

Image thresholding

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With material from

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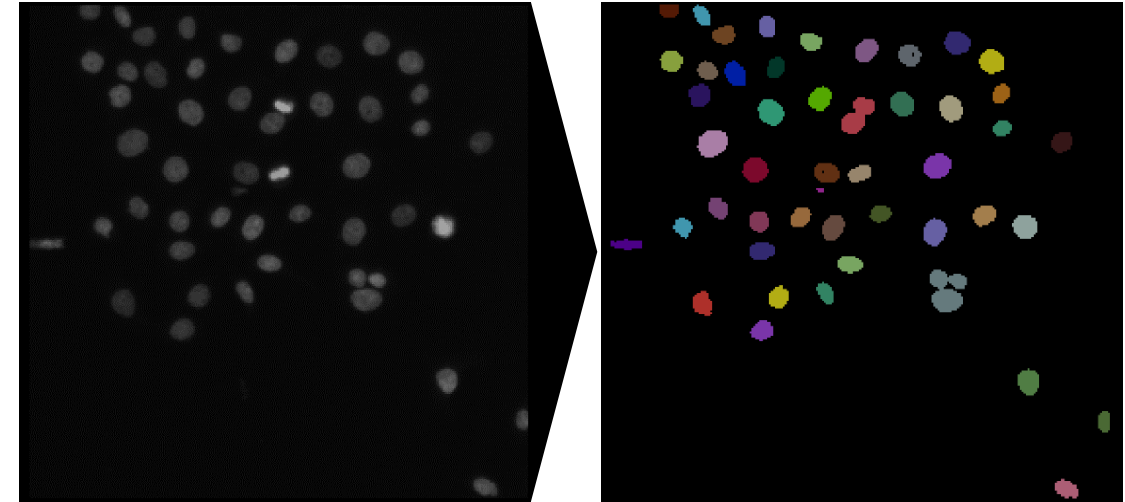
Benoit Lombardot, Scientific Computing Facility, MPI CBG

Aim:

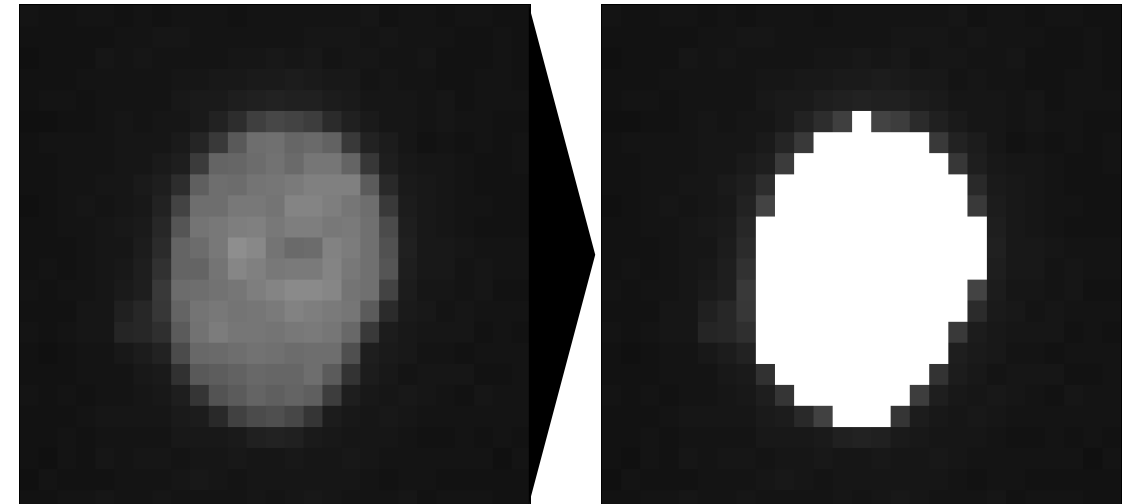
Separate background from foreground

Vocabulary:

- **Segmentation:**
 - Assigning a meaningful *label* to each pixel
 - Segmentation is a *classification* problem
- **Semantic segmentation:**
Differentiate pixels into multiple *classes* (e.g., membrane, nucleus, cytosol, etc.)
- **Instance segmentation:**
Differentiate multiple occurrences of the same class into separate instances of this class (e.g., separate *label* for each cell in image)



Instance segmentation

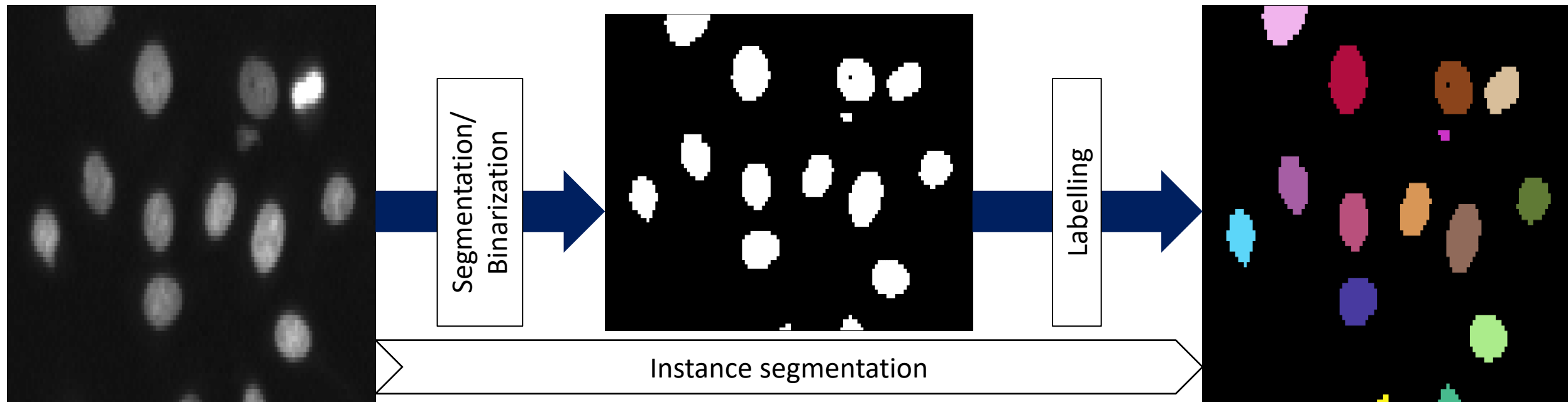


Semantic segmentation

Analyzing properties (*features*) of individual objects in images requires instance segmentation

- Methods

- Thresholding + connected components labeling
- Spot detection + seeded watershed
- Edge detection based
- Machine learning



- Applying a threshold to an image requires to compare every pixel to the threshold value
- We can compare values in Python with:

```
a = 5  
b = 6  
print(a > b)  
print(a < b)  
print(a==b)
```



```
image > threshold
```

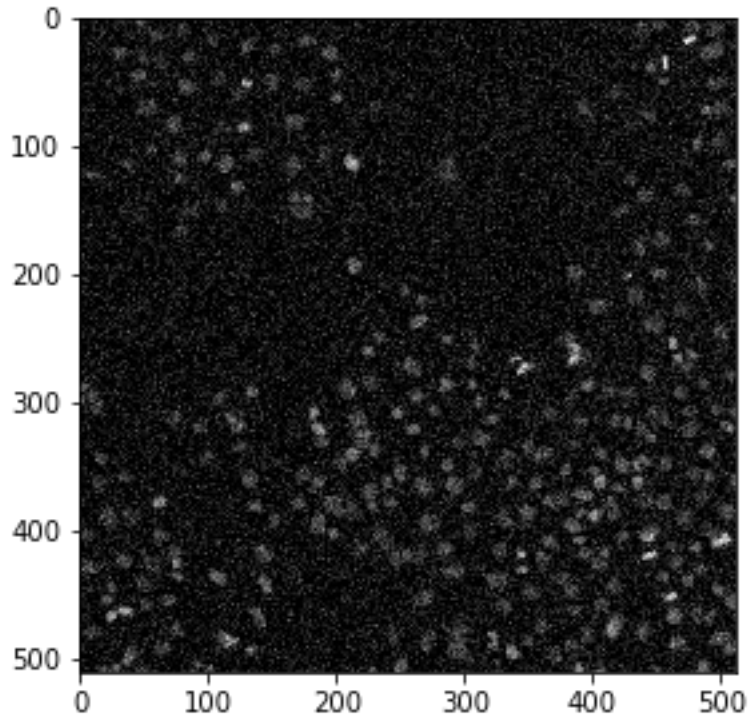
```
array([[False, False, False, ..., False, False, False],  
       [False, False, False, ..., False, False, False],  
       [False, False, False, ..., False, False, False],  
       ...,  
       [False, False, False, ..., False, False, False],  
       [False, False, False, ..., False, False, False],  
       [False, False, False, ..., False, False, False]])
```

In this case, “image” is a *numpy array* → some operations are automatically applied to every pixel!

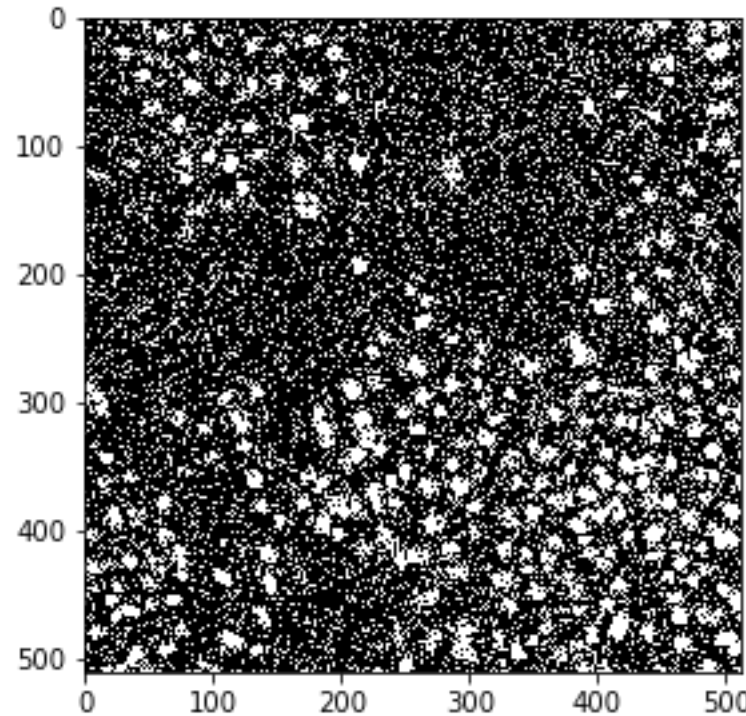
- We can then simply store the output of this element-wise comparison in a new variable:

```
binary = image > threshold
```

- Before we can create masks, we need to pre-process images:
 - Noise removal
 - Background subtraction



Noisy image

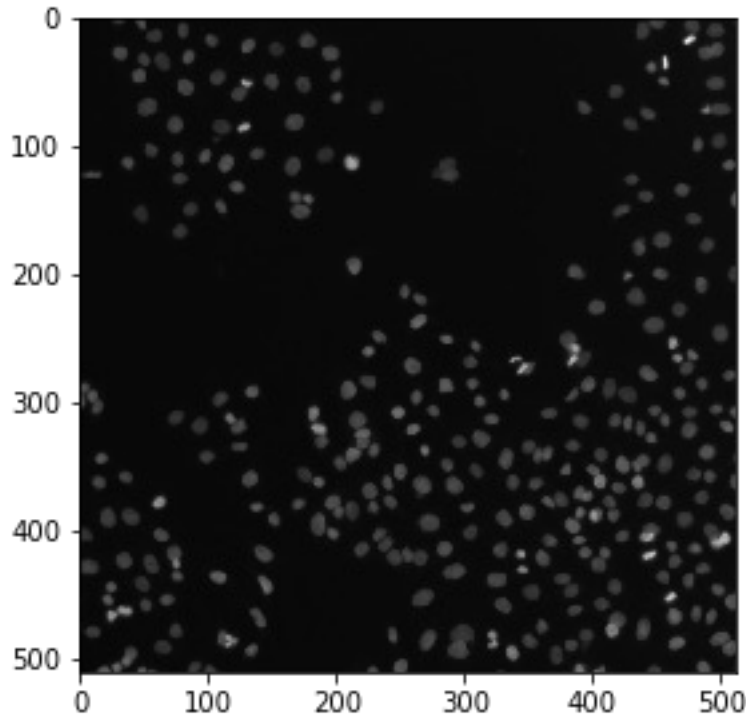


Thresholded image

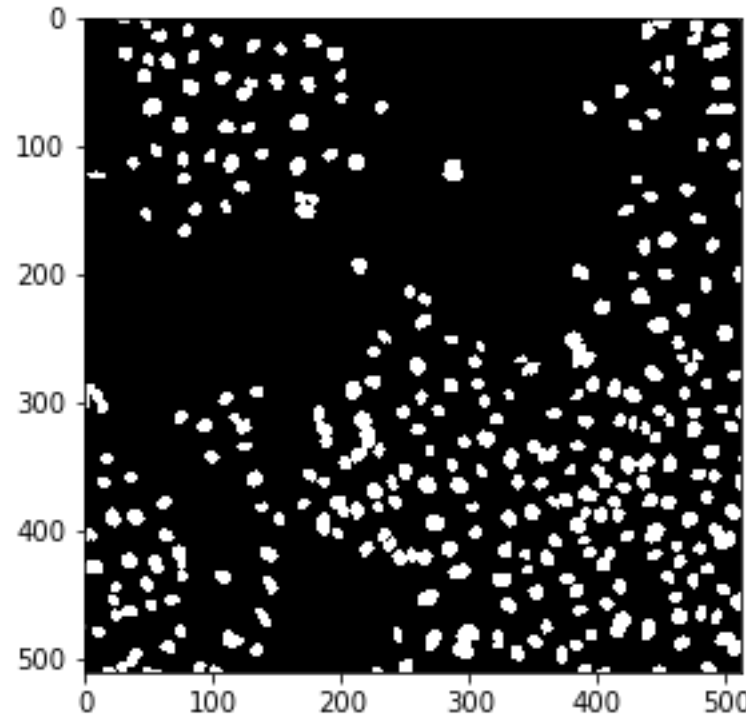
```
filtered = filters.median(image)
```

Image filtering *filters* relevant information for subsequent operations from the image!

- Before we can create masks, we need to pre-process images.
 - Noise removal
 - Background subtraction



Filtered image

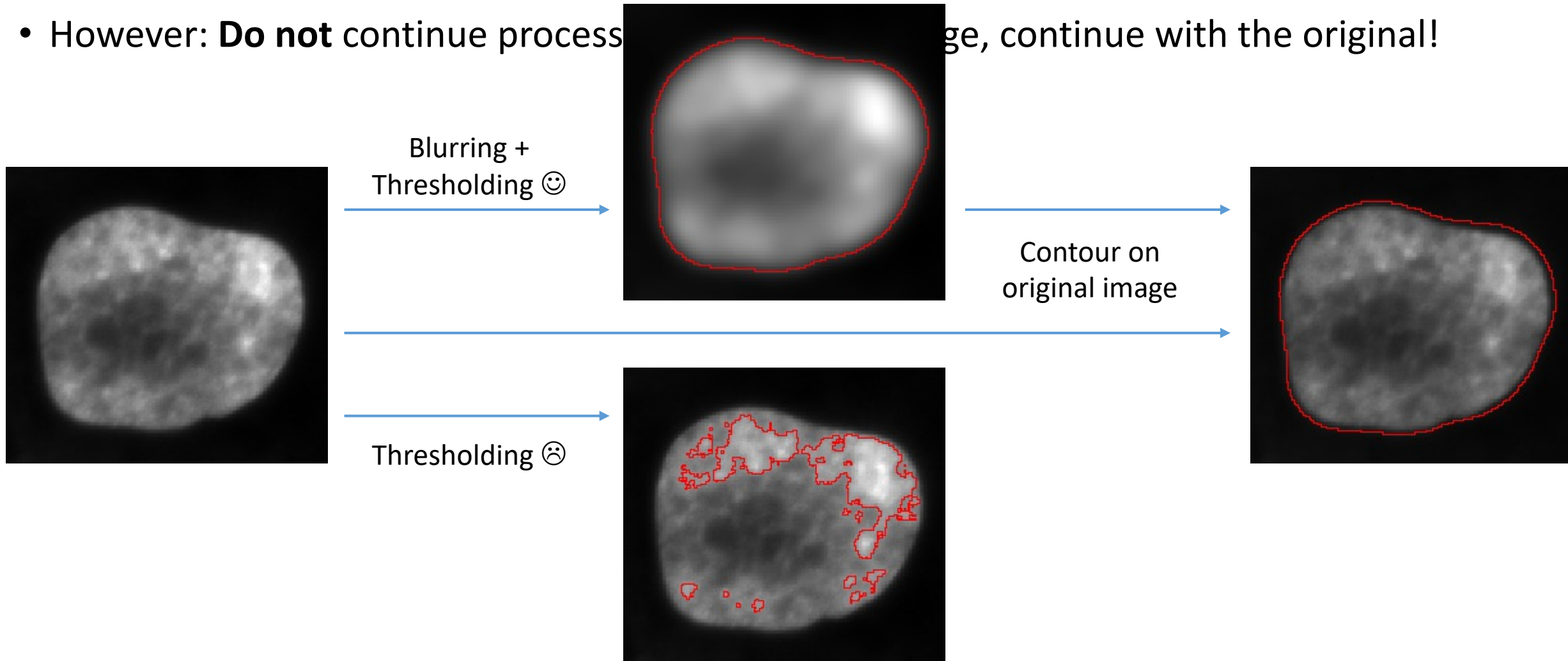


Thresholded image

```
filtered = filters.median(image)
```

Image filtering *filters* relevant information for subsequent operations from the image!

- In case thresholding algorithms outline the wrong structure, blurring in advance may help.
- However: **Do not** continue processing the image, continue with the original!




```
binary = image > a_good_threshold_value_of_my_choice
```

Never use manual thresholding!

- Different observers come to different results when selecting a “good” threshold value
 - You may come to different results when selecting a threshold value repeatedly

Inter-observer
variability

```
binary = image > threshold  
intensities = some_function_to_measure_intensities(binary, image)
```

Intra-observer
variability

Avoid thresholding an image and afterwards measure intensities in the same image

- You would measure the threshold you entered

```
binary_1 = image_1 > threshold_1(image_1)  
binary_2 = image_2 > threshold_2(image_2)
```

...and stick to it for the whole study. Using a new method for every image impairs reproducibility!

Do not over-engineer

There will be always images where thresholding fails – better report the errors!

- Searching for a threshold where the variance in both classes (above/below threshold) becomes minimal.

$$Var(I) = \sum_{i \in I} g_i - \bar{g}_I$$

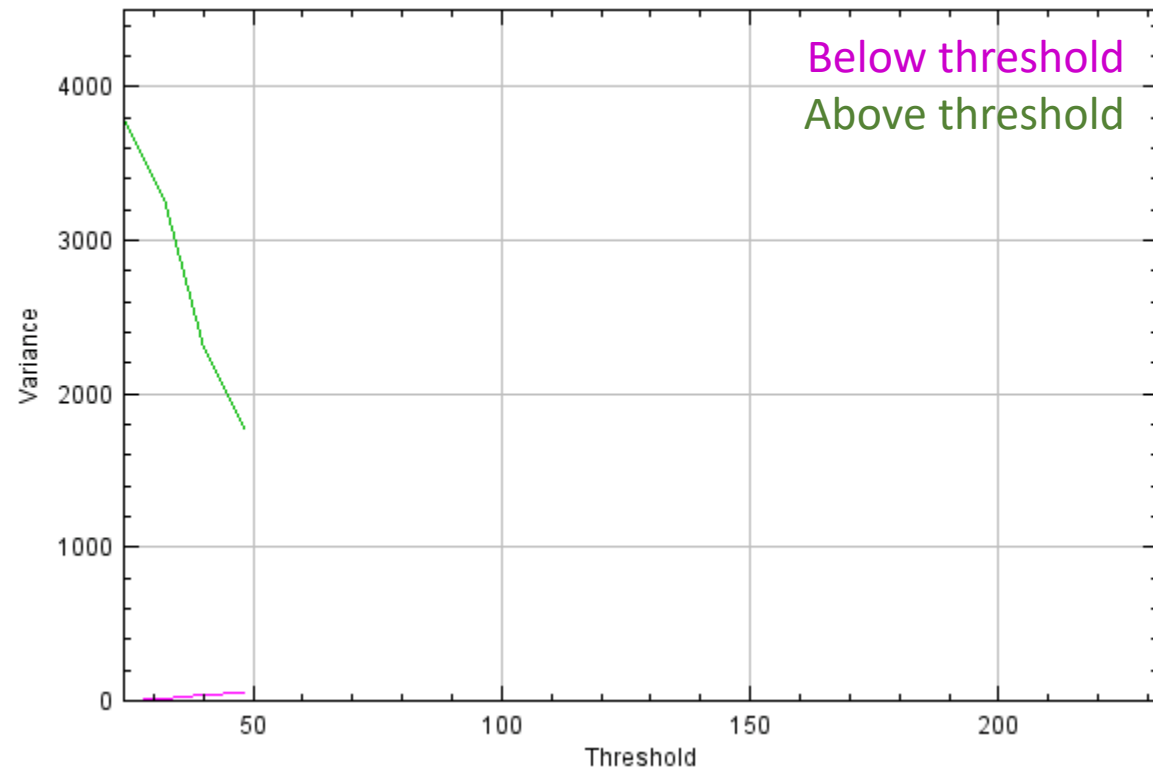
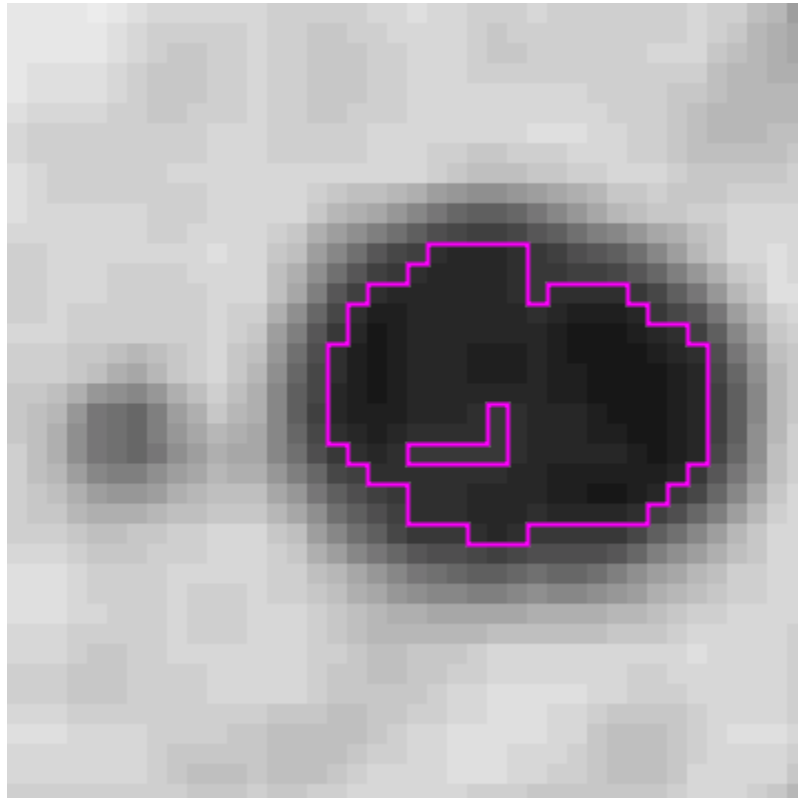
$$\bar{g}_I = \sum_{i \in I} \frac{g_i}{n_I}$$

$Var(I)$... Variance in image I

g_i ... grey value of a pixel i

\bar{g}_I ... mean grey value of the whole image I

n_I ... number of pixels in Image I



- Searching for a threshold where the variance in both classes (above/below threshold) becomes minimal.

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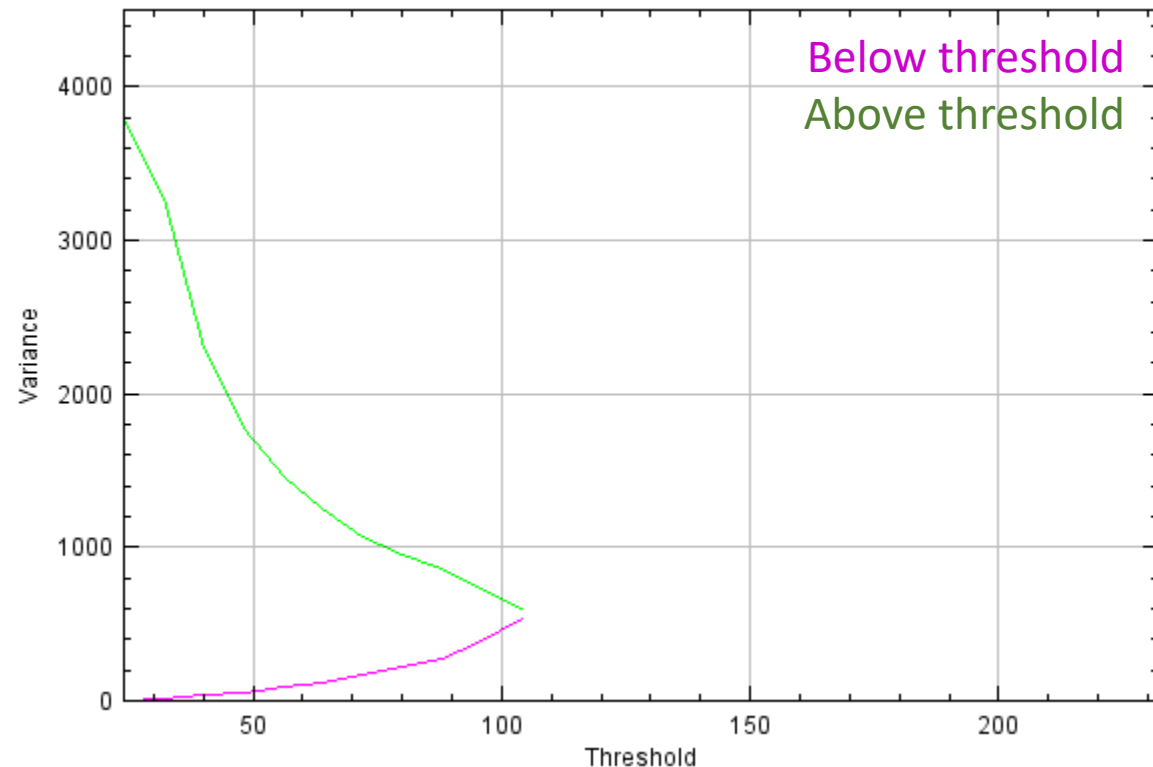
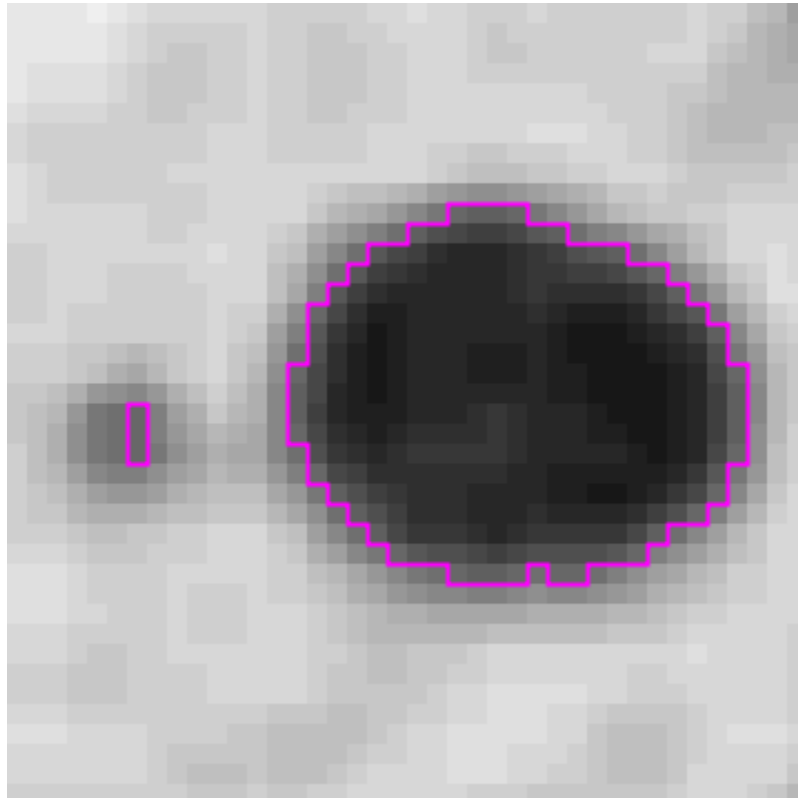
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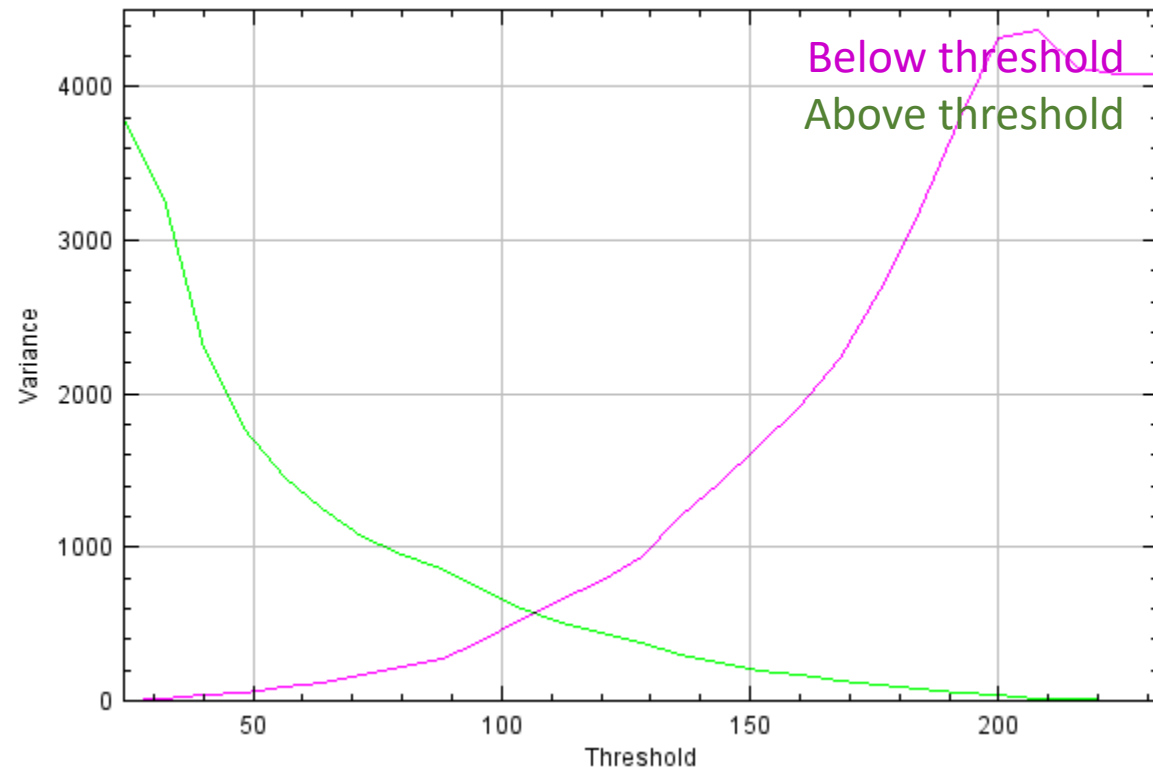
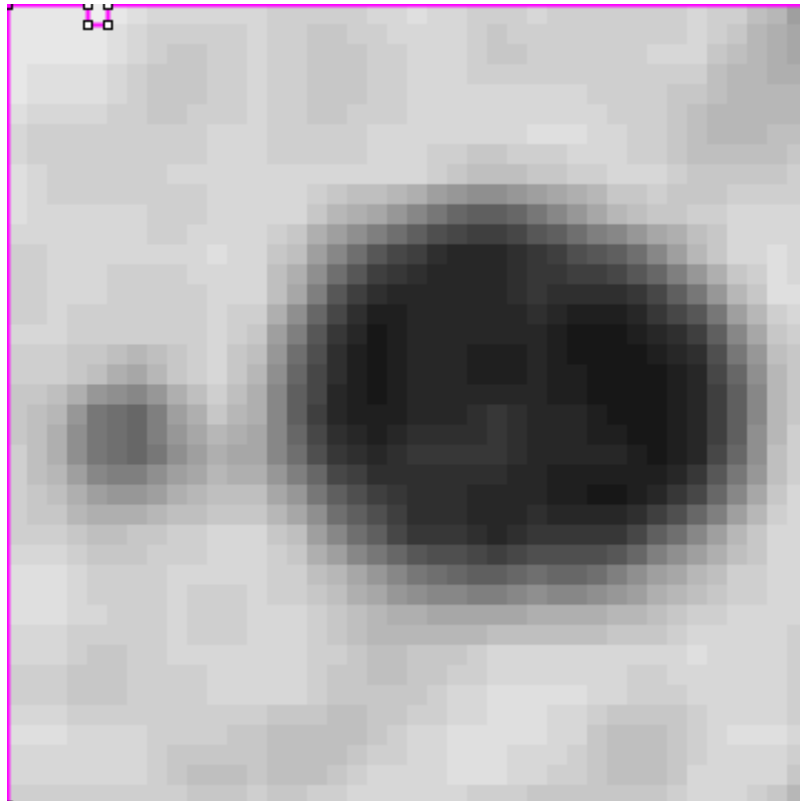
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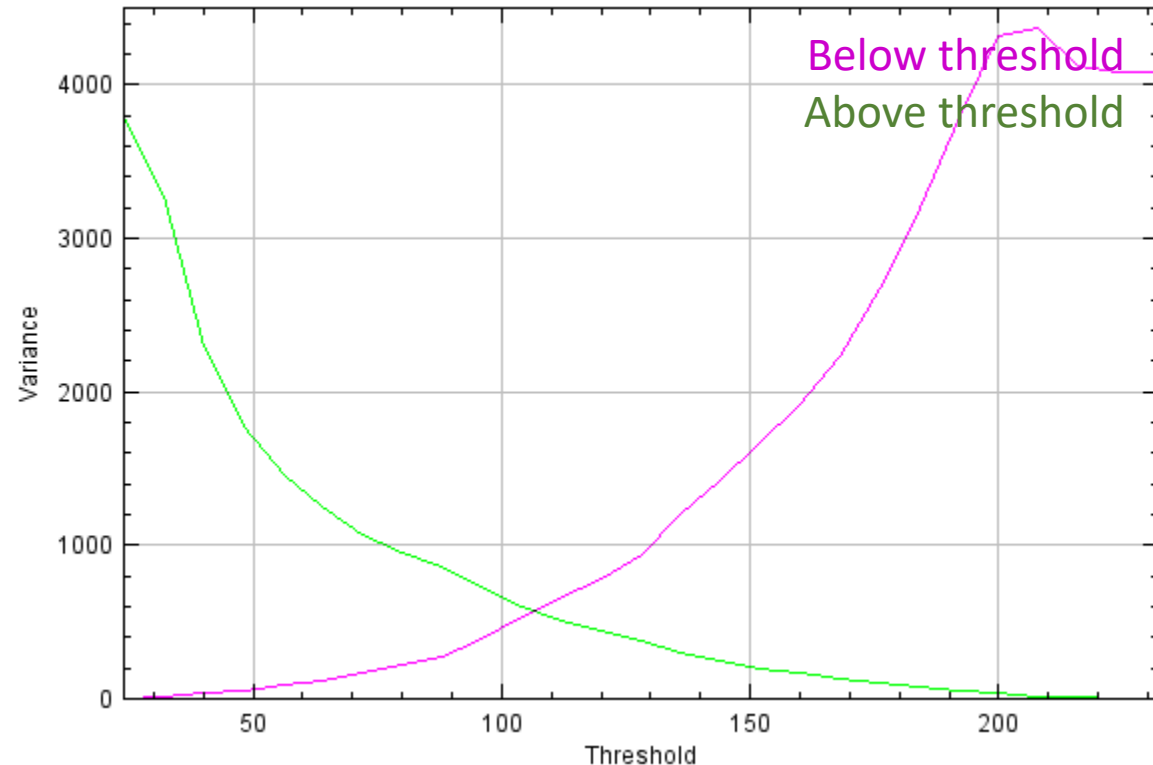
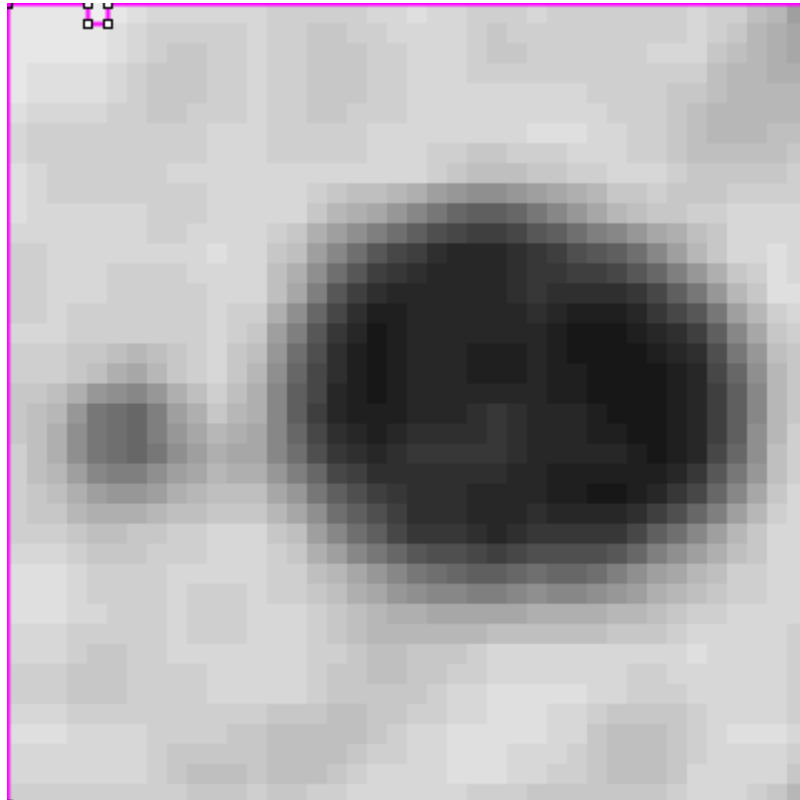
n_I ... number of pixels in Image I



- Searching for a threshold where the variance in both classes (above/below threshold) becomes minimal.
- Weighted (!) sum variance

$$Var'(I) = \frac{n_A}{n_I} Var(A) + \frac{n_B}{n_I} Var(B)$$

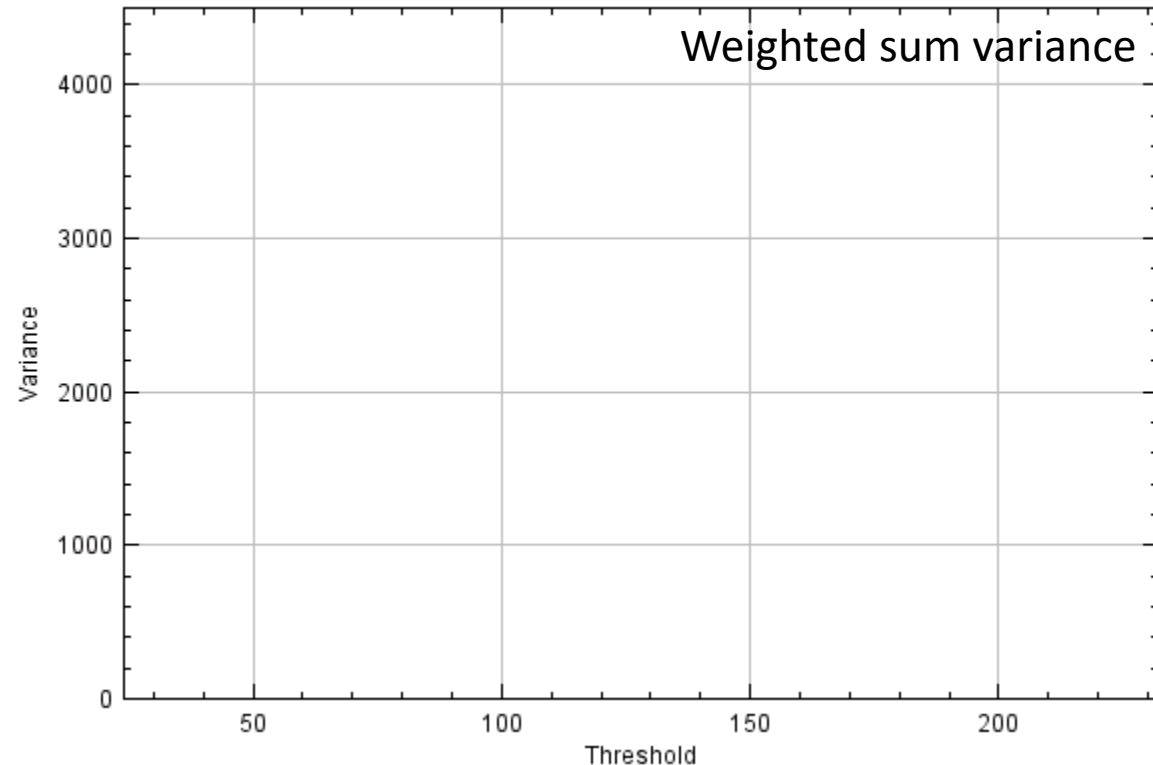
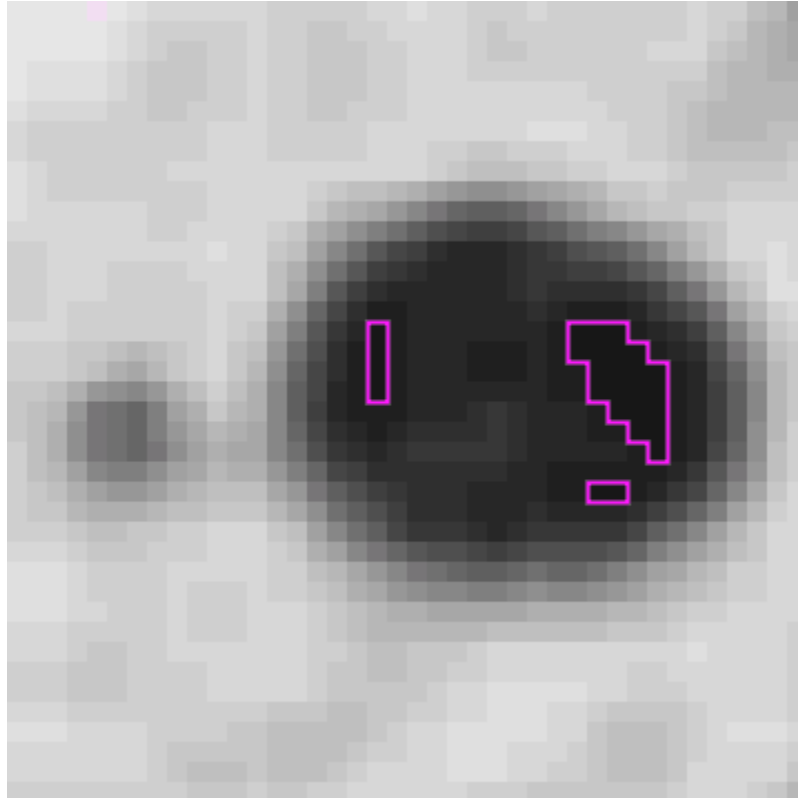
$$I = A \cup B$$



- Searching for a threshold where the variance in both classes (above/below threshold) becomes minimal.
- Weighted (!) sum variance

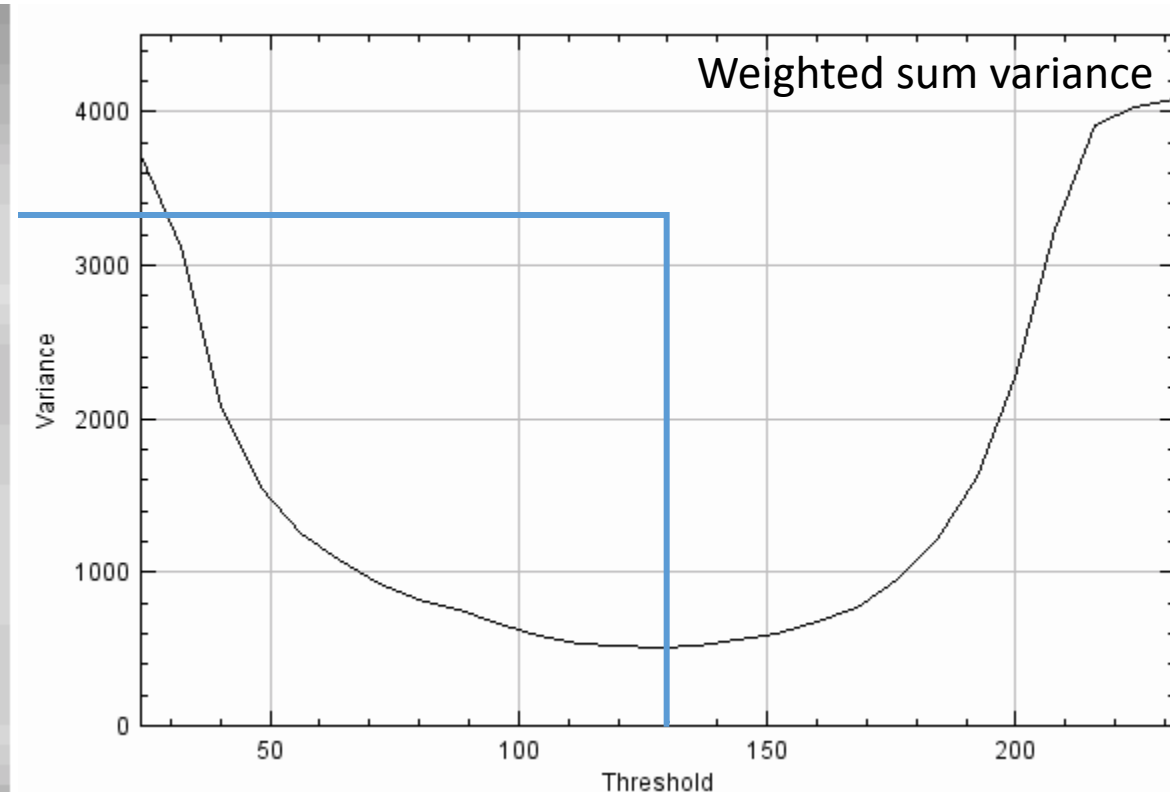
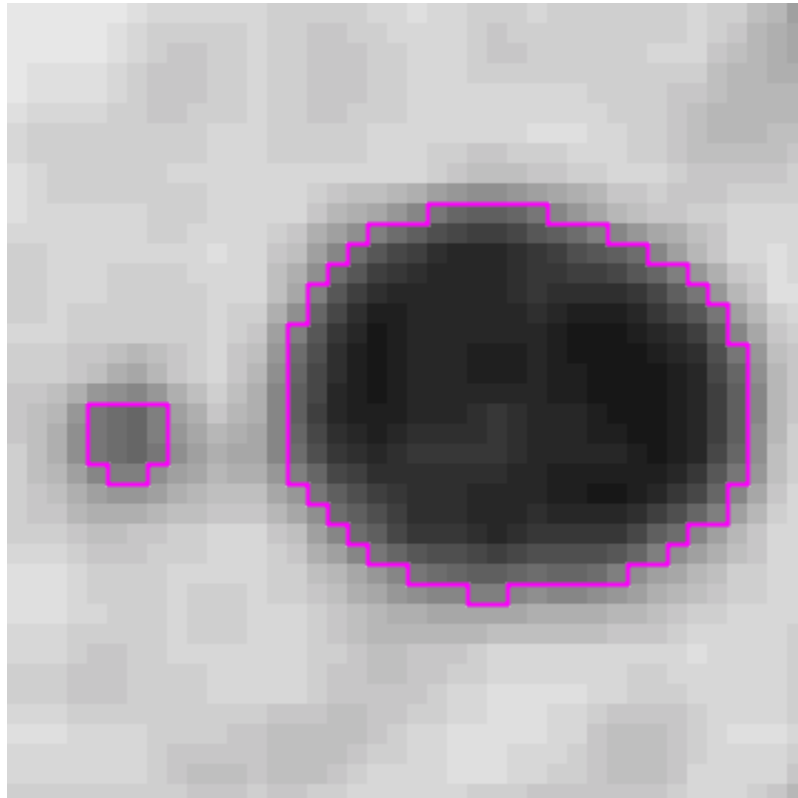
$$Var'(I) = \frac{n_A}{n_I} Var(A) + \frac{n_B}{n_I} Var(B)$$

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- Searching for a threshold where the variance in both classes (above/below threshold) becomes minimal.
- Weighted (!) sum variance

$$Var'(I) = \frac{n_A}{n_I} Var(A) + \frac{n_B}{n_I} Var(B) \quad I = A \cup B$$



See also: <http://www.labbookpages.co.uk/software/imgProc/otsuThreshold.html>

- Cite the thresholding method of your choice properly

We segmented the cell nuclei in the images using the Otsu thresholding method (Otsu et Al. 1979) implemented in Fiji (Schindelin et Al. 2012).

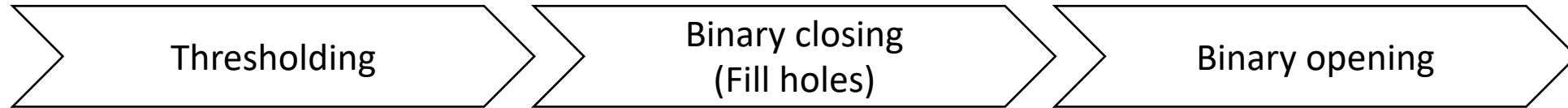
IEEE TRANSACTIONS ON SYSTEMS, MAN, AND CYBERNETICS, VOL. SMC-9, NO. 1, JANUARY 1979

A Threshold Selection Method from Gray-Level Histograms

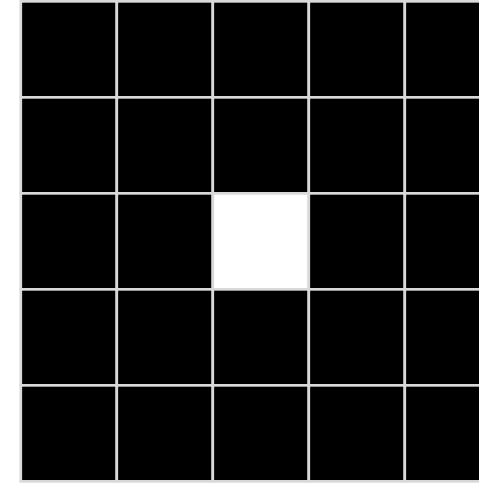
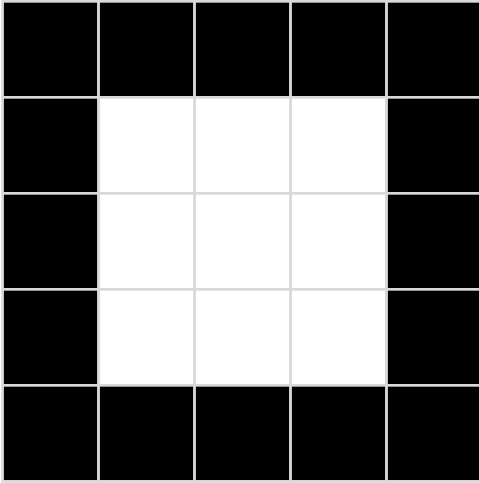
NOBUYUKI OTSU

Abstract—A nonparametric and unsupervised method of automatic threshold selection for picture segmentation is presented. An optimal threshold is selected by the discriminant criterion, namely, so as to maximize the separability of the resultant classes in gray levels. The procedure is very simple, utilizing only the gray levels and the

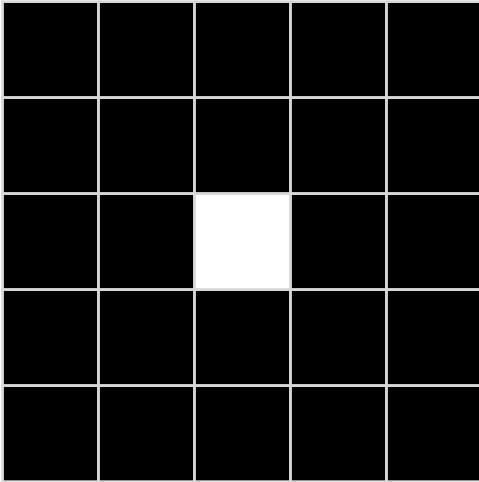
- Binary mask images may not be perfect immediately after thresholding.
- There are ways of refining them



- Erosion: Every pixel with at least one black neighbor becomes black.

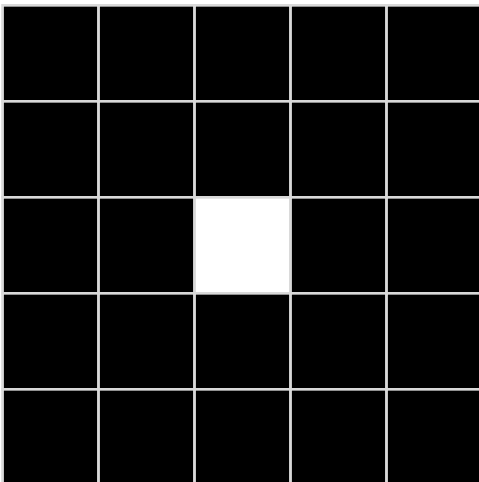
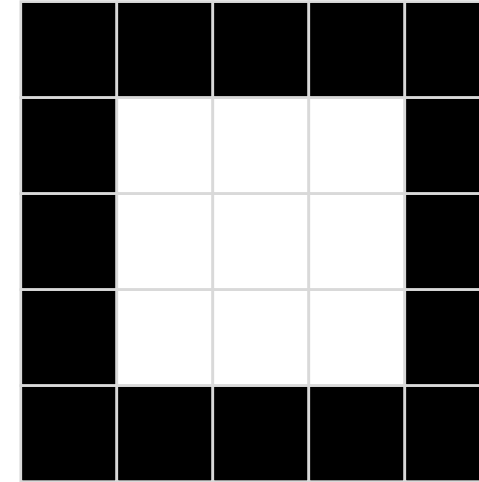


- Dilation: Every pixel with at least one white neighbor becomes white.



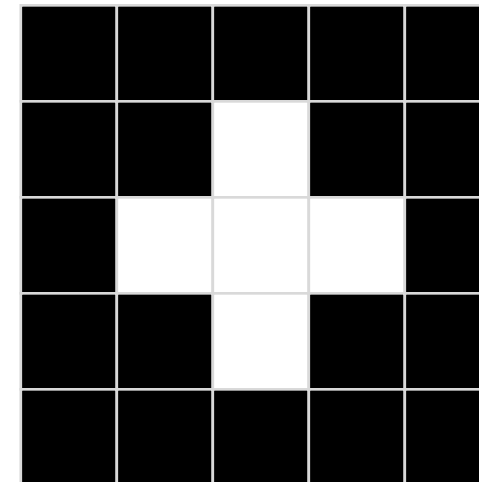
Dilation

8-connected neighborhood
Moore-Neighborhood

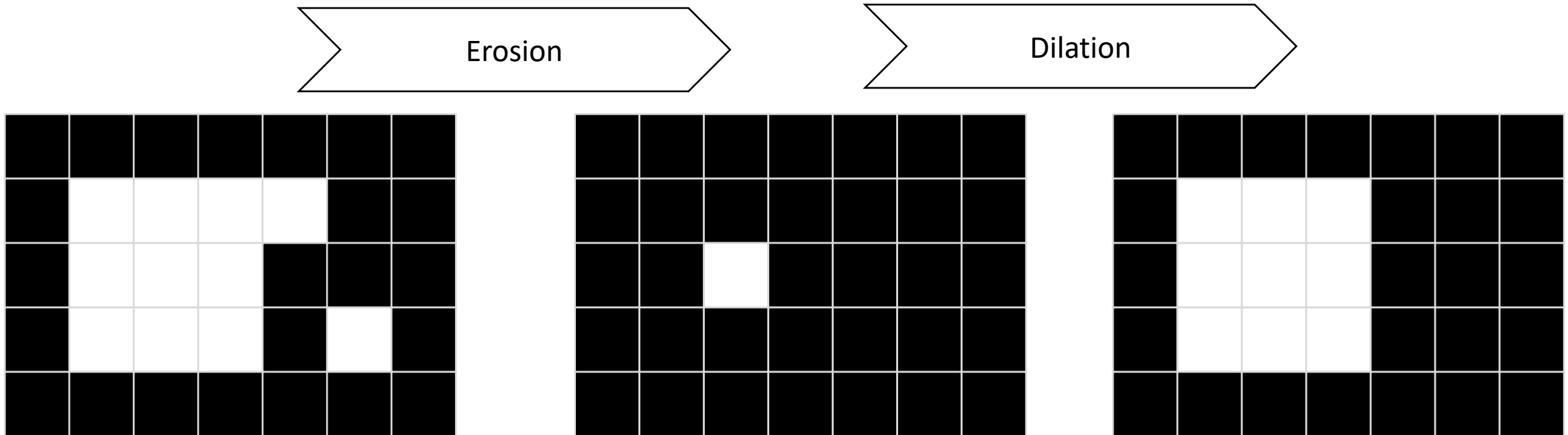


Dilation

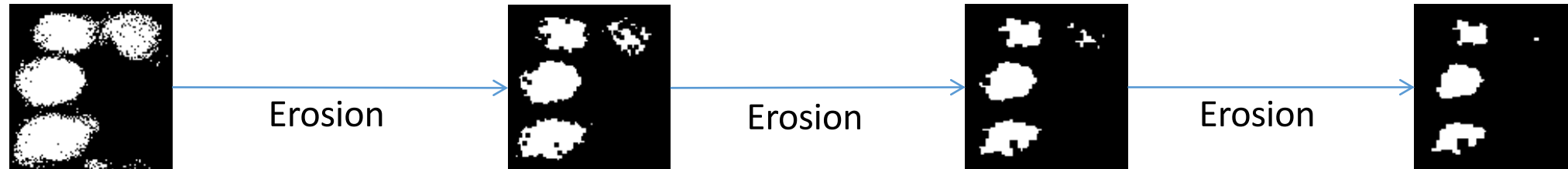
4-connected neighborhood
von-Neumann-Neighborhood



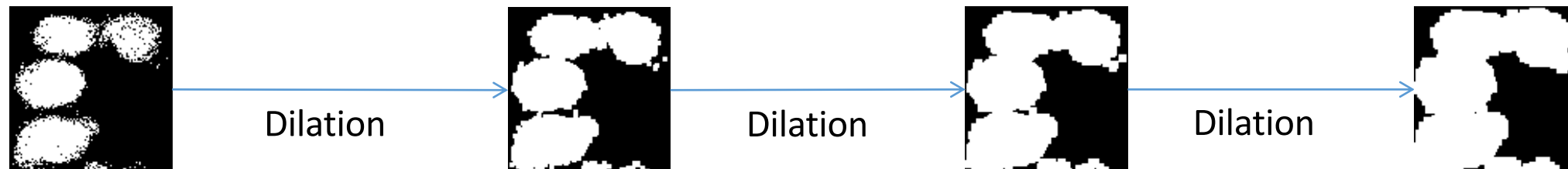
- Erosion and dilation combined allow correcting outlines.



- Erosion: Set all pixels to black which have at least one black neighbor.



- Dilation: Set all pixels to white which have at least one white neighbor.



- Closing: Dilation + Erosion



- Opening: Erosion + Dilation

Exercises for lunch:
