Copyright is owned by the Author of the thesis. Permission is given for a copy to be downloaded by an individual for the purpose of research and private study only. The thesis may not be reproduced elsewhere without the permission of the Author.

### Finding Near Optimum Colour Classifiers: Genetic Algorithm-Assisted Fuzzy Colour Contrast Fusion using Variable Colour Depth

#### A THESIS PRESENTED TO THE

Institute of Information and Mathematical Sciences
In partial fulfillment of the requirements for the degree of
Master of Science in Computer Science

AT

MASSEY UNIVERSITY, ALBANY, AUCKLAND, NEW ZEALAND

By Heesang Shin May 2009

© Copyright 2009 by Heesang Shin

#### Abstract

This thesis presents a complete self-calibrating illumination intensity-invariant colour classification system. We extend a novel fuzzy colour processing technique called Fuzzy Colour Contrast Fusion (FCCF) by combining it with a Heuristicassisted Genetic Algorithm (HAGA) for automatic fine-tuning of colour descriptors. Furthermore, we have improved FCCF's efficiency by processing colour channels at varying colour depths in search for the optimal ones. In line with this, we introduce a reduced colour depth representation of a colour image while maintaining efficient colour sensitivity that suffices for accurate real-time colour-based object recognition. We call the algorithm Variable Colour Depth (VCD) and we propose a technique for building and searching a VCD look-up table (LUT). The first part of this work investigates the effects of applying fuzzy colour contrast rules to varying colour depths as we extract the optimal rule combination for any given target colour exposed under changing illumination intensities. The second part introduces the HAGA-based parameter-optimisation for automatically constructing accurate colour classifiers. Our results show that for all cases, the VCD algorithm, combined with HAGA for parameter optimisation improve colour classification via a pie-slice colour classifier. For 6 different target colours, the hybrid algorithm was able to yield 17.63% higher overall accuracy as compared to the pure fuzzy approach. Furthermore, it was able to reduce LUT storage space by 78.06% as compared to the full-colour depth LUT.

### **Preface**

 $\mathbf{S}^{\mathrm{ome\ merits\ of\ this\ work\ has\ already\ been\ recognised,\ published\ and\ submitted}.$ 

Lecture Notes in Computer Science, Springer-Verlag (accepted, to appear in 2009): Variable Colour Depth Look-Up Table Based on Fuzzy Colour Processing, Heesang Shin and Napoleon H. Reyes, In Proceedings of ICONIP 2008

Memetic Computing Journal, Springer (submitted in 2009): Finding Near Optimum Colour Classifiers: Genetic Algorithm-Assisted Fuzzy Colour Contrast Fusion using Variable Colour Depth, Heesang Shin and Napoleon H. Reyes

## Acknowledgements

First, I would like to thank Dr. Napoleon Hamoay Reyes, without his insight and guidance I wouldn't finish this thesis. That's why I used pronoun we instead of I, he deserves it. I also equally thanks to my wife Kristen KyungEun, it wouldn't appropriate to list just number of things to express her total support. Finally I dedicate this thesis to my elder son Daniel JinKyu, without him I wouldn't able to return to study after long years in industry.

# Contents

$\mathbf{A}$	bstra	act	v
Pı	refac	e	vii
$\mathbf{A}$	ckno	wledgements	ix
1	Res	earch Description	1
	1.1	Overview of the Current State of Technology	1
	1.2	Research Objectives	2
		1.2.1 General Objective	2
		1.2.2 Specific Objectives	3
	1.3	Scope and Limitations of Research	3
	1.4	Research Methodology	4
	1.5	Structure of the Thesis	4
<b>2</b>	The	eoretical Framework	5
	2.1	Colour	5
	2.2	Colour Space Models	7
		2.2.1 CIE XYZ Colour Space and CIE 1931 Chromaticity Diagram	7
		2 2 2 RGB Colour Model	10

		2.2.3	CMY and CMYK Colour Models	11
		2.2.4	HSI Colour Model	13
	2.3	Colour	Image Formation	15
		2.3.1	Colour Separation Mechanism	16
	2.4	Colour	Representation in Binary	18
		2.4.1	Colour Depth	18
	2.5	Summ	ary	19
3	Rev	iew of	Related Literature	21
	3.1	Colour	Segmentation	21
		3.1.1	Indexing Via Color Histograms	21
		3.1.2	A Robust and Fast Color-Extracting using a Look up Table	23
		3.1.3	Color recognition	23
		3.1.4	Real-time, adaptive color-based robot vision	24
		3.1.5	A Fast Algorithm for Color Image Segmentation	25
		3.1.6	Towards a calibration-free robot: The ACT algorithm for au-	
			tomatic online color training	26
		3.1.7	Automatic On-Line Color Calibration using Class-Relative Color Spaces	28
		3.1.8	Adaptive recognition of color-coded objects in indoor and out-door environments	29
		3.1.9	Mean-shift-based color tracking in illuminance change	30
		3.1.10	Robust color classification using fuzzy rule-based Particle Swarm	
		3	Optimization	32
	3.2	Fuzzy	Logic	33

		3.2.1	Knowledge-Based Fuzzy Color Processing	33
	3.3	Fuzzy	Colour Contrast Fusion (FCCF)	35
		3.3.1	Dynamic Colour Object Recognition Using Fuzzy Logic	35
		3.3.2	Identifying Colour Objects with Fuzzy Colour Contrast Fusion	40
		3.3.3	Hybrid Fuzzy Colour Processing and Learning	43
	3.4	Summ	ary	46
4	Cen	tral T	hesis	49
	4.1	Variab	ole Colour Depth	49
		4.1.1	Look-up Table (LUT)	58
		4.1.2	LUT Building Algorithm	61
		4.1.3	LUT Query Algorithm	61
		4.1.4	General Variable Colour Depth - FCCF System Architecture	62
	4.2	Fuzzy-	Genetic Colour Classifier Search	63
		4.2.1	Motivation	63
		4.2.2	General Architecture	66
		4.2.3	Chromosome Design	66
		4.2.4	Fitness Function	67
	4.3	Summ	ary	68
5	Exp	erimeı	nts and Analysis	69
	5.1	Test S	etup	69
		5.1.1	Assessment Method	69
		5.1.2	Reference Result	70
	5.2	Variah	ole Colour Depth with CCRE	70

		5.2.1	Search Strategy	71
		5.2.2	Colour Classification Results of Full 24-bit Colour Depth vs.	
			Variable Colour Depth	71
		5.2.3	Colour Contrast Rules and Scores	72
		5.2.4	Colour Contrast Rule Clustering	73
		5.2.5	Colour Pixel Clustering	74
		5.2.6	Reductions in Memory Usage	83
		5.2.7	Summary	83
	5.3	Fuzzy-	-Genetic Colour Calibration	83
		5.3.1	Fuzzy-Genetic Colour Calibration Parameters and Scores	86
		5.3.2	Colour Contrast Rule Component Distribution	86
		5.3.3	Summary	87
	5.4	Discus	ssion	88
6	Con	clusio	ns	99
	6.1	Sugges	stions for Future Work	100
$\mathbf{B}_{\mathbf{i}}$	ibliog	graphy		101
$\mathbf{A}_{1}$	ppen	dices		105
${f A}$	Pro	$\mathbf{posed}$	System: FCCF Suite	105
	A.1	Licenc	es	105
	A.2	Softwa	are Integration	106
		A.2.1	Qt	106
		A.2.2	OpenCV	106
		A.2.3	QextSerialPort	106

	A.2.4	TinyXML	107
	A.2.5	GAlib	107
A.3	Featur	es	107
	A.3.1	FCCF	107
	A.3.2	Cross-Platform Compatibility	108
	A.3.3	Video Capture	109
	A.3.4	Real-Time Object Tracking	109
	A.3.5	GUI System	109
	A.3.6	Robot Control	109
A 4	Test-B	ed Hardware Specifications	110

## List of Tables

1	Quality Criteria For Good And Poor Welding Spots. From $Knowledge$ -	
	Based Fuzzy Color Processing, 2004	34
2	Colour Descriptors for the Target Colours [1]	42
3	Colour Contrast Rules for Each rg-chromaticity, YUV and, HSI Colour Spaces [1]	42
4	False positive and true positive rates for the Colour Contrast Fusion Algorithm in rg-Chromaticity, YUV, and HSI Colour Spaces [1]	42
5	Sample Variable Colour Depth Representations of the Normalised Colour Component Values 0.8 Red, 0.5 Green, and 1.0 Blue	50
6	Comparisons of Colour Classification Result between Indexed and VCD LUT	60
7	Colour Classification Definition	70
8	Colour Classification Results of Full 24-bit Colour Depth vs. Variable Colour Depth	72
9	Colour Contrast Rule Distribution	73
10	Fuzzy-Genetic Colour Calibration Experiment Configuration	91
11	Fuzzy-Genetic Colour Calibration Result for Yellow	92
12	Fuzzy-Genetic Colour Calibration Result for Green	93
13	Fuzzy-Genetic Colour Calibration Result for Pink	94

14	Fuzzy-Genetic Colour Calibration Result for Purple	95
15	Fuzzy-Genetic Colour Calibration Result for Violet	96
16	Fuzzy-Genetic Colour Calibration Result for Light Blue	97
17	Colour Contrast Rule Component Distribution	98
18	Colour Pixel Distribution Changes after FCCF Applied in 6 Target	
	Colours	98
19	Colour Classification and Contrast Angle Difference Between Fuzzy-	
	Genetic Optimised Solution and Manual Calibrated Solution (size	
	difference represents the angle difference relative to the base)	98

# List of Figures

1	Electromagnetic spectrum with Light Highlighted $Picture\ created\ by$	
	Philip Ronan from Wikipedia	6
2	Leaf Reflects Green Wavelength on The Surface to be Perceived	7
3	Schematic Diagram of the Human Eye and Cross Section View of Retina. Schematic created by Rhcastilhos from Wikipedia	8
4	An Optical Illusion. Square A is Exactly the Same Shade of Grey as Square B. Picture created by Adrian Pingstone, based on the original created by Edward H. Adelson [2]	g
5	Simplified Human Cone Response Curve and Corresponding CIE  XYZ Colour Matching Function	10
6	The CIE 1931 Colour Space Chromaticity Diagram. Picture created by Sakurambo from Wikipedia, based on the original created by CIE [3]	11
7	Schematic of the RGB Colour Cube	12
8	Flatten Schematic of the RGB Colour Cube	13
9	The HSI-Colour Space	14
10	A Transistor-Level Schematic of A Three-Pixel, Photodiode-Based Active Pixel Sensor. Diagram created by Gargan from Wikipedia	16

11	A Philips Type Trichroic Beam Splitter Prism Schematic, With a	
	Different Colour Separation Order Than the Assembly Shown in the	
	Photo. The Red Beam Undergoes Total Internal Reflection at the	
	Air Gap, While the Other Reflections are Dichroic. Diagram created	
	by Gargan from Wikipedia	17
12	The Bayer Arrangement of Colour Filters on Image Sensor Array.	
	Diagram created by Churnett from Wikipedia	18
13	Profile/Cross-Section of Bayer Filter Layered Sensor. Diagram cre-	
	ated by Churnett from Wikipedia	18
14	Two-Layer Pyramid Structure for Each Colour Component [4]	25
15	Block Diagram of the Colour Classification System [5]	28
16	Captured Panoramic Images with PID Controller under Four Light	
	Conditions [6]	30
17	Plots of YUV Colour Distribution Indoors [6]	31
18	Plots of YUV Colour Distribution in Outdoor Environment [6]	31
19	Adjusting RGB Colour Value by F-number [7]	32
20	The HSL color Space Mapped to a Sphere, with Corner Cut-Away	
	Shown. Figure created by SharkD from Wikipedia	33
21	The Demension H [8]	33
22	Dimensions L and S [8]	34
23	Regions of Interest of a Resistance Spot Welding Joint [9]	35
24	Fuzzy Set, Defined Over the HS-Colour Space [9]	35
25	Colour Contrast and Classification System Architecture [10]	36
26	rg-Chromaticity Colour Space with Origin Shift Position [10]	37
27	Pie-Slice Colour Decision Region in Modified rg-Chromaticity Colour	
	Space [10]	38

28	Colour Contrast Enhance Operator (Sigmoid / Logistic Function) [10].	39
29	Colour Contrast Degrade Operator (Logit Function) [10]	40
30	Test Image with Pink Colour Patches in the Middle [10]	40
31	Colour Classified Image. True Positive Pixels are in Light Blue, False Positive Pixels are in Blue Colours	41
32	Results of Applying Colour Contrast Fusion in rg-Chromaticity, YUV, and HSI Colour Spaces [1]	43
33	The MPCL Algorithm [11]	44
34	Extracted Object Colour Pixels From Two Consecutive Frames and Corresponding Colour Classification Variable Changes [11]	44
35	Normalised Input Values from Various Colour Depth	51
36	Enlarged Section of Normalised Input Values from Various Colour Depth Input Values from 1/8 to 2/8	52
37	Examples of Colour Depth Reduction; (a) Original 24-bit RGB Image; (b) Reduced 15-bit RGB Image from (a); (c) 8-bit Gray-Scale Image from (a); (d) 4-bit Gray-Scale Image from (c)	53
38	Examples of Colour Depth Reduction; (a) Original 24-bit RGB Image, 55,880 Colours were Used; (b) Areas Where Colour Differences are Visible; (c) 16-bit RGB Image, 4,391 Colours were Used; (d) 15-bit RGB Image 2,814 Colours were Used	54
39	Comparisons of Colour Contrast Enhancement (1X Mode) Results Using Various Colour Depth Representations	55
40	Comparisons of Colour Contrast Enhancement (2X Mode) Results Using Various Colour Depth Representations	55
41	Comparisons of Colour Contrast Enhancement (3X Mode) Results Using Various Colour Depth Representations	55

42	Comparisons of Colour Contrast Degradation (1X Mode) Results Us-	
	ing Various Colour Depth Representations	56
43	Comparisons of Colour Contrast Degradation (2X Mode) Results Us-	
	ing Various Colour Depth Representations	56
44	Comparisons of Colour Contrast Degradation (3X Mode) Results Us-	
	ing Various Colour Depth Representations	56
45	Examples of Normalised Outputs Produced by the Lower Colour	
	Component Depths	57
46	RGB Colour Space in Variable Colour Depth of 3-8-8	58
47	Comparisons between Standard Indexed LUT and VCD LUT	59
48	Shades of Colour between Blue and Pink	61
49	Variable Colour Depth Look-Up Table Construction Architecture .	63
50	Variable Colour Depth Look-Up Table for Real-Time Processing $$ .	64
51	The Shaded Pie-Slice, Covered by Arc $L$ Represents The Area of	
	Interest. Due to the Discretisation of the Angles, the Area of Interest	
	Could Only be Approximated by a Smaller Pie-Slice, Covered by	
	Angle $\theta$ . The Dotted Lines Indicate the Discretisation of Angles	65
52	Fuzzy-Genetic Colour Classifier Search Architecture	66
53	Chromosome Design	67
54	Mapping of all the Best Colour Contrast Rule Combinations for all	
	Colour Depth Values and for each Target Colour	74
55	Mapping of the Best Colour Contrast Rule Combinations for the	
	Optimal Colour Depths for each Target Colour. Positive Number In-	
	dicates Contrast Enhancement and Level of Contrast Application; $0$	
	for No Operation, while a Negative Number Denotes Contrast Degra-	
	dation. * n Indicates Number of Occurrences	75

50	Blue Objects	76
57	Colour Pixel Clustering on rg-Hue / rg-Saturation Chart for Light Blue Objects with FCCF	76
58	Colour Pixel Clustering on rg-Hue / rg-Saturation Chart for Yellow Objects	77
59	Enlarged Colour Pixel Clustering on rg-Hue / rg-Saturation Chart for Yellow Objects	77
60	Colour Pixel Clustering on rg-Hue / rg-Saturation Chart for Green Objects	78
61	Enlarged Colour Pixel Clustering on rg-Hue / rg-Saturation Chart for Green Objects	78
62	Colour Pixel Clustering on rg-Hue / rg-Saturation Chart for Pink Objects	79
63	Enlarged Colour Pixel Clustering on rg-Hue / rg-Saturation Chart for Pink Objects	79
64	Colour Pixel Clustering on rg-Hue / rg-Saturation Chart for Purple Objects	80
65	Enlarged Colour Pixel Clustering on rg-Hue / rg-Saturation Chart for Purple Objects	80
66	Colour Pixel Clustering on rg-Hue / rg-Saturation Chart for Violet Objects	81
67	Enlarged Colour Pixel Clustering on rg-Hue / rg-Saturation Chart for Violet Objects	81
68	Colour Pixel Clustering on rg-Hue / rg-Saturation Chart for Light Blue Objects	82

69	Enlarged Colour Pixel Clustering on rg-Hue / rg-Saturation Chart	
	for Light Blue Objects	82
70	Contrast Rule Component Distribution for Yellow	87
71	Contrast Rule Component Distribution for Green	87
72	Contrast Rule Component Distribution for Pink	88
73	Contrast Rule Component Distribution for Purple	88
74	Contrast Rule Component Distribution for Violet	89
75	Contrast Rule Component Distribution for Light Blue	89
76	A Screen-Shot of the Proposed System	110

# List of Algorithms

1	The Adaptive Colour-Based Robot Vision Algorithm [12]	24
2	Look-Up Table Building Algorithm	41
3	CCRE(image, targetbounds), Scoring Formula [11]	45
4	Variable Colour Depth LUT Build Algorithm	62
5	Variable Colour Depth LUT Query Algorithm	63