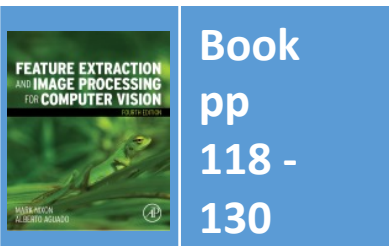


Lecture 6 Edge Detection

COMP6223 Computer Vision (MSc)

What are edges and how do we find them?



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Content

1. Differentiation/ differencing can be used to find edges of features
2. How can we improve the differencing process?

Edge detection

What is an **edge**? It's **contrast**



(a) original image



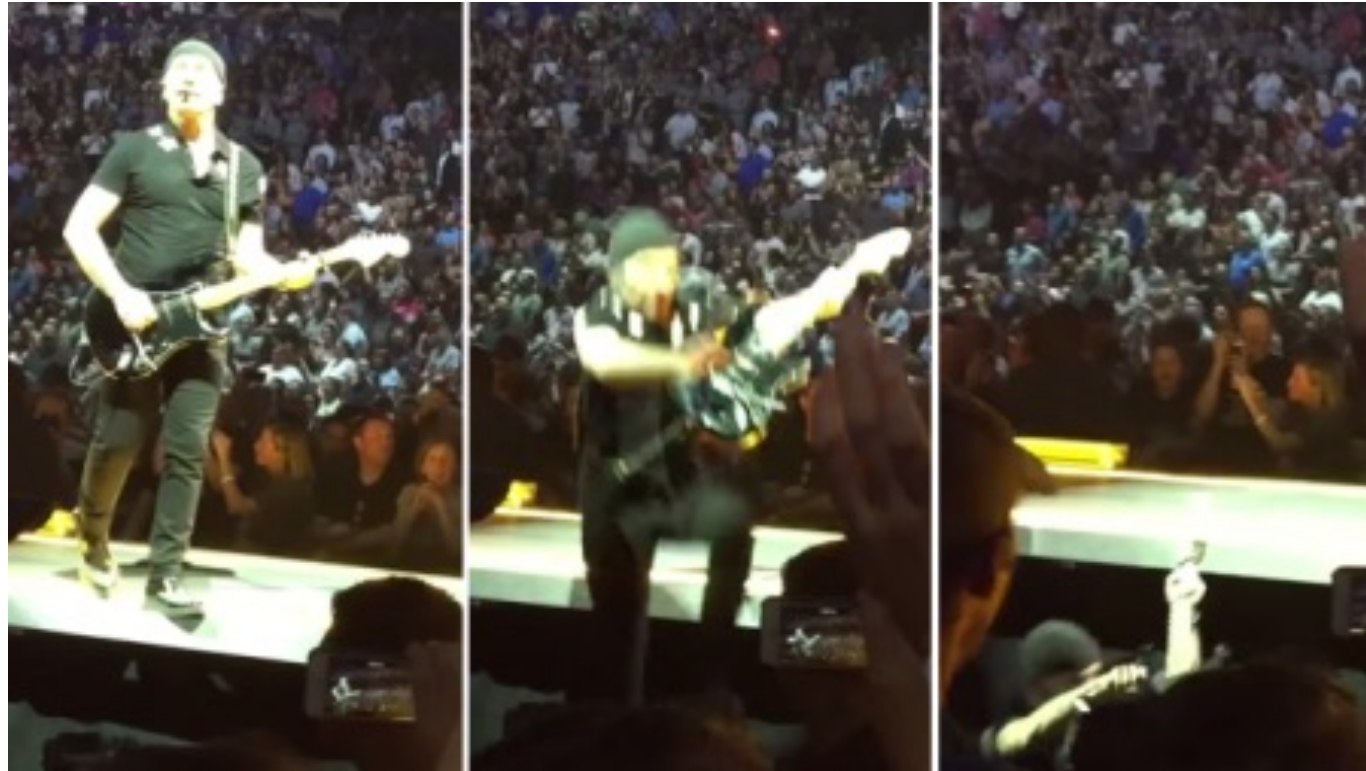
(b) Sobel edge magnitude



(c) thresholded magnitude



U2's Edge can't detect edges



<http://metro.co.uk/2015/05/15/the-edge-falls-off-the-edge-of-the-stage-in-spectacular-style-during-u2s-world-tour-5199503/>

First order edge detection

- Vertical edges, E_x

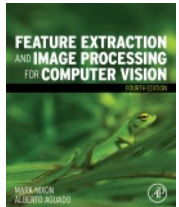
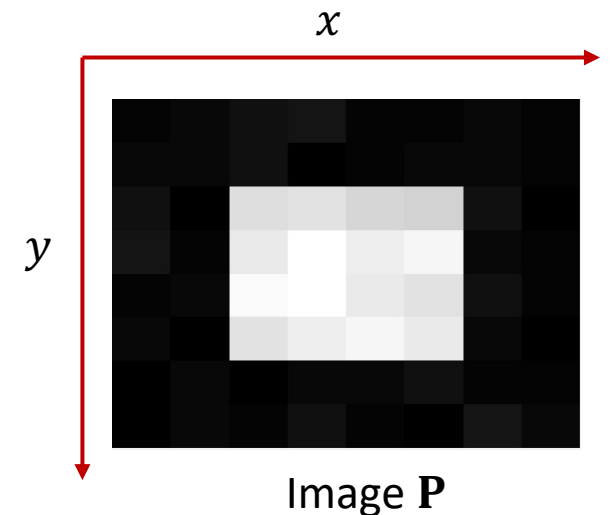
$$E_x_{x,y} = |P_{x,y} - P_{x+1,y}|$$

- Horizontal edges, E_y

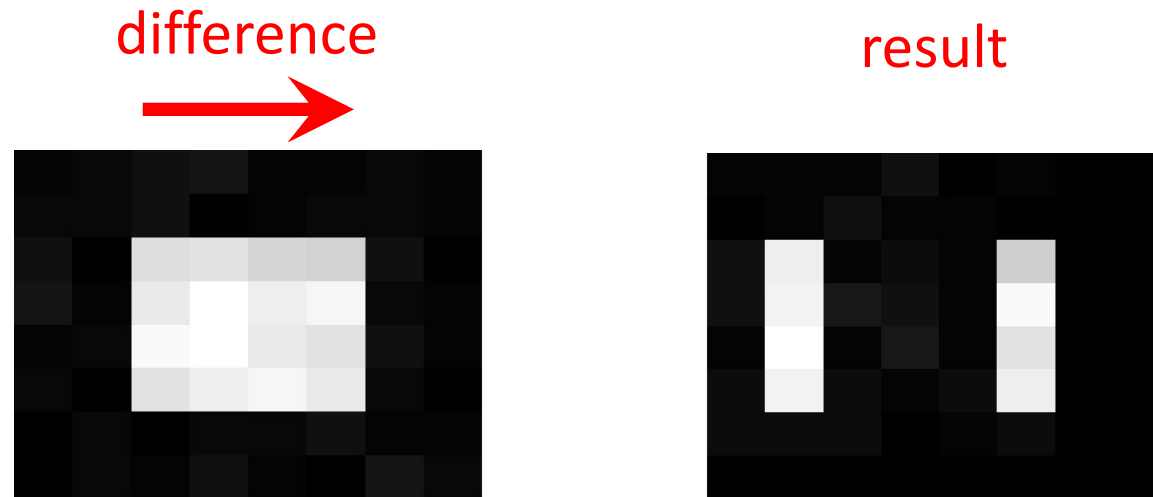
$$E_y_{x,y} = |P_{x,y} - P_{x,y+1}|$$

- Vertical and horizontal edges

$$E_{x,y} = |2 \times P_{x,y} - P_{x+1,y} - P_{x,y+1}|$$



Horizontal differencing



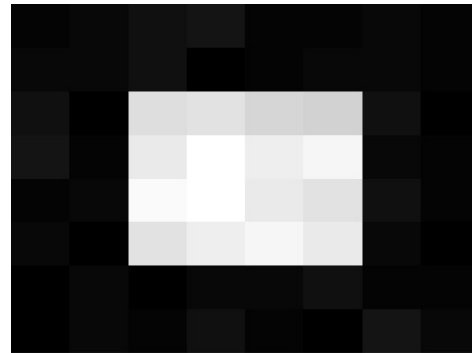
$$\mathbf{Ex}_{x,y} = \left| \mathbf{P}_{x,y} - \mathbf{P}_{x+1,y} \right|$$

Horizontal differencing detects
vertical edges



Vertical differencing

difference



result



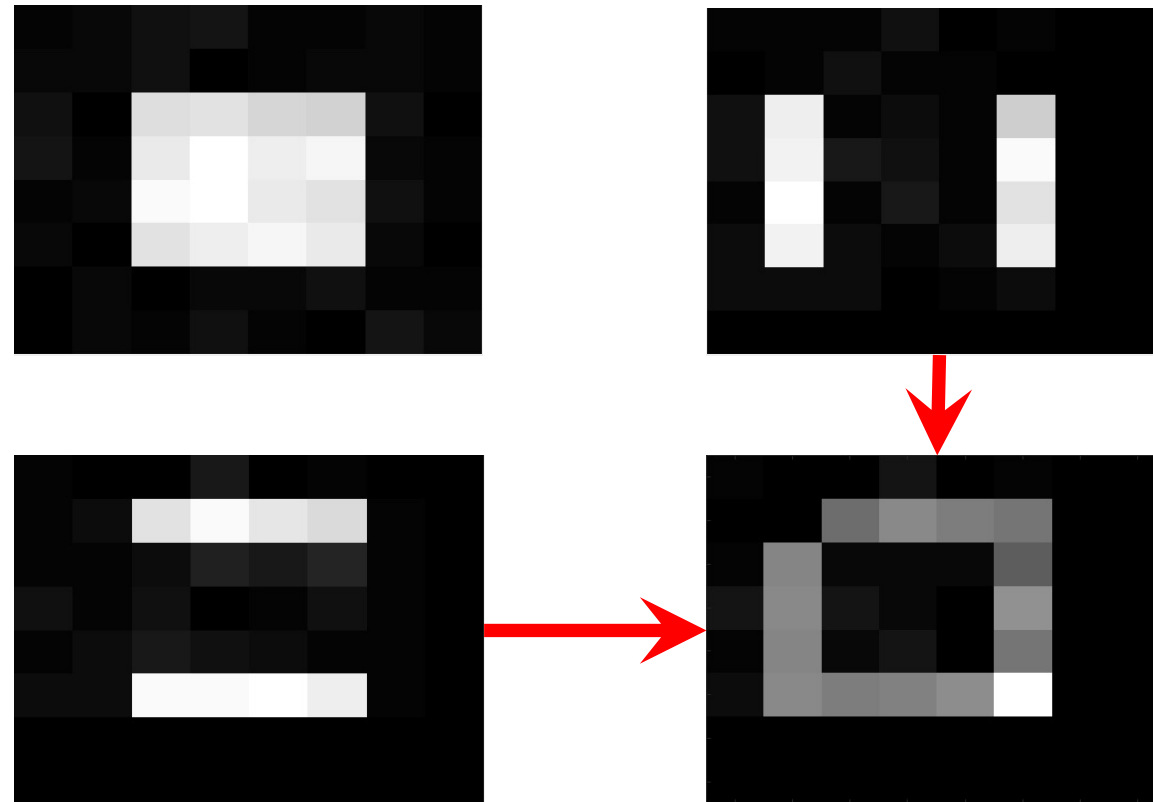
Vertical differencing detects
horizontal edges

$$E_{y_{x,y}} = |P_{x,y} - P_{x,y+1}|$$



First order edge detection

$$\mathbf{E}_{x,y} = \left| 2 \times \mathbf{P}_{x,y} - \mathbf{P}_{x+1,y} - \mathbf{P}_{x,y+1} \right|$$



Addition of
horizontal
and vertical



First order edge detection

Template

2	-1
-1	0

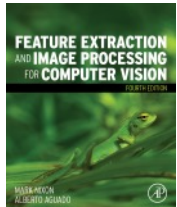
$$\mathbf{E}_{x,y} = \left| 2 \times \mathbf{P}_{x,y} - \mathbf{P}_{x+1,y} - \mathbf{P}_{x,y+1} \right|$$

Code

```
function edge = basic_difference(image)

for x = 1:cols-2 %address all columns except border
    for y = 1:rows-2 %address all rows except border
        edge(y,x)=abs(2*image(y,x)-image(y+1,x)-image(y,x+1)); % Eq. 4.4
    end
end
```

How can we **improve** it?



Taylor series – evaluate $f(t + \Delta t)$

First approximation, original value

$$f(t + \Delta t) = f(t)$$

Second approximation, add gradient

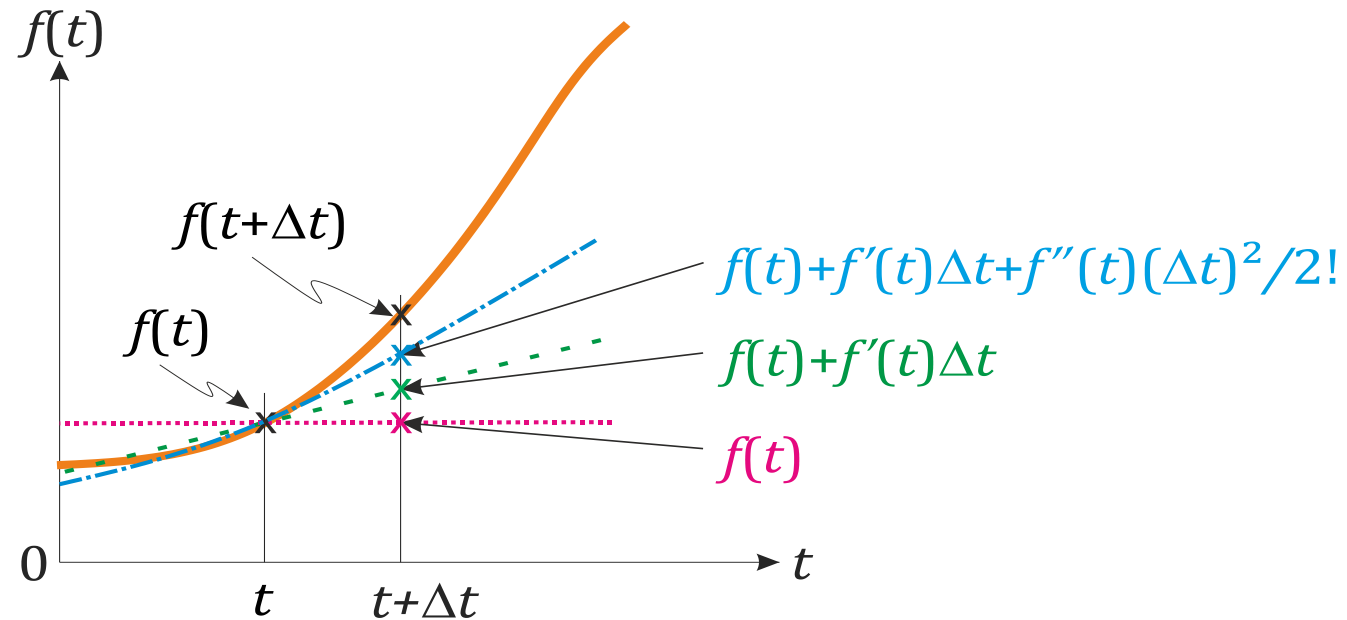
$$f(t + \Delta t) = f(t) + f'(t)\Delta t$$

Third approximation, add f''

$$f(t + \Delta t) = f(t) + f'(t)\Delta t + \frac{f''(t)}{2!}(\Delta t)^2$$

Taylor series

$$f(t + \Delta t) = f(t) + f'(t)\Delta t + \frac{f''(t)}{2!}(\Delta t)^2 + \frac{f'''(t)}{3!}(\Delta t)^3 + \dots + \frac{f^n(t)}{n!}(\Delta t)^n$$



Edge detection maths

Taylor expansion for $f(x + \Delta x)$ and $f(x - \Delta x)$:

$$f(x + \Delta x) = f(x) + \Delta x \times f'(x) + \frac{\Delta x^2}{2!} \times f''(x) + O(\Delta x^3) \quad (\text{A})$$

$$f(x - \Delta x) = f(x) - \Delta x \times f'(x) + \frac{\Delta x^2}{2!} \times f''(x) - O(\Delta x^3) \quad (\text{B})$$

(A) - (B) :

$$f'(x) = \frac{f(x + \Delta x) - f(x - \Delta x)}{2\Delta x} - O(\Delta x^2)$$

$$\mathbf{E}_{xx}_{x,y} = \left| \mathbf{P}_{x,y} - \mathbf{P}_{x-1,y} \right|$$

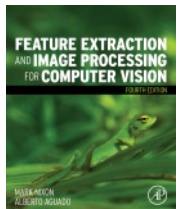
1	-1
---	----

$$f'(x) = \frac{f(x + \Delta x) - f(x - \Delta x)}{2\Delta x} - O(\Delta x^2)$$

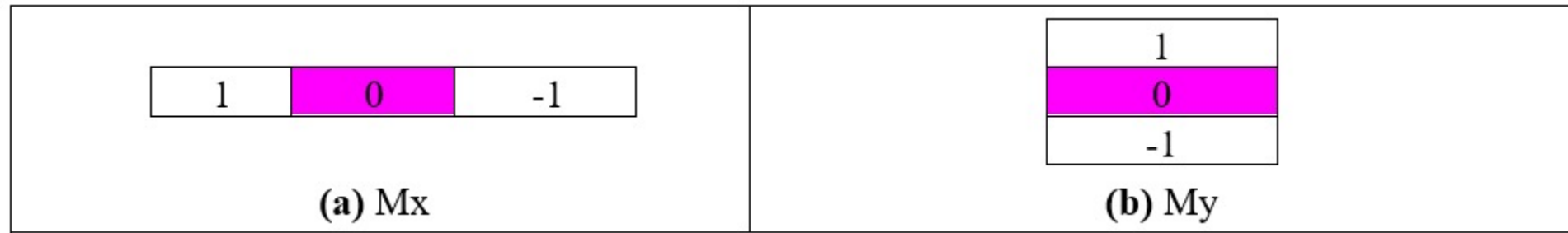
If $\Delta x < 1$, this error is clearly smaller

$$\mathbf{E}_{xx}_{x,y} = \left| \mathbf{P}_{x+1,y} - \mathbf{P}_{x-1,y} \right|$$

1	0	-1
---	---	----



Templates for improved first order difference

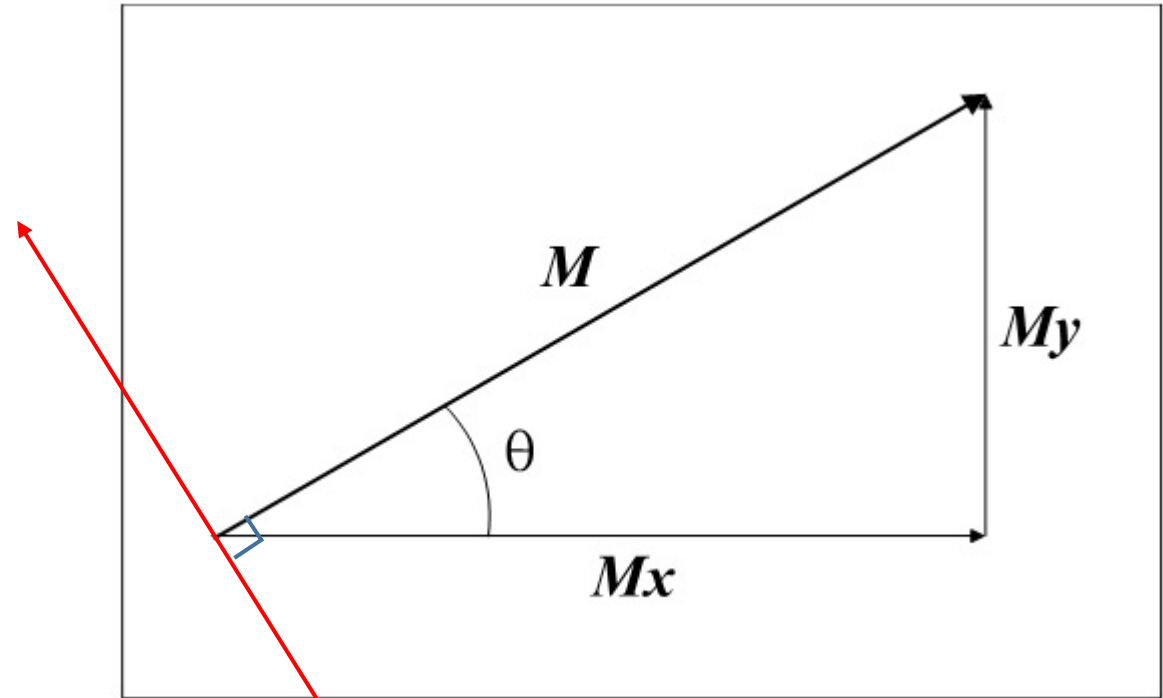


Edge Detection in Vector Format

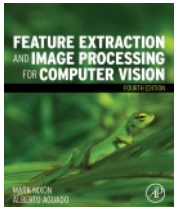
Vectors have **magnitude** (strength) and **direction**

$$\text{Magnitude: } M = \sqrt{M_x^2 + M_y^2}$$

$$\text{Direction: } \theta = \tan^{-1} \left(\frac{M_y}{M_x} \right)$$



Edge direction



Templates for 3×3 Prewitt operator

Average improved horizontal and vertical operators

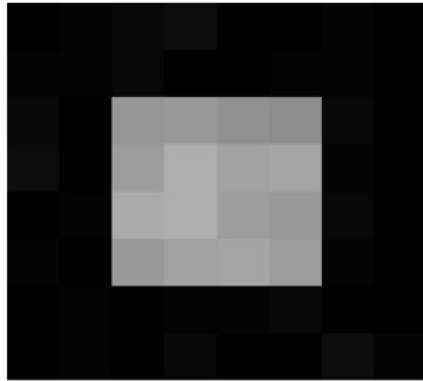
<table><tr><td>1</td><td>0</td><td>-1</td></tr><tr><td>1</td><td>0</td><td>-1</td></tr><tr><td>1</td><td>0</td><td>-1</td></tr></table> <p>(a) M_x</p>	1	0	-1	1	0	-1	1	0	-1	<table><tr><td>1</td><td>1</td><td>1</td></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>-1</td><td>-1</td><td>-1</td></tr></table> <p>(b) M_y</p>	1	1	1	0	0	0	-1	-1	-1
1	0	-1																	
1	0	-1																	
1	0	-1																	
1	1	1																	
0	0	0																	
-1	-1	-1																	

Edge magnitude and direction calculated for **centre** point

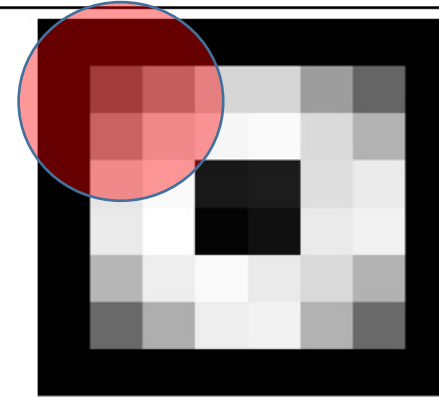


Applying the Prewitt Operator

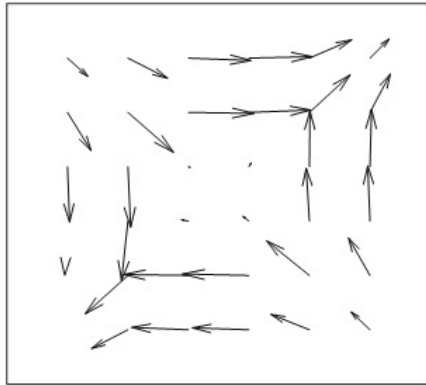
No missing points



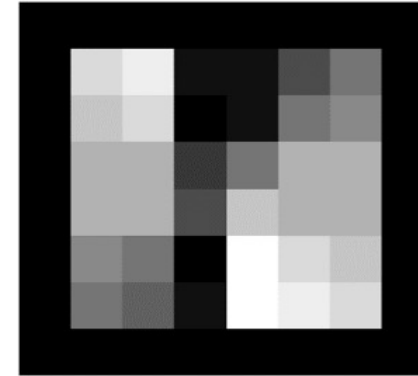
(a) original image



(b) edge magnitude



(c) vector format

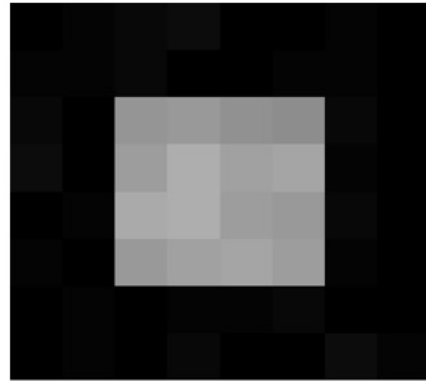


(d) edge direction

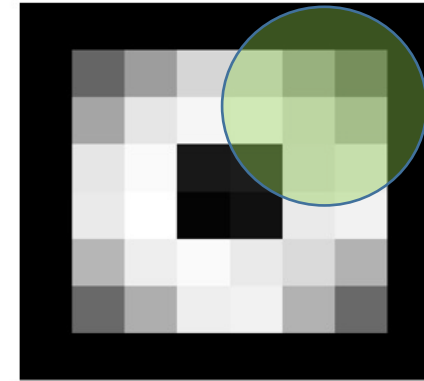


Applying the Prewitt Operator

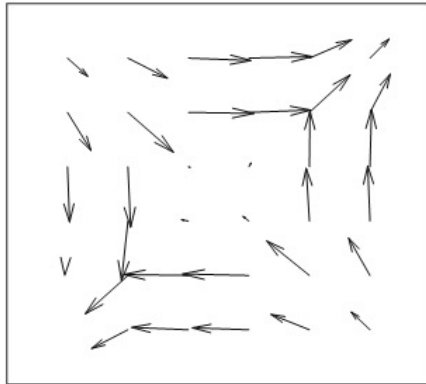
Blurred edges



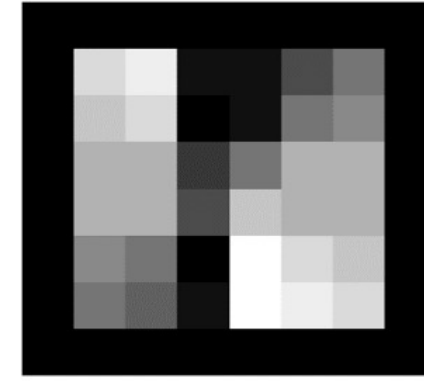
(a) original image



(b) edge magnitude



(c) vector format

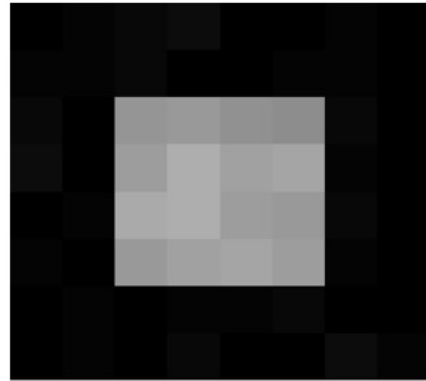


(d) edge direction

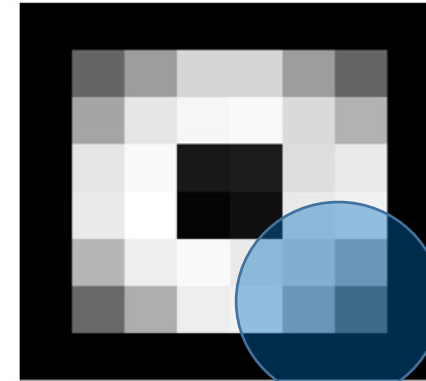


Applying the Prewitt Operator

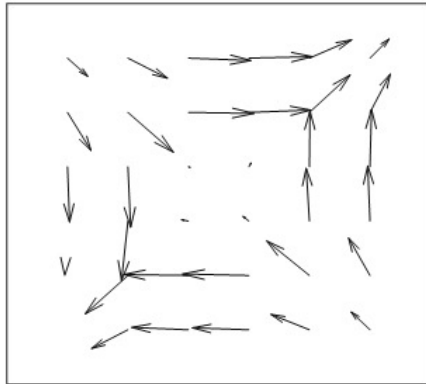
No double points



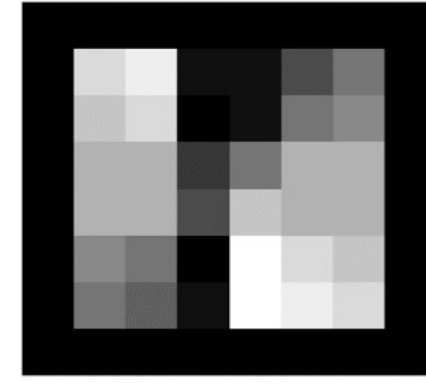
(a) original image



(b) edge magnitude



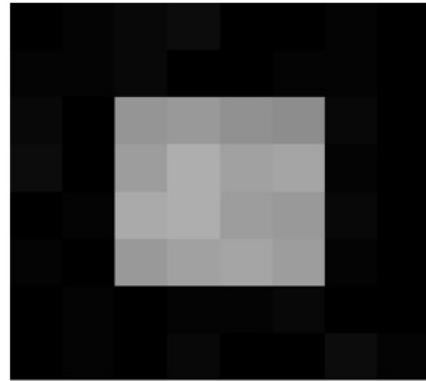
(c) vector format



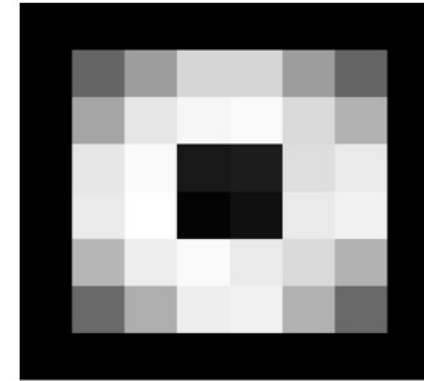
(d) edge direction



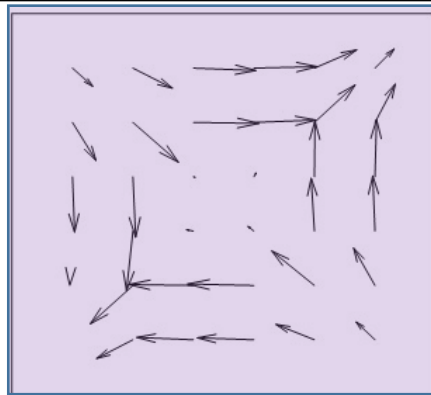
Applying the Prewitt Operator



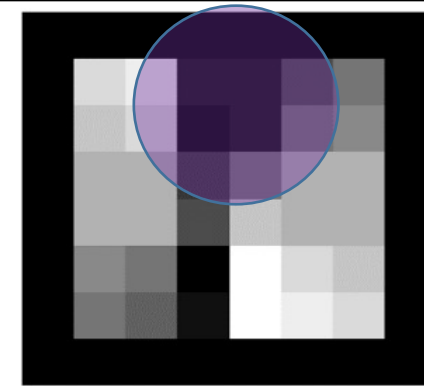
(a) original image



(b) edge magnitude



(c) vector format



(d) edge direction

So use vectors

Displaying
directions
as an image
communicates
nothing



Templates for Sobel operator

Sobel is most popular basic operator

Double the centre coefficients of Prewitt

<table><tr><td>1</td><td>0</td><td>-1</td></tr><tr><td>2</td><td>0</td><td>-2</td></tr><tr><td>1</td><td>0</td><td>-1</td></tr></table> <p>(a) M_x</p>	1	0	-1	2	0	-2	1	0	-1	<table><tr><td>1</td><td>2</td><td>1</td></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>-1</td><td>-2</td><td>-1</td></tr></table> <p>(b) M_y</p>	1	2	1	0	0	0	-1	-2	-1
1	0	-1																	
2	0	-2																	
1	0	-1																	
1	2	1																	
0	0	0																	
-1	-2	-1																	

WHY?



Applying Sobel operator



(a) original image



(b) Sobel edge magnitude



(c) thresholded magnitude



Generalising Sobel - use Pascal's triangle

1. Averaging

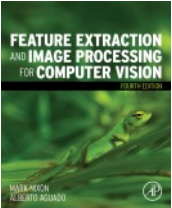
Window size

2			1		1				
3			1		2		1		Sobel 3×3
4		1		3		3		1	
5	1		4		6		4		1
									Sobel 5×5

2. Differencing

Window size

2			1		-1				
3			1		0		-1		Sobel 3×3
4		1		1		-1		-1	
5	1		2		0		-2		-1
									Sobel 5×5



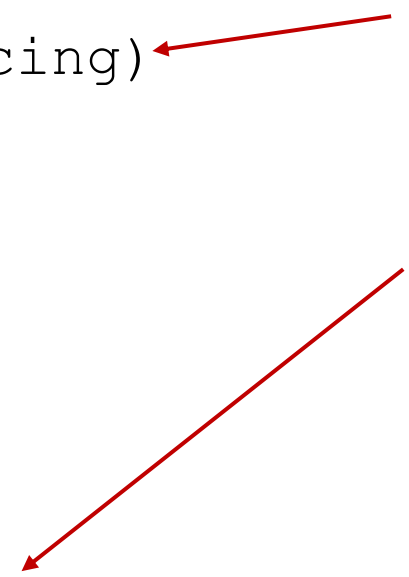
Generalised Sobel

Generated by: $\text{averaging}^T * (\text{differencing})$

```
>> s=Sobel_templates(5)
```

```
s(:, :, 1) =
```

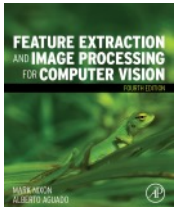
1	2	0	-2	-1
4	8	0	-8	-4
6	12	0	-12	-6
4	8	0	-8	-4
1	2	0	-2	-1

$$\begin{bmatrix} 1 \\ 4 \\ 6 \\ 4 \\ 1 \end{bmatrix} \times \begin{bmatrix} 1 & 2 & 0 & -2 & -1 \end{bmatrix}$$


Main points so far

1. Differencing detects contrast and thus **edges**
2. Can **improve** the differencing process (by maths!!)
3. **Sobel** is a good general purpose operator

We shall go to more sophisticated methods,
coming up next...



Filters for edge detection