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INTRODUCTION

Biospeckle is a technique whose purpose is to observe and study the underlying activity of some material. The technique has its roots on optical physics, and its first step is an image acquisition process that produces a video sequence whose characteristics allow researchers to have an interpretation of the activity of the observed material by an analysis of the video content. The recent literature on this subject presents several different measurements for analyzing the video sequence. One of the most popular measurement is the Generalized Difference (GD). The computation of the GD has an asymptotic complexity of $O(n^2)$. In this paper we propose: (i) an alternative $O(n)$ algorithm for the computation of the GD, and (ii) an alternative measurement, that we call GD*. We discuss the qualitative similarities between the GD and the GD*. We conclude that the GD* is an alternative generalized difference measurement, and thus it can replace the GD in many applications. We show that the GD* is a function of the variance, and it can be computed in $O(n)$. Finally, if the GD itself is desired as measurement, it can now be computed in $O(n)$ by the novel algorithm presented.

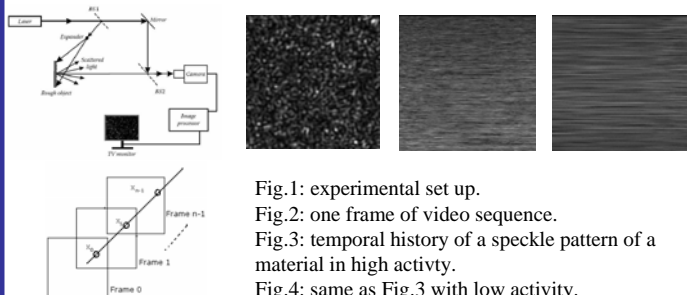


Fig.1: experimental set up.
 Fig.2: one frame of video sequence.
 Fig.3: temporal history of a speckle pattern of a material in high activity.
 Fig.4: same as Fig.3 with low activity.
 Fig.5: one pixel activity evolution. The activity of pixel p at frame i (i=0,1,2,... n-1) is represented as x_i . Evolution \rightarrow sequence $sp=[x_0,x_1,\dots,x_{n-1}]$

MATERIAL and METHODS

$$GD(s) = \sum_{i=0}^{n-1} \sum_{j=i+1}^{n-1} |x_i - x_j|$$

GD: Generalized difference
 Complexity : $O(n^2)$

Fast computation of GD: $GD(s) = \frac{1}{2} \sum_{i=0}^{n-1} \sum_{j=i+1}^{n-1} |x_i - x_j|$

$$GD(s) = \frac{1}{2} \sum_{i=0}^{m-1} \left(\sum_{j=0}^{m-1} |i-j| g_j \right) g_i \quad P_i = \sum_{j=i+1}^{m-1} |i-j| g_j$$

$$GD(s) = \sum_{i=0}^{m-1} P_i g_i \quad S_i = \sum_{j=i}^{m-1} g_j$$

$$P_1 = P_0 - \sum_{j=1}^{m-1} g_j \quad P_{i+1} = P_i - S_{i+1}$$

$$P_2 = P_1 - \sum_{j=2}^{m-1} g_j \quad G_{k+1}(s) = GD_k(s) + P_{k+1} g_{k+1}$$

Mathematical induction:

(i) Initial condition: (ii) Inductive step : (iii) Stop condition

$$S_0 = n \quad S_{k+1} = S_k - g_k \quad k = m-1$$

$$P_0 = \sum_{j=1}^{m-1} j g_j \quad P_{k+1} = P_k - S_{k+1}$$

$$G_0(s) = P_0 g_0 \quad GD_{k+1}(s) = GD_k(s) + P_{k+1} g_{k+1}$$

Alternative generalized difference GD*:

$$GD^*(s) = \sum_{i=0}^{n-1} \sum_{j=i+1}^{n-1} (x_i - x_j)^2$$

GD* as a function of the variance:

$$GD^*(s) = n^2 \sigma^2(s)$$

RESULTS

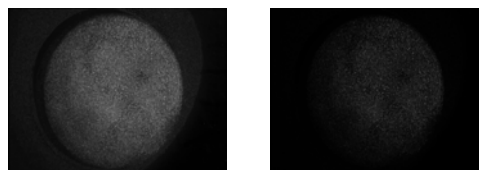


Fig.6 (a),(b): Comparison between GD (a) and GD* (b).

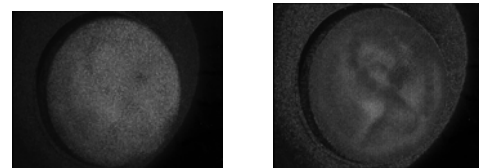


Fig.7 (a), (b): Comparison between GD (a) and WD (w=5).

CONCLUSIONS

runtime GD for a typical bispeckle: 2 h , alternative GD: 26min
 Runtime of WGD: 16h. (w=5).
 Future work: extension of WG with the presented alternative algorithm and comparison with Fuji method.

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Apoio: CNPq, Fapemig