

# Package ‘radiomics’

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**Type** Package

**Title** 'Radiomic' Image Processing Toolbox

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**Description** Functions to extract first and second order statistics from images.

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**Depends** R (>= 2.10)

**Imports** spatstat, reshape2, methods, Rcpp

**Suggests** testthat, knitr, rmarkdown, viridis, devtools, roxygen2

**LazyData** true

**VignetteBuilder** rmarkdown, knitr

**Collate** 'GLSZM.R' 'MGLSZM.R' 'GLRLM.R' 'GLCM.R' 'CalculateFeatures.R'  
'FirstOrder.R' 'GLCMFeatures.R' 'GLRLMFeatures.R'  
'GLSZMFeatures.R' 'ImageQuantize.R' 'RcppExports.R' 'data.R'  
'image.R' 'radiomics.R' 'startupMessage.R'

**LinkingTo** Rcpp

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bars*Vertical Bars*

---

**Description**

A Matrix of vertical bars, each column with a different value. Column 1 contains the value 1, up to column 20 with value 20.

**Usage**

bars

**Format**

A matrix, 20 rows by 20 columns

---

calc_features	<i>Calculate texture and first order statistics.</i>
---------------	--

---

## Description

calc\_features Calculates features of given texture matrix. If a simple matrix is given, will calculate first order features. If desired, user may input the features they wish to calculate for a given matrix type by passing them as a vector of strings to the features argument.

## Usage

```
calc_features(object, features = c())  
  
## S4 method for signature 'matrix'  
calc_features(object, features = c())  
  
## S4 method for signature 'glcm'  
calc_features(object, features = c())  
  
## S4 method for signature 'glrlm'  
calc_features(object, features = c())  
  
## S4 method for signature 'glszm'  
calc_features(object, features = c())  
  
## S4 method for signature 'mglszm'  
calc_features(object, features = c())
```

## Arguments

- |          |  |
|----------|--|
| object   | An object of class "matrix", "glcm", "glrlm", "glszm", or "mglszm"                     |
| features | A vector containing the features the user wishes to calculate for a given matrix type. |

## Details

Lists of features available for each matrix type can be accessed through ?first\_order\_features  
?glcm\_features, ?glrlm\_features, ?glszm\_features.

Matrices of class mglszm accept features belonging to the glszm.

## Value

A data frame with a single observation. The columns of the dataframe correspond to the calculated features.

### Methods (by class)

- **matrix:** Calculate first order features of a numeric matrix
- **glcm:** Calculate texture features of a glcm matrix
- **gllrm:** Calculate texture features of a gllrm matrix
- **glszm:** Calculate texture features of a glszm matrix
- **mglszm:** Calculate texture features of an mglszm matrix

### References

<http://journals.plos.org/plosone/article?id=10.1371/journal.pone.0102107>

### See Also

[glcm](#) [gllrm](#) [glszm](#) [mglszm](#)

### Examples

```
## Not run:
calc_features(glcm(hallbey))
calc_features(gllrm(psf, n_grey=10))
calc_features(glcm(hallbey), features=c("glcm_mean", "glcm_variance", "pickles"))

## End(Not run)
```

*discretizeImage*

*Image Discretization.*

### Description

`discretizeImage` Scales the grey values of an image into a specified number of values.

### Usage

```
discretizeImage(data, n_grey = 32, verbose = TRUE)
```

### Arguments

<code>data</code>	A numeric 2D matrix.
<code>n_grey</code>	an integer value, the number of grey levels the image should be quantized into.
<code>verbose</code>	Logical, a message is given when the user supplies more grey values than exist in the image. Setting this value to FALSE will suppress this message.

### Details

This function is called in `glcm`, `gllrm`, `glszm`, and `mglszm`.

If `n_grey` is greater than the number of unique grey levels in the matrix then no action is taken.

**Value**

A matrix of the same dimensions as the input matrix. The entries of the matrix will be set to begin at 1, and go up to the specified value. There is no guarantee that each gray level between 1 and n\_grey will have pixels of that value (for example, although n\_grey = 32 may be specified, certain images may contain fewer than 32 grey levels).

**Examples**

```
image(psf)
image(discretizeImage(psf, n_grey=5, verbose=F))

image(tumor)
image(discretizeImage(tumor, n_grey=8, verbose=F))
```

---

**discretizeImage2***Image Discretization.*

---

**Description**

#' discretizeImage2 Scales the grey values of an image into a specified number of values.

**Usage**

```
discretizeImage2(image, n_grey = 32)
```

**Arguments**

image	A numeric image matrix.
n_grey	The grey levels the output image will have

**Details**

Not currently used. Different methods of discretizing the image will be explored in the future.

---

**first\_order\_features**    *First order features*

---

**Description**

First order features

**Usage**

```

calc_energy(data)

calc_entropy(data, base = 2, nbins = length(unique(c(data)))) 

calc_kurtosis(data)

calc_meanDeviation(data)

calc_skewness(data)

calc_uniformity(data, nbins = length(unique(c(data)))) 

calc_mean(data)

calc_median(data)

calc_max(data)

calc_min(data)

calc_variance(data)

calc_RMS(data)

calc_sd(data)

```

**Arguments**

<code>data</code>	Numeric 2D matrix data.
<code>base</code>	The base for which the logarithm is calculate
<code>nbins</code>	The number of bins the histogram is discretized into

**Functions**

- `calc_energy`: Energy (ASM)
- `calc_entropy`: Entropy
- `calc_kurtosis`: Kurtosis
- `calc_meanDeviation`: Mean Deviation
- `calc_skewness`: Skewness
- `calc_uniformity`: Uniformity
- `calc_mean`: Mean
- `calc_median`: Median
- `calc_max`: Maximum Value
- `calc_min`: Minimum Value

- calc\_variance: Variance
- calc\_RMS: Root Mean Squared
- calc\_sd: Standard Deviation

## References

<http://journals.plos.org/plosone/article?id=10.1371/journal.pone.0102107#s5>

---

glcm

*Gray level co-occurrence matrix.*

---

## Description

glcm returns a gray level co-occurrence matrix for a given matrix.

## Usage

```
glcm(data, angle = 0, d = 1, n_grey = 32, normalize = TRUE, ...)
```

## Arguments

data	A numeric 2D matrix.
angle	One of "0", "45", "90" or "135", the pixel to which the current pixel is compared.
d	an integer value, the distance between the current pixel, and the pixel to which it is compared.
n_grey	an integer value, the number of grey levels the image should be quantized into. If greater than the number of unique values in the image, no action will be taken.
normalize	Logical value, if TRUE (default) the matrix will be normalized such that the sum of its components is 1.
...	Can be given verbose=FALSE to suppress output from the n_grey conversion.

## Details

Can be visualized using `image(glcm(data))`. For visualization info see `?image.radiomics`

## Value

a matrix of dimension n\_grey by n\_grey, the GLCM. The column and row names represent grey values in the image.

## References

<http://www.fp.ucalgary.ca/mhallbey/tutorial.htm>

## Examples

```
## Not run:
hallbey
glcm(hallbey)
glcm(hallbey, angle="90") #vertical GLCM

## End(Not run)
```

glcm0

*Create a 0 degree GLCM*

## Description

Used internally by glcm()

## Usage

```
glcm0(x, n_grey, d)
```

## Arguments

x	A Numeric matrix, integer values only
n_grey	Number of grey levels
d	distance from reference pixel to neighbour pixel

glcm135

*Create a 135 degree GLCM*

## Description

Used internally by glcm()

## Usage

```
glcm135(x, n_grey, d)
```

## Arguments

x	A Numeric matrix, integer values only
n_grey	Number of grey levels
d	distance from reference pixel to neighbour pixel

---

`glcm45`*Create a 45 degree GLCM*

---

**Description**

Used internally by glcm()

**Usage**

```
glcm45(x, n_grey, d)
```

**Arguments**

x	A Numeric matrix, integer values only
n_grey	Number of grey levels
d	distance from reference pixel to neighbour pixel

---

`glcm90`*Create a 90 degree GLCM*

---

**Description**

Used internally by glcm()

**Usage**

```
glcm90(x, n_grey, d)
```

**Arguments**

x	A Numeric matrix, integer values only
n_grey	Number of grey levels
d	distance from reference pixel to neighbour pixel

---

glcm\_features            *GLCM Features*

---

**Description**

GLCM Features

**Usage**

```
glcm_mean(glcm)  
glcm_variance(glcm)  
glcm_autoCorrelation(glcm)  
glcm_cProminence(glcm)  
glcm_cShade(glcm)  
glcm_cTendency(glcm)  
glcm_contrast(glcm)  
glcm_correlation(glcm)  
glcm_differenceEntropy(glcm, base = 2)  
glcm_dissimilarity(glcm)  
glcm_energy(glcm)  
glcm_entropy(glcm, base = 2)  
glcm_homogeneity1(glcm)  
glcm_homogeneity2(glcm)  
glcm_IDMN(glcm)  
glcm_IDN(glcm)  
glcm_inverseVariance(glcm)  
glcm_maxProb(glcm)  
glcm_sumAverage(glcm)
```

```
glcm_sumEntropy(glcm, base = 2)  
glcm_sumVariance(glcm)
```

**Arguments**

glcm            A matrix of class "glcm" produced by `glcm`.  
base            Base of the logarithm in `differenceEntropy`.

**Functions**

- `glcm_mean`: Mean
- `glcm_variance`: Variance
- `glcm_autoCorrelation`: Autocorrelation
- `glcm_cProminence`: Cluster Prominence
- `glcm_cShade`: Cluster Shade
- `glcm_cTendency`: Cluster Tendency
- `glcm_contrast`: Contrast
- `glcm_correlation`: Correlation
- `glcm_differenceEntropy`: Difference Entropy
- `glcm_dissimilarity`: Dissimilarity
- `glcm_energy`: Energy
- `glcm_entropy`: Entropy
- `glcm_homogeneity1`: Homogeneity
- `glcm_homogeneity2`: Homogeneity 2
- `glcm_IDMN`: Inverse Difference Moment (Normalized)
- `glcm_IDN`: Inverse Difference (Normalized)
- `glcm_inverseVariance`: Inverse Variance
- `glcm_maxProb`: Maximum Probability
- `glcm_sumAverage`: Sum Average
- `glcm_sumEntropy`: Sum Entropy
- `glcm_sumVariance`: Sum Variance

**References**

<http://journals.plos.org/plosone/article?id=10.1371/journal.pone.0102107#s5>

<code>glrlm</code>	<i>Gray level run length matrix.</i>
--------------------	--------------------------------------

## Description

`glrlm` returns a gray level run length matrix for a given matrix.

## Usage

```
glrlm(data, angle = 0, n_grey = 32, max_run_length = min(dim(data)),
      truncate = TRUE, ...)
```

## Arguments

<code>data</code>	A numeric 2D matrix.
<code>angle</code>	One of 0, 45, 90 or 135, the direction the run is calculated.
<code>n_grey</code>	an integer value, the number of grey levels the image should be quantized into.
<code>max_run_length</code>	An integer value, the default is the maximum possible run length. Setting it to a smaller value truncates the output. Desirable in cases where the matrix is extremely sparse, for example when there are few long runs.
<code>truncate</code>	Logical Remove run lengths which have no entries
<code>...</code>	Can be given verbose=FALSE to suppress output from the <code>n_grey</code> conversion.

## Details

Can be visualized using `image(glrlm(data))`. For visualization info see `?image.radiomics`

## Value

a matrix of class "glrlm" of dimension `n_grey` by run length. The column names represent the length of the run, and row names represent grey values in the image.

## References

<http://www.sciencedirect.com/science/article/pii/S0146664X75800086>

## Examples

```
## Not run:
hallbey
glrlm(hallbey)
glrlm(hallbey, angle="90")

## End(Not run)
```

---

<code>glrlm_features</code>	<i>GLRLM Features</i>
-----------------------------	-----------------------

---

**Description**

GLRLM Features

**Usage**

```
glrlm_GLN(glrlm)
glrlm_HGLRE(glrlm)
glrlm_LRE(glrlm)
glrlm_LRHGLE(glrlm)
glrlm_LRLGLE(glrlm)
glrlm_LGLRE(glrlm)
glrlm_RLN(glrlm)
glrlm_RP(glrlm)
glrlm_SRE(glrlm)
glrlm_SRHGLE(glrlm)
glrlm_SRLGLE(glrlm)
```

**Arguments**

`glrlm`            A matrix of class "glrlm" produced by `glrlm`.

**Functions**

- `glrlm_GLN`: Grey level non-uniformity
- `glrlm_HGLRE`: High Gray level run emphasis
- `glrlm_LRE`: Long Run Emphasis
- `glrlm_LRHGLE`: Long run high gray level emphasis
- `glrlm_LRLGLE`: Long Run Low Gray Level Emphasis
- `glrlm_LGLRE`: Low gray level run emphasis
- `glrlm_RLN`: Run length non-uniformity
- `glrlm_RP`: Run Percentage

- `glrlm_SRE`: Short run emphasis
- `glrlm_SRHGLE`: rt run high gray level emphasis
- `glrlm_SRLGLE`: Short run low grey emphasis

## References

<http://journals.plos.org/plosone/article?id=10.1371/journal.pone.0102107#s5>

---

`glszm`

*Gray level size zone matrix.*

---

## Description

`glszm` returns a gray level size zone matrix for a given matrix.

## Usage

```
glszm(data, n_grey = 32, truncate = TRUE, ...)
```

## Arguments

<code>data</code>	A numeric 2D matrix.
<code>n_grey</code>	an integer value, the number of grey levels the image should be quantized into.
<code>truncate</code>	Logical. Remove values for sizes that have no entries
<code>...</code>	Can be given <code>verbose=FALSE</code> to suppress output from the <code>n_grey</code> conversion.

## Details

Can be visualized using `image(glszm(data))`. For visualization info see `?image.radiomics`

## Value

a matrix of dimension `n_grey` by region size, the GLSZM. The column names represent the region size, row names represent grey level, and the entries represent the count of how many times a given size of given grey level occur.

## References

<http://thibault.biz/Research/ThibaultMatrices/GLSZM/GLSZM.html>

**Examples**

```
## Not run:  
image(psf)  
glszm(psf)  
  
image(discretizeImage(psf, n_grey=5, verbose=F))  
glszm(psf, n_grey=5, verbose=F)  
  
## End(Not run)
```

---

glszm\_features

*GLSZM Features*

---

**Description**

GLSZM Features

**Usage**

```
glszm_SAE(glszm)  
  
glszm_LAE(glszm)  
  
glszm_IV(glszm)  
  
glszm_SZV(glszm)  
  
glszm_ZP(glszm)  
  
glszm_LIE(glszm)  
  
glszm_HIE(glszm)  
  
glszm_LISAЕ(glszm)  
  
glszm_HIСAЕ(glszm)  
  
glszm_LILAE(glszm)  
  
glszm_HIЛAE(glszm)
```

**Arguments**

glszm                  A matrix of class "glszm" produced by glszm.

## Functions

- `glszm_SAE`: Small Area Emphasis
- `glszm_LAE`: Large Area Emphasis
- `glszm_IV`: Intensity Variability
- `glszm_SZV`: Size Zone Variability
- `glszm_ZP`: Zone percentage
- `glszm_LIE`: Low intensity emphasis
- `glszm_HIE`: High intensity emphasis
- `glszm_LISAE`: Low intensity small area emphasis
- `glszm_HISAE`: High intensity small area emphasis
- `glszm_LILAE`: Low intensity large area emphasis
- `glszm_HILAE`: High intensity Large area emphasis

## References

<http://journals.plos.org/plosone/article?id=10.1371/journal.pone.0102107#s5>

hallbey

*Hall Bey*

## Description

A Matrix used as examples in the hallbey explanation of glcms.

## Usage

hallbey

## Format

A matrix, 4 rows by 4 columns

---

image.radiomics      *Texture Matrix Visualization*

---

## Description

Texture Matrix Visualization  
GLCM image  
GLRLM image  
GLSJM image  
MGLSJM image

## Usage

```
## S4 method for signature 'glcm'
image(x, xlab = "Grey Level", ylab = "Grey Level",
      col = colscale(length(unique(c(x@.Data)))))

## S4 method for signature 'glrlm'
image(x, xlab = "Grey Level", ylab = "Run Length",
      col = colscale(length(unique(c(x@.Data)))))

## S4 method for signature 'glszm'
image(x, xlab = "Grey Level", ylab = "Zone Size",
      col = colscale(length(unique(c(x@.Data)))))

## S4 method for signature 'mglszm'
image(x, xlab = "Grey Level", ylab = "Zone Size",
      col = colscale(length(unique(c(x@.Data)))))
```

## Arguments

x	Matrix of class "glcm", "glrlm", "glszm" or "mglszm"
xlab	The label for the x-axis
ylab	The label for the y-axis
col	Use viridis scale if available

## Examples

```
## Not run:
image(psf)
image(glszm(psf))

## End(Not run)
```

**mglszm***Multiple gray level size zone matrix.*

## Description

`mglszm` returns a matrix of class "mglszm", the multiple gray level size zone matrix for a given matrix.

## Usage

```
mglszm(data, truncate = TRUE, ...)
```

## Arguments

<code>data</code>	A 2D image matrix.
<code>truncate</code>	Logical, removes any sizes or gray levels that have no entries.
<code>...</code>	Can be given <code>verbose=FALSE</code> to suppress output from the <code>n_grey</code> conversion.

## Details

The function creates a GLSZM using grey levels: 2, 4, 8, 16, 32, 64, 128, and 256. The values of these GLSZM's are then weighted and combined using a gaussian distribution with mean of 0 and sd of 1.

Can be visualized using `image(mglszm(data))`. For visualization info see `?image.radiomics`

## Value

a matrix of dimension `n_grey` by region size, the MGLSZM. The column names represent the region size, row names represent grey level, and the entries represent the count of how many times a given size of given grey level occur.

## References

<http://thibault.biz/Research/ThibaultMatrices/MGLSZM/MGLSZM.html>

## Examples

```
## Not run:
image(psf)
mglszm(psf)

image(discretizeImage(psf, n_grey=5, verbose=F))
mglszm(psf, n_grey=5, verbose=F)

## End(Not run)
```

---

noise

*Noise*

---

### Description

A Matrix uniformly distributed (on 1 to 100) noise.

### Usage

noise

### Format

A matrix, 50 rows by 50 columns

---

psf

*Point Spread Function*

---

### Description

A Matrix of a point spread function. Values are smallest in the middle, and increase in a radial fashion.

### Usage

psf

### Format

A matrix, 50 rows by 50 columns

---

radiomics

*radiomics: A texture analysis toolbox for image classification*

---

### Description

radiomics provides a several new classes of matrices: GLCM (grey level co-occurrence matrix), GLRLM (grey level run-length matrix), GLSZM (grey level size-zone matrix), and the MGLSZM (multiple GLSZM).

### Details

To learn more about radiomics and texture matrices, start with the vignettes: `browseVignettes(package = "radiomics")`

---

tumor

---

*Brain Tumor Slice*

---

**Description**

A Matrix of a single image slice of a tumor taken from an MRI image. This slice was extracted from one of the sample data sets of 3DSlicer.

**Usage**

tumor

**Format**

A matrix, 47 rows by 46 columns

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