
The EllipseBoundaryToImageFilter in ITK

Release 0.00

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Abstract

The current conversion from an ellipse spatial object to an image using SpatialObjectToImageFilter filter could cost minutes because the filter traverses all pixels in the output image. This delay is quite noticeable during applications such as human-machine interface. This document describes a contribution to the Insight Toolkit ITK www.itk.org, which implements what we call an itk::EllipseBoundaryToImageFilter. This is a derived from SpatialObjectToImageFilter. It marks the output image by setting the pixels along the boundary of the input ellipse to the InsideValue and the OutsideValue elsewhere. This filter is fast because it traverses the boundary only. This paper is accompanied with the source code.

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This filter could be used as the same way as SpatialObjectToImageFilter.

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Abstract

The current conversion from an ellipse spatial object to an image using `SpatialObjectToImageFilter` filter could cost minutes because the filter traverses all pixels in the output image. This delay is quite noticeable during applications such as human-machine interface. This document describes a contribution to the Insight Toolkit ITK www.itk.org, which implements what we call an `itk::EllipseBoundaryToImageFilter`. This is a derived from `SpatialObjectToImageFilter`. It marks the output image by setting the pixels along the boundary of the input ellipse to the `InsideValue` and the `OutsideValue` elsewhere. This filter is fast because it traverses the boundary only. This paper is accompanied with the source code.

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`EllipseBoundaryToImageFilter` has the same interface as `SpatialObjectToImageFilter`, except taking `EllipseSpatialObject` instead of general `SpatialObject`. It takes a `EllipseSpatialObject` and produce a image whose pixels are set to `InsideValue` along the ellipse's boundary and to `OutsideValue` elsewhere.

The motivation is that the current conversion from an ellipse spatial object to an image using `SpatialObjectToImageFilter` filter could cost minutes because the filter traverses all pixels in the output image. This delay is quite noticeable during applications such as human-machine interface. The proposed filter is efficient because it traverses the boundary of the input ellipse only. Figure 1 shows the cross-sections of the two images generated by the two filters. An identical ellipse was used as the input ellipse.

In this version, the proposed filter takes only one ellipse. However, if there is a demand, we can revise it to support `GroupSpatialObject` so that it can produce an image reflecting multiple ellipses.

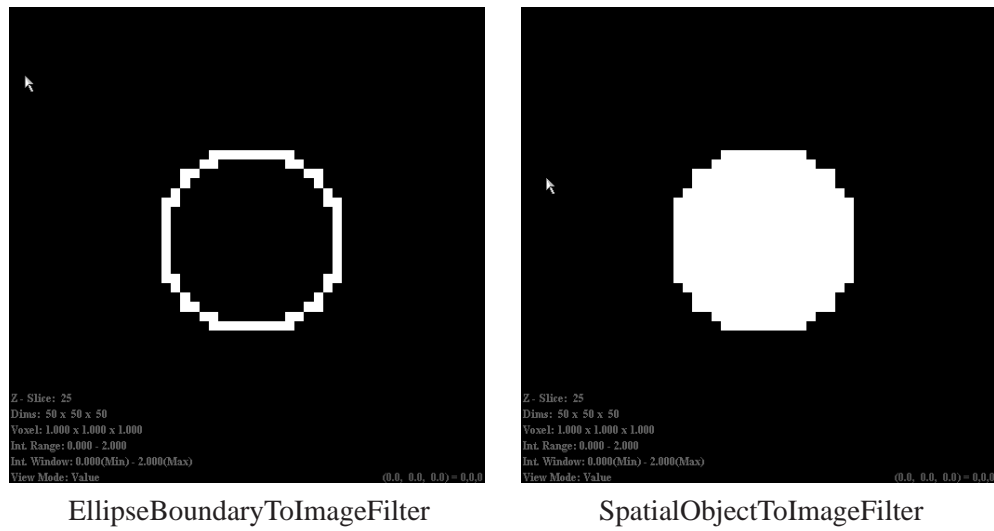


Figure 1: Cross-section of the images generated from the two filters by a same ellipse. The left shows the boundary and the right shows the whole ellipse.