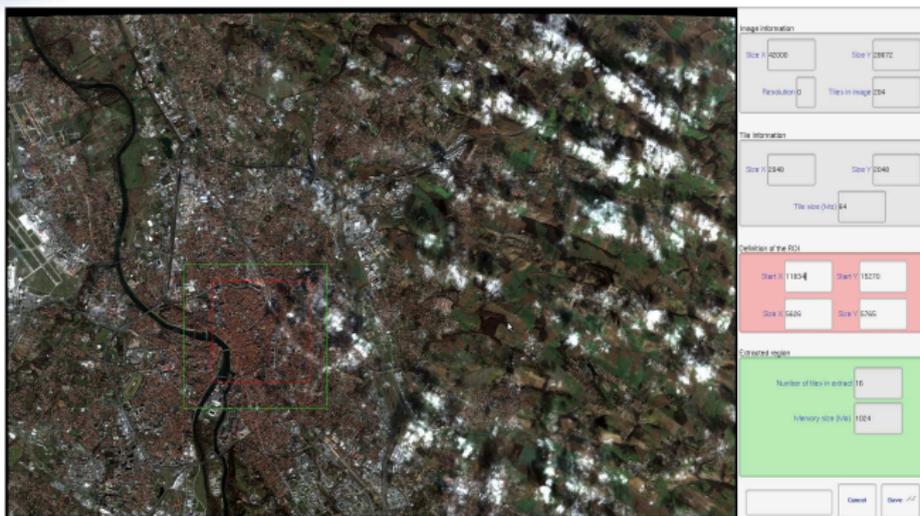


Figure: Extraction ROI - Pléiades 50cm

Classification and OBIA

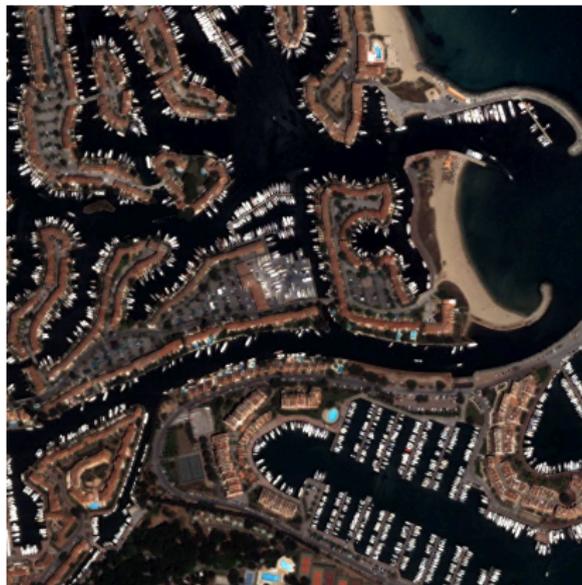
- ▶ OBIA : Object Based Image Analysis
- ▶ OBIA : lots of methods published
- ▶ Labeling objects not pixels
- ▶ Improve efficiency of structural approaches

Classification

- ▶ Supervised classification based on objects attributes
- ▶ SVM for example (but others can be plugged)

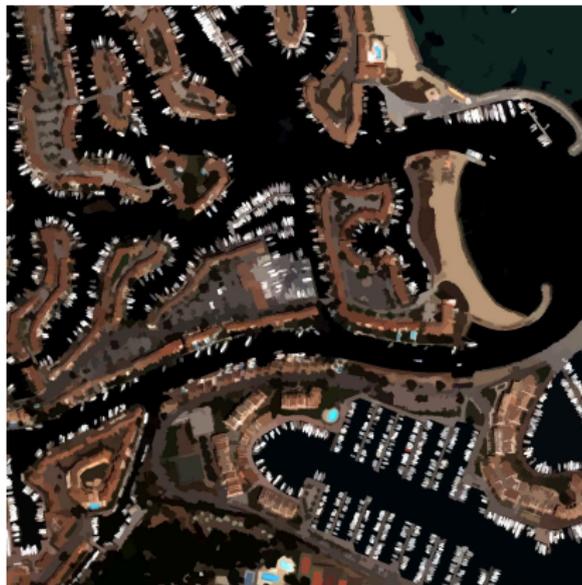
Results

Original image (Massif des Maures - QuickBird pan-sharpening 0.7m)



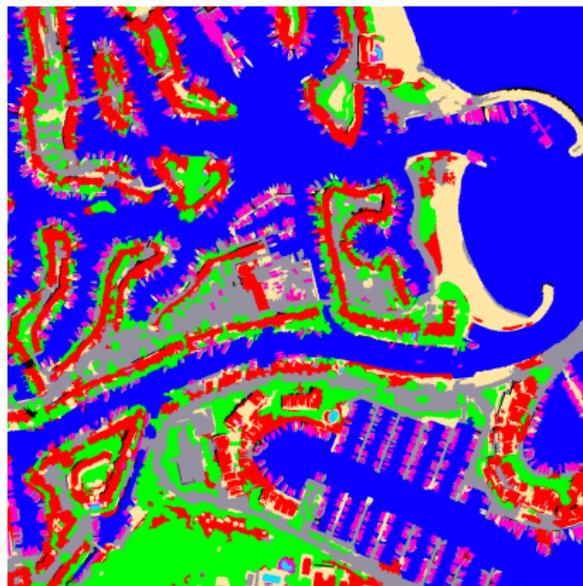
Results

Segmented image (mean-shift here) - Crucial point!



Results

Object based classification (SVM in this case)



OBIA

- ▶ Challenge : Large scale analysis with export to SIG
- ▶ Performance, ergonomy (vector/raster), streaming, multi-threading
- ▶ Different access : C++ classes, applications (supervision → needs a good user interface)

Massive segmentation or nothing

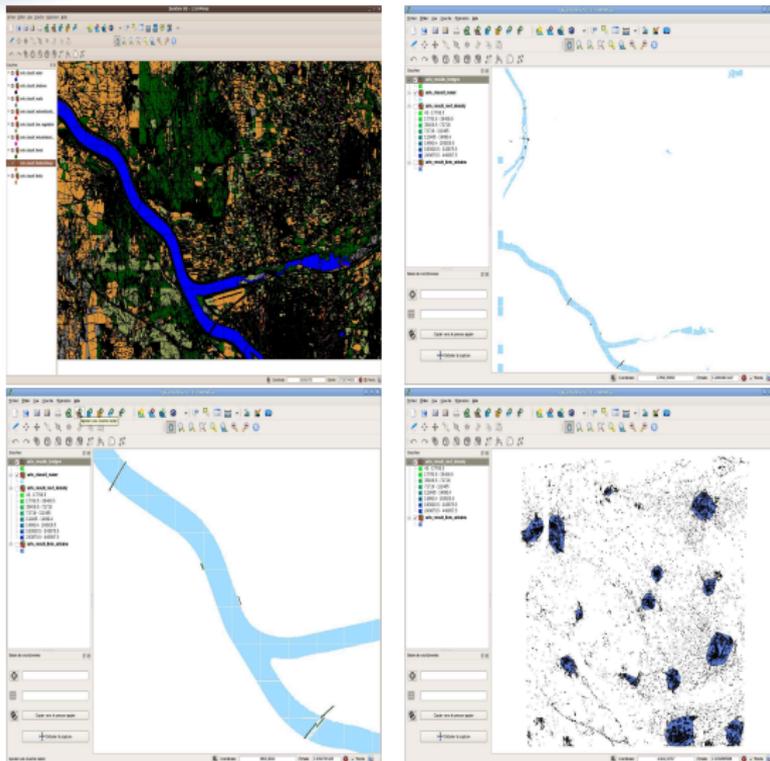
Principe

- ▶ Large scale segmentation
- ▶ Segmentation quality measurement! → Hoover scores
- ▶ Efficient and correct segmentation → “Cachez cette tuile que je ne saurait voir”
- ▶ Objects manipulation ? Efficient conversion between raster/vector ?

Principles

- ▶ Apply segmentation (many algorithms available)
- ▶ Vectorized results on each tile (memory management)
- ▶ Concatenate vector data and remove tile effects (fusion)

Tiles sucks!

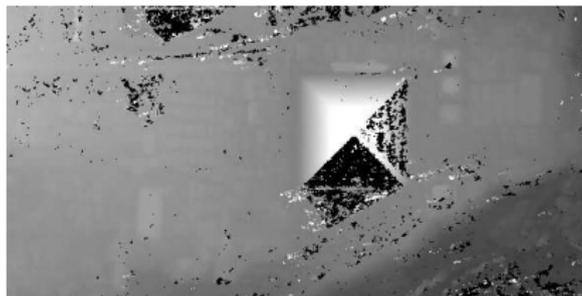


Available in 3.14

- ▶ Threaded mean-shift algorithm
- ▶ Generic filters for tiled based segmentation
- ▶ Method for polygons fusion near tiles region
- ▶ Fully compatible with OGR

Stereo reconstruction with OTB

- ▶ Stereo-rectification of optical images pair based on sensor model
- ▶ Complete spectrum of stereo correspondence algorithms has been published
- ▶ Block matching, sub-pixel estimation of disparity, median filter. . .
- ▶ Use SRTM as initial disparity (DEM)
- ▶ What's new? Use/Combine with feature extraction pipeline (common interface)



And now?

- ▶ ORFEO program - Thematic in-flight commissioning activities until mid-2013
- ▶ OTB will continue after the ORFEO program (VHR, SAR, MX,HX...)

OTB → On the road to ITKv4

ITK

- ▶ 10 years project
- ▶ 5M de \$ (Leverage)
- ▶ From the American Recovery and Reinvestment Act of 2009
- ▶ ITKv4 : The next generation 1.5 years project -> Prepare next 10 years

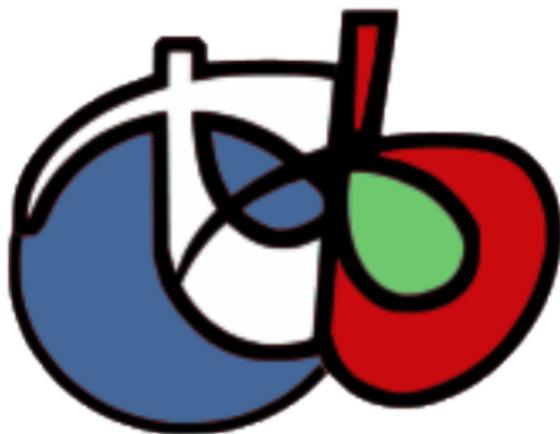
Functionalities

- ▶ **GPGPU** -> massively parallel processing power
- ▶ Modularity
- ▶ Review, refactoring, new filters. . .
- ▶ OTB : Reuse is better than recycling

Where can you find informations?

- ▶ <http://www.orfeo-toolbox.org/>
- ▶ <http://groups.google.fr/group/otb-users>
- ▶ <http://groups.google.fr/group/otb-developers>
- ▶ <http://blog.orfeo-toolbox.org/>
- ▶ <http://wiki.orfeo-toolbox.org/>

Questions?



ORFEO ToolBox is not a black box