ARTIFICIAL INTELLIGENCE METHOD FOR DIGITAL IMAGE PROCESSING

S. Jayanthi[1]
Professor, Department of Computer Science and Engineering,
J.N.N Institute of Engineering ,Chennai ,TamilNadu ,India.

M.Mariselvam[2], A.Geethanjali[3], Priya.P[4], R.Sathish[5], R.Mageshbabu[6]
[2]Assistant Professor, Department of Electronics & communication Engineering, J.N.N Institute of Engineering ,Chennai ,Tamil Nadu ,India.
[3,4,5,6]Assistant Professor, Department of Computer Science and Engineering, J.N.N Institute of Engineering ,Chennai ,Tamil Nadu ,India.

Corresponding Email : researchphdtk@gmail.com

Abstract

The field of computer science known as artificial intelligence, which enables the development of intelligent computers that can carry out tasks akin to those done by humans, is what we call the "age of artificial intelligence." Artificial Intelligence is applied in many fields, such as robotics, search engines, machine learning, and virtual personal assistants. A subfield of artificial intelligence known as computer learning has transformed conventional computing into a self-learning machine. The core idea of machine learning is the recurrent nature of analysing and drawing conclusions from data. These algorithms assess earlier calculations and forecast precise results using self-learning techniques. Massive data analysis is another area in which machine learning comes in quite handy. After gathering data, machine learning creates analytical models, trains users, and then launches the programme. ML algorithms are not only capable of learning from data, but they can also identify patterns to identify vulnerabilities and suggest fixes. Applications of machine learning can be found in many different areas, such as finance and healthcare. This work examines how neural networks use machine learning, how many hidden layers are used, and what activation value is used to build any biological neural network that uses machine learning to compute neurons. The fields of machine learning (ML) and artificial intelligence (AI) have bright futures.

Keywords: Artificial intelligence; Image processing; Machine learning; Self learning techniques.

1. Introduction:

Machine Learning is becoming one of the cornerstones of information technology overthe last twenty years, and with it, a very significant, albeit often hidden, aspect of our lives. With an ever amount of information available, there's reason to expect that intelligent analysis of data becomes even more prevalent as a crucial component oftechnological advancement.

Machine learning comes in a variety of forms. We'll now go over a few apps and the kindsof analysis they deal with, before formalising the issues in a more stylized way. If we desire to avoid recreating the cycle for every new app, the latter is crucial.

Machine learning was a branch of intelligent machines that tries to use intelligent software to enable machines to execute their jobs effectively. The backbone of intelligent systems that is utilised to generate intelligent machines is statistical learning methods. Because ml algorithms need data in order to learn, the field must be linked to database science. Similarly, words like KDD, data gathering, and pattern classification are common.

Learning is the process of associating events with their consequences. As a result, learning is essentially a method of proving the correlation concept. Machine learning is the science of creating intelligent machines, and neural networks are the technique used to create such intelligent machines. A neural network can be thought of as a black box that produces a desired output in response to a given input. It is accomplished through a process known as training. Neural networks have been applied to ml algorithms that use supervised or unmonitored techniques to automatically discover classification tasks in deep networks for categorization, in juxtaposition to most traditional instructional methods, which are regarded for using shallow-structured learning configurations. Biologically inspired findings of natural process control mechanisms in the human brain.

Deep learning is a subset of machine learning (ML) approaches that use several layers of data processing steps in hierarchical structures to learn unsupervised features and classify patterns. It's at the crossroads of neural networks, graphical modelling, planning, pattern matching, and signal conditioning research. The considerably reduced cost of hardware resources and the dramatically expanded chip processing capacities are two fundamental factors for deep learning's current appeal. Deep learning has been successfully used in a variety of applications including machine learning, phonetic identification, voice recognition, sudden natural language processing, utterance and visual feature coding, linguistic utterance categorization, character recognition, auditory perception, retrieval of information, and mechatronics since 2006. Before delving into the various machine learning paradigms in depth,

1.1 Image processing approaches, tools, and methods

Image processing, in its simplest form, is the act of enhancing or extracting data from an image. There are 2 ways to process images:

1.1.1Analog image processing:

Processing of actual photos, prints, as well as other hard - a copy of images is done with it.

1.1.2Digital image processing:

It makes use of computational models to manipulate digital photos. We accept a picture as input in both situations. The result of analog image processing was always a picture. However, in the case of digital image analysis, the output could either be a picture or even some data related to it, like features, bounding boxes, attributes, or masks. Image processing is now widely employed in a variety of industries, including biometrics, entertainment, medical visualization, monitoring, law enforcement, self-driving cars, and others. The following are a few of the primary goals of image processing.

1.1.3 Visualization —

Provides invisible items in a visual form, for example, and displays processed information in a more comprehensible and effective manner.

1. Improves and increases the clarity of processed photographs in image sharpness and restoration
2. Image recovery – Aids in image searches.
3. Measures the size of items in a picture.

4. Recognition system — Differentiates and categorizes the things in an image, locates them, and comprehends the scene.

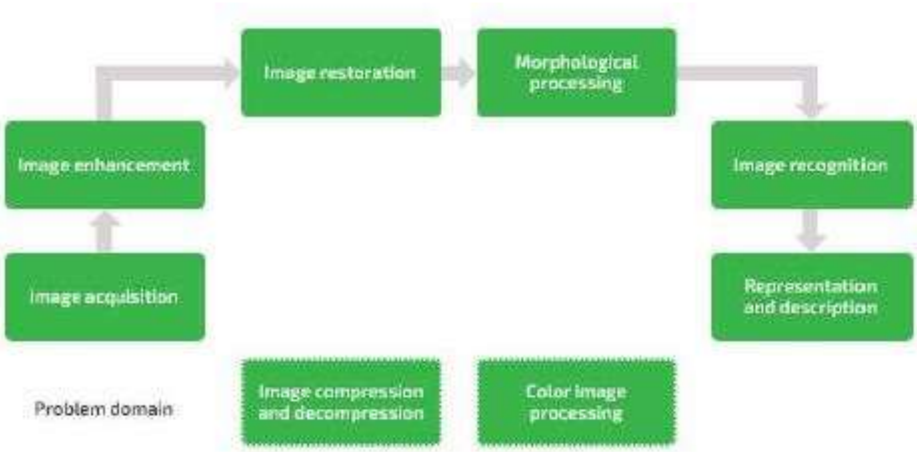

Figure 1: Key Phases of Digital Image Processing

The major stages of digital image processing are depicted in Figure 1. The majority of photos acquired using ordinary sensors (like a camera) need to be pre-processed because of the potential for excessive noise. Two of the most used approaches for processing digital photos are edge detection and filtering.

1.1.4 **Filtering –**

The supplied image is enhanced and changed using this technique. We can accentuate or remove specific aspects from an image, and minimize image noise, and other things with the use of various filters. Wiener filtering, median filtering, and Linear filtering are all common filtering methods.

1.1.5 Edge detection

It segments images and extracts data using filters. This technique uses brightness interruptions to discover significant object boundaries in processed pictures. Some of the most well-liked edge detection methods include Sobel, Canny, and Robertsedge detection. The model of edge detection is shown in Figure 2.

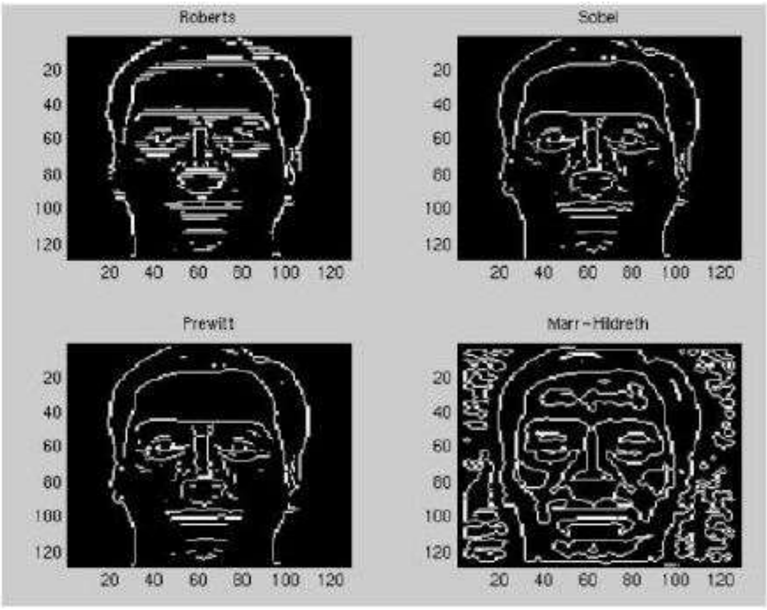

Figure 2: Examples of edge detection

Researchers can employ particular libraries and tools to make it simpler to use these techniques and integrate AI-based image processing features into our solution. The most well-known open-source libraries for using AI algorithms to complete various image-processing tasks are examined in more detail.

2.2. Frameworks

2.2.1. OpenCV

OpenCV is a well-known library that offers various technology and machine learning methods and functions for assembling and supporting such methods. The library supports all well-known mobile and desktop software packages and has C++, Java, and Python interfaces. It has many modules, including ones for object recognition, image analysis, and deep learning. Researchers may acquire, compress, improve, recover, and retrieve data from photographs using this library.

2.2.2. Visualisation Library

The Open Graphics Library was the foundation for the Visualization Library, a C++ middleware for both 2D and 3D applications. With the help of this toolkit, users may create robust, portable programs for Linux, Mac OS, and Windows, platforms. It is simple and comfortable to use.

2.2.3. VGG Image Annotator

A web-based tool for the annotation of objects is called VGG Image Annotator (VIA). This can be downloaded in an internet browser and used to annotate things that are detected in pictures and videos. Any modern browser can be utilized to access VIA; no special setup or installation is necessary.

2.3. Artificial Intelligence Recognition Technology

2.3.1. Detection Technology

(1) Voice Recognition Software:

To better realize voice identification and object recognition, voice identification technology has been primarily based on the features of the voice of various ages respectively, speech validation, the audio of the information, and the data of the voice identification data records of a cohesive matching. This allows technology that recognizes voices more correctly to determine crowds.

(2) Technology for fingerprint recognition:

This biometric authentication technology primarily employs the recognition of fingerprints of various colors because every normal person's color fingerprint serves as a distinctive identification icon, and the innovation of this color fingerprint recognition can reliably and accurately determine a person's real identity.

(3) Face-recognition software:

Face recognition uses a combination of pupil sizes and prominent facial features to detect items. The method is comparatively accurate as well. It has shown significant progress in recent times and has seen the widespread application.

(4) Technology for Smart Card Identification:

Through an embedded circuit board, smart card identification technology saves, computes, and organizes many types of data. The internet data is primarily what this recognition technique depends on. At the moment, vehicle identification is the principal utilization for smart card identification systems.

(5) Barcode recognition software

One-dimensional and QR tag approaches are used in barcode recognition. One dimensional code technique is being developed and expanded upon by the QR tag approach, which has superior precision and more potent features like a larger informational capacity and error-correcting capabilities.

(6) RFID system:

To recognize targets, radiofrequency technology primarily employs wireless magnetic fields. The technology's associated tags serve as its basis for operation; magnetic waves are employed to transmit radio waves for data monitoring and automatic recognition.

2.4. AI for Human Error Mitigation

Advanced operator support systems like operation validation systems, automated control systems, decision support systems, and operator monitoring systems have all been developed to eliminate human error in the workplace. The application of AI technology to guarantee the secure and reliable running of an industry is particularly intriguing. In this section, we look at the numerous AI-based techniques that are researched in the literature to reduce industry-related human factor faults.

2.4.1. Causes of Human Error

The environment in which a person function has an impact on their performance. Even in the most optimistic situations, humans tend to make mistakes, but these mistakes are regarded as random. However, some contexts blatantly determine failure or success. Performance structuring variables, also known as performance factors involved and common efficiency features in various sectors of the research community, are used in HRA to examine the evaluation of these circumstances.

2.4.2. Decision Support System

In recent decades, there has been a lot of research on the application of intelligent support systems to aid operators' decision-making. A well-thought-out decision support system must facilitate operators' cognitive processes and make it simple to operate and maintain the main control room (MCR). This is crucial when atypical transitory and continuous disturbances occur at the workplace and operators need to quickly and precisely assess the existing circumstances. A typical MCR alarm system includes displays of analog data as well as hundreds of alarms. Many alarms sound at once in an emergency like a feedwater line change or a coolant loss catastrophe. Operators experience data overload and stress as a result, which harms their capacity to make decisions. An example of a decision support system would be a fault detection system, whose goal is to simplify fault detection and minimize human error. In the initial minutes following a fault incident, operators frequently have to undertake mentally taxing tasks. Stress brought on by the emergency's data overload and time limits hurt the operators' capacity to make decisions when it counts the most. By immediately indicating anticipated defects based on the likelihood that they will occur and providing accident-related data, fault diagnostic systems reduce the workload of controllers.

2.4.3. Support Vector Machine

The kernel methods subclass of supervised techniques for machine learning includes the SVM. For machine learning with binary data, these classifiers work well. Given the praise other algorithms for machine learning have received, HOG, one of the main feature extraction techniques outlined in the research, is the approach that is most likely to deliver higher accuracy. As a hyperplane would be drawn to divide two types of data, the SVM was typically designed to be utilized for 2 categories. The SVM would typically classify the information into either of the categories depending on the dispersion of the training dataset on the plane. The SVM, however, has been altered and can be applied to the multiclass application. The first method is "one on one," where the final classification is determined by the combined votes of all the classifiers. The other proposed approach is called "one against all," and it trains classifiers to distinguish between different classes. Using SVM classifiers, it is without a doubt possible to recognize the individual's participation in a variety of straightforward activities. However, while trying to categorize complicated tasks, the accuracy of this system has decreased to 87.65%. Match features in various action sequences could be used to interfere with the resemblance between various activities.

2.1 Generative Learning

The two most common, antagonistically coupled ML paradigms created and applied in ASR are procedural learning and exclusionary learning . The framework and the error function are 2 essential elements that separate particularly responsive from exclusionary learning . In a nutshell, discovery learning entails utilizing a predictive model and then using a learning objective algorithm relies on the joint probability loss provided by the generative model. Discriminative acquisition, on the other hand, necessitates the use of either a discriminative modeling or a discriminative learning goal function applied to a generative model. We'll talkabout generative vs. exclusionary learning from this and the following parts.

2.2 Discreminative Learning

As previously stated, utilising an exclusionary model or using discriminative learning to a prediction model is the model of exclusionary learning. We begin with a broad overview of racist and discriminatory models and exclusionary ridge regression used in learning, provided an overview of exclusionary learning's use in ASR contexts, such as its successful hybridization with growth momentum.

Models:

Discriminative algorithms rely on the conditional relationship between labels and input vectors. BMR detectors are one of the most common types of such systems. Equation 1 illustrates this.

Loss Functions:

A number of exclusionary algorithms are introduced in this section. The first set of loss functions is built on bayesian inference, and the second set is based on the concept of margin. 1) Possibility Loss: Conditional probability loss was a likelihood error term that is defined on the dependent relationship of different classifiers given input data, comparable to joint probability loss covered in the prior section on procedural learning. Equation 2 is as follows: (2) This loss function is closely associated with probabilistic quantitative and subjective like conditional log linear programming and MLPs, but it may also be used to generative models, resulting in a class of discriminative training techniques that will be addressed shortly. Furthermore, conditional probability loss lends itself to predicting architecture output.

2.3 Semi-Supervised and Active Learning

The characteristics of loss and choice functions were used to arrange a variety of Ml algorithms in the previous overview of creative and discrete ML paradigms. We use a new set of characteristics in this part, namely the structure of the training examples in regard to their different classifiers. Many extant ML approaches can be classified into various different paradigms based on how training images are tagged or otherwise, the many of which were used in ASR practise. In training set, all training images are labelled, whereas inunsupervised learning, nothing is. As the name implies, semi-supervised learning requiresthe availability of both labelled and unlabeled training images.

2.4 Supervised Learning

The learning set in supervised methods is made up of pairs of outputs and inputs selected from a linear combination. Using the notations presented by equation 5, the learning aim is structural risk reduction with regularisation, in which both input data and produce labels are given. It's worth noting that label variables might have several levels, especially in ASR. In this scenario, we must distinguish between the supervised learning case, in which all levels' labels are known, and the authoritative case, in which certain tiers' labels are unknown. In ASR, for example, the training set frequently consists of oscillations and their accompanying word-level excerpts as labels, with phone-level excerpts and time misalignment data between the morphologies and the tags as the phone-level transcriptions.

2.6 Unsupervised Learning

Unsupervised learning in machine learning focuses on learning just from the inputs. This training paradigm frequently tries to create input representations that may be utilised for forecasting, decision-making, categorization, and data reduction. Unsupervised learning techniques include density estimation, clustering, principal component evaluation, and principal component assessment, to name a few. One early effective use of unlabeled data toASR was the utilisation of VQ to supply discrete data to ASR. Learning algorithm has lately been created as part of a tiered hybrid generative-discriminative model in machine learning. This new technique, which is based on deep learning, is starting to have an influence on ASR. To be more specific, learning scant speech models can also be considered as unsupervised acquisition.

2.7 Artificial Neural Network

ANN was a network of terminals that is unrelated to the huge network of neurons depictedin Figure 1. Each round node symbolizes an artificial cell, and the arrow indicates a link from one neuron's result to another's intake, which should (hopefully) be able to manage this. The input layer, hidden layer, and output layer are the three types of layers of a deep neural network. Between the upstream and downstream layers is a hidden layer.

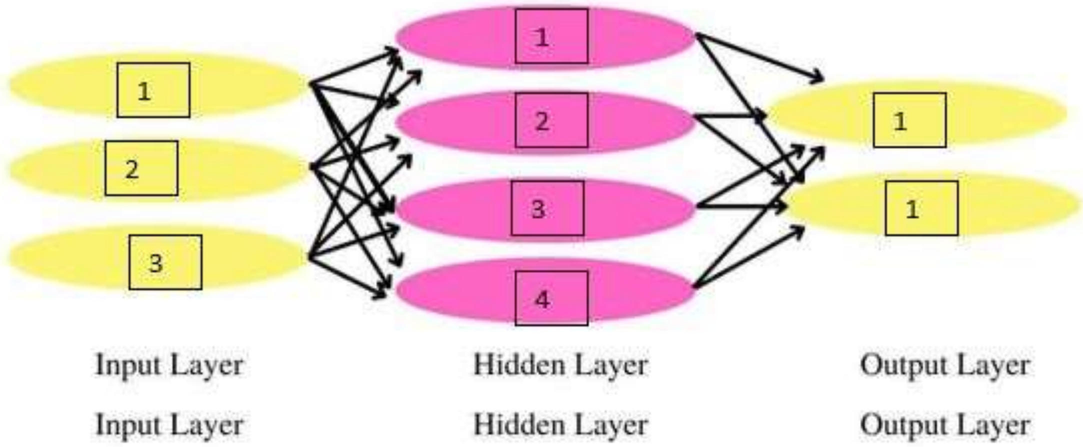

Figure 1. ANN

2.8 CNN

CNNs are a type of multi-layer neuron (illustrated in Figure 2) that is specifically built for two-dimensional input like photos and videos. CNNs are inspired by previous work on TDNN, which are designed for voice and time-series processing and minimize learning computing needs by sharing values in a time axis. CNNs will be the first real successful deep supervised learning model that has successfully taught multiple layers of a structure ina rigorous way. A CNN was a type of architecture that takes advantage of temporal and spatial connections to reduce the amount of parameters which must be learned, hence improving genera feedforward training. CNNs are a machine learning architecture that is inspired by the need for limited data pre-processing.

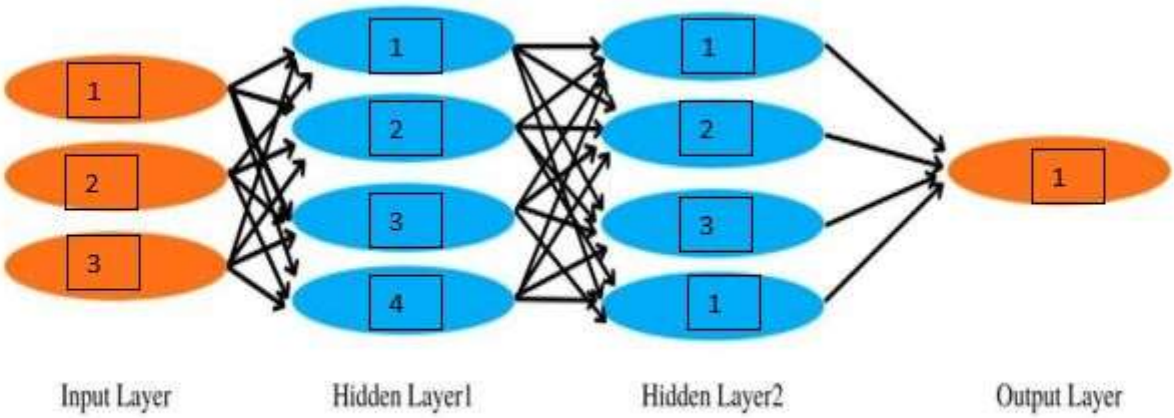

Figure 2. CNN Architecture

2.9 Deep Belief Networks

DBNs are made up of numerous layers of Deep Boltzmann Models (Figure 3), a form of neural network. These networks are "constrained" to a single feature map and a hidden neuron layer, with connections forming between them. Higher bandwidth connections seen at the feature map are captured by the hidden units. Directed top-down procedural weights are used to link the levels of a DBN at first, with the exception of the top two levels, which create an associative memory. Due to the ease with which RBMs can learn these connection weights, they are preferred as a core component over more conventional and deeply layered nonlinear activation belief networks. The preliminary pre-training happens in an unmonitored greedy layer-by-layer manner to achieve generative weights, as facilitated by Hinton's work.

A vector v is supplied to the feature map during this training stage, which forwards values to the hidden neurons. In order to rebuild the original input, the visible unit values are then probabilistically found in backwards. Finally, these new apparent neuron logons are forwarded so that hidden layers activations, h, can be reconstructed in one step. Gibbs samples is used to perform these back-and-forth cycles, and the discrepancy in the correlations of the hidden activation functions and visible inputs serves as the basis for a weight vectors. Training time is cut in half because it can be demonstrated that posterior probability learning may be approximated in just one step.

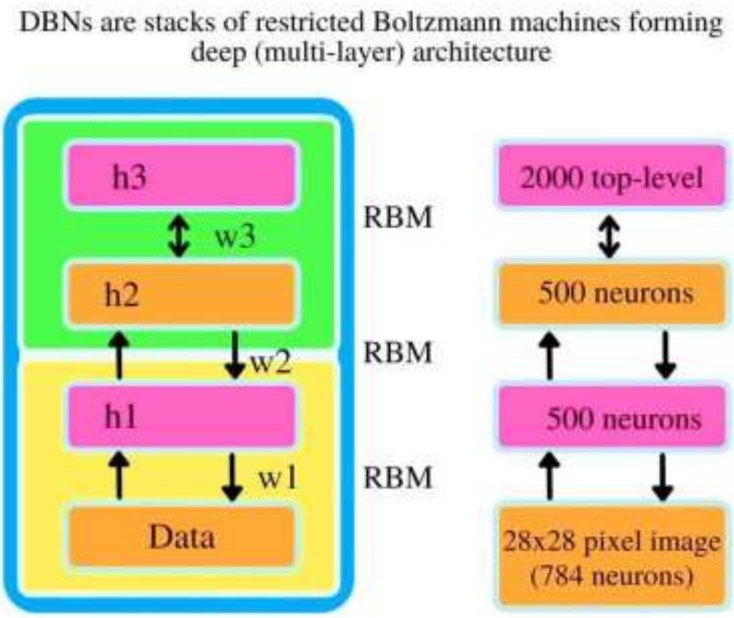

Figure 3. DBNN Architecture

3. IMPLEMENTATION TECHNIQUES

Depending on the situation, many methodologies or strategies might be used to applylearning. Learning can be divided into two categories: formal and informal.

- Learning under supervision
- Learning without supervision

Two techniques are utilised in supervised learning.Regression is number one. The classification system Clustering methods are used to accomplish unsupervised learning.

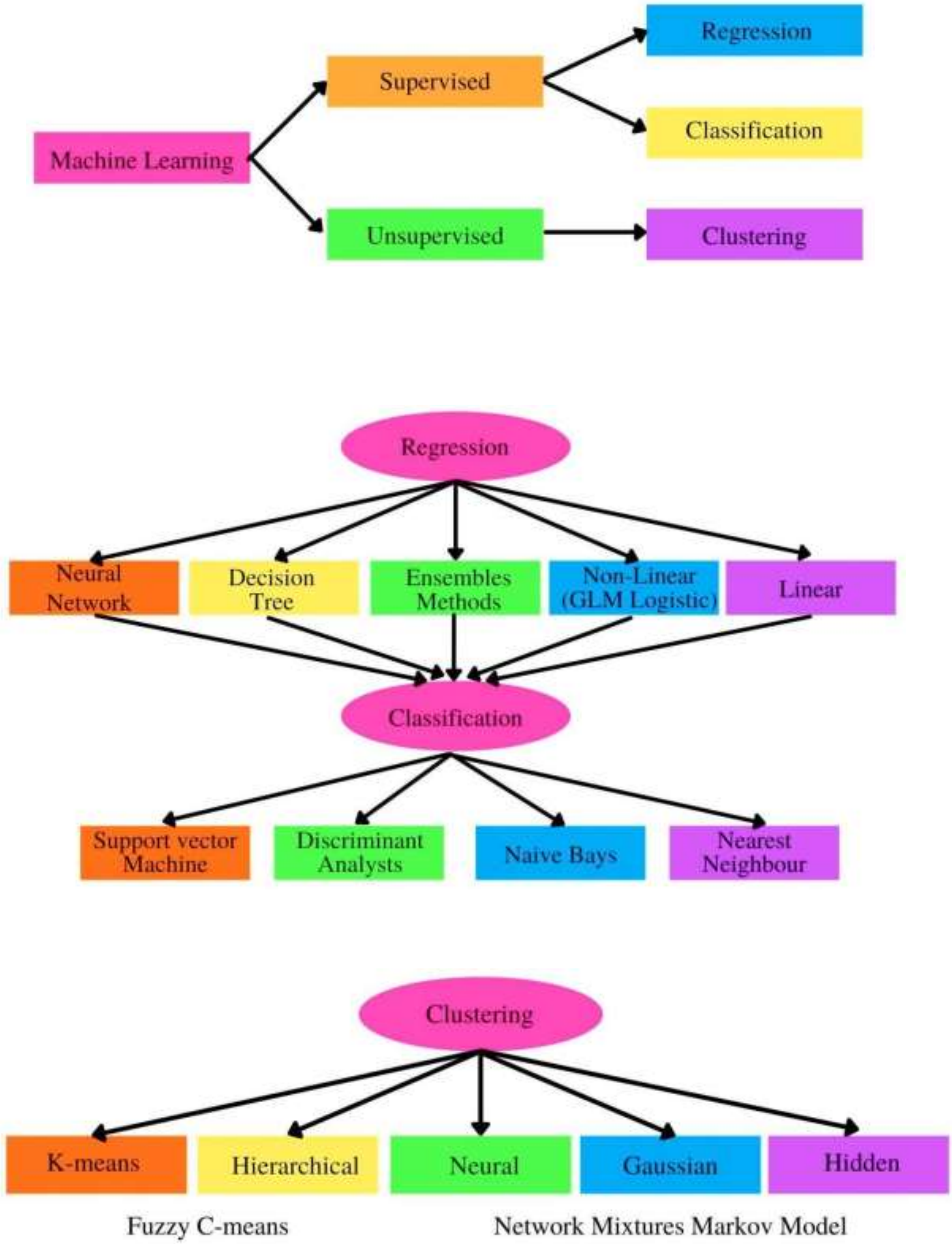

Figure 4 techniques for Implementation

Statistical Data Extraction.

To display the properties of the image, 3 statistical values—the DIFF division, average, and standard deviation—were taken from each color channel. If the 9 statistical parameters from the previous stage were utilized directly in the model, the dimension might be excessively high and could be further lowered depending on the analysis. The average variance between various groups was quantitatively tested using the analysis technique described below. The underlying principle is that the feature matrix is more effective the more significant the mean deviation between the same characteristic variable in various groups, the higher the input of the value to the coefficient of determination. The error variability diagram for the training data objective is shown in Figure 6.

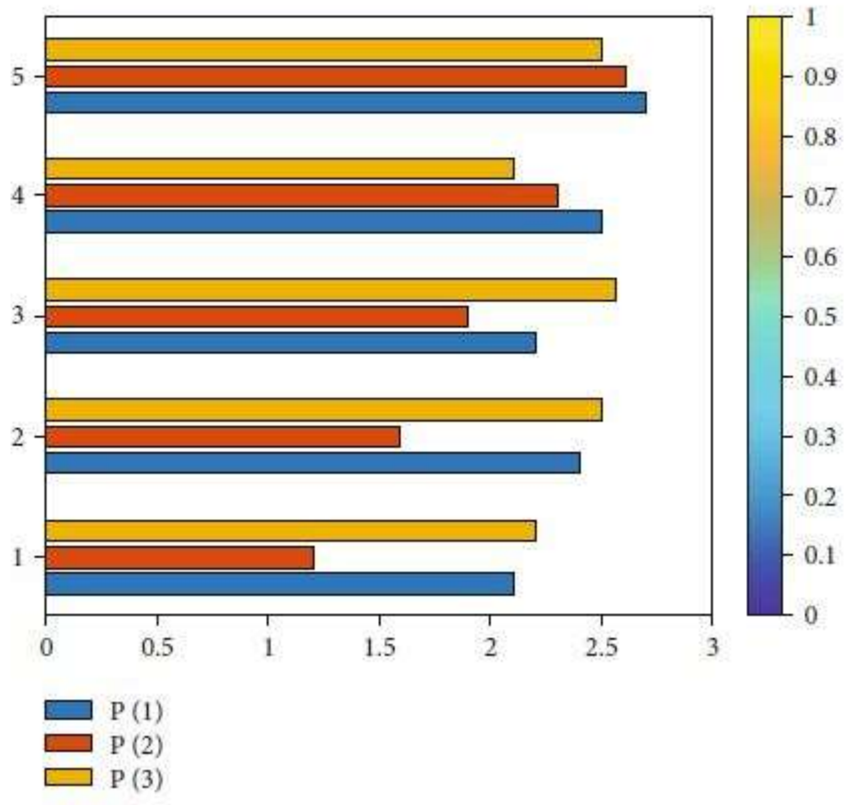

Fig. 6: Network learning target error variance diagram using the BP method.

3.2. Perceptron-based computer AI identification technology

A comparatively simple approach in the statistical pattern detection method seems to be the Bayesian decision theory identification method. The perceptron neural net may also be used to implement this type of image recognition issue since the method of generating the linear discriminant function the method is identical to the perceptron's process of learning. Researchers can determine the matrix of the perceptron's input vector p for 20 samples. Since the issue has been reduced to a straightforward two-category identification task, the classification could be represented by choosing 1 and 0 as the target values for the target vector. Let's suppose that 0 denotes the class of defective photos and that 1 means the class of undamaged images. Take note of a phenomenon in the perceptron method, which is that under various initial conditions (w, b), the training outcome is distinct, but following training, the system can finish the classifier; only steps were required for the training, and the final result was probably different. This occurrence would be the categorization problem having only one solution, based on the premise that it takes 4 phases to achieve outcomes and the error changes.

3.3. Computer AI Recognition Analysis

The fundamental tenet of the BP method would be that learning is a two-step process that involves the forward transmission of the information and the backward transmission of the error. The input data for forwarding propagation are sent from the input nodes, evaluated by each hidden unit in turn, and then sent to the output nodes. The error backpropagation step will be used if the actual result of the output nodes differs from the intended output. Error backpropagation involves passing the error function in some form back to the input different layers through the hidden units. This is done to obtain the input signals for every layer unit, which is then used as a basis for the weighting of each unit. The network learns and trains itself through the process of ongoing weight adjustments. This procedure goes for the specified number of learning cycles or until the output inaccuracy of the network is lowered to an acceptable degree.

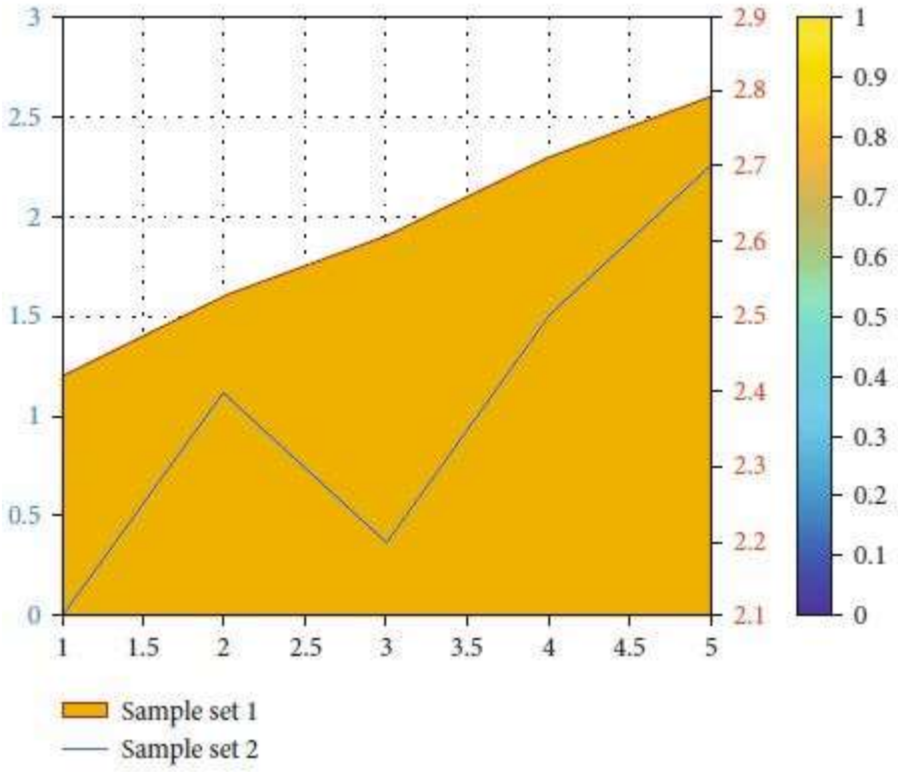

Figure 7: 20 network output sample changes.

Table 1: EXPERIMENTAL ANALYSIS

Sample	x	Sample	x
1	0.2356	8	0.2236
2	0.3991	9	0.3255
3	0.4168	10	0.3412
4	0.2881	11	0.3259
5	0.2447	12	0.2529
6	0.3052	13	0.3510
7	0.4033	14	0.3510

The output of the network training for the 20 samples previously gathered is shown in Figure 7. The training samples consist of 2 sample range components: the initial 10 observations are from sample group 1, and the final 10 samples are from testing dataset 2. Since an image is a known specimen, each specimen in the fuzzy set can be conveyed as a matrix. The correlating eigenvector derived from the test dataset, by the degree computation, belongs to the classification of the recognized test sample, with the extent of the sequence and the recognized sample under experiment as depicted in Table 1.

4. Conclusions:

In this paper, the topic of computer vision with neural nets is discussed. The neural network was a human-inspired machine-based simulation tool. It functions similarly to human brains in terms of data processing and acquiring new skills. The use of ANNs has various advantages. If employed correctly, it has the potential to make human life easier and more enjoyable. Traditional tactics are ineffective, and ANNs have been the most successful alternative. Another point of view is that ANNs are a threat to society and personal privacy. Artificial intelligence machines have indeed begun to take the place of people in a variety of sectors, including surgery, engineering, and maintenance. These machines can easily understand our e-mails and chats since they can understand normal language.

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