

Applied
Computing

KNOWLEDGE-BASED

IMAGE PROCESSING

SYSTEMS

Deryn Graham

and Anthony Barrett

基于知识的图像处理系统

Springer-Verlag

世界图书出版公司

Deryn Graham and Anthony Barrett

Knowledge-Based Image Processing Systems

With 36 figures

TP391.4/Y20

2000.

江苏工业学院图书馆
藏书章

Springer-Verlag

世界图书出版公司

书 名: Knowledge-Based Image Processing Systems

作 者: D. Graham & A. Barrett

中译名: 基于知识的图像处理系统

出版者: 世界图书出版公司北京公司

印刷者: 北京中西印刷厂

发 行: 世界图书出版公司北京公司 (北京市朝阳区门内大街 137 号 100010)

开 本: 1/32 850×1168 印 张: 6.25

出版年代: 2000 年 6 月

书 号: ISBN 7-5062-4712-7/ TP · 55

版权登记: 图字 01-1999-3630

定 价: 29.00 元

世界图书出版公司北京公司已获得 Springer-Verlag 授权在中国大陆独家重印发行。

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ISBN 3-540-76027-X Springer-Verlag Berlin Heidelberg New York

British Library Cataloguing in Publication Data

Graham, Deryn

Knowledge-based image processing systems. - (Applied computing)

1. Expert systems (Computer science) 2. Image processing

I. Title II. Barrett, Anthony N.

006.4'2

ISBN 354076027X

Library of Congress Cataloging-in-Publication Data

Graham, Deryn, 1961-

Knowledge-based image processing systems / Deryn Graham and Anthony Barret.

p. cm.

Includes bibliographical references and index.

ISBN 3-540-76027-X (pbk. : alk. paper)

1. Image processing-Data processing. 2. Expert systems (Computer science)

I. Barrett, Anthony N. II. Title.

TA 1637.G72 1996

006.3'7-dc21

96-45110

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Printed in Great Britain

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Reprinted in China by Beijing World Publishing Corporation, 2000

Preface

Knowledge-based systems and *Expert systems*, are systems developed as a result of work in Artificial Intelligence. An expert system is a knowledge-based system with an evaluated level of performance, close to that of an expert. Knowledge-based systems and expert systems are often not distinguished i.e. if an expert is involved, then usually the implication is that it is an expert system. An expert system may be defined as a computer program applied to problem solving associated with a significant degree of human expertise. Such a program uses knowledge and some form of inference mechanism to achieve this.

Image Processing can be considered as consisting of two components. The first deals with the application of a range of mathematical transformations to an image such as a satellite picture or an x-radiograph for example stored in a digital form on the computer. The purpose of the application is to improve the quality of the image and where possible, to render the image so that features not visible to the eye in the original become visible within the rendered or transformed image. The second component, deals with the extraction of features from within the image for subsequent analysis. Image Processing currently plays an important part in many scientific, engineering and commercial environments.

Knowledge-based systems or Expert systems have been applied to numerous application domains e.g. medicine. Likewise, Image Processing has also been applied to many domains, however, although both fields may often address common application areas, this has been to a large extent mutually independent. A combined knowledge-based systems and image processing approach is appropriate to many of the problems each field is independently addressing. Few systems currently exhibit a truly combined approach, most likely due to research communities often working in isolation from each other.

In themselves, each field requires several hundred pages to cover sufficient material necessary to provide a definitive text. In the space available therefore, we have been obliged to select topics specific to each area in order that a reader of limited familiarity with either knowledge-based systems or image processing should acquire a working knowledge of both fields.

This book is aimed at final year and postgraduate students with some background in computer science, and researchers requiring a brief introduction to either area: knowledge-based systems or image processing. The book is in three parts, parts 1 and 2 are designed to provide overviews of each of the areas (each part equating to a half semester course), part III gives a report on current work in which the two converge before describing some of the issues involved in designing future knowledge-based image processing systems. Sample questions are also provided for parts 1 and 2 in an appendix (A).

This book attempts to give an insight into the two areas of research and current systems, and suggests a way forward for designing future systems.

Brunel, 1996

Deryn Graham
Anthony Barrett

Acknowledgements

We wish to acknowledge the following people for their support and assistance in producing this book:

Dr Monica Jordan, Director of the National Institute for Biological Standards and Controls (NIBSC), Potters Bar. Collaborative research with Dr Jordan greatly motivating the production of this book. We are also grateful for permission given to print several diagrams provided by NIBSC.

Miss Jagdip Basra, for her assistance in collecting literature for Part 3 of this book.

Mrs Pam Osborne (nee Munday), for her secretarial efforts in relation to Parts 2 and 3.

Dr George Goodsell, for his help in proof reading Part 1.

Mr Neil Middleton, who read the proofs for chapter 5, and suggested several useful improvements.

Brunel University's Research Committee, for granting a Brunel Research Initiative and Enterprise Fund (BRIEF) award which provided funding for research to which this book is related.

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Contents

Preface	v
Acknowledgements	vii
Contributors	xiii

Part 1: Knowledge-Based Systems: An Overview

D. Graham and D. Martland

1	Introduction to Knowledge-Based Systems.....	3
1.1	Background to Knowledge-Based Systems.....	3
1.1.1	Search Strategies	6
1.2	What is a Knowledge-Based System?.....	8
1.2.1	Basic Architecture	9
1.2.2	Characteristics of an Expert System	10
1.2.3	Explaining Solutions	10
1.2.4	Uncertainty.....	12
1.2.5	Evaluating Expert Systems Generally	13
2	Knowledge-Based System Architectures and Applications. 15	
2.1	Knowledge-Based System Tools and Architectures. . .	15
2.1.1	Expert System Shells	16
2.1.2	High-Level Programming Languages.....	17
2.1.3	Hybrid Systems.....	17
2.1.4	Skeletal Systems	18
2.1.5	Truth Maintenance Systems.....	19
2.1.6	Current Research Problems in Expert Systems	20
2.1.7	Professional Issues	21
2.2	Knowledge-Based System Applications	22
2.2.1	Early Systems	22
2.2.2	Current Systems	25
3	Knowledge Elicitation.....	27
3.1	Knowledge Acquisition and Knowledge Elicitation. . .	27

3.2	Stages of Knowledge Acquisition	28
3.3	Knowledge Acquisition Methodologies	30
3.3.1	Machine-Aided Knowledge Acquisition	32
3.3.2	Human-Labour Oriented Approaches to Knowledge Elicitation	33
3.4	Knowledge Elicitation Techniques	35
3.5	Knowledge Elicitation Issues	36
3.6	Knowledge Acquisition Tools: TEIRESIAS and OPAL	38
4	Knowledge Representation	41
4.1	Schemes for Representing Knowledge	41
4.2	Issues in Knowledge Representation	42
4.3	Logical Representation Schemes	42
4.4	Procedural Representation Schemes: Production Systems	44
4.5	Network Representations: Semantic Networks	46
4.6	Structured Representations	51
4.6.1	Conceptual Dependency Theory	51
4.6.2	Frames	52
4.6.3	Scripts	53
4.6.4	Objects	54
5	Neural Networks	57
5.1	Introduction	57
5.2	Background to Neural Networks	57
5.2.1	Motivation	58
5.2.2	Biological Neurons	59
5.3	Feed-Forward Networks	64
5.4	Applying Neural Network Methods	69
5.5	Feed-Back Networks	70
5.5.1	Lateral Inhibition	70
5.5.2	Hopfield Networks	71
5.6	Kohonen Networks	74
5.7	Software Support for Neural Networks	76
5.8	Hardware Support for Neural Networks	77
5.9	Image Processing Applications	77
5.10	Strategies for Developing Applications	78

Part 2: Image Processing: An Overview

A. Barrett

6	Introduction to Image Processing	83
6.1	Background	83

6.2	What Exactly is Image Processing?	83
6.3	Image Representation	84
6.4	Image Acquisition	84
6.5	Image Storage	86
6.6	The Human Eye and Recognition	87
6.7	Use of Colour	87
6.8	Image Sampling	88
6.9	Image Processing Overview	90
7	Frequency Space Analysis	91
7.1	The Fourier Transform	91
7.2	Formulation of the Fourier Transform	94
7.3	The Fast Fourier Transform	97
7.4	Computing the Fourier Transform of an Image	99
7.5	Convolution and Correlation	101
7.6	Evaluation of the Inverse Transform	103
7.7	Sampling	104
8	Image Enhancement in Real Space	105
8.1	Histogram Processing	105
8.2	Histogram Equalisation	107
8.3	Histogram Specification	109
8.4	Gray Level Thresholding	111
8.5	Image Smoothing	113
8.5.1	Neighbourhood Averaging	113
8.6	Image Sharpening	114
9	Image Segmentation and Analysis	117
9.1	Detection of Points, Lines and Edges	118
9.1.1	Detection of Isolated Points	119
9.1.2	The Hough Transform	120
9.2	Image Texture	122
9.2.1	Statistical Methods for Texture Description	123
9.2.2	Fourier or Spectral Methods for Texture Description	125

Part 3: Knowledge-Based Systems and Image Processing:

D. Graham and A. Barrett

10	Introduction	131
10.1	Fundamental Stages of Knowledge-Based Systems Development and Image Processing	131
10.2	Linking Basic Steps in Image Processing and Knowledge-Based Systems	132

11	Current Knowledge-Based Image Processing Systems . . .	133
11.1	Knowledge-Based Systems and Image Processing .	133
11.1.1	Basic Concepts	133
11.1.2	Image Understanding and Image Processing Problems	134
11.1.3	Issues to Consider	134
11.2	Correlating Knowledge-Based Systems and Image Processing.	136
11.2.1	Knowledge Types.	136
11.2.2	Five Methods of Linking Image Processing and Knowledge-Based Systems through Image Interpretation	138
11.3	Applications	139
11.3.1	Early Applications	141
11.3.2	Fields of Impact	141
11.3.3	General	141
11.3.4	Geographical Uses	142
11.3.5	Remote Sensing.	142
12	Knowledge-Based Image Processing: The Way Forward .	143
12.1	The Impact of Knowledge-Based Systems on Image Processing	143
12.2	Current Research Issues	143
12.3	Summary	144
13	Summary and Conclusions	147
13.1	Knowledge-Based Systems	147
13.2	Knowledge-Based Systems and Image Processing .	148
13.3	Knowledge-Based Systems and Image Processing in the Biomedical Domain.	148
13.4	Conclusions	149
Appendix A: Exercises and Further Reading		151
References		161
Author Index		169
Subject Index		173

Part 1

Knowledge-Based Systems: An Overview

D. GRAHAM and D. MARTLAND
