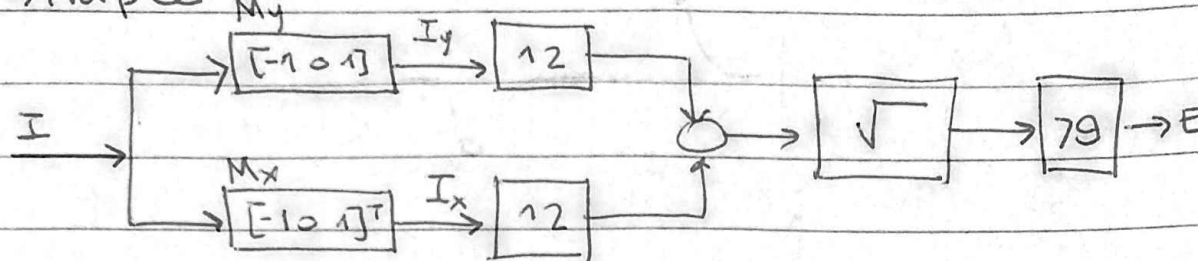


Edge Detection



① Simple



$$I_y = \text{imfilter}(I, [-1 \ 0 \ 1]);$$

$$I_x = \text{imfilter}(I, [-1 \ 0 \ 1]^T);$$

$$E = \text{sqrt}(I_x * I_x + I_y * I_y) > \text{theta};$$

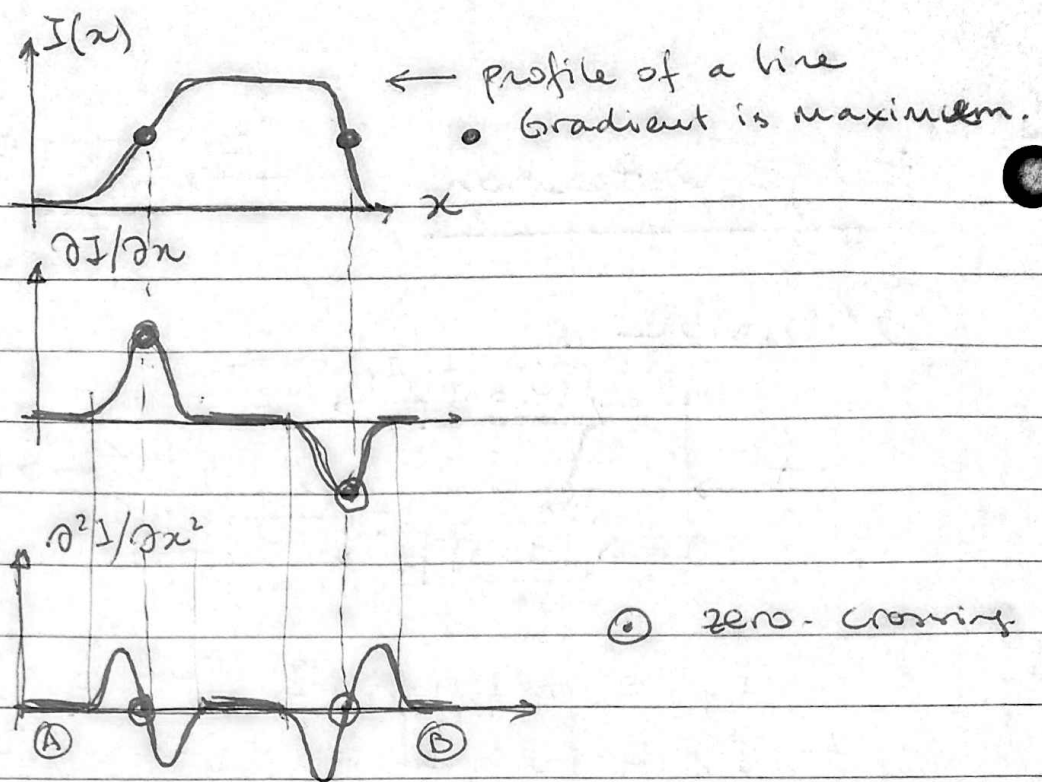
② Sobel

Similar to Simple, however, M_x and M_y are different:

$$M_y = \begin{bmatrix} -1 & 0 & 1 \\ -2 & 0 & 2 \\ -1 & 0 & 1 \end{bmatrix} \quad M_x = M_y^T;$$

③ Laplacian-of-Gaussian (LoG)

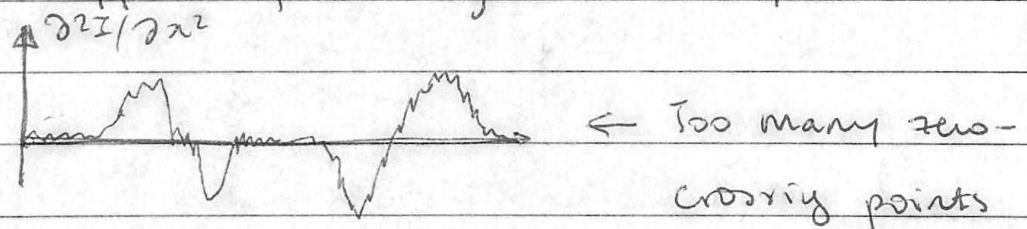
Methods ① & ② are based on maximization of gradient. LoG, however, uses the second derivative. How?



LoG detects the "zero-crossing" points because they correspond to the maximum gradient.

Zero-crossing \neq zero values ((A) and (B) are not zero-crossing).

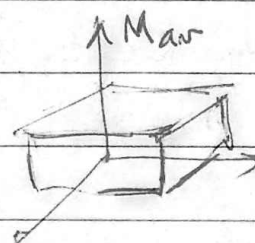
What happens if the signal is noisy?



→ solution: I should be filtered!

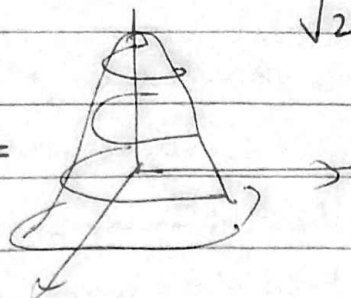
LoG uses a Gaussian Low Pass Filter.

$$\text{Average: } M = \frac{1}{n_2} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$



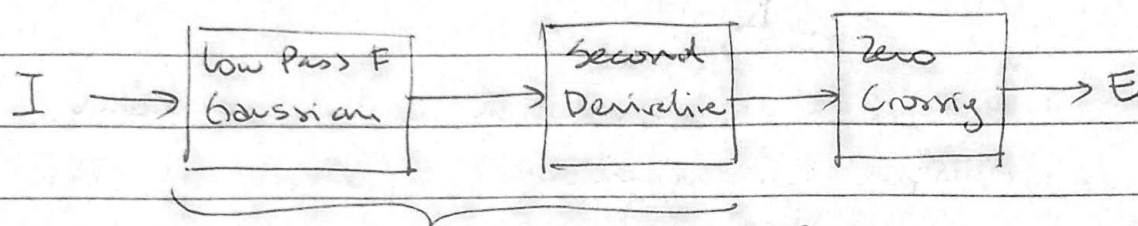
Gaussian

$M_{\text{gauss}} =$



$$\frac{1}{\sqrt{2\pi\sigma}} e^{-\frac{x^2+y^2}{2\sigma^2}}$$

LoG Block Diagram



$$\frac{1}{\sqrt{2\pi\sigma}} \cdot \frac{x^2+y^2-2\sigma^2}{\sigma^4} e^{-\frac{x^2+y^2}{2\sigma^2}} \rightarrow \text{Mexican Hat}$$

④ Canny

It search the "optimal" mask. It should fill the following criteria:

- (a) Good Detection
- (b) Good Localization
- (c) Single Response

Example



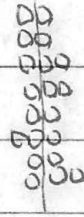
True
Edge



(a)
X



(b)
X

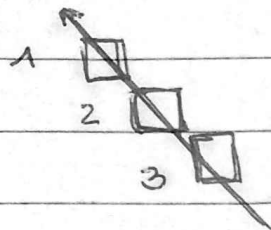


(c)
X

The "optimal" mask is similar to a Gaussian low Pass Filter (in x, in y direction)

After filtering

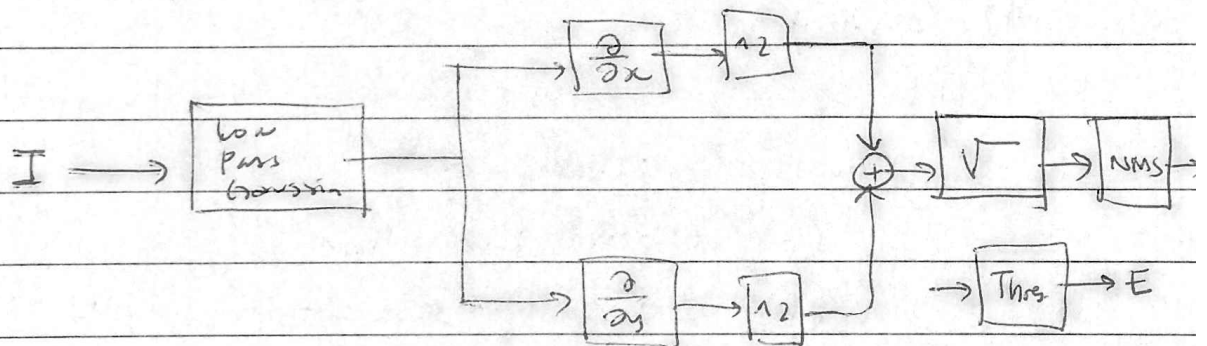
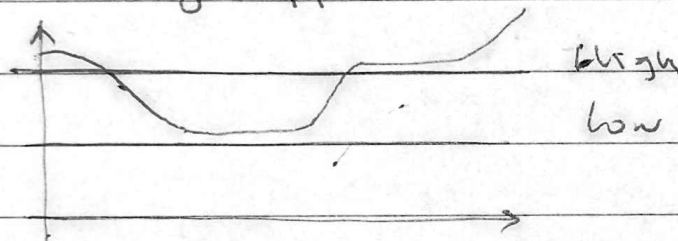
It uses non-maximum suppression approach:



Pixels 1 and 3 are set to zero if $G_2 > G_1$ AND $G_2 > G_3$

direction of the gradient

After non-maximum suppression it uses thresholding approach



⑤ Morphological gradient

