



Processing of Multispectral Imagery (MSI) for Cultural Heritage using ENVI

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Goal of MSI Image Processing

- Construct “combinations” of input bands that enhance the feature(s) of interest
- Combinations may be:
 - Different bands in RGB-color image (“pseudocolor rendering”)
 - Arithmetic weighted sums or differences
 - ❑ Sums attenuate features that change over bands (“integrals”), and therefore enhance features that are constant over bands (“derivatives”)
 - ❑ Differences attenuate features that are constant over bands, enhance features that vary over bands



Combinations may be determined by:

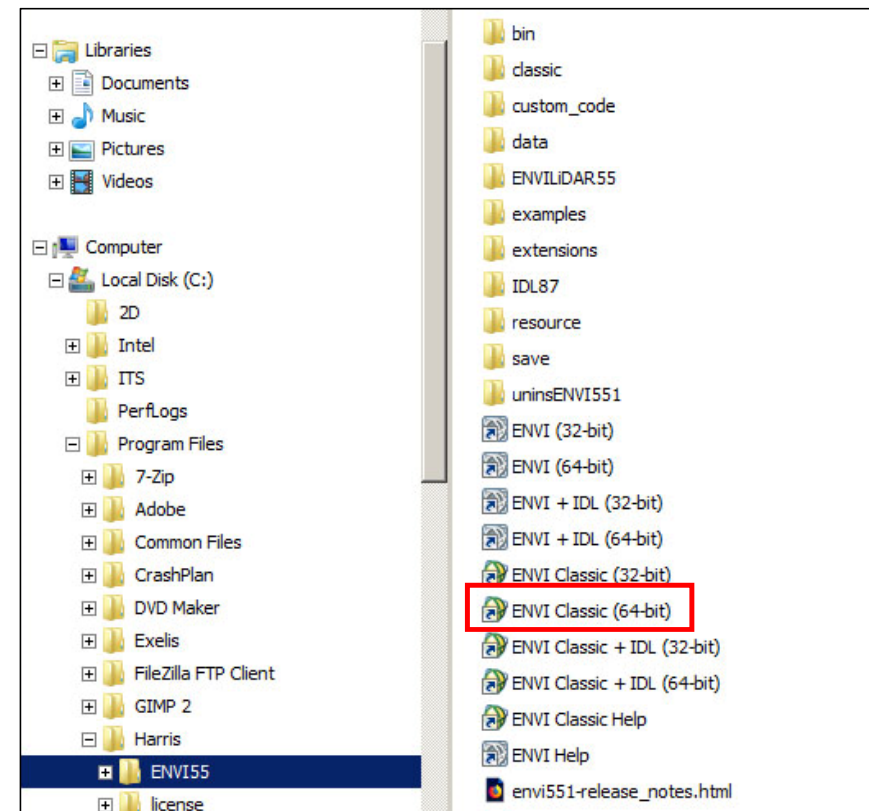
- Trial and error
- Statistical calculations, customized for each leaf

Image Processing Software Tools

- ENVI™, now by  **L3HARRIS™**
GEOSPATIAL SOLUTIONS
- Adobe Photoshop™
- Matlab
 - <https://www.mathworks.com/products/matlab.html>
- ImageJ
 - <https://imagej.nih.gov/ij/>
- Hoku
 - Keith Knox (knox@cis.rit.edu)

Image Processing in ENVI™: Select GUI

- Shortcuts are listed in ENVI folder
- We're using "ENVI Classic"



ENVI™ “Classic” GUI

- Main Menu, with pulldown submenus



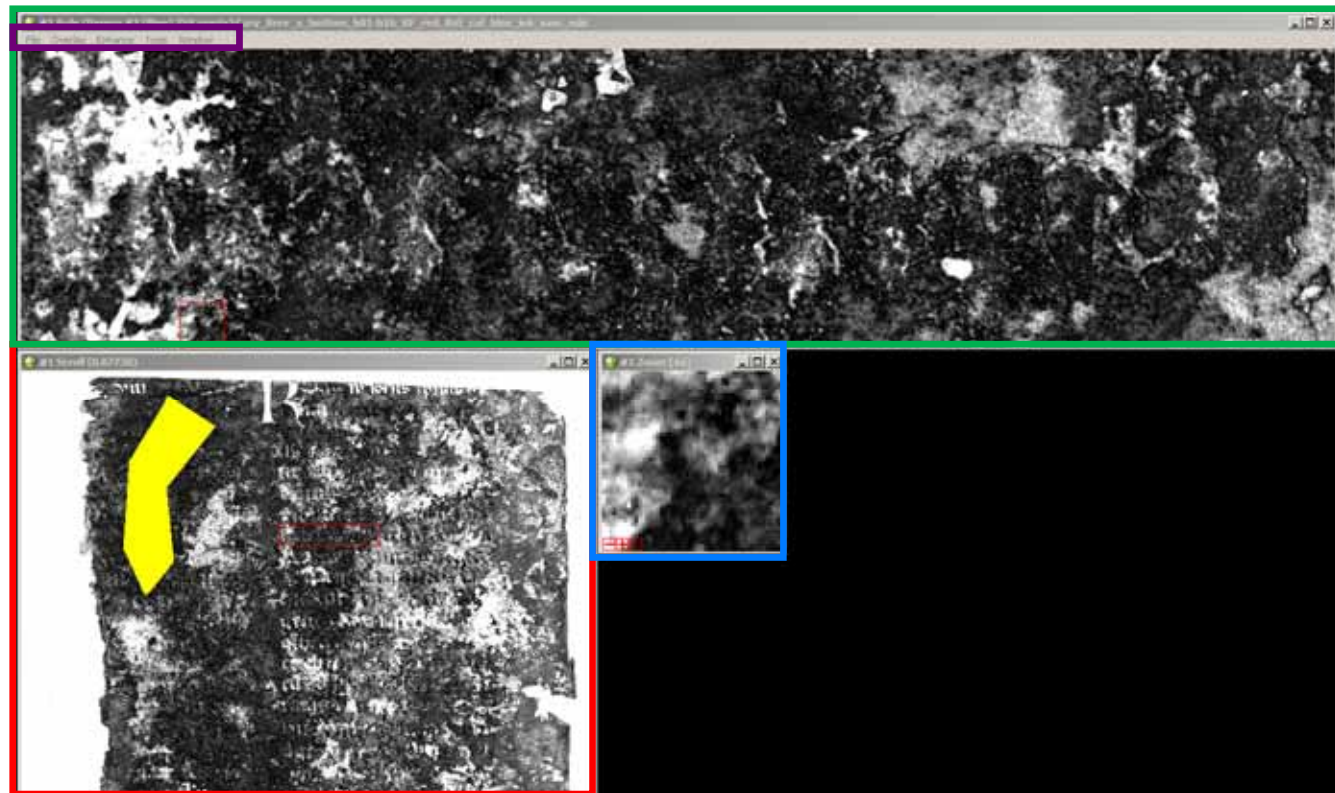
- Submenus of most importance to us:

- File
- Basic Tools
 - ❑ Spectral Math
 - ❑ Region of Interest
 - ❑ Preprocessing
- Transform
 - ❑ Principal Components
 - ❑ Independent Components
 - ❑ MNF
- Filter
 - ❑ Convolutions and Morphology
- Spectrum
 - ❑ SAM Target Finder with BandMax

Image Display in ENVI™ “Classic” GUI

- 3 Image “Windows,” which may be rescaled as desired
 - “Scroll” (full-frame image scaled to fit)
 - “Image” (subset of “Scroll,” with secondary menu bar)
 - “Zoom” (subset of “Image”)

- Secondary Menu Bar
 - File
 - ❑ save image as TIFF
 - Enhance
 - ❑ 18 options to change rendering
 - Tools
 - ❑ Profiles
 - ❑ Color Mapping
 - ❑ Cursor Location/Value



Sequence of Tasks in ENVI™

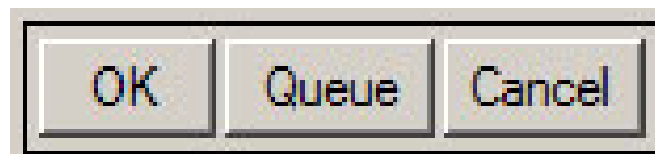
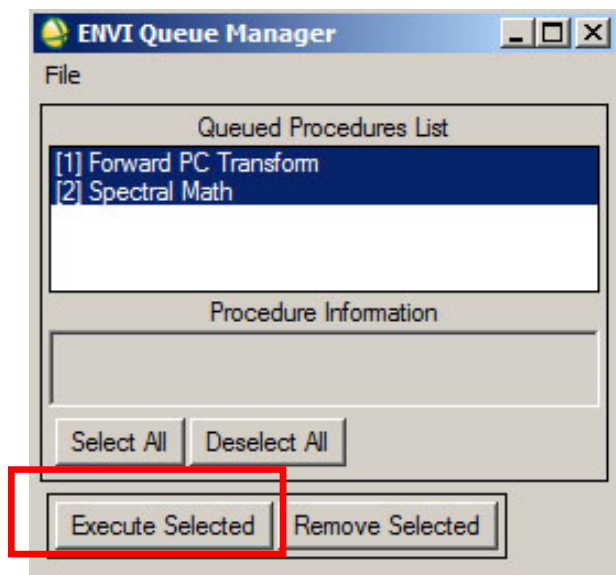


1. Create image cube(s) from collected data, create data format $f[n, m, \lambda_p]$
 - May be useful to create different image cubes for reflective, fluorescence, and transmissive images
 - Calibrated differently and may be combined subsequently for processing that includes images from multiple collection modes.
2. Edit image header to include filenames **AND** wavelengths
3. Use reference standards to calibrate gray values
4. Display image(s), using various rendering options to look for features of interest and/or select bands that show features most clearly or prominently.
 - **ENVI** can render “black & white” or 3-band “color” or “pseudocolor”
5. Export images to TIFF or JPEG format (if needed).
6. Process data using one or more built-in programs
 - “Spectral Angle Mapping” (SAM)
 - “Principal Component Analysis” (PCA)
 - “Independent Component Analysis” (ICA)
7. Render and export processed images as 8-bit TIFF or JPEG (monochrome) or as 24-bit RGB or pseudocolor.
8. Loop to 6!!

Sidebar: ENVI™ Queue Manager

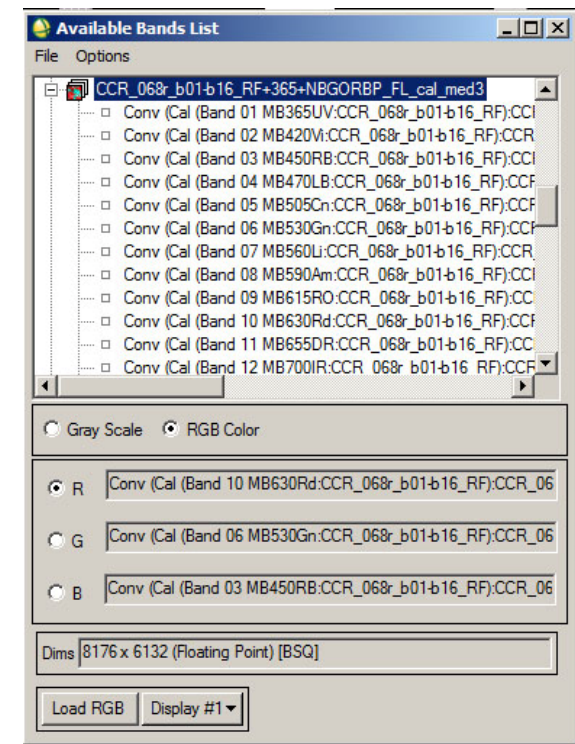
- Means to set up batches of multiple operations
- **Cannot** set up “sequential” batches
 - e.g., output of one operation in “Queue” becomes input for next operation

“File” → “ENVI Queue Manager”



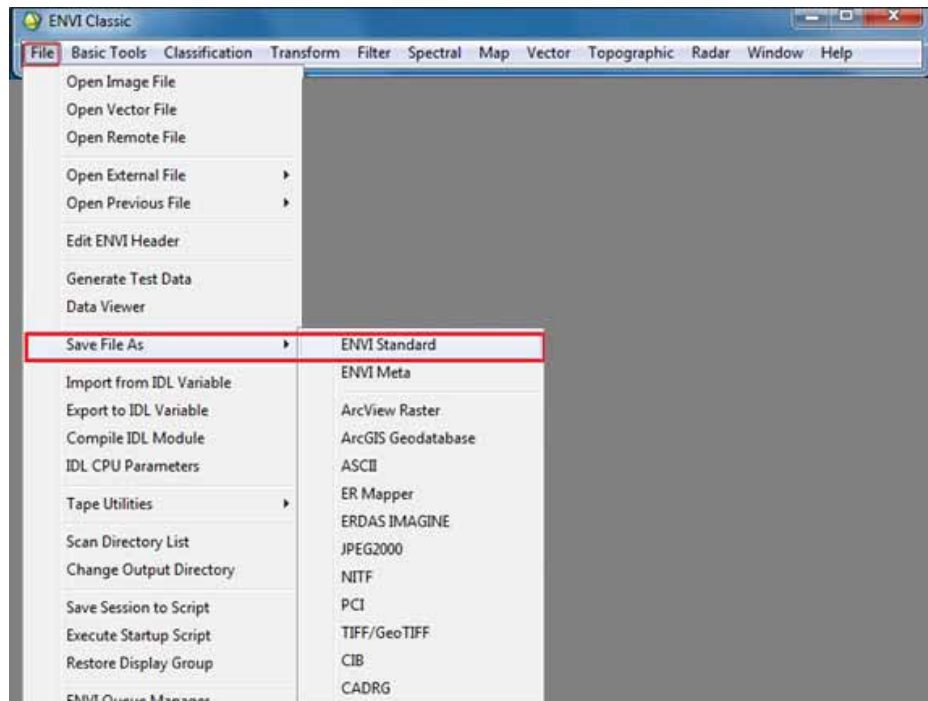
Task #1: Make Image “Cube”

- **File → Open Image File**
- Select the image bands to be included in the cube and then click: **Open**
- Files will show up in window ***Available Bands List***.

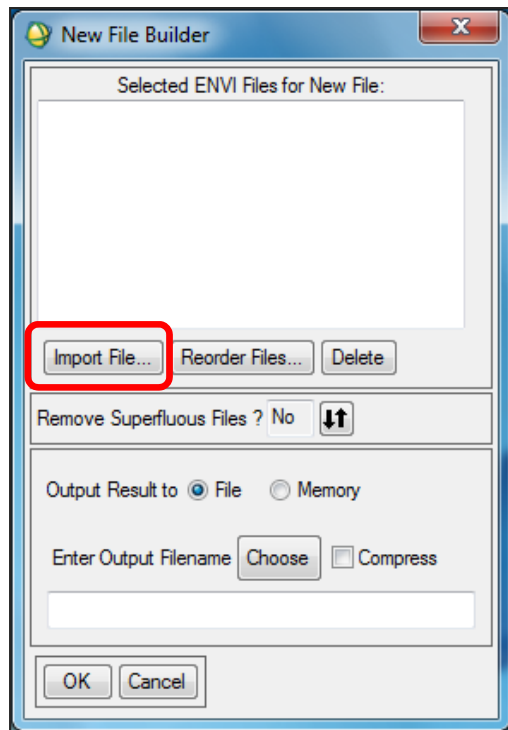


Saving Cube

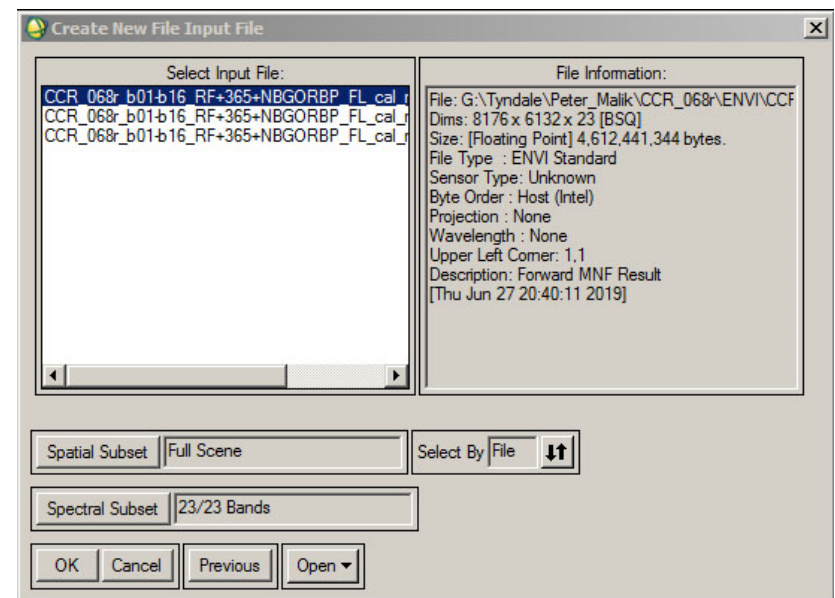
- **File → Save File As → *ENVI* Standard**



- *New File Builder* will be displayed, click on: **Import File**

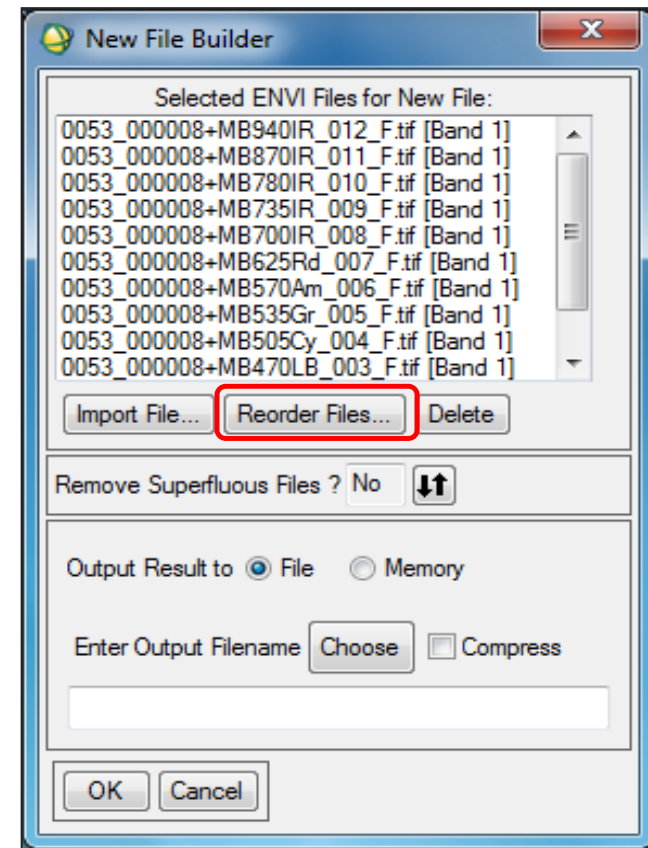


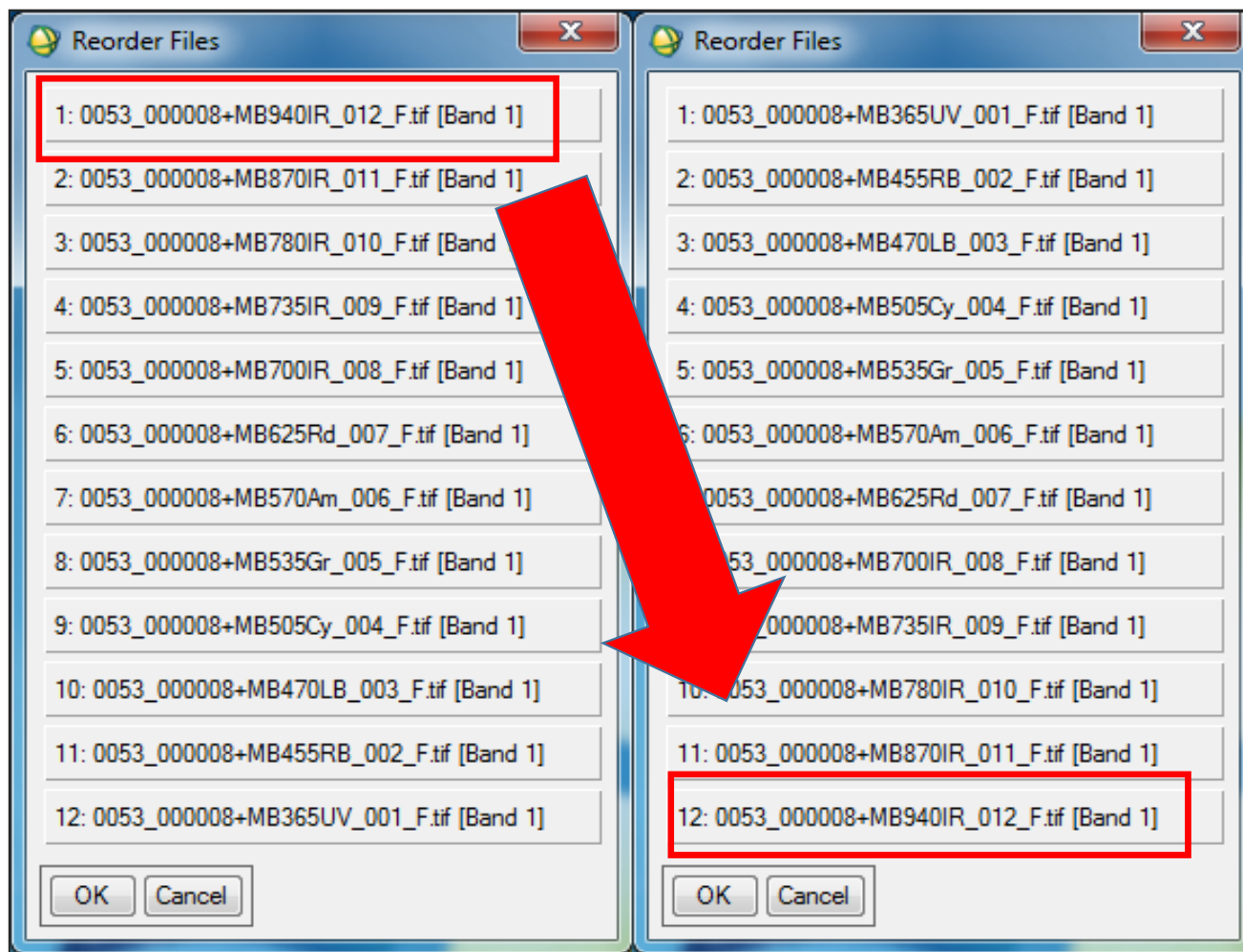
- *Create New File Input File* window
 - Click to select files to include in the image cube
 - If all files on list need be selected, click on first name, hold down SHIFT key when clicking last name
- click on: **OK**



To Reorder File Names in *Builder*:

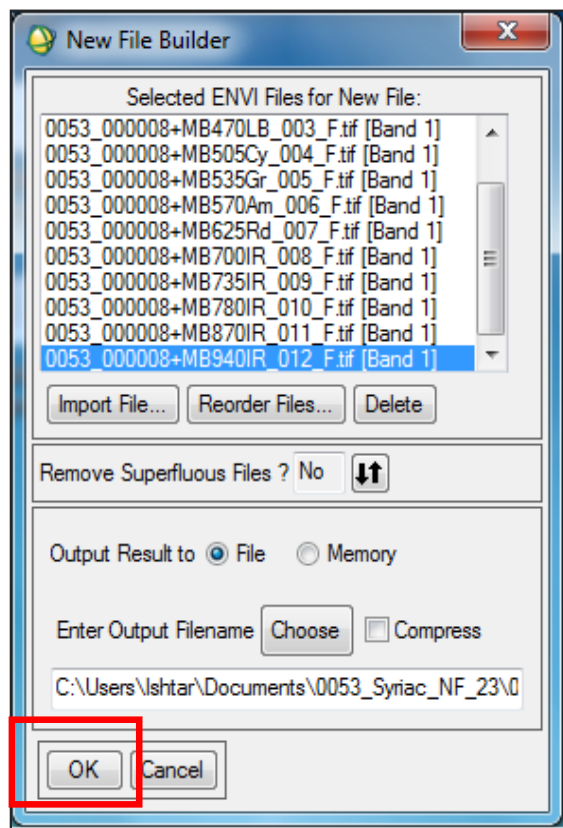
- Click on: **Reorder Files**
- Click and drag **OR** click “center” **mouse button (or wheel)** to reverse sequence
- Click **OK**







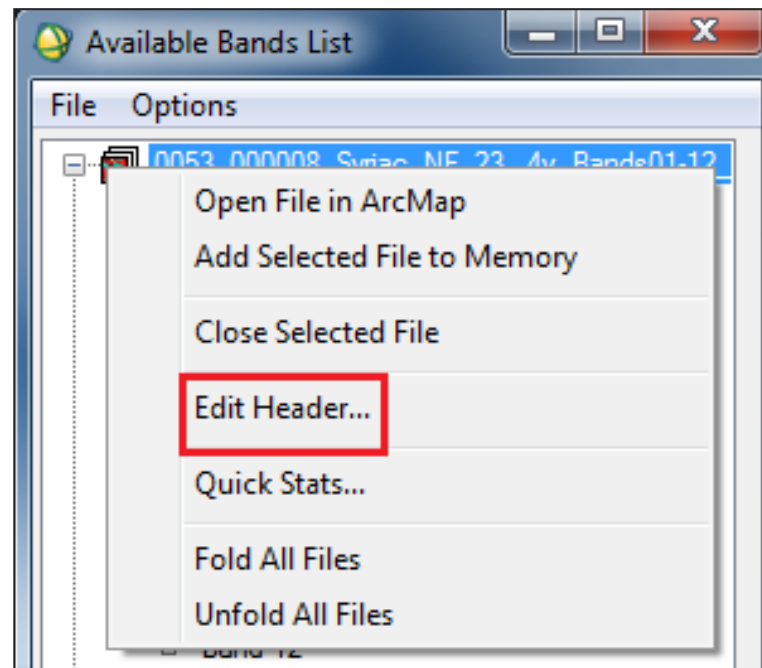
- **ENVI** returns to *New File Builder* window
- In section *Enter Output Filename*, type or choose desired **filename**
 - I often use shelfmark + leaf number + suffix indicating nature of data ("-RF" for "reflective", "-FL" for fluorescence, or "-TX" for transmissive)
 - I generally choose **NO** filename extension
- click: **Open**
- To save new cube file click: **OK**



- *Create New File* will be displayed
 - progress bar will give rough estimate of how much time is required for the process to finish
 - (HINT: it's longer than you want it to be)
;-)

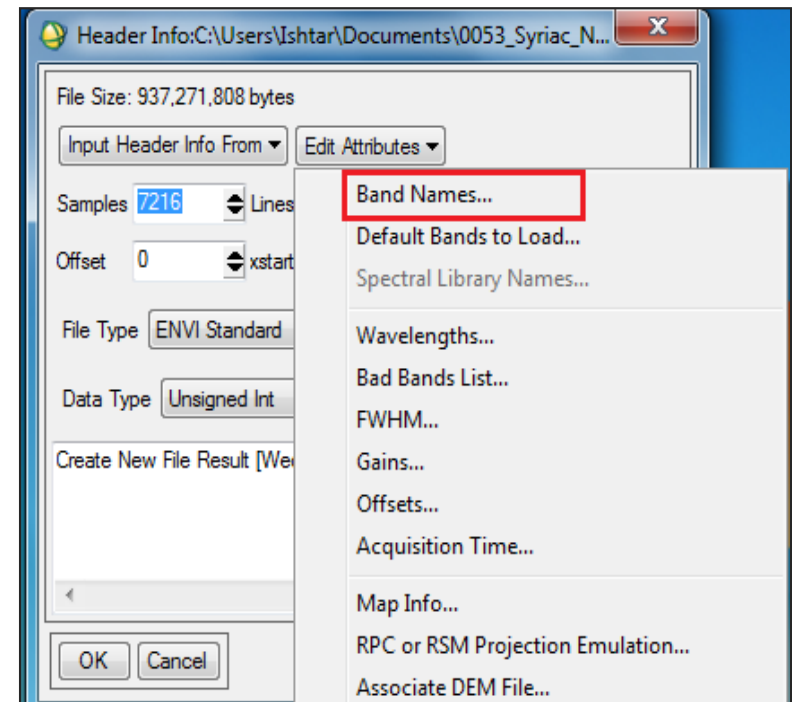
Edit Image Header (band names + wavelengths)

- In the window *Available Bands List* right click on name of new cube to display directory
- select: **Edit Header**



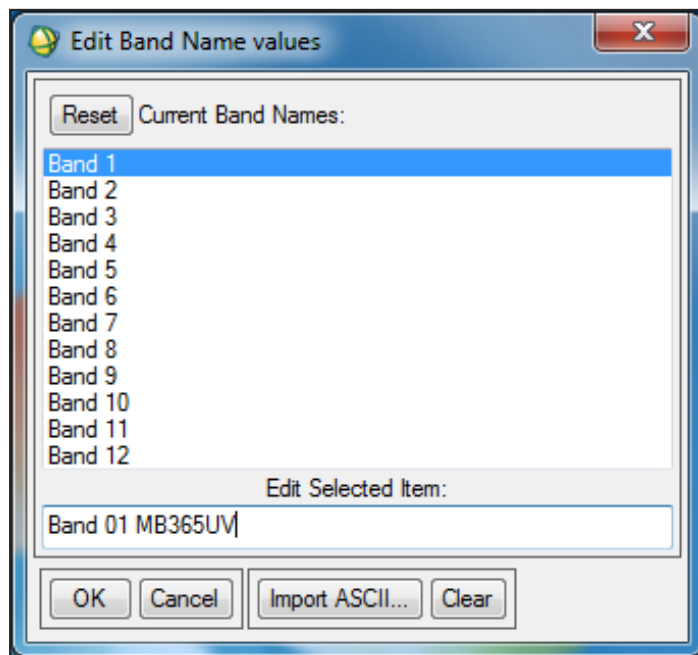
window *Header Info* is displayed

- Edit attributes → Band Names

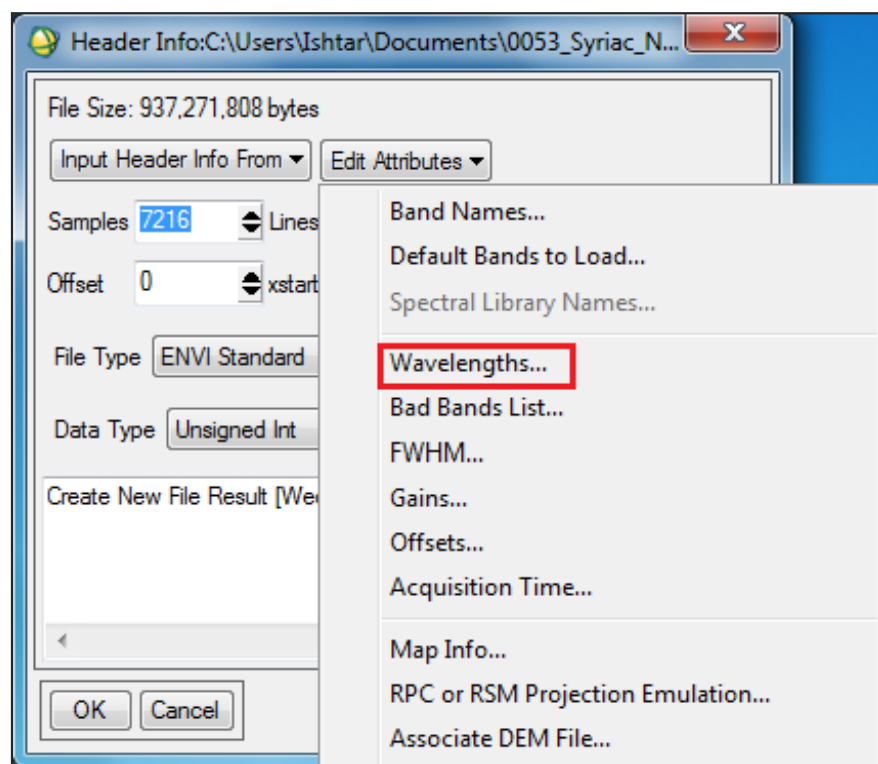


window ***Edit Band Name values*** is displayed

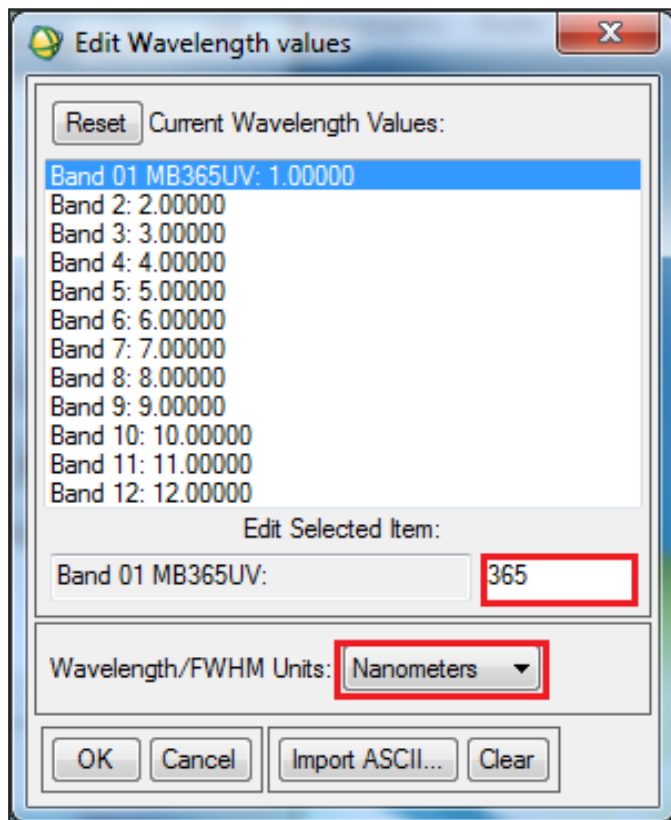
- Type band names in *Edit Selected Item*
- After typing all new band names click on: **OK**



reflectance or transmissive bands, click on: **Edit Attributes → Wavelengths**



- **ENVI** will display *Edit Wavelength values* window
 - select band in *Edit Selected Item*:
 - type wavelength value
 - In section *Wavelength/FWHM Units*: select **Nanometers**
 - Click on: **OK**
- display returns to **Header Info**
- click on: **OK**



ENVI

description = {
 Create New File Result [Mon May 24 11:49:39 2019]}
 samples = 8176
 lines = 6132
 bands = 12
 header offset = 0
 file type = **ENVI** Standard
 data type = 12
 interleave = bsq
 sensor type = Unknown
 byte order = 0
 wavelength units = Unknown

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wavelength = {
365.000000, 450.000000, 465.000000,
505.000000, 535.000000, 592.000000,
625.000000, 638.000000, 730.000000,
780.000000, 850.000000, 940.000000}



Close image cube file

- click on: **File → Close All Files**
 - *It is recommended to close all original image bands after creating cube to free up memory space*
 - *Quickest way to do this is to close all files via*

File → Close All Files

- *followed by*

File → Open Image File

Calibrate Image Cube

- select region of interest (RoI) used to evaluate statistics

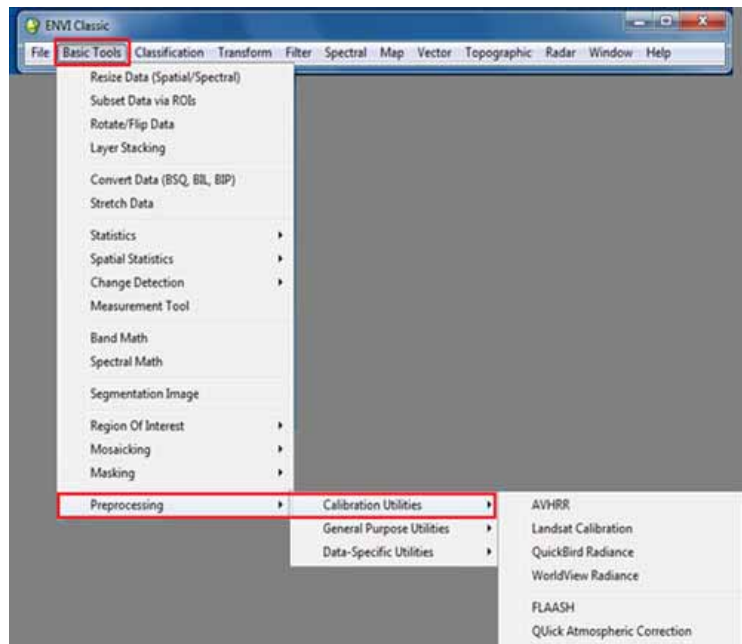
Basic Tools → Region of Interest → ROI Tool

- **ENVI** will display **#1 ROI Tool** window
- In tab: **ROI Type** select: **Polygon**
- To outline new RoI in Image window, click: **New Region**
 - ROI window will list color of ROI to be outlined
 - click on region number to highlight it
 - **Polygon**, click around image window to create ROI
 - right click to end selection.
- click on **File → Save ROIs**
 -

Calibration:

- In main menu of **ENVI Classic** select:

Basic Tools → Preprocessing → Calibration Utilities → Flat Field

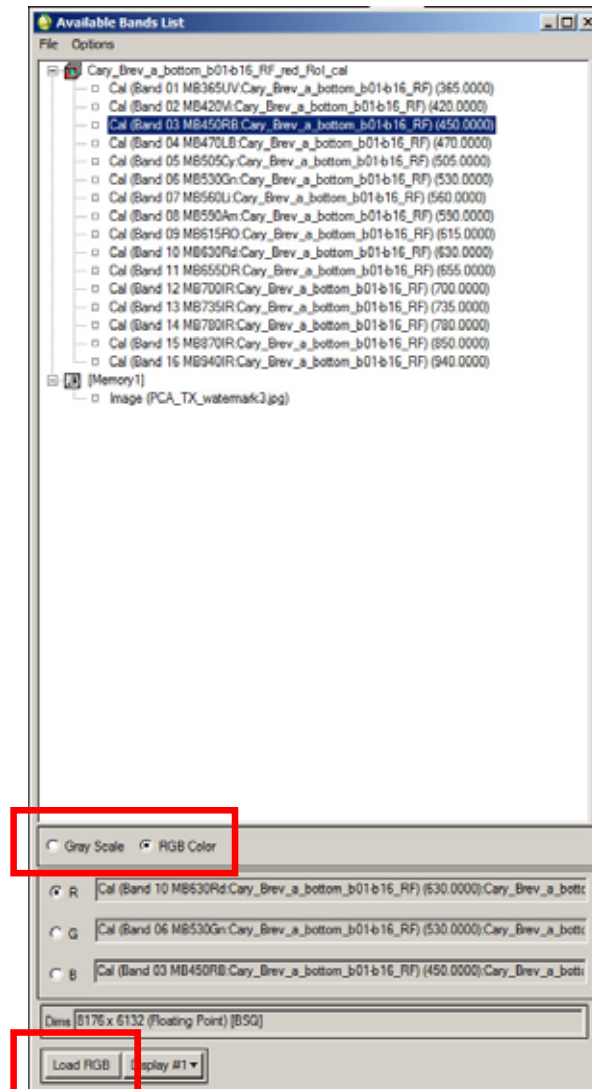


Calibration (continued)

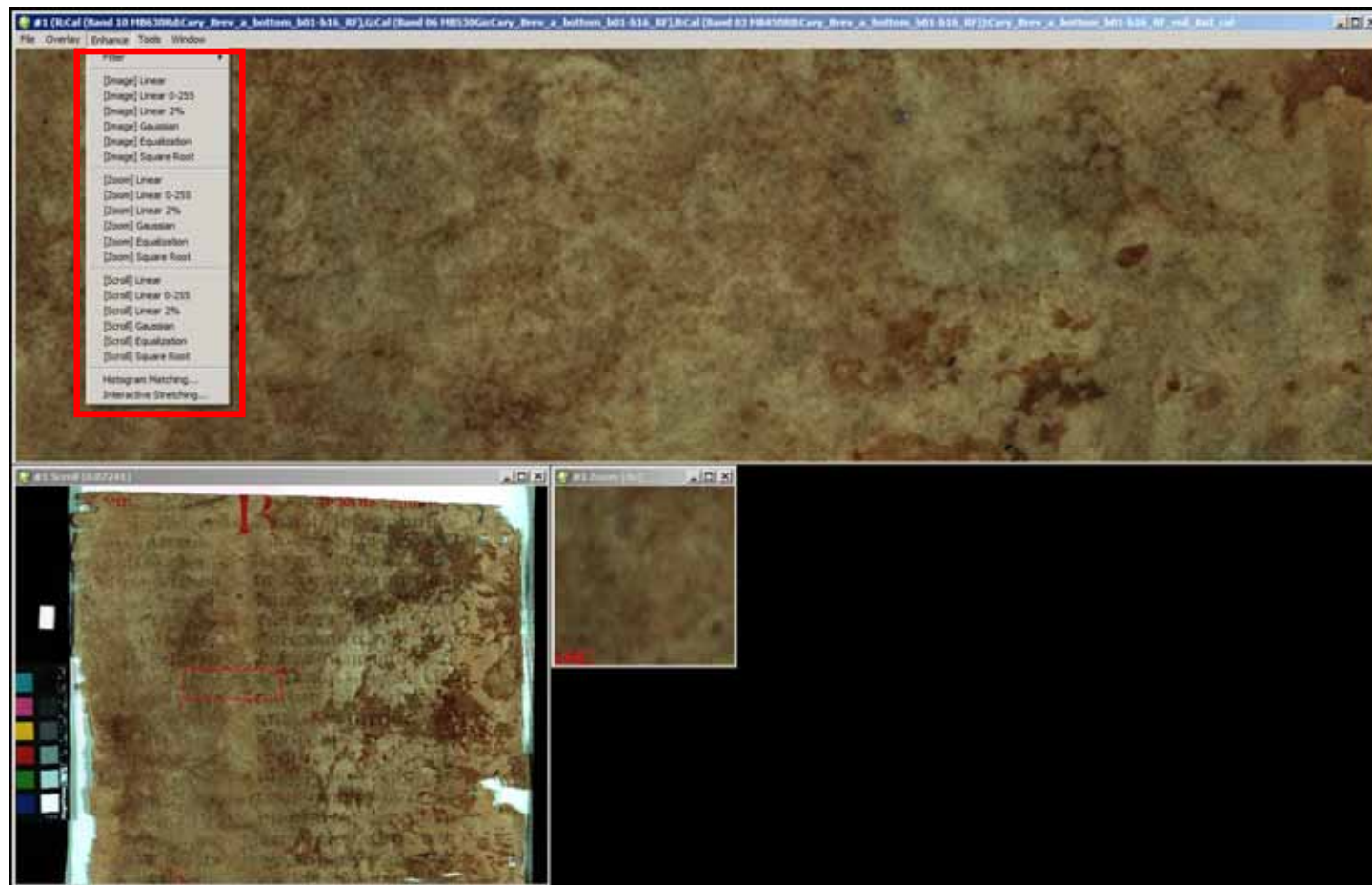
- window *Calibration Input File* will be displayed
- In section *Select Input File*: choose cube file to be calibrated
- display window **Flat Field Calibration Parameters**,
 - highlight ROI to be used in section *Select ROI for Calibration*
- **Enter Output Filename** (add suffix ".cal")
- click: **OK**
- **Calibration converts "16-bit integers" to "32-bit floating point numbers"**
 - DOUBLES the file size (from 100 megabytes / band to 200)

Display Images

- Gray Scale or RGB



Enhance the Displayed Image



Enhance

- Changes image based on statistics in one of the three windows
- Default is "[Scroll] Linear 2%"
 - Looks at histogram (probability distribution) of entire image
 - Throws out 2% each of "lightest" and "darkest" pixels
 - Linear Stretch of remaining pixels
 - ❑ Darkest 2% become "black" in each displayed band
 - ❑ Lightest 2% become "white" in each displayed band
 - ❑ Other pixels are scaled in proportion

Display Enhancements

- Use [Zoom] options to scale to small region
 - [Zoom] Linear 2%
 - [Zoom] Gaussian (mean $\mu \rightarrow "127"$, $\mu + 3\sigma \rightarrow 255$, $\mu - 3\sigma \rightarrow 0$)
 - [Zoom] Square Root (stretches "darks", compresses "whites")
- Use [Image] options to scale to larger region

Export Image

- Converts floating-point file to 8-bits per channel
- Discards MUCH data ... do not expect to import back to ENVI

File → Save Image As → Image File

- window "Output Display to Image File"
 - Select gray-scale "resolution" (8-bit gray or 24-bit color)
 - Select format:
 - BSQ** = "band-sequential" (optimal for accessing spatial)
 - BIP** = "band interleaved by pixel" (optimal for accessing spectra)
 - BIL** = "band-interleaved by line" (compromise)

Output Display to Image File

Resolution: 8-bit (gray scale) (dropdown menu open showing: 8-bit (gray scale), 24-bit Color (BSQ), 24-bit Color (BIL), 24-bit Color (BIP))

Graphics Color: ☒ Color ☐ Gray

Change Graphic Overlay Selections...

Spatial Subset: Full Scene

Input Image Resize Factor: 1.0000

Output Image Size: 640 x 400

Change Image Border Size...

Output File Type: ENVI (dropdown menu)

Output Result to: ☒ File ☐ Memory

Enter Output Filename: Choose

C:\Users\vrpc\AppData\Local\Temp\can_tmr.img

OK Cancel Select Mask... Clear Mask

Output Display to Image File

Resolution: 24-bit Color (BIP) (dropdown menu)

Change Graphic Overlay Selections...

Spatial Subset: Full Scene

Input Image Resize Factor: 1.0000

Output Image Size: 640 x 400 x 3

Change Image Border Size...

Output File Type: ENVI (dropdown menu open showing: ENVI, BMP, HDF, JPEG, JPEG2000, NITF, PICT, PNG, SRF, TIFF/GeoTIFF, XWD, ERDAS IMAGINE, ER Mapper, PCI, ArcView)

Output Result to: ☐ File ☐ Memory

Enter Output Filename: Choose

C:\Users\vrpc\AppData\Local\Temp\can_tmr.img

OK Cancel Select Mask... Clear Mask

Filtering

- **Filter → Convolutions and Morphology**

- Highpass

- **Lowpass**

- “blurring” filter, attenuates “sharpness”, used for “blur-and-divide” preprocessing to attenuate background variations

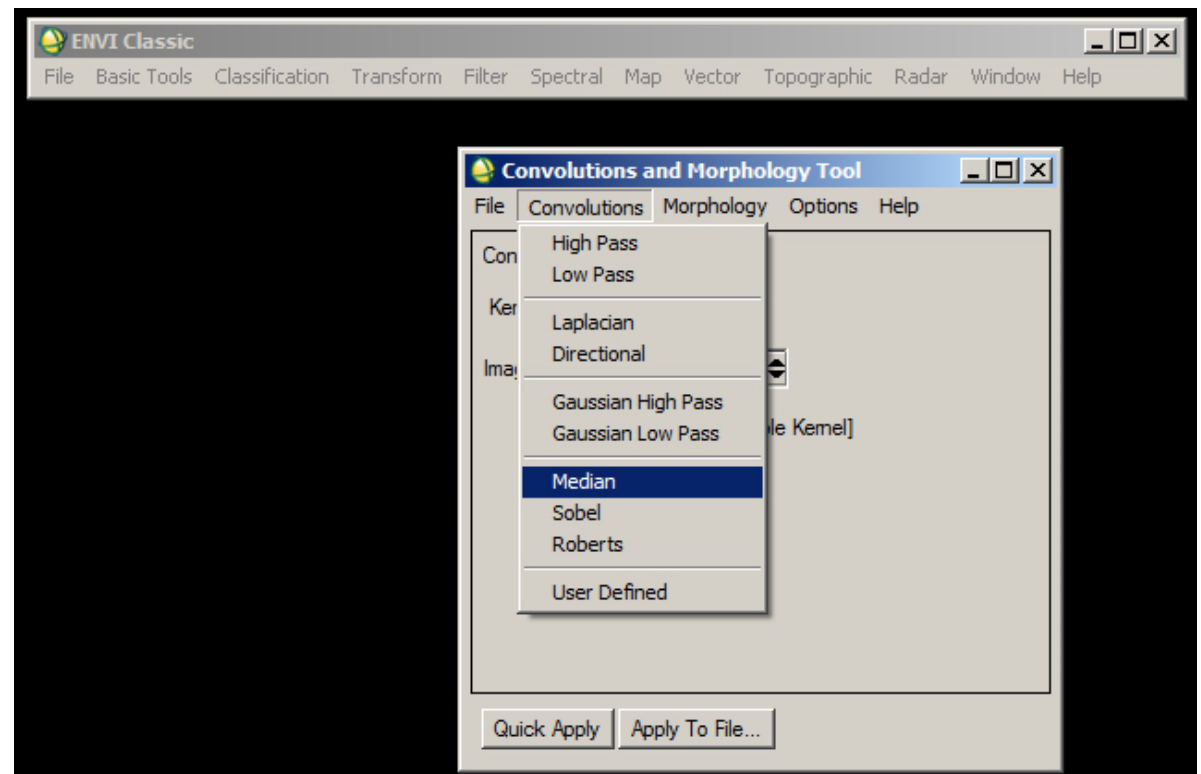
- **Median**

- Useful for attenuating “salt-and-pepper” noise from fluorescence bands

Filter → Convolutions and Morphology → Median

Median

- Never used any size $> 3 \times 3$



Lowpass

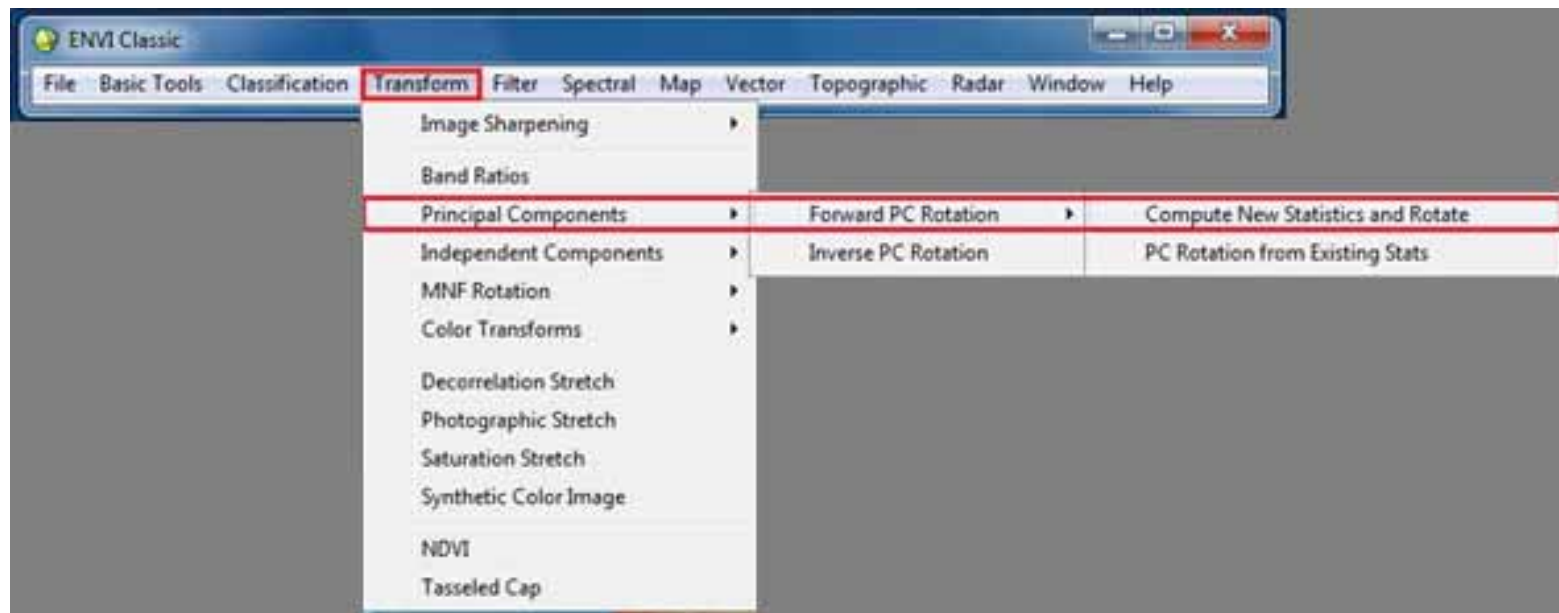
- **FILTER → Convolutions and Morphology**
- **Convolutions → Low Pass**
- Click on “up arrow” option for “Kernel Size”
 - only odd numbers are available
 - kernel must have well-specified “center” pixel
 - Size > “stroke width”, rule of thumb is 2x
- **“Apply to File (and WAIT)”**

Divide (Spectral Math)

- **Basic Tools → Spectral Math**
- Enter Expression → "**float(S1)/float(S2)**"
- Click "**Add to List**"
- Click "**OK**"
- In "**Variables to Spectra Pairing**" window:
 - Click on "**Map Variable to Input File**" (which brings up the "**Spectral Math Input File**" menu and which selects all bands of the file)
 - Select file name of numerator for "**S1**" (original or median filtered)
 - Click on "**S2**"
 - Click on "**Map Variable to Input File**"
 - Select file name of denominator for "**S2**" (result of convolution)
 - Click "**OK**"
- Select **Name of Output File**
- Click "**OK**"

Principal Component Analysis (PCA)

- Transform → Principal Components → Forward PC Rotation
- → Compute New Statistics and Rotate



PCA 2

- Window *Principal Components Input File* is displayed
 - Select image cube to process from list
 - Click **OK**
- Window *Select Statistics Subset* is displayed
 - In the section *Calculate Stats On* select:
ROI/EVF
 - In section *Select ROI/EVF*, select ROI to use
 - Click **OK**

PCA 3

- window ***Forward PC Parameters***
 - choose or type names of:
 - (1) ***Output Stats Filename*** (*.sta)
 - (2) ***Enter Output Filename***, then click: **OK**
- window ***Principal Components Rotation*** is displayed
- Watch progress bar not move – cup of coffee? 🕒