



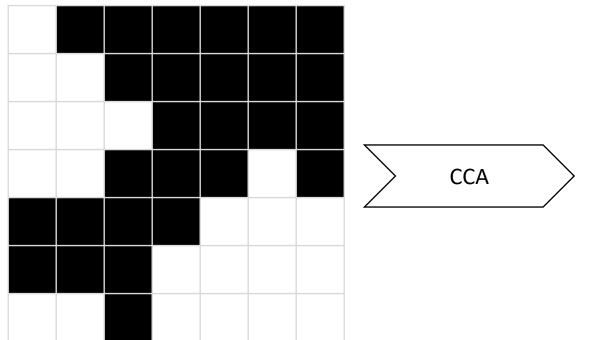
# Instance segmentation

Robert Haase

## Connected component labelling



- 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.

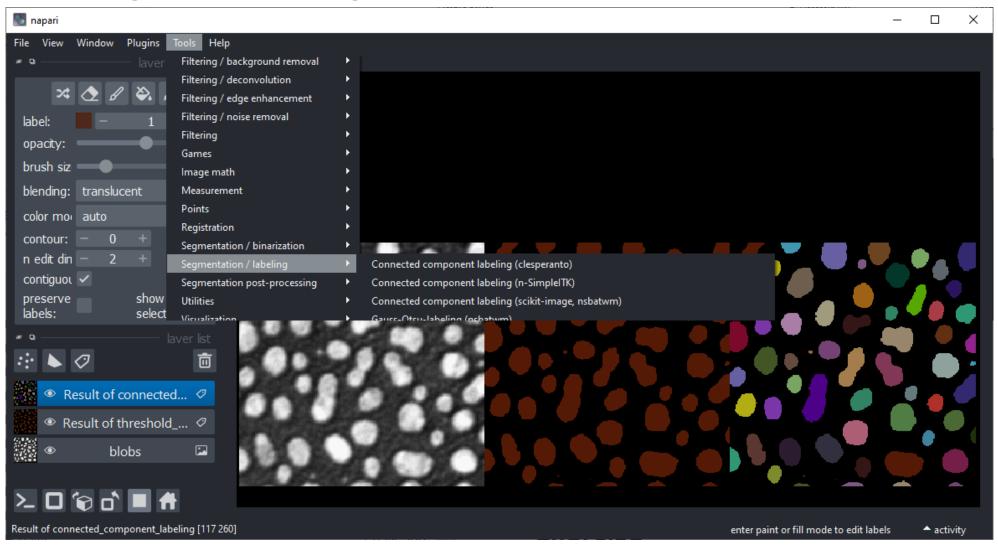


1	0	0	0	0	0	0
1	1	0	0	0	0	0
1	1	1	0	0	0	0
1	1	0	0	0	3	0
0	0	0	0	3	3	3
0	0	0	3	3	3	3
2	2	0	3	3	3	3

### Connected component labelling



In napari: Tools > Segmentation / labeling menu



## Short-cuts: Gauss-Otsu-Labeling



In napari: Tools > Segmentation / labeling menu

 Gaussian-blur + Threshold Otsu + blobs (data) Connected component labeling 0.70 brush siz = blending: translucent napari color mor auto File View Window Plugins Tools Help contiguou 🗸 show 0.70 brush siz blending: translucent Result of gauss\_ots... Ø color mor auto blobs contiguou 🗸 **∠□७♂■#** selected: Result of gauss\_otsu\_labeling [172 280]: 42 enter paint or fill mode to edit labels Result of gauss\_ots... Ø blobs

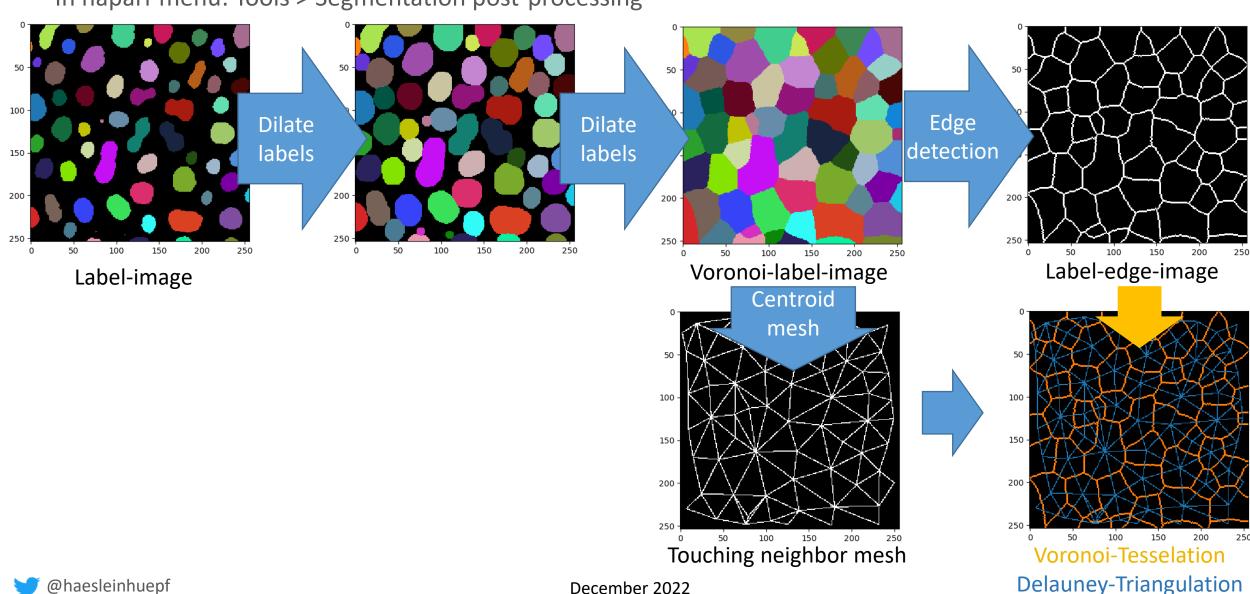
Result of gauss\_otsu\_labeling [172 280]: 42

enter paint or fill mode to edit labels

#### Voronoi-Tesselation



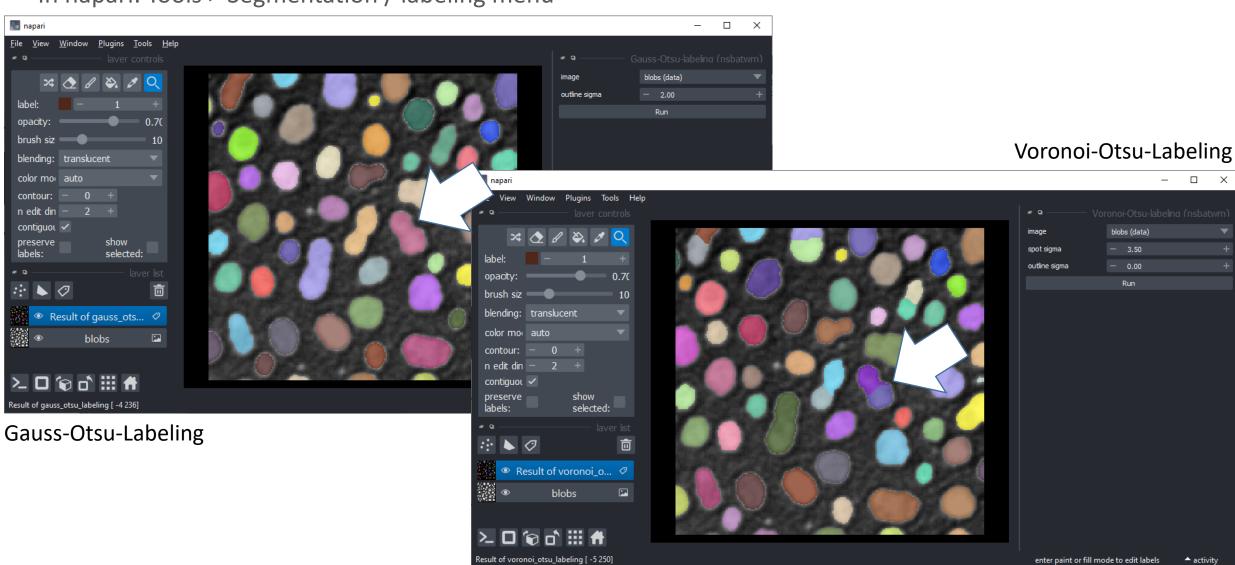
In napari-menu: Tools > Segmentation post-processing



## Short-cuts: Voronoi-Otsu-Labeling



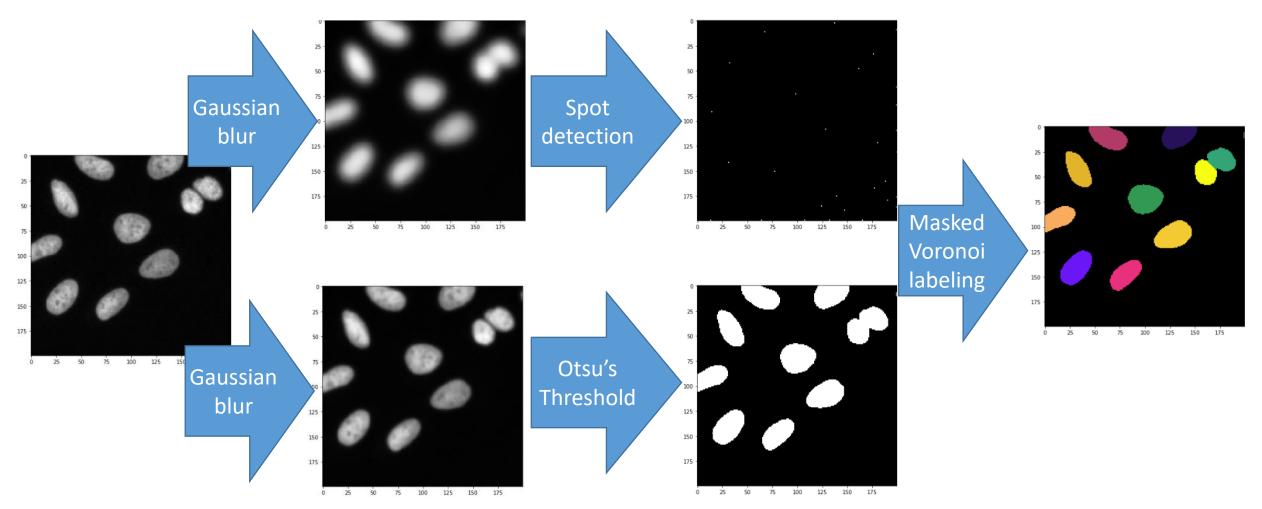
In napari: Tools > Segmentation / labeling menu



## Voronoi-Otsu-Labeling



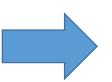
• Combination of Gaussian blur, Otsu's Threshold and Voronoi-labeling



#### Short-cuts: Voronoi-Otsu-Labeling

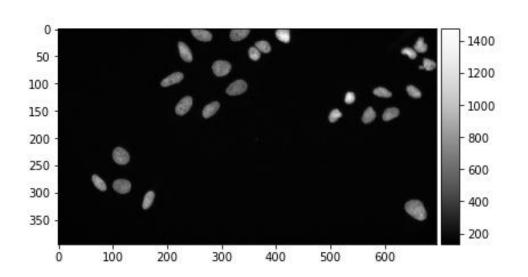


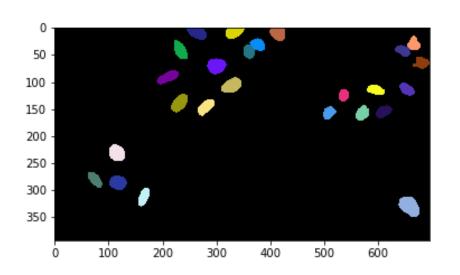
- Gaussian-Blur
- Otsu-Thresholding
- Spot-detection
- Watershed on the binary image



... in a single line of code:

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



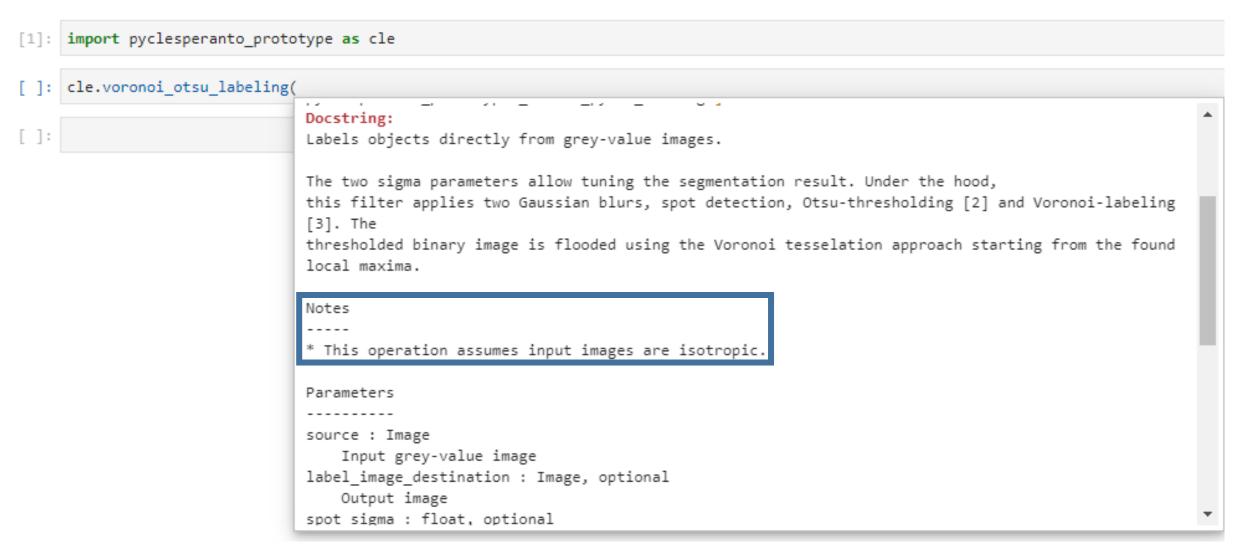


#### nsbatwm made image

shape	(395, 695)
dtype	int32
size	1.0 MB
min	0
max	25



• Some [segmentation] algorithms have prerequisites...

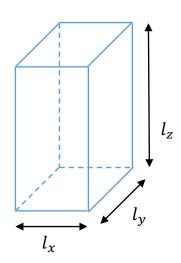


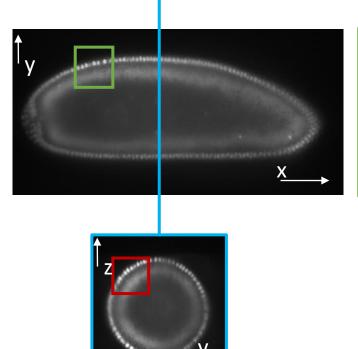
#### Volumetric Data

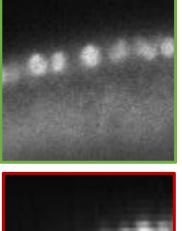


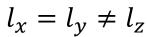
• Voxel: "Volume element", in microscopy usually anisotropic

- 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:







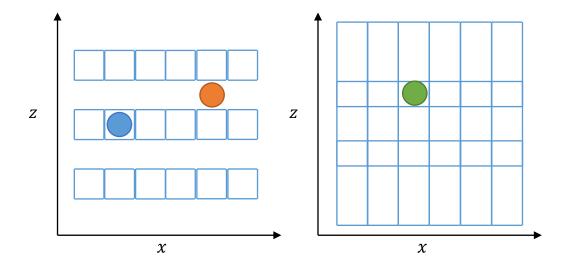


• Image analysts *love* to have isotropic voxels, but microscopes usually have a lower resolution in z than in x and y.

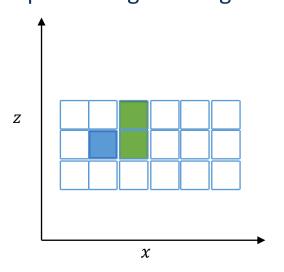




#### What you may have measured using imaging:



What you see when processing 3D images:



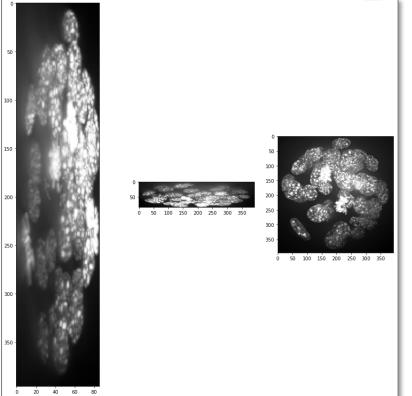
- Slice distance and slice thickness may be different, but
- many image processing tools ignore that!

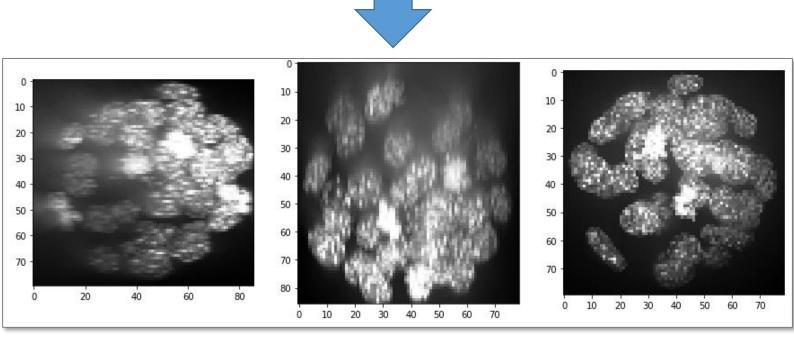
# Reslicing / scaling / sampling



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)



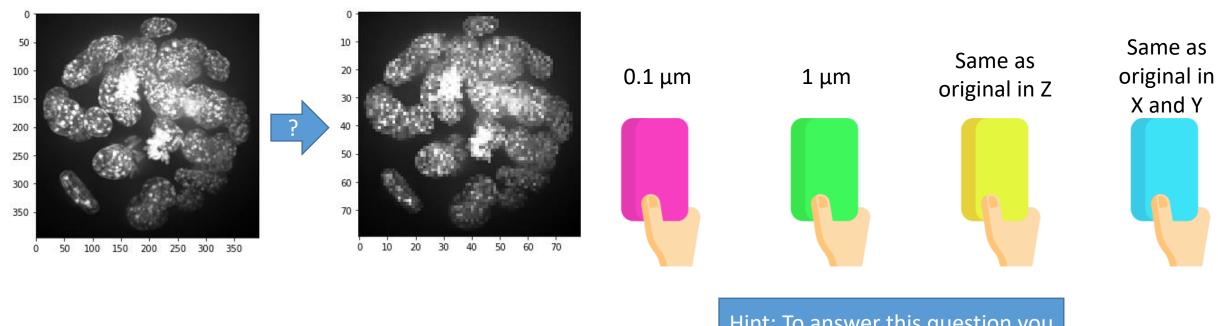


## Reslicing / scaling / sampling



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

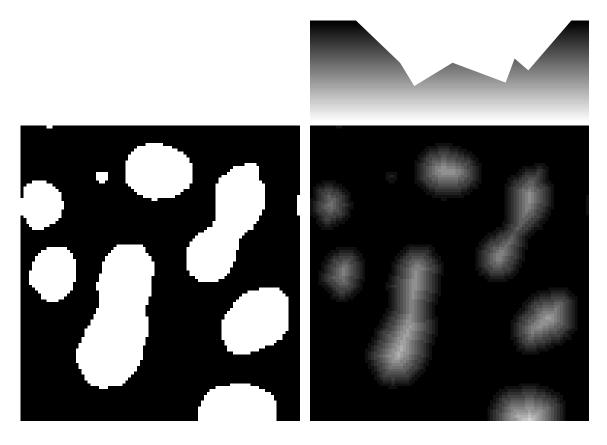
```
resampled = cle.scale(input_image, factor_x=voxel_size_x, factor_y=voxel_size_y, factor_z=voxel_size_z, auto_size=True)
show(resampled)
```



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 tow where it's reasonable.

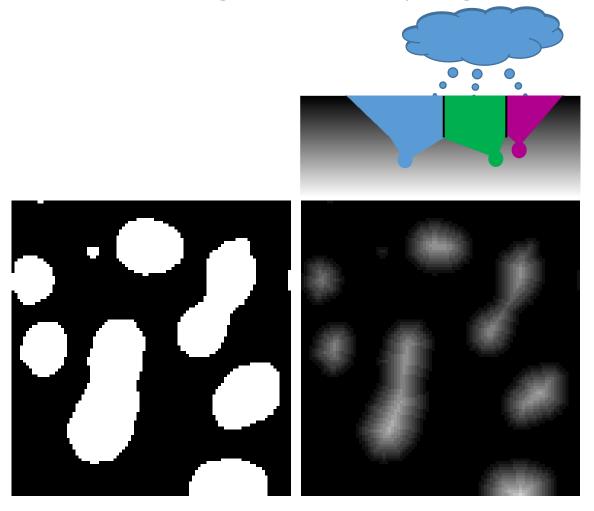


Binary segmentation

Distance map



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

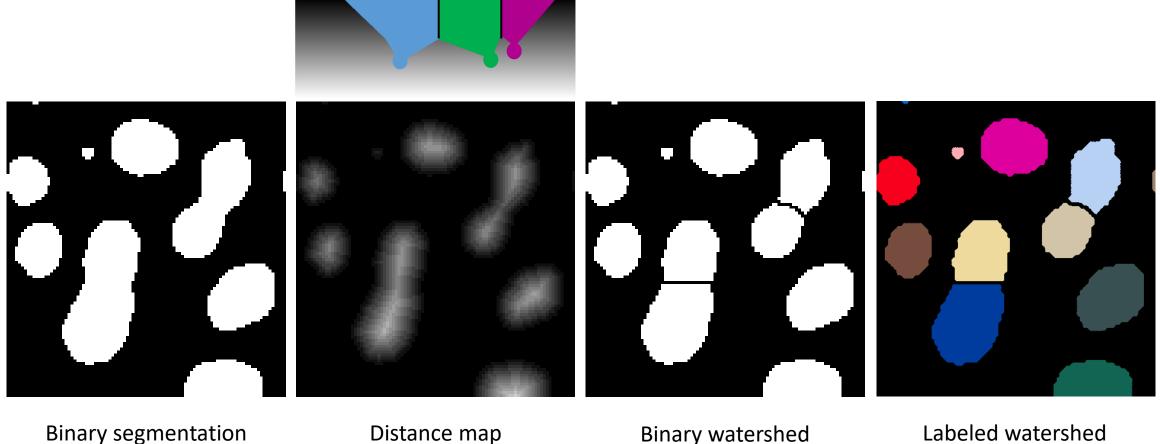


Binary segmentation

Distance map



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



@haesleinhuepf

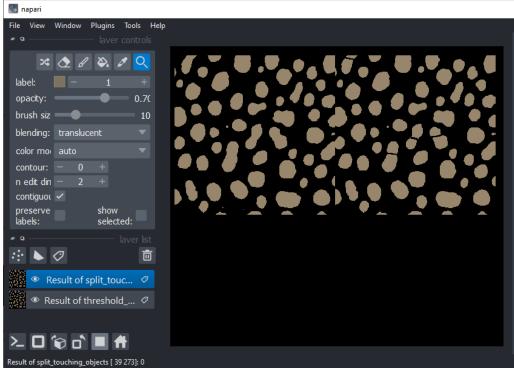
Distance map Binary watershed

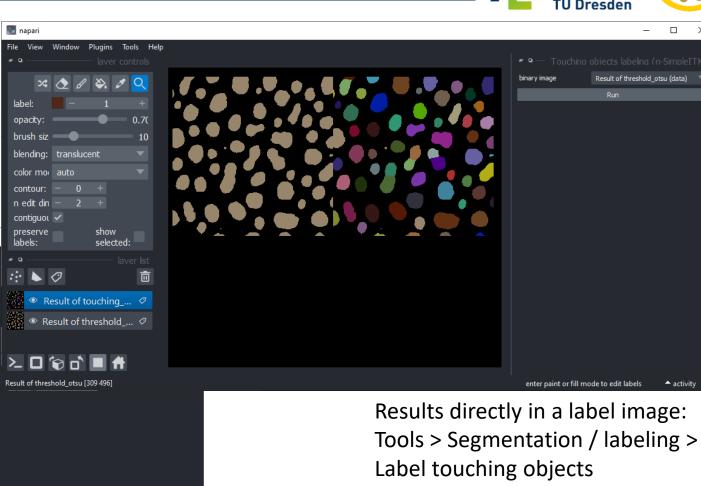
Labeled watershed



In Napari

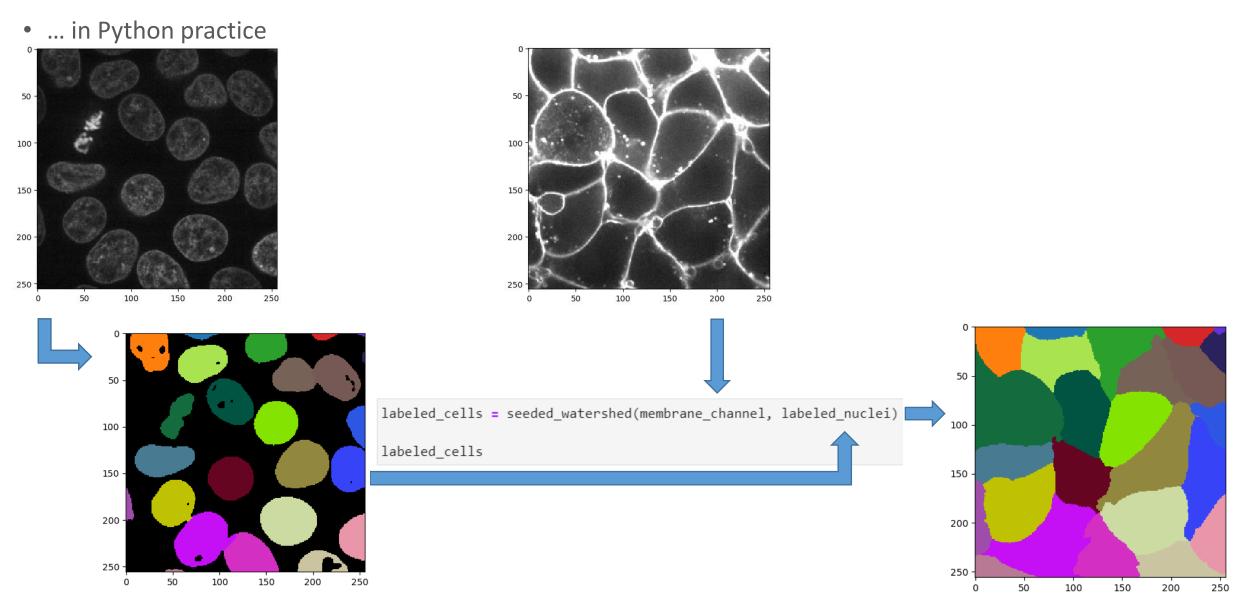
Similar to ImageJ's Watershed: Tools > Segmentation post-processing > Split touching objects





enter paint or fill mode to edit labels







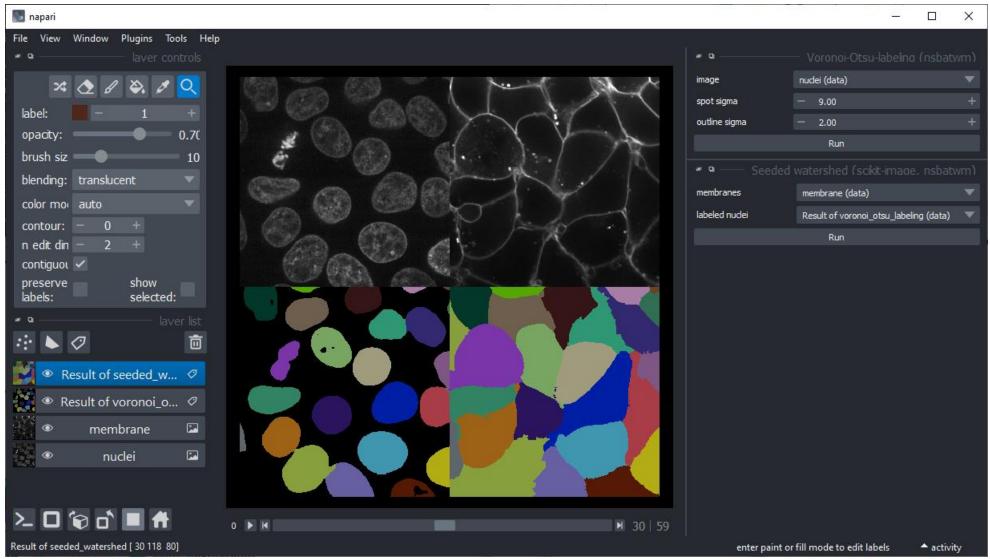
50

150

250



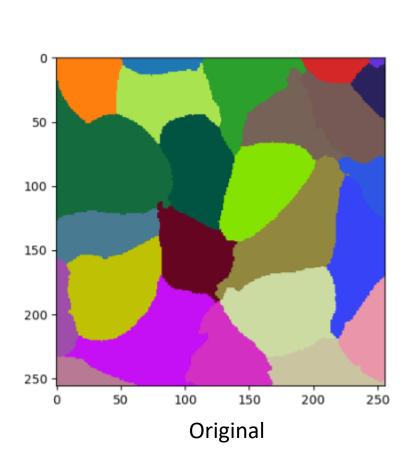
• ... in Napari practice: Tools > Segmentation / Labeling menu

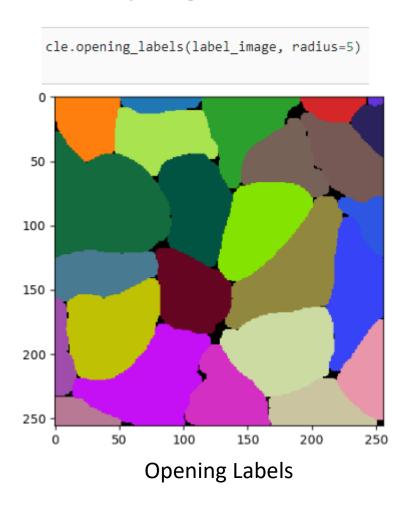


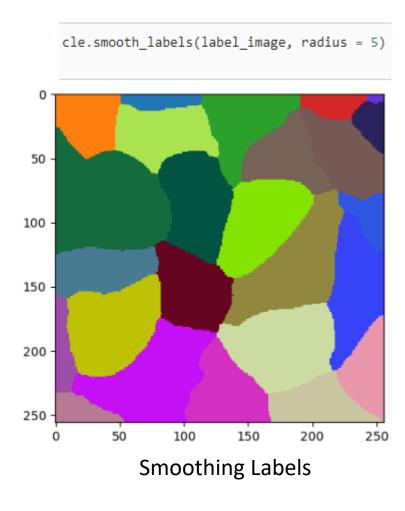
## Label post-processing / morphological operations



... similar to morphological operations on binary images



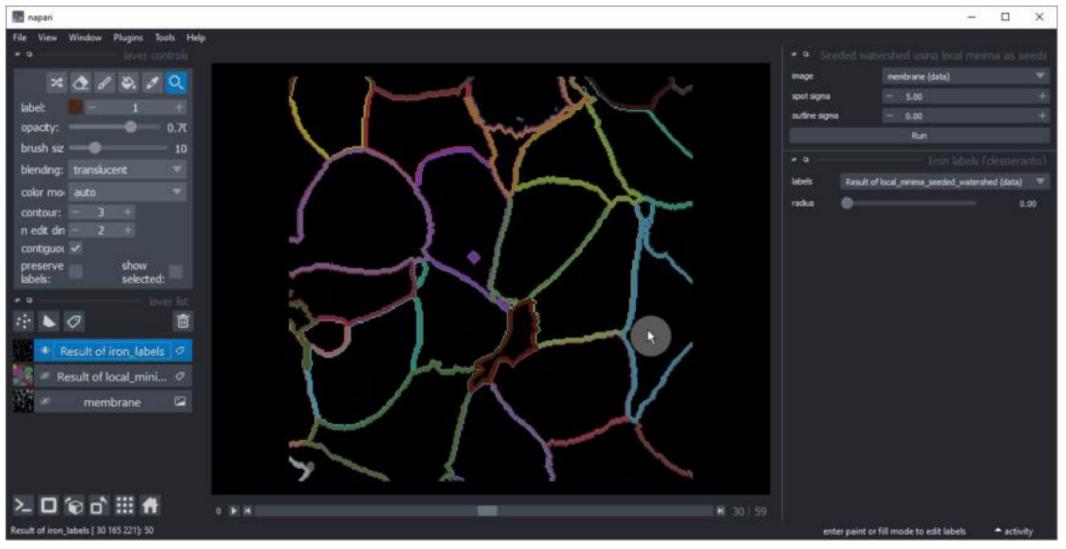




## Label post-processing / morphological operations



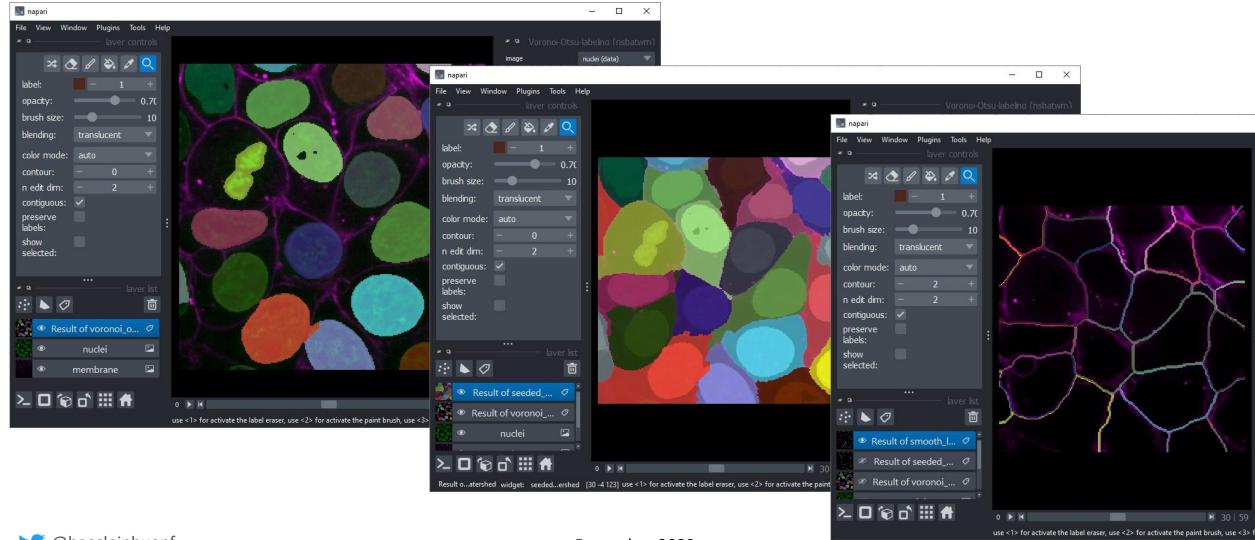
In Napari menu Tools > Segmentation post-processing > Smooth labels (clEsperanto)



#### Exercise



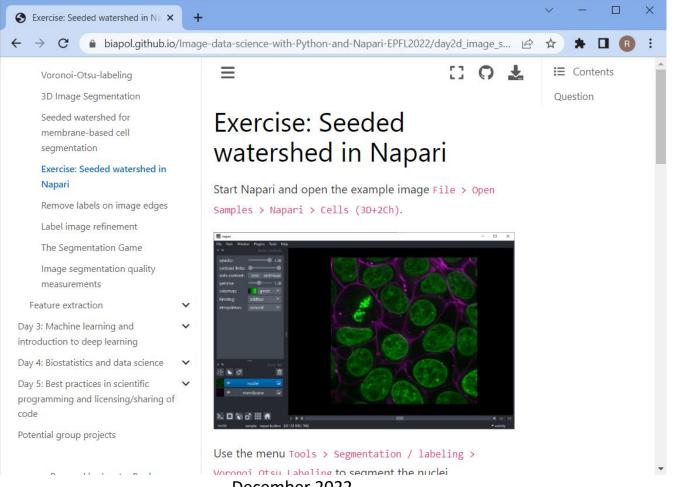
• Segment the nuclei in this dataset and use them as seeds for the seeded watershed algorithm. Smooth the labels of the resulting cell segmentation.



#### Exercise



- Segment the nuclei in this dataset and use them as seeds for the seeded watershed algorithm. Smooth the labels of the resulting cell segmentation.
- Follow the step-by-step instructions in the Jupyter book



December 2022