

Lecture 5 – Image Segmentation (图像分割)

This lecture will cover:

- **Morphological Image Processing (形态学图像处理)**
 - Morphological operation
 - Morphological algorithms
- Image Segmentation (图像分割)
 - Point, Line and Edge Detection (点、线和边缘检测)
 - Thresholding (阈值处理)
 - Segmentation using Morphological Watersheds (形态学分水岭分割)

Mathematical Morphology

- **Language: Set theory (集合论)**
- **Advantages comparing to other spatial or frequency domain methods**
 - Keep more information from image;
 - Parallel processing
 - Insensitive to noise
 - Smooth edge
 - Continuous skeletons
- **Key operations**
 - HMT (Hit or Miss Transformation)(击中与否变换)
 - Dilation (膨胀) and Erosion (腐蚀)

Steps

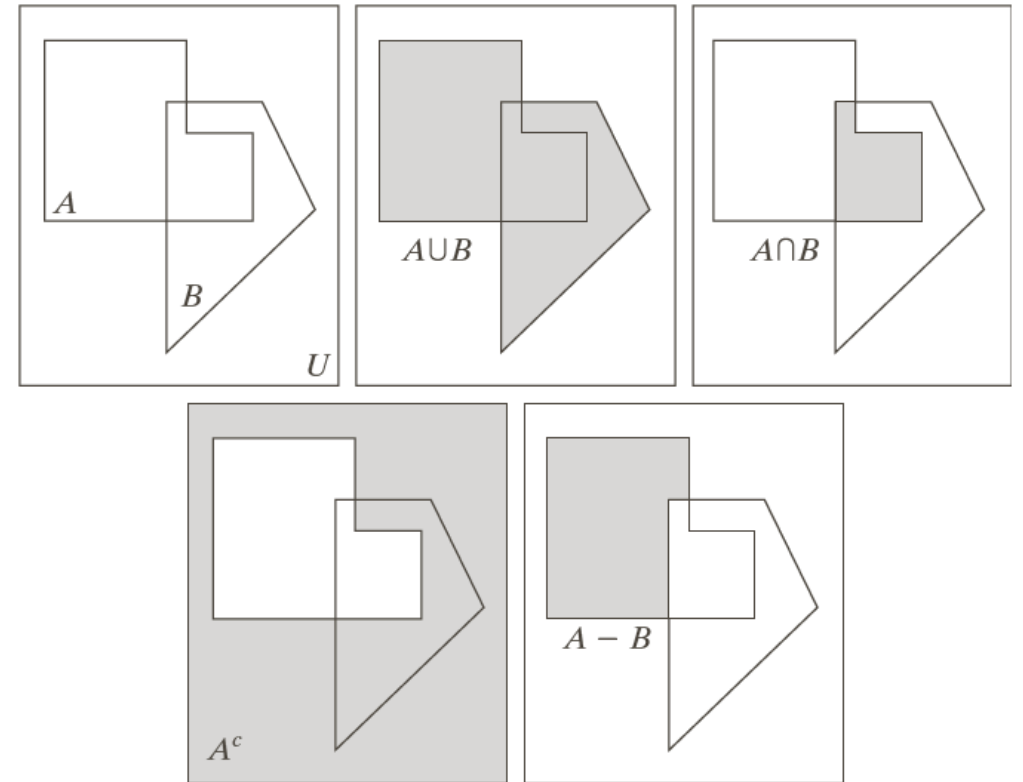
To analyze image with mathematical morphological methods,

- ① Specify the geometrical structural pattern of the object;
- ② Choose structuring element (SE) based on the pattern
- ③ Proceed HMT with the selected SE to acquire characteristic image of the object
- ④ Emphasize the desired information to extract attributes

Preliminaries --- Set Operation

An digital image $\mathbf{f}(\mathbf{x}, \mathbf{y})$ can be considered as a set \mathbf{A} , if $\mathbf{w} = (\mathbf{x}, \mathbf{y})$ in 2D integer space \mathbf{Z}^2 , Then

- $\mathbf{w} \in \mathbf{A}$: \mathbf{w} is an element of \mathbf{A}
- $\mathbf{w} \notin \mathbf{A}$: \mathbf{w} is not an element of \mathbf{A}
- $\mathbf{B} = \{\mathbf{w} \mid \text{condition}\}$: all elements which meet the specified condition
 - $\mathbf{A} \cup \mathbf{B} = \{\mathbf{w} \mid \mathbf{w} \in \mathbf{A} \text{ or } \mathbf{w} \in \mathbf{B}\}$: union (并集)
 - $\mathbf{A} \cap \mathbf{B} = \{\mathbf{w} \mid \mathbf{w} \in \mathbf{A} \text{ and } \mathbf{w} \in \mathbf{B}\}$: intersection (交集)
 - $\mathbf{A}^c = \{\mathbf{w} \mid \mathbf{w} \notin \mathbf{A}\}$: complement (补集)
 - $\mathbf{A} - \mathbf{B} = \{\mathbf{w} \mid \mathbf{w} \in \mathbf{A}, \mathbf{w} \notin \mathbf{B}\}$: difference (差集)



Reflection and Translation

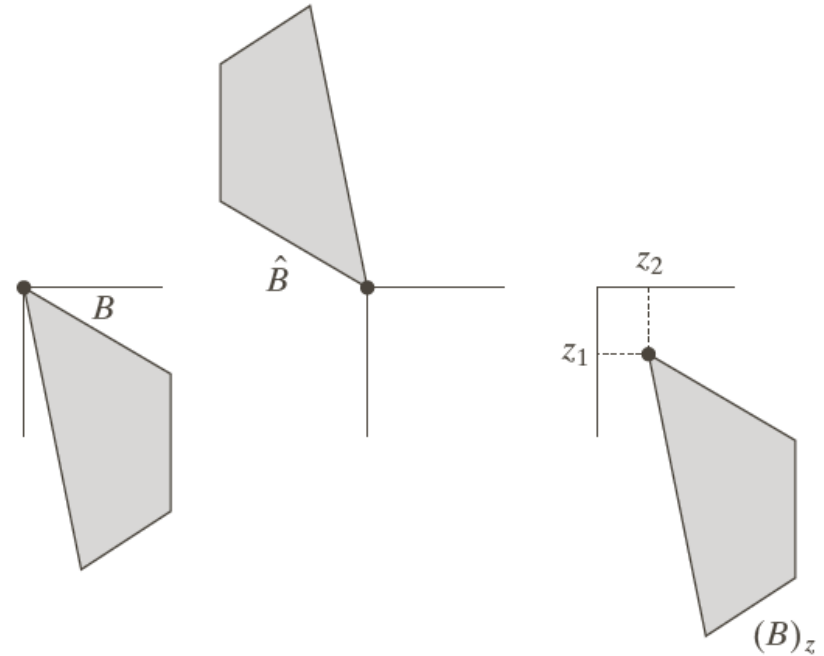
➤ Reflection (反射)

$$\hat{B} = \{w \mid w = -b, b \in B\}$$

➤ Translation (平移)

$$(B)_z = \{w \mid w = b + z, b \in B\},$$

where $z = (z_1, z_2)$



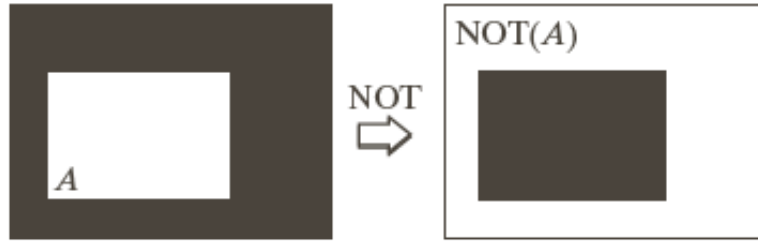
* *Foreground (前景) and Background(背景):*

the sets of pixels in an image defined to be objects and non-objects, respectively

Preliminaries --- Logical Operation

Matlab Function:

- $\sim A$ / `not(A)`
- $A \& B$ / `and(A,B)`
- $A|B$ / `or(A,B)`
- $A \oplus B$ / `xor(A,B)`



Structuring Element (结构元)

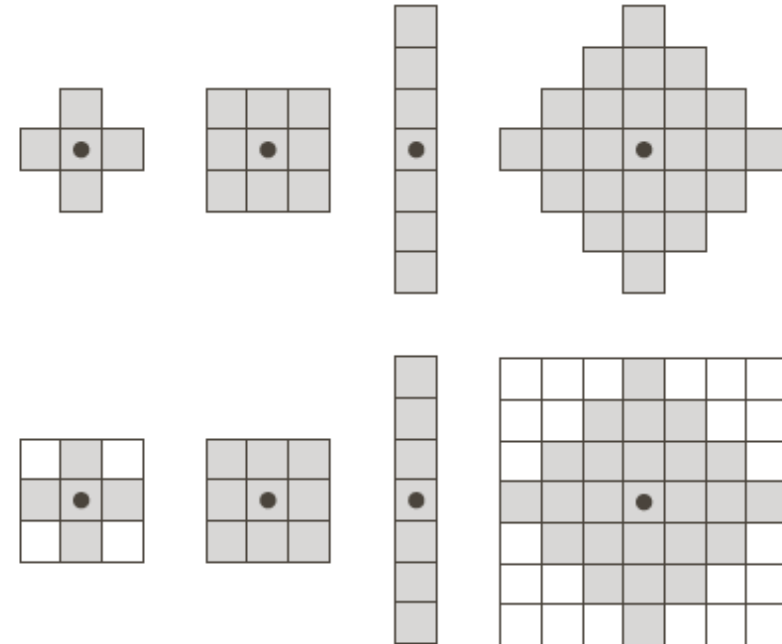
- **Structuring Element (SE)** --- small sets or subimages used to probe an image under study for properties of interest.

- **SE Selection**

- Simpler than the image
- With boundary
- Convex

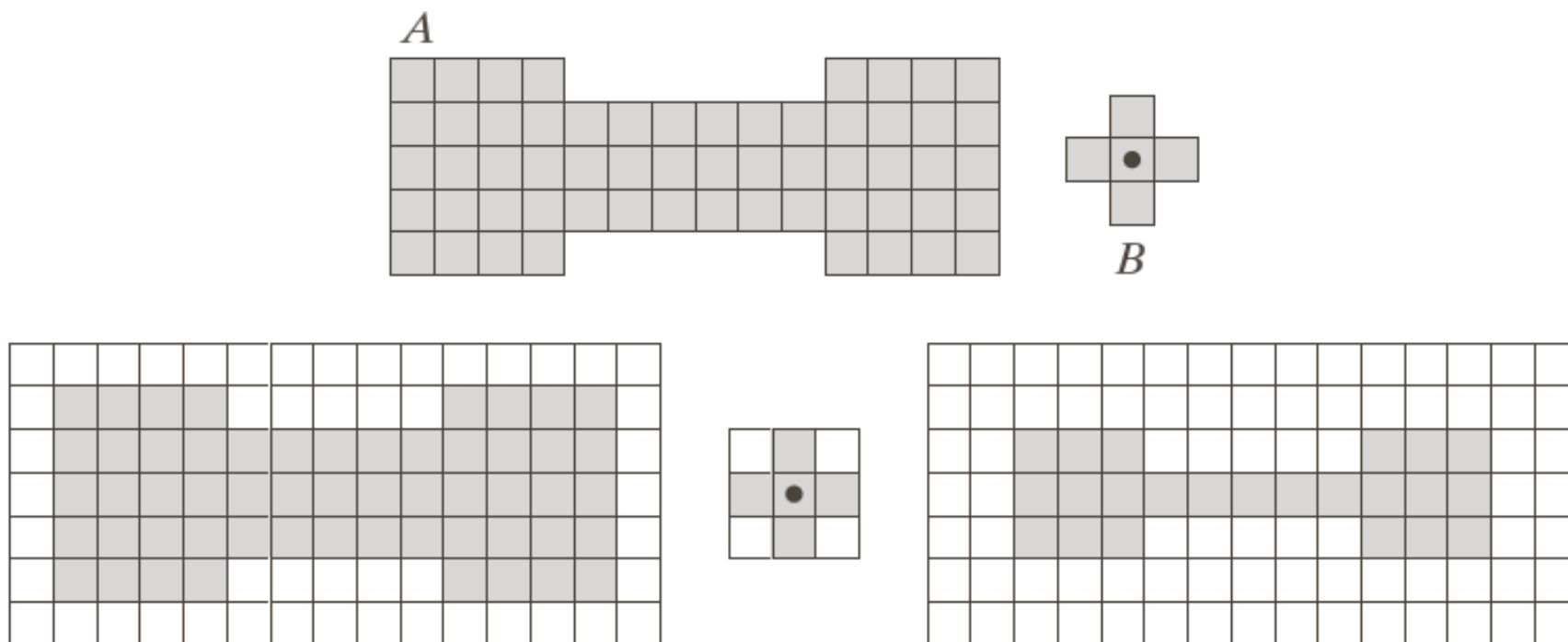
- **Structures**

- Origin
- Rectangular



Structuring Element (结构元)

➤ **Matlab Function:** `se = strel(shape, parameters)`



Erosion (腐蚀)

➤ Definition:

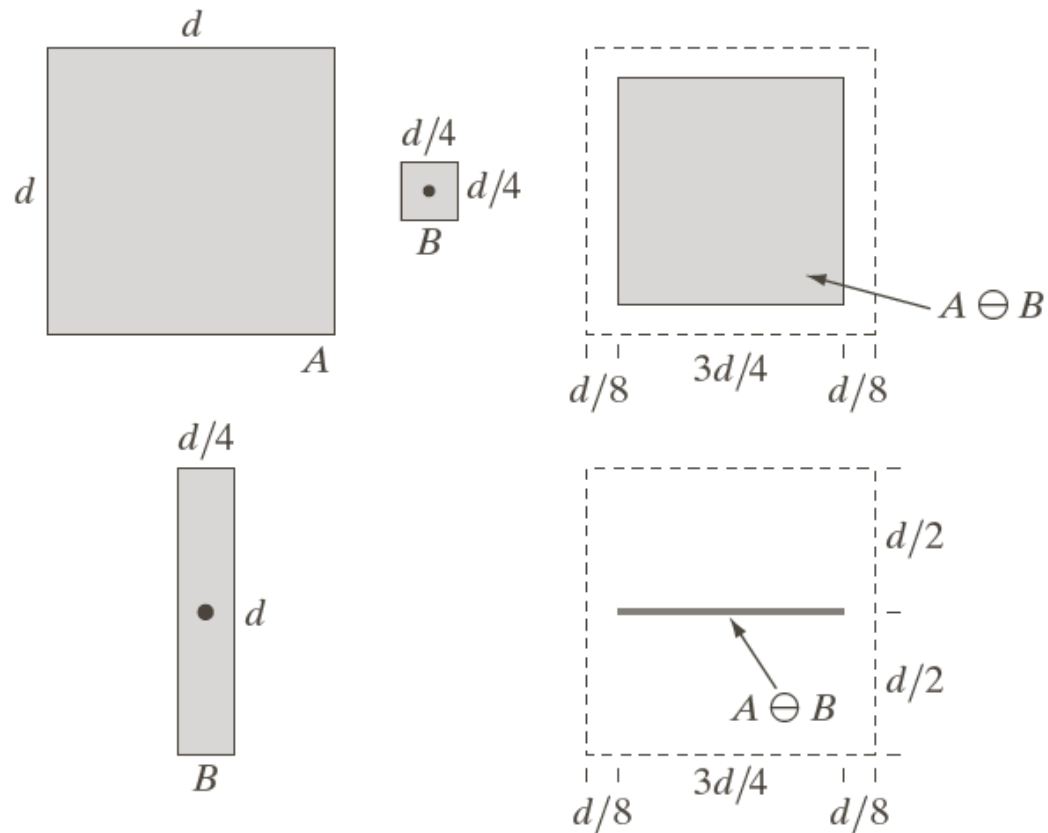
$$A \ominus B = \{z \mid (B)_z \subseteq A\}$$

or

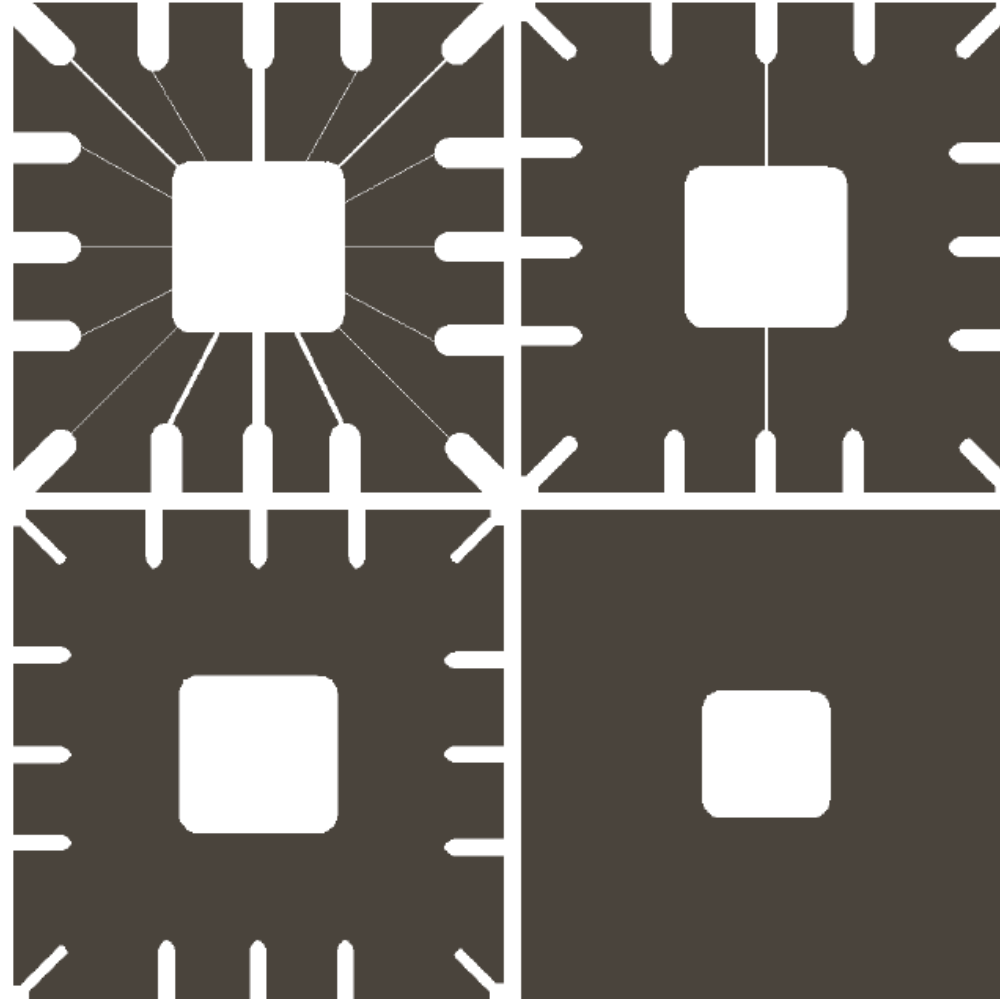
$$A \ominus B = \{z \mid (B)_z \cap A^c = \emptyset\}$$

➤ Matlab Function:

$$J = \text{imerode}(I, SE)$$



Erosion (腐蚀)



Dilation (膨胀)

➤ **Definition:**

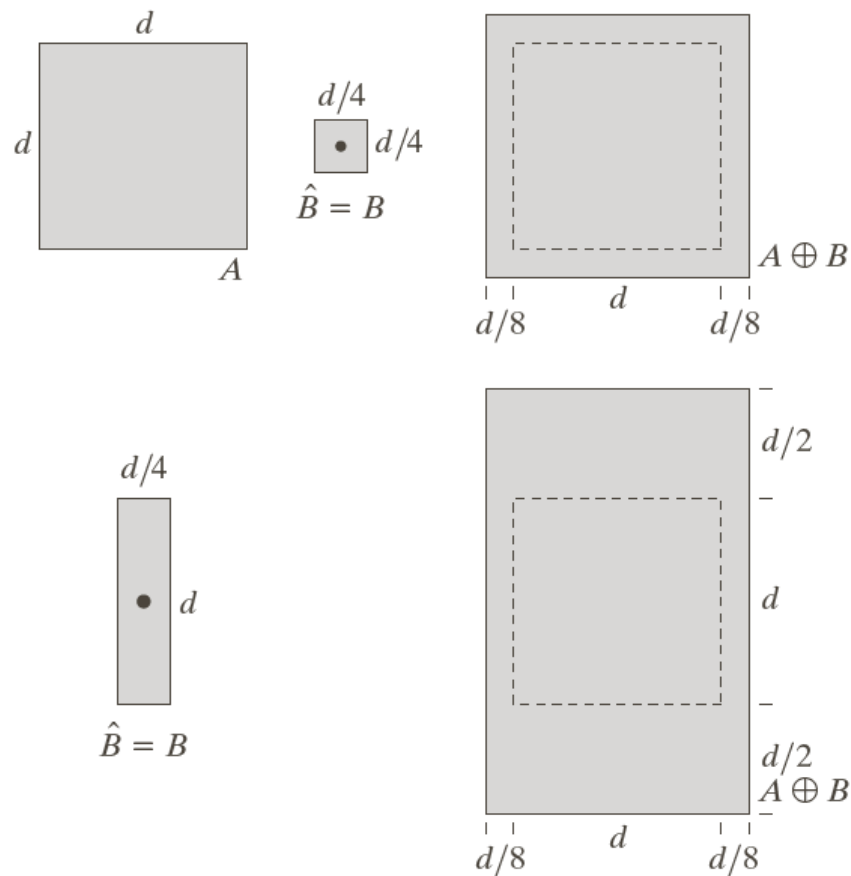
$$A \oplus B = \{z \mid (\hat{B})_z \cap A \neq \emptyset\}$$

or

$$A \oplus B = \{z \mid [(\hat{B})_z \cap A] \subseteq A\}$$

➤ **Matlab Function:**

$$J = \text{imdilate}(I, SE)$$



Dilation (膨胀)

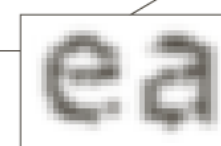
Historically, certain computer programs were written using only two digits rather than four to define the applicable year. Accordingly, the company's software may recognize a date using "00" as 1900 rather than the year 2000.



Historically, certain computer programs were written using only two digits rather than four to define the applicable year. Accordingly, the company's software may recognize a date using "00" as 1900 rather than the year 2000.



Historically, certain computer programs were written using only two digits rather than four to define the applicable year. Accordingly, the company's software may recognize a date using "00" as 1900 rather than the year 2000.



0	1	0
1	1	1
0	1	0

Properties

➤ Duality (对偶性)

- $(A \ominus B)^c = (A)^c \oplus \hat{B}$
- $(A \oplus B)^c = (A)^c \ominus \hat{B}$

➤ Associativity (结合律)

$$(A \oplus B) \oplus C = A \oplus (B \oplus C)$$

or

$$(A \oplus B) = A \oplus (B_1 \oplus B_2) = (A \oplus B_1) \oplus B_2$$

Opening & Closing (开操作和闭操作)

➤ Opening (开操作)

- Smooth the contour of an object
- Break narrow isthmuses
- Eliminate thin protrusions

➤ Closing (闭操作)

- Smooth the contour of an object
- Fuse narrow breaks and long thin gulfs
- Eliminate small holes
- Fill gaps in the contour



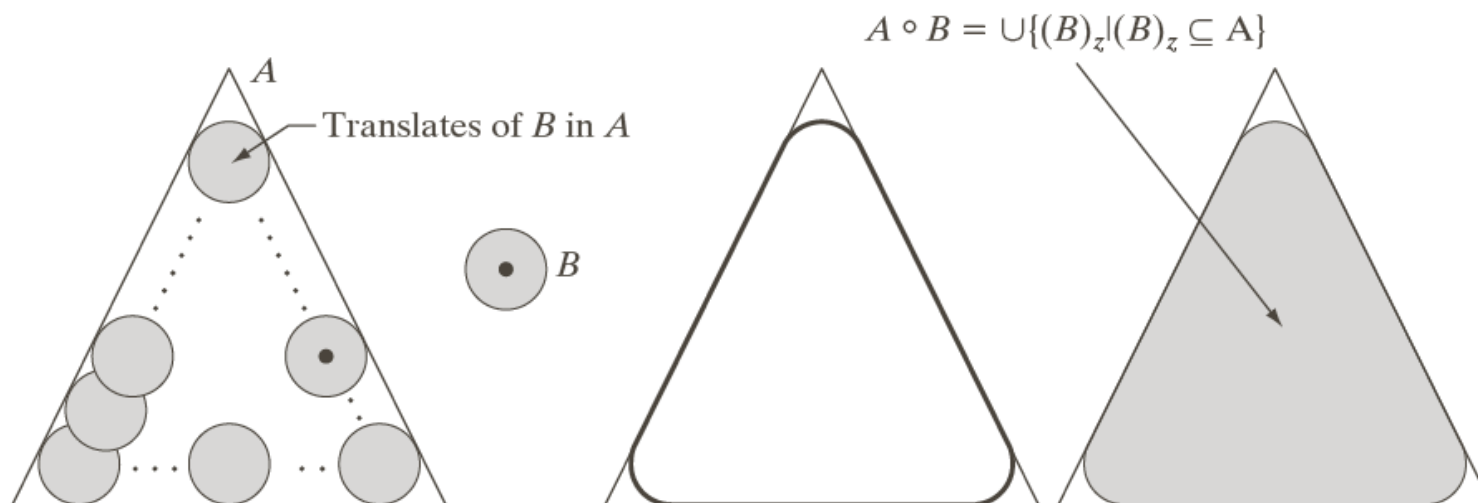
Opening (开操作)

➤ **Definition:** $A \circ B = (A \ominus B) \oplus B$ or $A \circ B = \bigcup \{ (B)_z \mid (B)_z \subseteq A \}$

➤ **Matlab Function:** $J = \text{imopen}(I, SE)$

➤ **Properties:**

- ① $A \circ B$ is a subset (subimage) of A
- ② If C is a subset of D , the $C \circ B$ is a subset of $D \circ B$
- ③ $(A \circ B) \circ B = A \circ B$



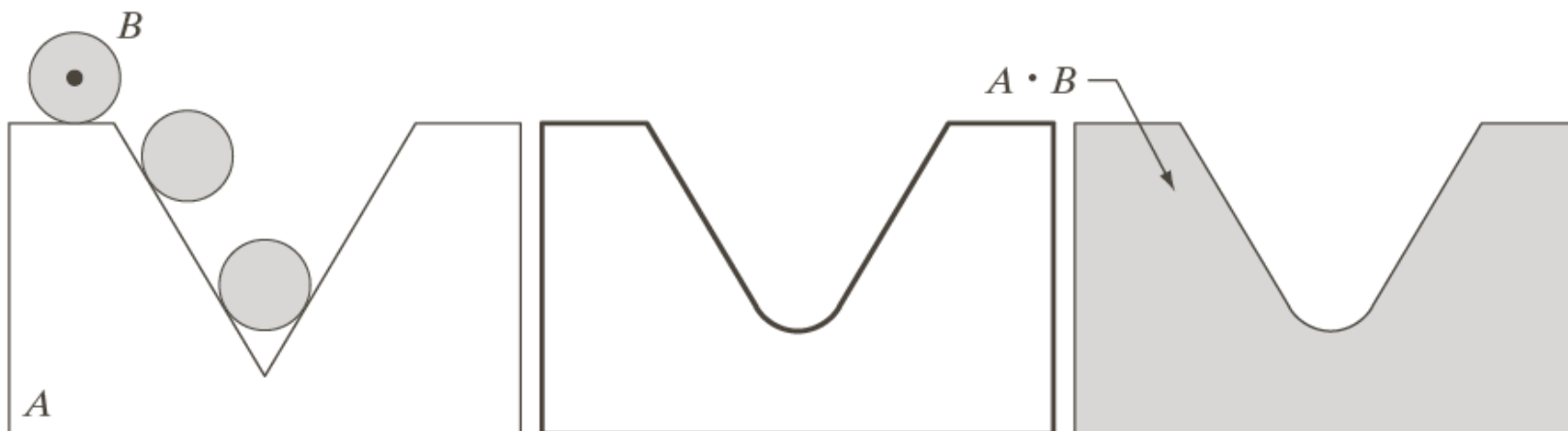
Closing (闭操作)

➤ **Definition:** $A \bullet B = (A \oplus B) \ominus B$

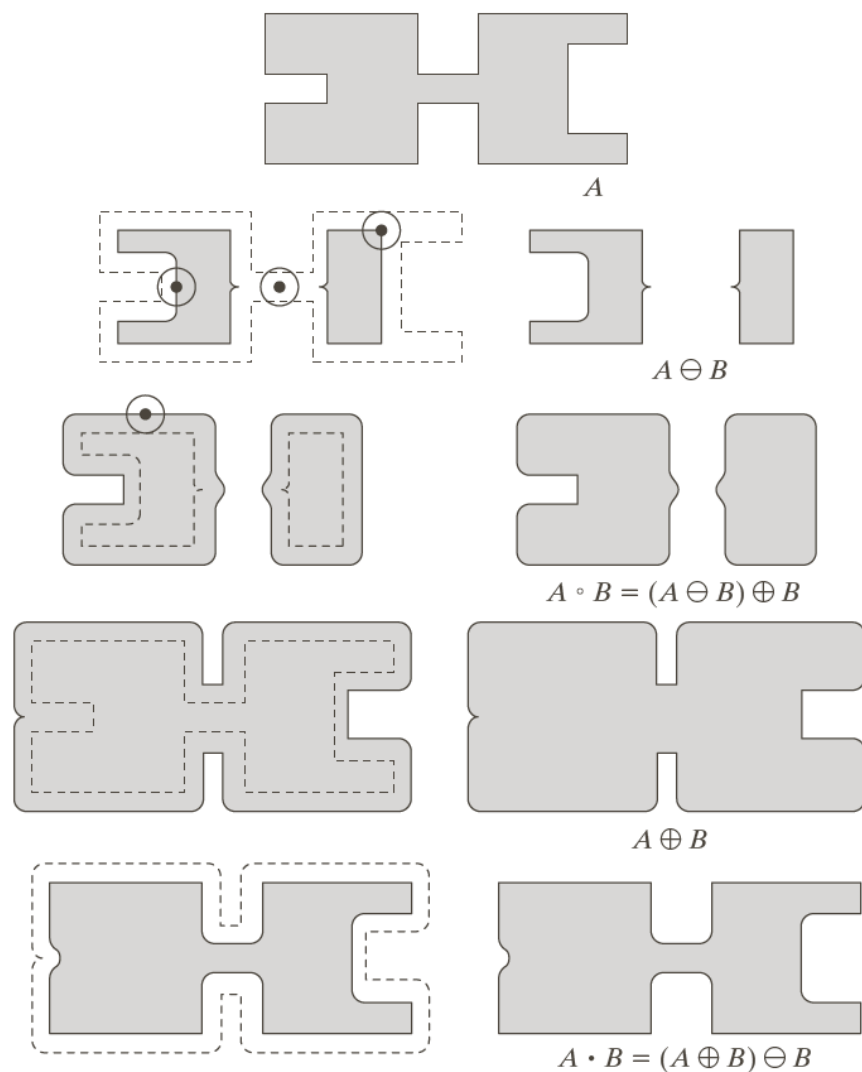
➤ **Matlab Function:** $J = \text{imclose}(I, SE)$

➤ **Properties:**

- ① A is a subset (subimage) of $A \bullet B$
- ② If C is a subset of D , the $C \bullet B$ is a subset of $D \bullet B$
- ③ $(A \bullet B) \bullet B = A \bullet B$



Opening & Closing (开操作和闭操作)



➤ Duality (对偶性)

$$(A \bullet B)^c = (A)^c \circ \hat{B}$$

$$(A \circ B)^c = (A)^c \bullet \hat{B}$$

Morphological Filtering (形态学滤波)



The Hit-or-Miss Transformation (击中或击不中变换)

$$A \circledast B = (A \ominus B_1) \cap (A^c \ominus B_2)$$

```

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 0 0 0 1 1 1 1 0 0 0 0 0 0
0 1 1 1 0 0 0 0 0 0 0 0 0 1 1 0
0 0 1 0 0 0 0 0 0 0 0 0 0 1 1 1
0 0 0 0 0 1 0 0 0 0 0 0 0 0 1 0
0 0 0 0 1 1 1 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

```

B_1

```

      1
    1 1
    1

```

```

1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 0 1 1 1 0 0 0 0 1 1 1 1 1 1
1 0 0 0 1 1 1 1 1 1 1 1 0 0 1 1
1 1 0 1 1 1 1 1 1 1 1 1 0 0 0 1
1 1 1 1 1 0 1 1 1 1 1 1 1 0 1 1
1 1 1 1 0 0 0 1 1 1 1 1 1 1 1 1
1 1 1 1 1 0 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

```

B_2

```

      1 1
    1 1
    1 1

```

```

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

```

```

1 0 1 0 1 1 1 1 1 1 1 1 1 1 1 1
1 0 1 0 1 0 0 0 0 0 0 1 1 1 1 1
0 0 0 0 0 1 1 1 1 1 1 0 0 0 0 1
1 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 0 1 1 1 1 0 0 0 0 1
1 0 1 0 0 0 0 0 1 1 1 0 0 0 0 0
1 1 1 1 0 1 0 1 1 1 1 1 0 1 0 1
1 1 1 0 0 0 0 0 1 1 1 1 1 1 1 1
1 1 1 1 0 1 0 1 1 1 1 1 1 1 1 1

```

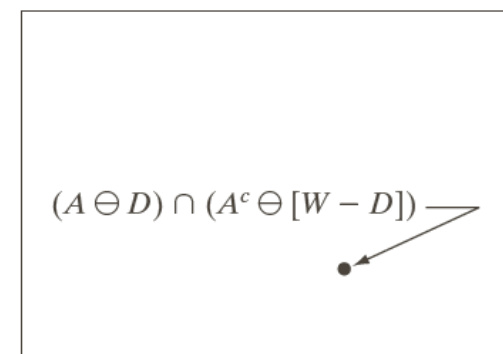
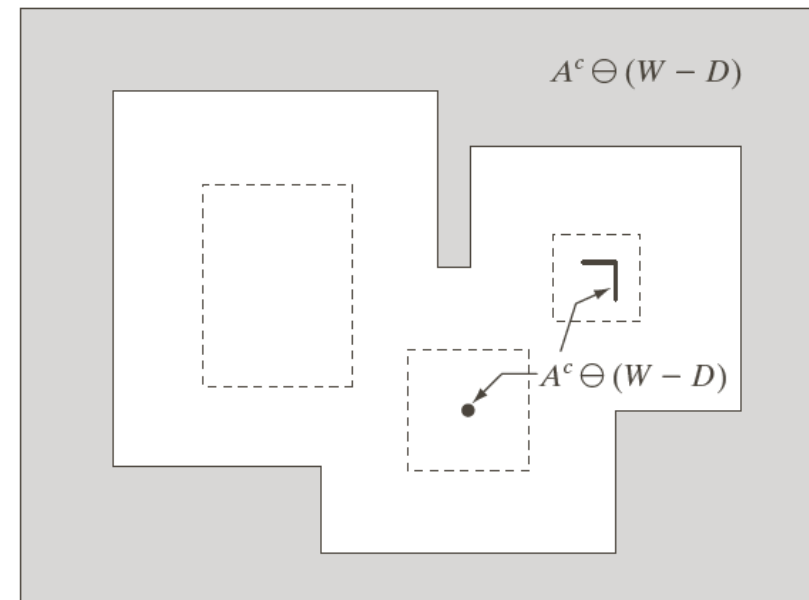
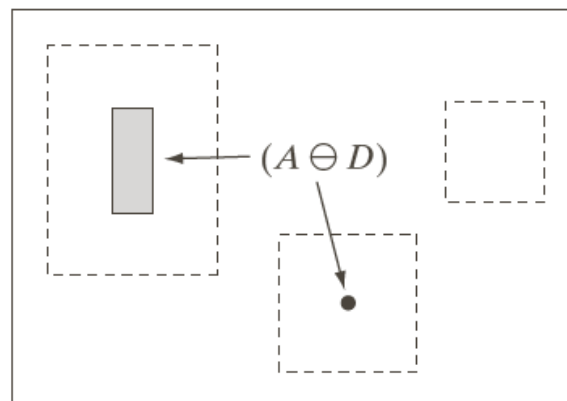
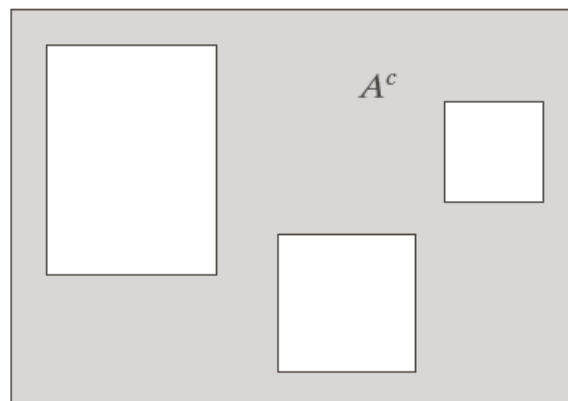
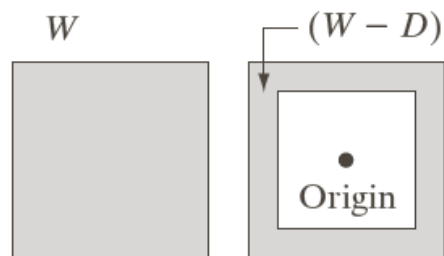
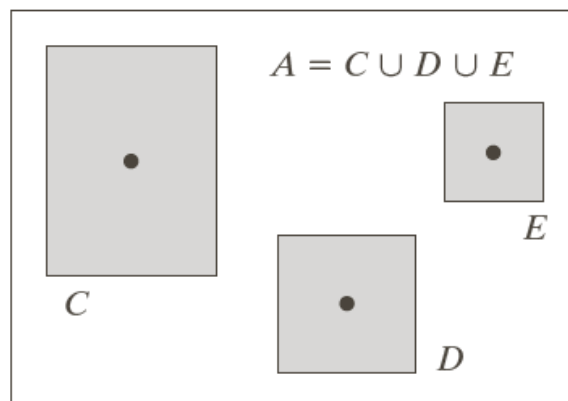
```

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

```



The Hit-or-Miss Transformation (击中或击不中变换)



The Hit-or-Miss Transformation (击中或击中不中变换)

➤ $A \circledast B = (A \ominus D) \cap [A^c \ominus (W - D)]$

➤ $A \circledast B = (A \ominus B_1) \cap (A^c \ominus B_2)$

where $B = (B_1, B_2)$,

B_1 is associated with the object;

B_2 is associated with the corresponding background.

➤ $A \circledast B = (A \ominus B_1) - (A \oplus \hat{B}_2)$

where $(A \oplus \hat{B}_2)^c = (A^c \ominus B_2)$ and $M - N = M \cap N^c$

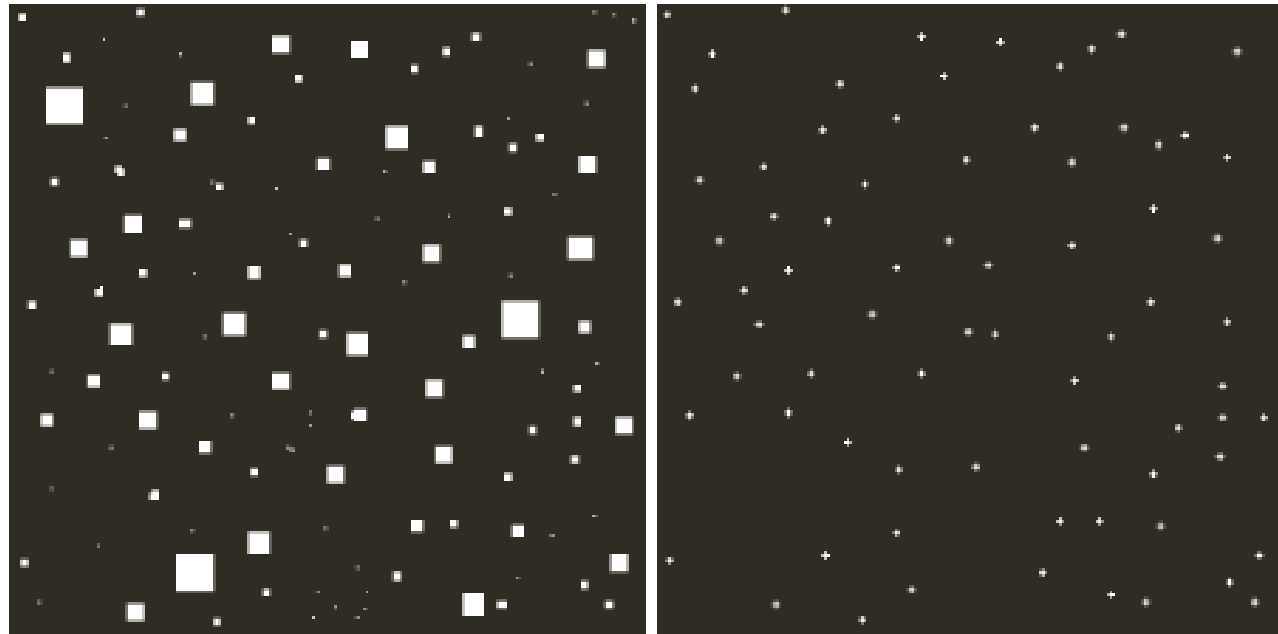


The Hit-or-Miss Transformation (击中或击中不中变换)

➤ **Matlab Function:** `J = bwhitmiss(BW,SE1,SE2)`

$$B_1 = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 1 \\ 0 & 1 & 0 \end{bmatrix}$$

$$B_2 = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \end{bmatrix}$$



Look-up Table (查找表)

- Condition: Small SE (2*2, 3*3)
- For a 3*3 SE, an index matrix as below can be used

1	8	64
2	16	128
4	32	256

- Matlab Function:

```
lut = makelut(fun,n);
```

```
g = applylut(f, lut); or
```

```
g = bwlookup(f, lut);
```

