



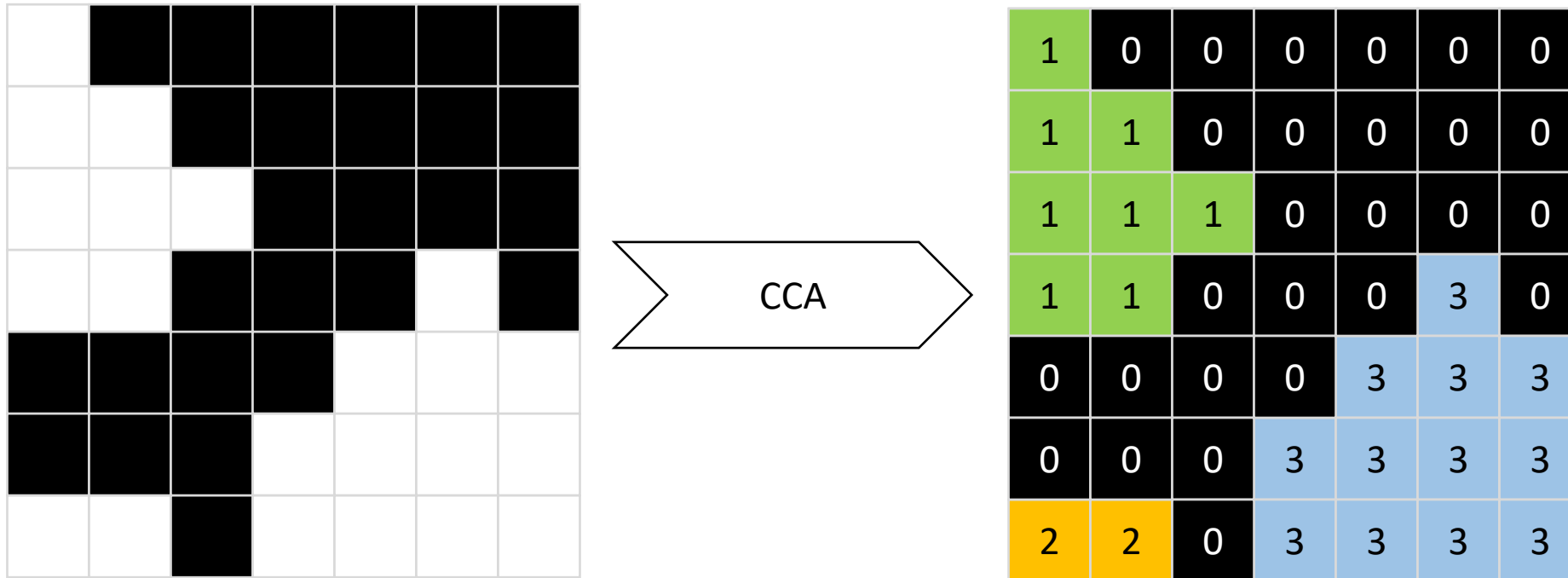
Instance segmentation

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With material from
Benoit Lombardot, Scientific Computing Facility, MPI CBG

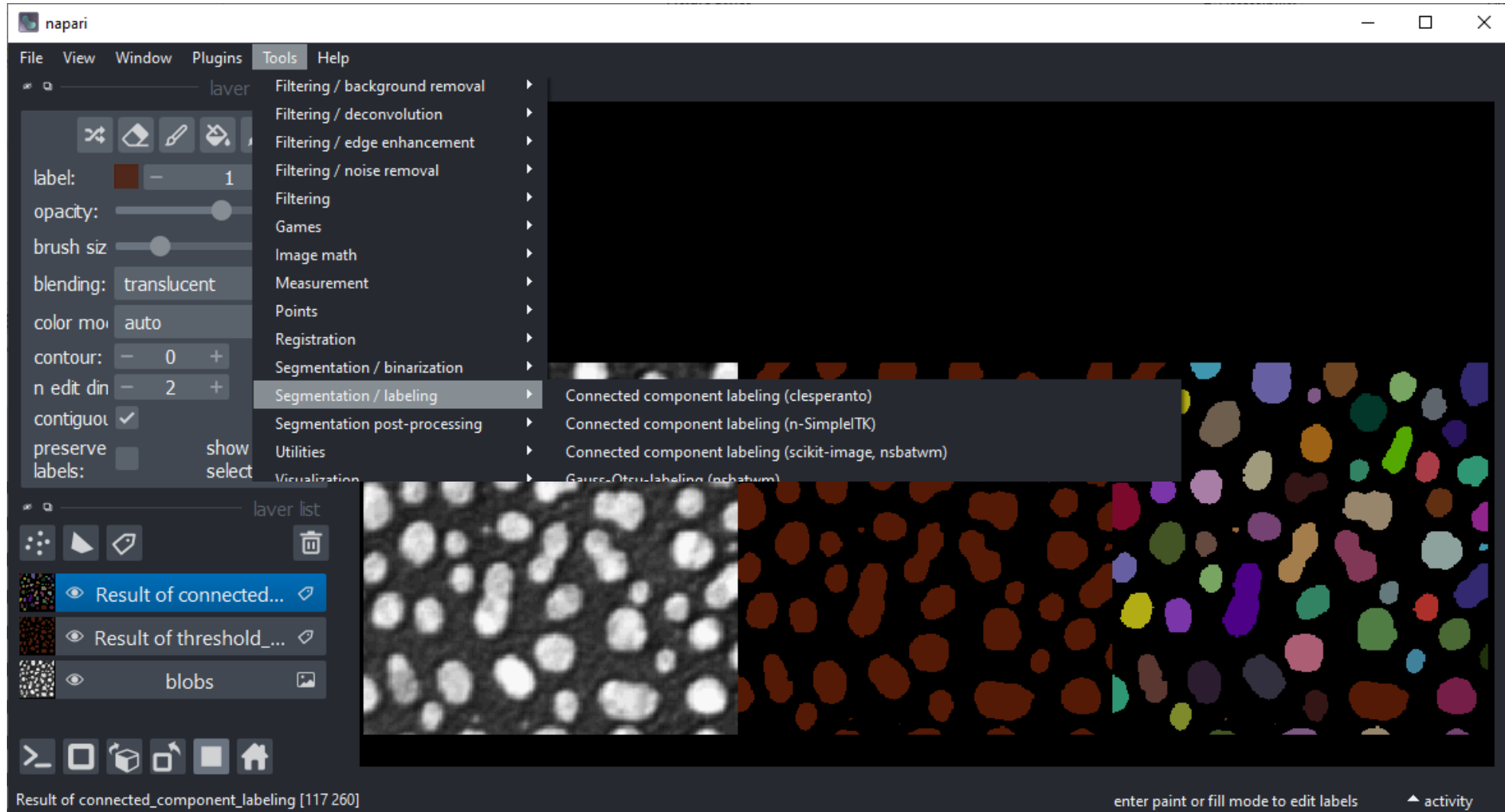
December 2022

- In order to allow the computer differentiating objects, connected component analysis (CCA) is used to mark pixels belonging to different objects with different numbers
- Background pixels are marked with 0.
- The maximum intensity of a labelled map corresponds to the number of objects.



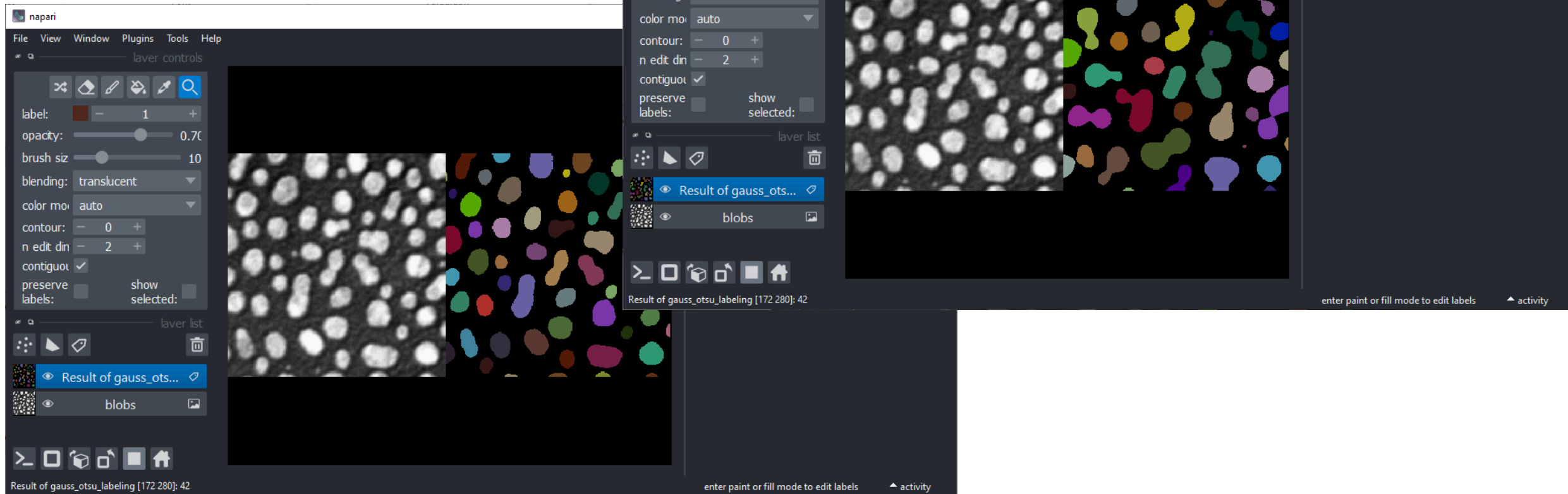
Connected component labelling

- In napari: Tools > Segmentation / labeling menu

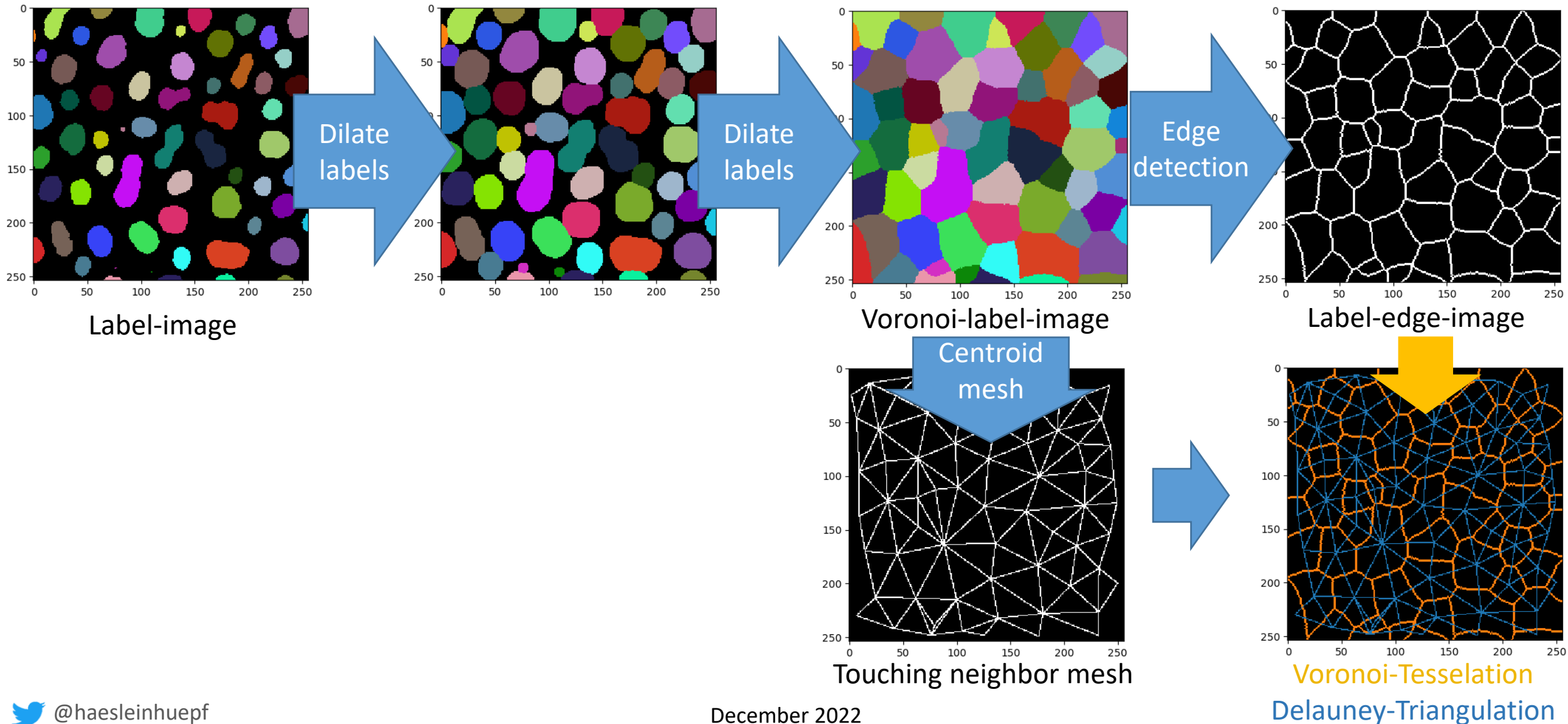


Short-cuts: Gauss-Otsu-Labeling

- In napari: Tools > Segmentation / labeling menu
- Gaussian-blur + Threshold Otsu + Connected component labeling

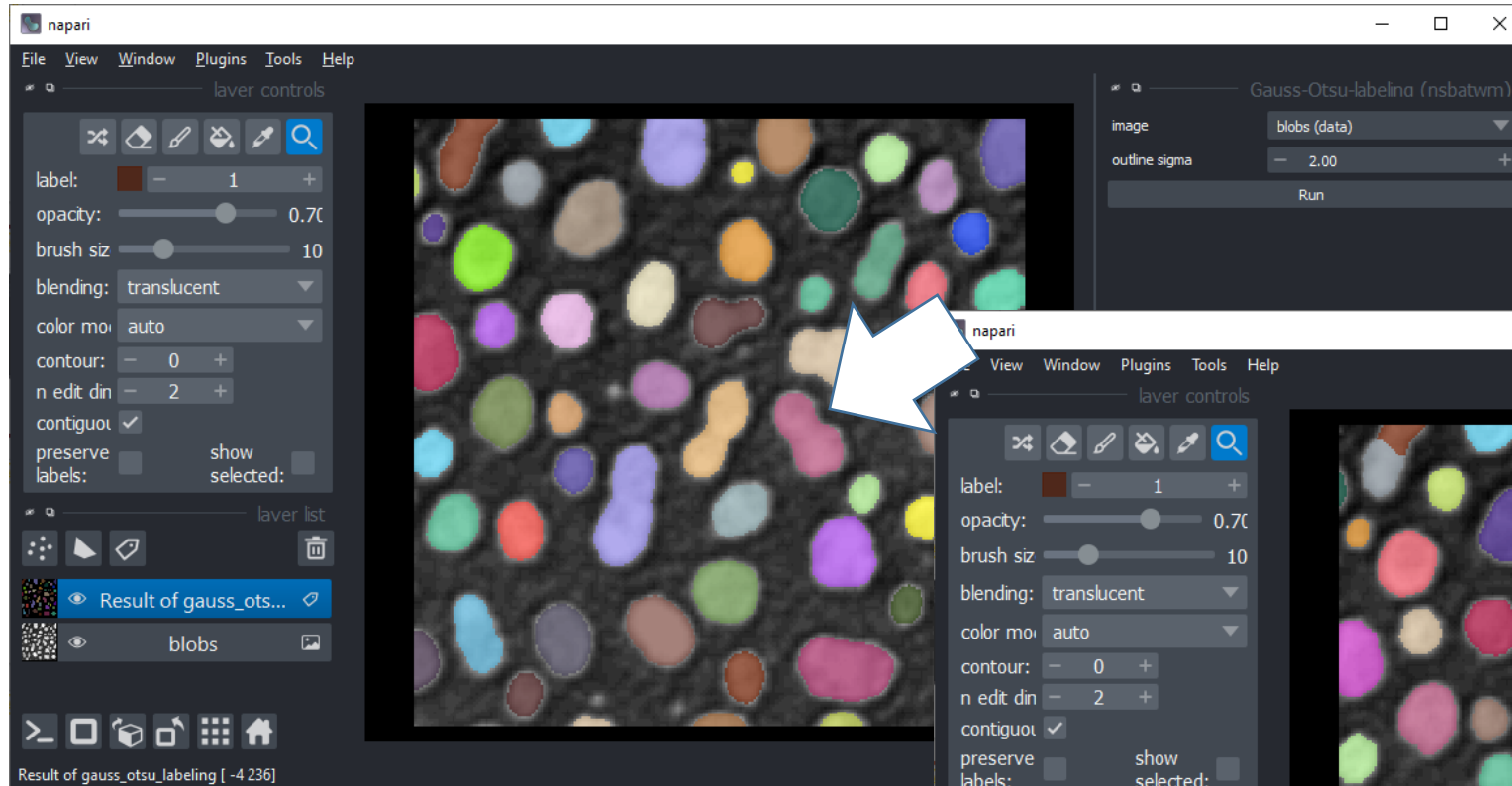


- In napari-menu: Tools > Segmentation post-processing



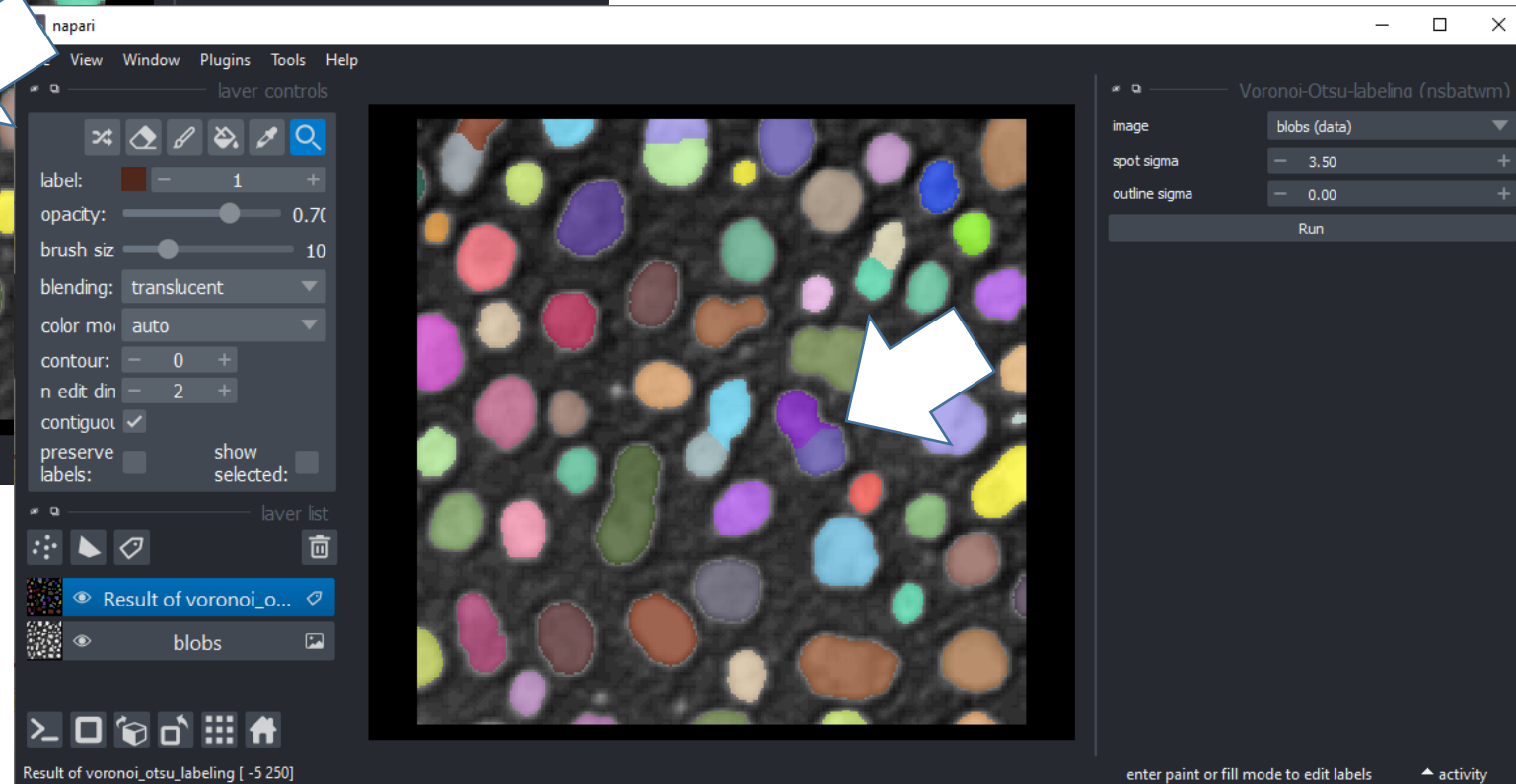
Short-cuts: Voronoi-Otsu-Labeling

- In napari: Tools > Segmentation / labeling menu

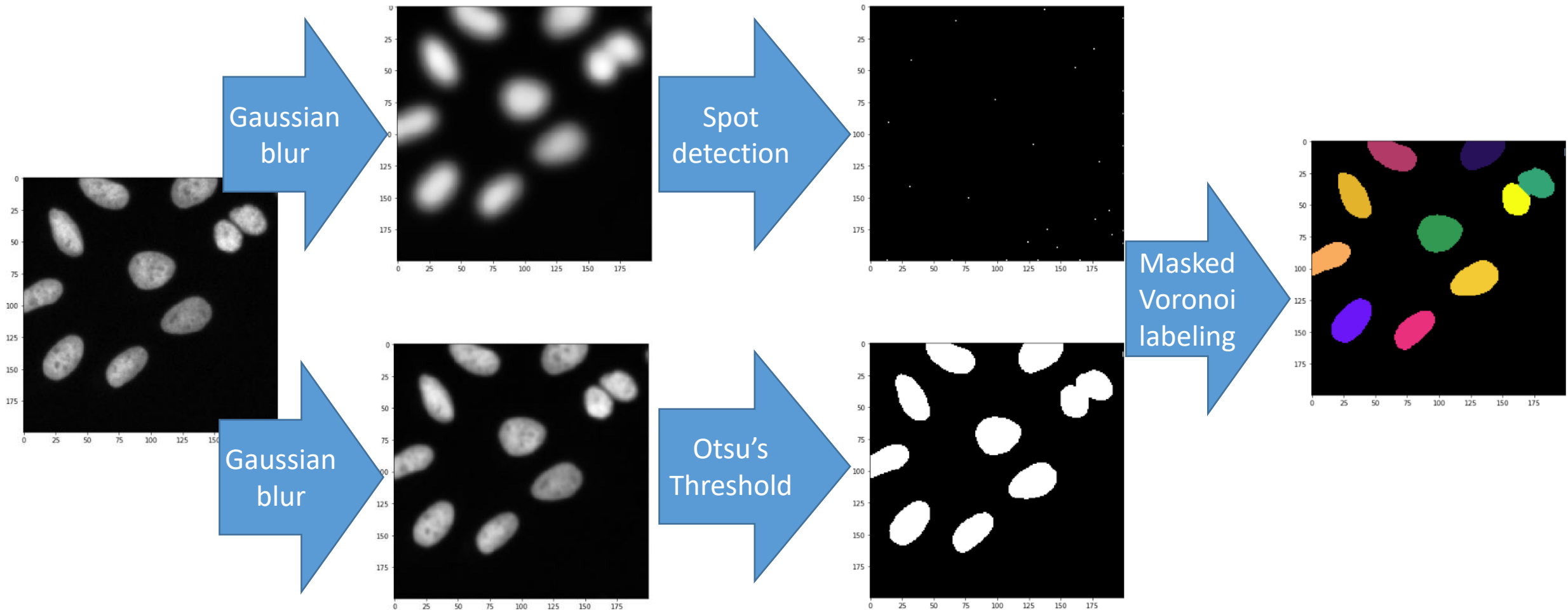


Gauss-Otsu-Labeling

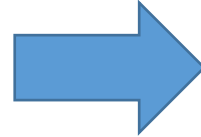
Voronoi-Otsu-Labeling



- Combination of Gaussian blur, Otsu's Threshold and Voronoi-labeling

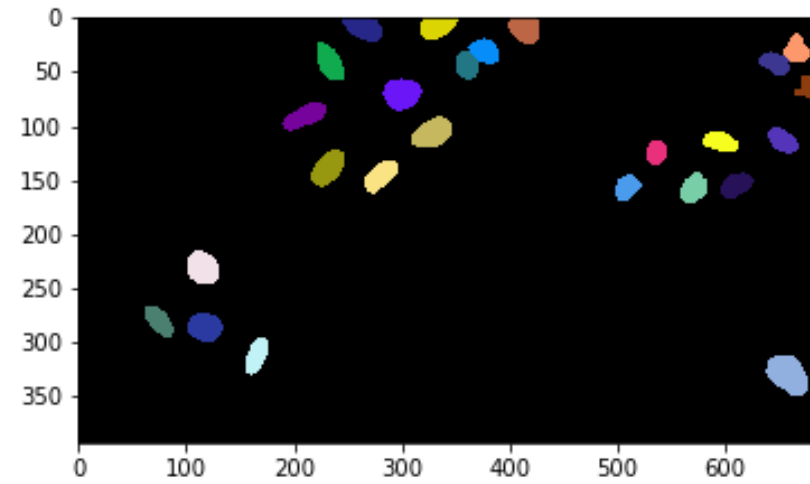
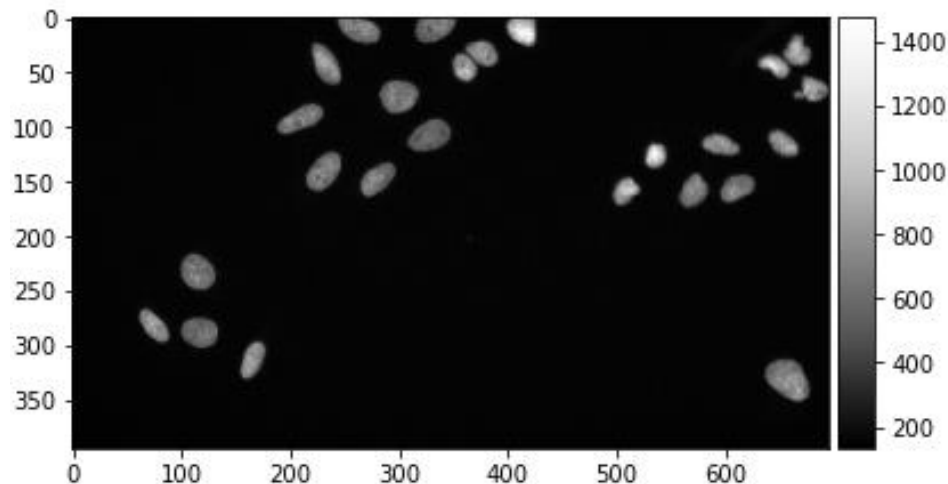


- Gaussian-Blur
- Otsu-Thresholding
- Spot-detection
- Watershed on the binary image



... in a single line of code:

```
segmented = nsbatwm.voronoi_otсу_labeling(input_image,  
                                           spot_sigma=5,  
                                           outline_sigma=1  
                                           )  
segmented
```



nsbatwm made image

shape (395, 695)

dtype int32

size 1.0 MB

min 0

max 25

- Some [segmentation] algorithms have prerequisites...

```
[1]: import pyclesperanto_prototype as cle
```

```
[ ]: cle.voronoi_otсу_labeling(
```

```
[ ]:
```

Docstring:

Labels objects directly from grey-value images.

The two sigma parameters allow tuning the segmentation result. Under the hood, this filter applies two Gaussian blurs, spot detection, Otsu-thresholding [2] and Voronoi-labeling [3]. The thresholded binary image is flooded using the Voronoi tessellation approach starting from the found local maxima.

Notes

* This operation assumes input images are isotropic.

Parameters

source : Image

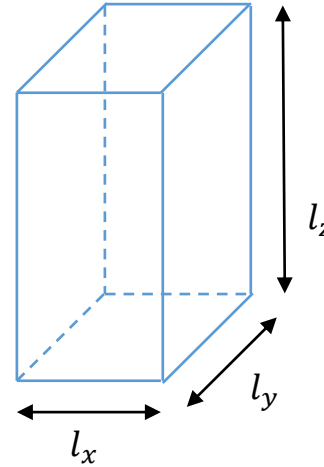
Input grey-value image

label_image_destination : Image, optional

Output image

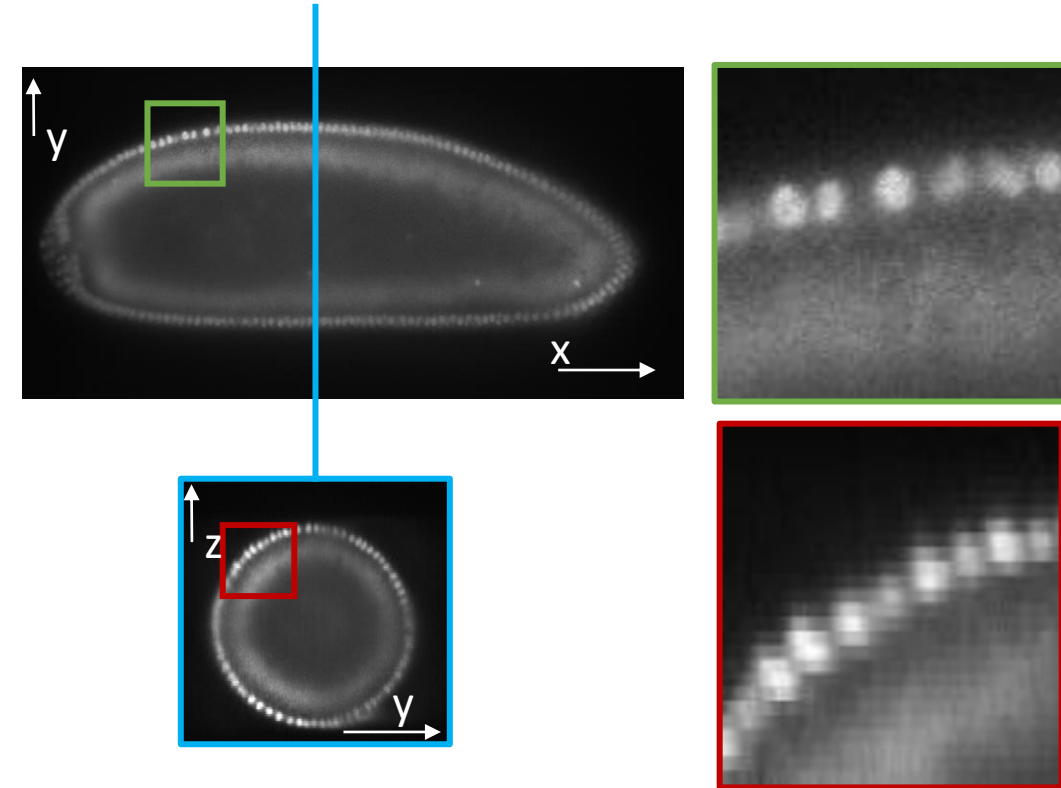
spot sigma : float, optional

- Voxel: “Volume element”, in microscopy *usually* anisotropic
- An-iso-tropy, from Greek:
 - ἀν- (not)
 - ἴσος *isos* (equal)
 - τρόπος *tropos* (rotation, direction)
- *Not the same in all directions*
- Usually in 3D image processing:

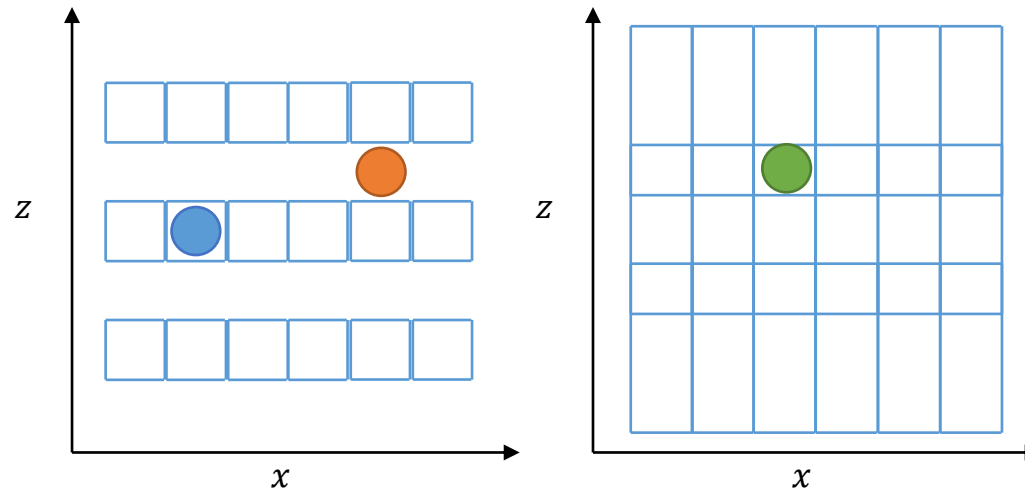


$$l_x = l_y \neq l_z$$

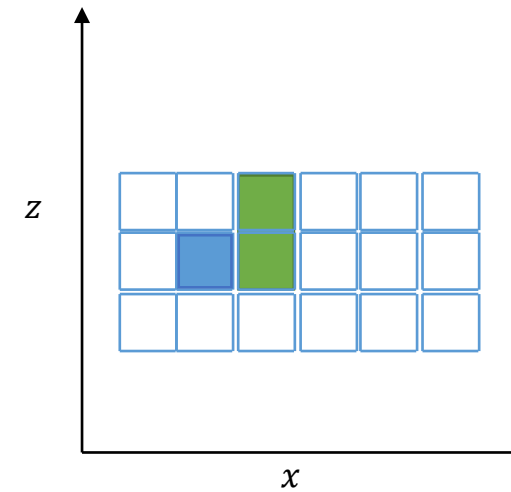
- Image analysts *love* to have isotropic voxels, but microscopes usually have a lower resolution in z than in x and y .



What you may have measured using imaging:



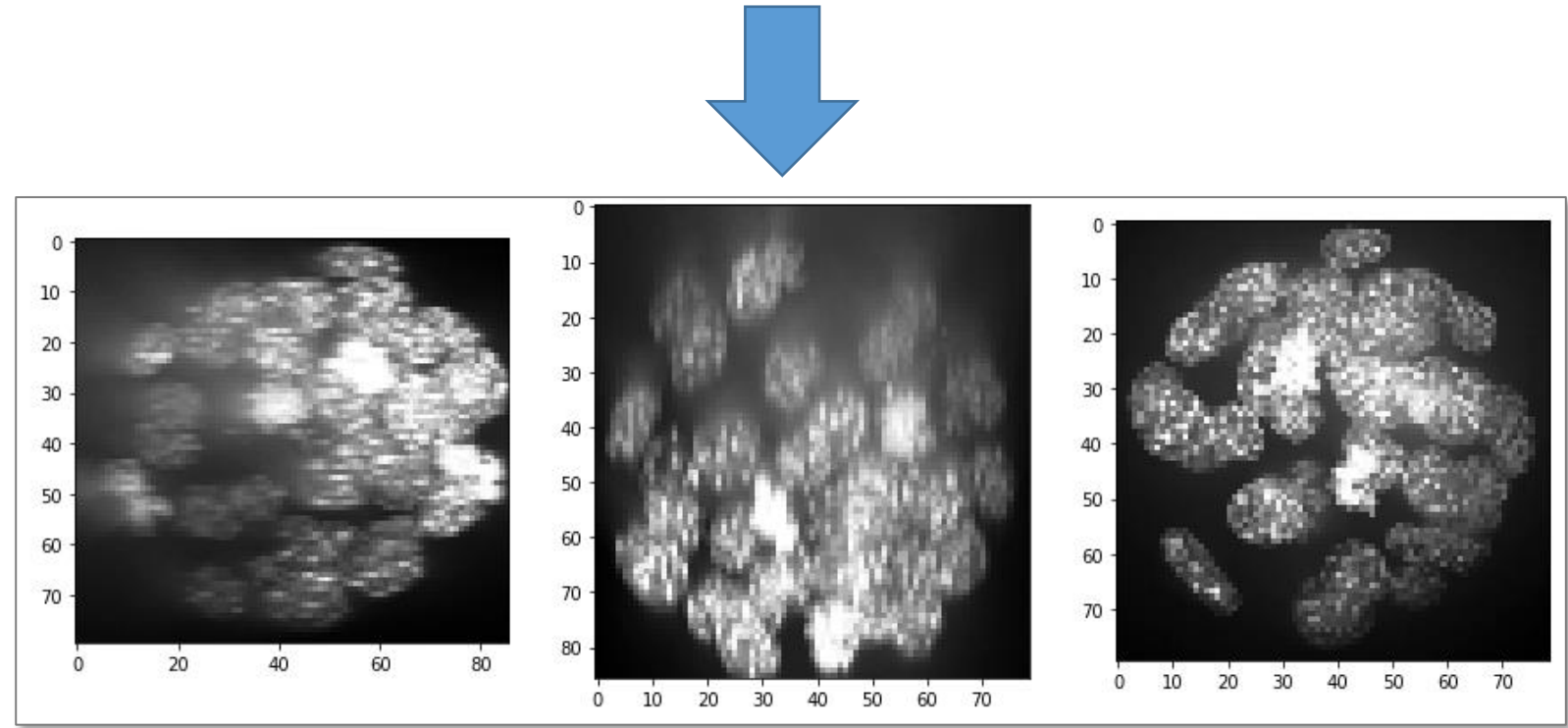
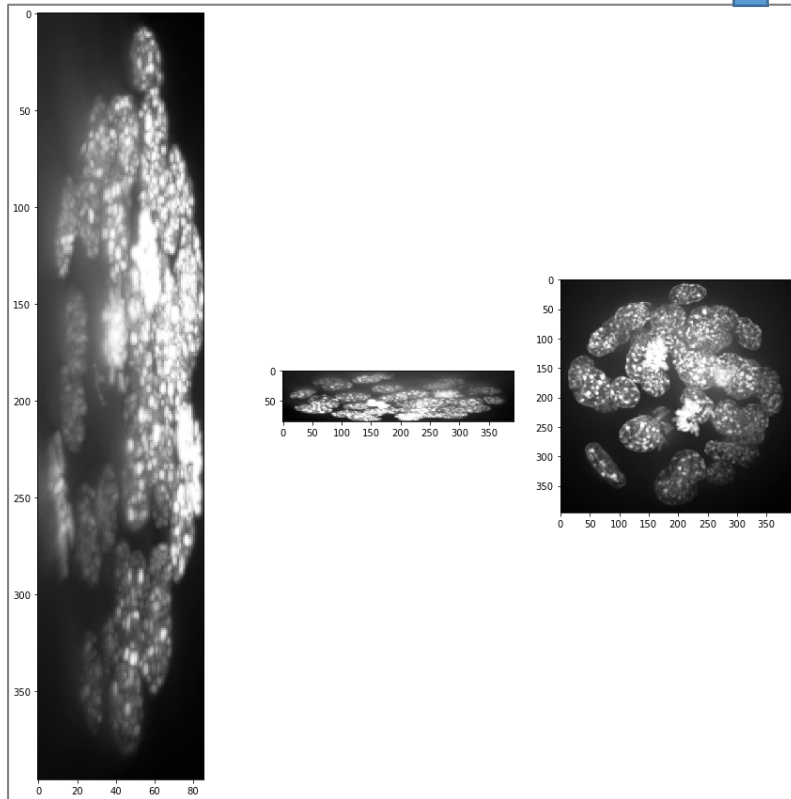
What you see when processing 3D images:



- Slice distance and slice thickness may be different, but
- many image processing tools ignore that!

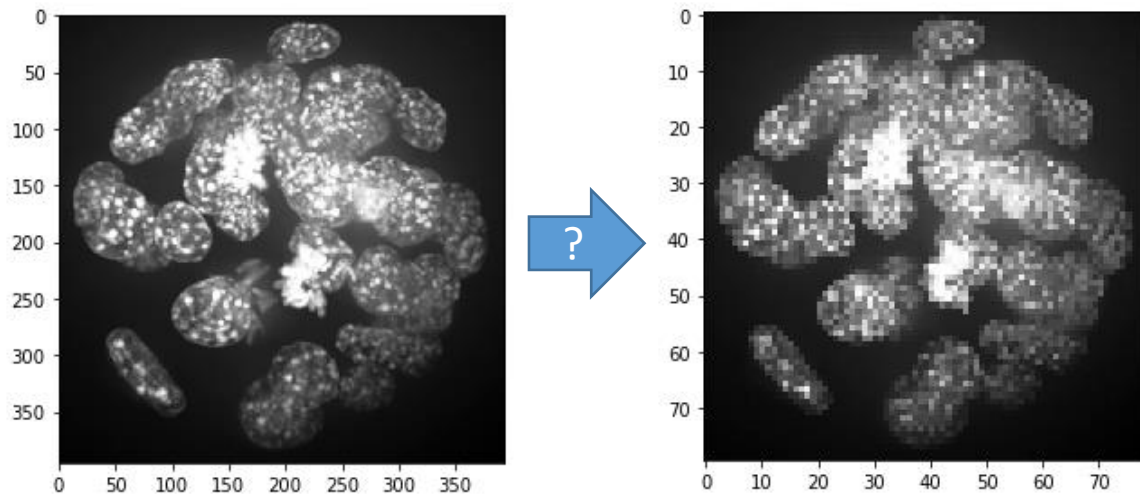
- Resample image data to a specific voxel size

```
resampled = cle.scale(input_image, factor_x=voxel_size_x, factor_y=voxel_size_y, factor_z=voxel_size_z, auto_size=True)  
show(resampled)
```



- When calling this code, the voxel size of our dataset changes. What is the new isotropic voxel size?

```
resampled = cle.scale(input_image, factor_x=voxel_size_x, factor_y=voxel_size_y, factor_z=voxel_size_z, auto_size=True)  
show(resampled)
```



0.1 μm



1 μm



Same as
original in Z

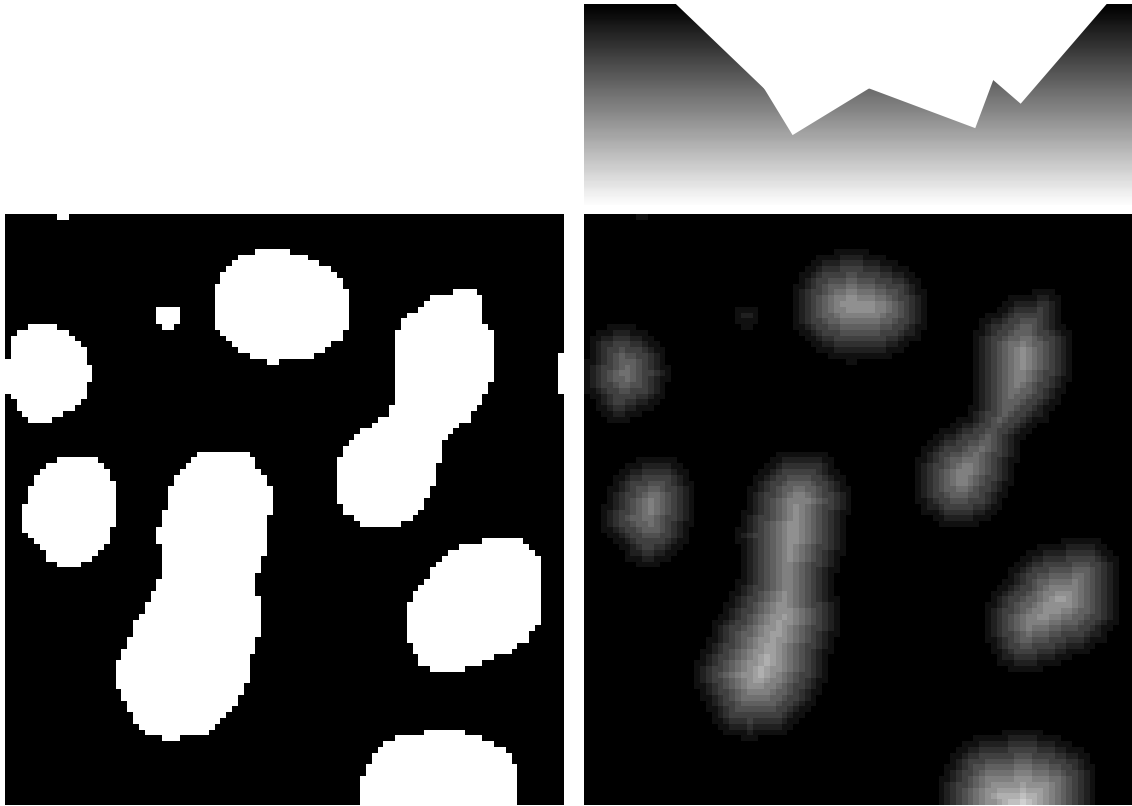


Same as
original in
X and Y



Hint: To answer this question you do *not* need to know the original voxel size.

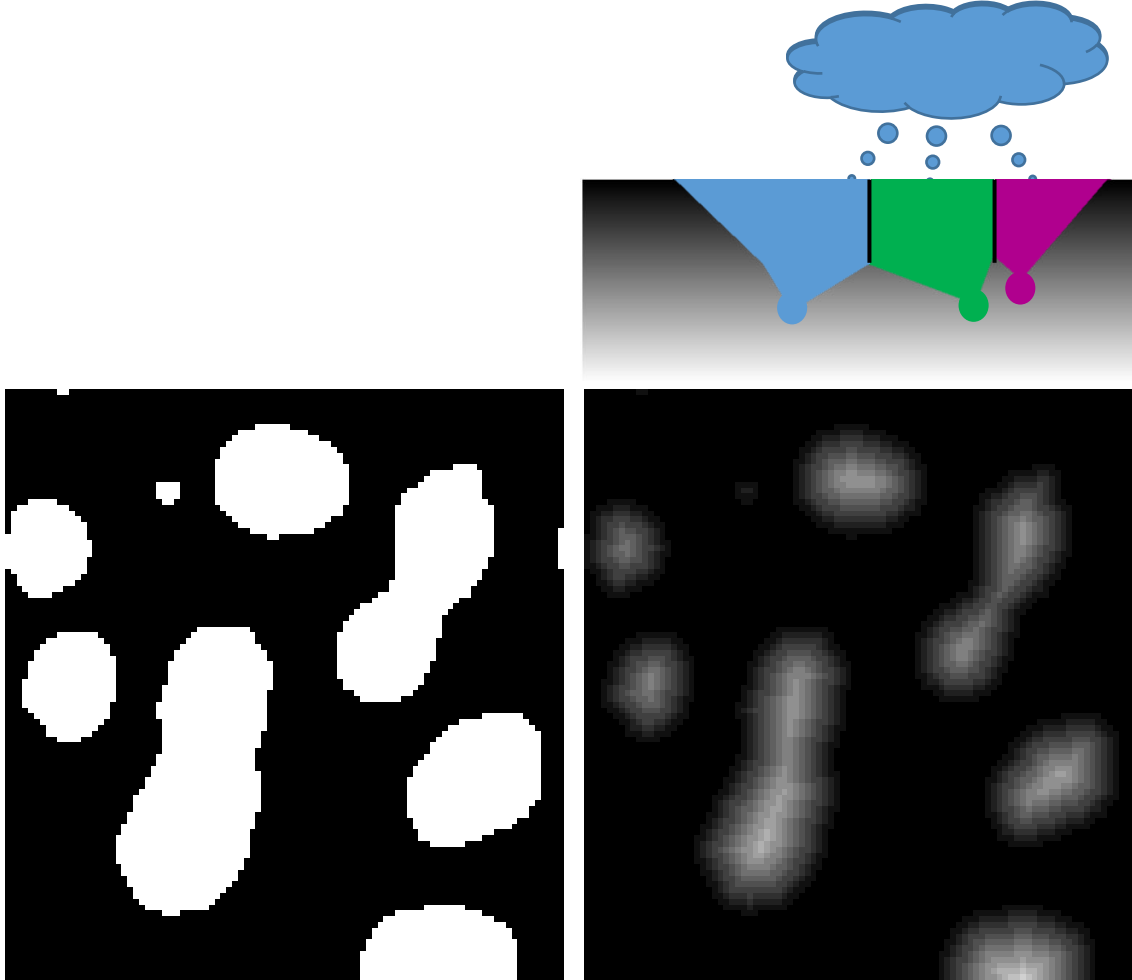
- The watershed algorithm for binary images allows cutting one object into two where it's reasonable.



Binary segmentation

Distance map

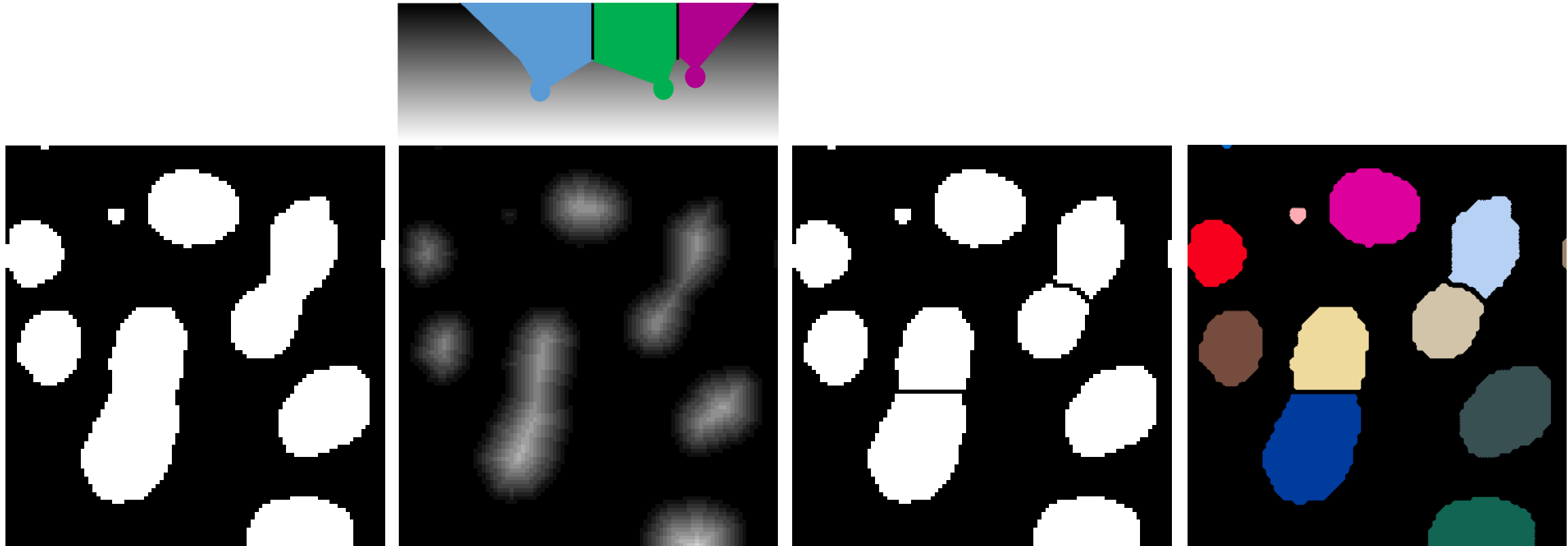
- The watershed algorithm for binary images allows cutting one object into two where it's reasonable.



Binary segmentation

Distance map

- The watershed algorithm for binary images allows cutting one object into two where it's reasonable.
- The watersheds are made from binary images. The algorithm does not take the original image into account!



Binary segmentation

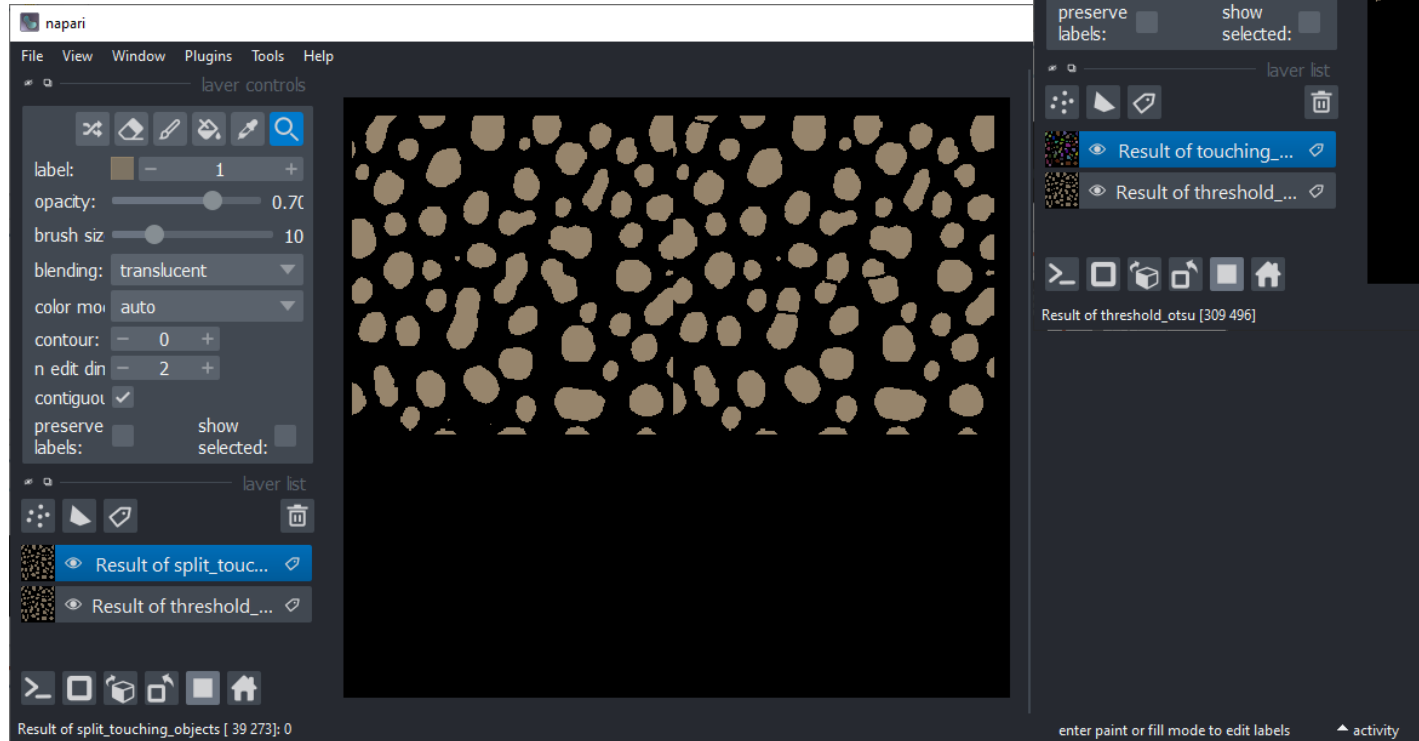
Distance map

Binary watershed

Labeled watershed

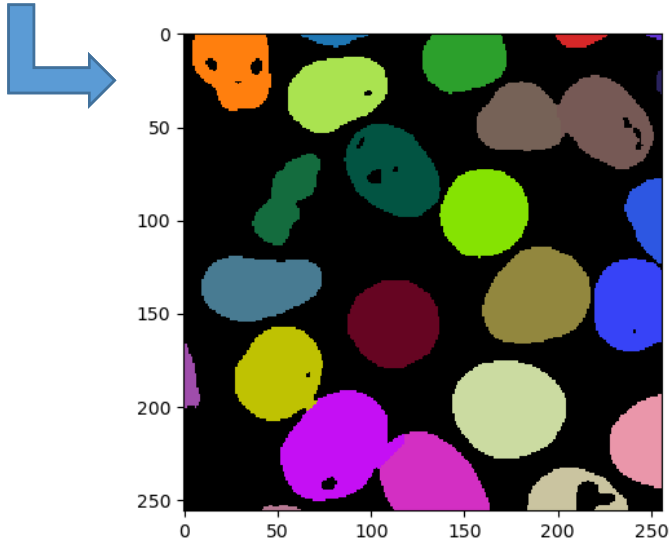
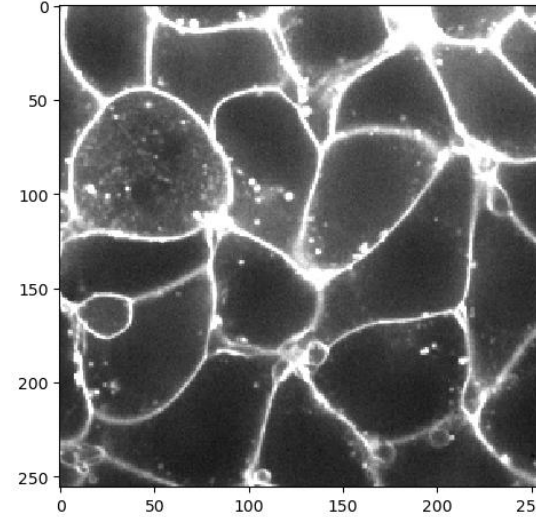
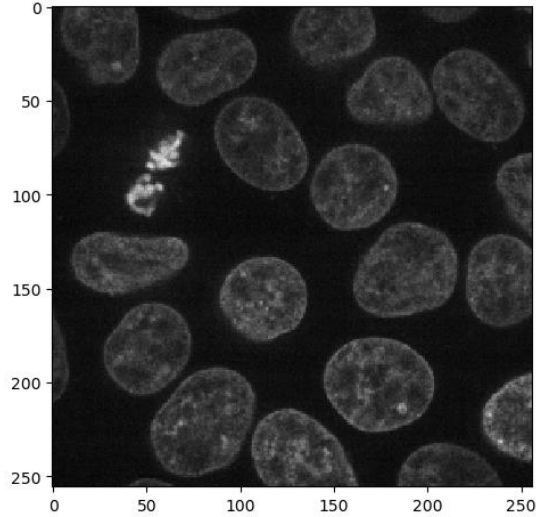
- In Napari

Similar to ImageJ's Watershed:
Tools > Segmentation post-processing >
Split touching objects

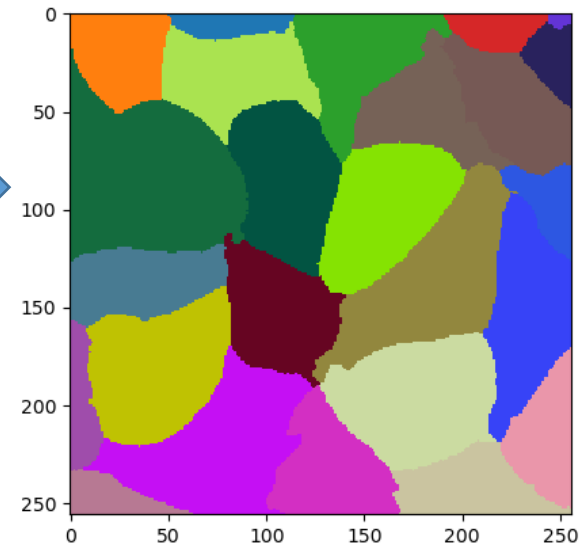


Results directly in a label image:
Tools > Segmentation / labeling >
Label touching objects

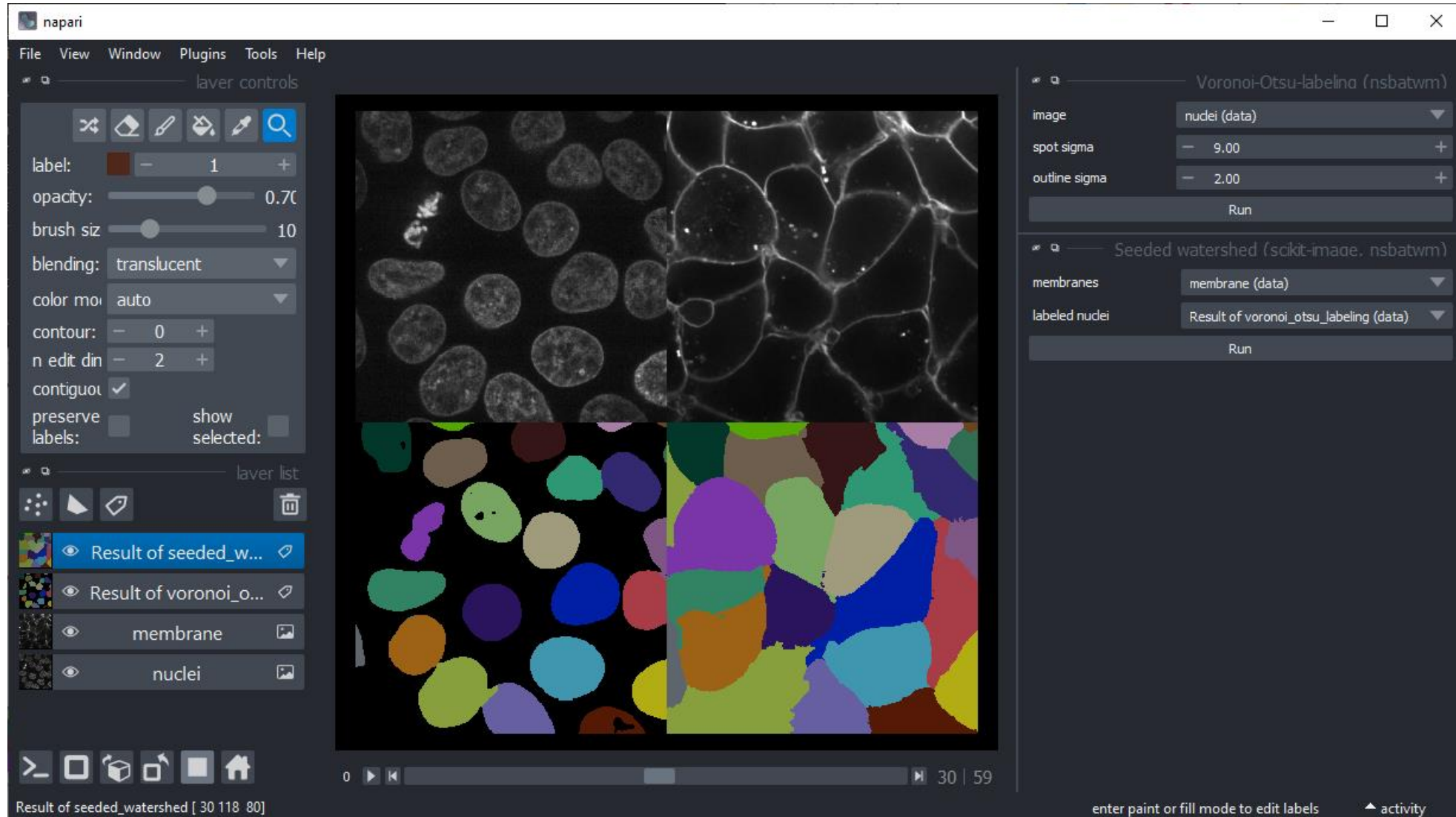
- ... in Python practice



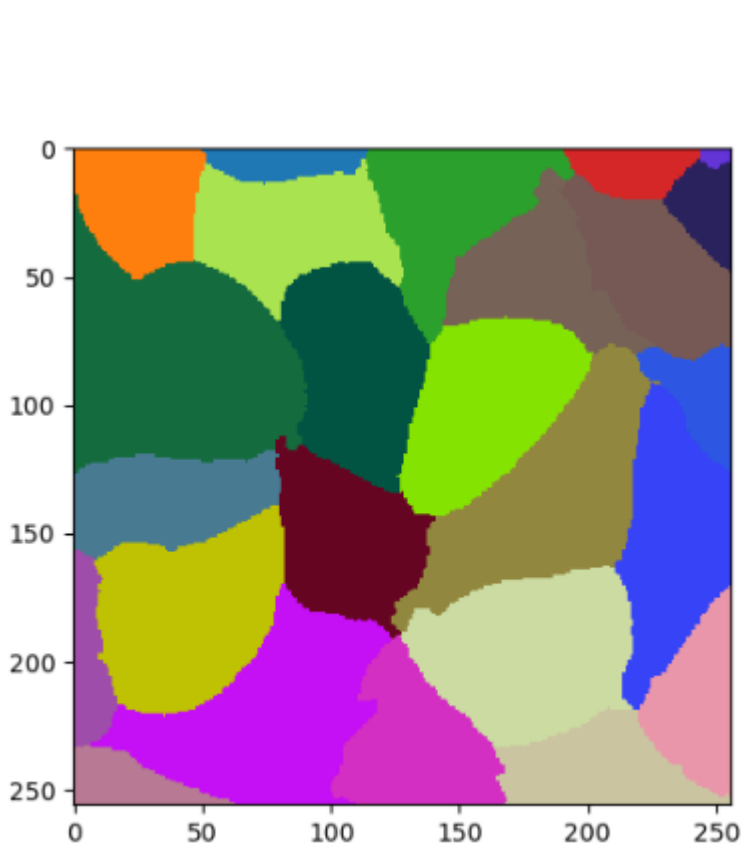
```
labeled_cells = seeded_watershed(membrane_channel, labeled_nuclei)  
labeled_cells
```



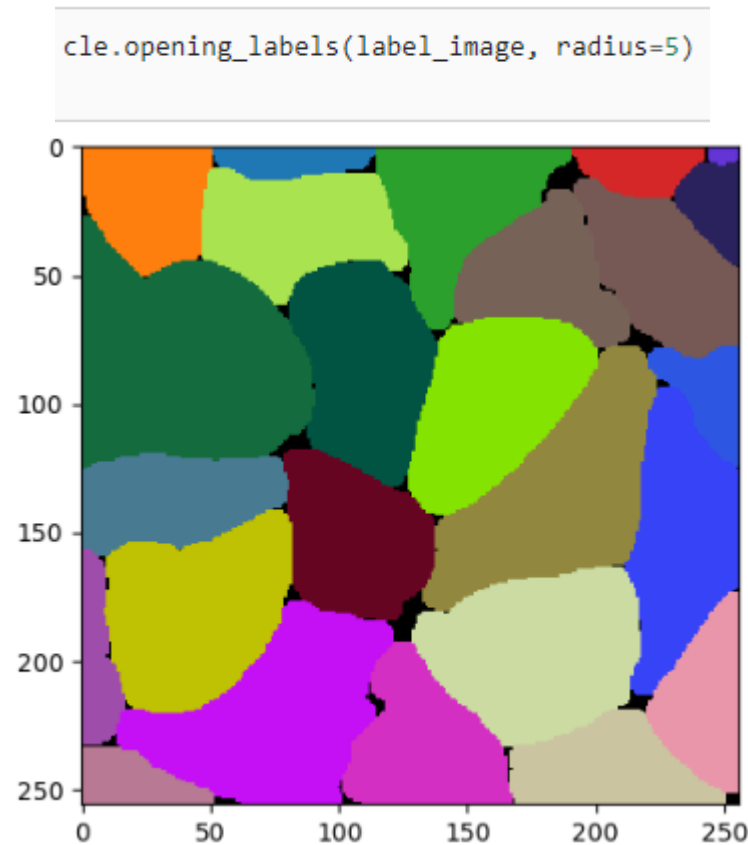
- ... in Napari practice: Tools > Segmentation / Labeling menu



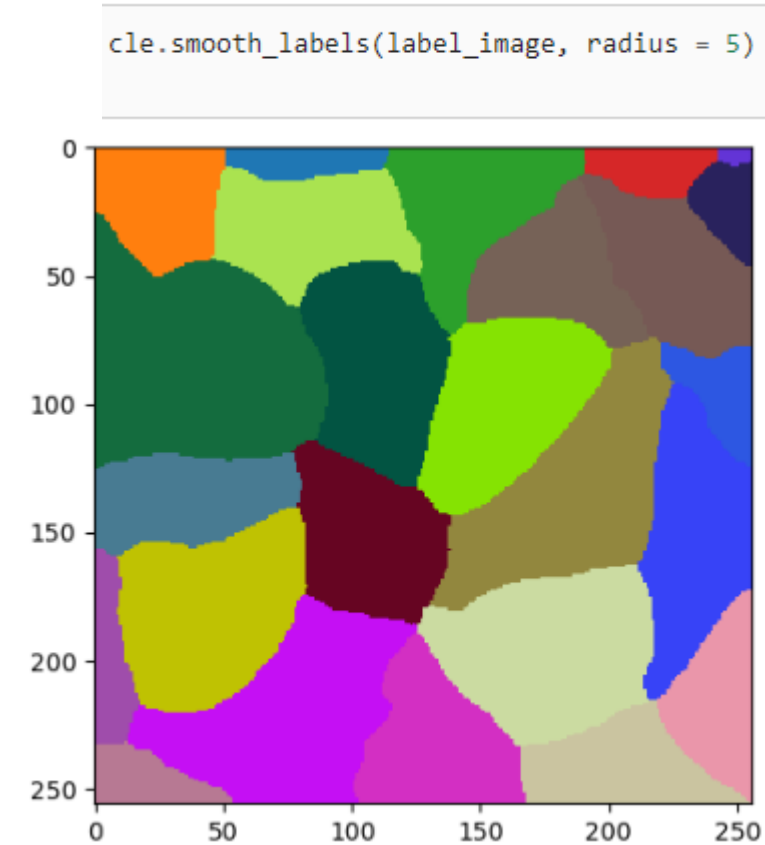
- ... similar to morphological operations on binary images



Original



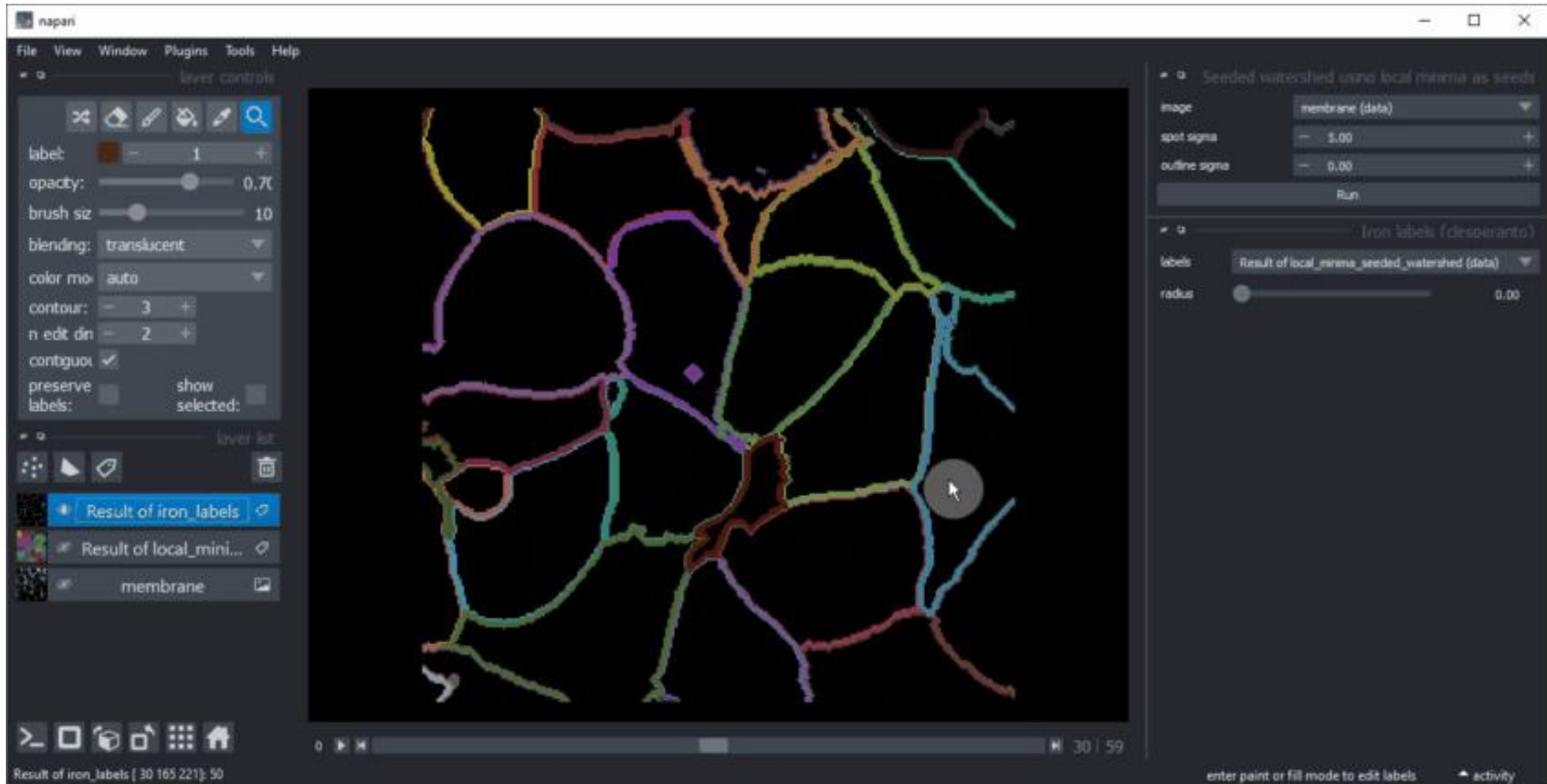
Opening Labels



Smoothing Labels

Label post-processing / morphological operations

- In Napari menu Tools > Segmentation post-processing > Smooth labels (clEsperanto)



- Segment the nuclei in this dataset and use them as seeds for the seeded watershed algorithm. Smooth the labels of the resulting cell segmentation.

