

VC 19/20 – TP8

Segmentation

Mestrado em Ciência de Computadores
Mestrado Integrado em Engenharia de Redes e
Sistemas Informáticos

Miguel Tavares Coimbra

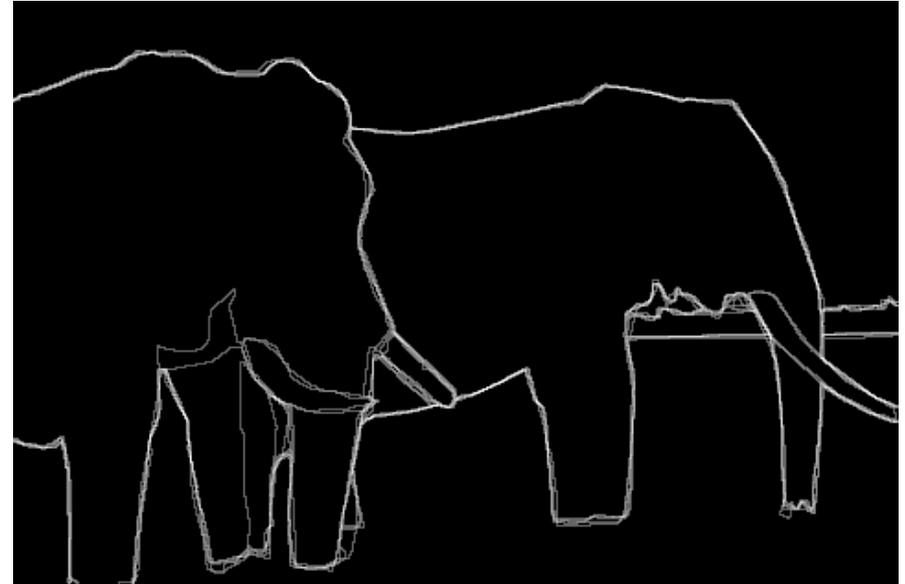
Outline

- Thresholding
- Geometric structures
- Hough Transform

Topic: Thresholding

- Thresholding
- Geometric structures
- Hough Transform

Boundaries of Objects



Marked by many users

<http://www.eecs.berkeley.edu/Research/Projects/CS/vision/grouping/segbench/bench/html/images.html>

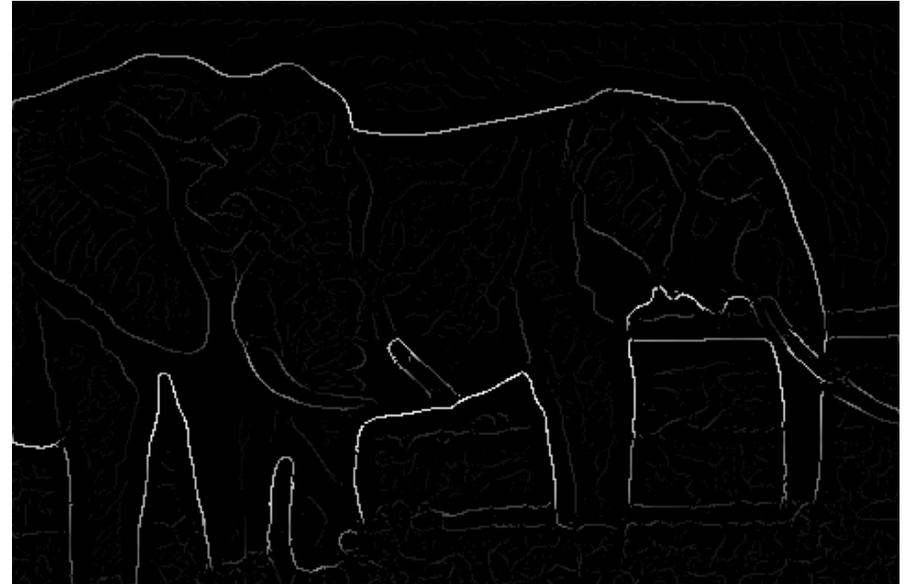
Boundaries of Objects from Edges



Brightness Gradient (Edge detection)

- Missing edge continuity, many spurious edges

Boundaries of Objects from Edges



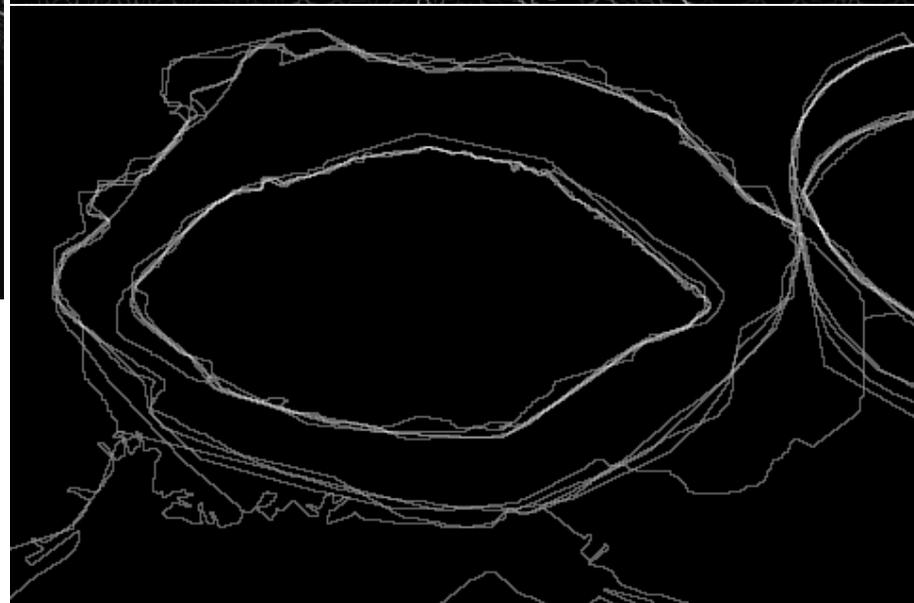
Multi-scale Brightness Gradient

- But, low strength edges may be very important

Machine Edge Detection



Image



Human Boundary Marking

Boundaries in Medical Imaging

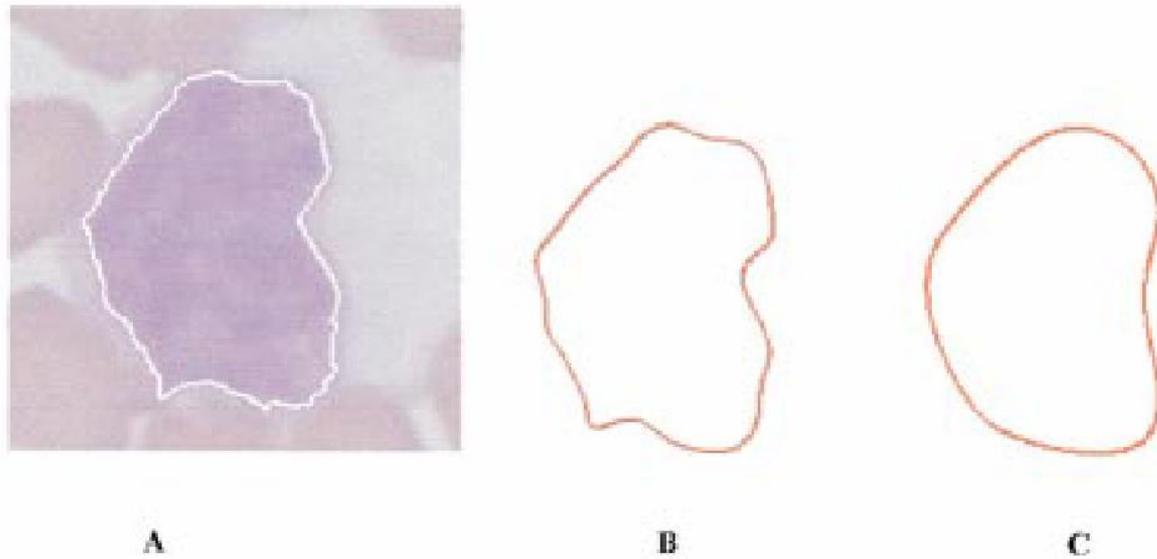


Fig. 2. Representation of a closed contour by elliptic Fourier descriptors. (a) Input. (b) Series truncated at 16 harmonics. (c) Series truncated to four harmonics.

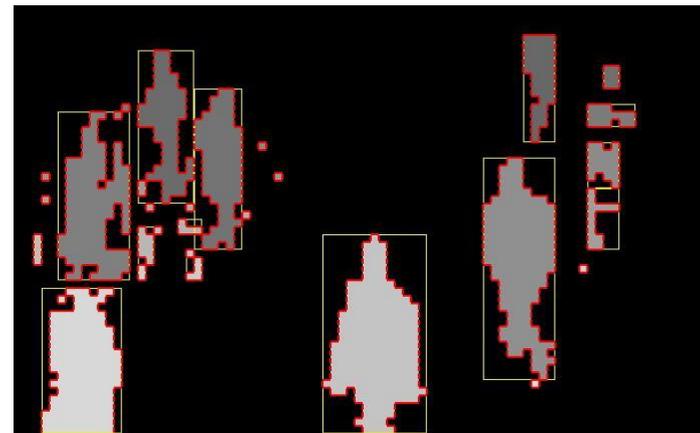
Detection of cancerous regions.



Sometimes hard even for humans!

What is 'Segmentation'?

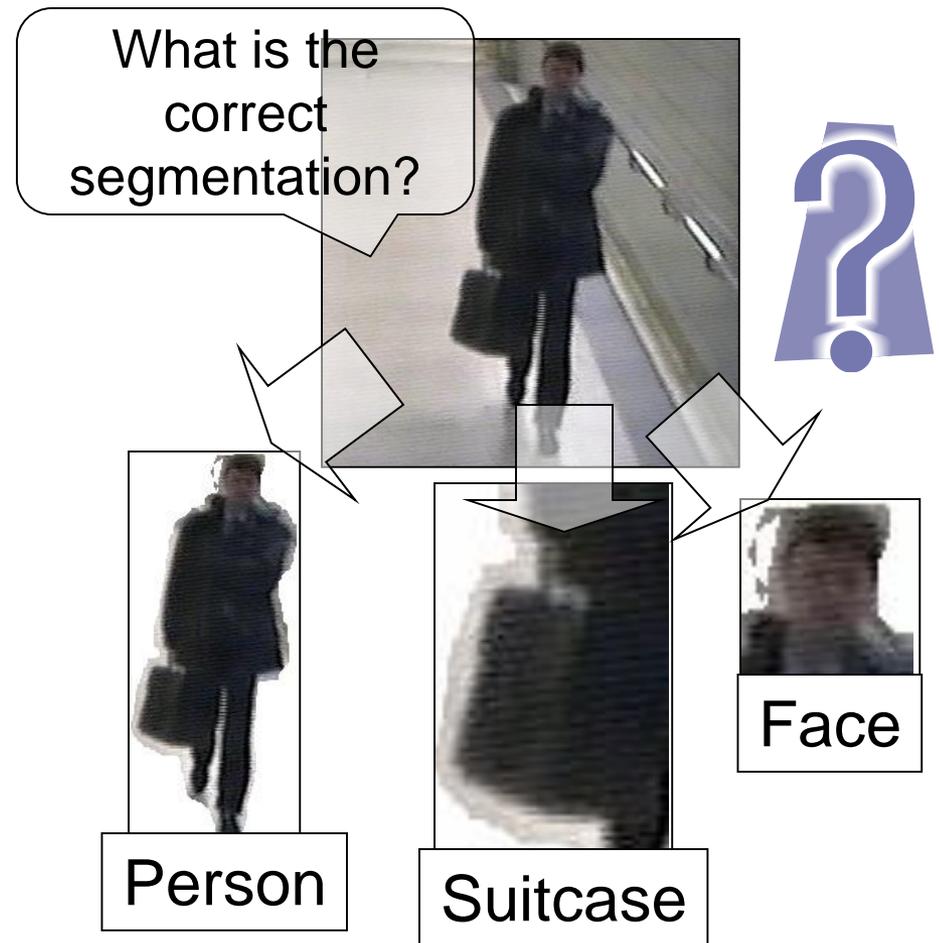
- Separation of the image in different areas.
 - Objects.
 - Areas with similar visual or semantic characteristics.



Not trivial! It is the holy grail of most computer vision problems!

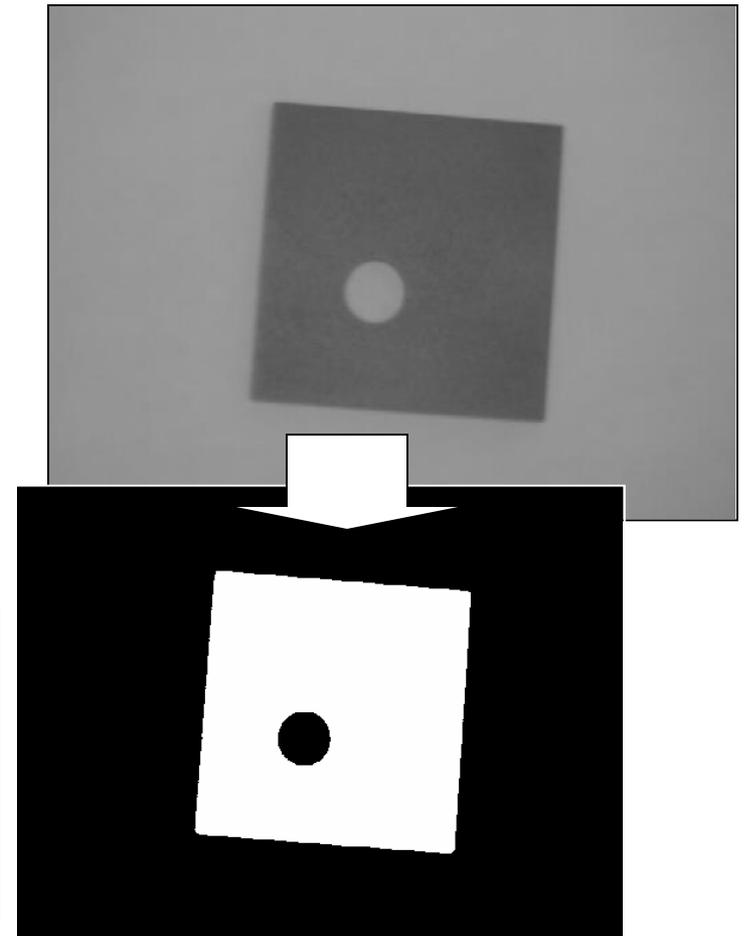
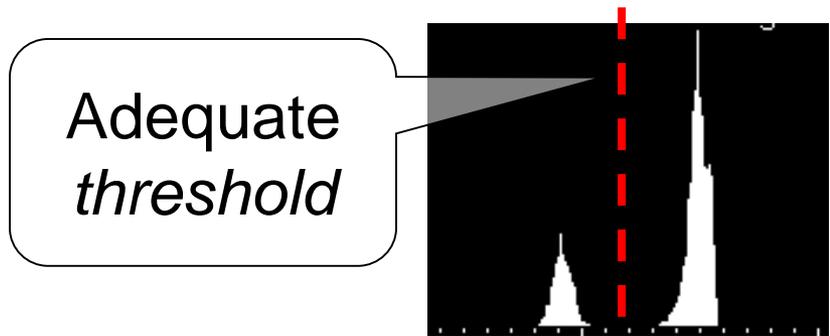
Subjectivity

- A 'correct' segmentation result is only valid for a specific context.
 - Subjectivity!
 - Hard to implement.
 - Hard to evaluate.



Core Technique: *Thresholding*

- Divide the image into two areas:
 - 1, if $f(x,y) > K$
 - 0, if $f(x,y) \leq K$
- Not easy to find the ideal ***k** magic number.*
- Core segmentation technique
 - Simple
 - Reasonably effective



Finding the 'magic number'



Correct
($k = 74$)



Wrong!
($k = 128$)

Sonnet for Lena

O dear Lena, your beauty is so vast
It is hard sometimes to describe it fast.
I thought the entire world I would impress
If only your portrait I could compress.
Alas! First when I tried to use VQ
I found that your cheeks belong to only you.
Your silky hair contains a thousand lines
Hard to match with sums of discrete cosines.
And for your lips, sensual and tactual
Thirteen Crays found not the proper fractal.
And while these setbacks are all quite severe
I might have fixed them with hacks here or there
But when filters took sparkle from your eyes
I said, 'Damn all this. I'll just digitize.'

Thomas Colthurst

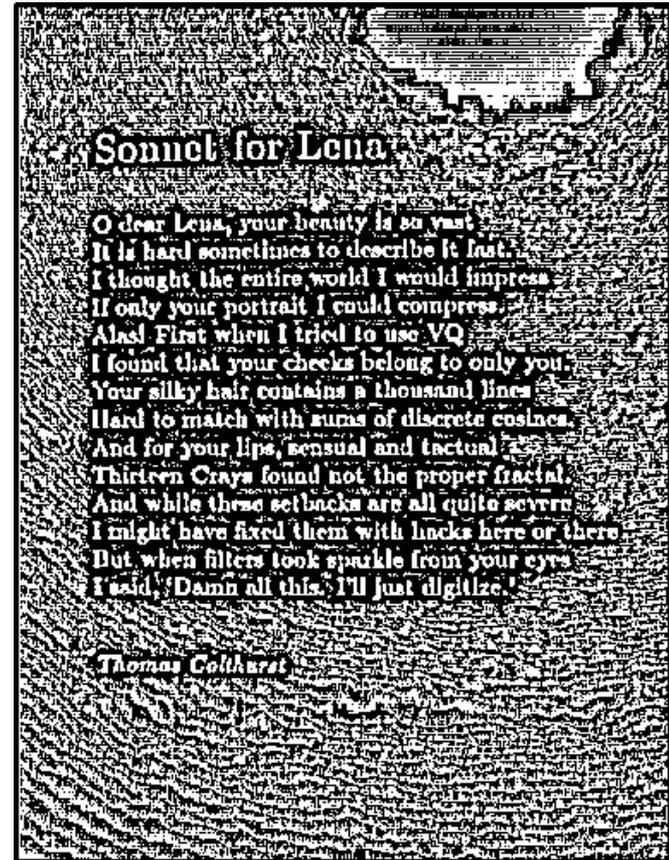
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Global thresholds are not
always adequate...

Adaptive Thresholding

- Adapt the threshold value for each pixel.
- Use characteristics of nearby pixels.
- How?
 - Mean
 - Median
 - Mean + K
 - ...



Mean of 7x7 neighborhood

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7x7 window; $K = 7$

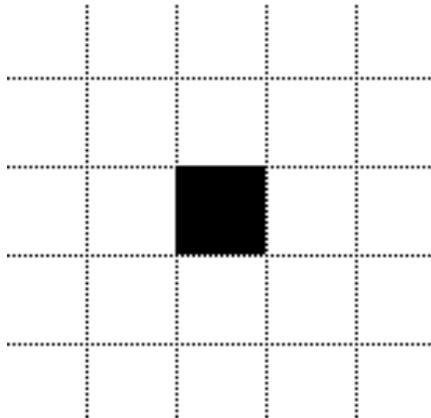
75x75 window; $K = 10$

Topic: Geometric structures

- Thresholding
- **Geometric structures**
- Hough Transform

Points

- What is a point?
 - Pixel with a significant illumination difference to its neighbors.
 - Group of pixels?



- Spatial Mask!
- Need to define a threshold K .

-1	-1	-1
-1	8	-1
-1	-1	-1

$$R = \sum_{i=1}^9 w_i z_i$$

$$|R| > K \Leftarrow \text{point!}$$

Lines

- **Spatial filter**
 - One per line direction
 - Sensitive to line width

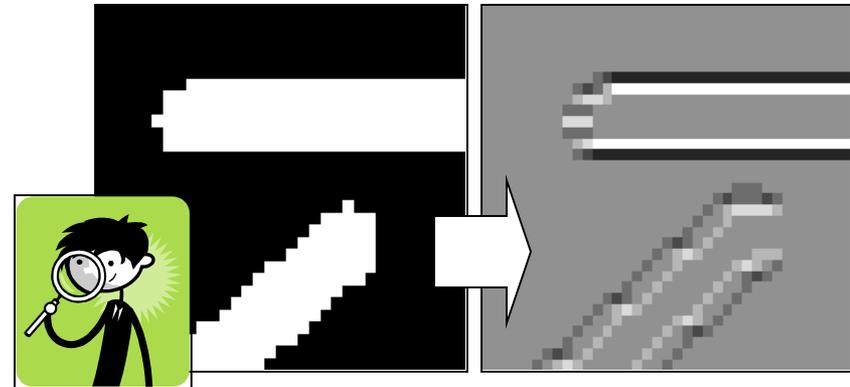
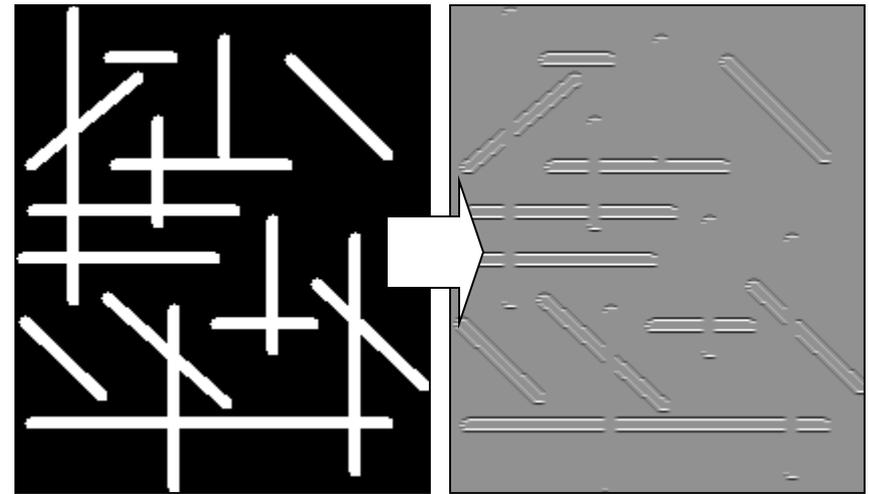
-1	-1	-1
2	2	2
-1	-1	-1

Horizontal

-1	2	-1
-1	2	-1
-1	2	-1

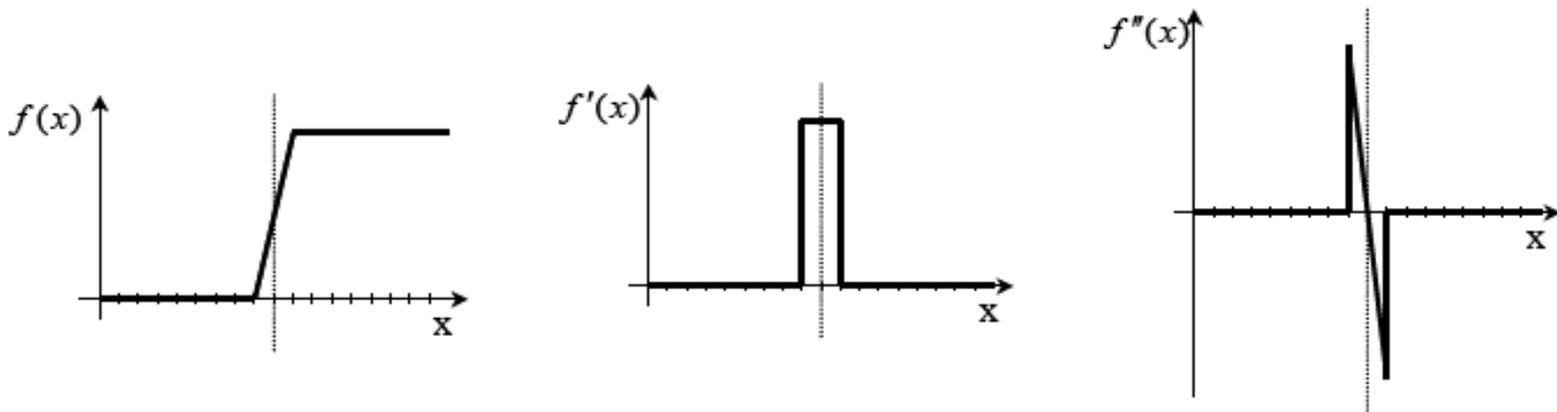
Vertical

Diagonal?



Edges

- **Edge:**
 - Spatial discontinuity of pixel amplitude.
 - High spatial gradient
 - First derivative (*peak*)
 - Second derivative (*zero crossing*)



Popular operators

- **Edge detection**

- Great utility for several problems.

$$G_x \rightarrow \begin{bmatrix} -1 & 0 & 1 \\ -2 & 0 & 2 \\ -1 & 0 & 1 \end{bmatrix}$$

$$G_y \rightarrow \begin{bmatrix} -1 & -2 & -1 \\ 0 & 0 & 0 \\ 1 & 2 & 1 \end{bmatrix}$$

a) Sobel edge detector

- Well studied problem.

$$G_x \rightarrow \begin{bmatrix} -1 & 0 & 1 \\ -1 & 0 & 1 \\ -1 & 0 & 1 \end{bmatrix}$$

$$G_y \rightarrow \begin{bmatrix} -1 & -1 & -1 \\ 0 & 0 & 0 \\ 1 & 1 & 1 \end{bmatrix}$$

b) Prewitt edge detector

- **A variety of solutions exists.**

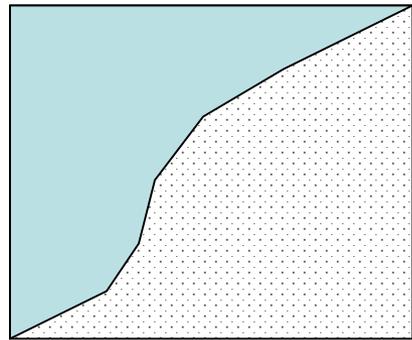
$$G_x \rightarrow \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

$$G_y \rightarrow \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix}$$

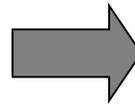
c) Roberts edge detector



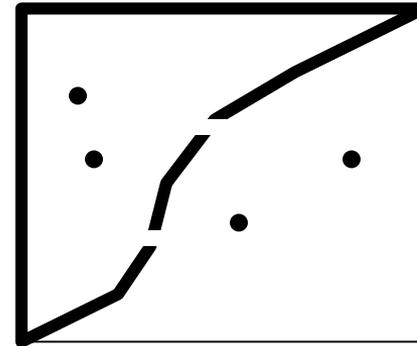
Processing Edge Images



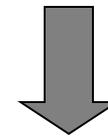
Image



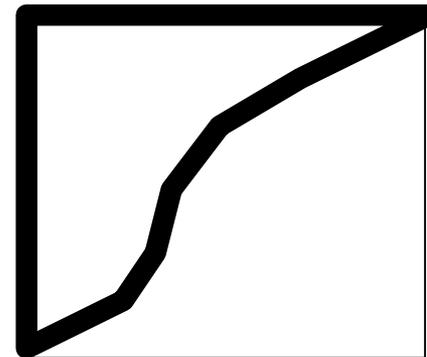
Edge detection
and Thresholding



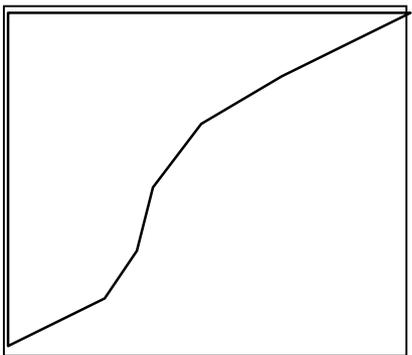
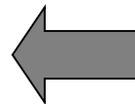
Noisy edge image
Incomplete boundaries



Edge Tracking



Thinning



Edge Tracking Methods

- **Adjusting a priori Boundaries**

Given: Approximate Location of Boundary

Task: Find Accurate Location of Boundary

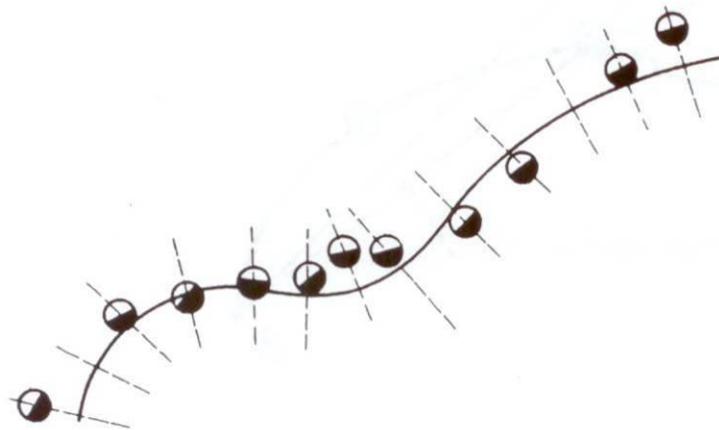


Fig. 4.2 Search orientations from an approximate boundary location.

- Search for **STRONG EDGES** along normals to approximate boundary.
- Fit curve (eg., polynomials) to strong edges.

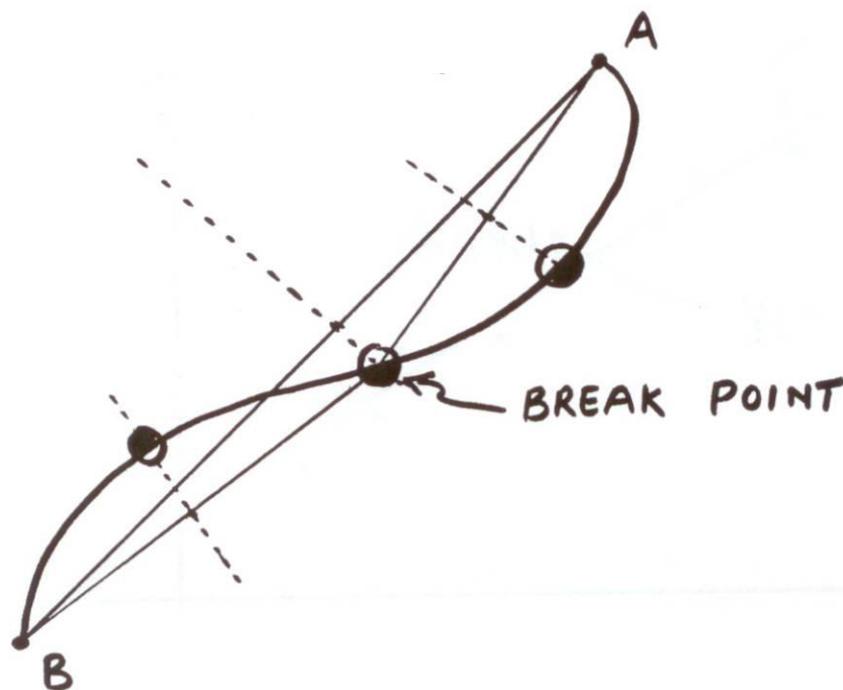
Edge Tracking Methods

- **Divide and Conquer**

Given: Boundary lies between points A and B

Task: Find Boundary

- Connect A and B with Line
- Find strongest edge along line bisector
- Use edge point as break point
- Repeat



Fitting Lines to Edges (Least Squares)

Given: Many (x_i, y_i) pairs
Find: Parameters (m, c)

Minimize: Average square distance:

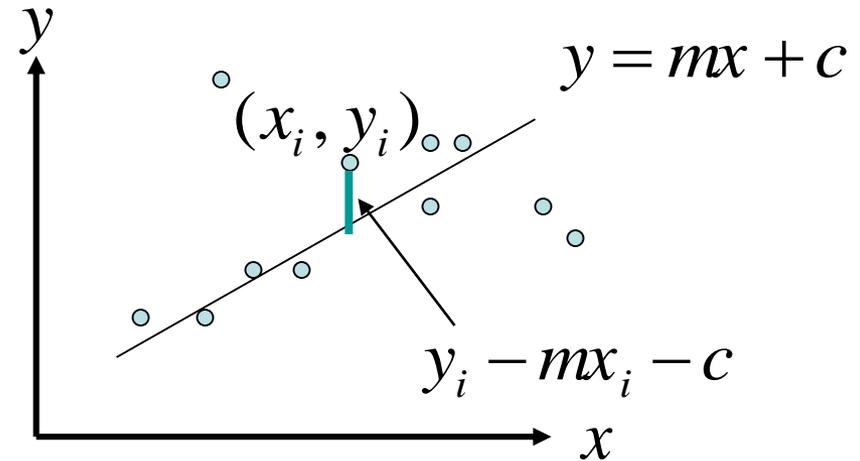
$$E = \sum_i \frac{(y_i - mx_i - c)^2}{N}$$

Using:

$$\frac{\partial E}{\partial m} = 0 \quad \& \quad \frac{\partial E}{\partial c} = 0$$

Note:

$$\bar{y} = \frac{\sum_i y_i}{N} \quad \bar{x} = \frac{\sum_i x_i}{N}$$



$$c = \bar{y} - m \bar{x}$$
$$m = \frac{\sum_i (x_i - \bar{x})(y_i - \bar{y})}{\sum_i (x_i - \bar{x})^2}$$

Topic: Hough Transform

- Thresholding
- Geometric structures
- **Hough Transform**

Hough Transform

- Elegant method for direct object recognition
- Edges need not be connected
- Complete object need not be visible
- Key Idea: Edges **VOTE** for the possible model

Image and Parameter Spaces

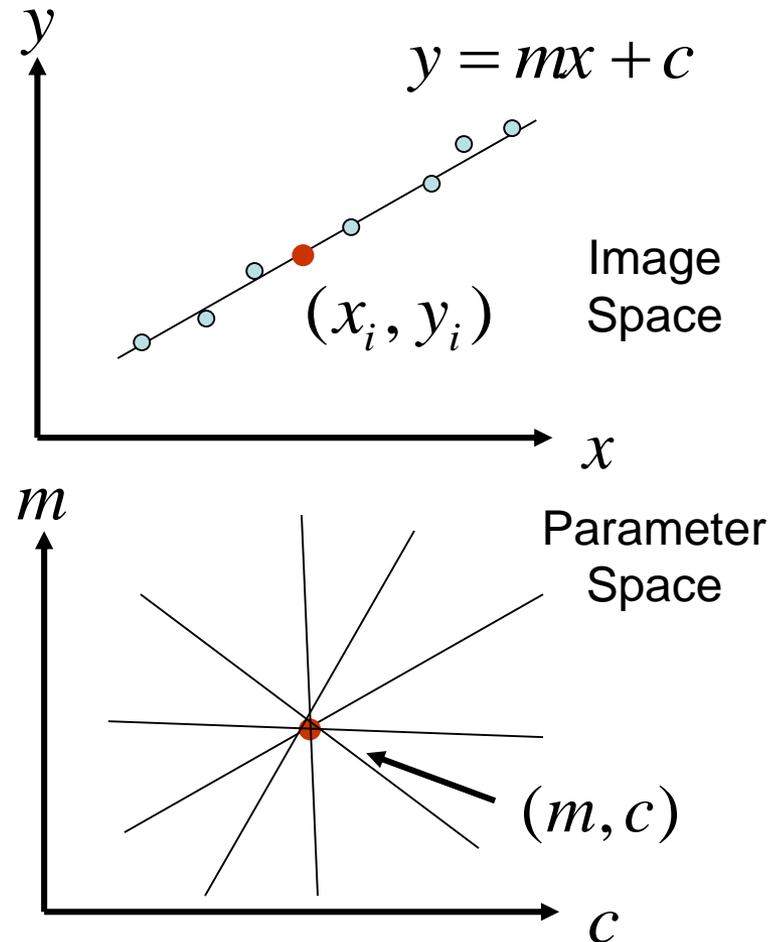
Equation of Line: $y = mx + c$

Find: (m, c)

Consider point: (x_i, y_i)

$$y_i = mx_i + c \quad \text{or} \quad c = -x_i m + y_i$$

Parameter space also called Hough Space



Better Parameterization

NOTE: $-\infty \leq m \leq \infty$
Large Accumulator

More memory and computations

Improvement: (Finite Accumulator Array Size)

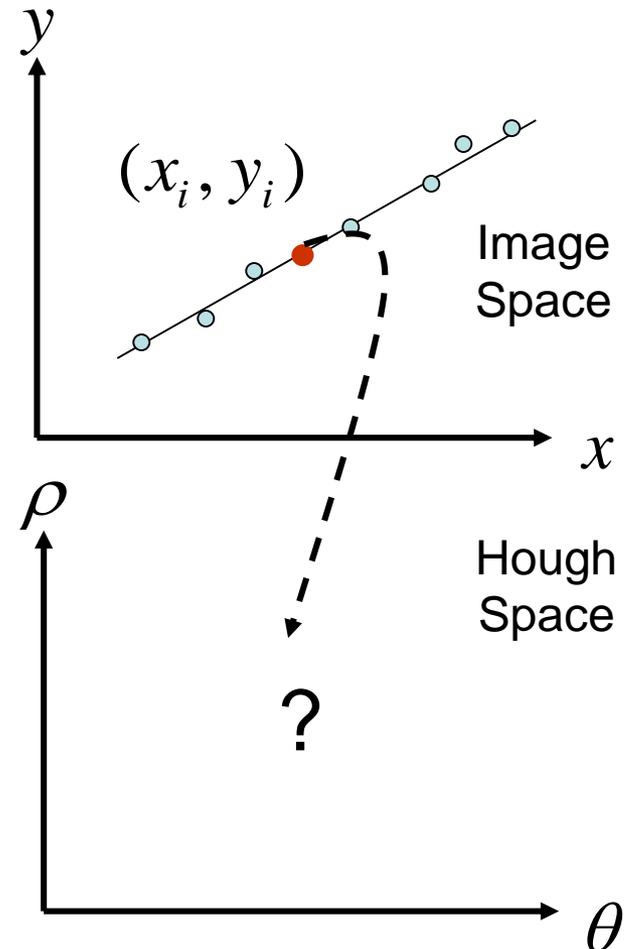
Line equation: $\rho = -x \cos \theta + y \sin \theta$

Here $0 \leq \theta \leq 2\pi$

$0 \leq \rho \leq \rho_{\max}$

Given points (x_i, y_i) find (ρ, θ)

Hough Space Sinusoid



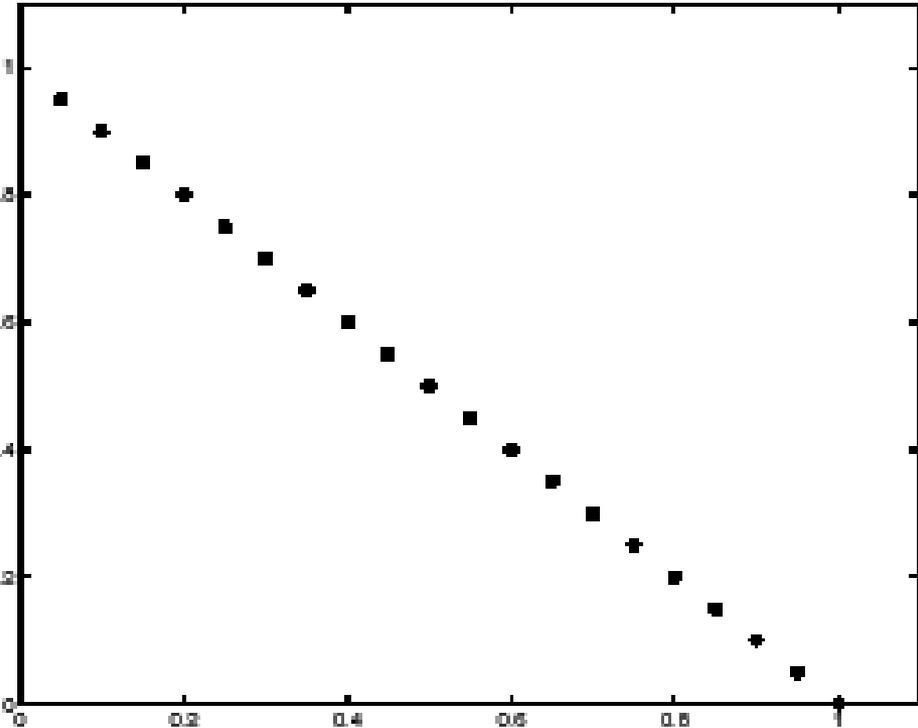
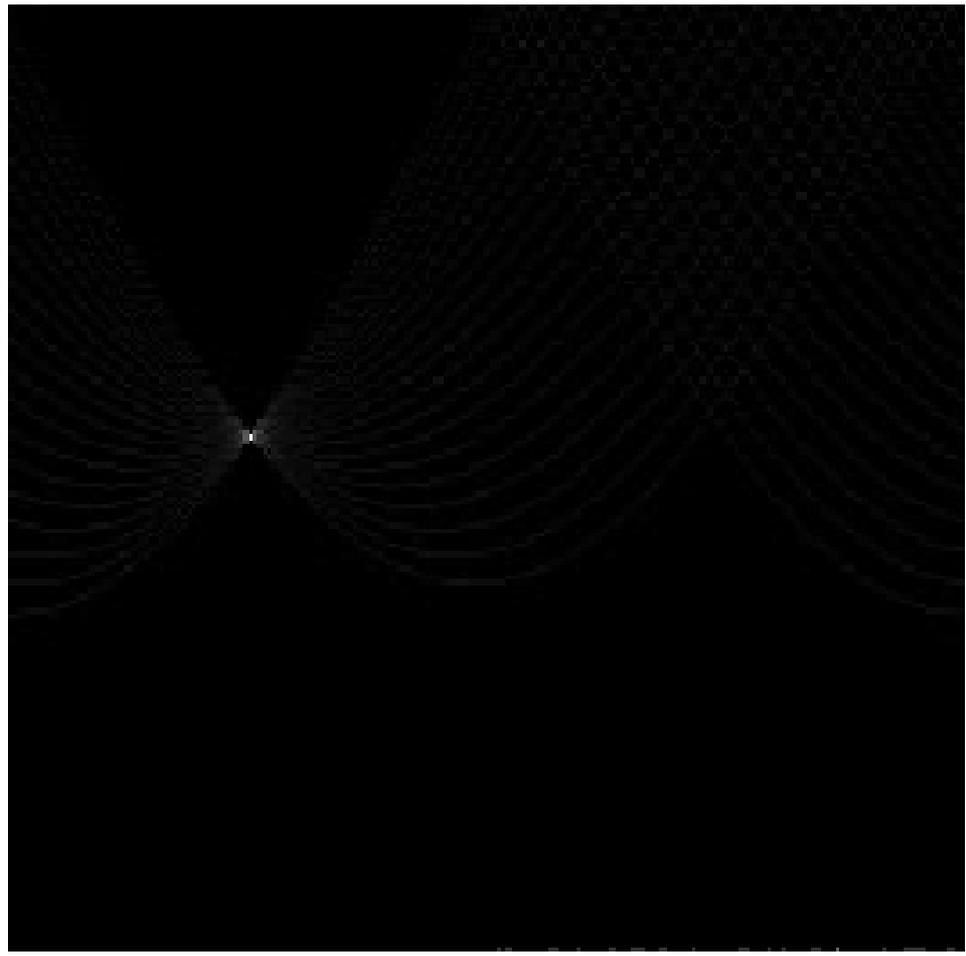
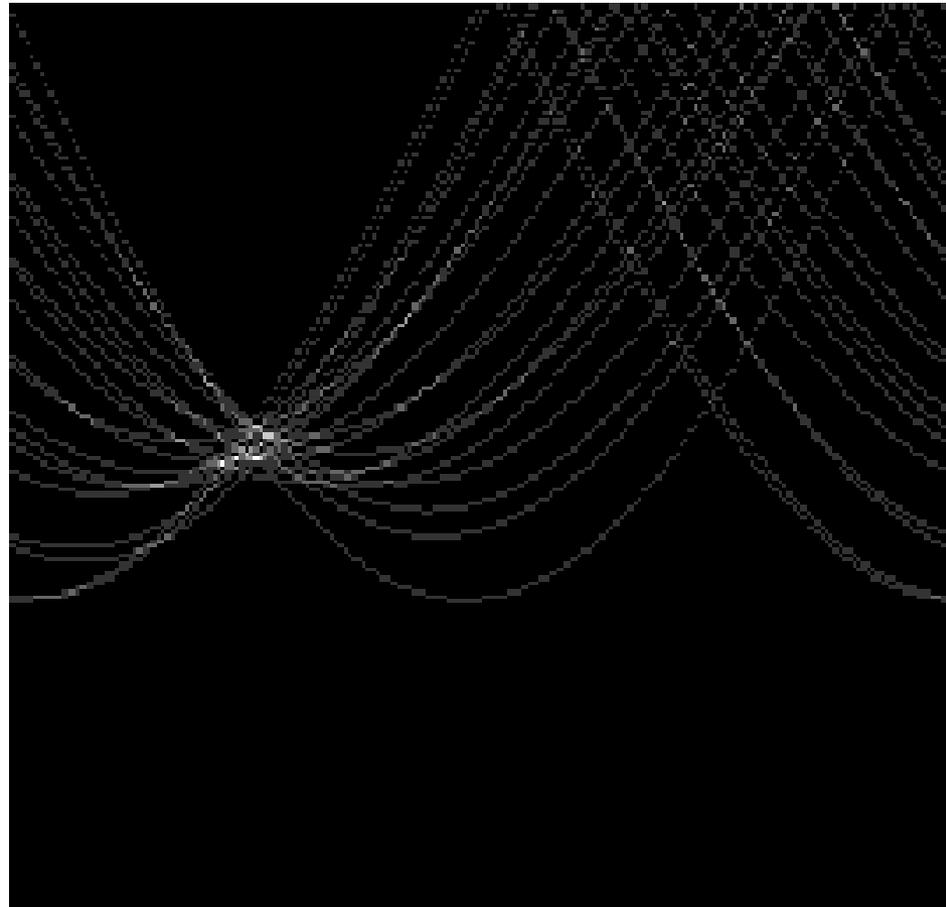
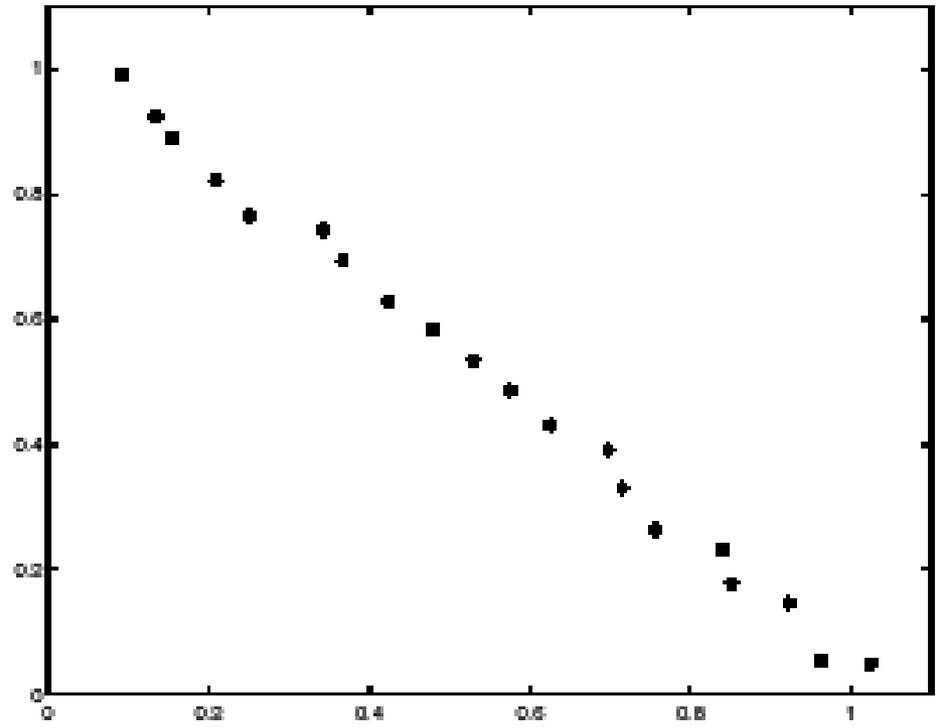


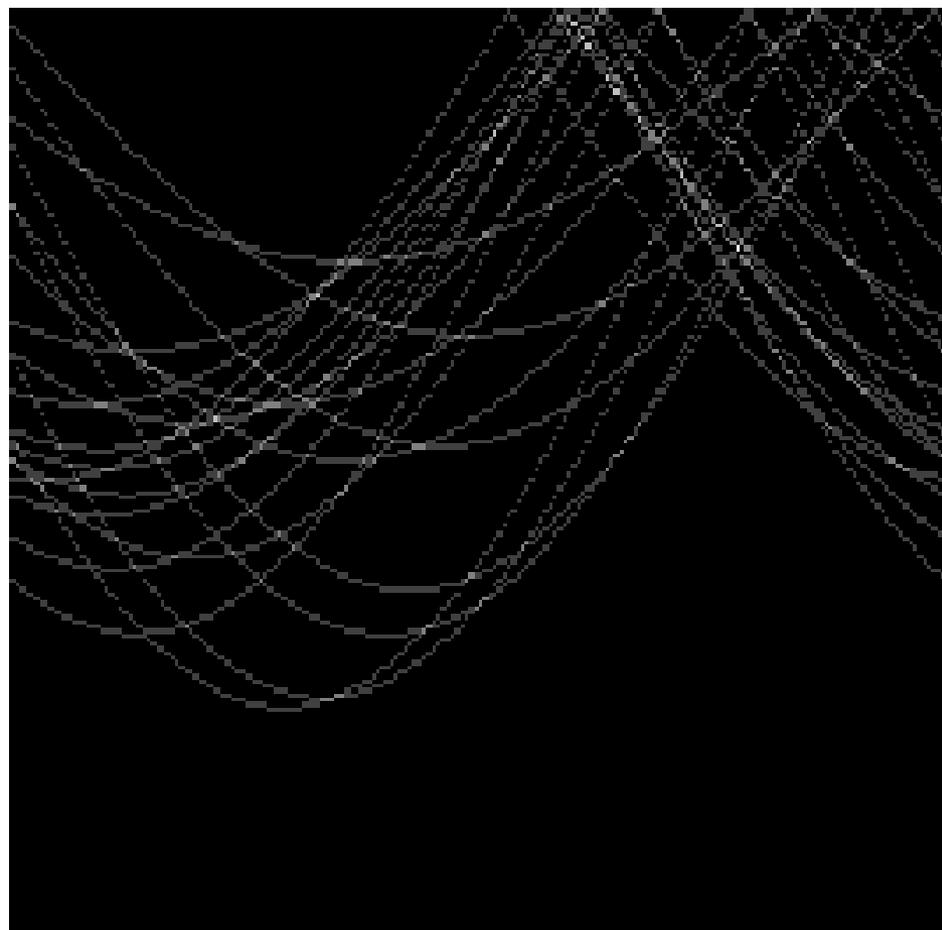
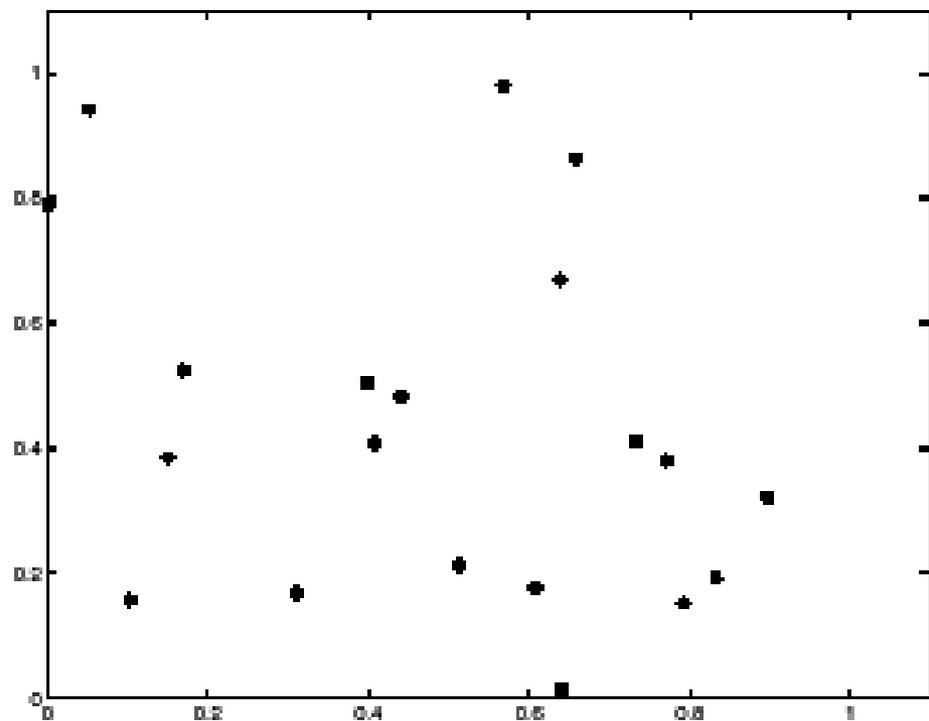
Image space



Votes

Horizontal axis is θ ,
vertical is ρ .



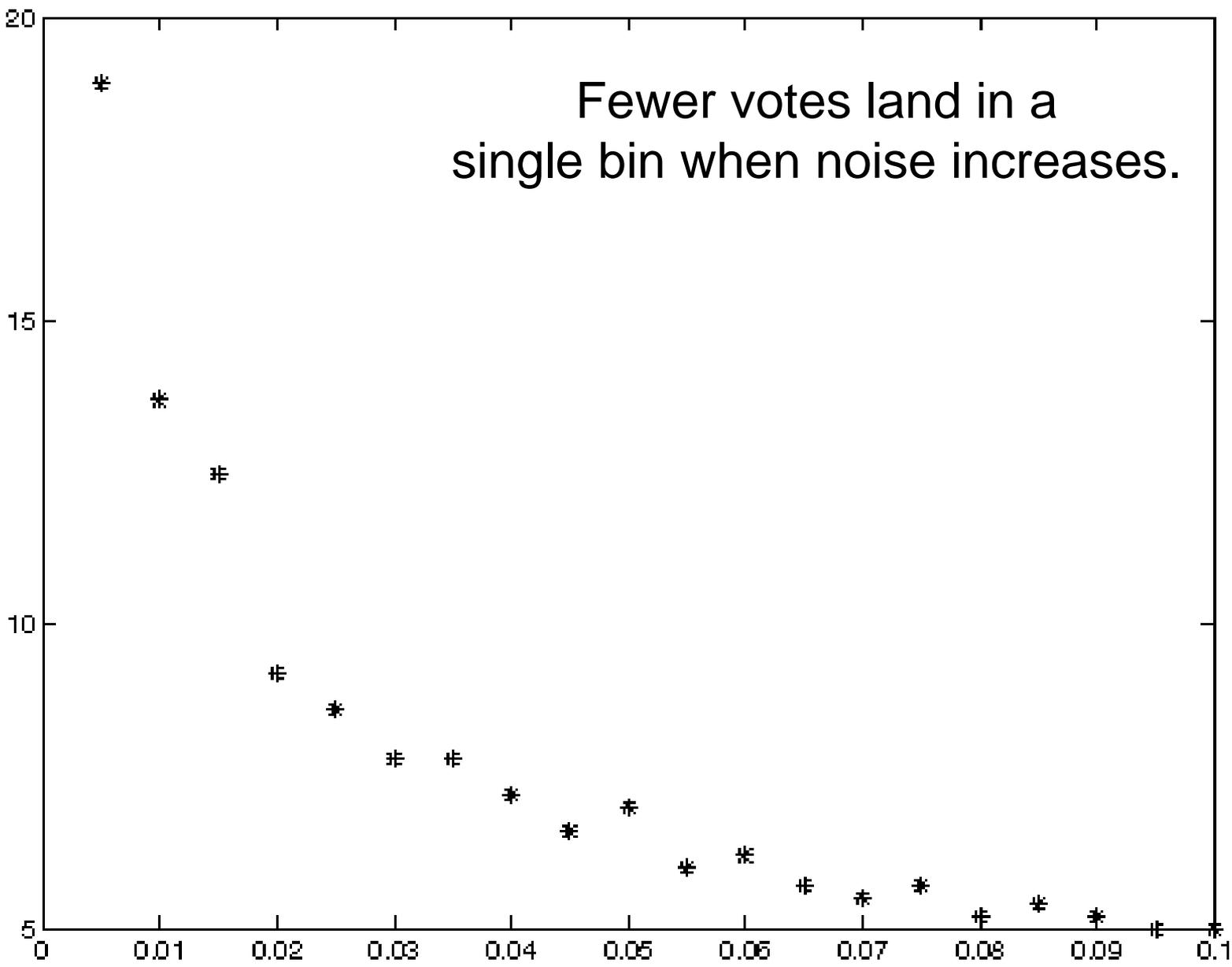


Mechanics of the Hough Transform

- **Difficulties**
 - how big should the cells be? (too big, and we merge quite different lines; too small, and noise causes lines to be missed)
- **How many lines?**
 - Count the peaks in the Hough array
 - Treat adjacent peaks as a single peak
- **Which points belong to each line?**
 - Search for points close to the line
 - Solve again for line and iterate

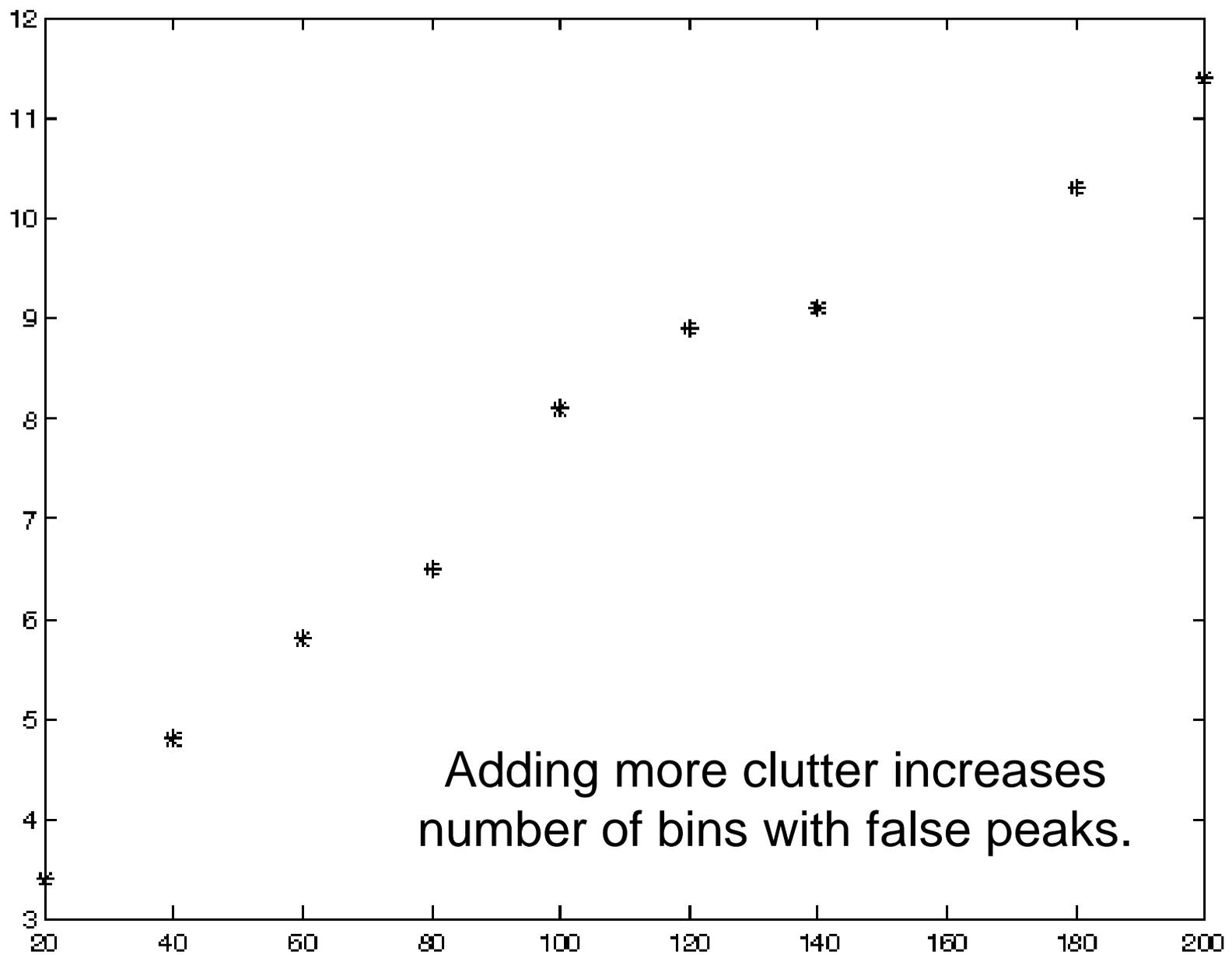
Fewer votes land in a single bin when noise increases.

Maximum number of votes



Noise level

Maximum number of votes



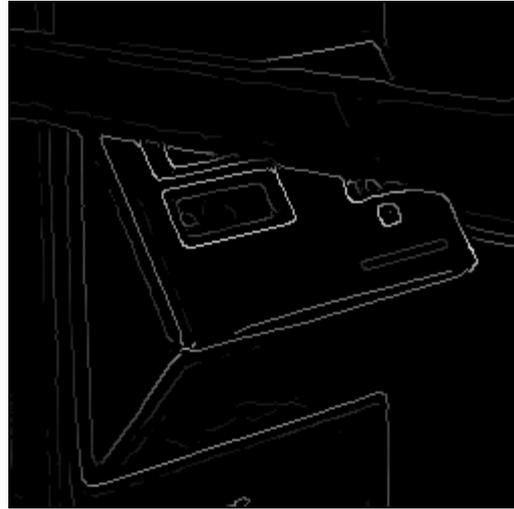
Adding more clutter increases number of bins with false peaks.

Number of noise points

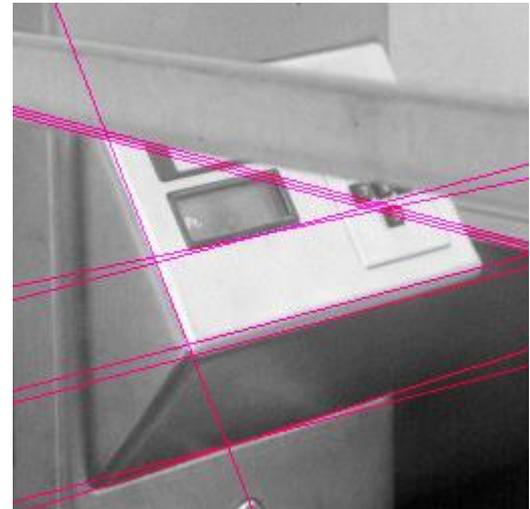
Real World Example



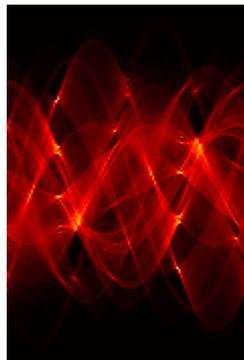
Original



Edge
Detection



Found Lines



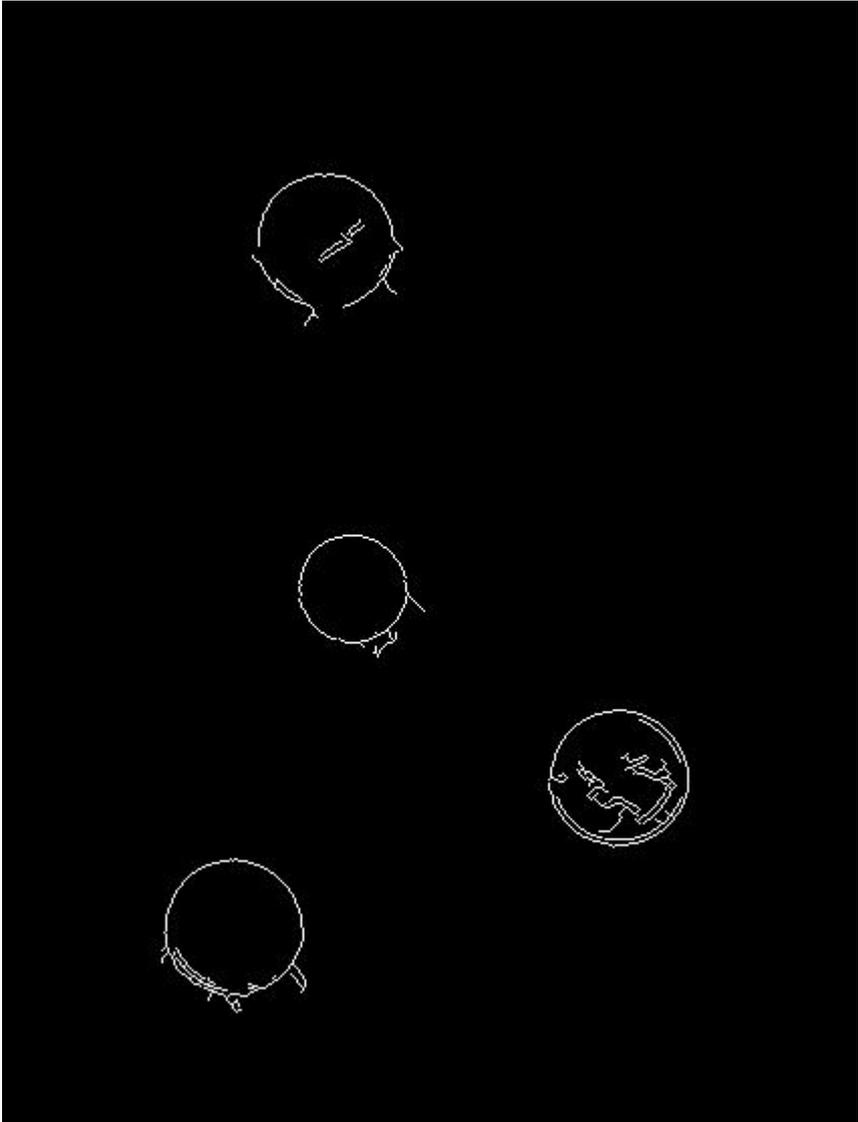
Parameter Space

Other shapes

Original



Edges when using circle model



Resources

- Gonzalez & Woods – Chapter 7
- N. Otsu, “A threshold selection method from gray-level histograms,” *IEEE Trans. Sys., Man., Cyber.*, vol. 9, pp. 62–66, 1979.